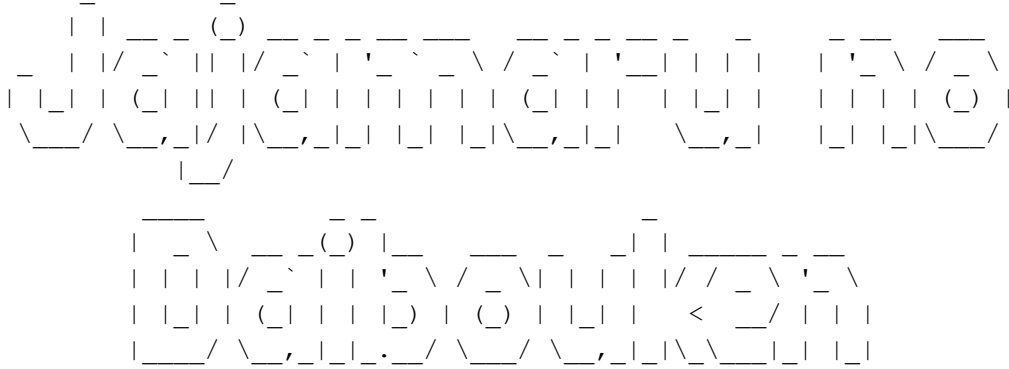


Jajamaru no Daibouken (Import) FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Jan 20, 2009

~~~~~



~~~~~

This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it: <http://faqs.retronintendo.com>

~~~~~

## Table of Contents

~~~~~

1. - Controls
2. - Walkthrough
3. - Disclaimer

~~~~~

## 1. - Controls

~~~~~

- D-Pad - Move
- A - Jump
- B - Attack
- Start - Pause
- Select - No Use

~~~~~

## 2. - Walkthrough

~~~~~

Scene 1

This stage is very simple. Move to the right and try to jump along the higher platforms. You will face three different enemies. The most common will be the old men walking along the bottom that will shoot shots in front of them. There will also be jumping enemies that will usually spawn on the higher platforms. Toward the end of the stage, you will see a fiery enemy fall from the screen

and leave flames on all the platforms he passes through. You'll have to jump over the flames he leaves behind. Slightly after that enemy, climb to the top right to finish this stage.

Scene 2

This is basically a boss stage. The boss will jump around the trees or on the ground while throwing bombs. You will throw your shurikens upward instead of forward in this stage. I suggest staying under the branches to the far left or to the far right so he never gets too close. Just try to time your shurikens to hit him whenever he is above you. Hit him a couple of times until he dies and you will finish this stage.

Scene 3

You will notice in this stage that a lot of platforms have brown tiles. You can jump into the bottom of these tiles like in Super Mario Brothers and break them open for some extra points. The fiery monster from the end of the first stage will appear in this stage several times. The most common enemy will jump around like the bouncing enemies earlier but they will shoot as well. At the end you will also run into an enemy that will move a lot quicker along the ground and shoot. When you reach the end, go through the door in the top right.

Scene 4

The layout to this stage will be the same as the second stage, the trees will be to the far left and right and there will be an open field in the middle. This is also a boss stage. The boss will fly around at the same height left to right. Every now and then, he will stop and shoot a lightning bolt straight down. He always travels the same distance between lightning bolts so try to determine where he will stop and throw a shuriken there. Hopefully if you time it right, it will hit him as he stops. You will finish the stage after you hit him a couple of times.

Scene 5

The only thing different with this stage from the previous stages is that you have to jump over the benches. They aren't just background images so prepare to jump if you choose the low path. On the ground will be a couple of rolling skulls throughout the stage. In the air is a small bat which you will always see on the screen and a bee that will appear halfway through the screen. Be careful with the bees since they are small. The most common enemy will be what appears to be a panda. They will jump around and throw bones at you. As you move to the right, jump up the platforms so you can go through the door in the top right at the end of this stage.

Scene 6

This boss will jump around from the middle. Some jumps will be smaller than others so be careful with how far he will go. After a couple of jumps, he will

stop and throw what appears to be sheets of paper at you. They will float down waving slowly as a normal piece of paper would. He also likes to sit in one spot while he's throwing these objects. Try to get under him when he stops for some easy attacks and this boss should die pretty quickly.

Scene 7

The enemies in this stage can be a bit of a pain in the butt. You will have your usual jumping enemies that shoot along with an occasional bee. The main new part to this stage are these ghosts on the ground that will shoot three shots up in the air that will then fall back down to the bottom of the screen. They can be killed but it takes a lot of shots so I suggest just avoiding these. Obviously, just like the other stages, jump to the top right corner when you reach the end and enter the door.

Scene 8

This boss is just like the boss from scene four. The boss will move a lot quicker in this round though. The only other difference is that she will leave a small fire where she fires the lightning bolt. It will go away after a while but you may have to jump over them to avoid the boss. Just throw a couple of shurikens at her until she blows up.

Scene 9

The enemies will be the same as the enemies from scene seven aside from the ghosts that shoot shots straight up. This stage is different though. It is the first stage you will come across in the game that you have to jump over gaps. They will appear to be lakes. You also have to jump over the statues. I suggest trying to stay on the higher platforms since you will need to jump across most of them to get over the gaps. Go through the doorway at the far end of this stage to finish it.

Scene 10

This is your first new boss stage in the aspect of the layout at least. You will be on a frog which is the first odd part of it. You can jump pretty high with the frog and shoot fireballs from its mouth for some reason. The boss will jump from the building to the right onto the tree in the middle. He will just jump back and forth while dropping a lot of bombs. Avoid the bombs and just keep jumping and shooting at him until he dies. After you kill him, jump into the girl in the top right corner to complete this boss battle.

Scene 11

This stage can get very annoying with enemies if you plan on avoiding them all and finishing the stage quickly. There will be two different enemies that will jump around. One of them will shoot and jump while the other will just jump. About a third of the way through the stage, you will see these monsters that appear to be hung. When you get close enough, they will fly at you. When you

finally reach the far right end of this stage, climb the platforms and go through the door.

Scene 12

This is the same as the first boss except there are two of them. They will jump around and throw bombs at you. The shurikens are automatically aimed upward so try to time your attacks to hit them as they were jumping.

Scene 13

There are two different enemies that will jump around and shoot at you in this stage. Any enemy that you see appear on the screen in a random spot halfway through the screen will do this. There are a couple of enemies that will be on the ground at all times and her head will shoot straight up and down. Be careful whenever you jump over her. Also, she will shoot shots from wherever her head is so she can attack a pretty big area at once. I suggest climbing to the top right corner at the end to avoid that weird enemy with her head and hold down while jumping above the door to fall through the platforms and exit this stage.

Scene 14

Again, this boss is like the second boss, notice a pattern? The only difference is there are two of them dropping lightning bolts on you at a time. This one is pretty easy as well. Usually they fly right next to each other so it's easier to hit at least one of them so try to attack them quickly since they spawn together.

Scene 15

Just like the last park stage, you will have to jump onto the benches, you can't walk in front of them. You will face the same panda bone throwers and bees from the last time you did a park stage, but you will also run into a new enemy. There will be a snake enemy that jumps around but he is stronger than the normal enemies so try to just avoid them. Jump to the top right platform at the end to go through the door and finish this stage.

Scene 16

This will be the boss that appears to be dropping those sheets of paper again. As expected, there are two of them this time. Avoid their attacks and try to attack them when they stop and sit on the branches.

Scene 17

This stage has a lot of different enemies. There will be your usual jumping and shooting enemies as well as the old men walking on the ground from the first

stage. The other common enemy is that fire monster that falls from the sky and leaves fires on the platforms he touches. There will be one new green one-eyed enemy that you will see at all times. If you get too close they will fire a single shot at you. One thing that is different about this stage is you can't jump through the bottom of platforms so plan accordingly. Jump through the door in the top right corner at the end to finish this stage.

Scene 18

Again, this is a pair of the bosses with lightning bolts that will leave fire behind. They move a bit faster than the other bosses so be careful. Attack both of them while they are close to each other so you have a better chance of hitting each of them.

Scene 19

This stage is littered with enemies. You will have seen most of them by now from previous stage including your generic jumping and shooting monsters. There will also be the ghost monsters that appeared to be hung that you saw earlier. The ground enemies will shoot three shots straight up and then they will arc back down. Pay attention to the platforms here, if you run into the foot of higher platforms, you will fall off and possibly into the water. Also note that on the water, there are floating rocks you can jump on. Go through the door at the top right corner to complete it.

Scene 20

This is the same exact boss from scene ten. You will be on the frog who can jump high and his only attacks is a horizontal fireball. The boss will jump around, this one will jump onto the ground. He will simply throw bombs at you. After you kill him, jump into the girl in the top right corner to complete this boss battle.

After Scene 20, the stages will repeat themselves over and over again. The stage layouts and enemies will be the same as scene one and counting up from there. The bosses will go in the same order but there will always be at least two of them except for the boss battle on the frog.

~~~~~

### 3. - Disclaimer

---

~~~~~

This FAQ/Walkthrough is copyrighted ʘ 2009 to Frank Grochowski. International Copyright laws protect this FAQ/Walkthrough. You cannot sell this FAQ/Walkthrough for a profit of any kind. You cannot reproduce this FAQ/Walkthrough in any way with out my written consent. You are however allowed to download this FAQ/Walkthrough for personal use. You can also post it on your web site as long as you give me full credit, don't change it in any way, and it is free. The latest version will always be found at:

<http://www.GameFAQs.com>

