

1/14/04 - I've completed this walkthrough as much as I possibly can and marked it as final. If I ever need to update it again in the future with reader submitted information, corrections, etc, I will, but until that time, everything is complete. So, enjoy!

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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None as of yet. Oh well. If you have something to ask me, send it to ssj4kain@aol.com or if I get asked something enough, I'll throw it up here.

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= [IV. How To Play] [HOTP4] =
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- A. Controls And Menus [COAM4.1] -

Alright, well, let's start with the controls, shall we?

D-Pad - Used to move Scott around the screen. Rather basic, really.

Select - Used to switch and cycle through your current Weapons you have. (This can be used when the game is Paused, which is VERY helpful.)

Start - Pauses the game.

B Button - Attack with whatever Weapon you're currently using.

A Button - Used to jump.

Well, those are the controls and since this game has no real Menu or anything, I'll explain the on screen Menu and what each thing is. The "Menu" is the bar at the bottom of the screen. Starting at the far left and working my way right, here's a low down on each thing:

Life - Shows you how much energy you have left until you die. Keep this as high as possible at all times and be sure to grab any Hearts you find after defeating Enemies, as you WILL need them. Depending on how much Life you have at the end of each Area in a Round, you'll get 100 Points per Life Bar and even be rewarded with some additional Life.

Chip - Shows you how much energy you have left for your special Weapons. When you use a special Weapon, your Chips are reduced, so always be on the lookout for more Chips to acquire and make sure to keep this as high as possible, so you can make short work of each Boss in every Round. Like Life, at the end of each Area in a Round, you'll get 100 Points per Chip Bar and even be rewarded with additional Chips.

Enemy - Only used when you're in a Boss Battle, this area will represent how much Life your opponent has left. Once it's empty, you'll have won.

Score - Shows you how many points you've racked up in defeating Enemies. Not really helpful or useful at all, unless you're a player who aims for high scores. Only benefit really is for every 100,000 Points, you get an extra Life. Good luck getting more than 100,000 once, though.

Kabuki Head - Shows you how many Lives you have left. Once you run out, it's Game Over, but you have 2 Continues, so use them wisely. At the end of the game, depending on how many you have left, they count for 10,000 Points each!

Time - Tells you how much Time is remaining for you to complete the Area of the Round you're in. If this reaches 0, you'll die and have to restart, so don't let this happen. When you finish an area in a Round, your Time is also added up and you get 10 Points per second.

Weapon - Shows you which Weapon you're currently using, by way of a symbol.

Well, that about covers the "Menu" and with that, we're done with this part, as that's all there is to cover.

- B. Moving Around [MOAR4.2]-

Well, now we come to how the game itself works. Kabuki Quantum Fighter is your typical platform game, in a Ninja Gaiden type style. You run through each area, battling Enemies, collecting power ups and trying to survive until you make it to the Boss of whichever Round, where you then must do battle with them. Enemies can never be truly killed, as they do reappear if you make it happen. (For example, if you always move forward, you won't have this problem, but if you, say, kill an Enemy, then backtrack far enough and return, they will be back.)

Movement with Scott is very simple. He's agile and has great movement, almost Ninja like, but not quite. Controlling him will be easy, but it'll take a little while to fully master what he's really able to do. Just a side note, though. When hanging from things, if you wish to do a short swing, just tap the A Button and you'll do so, but hold down the A Button to do a far swing off whatever you're holding. Only problem with using Scott is actually timing using his Kabuki Hair attack correctly on certain Enemies, like doing it in mid air or something. Rather hard to do it just right, so that'll take some practice.

As you play through Kabuki Quantum Fighter, defeating Enemies will net you Hearts and Chips, which are used to replenish your Life and Chip Bars and keep you going. Collect these and keep both Bars as high as possible at all times. Also, be cautious of Spikes, Gears, Lava, etc, as they can hurt you. They can't kill you instantly, but they will hurt you, so avoid them.

With that all said, that about covers movement and the gameplay in Kabuki Quantum Fighter as much as possible. The rest is just up to you to play and find out for yourself. Have fun, as it's a rather difficult, yet simple and fun game, even if the story/plot is rather weird.

- C. Tips & Tricks [TITR4.3]-

- Always keep moving. You have a time limit for each area and the last thing you need to do is have it run out on you, taking away one of your Lives and throwing you back to the start. Don't sit around and battle Enemies for power ups if you don't have the time.

- Master timing your swings on the Poles or whatever they are correctly at

some parts. Sometimes you will have to make a short swing, sometimes you will have to make a far swing. To do a short swing, just tap the A Button and to do a far swing, hold the A Button down until you're in the air.

- Learn to take advantage of the Life/Chips for Chips/Life secret during Boss Battles. It could mean life or death for you.

- Unless you REALLY can't avoid it, don't use your Chips during the normal Areas/Rounds. Save them for the Boss Battles, as you WILL need them. Otherwise, expect to be dying alot.

- Rather odd, actually, but try mastering hitting the Down Button while in the air. It allows Scott to quickly fall to the ground. Useful at SOME parts, but that's it.

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= V. The Walkthrough [THEWA5] =
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Note: During The Walkthrough, if I mention there's an Enemy nearby and you see nothing, take that as a blessing, really, as the game has a habit of making most Enemies disappear randomly if they exit the screen. A stupid glitch, but it plays to your advantage. (For example, a Enemy could appear and walk around, turn around and walk away and leave the screen, you follow and find nothing, even at a dead end where it should be.)

- A. Beginning [BEGI5.1]-

The year is 2056 and something has broken into the Main Defense Computer, blocking access to the Backup System. This is bad, in the case that if this program is altered, Nuclear Weapons will be launched and the Earth will be completely destroyed and this can't be avoided, obviously. Though, with the help of the new Image Transfer System, which allows for a Human Brain to be transferred into raw binary code, helping to easily travel through computer circuits, this can be stopped. Unfortunately, it hasn't been tested yet and it's unknown what form the Human Brain will take once it reforms inside the computer, let alone the damage it could cause to the person.

But, Colonel Scott O'Conner has been chosen to take up this dangerous mission. He's a hard trained soldier and very knowledgable in computer hardware and software, so he can get the job done. He gears up and gets ready for a journey like no other...

- B. Round 1 [ROU15.2]-

Tip: This is a rather easy Round, so get use to it, as the game WILL get MUCH harder from here on out. Practice using Scott and get the hang of the controls and everything. Good luck.

- Area 1 -

After the opening cutscene, mainly of Scott successfully entering the computer...as the form of a Kabuki...since his Great Great Grandfather,

Danjuro was a Kabuki Actor, seems it had some influence on him. Ok...well, anyway, Mission Control provides you with Weapons, as you begin your mission.

As you begin this Area, move on and take out the 2 Blue Lizards you come across, then take out the 2 Horned Wheel Robots. After this, take out another Blue Lizard, followed by 2 Red Lizards and move on. I suggest you grab ahold of the Pole you see above you here and throw yourself on top of it, as the top acts like a platform. Then, take out the Horned Wheel Robot (Or the Robot Dog if you went on the path below.) and then take out another Horned Wheel Robot as you continue on, despite which path you took. Next, to avoid 2 Robot Dogs, grab ahold of the Pole you see above you and swing across here from Pole to Pole, then land and take out the Red Lizard here. Next, take out the Robot Dog you come across, then continue on and climb up the wall here, Ninja Gaiden style and watch out for the Floating Head nearby. Next, continue on and take out a Blue Lizard and 2 Red Lizards you find, then make your way up and take out the Flame Head you see.

After this, move on and you'll find a Ball Head and 2 Flame Heads to deal with. Then, don't bother trying to jump across to the platform where you see a Flame Head on, as it's next to impossible to reach it and really not worth going up there anyway. Instead, drop down and take out the 2 Ball Heads you see and then continue on, killing the 2 Blue Lizards you come across. Next, leap up the Pole and jump over to the platform with a Pole under it and take out the Red Lizard here. Now, I suggest you swing across the Poles here and NOT go on the bottom path, across the platforms with the Spikes, but it's your call. Once across, destroy or job the Floating Head, then take out the Red Lizard nearby, followed by another Floating Head. After this, take out 2 Robot Scorpions and then jump up and use the Poles to reach the next platform, avoiding/destroying a Floating Head, then leap down, take out another Robot Scorpion and enter the door. Whew, you're done. Now, onto the Boss.

- Boss Battle: Blue Mutant -

Information: A Mutant that's colored blue. He jumps around the screen with surprising agility and has amazing reflexes and attacks with his body, but is easily avoidable. He also uses a Flame Wave attack.

Hit Points: 15. (29 if you use the Fireball.)

Points Gained For Defeating: 5,000.

Strategy: Rather straight forward. I do NOT suggest you use the Fireball here, as it is rather useless. Save your Chips for Life exchange if you need it. Just use your Kabuki Hair to take him down. Blue Mutant isn't really THAT much of a challenge, but his damn Vega like acrobatics are annoying and his Flame Wave is a pain. Anyway, just assault him and you'll be fine. One thing to note is, attack him when he does the Flame Wave, as he stays still until it disappears, so bash him good then. If you get low on Life, use the Chips for Life trick IF you have Chips, otherwise, well, you're gonna die and have to fight him again anew.

After he falls, you'll get new information from Mission Control about the threat and how it's moving to Area 2 now, since it destroyed the Defense System in Area 1. After this, your Fireball will get an upgrade to a Super Fireball. You can still use the normal Fireball, though. (Note: I know it's called Energy Gun, but they don't exactly NAME the damn attack, so Scott IS firing stuff from a gun. Just note that.) After this, you'll

start Round 2.

- C. Round 2 [ROU25.3]-

Tip: Rush through this Round as fast as possible. With 200 Seconds, it's not alot and you have 2 Areas to explore this time, so really, don't screw around.

- Area 1 -

As you begin this area, head forward and take out the 4 Blue Penguins here, then take out the Snail nearby and move on, but be careful, as there are 2 Birds after the small water part. Next, move on and either take the Pole route or continue through the water. I suggest the water, as the Robot Soldier and Red Lizard aren't worth dealing with, but it's your call. Either way, make your way on and you'll find 2 Snails nearby, along with a rather large pit of Spikes. Now, if you took the top path, you can make that next ledge, otherwise, leap onto the Pole and throw yourself down onto the Spikes and rush forward and grab the next Pole. You WILL lose 1 Life Bar, but it's FAR more worth it than going through that Robot Soldier route. After you've thrown yourself up onto the platform, make your way across and take out the Arm Robot you see nearby.

Then, jump across to the next area and destroy the Snapping Teeth here, then fall down and grab the Pole before you hit the Spikes. Watch out for the Arm Robot nearby and make your way along the Poles upward to the long bar platform with a Snapping Teeth nearby. Get on it and you'll climb across it Ninja Gaiden like, then jump down and continue on and take out the Arm Robot and Snapping Teeth you come across. Next, climb up the wall and continue on, avoiding the Snapping Teeth you see and going along the Poles you come across. Just make sure you jump over the weird object near the Poles, as it can hurt you. Land and take out the Snapping Teeth and Arm Robot here and then exit through the door. Whew, that's Area 1, now for Area 2.

- Area 2 -

Ok, this is a REALLY short Area, so don't worry if you have VERY little time, as you won't need much. As you start out, just make your way down, (Using the Down Button to fall faster helps here.) dodging the Spikes that appear out of the floor (I suggest you take the left path.) and then once you land, watch out for the Spike Ball that's thrown at you. Dodge it or if you're quick enough, fall down to the next area, avoiding the single Spike near the wall as you land and just continue on until you fall down and reach a Pole. Here, avoid the Robot Scorpion and throw yourself along and fall down to find a Red Lizard. (Another is below him.) Take him out, then jump over to the small ledge and you'll see Gears below you. Jump down to the right to land on a ledge, which then just jump across to the other side and you'll snag a 1-Up. After this, continue downward, passing by 2 Red Lizards and you'll reach the bottom with a Blue Lizard nearby. Kill him, then enter the door and you're done and with that, get ready for the Boss.

- Boss Battle: Grey Mutant -

Information: A Mutant that's colored grey. Like the Blue Mutant, he's also very agile and uses his body to attack, but he uses Martial Arts mainly. He has two dangerous attacks, one which is a Light Ball, which when thrown out "dashes" at you 3 times before disappearing and the other is a split illusion, where he creates a fake of himself to draw your attacks.
Hit Points: 17. (33 if you use the Fireball.)
Points Gained For Defeating: 6,000.

Strategy: Rather easy, just as the last Boss, but you may want to use your Super Fireball here if you have a wealth of Chips, otherwise, save them for extra Life. Grey Mutant's only threat is his Martial Arts attacks and his Light Ball, so the best thing to do is hit him fast and hard, though that IS hard to do. That's why I suggest using the Super Fireball, but again, use it ONLY if you have a ton of Chips. Either way, fight him as best as you can and eventually, he will fall if you're good enough.

Once he falls, you'll clear Round 2 and see another cutscene, to which Scott has been captured and his brain waves have stopped and he's being kept alive by Life Support, but it won't last. Mission Control is trying to find a new route to him, as you get the Fusion Gun Weapon now. (That didn't make ANY sense, did it? That whole scene, I mean. Scott appears to be fine now...and not captured...) After this, you'll begin Round 3.

- D. Round 3 [ROU35.4]-

Tip: This is a rather straight forward Round, actually. There's not a whole lot of Enemies around, as it's mainly you just climbing through the Area, trying to survive. So, take it easy and time your jumps right and when swinging from the Poles with fire above you, jump just before the fire stops to get enough time to pass by it before it hurts you. It takes some practice to do this, but it's vital to surviving. Good luck.

- Area 1 -

As you start this area, follow the path up and you'll come across two Ball Heads and a Flame Head. Once you kill them, continue on up until you reach the part where you see a block of ice and a Spike Ball. This is a tricky part. Basically, time your jumps right here and avoid the Spike Balls being thrown at you and QUICKLY grab the Pole on the other side once you land. Next, once you're on the Pole, time your jump right to avoid the Spike Ball above you, then jump up and take the path to the right. Don't bother with the one to the left, it's not possible to get up there and the chances of you making it without taking tons of damage from the Spike Balls aren't very good. Just make your way up and get onto the Poles you see. A Spike Ball is above you, so time your jump right to avoid it, get onto the platform and make your way over to the next Pole.

Next, throw yourself up onto the platform and get ready to slide across the ice area here, with a Spike Ball nearby. Get on it and time your jump right to grab the Pole, as you really can't stop once you get going on the ice, so be careful. Do the same for the next part and once you reach the Pole with the fire above you, time your jump just before the fire goes out, as that'll give you the maximum time to get by. Grab onto the next

Pole and jump as fast as you can onto the platform before the fire hits you. This takes some practice, though. Once you reach the next Poles, you'll have to do this trick again, so do so, then make your way upward, until you reach the next Pole with yet another fire above you. Make your way past this part, then continue upward, grabbing the Poles and just climbing onward, as this is rather straight forward, until you reach the Pole with fire yet again above you.

Again, use the same tactic to get by this part and even the next part, then once you reach the Pole with a platform above it and a Spike Ball nearby, be careful. Throw yourself up and stay as far left on the platform as you can and the Spike Ball will just miss you. Then, jump over to the other side and wait for the Spike Ball to come at you again and jump over it and move FAST and you SHOULD just barely miss it hitting you. Continue upward again until you reach a Pole and there's a Spike Ball yet again nearby. The trick here is to throw yourself up, but don't get on the platform just yet, just do this to lure the Spike Ball out. Once you do, then jump again onto the platform and wait for the Spike Ball to come at you again, then jump over it and grab the next Pole. Next, just throw yourself up and avoid the Spike Ball here and enter the door and you're done. Whew, now, onto the Boss.

- Boss Battle: Mutant Plant -

Information: A giant Mutant plant that flies around the room, trying to attack you. Uses a very basic pattern and it's only attack is spitting out Acid at you, which when it hits, scatters into smaller drops, but they are easily avoidable.

Hit Points: 21. (41 if you use the Fireball.)

Points Gained For Defeating: 7,000.

Strategy: This is really a joke. Mutant Plant mainly just flies around the room, but you can either avoid it by ducking or jumping over it. When it lands, it moves around slowly and spits out Acid, but that's easily avoidable. The only time Mutant Plant is open to attack is when it's not flying, so bash it when it's on the ground. I suggest if you have a ton of Chips that you use the Fusion Gun to make short work of it, but if not, stick with the Kabuki Hair and use the Chips for extra Life when needed. Just keep your assault up and after a while, Mutant Plant, once it starts to lose it's Life, will move faster, mainly in the sense of not staying on the ground for very long. So, you will have to attack it fast and also dodge it's Acid, but it shouldn't be that much of a problem. Rather straight forward, so keep it up and you'll eventually win.

Afterwards, you'll see a cutscene where Scott is finally hooked up to the program and is going to Round 4 now. After they get in contact with him and he asks why the Communication Lines were disrupted after the last big Shock Wave, they tell him about how his entry point was sealed off and how after he destroyed the Defense Circuits in Round 3, they found a special Circuit, with a whole new batch of Enemies now. Wonderful. They tell him to get to the Defense Circuits in Round 4 as fast as possible, as you gain the new Weapon, Quantum Bombs and move onto Round 4.

- E. Round 4 [ROU45.5]-

Tip: Eh, nothing really new here or worth mentioning. It's a basic Round

with some new Enemies, but none are really a threat, though the Boomerang Hand and the Robot Ninja are annoying. Though, I will say this. During the jumps on the Poles here, to fall down off of the Pole you're on to the one below you, hit the Down Button and also, this is a Round where the short jump off the Poles REALLY comes into play, so get use to using it. Other than that, have fun.

- Area 1

As you start this Area, move on and take out the 4 Flame Throwers you come across, then the Robot Ninja that's lurking in the ground nearby. After this, take out the Red Lizard that's also nearby and move on, using the Poles to get by 2 Blue Lizards and the high wall that's coming up. Next, take out the Red Lizard you see if you wish, then take out the Blue Lizard and then use the Pole you find to get over the weird object on the ledge and continue on. You'll then come to a Boomerang Hand above you, which you may want to take out, then throw yourself onto the Poles you see and get ready, as you will need to use the short jump here and also use the drop down method using the Down Button when there is a Pole below you. Now, there's a Robot Ninja below you in the weird material, so if you fall down, you'll have to fight him. Once you make it safely to the next platform, take out the Blue Lizard and the Red Lizard nearby, then move on and take out the next Red Lizard and the 2 Boomerang Hand you see, followed by 3 Blue Lizards, then 3 Robot Soldiers.

Next, continue on and get onto the Poles and throw yourself over to the moving platform and jump off it while on it to get it to rise and while it's rising, land and jump off it again to get a extra boost before it falls down due to your weight. Land on the next platform and take out the Snail, then use the Poles here to pass by 2 Blue Penguins, again using the drop down and short jump and you'll eventually see a Blue Lizard, followed by a Bird that will charge at you. A simple Kick will kill it, then take out the Red Lizard once you land, continue on and take out the Robot Ninja and the Arm Robot nearby, followed by the 5 Snapping Teeth and 2 Arm Robots as you move on. It really doesn't matter which path you take, as each is rather easy to get by, so, just get by and you'll find the door. Whew, well, now it's time for the Boss.

- Boss Battle: Robot Walker

Information: A slow moving walker that has 2 smaller helpers with it that move VERY fast around the room and shoot lasers at you. The Robot Walker itself only attacks with a Laser Shot, but that's if it's on the ceiling and you stand still right under it for too long.

Hit Points: 25. (49 if you use the Fireball.)

Points Gained For Defeating: 8,000.

Strategy: Alright, now this Boss is a challenge, especially if you don't have enough Life and Chips going into this. I suggest first off taking out the two little Pods that Robot Walker has with it, as they are VERY annoying, as you will soon see. The Fusion Gun or Super Fireball work wonders, but again, you will need a ton of Chips for this. They will fall rather quickly and actually, one well placed shot of the Quantum Bomb will nearly destroy them. Once you take them out, focus on the Robot Walker, which it in itself is a joke. All it does is walk around and eventually goes on the ceiling to fire it's Laser Shot at you, which only will happen

if you stand directly under it and stand there for a few seconds.

You actually must allow him to fire his Laser Shot twice before he'll get off the ceiling, since, unless you have a good supply of Chips, you won't be hitting him with your Kabuki Hair. Once he fires 2 Laser Shots, he'll bounce around the room and come back down to the floor, where you can attack him again until he returns to the ceiling. To dodge his Laser Shots, just stand still and time it right and move out of the way as soon as the Laser Shot appears. You don't have to get hit by it, you just need to make him fire the thing twice to get him back on the ground. Repeat the steps above and use your Chips for Life when needed and he'll eventually fall.

After you win, you'll see another cutscene, with Mission Control finding out where the enemy's invasion route is, which it's coming from the Hyperion Research Satellite, something that was lost long ago, but is now being controlled by the computer. Stunned their own Satellite is being used against them, they recall each probe had a self-destruct device and they wonder if they can blow it up. Though, the program to do that is stored in Round 5, but they can't reach it, though, they ask Scott to do it for them, as you get the Remote Control Bolo Weapon. After this, Round 5 begins.

- F. Round 5 [ROU55.6]-

Tip: Again, nothing really, except this is a Pole heavy Round and there's a ton of Spikes, Spike Balls and other things that can hurt you, so I hope your Pole skills are top notch, because you will need them here. Have fun.

- Area 1 -

Well, as you start this Round, there's an Arm Robot ride ahead of you, so rush in and make short work of him, then take care of a Snapping Teeth, followed by another Arm Robot. Next, cross over the next area which is filled with ice platforms and either fight or avoid the Snapping Teeth here, and take out the next Snapping Teeth and Arm Robot you come across. After this, move on until you come across a Robot Ninja under the ground nearby. Either pass him by or if you fall down by mistake, take him out, then Pole jump yourself up and take out the Red Lizard also nearby. After this, continue on and take the top path instead of bottom, as it leads to a dead end and take out the two Ball Heads here (Avoiding the one Ball Head below you if you can.) and get ready to start doing alot of Pole jumping.

Basically, just make your way along and time your jumps right, avoiding objects and Spike Balls, until you reach the end and see a Red Lizard. Take him out, then continue on and watch out, as there's a ton of Spike Balls nearby that go around in patterns here. Make your way past this, then get onto the Poles here and work your way past the Spike Balls all the way to the end (Try not to fall or you'll have to backtrack and try again.) and once you do, you'll find the door. Enter it and you're done with Area 1 and now it's onto Area 2.

- Area 2 -

As you start this Area, head on up until you see a Blue Lizard and a Pole Hanger. Take them out, then continue upward and take out the next Pole Hanger you see, then move on and take out the Pole Crawler and a Pole Hanger nearby. For the Pole Hanger, I suggest using a Fusion Gun attack to clear him off. It just makes it easier. After this, move on and you'll find another Pole Crawler, so take him down and just ahead, there's a Red Lizard, another Pole Crawler and a Pole Hanger. Once you dispatch them, (Again, use this time a Super Fireball to take out the Pole Hanger.) move on and take out yet another Pole Crawler, then move on and take out yet another Pole Hanger. Next, take out a Red Lizard you come across, then make your LONG way up the next part, which involves ALOT of Pole jumping, so have fun with that.

Once you reach the area with a slab of ice, take it careful here, as the platform after it, once you land is moving forward, so you may want to jump IMMEDIATELY as you land on it to save yourself from falling a good way back down and repeating part of the level over and over again. Once you make it to the next platform, grab the Pole and throw yourself up onto it's platform and jump along the very small ice blocks, then grab the next Pole you see and through yourself onto it's platform and take out the Arm Robot nearby, then continue upwards and take out another Arm Robot and 2 Snapping Teeth and yet another Arm Robot. Next, continue on and climb up the Poles, until you find a Red Lizard and after you kill him, climb up and take out a Pole Crawler, then move on. After you climb up some more Poles, you'll reach the end, so just enter the door and you're done. Now, for the Boss...

- Boss Battle: Robot Probe -

Information: A giant robot that walks around and has two guns that shoot lasers out, but only one at a time, depending on which side you're on. It also fires a Shockwave out if you climb to the top of it and try to attack it.

Hit Points: 19. (37 if you use the Fireball.)

Points Gained For Defeating: 9,000.

Strategy: This guy is a joke. Seriously. Basically, I hope you have enough Life for this part, as well as a good supply of Chips. If you do, you'll be fine, if not, you may want to play this out with a little more strategy. If you have a ton of Life and Chips, rush up to it and you see the long white poles on both it's sides? Well, you can actually grab a hold of them and throw yourself up to the top of Robot Probe. Do so and get near the center top of it and when the white part opens, bash it to all hell. Though, Robot Probe will counter with a Shockwave, so be careful. Don't bother dodging it, just stay and smack it until it's dead, but if you have little Life and Chips, attack it once and jump off before the Shockwave hits you. A rather easy Boss, I must say, so you should have no real problem with it. Just keep your assault up and he's history.

Afterwards, you'll see a cutscene where Mission Control has failed, as has Scott, since the program that allows the Satellite to self-destruct was deactivated. They can't do anything, but perhaps Scott can, if he can get inside the main computer and activate it there. Scott tells them he heard that and tells them to get him there. They agree and send him, as you get a note that the final battle is about to begin. With that, Round 6, the final Round, begins.

- G. Round 6 [ROU65.7]-

Tip: I have none. This is the final battle. Good luck.

- The Final Battle: Virus -

Information: The one behind all the trouble that you've been trying to fix, this weird Monster only shoots out large Fireballs to attack you, even though it's the final Boss of the game...as for his second form, most of the same thing, except he releases his Triple Beam three times at you. Hit Points: 25/17. (49/33 if you use the Fireball.) Points Gained For Defeating: 0/50,000.

Strategy: For a final Boss, this guy is really easy. Save your Chips for part two of this guy, as he's much harder then. Basically, just go under Virus and wait until he throws his Fireballs out, then attack his head with your Kabuki Hair a couple times, then go back under him, wait and repeat. Whenever he pauses briefly, that's when he's going to release his Fireballs, so take note of that, so you know when to dash back under him. After you keep your assault up, he'll fall, but his second form will take over...

Now, for part 2, this can also be rather easy, especially if you have a VERY large supply of Chips. If you do, go nuts with the Quantum Bomb, as it REALLY helps against Virus here and can make short work of this form. If you don't have basically near full Chips, don't do this and instead save them for Life and instead, attack him with your Kabuki Hair or even Fusion Gun if possible. Just try to dodge his Triple Laser he uses three times and you should be good enough to beat him. He is ONLY vulnerable when that little part of his appears to fire the Triple Laser, so hit him then. Keep it up and he'll eventually fall and guess what? You've won!

Congratulations on beating Kabuki Quantum Fighter! Now, sit back and watch the ending and after the Credits roll, check out the Sound Test!

- H. Ending [ENDI5.8] -

Well, the Satellite is destroyed, as it seems Scott won, since it self-destructed and Mission Control mentions this. They notice Scott hasn't recovered yet and they wonder if he was caught in the Satellite when it blew up. Though, Scott contacts them and they're happy to see he's alive and asks if he can return now. They agree and then you see the aftermath. The Satellite was destroyed and during Scott's Investigation inside the Satellite, the virus that invaded it had grown and mutated at an extraordinary rate. Using the information it found in the Satellite, it used it to spread terror across the Universe and they almost did so, but were stopped and it goes onto mention how brave we all are and how we stopped this, but we can never rest, as who knows when a situation like this may arise again.

And with that, it's over. Let the Credits roll and afterwards, enjoy the Sound Test. Thanks for reading my walkthrough and I hoped you liked it, more importantly, I hope it helped you out. This is Kain Stryder saying see ya and until next time...

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= VI. Weapon/Item List [WEAITL6]=
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- A. Weapons [WEAP6.1]-

Note: The Punch and Kick are used as your Weapons when the Kabuki Hair can't be used. So since the B Button is the attack for the Kabuki Hair, if you press and hold the Down Button, then hit the B Button, you'll punch, since you can't use the Kabuki Hair while crouching. Simple, huh?

Weapon Name: Kabuki Hair.
Information: One of the basic "Weapons" you start the game out with, it'll be the most helpful and most used. Rather unique and...well...weird, really, the Kabuki Hair is just that: hair. Using your long red hair as a whip, you can really dish out the damage to Enemies. With a decent range, it's very useful in almost every situation.
Chips Used Per Attack: None.

Weapon Name: Punch.
Information: You always have this move, but you can only use it when you're crouching down. It has a VERY short range, but it's one of the only normal means to hurt small Enemies that the Kabuki Hair can't hit. Just be careful when using it.
Chips Used Per Attack: None.

Weapon Name: Kick.
Information: Again, you always have this move, but you can only use it when you're climbing on bars above you. It has a fairly decent range of attack and will serve you well when you need to whack an Enemy off of the bars that you're on in the later Rounds.
Chips Used Per Attack: None.

Weapon Name: Fireball. (AKA: Energy Gun.)
Information: The other Weapon you start with at the beginning of the game, this is the first Weapon that you have that uses up Chips when used. It's a fairly weak Weapon and has limited range, so use it only when you feel you need to.
Chips Used Per Attack: 1.

Weapon Name: Super Fireball. (AKA: Energy Gun x2.)
Information: Gained after beating Round 1, this is an upgraded version of the Fireball. Instead of 1 small Fireball, there's now 3 large ones that now travel the length of the screen and they do the same amount of damage as the Kabuki Hair/Punch/Kick, but cost 2 Chips. Use it when you need a long range attack only.
Chips Used Per Attack: 2.

Weapon Name: Fusion Gun.
Information: Gained after beating Round 2, this Weapon releases 3 giant Fireballs in 3 direction, one diagonal up, one diagonal down and one straight forward. Very useful for hard to hit Enemies or if some of them are spread out and you want to take them all down in one shot. Though, don't always rely on it. Stick with the Super Fireball if anything.
Chips Used Per Attack: 2.

Weapon Name: Quantum Bomb.

Information: Gained after beating Round 3, this Weapon is a stick of dynamite that releases a fairly large blast radius once it hits any object. Very useful for taking out a large area of Enemies and good on Bosses for massive amounts of damage, but not something you want to constantly rely on.

Chips Used Per Attack: 3.

Weapon Name: Remote Control Bolo.

Information: Gained after beating Round 4, this Weapon's actually rather weak, weaker even than the Fireball, but just by a little. When released, it homes in on an Enemy and repetively slashes them for a little while. Though the damage isn't great, it does get in alot of attacks before disappearing, but other than that, don't use it, as there's better Weapons to use your Chips on.

Chips Used Per Attack: 4.

- B. Items [ITE6.2] -

Item Name: Heart.

Information: Heals 1 of your Life Bars.

Item Name: Heart. (Flashing.)

Information: Heals 3 of your Life Bars.

Item Name: Chip.

Information: Refills 1 of your Chips.

Item Name: Chip. (Flashing.)

Information: Refills 3 of your Chips.

Item Name: 1-Up.

Information: Gives you an extra Life.

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= VII. Enemy List [ENELI7] =
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Note: All "Hit Points" are determined by the Kabuki Hair attack and the Fireball attack you start the game with. Everything else pretty much destroys normal enemies in 1 hit. Also, Punch and Kick do the same damage as the Kabuki Hair, just so you know. As for Bosses, the Fusion Gun does twice as much damage than the Kabuki Hair/Punch/Kick, so if a Boss has 20 Hit Points and you're using the Fusion Gun, 10 hits will kill it. As for the Quantum Bomb, it does about the same damage as the Super Fireball, except it hits multiple times. Then as for the Remote Control Bolo, it's weaker than the Fireball, but not by much. I won't post the amount of Hit Points Enemies have here if you use that, but basically, it's the same amount as the Fireball, except it takes an extra 1 to 2 hits to kill them, so take an Enemy's Hit Points via the Fireball and add 1 or 2 more to it if you are going to use that.

Also, all enemy hits, no matter what, deal ONLY 1 damage to you, even Spikes and Gears in the various Rounds.

Enemy Name: Arm Robot.

Information: A small robot that throws his arm out at you for damage.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 500.

Enemy Name: Ball Head.

Information: Practically like the Flame Head, except it shoots out balls of energy from his head to attack you.

Hit Points: 2. (4 if you use the Fireball.)

Points Gained For Defeating: 1,000.

Enemy Name: Bird.

Information: A Bird like Monster, this thing flies at you to cause damage.

Hit Points: 1. (1 if you use the Fireball.)

Points Gained For Defeating: 800.

Enemy Name: Boomerang Hand.

Information: A hand that comes out of the ground and is seeable and throws a Boomerang at you for damage.

Hit Points: 1. (1 if you use the Fireball.)

Points Gained For Defeating: 100.

Enemy Name: Blue Lizard.

Information: A giant Humanoid Lizard that's blue in color. He has a basic attack, which consists of just rushing you and attacking you with his Katana.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 300.

Enemy Name: Blue Mutant.

Information: A Mutant that's colored blue. He jumps around the screen with surprising agility and has amazing reflexes and attacks with his body, but is easily avoidable. He also uses a Flame Wave attack.

Hit Points: 15. (29 if you use the Fireball.)

Points Gained For Defeating: 5,000.

Enemy Name: Blue Penguin.

Information: A Penguin like Monster that's colored blue. They don't do much except charge at you and try to hit you.

Hit Points: 3. (6 if you use the Fireball.)

Points Gained For Defeating: 200.

Enemy Name: Flame Head.

Information: A miniture Mother Brain from Metroid lookalike almost, this robotic contraption fires flames out at you to deal damage.

Hit Points: 2. (4 if you use the Fireball.)

Points Gained For Defeating: 1,000.

Enemy Name: Flame Thrower.

Information: A robotic warrior that throws flames as it's main attack.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 400.

Enemy Name: Floating Head.

Information: A robotic head that floats around. Rather harmless, unless it hits you.

Hit Points: 1. (1 if you use the Fireball.)

Points Gained For Defeating: 30.

Enemy Name: Grey Mutant.

Information: A Mutant that's colored grey. Like the Blue Mutant, he's also very agile and uses his body to attack, but he uses Martial Arts mainly.

He has two dangerous attacks, one which is a Light Ball, which when thrown out "dashes" at you 3 times before disappearing and the other is a split

illusion, where he creates a fake of himself to draw your attacks.

Hit Points: 17. (33 if you use the Fireball.)

Points Gained For Defeating: 6,000.

Enemy Name: Horned Wheel Robot.

Information: A small robot that has horns on its head and wheels itself back and forth on the platform it inhabits. (Think those annoying little robots from Mega Man that rushed you if you ever touched their area.) They rush at you to attack you, but are very weak.

Hit Points: 1. (1 if you use the Fireball.)

Points Gained For Defeating: 50.

Enemy Name: Mutant Plant.

Information: A giant Mutant plant that flies around the room, trying to attack you. Uses a very basic pattern and it's only attack is spitting out Acid at you, which when it hits, scatters into smaller drops, but they are easily avoidable.

Hit Points: 21. (41 if you use the Fireball.)

Points Gained For Defeating: 7,000.

Enemy Name: Pole Crawler.

Information: A weird blue Monster that crawls along Poles, but doesn't attack.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 80.

Enemy Name: Pole Hanger.

Information: A weird Monster that hangs on a Pole and shoots very short range Fireballs at you.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 400.

Enemy Name: Red Lizard.

Information: A giant Humanoid Lizard that's red in color. Unlike the Blue Lizard, the Red Lizard is slow and walks back and forth, throwing small projectiles at you.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 200.

Enemy Name: Robot Dog.

Information: A robotic Dog that runs around the area it's in. Rather harmless, if you don't let it touch you, but it also sometimes fires Fireballs at you.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 80.

Enemy Name: Robot Ninja.

Information: A robot that hides in the ground, but is seeable and jumps out and attacks by jumping around and stabbing with his Katana.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 400.

Enemy Name: Robot Probe.

Information: A giant robot that walks around and has two guns that shoot lasers out, but only one at a time, depending on which side you're on. It also fires a Shockwave out if you climb to the top of it and try to attack it.

Hit Points: 19. (37 if you use the Fireball.)

Points Gained For Defeating: 9,000.

Enemy Name: Robot Scorpion.

Information: A robotic Scorpion like machine that hops above you and strikes with a Katana downward. Very pesky and a pain to get rid of.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 300.

Enemy Name: Robot Soldier.

Information: A armored Humanoid like robot that uses a gun to shoot Fireballs at you.

Hit Points: 2. (3 if you use the Fireball.)

Points Gained For Defeating: 600.

Enemy Name: Robot Walker.

Information: A slow moving walker that has 2 smaller helpers with it that move VERY fast around the room and shoot lasers at you. The Robot Walker itself only attacks with a Laser Shot, but that's if it's on the ceiling and you stand still right under it for too long.

Hit Points: 25. (49 if you use the Fireball.)

Points Gained For Defeating: 8,000.

Enemy Name: Snail.

Information: A slow, moving Snail like Monster. It only can hurt you if it manages to hit you.

Hit Points: 7. (14 if you use the Fireball.)

Points Gained For Defeating: 1,000.

Enemy Name: Snapping Teeth.

Information: A weird Monster that's just a pair of teeth. It charges very fast at you if it spots you and attacks.

Hit Points: 1. (2 if you use the Fireball.)

Points Gained For Defeating: 500.

Enemy Name: Virus.

Information: The one behind all the trouble that you've been trying to fix, this weird Monster only shoots out large Fireballs to attack you, even though it's the final Boss of the game...as for his second form, most of the same thing, except he releases his Triple Beam three times at you.

Hit Points: 25/17. (49/33 if you use the Fireball.)

Points Gained For Defeating: 0/50,000.

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= VIII. Secrets [SECRE8]=
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- Sound Test -

Once you complete the game, after the Credits have rolled, hit the B Button and a screen of Scott O'Conner as the Kabuki will appear and you'll get a message about watching for him in his next game, (Which I'm guessing never happened...) as well as an option for the Sound Test. Have fun with this.

- Change Life/Chips into Chips/Life -

A VERY useful trick, but it can only be used during Boss Battles. During this time, press the Start Button and if you have Chips, you can exchange

them for Life by hitting the Up Button and if you have enough Life, you can exchange them for Chips by pressing the Down Button. Very, VERY useful for some of the Boss Battles later on. The rate of exchange is for every 1 Life you get 2 Chips and vice versa.

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= IX. Credits [CREDI9]=
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people:

Human (Corperation.) Creative Group/HAL America - For making this rather odd, yet fun and enjoyable game. Nicely done, even if it is a tad hard and plays out a bit like Ninja Gaiden, it's still a great game. Thanks for making it!

Myself - For writing this FAQ that you're reading now of course. Thanks me!

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= X. My Words [MYWOR10]=
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Kabuki" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Kabuki" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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