

Kaiketsu Yancha Maru 3: Taiketsu! Zouringen (Import) FAQ/Walkthrough

by Irving

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Kaiketsu Yancha Maru 3: Taiketsu! Zouringen  
FAQ/Walkthrough  
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Version 1.0  
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Table of Contents  
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1. Introduction.....	[1000]
2. FAQ.....	[2000]
3. Controls.....	[3000]
4. Walkthrough.....	[4000]
5. Version History.....	[5000]
6. Legal Disclaimers.....	[6000]
7. Credits and Closing.....	[7000]

To find a section quickly, press Ctrl-F and type in either the name of the section along with its content number (ie. 1., 2., 3., etc.) OR you can use the codes on the far right. Simply type in the brackets with the code number to get a jump.

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1. Introduction [1000]  
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Kaiketsu Yancha Maru 3: Taiketsu! Zouringen is the third installment in the Kid Niki: Radical Ninja series. Once again, the player takes control of the quirky Kid Niki, armed with his wooden rod, through an odd world of weird creatures. If you're a fan of the classic Kid Niki or its sequel, Kaiketsu Yanchamaru 2: Karakuri Land, then you'll be sure to enjoy this game, which essentially delivers more of the same gameplay.

In this guide, you'll find a walkthrough spanning the entire length of the game. I hope you find it helpful.

- ~ Jump.
- ~ Slide (Hold Down + Left/Right + A Button).
- ~ Makes selections on the menu.

4. Walkthrough

[4000]

Before you begin playing Kaiketsu Yancha Maru 3, be sure you have an understanding of these basic techniques:

Charged Slash: Hold down the B Button until the character starts to flash. Then, release to spin on the rod, killing any enemy that touches you. You are invincible while in this state.

Wall Hold and Somersault: Have your rod extended as you fly toward a wall or surface to "slide" down the wall with your rod. If you land it at the top of a wall, you'll be held there in mid air. Having achieved this, release the A Button to spin off of the wall. This technique is instrumental to reaching higher ledges and otherwise inaccessible areas.

Wall Jump: This can only be performed when you have two walls right next to each other. Perform a spin off of one wall and then wall hold and spin off of the other. Using this, you can scale walls all the way to the top.

Slide: While crouching, hold one direction and press the B Button to perform a slide. Slides, unfortunately, cannot be used to damage enemies.

Down Attack and Up Attack: To perform a down attack or up attack, simply press down or up on the Control Pad while flying through the air. While you are down attacking, the character can bounce and avoid obstacles such as spikes.

STAGE ONE

Begin by moving forward and taking down the various googly-eyed enemies that approach you. I can't even begin to imagine what they're supposed to be. After a few steps, you'll notice a key above a hovering platform. Get up there by hopping on top of the nearby platform and subsequently jumping to the key. With it in tow, continue advancing through the level.

You'll notice a health pickup behind a locked door. If you've taken some damage, use your key to open the door. However, if you have no need for it, just pass it; otherwise you'll just be wasting a valuable key. Slightly beyond that is a shuriken walking on top of a platform with some points pickups. To reach it, perform a wall hold on the nearby wall to the right and spin off. Be careful not to land on top of the shuriken for obvious reasons.

Jump from ledge to ledge to avoid getting caught in the mass of enemies in the pits. Eventually, you'll notice another points pickup on top of a platform. This one doesn't require any fancy somersaulting to reach it; simply jump toward it from the left side.

In the area that follows, a new enemy will appear. These snow-cone (???) robots will just hop around. They don't really pose any significant threat, so just slash them away. Situated above on a very high platform is another key. How do you obtain it? Simple. Just stand on top of the raised piece of

ground right below to key and jump toward the small ledge to left. Wall hold here and spin off to reach the key.

Proceed until you reach a spring. Jump on it to reach the ledge with the keyhole. Once inside the yellow-blocked building, kill the enemies jumping below in the pit and slide left to reach the health pickup. Be wary of the pipe spewing fireballs nearby. Anyway, to go further up, you'll have to hit the walking shurikens hazards off of the platforms. This is easily achieved by jumping and hitting them while in mid-air. At the top is another pipe belching fireballs out. Wait for it to spit a pair out, then jump onto the higher ledge. Snag the key here.

Make your way further to the right, watching out for any sneaky enemies that attempt to hit you. At the end is another locked door. Use the key you just picked up and hit the grey switch until the grey platform blocking the hole is out of the way. Then, jump down and eliminate the walking shurikens there. Hop over the gap and jump off the ledge to the lower floor. Again, take caution when passing over the fireball-spitting pipe. The safest way to get by would be to immediately jump on top of the opening after it has just spit two fireballs. Doing so will block the opening and prevent any fireballs from roasting your ass. Jump off afterwards.

The enemies just beyond there resemble the snow-cone robots from before. These, however, can spew fire into the air. Also note that they take three hits to kill. Approach and eliminate them with caution and pass over the next fireball-spewing pipe using the same strategy as before. From the first pipe, jump on top of the next pipe's opening. If you saved a key from before, you can just go through the locked door with no problem. However, if you have no keys on you, you'll need to go up. Hit the grey switch to move the grey platform into a prime jumping position. Then hop up to the top and snag the key and health pickup. Avoid getting burned by the pipes here too.

Past the keyhole, you'll need to go over a set of grey platforms. All of them are influenced by the lone switch at the bottom. Hit the switch until the platforms are in a good position for you to jump up to the top. Ideally, you will want the bottom platform to be near the middle middle with the middle platform as far left as possible and the top platform somewhere in the middle as well. At the top is another key and a locked door leading to the boss fight.

Stage One Boss ~

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The Stage One Boss resembles some random Dragonball Z character with fireballs revolving around him. He will just hop around back and forth. Touch his fireballs and you'll take damage, simple as that. The only part of the battle where you can damage him is when he's at the rightmost portion of the room. When he returns to his starting position, he'll extend his four fireballs toward you. Avoid them by (get this!) just standing in the doorway - the fireballs won't be able to extend to you while you're standing there. When he jumps all over the place, slide underneath him to avoid getting hit. It'll be a slow fight because you can only hit him for that second he returns to his starting position.

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STAGE TWO

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Make your way forward. The first enemy you encounter has um... a unique attack. No inappropriate jokes please. Avoid the "water" they shoot at you

and collect the key and points pickup from the platform above. Continue through the level fighting through the little boy statues (oh God why??) until you reach a locked door. Past it, do a somersault off of the left wall and collect the key on top of the other ledge.

From here, you can go one of two ways. The first way will put you in the face of more danger but it'll lead you to a health pickup. The second way is significantly less dangerous, but you won't get any other bonus out of it.

As for the first method, simply jump straight down into the water. You'll be able to pick up a key. Swim further down past a shark and mine to reach the health pickup and a locked door. Swim past yet another shark and then paddle your way up toward the surface. Avoid the duck and continue.

The second method requires that you jump from the platform with the key. Do a down attack on the little boy statue and unlock the next door. From here, you can just proceed to the waterline, where you'll find a key and a duck. Jump into the water.

Swim your way right through the mine and the locked door. In the next underwater segment, you'll be offered a choice between two different paths. If you head right along the upper path, you'll reach a health pickup that fully replenishes your HP. In order to proceed, continue along the bottom path past a shark and a mine. By now, you've probably realized that you can't attack underwater. The only method of getting past these is to just avoid them.

At the end, swim up past another shark and jump back on to land. You do this by first stepping onto the square block right below the waterline. Then, execute a jump and you'll hop out of the water. Get rid of the statue on top of the ledge and jump to the top of the ledge on the left for a health pickup. Now, position yourself so that you're right at the edge of the waterline and make a jump for the ledge where the little boy statue previously was. The key is to make a running jump from as far to the right as possible (without actually falling into the water, obviously).

From that ledge, jump to get the key on top of the platform. Then, jump from platform to platform to another locked door. Be careful of the shark that repeatedly jumps out of the water here. Unlock the door and jump down into the water. Unfortunately, you'll be stopped by another keyhole. That's easily solved because there's another key in the room to the left. Do your best to swim past the mines and unlock the door.

Advance through the water past a few mine obstacles and you'll eventually come across a shark. Avoid it by swimming above it. The hole at the end leads to a health pickup (which you'll probably need). Now, swim to the upper level and make your way down to the left. At the end, jump out of the water and hop across the platforms. Be wary of statues standing on top of some of them. Eliminate those using your ranged beam attack. Along the way, you should notice a key floating in the air. Be sure to snag it before continuing to the locked door at the end, which leads to a boss fight.

Stage Two Boss ~

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This blue fellow armed with a pitchfork has three methods of attack. First, he will rise in the air and then dive at you. Avoid this by just sliding under him as he swoops down. Then, he'll float in the air in release three energy orbs at you. Stand away from them as they come down to avoid them. Lastly, he'll just run across the field. Jump over him as he passes to avoid getting hit. This boss

can be damaged any time he's standing on the ground. Melee attacks deal much more damage than your ranged energy beam attack, so opt to use those whenever you get the chance.

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STAGE THREE

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Begin by moving forward and getting rid of the odd-looking four-legged creatures. Yeah, I don't even want to begin to guess as to what they are. Collect the four points pickups on the platform and then jump for the key floating nearby. At this point, you'll begin to encounter flying bananas. These aren't much of a challenge to defeat; one hit should be enough to eliminate them. Anyway, get rid of the keyhole block and proceed.

Try to avoid jumping into the water because it'll slow you down as you attempt to run through. Watch out for the yellow flower because it'll dismount its stem and "roll" toward you. The white flowers will attack you with a surprise gun that can hit you from a range. While you're eliminating those threats, dodge the flying bananas as best you can. And yes, I am completely aware of how ridiculous I sound right now.

Continue jumping from platform to platform until you reach a tall piece of earth jutting out above the others. On top is a white flower and a key floating nearby. Get rid of the former and pick up the latter. Shortly thereafter, you'll reach a point where you can't jump any further. Fall into the water and jump your way further to the right. Be sure to collect the key floating between the two platforms just beyond there. At this point, you should have two keys in tow.

Upon arriving at the waterfall, hop on the boat thing and begin to paddle your way up (A Button). The direction that you're facing determines which direction the boat thing will move in. For example, when you're facing toward the left, you'll move toward the right. Watch out for falling logs and flying bananas as you make your way up. If you feel like attaining some points pickups, check the various platforms along the left side of the waterfall. To proceed, just go up the right side, jump off, and unlock the keyhole there.

This next area is really open-ended, so make an effort not to get lost, 'kay? As soon as you go through the keyhole, jump down forward. You'll land on a green block with two possible ways to continue down to your left and right. Step off of the left edge and perform a wall hold on the adjacent wall. Then, spin off to collect the key in the indent. After collecting it, jump off to the left and perform a down attack to bounce and avoid the spikes at the bottom.

From here, proceed to the right, avoiding the various feet monsters hopping around. Jump onto the platform with the single tree and continue to the right. At the edge, you'll notice a line of green blocks above you and a huge gap in front of you. The gap is lined with spikes at the bottom, so opt for the upper path. At the end of the line of blocks, you'll notice a set of spikes near the bottom-right corner of the screen. Jump in the area between your current platform and the spikes and kill the yellow flower thing. After a few more gun-toting flowers, you'll notice a key nearby. Pick it up and unlock the nearby keyhole. Slide under the blocks and snag the health pickup and key located here.

Slide your way back and begin jumping up towards the upper-right. Continue up the staircase, avoiding flowers and flying feet left and right. Once you reach the edge of the screen, jump left onto the green-tipped platforms there and

unlock the keyhole. From here, continue jumping from platform to platform. Take care because if you fall, you'll have to climb all the way back up again. After passing a platform with some trees growing on it, you'll again jump onto some green blocks. Traverse the staircase and jump the hole in the middle. At the top, hop further to the left and snag the key sitting in the corner. If you wall hold off of the two green blocks jutting out just above you and spin off, you can collect a health pickup sitting on the platform.

Now, return to the top of the staircase block formation and jump onto the green-tipped platform to the right. You'll have to again contend with some flowers and various monsters here. It's just a short trip from here to the locked door leading to the boss keyhole. Be careful not to fall down on the way there.

Stage Three Boss ~

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The woodman (as I like to call him) wields a huge hammer that acts as a shield and weapon. When he charges you, he'll have his hammer in front of you, rendering him invincible from the front. Avoid his charge by simply jumping over him. As soon as you see him hop up in the air, jump up to avoid his ground-pounding attack, which deals heavy damage to you. Take the opportunity after he lands to get a few hits in as he runs back to his starting position. He'll repeat this process without too many change-ups.

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STAGE FOUR

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Jump into the sand at the start and jump forward to progress. The enemies in this area consist primarily of bees and bats flying around. These are easily killed with a single hit. The bees will just fly up and down whereas the bats actually attempt to follow you. Just beyond the sand, you'll encounter some gun-toting armadillos. You can only hit these when their shell is open - otherwise, your slashes will just deflect off. Make your way to the top of the blocks and grab the key sitting on the cloud nearby. From here, jump to the next cloud further to the right and continue.

You can unlock the keyhole to easily avoid the spikes just below. However, if you just jump off to the left of the line of spikes and perform a down attack, you can wall jump off and land on the platform below the upper line of spikes. You'll be able to get a health pickup as a bonus as well. Walk to the end and jump on the spring to boost yourself up to the next platform.

From there, hop on to the edge of the platform and jump down all the way to the bottom. Head right and you'll notice a keyhole. Here's another opportunity to save a precious key. Instead of using it, just execute a wall hold on the walls above the keyhole and jump from wall to wall. If you haven't already tried it, wall jumping is a very useful technique for overcoming these kind of obstacles. Anyway, at the top of the ledge, jump on to the cloud. Then, jump up and left towards the next cloud. From here, just hop in a generally forward direction over the clouds. Watch out for the fans that'll push you right off.

If you need a key (you should have just one at the moment), then hop over the clouds toward the upper-left corner. There's a key there that you can pick up. If you don't need it, save yourself the trouble and continue. At the end of the line of clouds, you'll reach a keyhole. Unlock it and hop off the ledge. Be sure to hold forward because there's a spike pit at the bottom. If you move forward a little bit, you can easily avoid it.

At the bottom, hit the ball to put it in motion and use it to jump over the next ledge. Once you're over, kill the armadillos here and hit the ball two platforms to the left of the right wall. Get on top of the nearby cloud and snag the health pickup. Then, begin to jump to the next cloud until you reach two separate clouds you can jump to. First, go towards the upper-left and pick up the key there. Be careful of clouds that'll "dip" when you step on them. Once you have it, follow the clouds to the right. At the jump with the fan blowing at you, jump toward the lower-right. You'll land on a line of clouds with a cloud in the middle that'll collapse when you step on it. Do just that and aim for the platform the keyhole on it. Opening it will lead you to the boss.

Stage Four Boss ~

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This is an interesting character to say the least. He (she?) will begin by hopping around the map, playing his horn. Watch out for the music notes and avoid them because they can damage you. When he returns to his starting position, he'll spin around the edge of the screen. This move is easily avoided by simply standing on the cloud in the middle. The boss, unlike the others thus far, can be damaged at any time. It should be noted that falling off of the clouds will result in an instant death, so try to avoid doing that, mm'kay?

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STAGE FIVE

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Avoid the flying ice cream cones (again... what the hell?) and collect the key from the top of the icy platform. Be careful when jumping on top of these because you'll slip and slide all over the place. Jump onto the next platform and get rid of the keyhole. Watch out for the penguins going up and down and hop on to the icy platforms. Go over the spikes and kill the enemy at the end who's sliding around. Try to avoid impaling yourself on the spikes on the wall at the end.

Continue along the icy floor, avoiding the sliding enemies. To attain the key on top of the high platform near the end of the path, you'll need to perform a spin off of the wall to its right. From the platform, jump over the spikes or use a down attack to bounce over them. Then, jump over the next set of spikes and unlock the locked door at the end. Inside the structure, get on top of the pink boxes and kill the two penguins jumping up and down beside you. Then, fall down and collect the health pickup. Proceed as usual.

Get on top of the next ledge and hop over the pink spikes. At the top of the next ledge is a fridge (???) with a snowman inside who'll shoot bullets at you. You can only damage him when the fridge is open. Past that, fall down the hole and continue to the left. Watch out for the falling spikes and the spinning dude. The latter enemy can only be defeated when he's jumping up and down after having spun through once. I find it easier to just ignore him.

Jump off the following ledge and you'll be stopped by a locked door. Where's the key? Walk over to the left and slide underneath the spikes. The next few spikes require a bit of careful planning to avoid getting yourself stabbed. Position yourself as to avoid getting stuck underneath a set of spikes when you stand up after sliding. At the end, you'll need to perform a wall spin off of the right wall and then off of the left wall. Aim yourself and get yourself on top of the ledge. Then, collect the health pickup (you might need it if you had some trouble with the spikes) and slide underneath to snag the key. Having picked that up, return to the keyhole and go through.

Execute a loooooong slide underneath the next segment and kill the next fridge on the next ledge. Watch the moving platforms with the spikes on their bases. Needless to say, if you hit them from the bottom, you'll take some damage. Hop on top of the one nearest you and ride it to the top. Watch out for flying ice cream cones as you go up. Then, hop off on to the platform to the left and wall spin your way up. When you're back outside, jump from the small icy platform over the spikes. Perform a down attack and bounce over the spikes to the other side.

Get the health pickup and jump up and over into the hole to the left. Collect the key and then wall jump back up. Return to the previous location of the health pickup and slide left. As you fall, immediately perform a down attack to bounce off of the dangerously placed spikes at the bottom. Then, jump off the ledge to the right and fall straight down. Slide right. From here, perform a wall spin off of the left wall and then bounce off of the right wall. It's entirely possible to avoid hitting the spikes but should you fail, there's a nicely placed health pickup right there.

Perform a down attack to bounce off of the next set of spikes and get on top of the moving platform. Jump off at the top and hop on the next set of moving platforms. Duck when you approach the upper set of spikes to avoid getting stuck by those. Hop from platform to platform and unlock the door to reach the boss. Phew!

Stage Five Boss ~

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The boss is fairly tough because she's so fast. She'll immediately come flying at you. Quickly jump over her and retaliate with a few strikes of your own. She's completely invincible when she's performing her spinning kick, but you can hit her when she's just skating around. Her other attack, if her blazing speed wasn't bad enough, isn't much of an issue. She'll chuck out two huge icicles to her left and right. Occasionally, she will jump in the air and perform a dive kick toward you. Don't hesitate to use the walls as leverage against her. By somersaulting around, you can better avoid her attacks. Hit her when she's not attacking to damage her.

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STAGE SIX

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Move forward and perform a down attack to bounce off of the spikes. Watch out for the robotic things flying around - those can easily be killed with a single hit. Anyway, in order to get past the taller pillar with the spikes on top, perform a somersault off of the ledge to its left. Watch out for the moving platforms with the spikes on the bottom as you make your way to the corner. Snag the key and hop on the moving platform nearest you. From there, jump to the other one and land on the bronze platform.

Jump further to the left on to the ledge near the switch on the bronze platform. Using the switch, move the two spiked platforms above so that the bottom of the two is in the middle. Then, jump from platform to platform on to a narrow ledge jutting out from the side of the wall. Now, carefully jump toward the next two moving platforms. If you fall, you'll have to come all the way back up. From the right platform, jump right onto the ledge with the keyhole.

Unlock the locked door and jump onto the conveyor belt. The arrow on it signifies the direction it's moving in. To counteract it, just move or jump in the opposite direction. From that conveyor belt, jump to the one further

to the right. This one is moving in the opposite direction as the last, so be prepared when you land on it. Then, jump to the next one down the line and quickly slide under under the low ceiling. Once past that, you can wall jump into the small alcove above you for a health pickup. If, at any time, you happen to fall off, perform a down attack to bounce off of the spikes below and progress to the right as you normally would. You'll end up in the same place anyway.

Step off of the ledge (above the moving cart thing) and fall to the bottom. You will land on a bronze platform with some more moving spiked platforms further to the left. Get the health pickup just under you if you need it and then hop from platform to platform. Jump on to the chain-linked platform at the other end and perform down attacks on the slab itself to get the chain moving. Use its momentum to collect the key. When the platform is as far left as it can go, jump left toward the moving platform there.

Now, jump off of the ledge to the area below the line of spikes. Slide under the low ceilings and unlock the keyhole at the end. In the next room with the pink platforms, you'll encounter... yourself? Defeating this pink version of yourself (he's pink for God's sake) shouldn't be much of an issue. He won't try to directly attack you, rather he'll just spin off of the walls in an attempt to hit you. A few hits will be enough to take him down. Once he's out of the way, collect the key that appears and break open the locked door.

This next segment will test your wall jumping skills. Somersault from wall to wall until you reach the top. Unfortunately, you need a key to proceed. Jump on the moving cart thingy to the left and let it take you over the bed of spikes. See the key floating above the bronze platform? Don't waste any time and jump onto the platform as soon as it comes into sight. Then, snag the key and return to the locked door to open it.

This next area is pretty big. To save you some trouble in case you get lost, the locked door is located to the upper-right. The key for that door is located to the upper-left. Anyway, begin by jumping on to the nearest conveyor belt. Perform a down attack on the enemy on the platform below to get rid of him quickly. There's a health pickup on the platform to the lower-left. Pick it up if you need it. Then, jump right onto the next conveyor belt. Deal with the enemy here with a good slash and jump to the right on to the chain-linked platform.

Hit the chain-linked platform to get it in motion and use it to jump on to the conveyor belt further to the left (above the one you previously jumped from). Kill the enemy on top of this one and jump left toward some bronze platforms. To the left is another moving cart you can use. Hop on top of it and duck under the low ceilings as you pass them. After passing a health pickup, you'll reach a key. Pick it up and make your way back to the other side. At the ledge, execute a running jump to reach the platform where the moving cart spawned.

Now, get on top of the conveyor belt to the right and keep going in that direction until you reach the locked door. To move the slabs blocking the hole, hit the switch until they're clear. Jump down on to a bronze platform. From there, slowly step off its right edge to land on another chain-linked platform. As a warning, this next segment will be the most frustrating part of the game thus far. Take a deep breath... and continue.

From the chain-linked platform, aim to the lower-right and jump on the moving platform that's revolving around the huge circle. Ride that until it's at the right edge of the circle and jump off onto the narrow platform with spikes running down its left side. If you need it, there's a health pickup on the

bronze platform above you. Anyway, from there, stand on its right edge and aim for the moving platform going up and down. Jump to it and look to the upper-right. There's a key there on a bronze platform. In order to collect it, you have to jump at the right time. If you jump while the platform is too high up, you'll only bounce off the ceiling. Instead, jump toward it while the moving platform is in the middle of its trail. This will allow you to gain enough height without jumping too high.

With the key, aim for the moving platform circling the bronze gear to the lower-right. Once on it, wait for it to move by the two bronze blocks further to the right. Jump on them and then hop to the skinny ledge below. Execute a wall hold on the left wall and slowly slide your way down until you see the hole leading further to the right. Spin off the wall and land there. Get the chain-linked platform above you moving and jump toward the locked door to the right. Boss fight!

Stage Six Boss ~

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The sorceror's main threat is his variety of ranged attacks. If you can manage to kill him quickly enough, you won't see him cast them too many times. Anyway, he will begin by jumping toward you. Slide under him as he passes over you and strike him at any opportunity you can. Here and there, he'll stop to throw down some lightning that covers the entire floor. When he does that, simply jump up to avoid it. Also be wary of his fireball attack, where he releases five fireballs in each direction. Avoid these by jumping in the gap between the fireballs as they progressively get farther apart. The easiest way to defeat him would be to just recklessly pound him with attacks. He's fairly slow and quite easy to pick off.

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STAGE SEVEN

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Well, here we are, the final stage. Begin your chase by jumping from platform to platform. Don't let the moving screen catch up with you or you'll be pushed off the platforms on to the spikes. As you progress, the boss will release three fireballs at a time. The fireballs will follow you around the screen. You can get rid of them by striking them with your rod, but I'd recommend against really worrying about them until they're close enough to burn you.

To damage the boss, just use your ranged attack as you chase him. He doesn't really do anything except move around, so it shouldn't be too tough landing hits on him. Health pickups will appear quite often, making this first segment a fairly easy fight. When you've reduced his health to nothing, he'll appear in his second form, a shell-spewing battle ship.

The platforms will disappear, meaning you'll have to rely on utilizing the many bullets fired at you as makeshift platforms. Keep yourself up while firing off beams at the boss who's sitting at the top. The key here is to always watch where you're falling. Don't focus so much on the boss as just keeping yourself up. A few falls into the spikes will be the end of you. Apart from that, there's not much else to say. Just keep hitting him until he falls apart.

Congratulations, you've completed Kaiketsu Yancha Maru 3: Taiketsu! Zouringen.

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6. Legal Disclaimers

[6000]

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7. Credits and Closing

[7000]

That's it for the game. Hope you've enjoyed playing it as much as I enjoyed writing it. Okay, you probably had more fun just playing it.

[-----]

GameFAQs - I've been writing for this site for a good number of years now. Don't plan on quitting anytime soon.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers.

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for the work of others and I hope they do the same. Not providing the proper credit is plagiarism and it's against the law.

[-----]

ASCII art consisting of several lines of slashes, backslashes, and vertical bars arranged in a decorative pattern.

--Game On Forever--