

Kyattou Ninden Teyandee (Import) FAQ/Walkthrough

by Seraph 0

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System: Nintendo
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1. Introduction

I was a fan of the original show, but I always wondered if they made a game of the Samurai Pizza Cats. They did, but it never came here. Luckily though, a Japanese rom was found and translated, a bit. Note, I'm using the names and anything else from the American translated show, but I will use some names from the translated rom.

2. Story

One day in the town of Endoropolis, {Little Tokyo}, aliens attack and all hell breaks loose. Is the Big Cheese up to something? Is there a new threat? Only the Samurai Pizza Cats can find out and stop it!

3. Controls/Tips

D-Pad - Move Pizza Cat
Start - Call Helper
Select - /
A Button - Jump
B Button - Attack

Up + B - Special Attack

- You can only use Special Attacks when you have enough Ninpo Energy, the pink bar in the status bar.
- Go up and down a ladder by pressing Up/Down.
- To swim, repeatedly press the Jump Button.
- Warning, after you upgrade to your final level of Special attack, don't get another Special Power Item, because it will downgrade you back to your first Special attack.
- Upgrading your main character's Special Attack, also upgrades your Helper's Special Attack as well.
- You can only use the main character's final special attack 2x, while the Helper's special attack 5x.
- Note that you Helper Energy restores itself when you're the main character.
- If you exit a level and come back, the items reappear.
- Double tap the D-Pad to dash.
- When you dash and jump, hold the jump button for a little levitation.
- At times, if you press the D-Pad at the right moment, during the animation of your final Special Attack, you can have a stronger attack.
- Throughout the walk through, FSA means Final Special Attack.
- Note that when you fight a boss, it can matter how far you are when you use FSA.

----- 4. Main Characters -----

These are the three characters that you pick before each level.

Name: Speed Cerviche, {Yattaro}
Color: White
Weapon: Magical Ginzu Swords

Special Attacks:

Ninja Star - Throws a small white ninja star straight across the screen.

Flares - Fires three fireballs in a 45° field. Which means one straight and two diagonally up.

Cat's Eye Slash - His signature move from the show. It unveils his second Ginzu Sword, gathers energy and fires a large energy arc. Full screen attack.

Name: Guido Anchovis, {Sukashii}
Color: Blue
Weapon: Magical Umbrella

Special Attacks:

Shurikan - Throws a small blue shurikan across the screen.

Umbrella Eddy - A short-range attack that throws your umbrella in a spin and returns to you.

Burning Blade - His signature attack. Unveils his katana, gathers energy and fires a small energy arc. Full screen attack.

Name: Polly Ester, {Pururon}
Color: Pink

Weapon: Razor Claws

Special Attacks:

Heart Dart - Throws a small pink heart-shaped shurikan across the screen.

Boomerang - Shoots a short-range energy slash at 45* and curves straight back at you.

Heart Break - Her signature attack. Unveils her sticks, gathers energy and fires two energy arcs from each side up in the air. Full screen attack.

5. Helper Characters

These characters help you for certain areas. Note that each helper can only punch as their attack. Also, you only use Helper Energy if you use their abilities. In the cartoon, they are know as the Rescue Team.

Name: General Catton, {Rikinoshin}
Color: Blue, Pink

Ability: Demolishing

He can break certain rocks with his fist. Hold the D-Pad against the rock and attack.

Ninja Star: Throws a small blue ninja star straight across the screen.

Cannon: Fires three cannonballs. One straight across, one at 45* angle down, and one 45* angle up.

Reign of Fire: Fires a large fireball in the air and comes back down as multiple fireballs. Starts near you, then moves away like a wall. Covers about 90% of the screen.

Name: Bat Cat, {Mietol}
Color: Blue, White
Ability: Flight

This cat can fly by holding the Jump button.

Ninja Star: Throws a small pink ninja star straight across the screen.

Metal Bird: Throws a bird that moves in a wave movement. Goes through enemies.

Cyclone: Fires three air bubbles that spin around you and outwards. Covers about 95% of the screen.

Name: Spritz, {Nekke}
Color: Green
Ability: Swimming

Although all the cats can swim, he can swim the fastest and using only the D-Pad.

Ninja Star: Throws a small green ninja star straight across the screen.

Hydro Pump: Like General Catton's Cannon, only their water projectiles.

Ricotta Disc: Throws a disc that ricottas off walls, and lasts about 4 seconds.
Works only if the enemy is on the same elevation as you.

Name: Meowzma, {Gotton}
Color: Orange
Ability: Tunneling

This cat can dig in soft soil. Just press the D-Pad near the soil and he will automatically dig.

Special Attacks:

Ninja Star: Throws a small orange ninja star straight across the screen.

Saw Discos: Throws a spinning saw across the screen, and goes through enemies.

Spin Saw: Spins around shooting small energy arcs. Works only if the enemy is on the same elevation as you.

6. Items

There are only a few useful items in the game.

Special Upgrade: Looks like a small square with Japanese writing. Upgrades your special attack.

Ninpo Scroll: A small scroll with a N on it. Gives full ninpo energy back.

Heart: Restores one heart to you health.

Cat's Paw: Restores all Hearts.

Bell: Restores all Helper energy.

Flying Egg: Contains one random item.

7. Enemies

You will face many enemies, some who are just bizarre. Also note it the enemies come in different colors, but retain the same abilities. Another note is most of their attacks can be destroyed with your attacks. The enemy list is arranged by appearance.

Ninja Crowe: These are the common enemies of the Cats. They can chase you, charge you, air strike, and anything else to stop you. Attack them any way you can.

Zany: This creature is a face with one arm, on the wall. Every 3 seconds or so, it fires a electric shock at you. Attack after it fires its shock.

Goliath: This large armored soldier is very slow. He doesn't exactly attack you either, but don't get in his path. Take advantage of his speed and hit him 3x.

Pygmy: These odd creatures chase and jump at you. Try to take them out quickly, because they can get annoying.

Petite: Small egg shaped birds that track the platform that you on and charges. Jump over or hit it when it gets close enough.

Mad Cap: These little humanoid midgets chase you and if they're close enough, or you jump over them, they will explode in 3 seconds. When they explode, they fire 3 small projectiles. Attack them quickly, or jump and run.

Urn: These odd creatures are like animated jugs or pots. They hop about quickly and have no other attacks other than themselves. They also on occasion spit eggs out of their tops that hatch into a Petite. Attack them when they get close enough.

Eddy: The odd, flightless bird has a spinning spiked orb for legs. Very slow, so either kill it or jump over it.

Mantra: This rocking octopus uses its music notes as projectiles. The music notes moves in arcs. Takes 3 hits before its dead.

Calamari: These little squids for some reason wear helmets. These creatures move like the Super Mario Brothers squid enemies, which is rise quickly and descend slowly, tracking your movement. Try to attack as it descends.

Oyster: These enemies stay stationary, but have a deadly weapon. They can fire air bubbles that track you very accurately. The good news is that you can destroy the air bubbles. Just fend off the bubbles until you get close enough to hit it.

Drummer: Similar to the Mantra, this bird beats a drum, sending shocks as projectiles. Also like the Mantra, the shocks move in arcs and can be destroyed. Take care of it like you would a Mantra.

Oddling: I can't even tell what these things are, not even taken a picture and zooming in helps. These weird creatures run very quickly at you and can also slide on their belly. Jump over them, or time your attack.

Emu: This cybernetic bird only charges you. Attack when it is close or just jump over it.

Beetleman: Same as Goliath, only a humanoid insect.

Kimono: This odd humanoid wears an oversized kimono robe. His ability is to spin into a tornado and chase you. Hit him once and he drops out of its spin. Hit him 3x and he's dead.

Shampoo: Like the Oyster, stays stationary and fires homing bubbles. She looks like a women with a towel around her and she is shampooing her hair. Attack her like you would an Oyster.

Spitfire: This woman walks back and forth, spitting green fireballs up in the air that land on ground. Wait for her to spit, {ha, ha}, then get the fireballs out of the way and hit her 2x.

Escargot: Like its organic counter-part, this snail is slow. It's almost a

waste of time and energy to attack it.

Helix: This spring hops about while chasing you. You can run under it when it jumps high, but I wouldn't recommend it. Just attack when it lands.

Banana: Here's an original idea, an animated banana. No, really who would have thought. Like the Oddling, it charges you, jumps, and skids on its belly. Rather wait for to get close to attack, or wait for it to jump over you.

Hunter V1: These robots are just a head, with a pole for a body, and four wheels for legs. Like some Ninja Crowes, they chase you. Just hit it when it gets close.

Hunter V2: Same as the above Hunter, only flies at you like the Ninja Crowes. Attack them like you would a Crowe.

Sumo: A really fat, and slow bird in a tank. Very stupid two, because they won't turn around when their is a pit. Like the Escargot, a waste of time and energy to kill it.

Horn Blower: A little humanoid that blows a party horn. The horn fires three projectiles that move in an arc. Takes two hits to kill.

Mimic: These enemies pretend to be other enemies, until they are struck. They turn into a robot that flails his arms about and chases you by hopping. Takes three hits and can get irritating.

Radio: Like it's name, it looks like a radio. It's basically a Zany, only fires energy rings instead of electric shocks. Kill it as you would a Zany.

Hunter V3: The final version of the hunters. This one chases you, and can fly. Its speed is also increased. Take it out before it takes you out.

8. Bosses

Here is the list of bosses, straight from the walkthrough.

Papplier-1
Round 1 - Aliens True Nature

This giant, robot penguin, {I think}, summons two UFOs that move in a predictable pattern. Attack Papplier's arms and hit any UFO that gets to close. For a short battle, get close and use your FSA twice. Then, attack its chest or arms 3x and it should explode.

Angel Fish
Round 2 - Lucille Kidnapped!

This is a giant robotic angelfish, with a woman's head in the mouth. It has no weapons, other then charging you. When it charges you, hit it, and it will fly back in the opposite direction. It can also attack from the other side, even if you hit it at the opposite end. Start by jumping on the highest left platform and wait until it gets close enough to fire you FSA. After doing this twice, you should only have to hit it 3x before destruction.

Swine

Round 3 - Trouble at the Top

This odd beast is a pig within a large flying pig head. Its movement is predictable and drops little strange vehicles, that are very slow. The only problem you have to worry about is when the vehicles drop. Also, like the Angel Fish, it flies away when it is struck. When it lower itself, get under it and use your FSA. Then just hit him about 2x and it should fall.

Scarecrow

Round 4 - The Emperor's Daughter

An elderly man on a stick. While hopping about, he fires four pieces straw in the air that descend slowly at first, then quickly. Like the last two bosses, runs after getting struck. Also like the previous bosses, hit him with your FSA at close range twice, then hit him about 3x with your weapon.

Seymour "Big" Cheese

Round 5 - The Big Cheese Battle

This big guy has two attacks: he can throw his fans, and he uses his tail to cause cave-ins. He can only be hurt by striking his head. Again, get as close as possible, well technically you will have to anyway, and use your FSA twice. Then strike him 5x or more, and he will fall.

Pauly, the Pirate

Round 6 - Pirate Ship at the Docks

This strange boss swims back and forth, dropping large bouncing air bubbles. Also, like some bosses, hitting him makes him swim in the opposite direction. You will be using the same strategy, but have to do a little more work. Swim all the way to the top, and when he gets close enough, use your FSA. Do this 2x and hit him with your weapon 5 or more times.

Nosferatu

Round 7 - The Professor's Creation

I think it's a woman, but anyways. It can disappear and reappear in three different places. When it appears, it opens its wings and sends out three vampire bats that track you. It can also fly upwards at times. In the beginning of the battle, get in the middle of the top platforms and wait for it to fully materialize. Then, hit it with you FSA and run away, before she unleashes her bats. Now, wait for it to reappear in the middle again and repeat once more. Don't bother if it reappears on any other platform. Then hit it about 4x and it should die.

Mega Crowe

Round 8 - The Rude Noise Gang

The Rude Noise Gang assembles to create this giant robot Crowe. Other then it's body, it only has one attack: it flies across the screen dropping Crowe Balls, which move back and forth until they go off screen. This time, you can use your FSA pretty much anywhere, but I prefer to get up close. After you hit him 2x with it, hit him about 6x with your weapon.

Banjo

Round 9 - The Air Fortress

The south of the boarder boss has two attacks: he can fire three pink music

notes that move in an arc formation, and fire two orange flashing music notes that track you. He continually jumps around, making it really annoying to attack him. Use the same strategy as any boss, hit him 2x with your FSA, then hit him 6x with your weapon.

Mecha-Dragon

Round 10 - The Professor Strikes Back!

This dragon moves back and forth ever so often and pauses after every move. It has two attacks, other than itself: it can exhale fireballs, and throws blue orbs like bowling balls. DO NOT USE YOUR NINPO ENERGY, you will see why later. You can destroy his blue orbs and fireballs. As for a weakness, his head. The best way I found was to jump forward to his head, attack, then pull back. Also, you should try to time your attacks so you hit the fireballs coming out of its mouth. Hit him about 15-16x and the Professor steps in.

Mecha-Chicken

Round 10 - The Professor Strikes Back!

What a stupid boss. Anyway, he has one attack other than body: he can fire red orbs from his mouth that track you horizontally and fall to your last possession. When it hits the floor, it causes a pillar of flame to erect. You can go through the legs to avoid these attacks. Hit him 2x with your FSA and both arms should blow off. Then hit him once and the chicken head explodes, leaving a floating skull. Now it fires the red orbs faster. Hit him another 7x and it will explode.

Bad Crowe

Round 11 - The Final Battle

So, Bad Crowe finally decides to fight. He can stay at the top and continually phases in and out. When he finally materializes, he air bombs you. At the very beginning, get in the middle and hit him twice with your FSA. Now you have to choose how to attack him: when he gets near you in an air bomb attempt or when he stops phasing. Hit him about 8x and you have won the game.

9. Walkthrough

Round 1 - Aliens True Nature

Enemies - Ninja Crowe

Zany
Goliath
Pygmy
Petite
Map Cap
Urn

Begin moving right and watch out for the two Ninja Crowes. Continue forward until you get the Special Upgrade item. Now you have a choice, break the rock with General Catton, or go up the ladder.

Underground - Go down the ladder and take out the Zany quickly. Continue right, fight off the Pygmies until you can go no further. Use Meowzma's tunneling ability to get the Heart and continue right. Continue up the ladder, kill the Goliath and continue up the next ladder. Watch out for the Crowe attacking you from the air. Grab the Special Upgrade with Bat Cat and continue right. Grab the Bell,

hit the Flying Egg, and kill the Goliath protecting the exit. Swim down with Spritz and get the Ninpo Scroll and Heart, if you need it. After that go up the ladder to the exit.

Ladder - Go up the ladder and watch out for the jumping Crowe. Get the Flying Egg, kill the Goliath and continue up. Kill the Goliath and watch out for the Petite. Continue right and if you need a Ninpo Scroll, hit the next Flying Egg. Continue forward, killing any enemies in your way and go down the ladder. Don't go the end of the ladder, just wait for the Mad Caps to explode first. Grab the Heart and use the General to break the rock.

Continue right, past the Urns and into the first boss. After a short cinema, Bad Bird summons the boss.

Papplier-1 - This giant, robot penguin, {I think}, summons two UFOs that move in a predictable pattern. Attack Papplier's arms and hit any UFO that gets to close. For a short battle, get close and use your FSA twice. Then, attack its chest or arms 3x and it should explode.

After you won, you are treated with a cinema, familiar to those you watch the show. Afterwards, you can chose the next level, but I suggest just go numerically.

Round 2 - Lucille Kidnapped!

Enemies - Ninja Crowe
Eddy
Mantra
Petite
Pygmy
Calamari
Oyster

Watch out in the beginning, a Crowe will fly straight at you. Begin moving right and you will encounter an odd new enemy. Continue forward, hit the Flying Egg, and continue down the ladder. You will meet another new enemy that takes 3 hits to kill. Continue forward, past the Petites and Pygmy and stop at the water. This is another fork in the road, you can either go under water, or up the ladder.

Ladder - At the top of the ladder, watch out for the Petites on both sides. Continue forward and drop down the side, but make sure you hold the button to the right. Down below you will meet another Mantra. Kill him, and continue forward, unless you need the Heart, then go up the ladder.

Underwater - Grab the Bell if you need it and continue down. You will meet a few Calamari, and continue down the left path. Watch out for the Oyster and get the Cat's Paw if you need it. Continue right and up the ladder.

Continue forward, past the Goliaths, and down the ladder. Continue forward, and watch out for the two flying Crowes. Continue to the end and into the next boss fight.

Angel Fish - This is a giant robotic angel fish, with a woman's head in the mouth. It has no weapons, other then charging you. When it charges you, hit it, and it will fly back in the opposite direction. It can also attack from the other side, even if you hit it at the

opposite end. Start by jumping on the highest left platform and wait until it gets close enough to fire you FSA. After doing this twice, you should only have to hit it 3x before destruction.

You will be treated with another familiar cinema and then continue to Round 3.

Round 3 - Trouble at the Top

Enemies - Ninja Crowe

Drummer

Pygmy

Zany

Eddy

Goliath

Oddlings

Watch out for the flying Crowe in the beginning and continue forward. Kill the Drummer and continue up the ladder. Continue right and watch out for the Zany. When you reach the end, go up the ladder. Continue past the Eddy and jump from the platforms to the ladder. Watch out though, the platforms disappear when you stay too long on them. Continue left until you reach the next ladder. Use Bat Cat's flying ability to reach the next ladder. Now there is another fork in the road. Rather go through the door, or up the ladder.

Door - This is the most straight forward area to the last area. Just jump from platform to platform, until you reach the end.

Ladder - You can get power ups in this path. Watch out for the jumping Crowe when you reach the top. Then use Meowzma's tunneling ability to dig through the dirt, just make sure you don't get hit by Drummer's sparks. Up the ladder are a few items and a Zany.

Now you will need to use Bat Cat's flying ability after all the disappearing platforms you jump from. At the next platform, a Drummer and a few new enemies block your way to the next boss.

Swine - This odd beast is a pig within a large flying pig head. Its movement is predictable and drops little strange vehicles, that are very slow. The only problem you have to worry about is when the vehicles drop. Also, like the Angel Fish, it flies away when it is struck. When it lowers itself, get under it and use your FSA. Then just hit him about 2x and it should fall.

After the cinema, continue to Round 4.

Round 4 - The Emperor's Daughter

Enemies - Ninja Crowe

Emu

Beetleman

Kimono

Pygmy

Zany

Petite

Urn

Mantra

Shampoo

Spitfire

Begin moving forward and watch out for the stampeding Emu. Continue right, past

the Bettleman and Crowes and up the ladder. Go up and meet the Kimono, and I suggest killing him because he will continually chase you. Past him is a mountain of boulders, which the General can take care of. Past the boulders are a few enemies and a ladder. Watch out for Petites on top of the ladder. Continue up the next ladder and watch out for the Urn. Continue past the Mantra, past the waterfall and you will see the next ladder. You need Ninpo Energy or Heart Energy, go down under the waterfall. When you get to the end of the area, a new enemies appears behind you. Don't bother attacking her with your main weapon, attack her with a Special Attack and continue up the ladder. Watch out for a Crowe and an new enemies, Spitfire. Before you go up the ladder, go left to get a Special Upgrade and a Heart. Watch out for the Kimono when you reach the top. Now continue past all the Crowes and Kimonos, until you reach the next boss.

Scarecrow - An elderly man on a stick. While hopping about, he fires four pieces straw in the air that descend slowly at first, then quickly. Like the last two bosses, runs after getting struck. Also like the previous bosses, hit him with your FSA at close range twice, then hit him about 3x with your weapon.

Round 5 - The Big Cheese Battle

Enemies - Ninja Crowe
Escargot
Helix
Spitfire
Zany
Emu
Oddling
Bettleman
Urn

Begin moving right, killing every Crowe in your way until you reach the ladder, but don't forget the Special Upgrade past the ladder. Continue right, passing the new enemies and start tunneling near the Heart. Tunnel towards the rocks and use the General. Go down the left ladder first to get a Ninpo Scroll and Special Upgrade. This area is a little confusing, but don't worry. Go all the way left to a small area with Zany's, here you can get a Cat's Paw and Bell. Go all the way right into a small area, where you can get a Heart and Bell. Either way, you will see a ladder on both sides that goes to the same area. Go up either ladder to a Urn and Zany. Continue up the ladder where a Shampoo is guarding the Big Cheese.

Seymour "Big" Cheese - This big guy has two attacks: he can throw his fans, and he uses his tail to cause cave-ins. He can only be hurt by striking his head. Again, get as close as possible, well technically you will have to anyway, and use your FSA twice. Then strike him 5x or more, and he will fall.

Round 6 - Pirate Ship at the Docks

Enemies - Banana
Drummer
Mad Cap
Helix
Hunter V1
Hunter V2
Sumo
Oyster
Calamari

Mantra

Begin moving forward and watch out for the incoming Bananas. Continue past the Drummer, and watch out for behind and in the air, because their will be falling Bananas and Mad Caps. Go up the rope, and at the top are some Helixes. Continue right, grab the Special Upgrade, and get to the ladder. At the top, you will be attacked by new enemies on each side. You can quickly avoid them by using Bat Cat to fly to the Ninpo Scroll. Continue right, pass all the enemies and go down the next ladder. Pass the Drummer and Sumo, to the next ladder. Continue right, past all the enemies and into the water. Use Spritz, kill the Oyster, and continue right. After the Mantra, go down the pit. Go around the walls and get to the right opening. Go up and get the Heart on the left, if you need it. Continue right, get the much needed bell, and go right into the next boss battle.

Pauly, the Pirate - This strange boss swims back and forth, dropping large bouncing air bubbles. Also, like some bosses, hitting him makes him swim in the opposite direction. You will be using the same strategy, but have to do a little more work. Swim all the way to the top, and when he gets close enough, use your FSA. Do this 2x and hit him with your weapon 5 or more times.

Round 7 - The Professor's Creation

Enemies - Horn Blower

Mimic

Hunter F

Banana

Drummer

Pygmy

Urn

Zany

Kimono

Petite

Eddy

Shampoo

Mad Cap

Spitfire

Start by taking out the Horn Blower and entering the building. Attack the Mimic, posing as a Goliath, then continue to the end and enter the hippo door. Grab the Special Upgrade in the left room and continue right. Watch out for incoming Bananas on the conveyer belt floor. Climb the ladder at the end of the area. Continue left and if you need a Heart, take the first ladder, if not take the middle ladder. Continue left until you reach the big pit. Here is two path you can take: fall down the pit, or climb the ladder.

Pit - Hold right or use Bat Cat fall and land on the platform below the pit. Grab all the items and enter the first door, then go right into the last area.

Ladder - Go up the ladder, grab Special Upgrade and take the forth door to the right. Then go right and enter the last area. Also, in the area with all the doors, there is a Ninpo Scroll on the far right.

Watch out for the incoming Bananas and the Mad Cap above you. Continue right, past all the enemies and into the next boss.

Nosferatu - I think it's a woman, but anyways. It can disappear and reappear in

three different places. When it appears, it opens its wings and sends out three vampire bats that track you. It can also fly upwards at times. In the beginning of the battle, get in the middle of the top platforms and wait for it to fully materialize. Then, hit it with your FSA and run away, before she unleashes her bats. Now, wait for it to reappear in the middle again and repeat once more. Don't bother if it reappears on any other platform. Then hit it about 4x and it should die.

Round 8 - The Rude Noise Gang

Enemies - Mad Cap
Banana
Goliath
Mimic
Pygmy
Shampoo
Petite
Sumo
Drummer
Zany
Spitfire
Kimono
Oddling
Ninja Crowe
Radio
Mantra
Shampoo
Bettleman
Hunter V3

Watch out for the three Mad Caps as soon as you start. Continue forward and watch out for an incoming Banana. Continue right and tunnel your way to the ladder. Continue past the Mad Caps and up to the next area. Watch out for a Pygmy and a Shampoo. Continue right and if you want the Heart and Special Upgrade, you will have to redo some of the level afterwards, if not, continue down the next ladder. Use Cat Bat to get rid of the Zany and get the items he is guarding. Continue down and kill the Spitfire. The items are a Ninpo Scroll and Special Upgrade. You can also go down and go left to get the items. Go down the ladder and don't go to the right or left, because it will transport you into the same area. Rather go down the left ladder and get a Heart on the way, or go down the right ladder and get a Ninpo Scroll. You can also double back if you really need the items. When you get to the next area, watch out for the flying Crowes. Past the second Bettleman and into the boss battle.

Mega Crowe - The Rude Noise Gang assembles to create this giant robot Crowe. Other than its body, it only has one attack: it flies across the screen dropping Crowe Balls, which move back and forth until they go off screen. This time, you can use your FSA pretty much anywhere, but I prefer to get up close. After you hit him 2x with it, hit him about 6x with your weapon.

Round 9 - The Air Fortress

Enemies - Bettleman
Hunter V1
Hunter V2
Zany
Spitfire
Drummer

Sumo
Mimic

Use Bat Cat to fly across the screen, this way you dodge the electric currents on the floor. Make sure you don't run into the Bettelman in the next area. Take care of him, and continue right. Watch out for the Hunters and grab the Heart if you need it. Instead of going down the ladder, jump from where the Heart is, this way you dodge the Zany beside the ladder. Watch out for the Spitfire when going down the next ladder. Continue right and you will need to jump from platform to platform, but watch out for the electric shock the slowly moves around it. Up the ladder and jump from platform to platform again to the top. Wait for the electric current to stop and jump. If you need to grab the Bell, then grab it, if not, then fly past the current and up the ladder. Up the ladder there is a Sumo and Drummer, but the Drummer is the only one you really need to worry about. The next area has a Special Upgrade. Grab it and jump to the exit. I suggest you go back to the same area to get another Special Upgrade. Continue left and watch that you don't dash into the acid. Jump from platform to platform until you reach the exit. The next area has a Sumo and Zany. Watch the Zany and take care of the Sumo. Grab the Ninpo Scroll if you need it and continue up the ladder. Watch out for the Hunter at the top and continue right. Past the Mimic and let the boss battle begin.

Banjo - The south of the boarder boss has two attacks: he can fire three pink music notes that move in an arc formation, and fire two orange flashing music notes that track you. He continually jumps around, making it really annoying to attack him. Use the same strategy as any boss, hit him 2x with your FSA, then hit him 6x with your weapon.

Round 10 - The Professor Strikes Back!

Enemies - Urn
Horn Blower
Mantra
Petite
Pygmy
Escargot
Oyster
Zany
Kimono
Drummer
Ninja Crowe
Spitfire
Radio

Watch out for the Urn when you start the level. Continue past the enemies and down the ladder. Watch out for the Petite when your going down the ladder. Continue right and get ready to break some rocks with the General. Past the rocks and up the ladder. Watch out for the Kimono at the top. If you need a Bell and Heart, then go up the ladder near the soil. Continue through the soil and don't forget the Special Upgrade. Use Bat Cat to fly over the spikes and watch out for the Oyster below you and the Petites. Climb the ladder and use Sprtiz to swim through the water pockets. You can go up through the ceiling of water pockets for a short cut. Continue right past all the enemies and down the ladder. Watch out for the Radio in the middle of the room. Fall in the middle of the room to get into the next room, but hold the D-Pad right. In this room there are arrows on the floor that push you in that direction, so don't fall on the spikes. At the end, grab the Special Upgrade and go up. Grab the items if you need it, pass the Radio and up the ladder. Use Bat Cat to fly up and quickly use the General, before the platform gives in. Past the rock and into a boss battle.

Mecha-Dragon - This dragon moves back and forth ever so often and pauses after every move. It has two attacks, other than itself: it can exhale fireballs, and throws blue orbs like bowling balls. DO NOT USE YOUR NINPO ENERGY, you will see why later. You can destroy his blue orbs and fireballs. As for a weakness, his head. The best way I found was to jump forward to his head, attack, then pull back. Also, you should try to time your attacks so you hit the fireballs coming out of its mouth. Hit him about 15-16x and the Professor steps in.

Mecha-Chicken - What a stupid boss. Anyway, he has one attack other than body: he can fire red orbs from his mouth, that track you horizontally and fall to your last possession. When it hits the floor, it causes a pillar of flame to erect. You can go through the legs to avoid these attacks. Hit him 2x with your FSA and both arms should blow off. Then hit him once and the chicken head explodes, leaving a floating skull. Now it fires the red orbs faster. Hit him another 7x and it will explode.

Round 11 - The Final Battle

Enemies - Hunter V2
Eddy
Radio
Hunter V1
Escargot
Helix
Oyster
Urn
Mantra
Spitfire
Kimono
Blow Horn
Pygmy
Petite
Beetleman
Emu
Ninja Crowe
Mimic

Be careful of the Hunter V2 when you start the stage. I suggest just run and jump to the ladder. Up the ladder and take care of the Oyster. Watch out for the Urn shortly after the Oyster. Continue right, kill the Mantra, and go into the next area. Wait for the Spitfire to spit then continue down and right. Past the enemies and up the ladder. This small area is annoying because a Kimono is chasing you and a Shampoo continues to bombard you with bubbles. Go up the ladder and watch out for an Emu. Continue left and grab the Special Upgrade. I suggest you double back and get it again. Watch out for the Oddling just before the item. Continue left and up the ladder. Continue right, past the Crowes and Mimic and into the final battle.

Bad Crowe - So, Bad Crowe finally decides to fight. He can stay at the top and continually phases in and out. When he finally materializes, he air bombs you. At the very beginning, get in the middle and hit him twice with your FSA. Now you have to choose how to attack him: when he gets near you in an air bomb attempt or when he stops phasing. Hit him about 8x and you have won the game.

Ending

The Air Fortress starts exploding and crashes into the earth. All the people gather and wonder if the Pizza Cats survived. Then, three specks of light fly out of the wreckage and the Pizza Cats descend to their friends. The credit rolls as the characters take roll call.

10. Review

Graphics = 3
Sound/Music = 3
Gameplay = 4
Overall = 4

A fun game, but not without flaws. The Graphics are good enough. The backgrounds could use a little work and maybe more details on the characters. Sound/Music are average. Nothing great, but nothing bad. Gameplay is good. With all the characters you can use, it gives more playability. The only complaint is that the Helper Team could have had a different first special attack, other than having all ninja stars. Also, more of a disappointment than a complaint, I wish we could have gotten to use the Samurai Pizza Cats' super armour and their giant robot, the Supreme Catatonic. Overall, a good game worth playing through more than once.

11. Copyright

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