

Ninja Hattori Kun (Import) FAQ

by Da Hui

Updated to v1.0 on Apr 25, 2009

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

<http://faqs.retronintendo.com>

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## 1. - Controls

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- D-Pad - Move
- A - Jump
- B - Attack/Activate Power Up
- Start - Pause
- Select - Select Items

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## 2. - Strategies

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To beat this game, just keep moving to the right. The only part of the environment that can kill you is water so do not go in it. Try to climb any mountains when you can to avoid the water below. Sometimes you will have to jump over gaps with water under it. Be very careful in these jumps because you will have to jump as late as possible to make them. The end of each stage will be the same. You will see a large structure with somebody coming out in it. He will throw those white items and a black one. Collect the white ones and avoid the black one. When the floating clock hits the left side of the screen, this bonus is over and you move onto the next area. There are a total of sixteen areas with four difficulties.

There isn't much required jumping in this game. In some areas, you can beat it without jumping at all. However, jumping is still one of your safest bets. You can easily jump over the other ninjas that don't jump. In most cases, you will also have to jump in order to reach the enemies that fly or jump. However, if you jump on a branch and then jump off of it, sometimes an item will fall. It's mostly those white things that the end character drops all over the place but every now and then you will get a power up. These power ups can be very useful.

I know you may be inclined to try to complete the areas in this game as quickly as possible but sometimes you should take it slow. Often times, while rushing, the enemies will get a little overwhelming on the screen. If you stop when that happens to clear out the ninjas as they get close to you, no more will appear. If you want, you can slowly advance through the stage using this strategy. Just make sure to keep an eye on the clock in the top right corner because you don't want to run out of time before you reach the end of a stage.

The enemies in this game almost always come in groups. By this I mean if you see a jumping ninja, there will be more jumping ninjas to follow. Keep this in mind so you will know what's ahead. The only enemies that do not come in bunches are the larger enemies like the football ninja or the winged ninja. There are also four different difficulties that you can select from the main menu or go through when you go through the original sixteen areas. In those, there will be even more on the screen at once but in most cases, they will always be the same in the bunch.

You will see a bar along the top of the screen with a lot of blank squares. Every now and then when jumping on branches or killing enemies, you will see a white flashing scroll appear. Pick it up and it will give you a power up you can activate whenever you want. Press select to cycle through them and hit B to use it. I played this game for maybe an hour straight and never got more than two of the power ups so I am skeptical whether there are even any more than that. The first power up will make you run faster and the second one I'm not even sure what it does. The screen will flash when you use it but nothing happens.

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### 3. - Enemies

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| (Plain) Ninjas | These enemies will simply run from one side of the screen to another. One hit will kill them or you could simply jump over them. |
| Jumping Ninjas | These enemies will run just like the plain ninjas but they will jump when they get near you. If you keep moving, they will land on top of you so try to jump with them to kill them. |
| Football Ninjas | These enemies will be larger than the rest and are distinguishable by their football helmet. They are stronger so they take a lot more attacks to kill. |
| Flying Ninjas | These enemies will come in from the right side of the screen. Some will move up and down while some will fly in different directions. They will throw shurikens at you when they approach the left side of the screen. |
| Magic Ninjas | These enemies will float along the top of the screen on a cloud. They will shift from side to side while shooting lightning bolts straight down. |
| Apple Ninjas | These enemies will float to the far left of the screen and then shoot quickly to the right while dropping two or three apples. |
| Ghost Ninjas | These enemies will float around aimlessly on the |

screen. They never really try to go straight after you but don't expect them to not make an unexpected turn into you.

Bomb Birds

These enemies will fly high along the screen. When they are in the middle, they will dip downward and drop bombs straight down.

Cowardly Ninjas

These enemies will run towards you from the right but immediately run back to the right when they get close to you.

Bouncing Ninjas

These enemies will bounce around in a small area. After a couple of bounces, they will make high bounces and throw shurikens in all direction below them.

Winged Ninjas

These enemies will float from one side of the screen to the other quicker than the usual flying ninjas. They will also throw two shurikens at once instead of one.

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4. - Disclaimer

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