

# Toukaidou Gojuu-San Shi (Import) FAQ/Walkthrough

by Da Hui

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## Toukaidou Gojuu-San Shi

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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
- Start - Pause
- Select - No Use

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## 2. - Walkthrough

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\*PLEASE NOTE - Throughout the whole game, just throw bombs all over the place. You will notice that some places have hidden items that are revealed when you hit it with a bomb. This can be a huge pain when you need the specific item so just keep throwing bombs all over the place. The most obvious places that could hold items are rooftops and on top of obstacles like low walls or tall trees.

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### Stage 1

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This level is really simple. Just go to the right and kill the ninjas as you see them. I suggest staying on the ground and off the buildings because the ninjas will be a pain to kill from below. After a couple of buildings you will finish this very short stage.

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### Stage 2

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Go to the right and kill the ninja that appears immediately. Watch the bridge

for a bridge climber. Jump when he gets close to you or he'll stab you. Once you get over it completely, he will climb up and chase you. Move across the buildings while killing more ninjas and then you will see a samurai. You can kill him by holding down and pressing B, just time the bomb to explode when he walks over it. You can also avoid them fairly easily, just low jump to force him to jump and then quickly run under him. You will then see an object roll across the ground from the left you have to jump over while killing more ninjas. You will eventually run into a gunner and a bridge with a bridge climber along with more ninjas. Move to the right for a couple more ninjas and finish this stage.

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### Stage 3

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Kill some ninjas as you jump over the obstacles to the right. Avoid the samurai and you will run into a crazy woman. If you touch her, she will grab onto you and hold on slowing you down. Avoid her as best as you can. If she does grab you, quickly hit left and right to make her let go. You will cross another bridge with a bridge climber after some more ninjas and then you'll finish the stage.

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### Stage 4

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Kill the crazy old man to the right and run to the right as usual. After the hills is a holder, avoid him at all costs and kill the crazy old men. After the next hill will be a shuriken thrower. The building with the shuriken thrower on it is the end of this stage.

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### Stage 5

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This stage will have the exact same layout as stage 4 with the buildings, obstacles, gaps, etc. The only difference is there is a ghost in this stage along with a gunner, the rest is exactly the same.

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### Stage 6

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Kill the crazy old men jumping at you and avoid the gunner on the top of the hill. Jump over the screamer and continue to the right. After the gap, the next building will have a shuriken thrower. After some more buildings and crazy old men, you will see a ghost attacking you. Avoid it and then you will run into a bird trainer. There will be a shuriken thrower on the roof of the building on the island. There will be another bird trainer on the boat at the end and that will end the stage.

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### Stage 7

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Kill the usual crazy old men and jump over the buildings. After the tree, you will see a shuriken thrower on the roof of a building. Kill the shuriken thrower on the roof and climb the tree. On the top of the tree, keep pressing down+B to drop bombs until you get an item. This item will be used soon enough. Jump down and you will see a large gap you cannot cross. Do the same button

combo to drop bombs around the bush for another of the same item. Pick it up and approach the large gap. You will notice a platform appear, use it to jump over the gap. You will have to have two of those items to create the platform, they will be the third item along the top. There will be a bird trainer on top of the next tree which will be easy to avoid. Jump over the statues while you avoid the crazy old men. Jump over a couple more statues to complete this stage.

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#### Stage 8

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Wait for the samurai to walk under you and jump over him while you are still on the rooftop. Continue to the right while you kill ninjas that try to attack you. Avoid the bridge climber when you reach him and kill some more ninjas. Pass the flying ninja and jump on the rooftops. Keep jumping across the rooftops and trees to avoid the ground enemies, just kill the ninjas if they get too close. After a couple of rooftops, you will reach the end.

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#### Stage 9

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Go to the right and get on the ground. Jump over the statue and then onto the rooftop to the right so you will get just past the flying ninja and over the ground enemies. Keep going to the right and avoid the gunner. The next bridge will surprisingly not have a bridge climber so don't worry about one. Use the low wall past the bridge to jump over the samurai. Continue using the higher platforms to the right to avoid the ground enemies. Keep running to the right and jump over the low walls in your way. Jump on the trees to avoid the holder as you make your way to the right. Jump over the statues and avoid the gunner while you reach the end of this stage.

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#### Stage 10

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Jump over the statue to your right and climb the hill. Jump over the psychic while killing the crazy old men. Just keep running to the right without slowing down to run past the bird trainer. The holder will be very tough to get around. Try to get around it and kill the gunner to the right. Just past the gunner is the end of this stage. The best thing to do is to lure the holder after you, run to the far left and jump over him to make him run off screen.

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#### Stage 11

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Climb the hill to the right and drop a bomb on the first statue for one of the two items you need for the platform. Continue to the right while avoiding the ghost and drop a bomb on the last small platform just before the jump. Another piece will be here. Also drop a bomb at the bush right next to the small platform for another piece if you missed the first. Walk towards the large gap and a platform will appear, use it to get over the gap. Kill the bird trainer on the tree and continue to the right. Drop a bomb on the last small wall for a future platform and just jump off it to the right to finish the stage.

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#### Stage 12

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Kill the crazy old men to the right and avoid the gunman. Cross the bridge, don't worry there won't be a bridge climber here. Climb the hill and avoid the ghost. On the last building here, you will see a shuriken thrower. Kill him or avoid him and keep running to the right to avoid a ghost. Let it follow you and jump across the small platforms over the water. Avoid the holder and continue to the right. Jump over one last low wall to finish the stage.

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#### Stage 13

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Kill the ninjas and move to the ground. Avoid the shurikens from the flying ninja and drop a bomb to kill the samurai. Avoid the holder and kill the gunman at the end of the hills. Avoid the rolling rock when you see it and run to the building to end this stage.

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#### Stage 14

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Go to the right and jump over the small walls. Jump across the platforms over the water when you reach it. Avoid the bird trainer on the first tree you will see. Run across the long plains and avoid the gunman that shoots at you. The next tree at the foot of the hill will have a shuriken thrower on it you have to kill or avoid. Continue through another long plain to the right and you will see a psychic. Jump over him and that will be the end of this stage.

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#### Stage 15

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Go to the right and avoid the flying ninja and gunman. Drop a bomb on the low wall just after the house for an item for the platform. Just to the right of that, drop a bomb at the second tree for the second item for the platform. Run to the right for the large gap and the platform will appear with the two pieces you just picked up. Use the graves and the statue to jump over the holder. Use the next low wall to jump over the samurai and reach the end of this stage.

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#### Stage 16

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Avoid the gunman to the right and continue while killing crazy old men. There will be a shuriken thrower on the first roof after the small gap. There will be a bird trainer on the large structure when you reach it. Just quickly run past it and head to the hills. At the top of the hill, you will see a psychic. At the bottom of this hill is a gunman. Avoid the holder when you reach him and run a little further to reach the end of this stage.

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#### Stage 17

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Go to the right and avoid the ghost. Jump across the small platforms over the water. Jump across the rooftops when you reach them to avoid some ground enemies. There will be a shuriken thrower on the ladder of the first ladder on a rooftop. Jump across three trees here and onto the next roof. From here, just jump to the ground to avoid the bird trainer on the last stage and run to the base of that tree to finish this stage.

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## Stage 18

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Jump across the rooftops here to avoid the ground enemies. Avoid the flying ninja when you reach it and jump off the last rooftop when you reach it. There's a holder on the next bridge. Avoid her and continue to the right. Jump over the small wall for a gunner. Get past the gunner to finish this stage.

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## Stage 19

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Jump across the rooftops and trees to avoid the ground enemies. Avoid the flying ninja until you reach the end. Jump across the small platforms over the water. Climb the first tree after the water to the top, drop a bomb for the first item for a platform. Jump on the statue to the right for the second item for the platform. Run to the right to activate the platform and get over the gap. Use the next trees to jump over a couple of enemies and finish this stage.

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## Stage 20

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Wait for a crazy old man to appear from the right and kill it. Quickly kill the bird trainer before its bird hits you. Keep moving to the right and on the building after the tree is a shuriken thrower, kill him before he kills you. Jump onto the rooftops and kill the two bird throwers while avoiding the ground enemies. After the second bird thrower, you will see two different ladders. There will be a shuriken thrower on top of the second ladder. Stay on the rooftops as you head to the right to avoid the ground enemies. Be careful when you reach the bridge because there will probably be a couple of enemies following you along the ground, kill as many of them as you can before you continue. Cross the bridge for a gunner and then jump back onto the rooftops to avoid the rest of the enemies and finish this stage.

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## Stage 21

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Stick to the rooftops and avoid the flying ninjas. Kill the ninjas that approach you and jump across the trees whenever you can. Avoid the holder and stay on the rooftops since it will follow you for the rest of the stage. You will also avoid samurais by sticking to the rooftops and trees. Jump across a few trees in a row and you will see a girl at the end. Run towards her to finish this stage and the game.

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### 3. - Enemies

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- NINJA                      Ninjas will just move side to side and jump around.
- BRIDGE CLIMBER            Bridge Climbers will climb along the bottom of a bridge, when they go under you, they will try to stab you. After you go over the bridge completely, they will climb up and chase you.
- SAMURAI                    To kill samurais, just press down+B and wait for the bomb

to explode when they are on top of them, you will have to time it right. If you don't want to try to time the attack, just avoid him. They will jump when you try to jump so it's hard to jump over them. Use a rooftop or jump low so that you force him to jump high and then quickly run under him.

- GUNNER Kill these with two bomb hits, they will just run side to side and shoot to the left or right.
- CRAZY OLD MAN Crazy old men will be just like ninjas except they also run when they are on the ground.
- HOLDER Holders will run slightly faster than you, if they run into you, they will hold you and won't let go. Avoid them at all costs. The best way to avoid them is to run to the far left after they start following you and jumping over them to make them run off the screen.
- SHURIKEN THROWER These will sit in one spot and just throw shurikens at you.
- GHOST Ghosts will be just like holders except instead of running on the ground, they will float in the air but will move the same speed as you so if you don't stop, they won't catch you.
- SCREAMER The Screamers are a lot like the gunners except they will move in between shots.
- BIRD TRAINER These will send out a bird to attack you. They will run around back and forth and the bird will float around them. If they are alive and you run near by, the bird will attack you. If the bird trainer is dead, the bird will just float around in one small area and never chase you.
- FLYING NINJA The Flying Ninjas will float around on some weird square kite and throw shurikens at you.
- PSYCHIC These are very similar to gunners except they will move in between shots.

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#### 4. - Disclaimer

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