

Rising Zan: The Samurai Gunman FAQ/Walkthrough

by Psycho

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Rising Zan: The Samurai Gunman
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THE STORYLINE
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During the pioneer days in America, there was a young man named Johnny, who lived in a small gold mining town. He had many dreams, one of which was to become the greatest hero that ever lived. He and the Sheriff spent much of their time roaming around in search of adventure, as everyday life in their town was for the most part peaceful...that is until just recently, when people began being reported missing at a nearby ravine. Sensing grave danger, Johnny went to the ravine to

explore. What he found was a dark and narrow gorge into which it would be easy for someone to fall and into the river below. After a while, Johnny gave up his search, convinced there was nothing to be found.

Then, just as he was turning to go home, his horse suddenly fell out from under him. Johnny jumped off his horse and drew his gun. "Come out! I'll kill you all!" He fired off several rounds from the gun given to him by his late father. The only thing running through his mind was to kill these unknown assassins and achieve his life long dream, to become a hero. However, none of the bullets he fired found their mark. And suddenly, with a flash of light, Johnny fell to the floor unconscious, with blood flowing from his face. Johnny woke up in pain, Suzuki, his father's life long friend from Zipang, saved him. Johnny spoke of the incident at the ravine with Suzuki in hopes that Suzuki would teach him Zipang's legendary fighting technique.

Suzuki, a master of this ancient fighting art agreed to teach Johnny, knowing that Johnny's life would be forfeit otherwise. A few days later, Suzuki and Johnny departed to Zipang. Many years have passed...Johnny is now a master of both his own traditional fighting method, and Zipang's. He wields his gun and the blade of the Samurai with equal skill. He commits himself to his new name "ZAN" and returns to his hometown.

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THE GOOD GUYS OF TSUKA TOWN
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ZAN: The Super Sexy Hero of the saga. This blue-eyed boy from the Old West follows his own idea of sagebrush law to bring back justice to the whole world. As a young 'un, he received a powerful gun specially made by his father. Later, he trained in Zipang with Master Suzuki and absorbed all there was to learn about Zipang's traditional fighting method. Now, he has returned to his hometown - to find an evil bigger than his gun!

SAPPHIRE: Granddaughter of Suzuki, ZAN's master. In Zipang, as a ninja extraordinaire, she played a part in ZAN's training. After ZAN left Japan, Master Suzuki summoned Sapphire to the U.S. to take part in the taming of ZAN's hometown.

MASTER SUZUKI: Master Suzuki reigned for years in Zipang as the ultimate master of the ninja arts. When he retired, he left Zipang to make his home in the U.S. Settling in the Wild West, Suzuki ran into outlaw trouble, and ZAN's father Kevin saved him. Suzuki and Kevin became inseparable friends until Kevin's untimely death at the hands of mysterious assassins.

VALERIE: Val is ZAN's childhood friend. She remembers ZAN as the kid Johnny, and knows plenty about him. After ZAN left town, Val took over as leader of the local protection. In a recent shootout, she and a group of townspeople were captured by the Jackal's U.S. operators.

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WEAPONS OF THE SAMURAI GUNMAN
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JOHNNY NO MORE GUN: ZAN's father, Kevin had this gun specially made,

and presented Johnny with it on his birthday. Soon after that, Kevin was killed by an unknown force. The 56mm, revolver/rifle composite is so powerful that a normal person would be shattered attempting to fire it. It uses its own unlimited bullets, and all the special ammo ZAN picks up in the game. ZAN calls his gun, "Johnny No More."

DEMON SLAYER: Many centuries ago in Japan, a geisha lost her lover to a ravenous monster. In retaliation, she gathered all the gold she could and paid a master swordsmith to make a special monster-slayer. The swordsmith melted together four great swords and with a secret process, created the great Demon Slayer. The Demon Slayer is so heavy that only giants and champions can wield it. Throughout the centuries, few men have been able to handle it, though many have tried. The magical Demon Slayer has the power to extend its length when used by the right swordsman. Master Suzuki presented ZAN with the Demon Slayer when he completed his training in Zipang.

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ITEMS AND WEAPON POWER-UPS
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GREEN TEA/COLA: The preferred drink of the orient and of the western hemisphere. They restore ZAN's life strength by 20.

TEMPURA/HAMBURGER: Favorite food of the orient and of the western hemisphere. They restore ZAN's life strength by 40.

SUSHI: Restores life strength by 80. This is ZAN's personal favorite and restores the most life strength of any food/drink found in the game.

BLUE KAMIKAZE SPIRIT BALL: Finding this will add a second Spirit Meter ribbon and begins filling it with green. This energy is used first when ZAN uses Special Attacks, allowing him to perform continuous Special Attacks. Once gained, this remains effective for the rest of the game.

RED SAYONARA SPIRIT BALL: Finding this springs ZAN back to life after dying. Once gained, this will automatically kick in when ZAN's life strength reaches zero. ZAN can only use this ball one time per Spirit Ball.

BLUE SPECIAL AUTOMATIC BULLETS: These bullets do more damage than the normal unlimited bullets and can be rapid fired, three at a time.

MISSILE BULLETS: These bullets are very powerful if found and can inflict major damage with just one shot. When you find these bullets, make every shot count for maximum efficiency.

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SPECIAL ATTACKS
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ZAN has an amazing assortment of special attacks in his arsenal that he can perform. To be able to perform a special attack, you will need to make sure that you have enough spirit energy in the blue meter to the right. If the spirit energy meter is too low, ZAN will not be able to perform it until the spirit meter recharges. It will recharge

over time. Here is a listing of the Special Attacks that can be performed regardless of which way ZAN is facing.

HIT BACK (UP, UP + R1): Use this to defend yourself against a projectile attack by knocking back the projectile towards the attacker. Also, in hand to hand combat, you will be able to stun the attacker momentarily to get a quick attack of your own in, uncontested.

DASHING SLICE (RIGHT, RIGHT + X or LEFT, LEFT + X): Use this Katana based attack to swing the katana sideways in a sweeping arc. This attack is good to clear out a band of enemies that attack in a straight formation.

HURRICANE (LEFT, RIGHT + X or RIGHT, LEFT + X): Use this Katana based attack to swing the katana in a 360 degree wheel while whirling in place. This attack is best used when ZAN is totally surrounded by enemies and cannot escape.

SOMERSAULT SPIN (UP, DOWN + X): Use this katana based attack to perform a 360 degree roll while somersaulting forward with blades slashing through the air. This attack is a nice surprise to an unsuspecting enemy attacker.

RUSH (UP, UP + Hold SQUARE): Use this gun based skill to rapid fire your gun at random. This attack is a good way to pump plenty of lead into an enemy attacker(s) in a little amount of time.

SUPER ULTRA SEXY HERO COMBO (X, SQUARE, X, SQUARE, X): This combo does not deplete the spirit energy meter but it will do two things for ZAN. First, the combo is the most powerful attack in ZAN's arsenal and the last katana strike will do a good bit of damage than the first two. Second, it looks so darn pretty when it is pulled off and will earn you some extra sexy points when the level is completed.

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HUSTLE TIME
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Here is a quick word about Hustle Time. For each enemy attacker that you defeat, each hostage that you manage to rescue, and for each All Button Event that you successfully complete, points will be given to your Hero Meter in the upper left corner. This will contribute to ZAN's greatest ninja art, Hustle Time. When Hustle Time is summoned, you will be able to move at double the normal speed and your Demon Slayer will extend to three times its normal size. All Special Attacks during Hustle Time will not deplete energy from the spirit meter when performed. Hustle Time is extended (up to three times) depending on how many time you press the TRIANGLE BUTTON. When the wick for the dynamite stick fizzles out, Hustle Time is over, and you will return back to normal attack speed. Try to save it for special occasions like Boss Battles.

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THE MINIONS OF THE JACKAL
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The Jackal Organization, feared throughout Zipang, is an

underground cult that combines the powers of darkness with the strong-arm methods of terrorism. To fulfill its evil scheme of conquering all nations and enslaving all human, Jackal needs money - lots and lots of it. Jackal swears to rule the world with golden power! In order of appearance, here are the minions of the Jackal.

STRAW-STRAW or STRAWMAN: These are low level attackers, who are magically imbued by witchcraft, and are your basic run-of-the-mill attackers. They like to attack in packs but can be brought down very easily. (Come on! They are made of straw.)

GREEN NINJA: Though they are minor enemies, they rank above Straw-Straw and Strawmen in strength. They carry katana swords that are lightning fast but not as powerful as you would expect.

RED NINJA: These ninjas are a little more dangerous than Green Ninjas because of the sharp claws that they are equipped with. They are also well balanced in offense and defense. They will strike without warning and will back flip out of the way to avoid being sliced.

GOA-GOA: This samurai is the lowest rank enforcer in the Jackal Organization. He has built a special gondola for dispensing punishment. Also, he will use a Samurai Spirit technique to attack as well. It is best to avoid his spinning technique when at all possible or you will take a beating at the hands of his spiked club.

RED DRUM: These are also low level attacker, who are magically imbued by witchcraft and are also very common. They attack in packs like Straw-Straws and Strawmen, but are harder to defeat. Imagine getting hit by a 40 pound oil drum and you get the picture.

FLAME SPITTERS: These sumo enemies have mastered the art of spitting flames from their mouths. They are able to hold flammable liquid in their mouths and spit through a flaming torch to heat up any intruder who tries to harm the cause of the Jackal. Extremely deadly, dispose of them with care.

DETONATOR #6: A mechanical robot that is strong enough to withstand a lot of punishment to ensure that its mission is carried out. This is probably a creation of Gizmo that will help to save on manpower by being able to detonate bombs from remote distances.

BIG BELLY: These sumo enemies possess great strength in size and power. What they lack in intelligence, they make up for in brute strength. Also, it doesn't hurt that they carry big axes to whirl and swing at you. Also, watch out for their big belly attacks as well or you will be bounced back for a loop.

QUEEN SERVANT: Skilled in witchcraft and deadly with a pair of Sais, this enemy is moderately challenging as a protector. When up close, she is well skilled with the use of her blades. Also, she has the power to summon Straw-Straws to do her bidding. Finally, she is able to teleport out of danger if she is absorbing too much punishment.

SUMO CHAMP: The Jackal scouted this heavy date when he won second place in the Mr. Zipang Sumo Beauty Contest. He has an amazing array of sumo techniques that will bash any enemy into submission. They are as follows: the Eight-Handed Slap Technique, the Spitting Flame Technique, and the **STONE SKIN TECHNIQUE**. It will take quite a bit of skill and intelligence to dethrone the Sumo Champ.

YELLOW NINJA: These ninja are specialized in hand-to-hand combat and are just as strong as red ninjas. They have lightning fast attack combos that usually involve their feet. Also, if they are getting pummeled to hard, they will back flip out of harms way.

BIONICALLY ENHANCED SUMO: These sumo enemies are much more versatile in their offensive firepower. They are equipped with arm cannons on their right arm and are able to attack with cannon balls from long range. Also, if you get too close, they will not hesitate to back hand you with their steel cannon as well. Approach this enemy with extreme caution.

GIZMO: Gizmo is an inventor and Chief Administrator for Intelligence. He transforms gold into Special Energy and turns humans into his own eerie creations to fight for the Jackal. Since he is a genius, he is able to create many monstrous machines that each have a set of strengths and weaknesses all their own. These creations in turn do Gizmo evil bidding for him.

BLUE NINJA: These ninjas are bare handed and will throw skull bombs at you if provoked. Also, their defensive moves are just as staggering because they will back flip out of the way if you try to attack. Finally, if you score too many attacks on them, they will disappear and leave you an explosive surprise.

MR. SHOGUN: This shogun warrior is as big as they come. He is the guard that makes sure that no one gets into the castle without going through him first. He is a skilled with dual blades and has the skills of a master shogun.

FEMALE NINJA: These ninjas are quicker than their male counterparts. Their main weapons are bladed fans that can be used to slice or be used as a sharp projectile attack. Pink in color, these ninjas should be dealt with in the fastest way possible.

GEISHA: These female enemies are equipped with kendo sticks and are able to fly through the air and charge right in. Their belief is that a good defense is a strong offense. They are the servants and the protectors of the Geisha Queen.

GEISHA QUEEN: This enemy is the most beautiful woman in the world and is the envy of all men. She is a master of the fan blades and is able to create a ring of fire around her victim. Also, she is a master of the laser blade technique that can saw any mortal man in two. She is the boss of the first level of the castle.

KABUKI WARRIORS: These warriors all have a different part that they play in what is know as a Kabuki Show. Each warrior possesses it own style with it own strengths and weaknesses. However, each warrior is very skilled and they are very artistic in their approach. So study and approach each one with care to figure out the holes in their performances.

SHRINE GUARDIAN: The guardian of Loki's shrine cannot be harmed while he drums are beating for they are the key to his power. The drums sound like chanting. Since the guardian is a master of his witchcraft, he will do everything in his dark power to stop you from reaching the level on which Loki is located.

LOKI: Loki and Gizmo arrived in ZAN's hometown and started kicking up a ruckus. Queen Jackal recognized Loki's superior skills and powers and made him commander in chief of Jackal's U.S. operation. His main mission is to subdue the westerners and confiscate their gold. Master of the double katanas and keeper of the Lord's Shield, any one who has challenged Loki to a duel, has faced certain death.

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THE WALKTHROUGH
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TRAINING: THE ART OF KATANA AND SWORD
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This is your final training session. If you pass, you'll have learned all that I have to teach you and I will allow you to return to your country. Press the D-PAD (or Left Analog) left to move left and right to move right. Press the D-Pad (or Left Analog) up to move forward and down to move back. Use the L1 button to change the camera's viewpoint. First, Suzuki will test your defense in the Defense Atrium. Press the R1 button for defense. But you have to be careful as you cannot move while in the defense position. Let's see. Can you defend yourself against the fireballs in front of you? Sapphire will then take over.

Training part 1: GUARD. Press R1 Button! Here is where your training starts. You will have to stand in the red area and there will be two wood men hurling fireballs at you. They will be in pairs, one behind the other. Just hold in the R1 button and after eight fireballs have been blocked successfully you will be given further instructions. This exercise is just to get a feel for the controls for blocking successfully and in the actual game, it will drain spirit energy while you are in the guard position.

Next, Suzuki will ask you to HIT BACK the Wood Men's attacks. To HIT BACK: Right before an enemy attacks (in close combat) or right before the enemy's projectile hits you, press UP, UP, + RI to send the projectile flying back at the enemy. Training part 2: HIT BACK. Hit back enemy's attack by pressing UP, UP, + R1. This time, the Wood Men's fireballs will be spread out, left, right, left right. Perform the command for HIT BACK when the projectile is about 3 inches away from ZAN. Mastering this exercise will gain you Sexy Points in the actual game. After, you have successfully knocked back four fireballs, you will be given further instructions.

The final training exercise in the Defense Atrium is fending. Press the R2/L2 buttons for that. You can use R2/L2 not only to fend but also to sidestep an enemy. L2 sidesteps to the left and R2 sidesteps to the right. Training part 3: FENDING. Fend by pressing R2 or L2! The Wood Man on the left will move up to spar with you and the Wood Man on the right will continue to hurl fireballs at you. Mastering this exercise will improve your chances for survival and will leave an enemy open for a counter attack after the enemy misses with his/her attack. After you have successfully fended ten times, you will be commended by Suzuki. Defense is the most important thing. Keep that in mind but no single method is perfect. So don't rely on this for every situation. Follow the green arrow on your radar and head on

through the door by pressing the X Button to open it.

Run straight through the corridor and you will enter the Atrium of Jump. Press the O Button to jump. Jump over the obstacles in front of you and make it to the next room! Watch your timing and press the O Button to Jump. Here, you will have to jump across six pillars that are constantly rising and falling. Watch as the pillar in front of you is moving on it way down. When it descends, run forward and jump. You should land safely on the pillar. Repeat the same process as described above. If you fall, you will have to start back at the beginning. When you make it across, you will automatically go to the right and will be looking up hill. Sapphire will commend you and encourage you to keep it up.

You must learn when to jump. Jump over the falling objects and make it to the top. Timing your jumps right will also be a key to not taking damage because there will be time when this skill will be greatly needed. Now, run up the hill straight ahead and when a rolling log gets about 2 inches in front of you, jump and safely leap over the log. If your timing is perfect, you will only have to successfully jump over four logs to make it to the top.

When you make it to the top, Suzuki will instruct you on how to use your running jump. LONG JUMP, while jumping, press and hold down the O Button. Run forward and jump over the fire. When over the fire, hit the O Button again to turn ZAN's sword into a propeller. You will have to jump over a total of three pits of fire. If you miss, you will get burned so time your jumps wisely. When you reach the bottom of the stairs, run up them and press X when you get to the door. Suzuki will then teach you how to use offensive techniques. Prepare yourself.

Run on down the corridor and make a right when it bends to the right and you will automatically be taken to the Atrium of Sword. Use the X-Button and let Suzuki see what you have learned. Try these guys first (Straw-men). Watch the range of your sword. Slice all six of the straw-men by pressing the X Button. The first one is to your left. Slice away and then cut through the one moving back and forth to your right. Then, cut back to the left and cut away at the Straw-man to the left. Next, run straight ahead and slice the one that is circling the pillar. Then slice away at the next on the left that is circling the pillar. Finally, but to the right and dice the one that is circling the pillar to the right. Now you are ready to exit through the door straight ahead by following the green arrow.

You will enter the next room. The final test is more like the real thing. Get them all! Cut all four Wood Men using your sword. The first two are straight ahead. Head for the one on the right and start slashing away. Then, use your CHARGE special: UP, UP, + X to finish it off. Then, turn to the left and start slashing away again. Then, finish it off by using your SPIN special: DOWN, UP, + X. The next Wood Man will appear from the left. Start cutting away at the Wood Man. When prompted to do so, use your HURRICANE special to finish it off. The last one will approach from the left and make get caught in the HURRICANE attack. Practice fending for a second. When prompted, try out your DASHING SLICE special: RIGHT, RIGHT + X or LEFT, LEFT + X to finish off the final Wood Man. Afterwards, Suzuki will commend you. That's my boy. Hard training pays off. Make your way up either flight of steps to the left or right and exit through the door.

Run on through the corridor and you will automatically be taken to

the Atrium of Gun, a room made especially for you. Use the SQUARE Button to fire. This is not a powerful gun, so use it wisely. HOW TO MAKE A SIGHT: Press L1 once quickly to display gun sight. While the gun sight is displayed, press the SQUARE Button to lock and fire. To switch targets, press L1 again. Press R1 to erase the sight. Target the first Straw-Man out of eleven to the left and when the target turns red, fire away. Three shots will do the trick. Then target the next one and do the same. Next, head to the right and look left. Target the two Straw-Men and fire away at them. Then, make your way to the left and look right. There will be two to the left to practice on. After, tearing them apart, look to the right and practice your aiming distance on them as well. Finally, look to the left and run to the end where you will have to gun down the last three out of eleven. This exercise will teach you the range of your gun as well as how to use it effectively through the actual game. Exit through the door straight ahead.

It's going to get harder and harder ZAN. You'll need not only defense but also R2/L2 to combine fending and attack. In this room, you will have to shoot down two Wood-Men to advance. Target the one on the right and get close to it. If you try to shoot it from a distance, it will just raise its sword and block your attack. Also, you will be able to use your Rush special: UP, UP, + SQUARE. When the Wood Man shows that it is ready to attack, fend to either side and let loose with the gun specialty. After, the first Wood Man is dead, concentrate on the one that is left and repeat the same process. Suzuki will offer some encouraging words. Your father must be proud of you. Exit through the door and make your way down the corridor.

So far it may have been too easy for you but brace yourself for my best...Super Wood Man! This is the final room for your training. Use all of the techniques that you've mastered. Since this is only training and you cannot die. Try a couple of things to conquer the Super Wood Man. Study the Wood Man's attacks so that you'll know when the right time to fend and counter-attack. Try using all the specials that flash at the bottom of the screen and try to memorize them so that they can be used in each appropriate situation. Try using the Hit Back technique when the Super Wood Man tries to use its' cannon. When the final strike has been given, get rid of him with your FINISHING MOVE! Hit every single button and use the D-Pad (preferably the Left Analog Stick) as quickly as you possible can. Then, shoot it, slice it! Use the special combinations as much as you can until that coin drops! Afterwards you will be rewarded. You've done well! You are a fast learner. I never thought you'd make it so quickly. Suzuki will then give you the Legendary "Demon Slayer" and will ask you to return home! Bring justice back to your town. Now you are ready for the real thing. Select story start and begin the actual game.

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1ST IMPACT: HERE COMES ZAN
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After a brief introduction of the storyline, ZAN will emerge from the distance and will be shot at, from the Bartender who thinks he is one of those unknown assassins.

BARTENDER: Who the hell are you?! You're one of them, aren't you?
I'm not going to let you get away with it anymore!
ZAN: Hey, hey...Is that any way to treat a hero?

BARTENDER: Huh? You! You're Johnny! I...I thought you've been killed.
ZAN: You're the bartender, huh? Hard to recognize you with all those bandages and by the way, my name isn't Johnny...It's the Super, Ultra, Sexy, Hero, ZAN!!
BARTENDER: What the hell are you talking about? And what is with that outfit of yours? I don't have time for small talk. Our town was attacked by some strange looking folks!
ZAN: What?!!!
BARTENDER: They came here for the Gold! We tried to fight back but...I don't know...These people were different. Most of the townspeople were killed and if someone doesn't step in and do something, they'll take over the town in no time!
ZAN: The Jackal!! Well, they aren't going to get away with this! They took my town! They better get ready for a surprise!
BARTENDER: Wait...You can't beat them alone!

Lets Rock! After ZAN meets his first meeting with Goa-Goa about five Straw-men will appear. Slice and shoot away at them by using the katana and gun combo to score some sexy points. As you defeat the first five, another five will appear to take their place. For the next five, let them all huddle around you and then use your Hurricane Special Attack to slice them in two all at the same time. Finally, dispatch the last two that appear in any fashion and go straight ahead up the dusty road. After a couple of steps, more Straw-men will appear to try to stop your progress. Use your Dashing Slice Combo to take out four of the five Straw-men at once. Four more will appear, to take their place. Continue to draw them in and then use the Hurricane Special Attack to take out a crowd of them when they try to huddle around you. Then, finish off the last wave of Straw-men by using your katana and sword combo. Killing these Straw-men will increase your Hero Meter.

After the Straw-Men have been dealt with, continue straight up the dusty road until a cut-scene reveals that your next opponents are going to be two Green Ninjas. To take care of these two ninjas, use the katana and sword combo to score some major damage with the last sword strike. When one of the Green Ninjas raises their hand to strike, side step their attack either to the left or to the right. Then slice with your katana to the back of the ninja. If they try to escape or are out of katana reach, use your Rush Special Attack and pump some lead into them. When these two Green Ninja have been cut down to size, two more Green Ninjas will dive down to replace the ones that you just took out. Deal with these Green Ninjas in the same fashion that you have dealt with the previous two. After these two Green Ninja have been put to pasture, continue along the dusty town road until you reach the barricade. A brief cut-scene will show you what points to hit to overcome the obstacle. Target each pillar and destroy them with your gun. Each pillar will take five shots to destroy. After the last pillar has been destroyed, the gate will open up and you will be able to mosey on through. Head on through the gate.

When you head on through the gate, follow the dusty town path and look to the left where you will see a crate. Crack open the crate and you will uncover for yourself a clip of fifteen Blue Special Automatic Bullets. Also, if you look to the right from where you have come through the gate, you will also see another crate to crack open. Cracking this crate open will reveal a juicy Hamburger for ZAN to snack on. Follow the "Help Me!" cries in the distance by following the dusty town road straight ahead. When you reach the towns person that is strung up on the totem poll, Goa-Goa will be surprised to see you. He

will then shoot out some Straw-men out of the three cannons for you to play with.

Your first order of business is to side step the Straw-men by fending and when you get in range, chop down the totem poll and free the townspeople by slicing the ropes off of him. He will thank you. Now draw in the groups of Straw-men and use your Hurricane Special Attack to dispose of them. When the trio is disposed of, three more will be shot from the cannons. Dodge them so that they do not knock you over and slice them in the same manner as the previous ones. When this trio has been sliced to pieces, the Goa-Goa will commend you in a satiric way. Ticked off, he will shoot out two Red Ninjas with claws to try to rip you a new one. Now is the time to use that Ultra Super Sexy Combo of yours to dispose of them. When they have been ripped to shreds, Goa-Goa will try to make a quick escape by shooting himself out of range via the cannon. You will then be presented with a choice of three cannons to shoot yourself out of to catch up with him. Head up the step to the left and shoot yourself out of the cannon on the left. It will then shoot you to the next part of the town where a Green and Red Ninja will be there to greet and beat you.

Run up to the Red Ninja and perform the Super Ultra Sexy Combo on him and then get ready to side step the Green Ninja's attack after successfully completing the combo. This will leave the Green Ninja wide open for another combo attack. When you are done screwing around with these two goons, crash open the crate to the right to reveal some Sushi. Two more ninjas will take the place of there fallen comrades. You should be able to use the same attacks used on the previous two to bring them down. Just remember to sidestep their attacks and go in with the Ultra Super Sexy Combo when they are left open for an attack. Afterward, follow the Green Arrow on your radar and open the door straight ahead. Then run through the small passageway and open the next door to find your next obstacle to overcome.

Here you will have a take on two Green Ninja who are running on a treadmill that operates a flame throwing machine. This will put your Long Jump and gun skills to the test. First, target the Green Ninja on the left and fire about four shots into him. After the fourth shot, perform your Long Jump straight up so that you are able to hop over the fire stream as it makes its way around. Then, pump four more shots into him and do the same thing as before by performing a Long Jump straight up. Shoot the Green Ninja two more times and he will be defeated. Now, target the other one on the right immediately and squeeze of two shots. When that fire stream comes around, use that Long Jump of yours and repeat. Then, pump three more shots into him and do the same thing as before by performing a Long Jump straight up. Why three shots? This is so because this sucker is spinning a little faster now. Repeat this three more times to ensure victory and the destruction of this machine.

You will then meet a ticked off Goa-Goa who is surprised to see that he has been found. He will invite you inside the church for a butt whooping. Do not do into the church just yet. Instead, search the steps to the right and at the top of them you will find a crate to crack open. Crack it open and you will find yourself a Blue Kamikaze Spirit Ball. Now, head back down the chair and go into the church by opening the door. Get ready because as you enter the church, Goa-Goa will present to you a gift. He will give you a nice big black bomb to cradle. Get ready for an All Button Event. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the

buttons like a raving lunatic. You will have twenty seconds to complete this event. When the meter is all blue, ZAN will heave the bomb at the stained glass to reveal an opening. Now, run straight ahead to the alter area and crack open the crate to the left to reveal a Hamburger. Break open the crate on the right to snag yourself three Missile Bullets. Then, walk on through the opening and open the door straight ahead to engage in battle with Goa-Goa.

GOA-GOA BOSS BATTLE: Goa-Goa will be flying around in his gondola. Target the gondola but do not fire those precious bullets because he has his bullet-proof shield up. The force of the gondola has sent some explosive barrels rolling your way. So when a barrel gets about three inches from you, Long Jump over it. After the jump, the gondola shield will be down so fire away and stay away from the walls to avoid his spikes. This will take a big chunk off of his life meter. Then, he will put up his shield again and will crash the floor again. Keep moving all around the room to avoid the falling ceiling pieces. When Goa-Goa opens his shield again, target the gondola and blast away. After his life has been have depleted, he will get really ticked off that you destroyed his machine. He will then fight you on foot and will use his Samurai Spirit Technique. Now is the time to use ZAN's special technique from that filled up Hero Meter of his. Hit the Triangle Button three times on your controller to activate Hustle Time! When Goa-Goa turns red, he will spin around while wielding his mighty Spiked Club. Just use your Long Jump to either side when he approaches. Keep doing this until he tires himself out. (He will turn back to normal color and will catch his breath.) When he stops, hit him with everything you've got by using your sword and katana combo. When his life has been fully depleted, Finish him! This is the end of the 1st Impact.

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2ND IMPACT: WILD IN THE STREET
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QUEEN SERVANT: Blow up the Clock tower and annihilate the town. Go now Detonator #6. Hurry!
DETONATOR #6: Smash It! Smash It! Smash It...
QUEEN SERVANT: Once it reaches the tower, this town will get what it deserves. What, who are you? You won't stop Detonator #6! Straw-men protect the Detonator!
ZAN: Let's get it on!

You will have exactly one hundred and thirty two seconds to stop Detonator #6 so you will have to slice and gun fast in this impact. First, take care of the three Straw-men that appear and use your Hurricane Special Attack to slice them to pieces. Then run straight ahead a little bit and target Detonator #6. Fire off a couple of rounds to chip some life off of the Detonator's life meter. When the four Straw-men appear, use your Hurricane Special Attack again to dispose of the quartet. Then, run straight ahead and fire some more rounds into Detonator #6. Continue to fire your gun to chip away at Detonator #6 and slash any Straw-men who try to impede your progress. When you get to the green barrier and Detonator #6 is too far away, you will have to deal with a group of Red Drums that appear. Side-step their attacks and slice and shoot away at them to cut them in two. Defeat them quickly and the green barrier will disappear.

90 Seconds to Destruction. Continue running and targeting Detonator #6 and continue to plug away at Detonator #6. Slice any Straw-men who try to block your progress to build up your Hero Meter. When you see the barrel on the right, be prepared for another green barrier to appear and block your progress. You will then have to do battle with two Flame Spitters at the same time. The barrel to the left will contain the latter of the two. To defeat them, Long Jump to the left or the right of them to avoid their stream of fire. Then, slash away at their backs until they are cut in two. Each Flame Spitter will probably have to be dealt a slash combo twice to be disposed off. Do not worry; you will still have plenty of time. After, disposing of the two, break open the crates to the right and quench your thirst for life with a Soda.

60 Seconds and the clock is ticking. A quartet of Straw-men will appear to impede your progress. Simply use your Special Hurricane Attack to neatly cut all of them in two. Now, run after Detonator #6 and plug a few shot into it. When the green barrier appears, target the Flame Spitter and shoot some lead into him. When he stop to spit, sidestep to the right and use your Rush Gun Attack to finish him off. Bust open the crate to the right and grab yourself a juicy Hamburger. More groups of Straw-men will appear and you have just the attack for it. Activate one count of your Hero Meter to enable Hustle Time and run towards Detonator #6. Get in close and do some major damage with katana strikes until he passes through the green barrier. Also, you will have to sidestep attacks from some Red Drums. Defeat the Red Drums to make the green barrier disappear.

30 Seconds and counting... Smash open the crates to the right and grab the Missile Bullets that are revealed. Then enable Hustle Time by using the Hero Meter twice. Target Detonator #6 and blast away. Then, cut through the Straw-men to get to the Detonator and slash away at it. When Detonator #6 turns red, back off for a second or two because it will swing its robotic arms to knock you away. When it turns back to natural color, hit it with everything you got and when it's Life Meter is fully depleted, it will be stopped dead in its tracks with 10 to 15 seconds to spare. Finish this mechanical detonator! The town is saved and the 2nd Impact is now completed.

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3RD IMPACT: ORIENTAL DARK POWER
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QUEEN SERVANT: Mr. Sumo! This is the stranger I told you about.
SUMO CHAMP: That little \$X@# is causing all these problems? Make sure he doesn't enter my Dojo. This is the end of the line.
QUEEN SERVANT: Just die!

Let's Rock! At the beginning of this level, Sumo Champ will drop down three demon pillars that block the entrance of the Dojo. You will have to shoot and destroy all three pillars before proceeding. So with that in mind, target the one to the left and fire away. When a fireball is hurled at you and it gets a little to close, sidestep to the left or right. When the first one is destroyed, target the middle one and fire away. When a fireball is hurled at you and gets a little to close to you, sidestep to the left or the right out of harm's way. When there is only the right one left, target it and repeat the same process to destroy it. If you want to get a little fancy during the targeting of the three, try hitting the fireball back with your Hit

Back Special Attack to give the pillars a taste of their own medicine. After all three pillars have been destroyed, head on into the Dojo, through the unblocked door straight ahead.

Your next move will be to head through the next door that is straight ahead. When you enter into the center of the room, there will be four or five Straw-straws that appear. Take these low level enemies out in any imaginable way. There will be about thirty in all to defeat. This would be a good time to pull off all of the Special Attacks that you have learned. It will earn you more Sexy Points and gunning down all these Straw-straws will build up your Hero Meter to just about max. When all of them have been crushed, head through the door that is straight ahead. Then as you enter the next small corridor, head through the door on the left. When you enter this room, you will see two Red Ninjas torturing a hostage. Lure away the Red Ninjas towards you and then run around them. Slice of the rope handcuffs off of the hostage to free him and then watch out for the Red Ninjas claws. Side step their claws attacks and then go into a Super Ultra Sexy Combo. This should clear out the one Red Ninja if all five hits connect. Then, do the same to the other Red Ninja who is trying to obstruct your progress. When you have sliced this ninja into two pieces, make your exit by using the door to the right.

You will then be lead to a long corridor that has moving platforms for you to jump across. If you miss time your jump across the moving platforms you will get a nice little shock from the electricity below. This will be a good test of your Long Jump Ability. Here is the way on how to get across safely without get electrocuted. First, hop on to the first platform when it is all the way to the left. Once, you are on it, wait until it slides back to the right. When it starts to slide back to the left, use your Long Jump and jump straight ahead. The next platform should move right underneath your feet. Repeat the same progress for the next four jumps and you will make it safely across by taking no damage whatsoever. Walk on through the door that is straight ahead.

Out of the flying pan and into the oven. When you enter this room you will meet two Big Belly henchmen that do not have anything nice to say about you. Now, before you go rushing into battle against both of the large sumo wrestlers, wielding large axes, look to the right and you will see a crate. If you have half or less of your energy left in the life meter, than crack it open and eat up the Tempura. Otherwise, save this crate for after you defeat the two Big Belly henchmen. Now, this is how you defeat the two Big Bellies. First, run to the left or to the right to avoid the Dashing Belly Bop attack from the first one. Second, avoid the other one who charges at you. When you have avoided the second one successfully, slash away him as he slowly raises his axe to strike. When he gets it fully raised, quickly sidestep out of the way of the overhand strike. Big Belly will get his axe stuck in the ground. Use a quick three hit slice combo and do not get greedy, because the other one will be charging at you with a Dashing Belly Bop attack. Thus, the pattern repeats. Once you have sliced to pieces one of these two Big Bellies, it gets a lot easier. After the two Big Bellies have been successfully beheaded, head on through the door where the green arrow on your radar is pointing to.

Take a deep breath and get ready for an All Button Event. You will be lead to another corridor and you will have to face off against the mighty Push Man. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like a one-

legged mule in an ass kicking contest. When you have finally pushed harder that the Push Men and have successfully blown him through the door, the Queen Servant will appear and will be ticked off that you have killed him. You will then have to face off against the Servant Queen and Straw-Men will periodically appear two at a time to aide her. Now would be a good time to use Hustle Time but only use two counts at the most for this battle. To defeat the Servant Queen, run up to her and slice away at her. When she tries to use her Sais, sidestep and try to get of a gun and slash combo. When her Life Meter has been taken down to half mass, she will teleport after each successfully hit. Just continue to use your Hurricane Special Attack on the Straw-men that appear, follow her when she reappears, and strike quickly before she can get an attack off. When you have finally sliced her in half, walk on through the door to the right for the finale of this impact.

Walk straight through the corridor and when you get to the next door, head on through it. The Sumo Champ will not believe his eyes. Also, you will notice that Sapphire is in a holding cell. She must have been captured when trying to look after you. Also, if you need it, search the room to the right where you will have the chance to bust open a crate to snack on a delicious Tempura. Then, get ready to battle Sumo Champ who will use a variety of sumo techniques.

SUMO CHAMP BOSS BATTLE: Step into the squared circle with the Big One to commence this battle. First, if you have any Hustle Time left, do not be bashful and use it to its full extent. Sumo Champ will usually open up with a Fire Spitting Technique by tapping his round stomach. When, he does this, side step his stream of fire and start shooting some bullets into him. If you try to attack him by using the gun when this attack is not in use, he will be able to defend it by initiating his Iron Skin Technique. Second, wait a second and watch him closely. When he pulls his right hand back, he will initiate his Eight Hand Slap Technique. Run around it, towards him and get off as many slashes as you can because he is wide open for an onslaught until the technique is totally finished. The third attack that the Sumo Champ uses is when he turns his Skin to Iron and starts walking towards the middle of the room. When he reaches the center, wait until he utilizes his Earthquake Technique, in which he will stomp his foot hard enough on the ground to shake objects loose from the ceiling. Sidestep the falling debris and watch as the pattern repeats itself which will usually be the Fire Spitting Technique. Repeat the same winning strategies described above and react accordingly. With enough patience and perseverance, the Sumo Champ's energy will be completely drained it will be time to finish him! There is a new champion and the curtain will close on the 3rd Impact.

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4TH IMPACT: HELL TRAIN
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ZAN: That insignia! It must be theirs!
YELLOW NINJA #1: There's lots of work at the gold mine. Mr. Gizmo is a slave-driver.
YELLOW NINJA #2: I'd rather go beat on some humans.
BOTH YELLOW NINJAS: What? A human! This will be fun. Let's play!

Let's Get It On! When you begin in the caboose of the train, you will have to spar with two Yellow Ninjas who want to pick a fight with you. Try to maneuver them so that they are side by side and then use

that slash, gun, slash, gun, slash combo of yours. This should knock one or both of them down. Wait for the one that you knocked down to get back up, and then sidestep to the left or the right to avoid the three kick combo that the ninja tries to pull off. Then, finish them off with a Hurricane Special Attack. After both ninjas have been cut down to size, run on through the door straight ahead and exit the caboose car.

Walk onto the connection platform and before open the door to the next car; break open the crate to the right to snag yourself some Green Tea. Then, head on through the door.

When you enter, you will set the alarm off and will hear "Help Me!" cries from the locked up townspeople. Intruder! This car will be destroyed in 15 seconds. You have no time to waste here. If you don't make it out in fifteen seconds, car goes boom and you will be sent flying to the next car over and take a small bit of damage. So, run straight ahead and slash away at the first barred door on the left to set the first townsperson free. Then, run straight head and do the same for the second hostage in the second barred cell. Next, do the same for the third person who is being held in the barred cell. If you have 5 seconds, slash the bars twice for the fourth one on the left and crack open the crate to gain for yourself a Blue Kamikaze Spirit Ball. Finally, hurry and get out of the car by heading through the door that is straight ahead. Then, run across the small connecting platform into the next train car.

When you enter this car, there will be a big red button that you will have to step on to activate the next challenge. When you step on the button, there will be electricity beams that start to move back and forth that you will have to pass through without getting electrocuted. To make matters worse, you will have to bust open the bars at the end of the car to get to the next train car. To top it all off, you have 10 seconds to accomplish this or the trap resets and you have to do it over again. So here is the easy way to get by this trap. Immediately, run to the left (almost hugging the wall) and run straight ahead through the first set of beams. Next, also run straight ahead by pause for a split second, and then move forward again to bypass the second set of beams. Keep running straight ahead and Long Jump over the third set of beams as the one beam comes downward. Finally, run straight ahead and bypass the fourth beam without getting a scratch. This should leave you with about three seconds left. Slash away at the bars that are blocking your progress five times and then quickly hurry through the door. Run across the connecting platform and head on through the next open air car.

This car might be a good challenge for everything that you have learned so far. There are four posts that you are going to have to destroy in order to get that door to open at the end of the car. It seems to simple right? Well, there will be four Spiked Crushers roaming around with spotlights. If they spot you with your spotlights, they will let out a warning and then will crush you by dropping down on you. First, move backwards to the left and target the first post and blast away at it. When the spotlight catches you, sidestep to the right. Six shots will take out the first post. Second, make your way to the post on the right and slash away at it. If you get caught in the spotlight, sidestep to the left or the right and shoot out the post. Also, four slashes will take it out. Third, run to the post on the left that is far off and straight ahead. Try to get spotted by a spotlight along the way so that the spike ball drops on a place where you once were. Then, slash away at the third post until it is no more.

Finally, run to the right and slash and gun away at the final post. When the post is destroyed, the spiked balls will disappear and the door will open. However, do not go through the door yet. Instead, break open the crate in the right corner and pick up a Tempura for you to eat. Then, head on through the door and make your way across the next connecting platform and into the next car.

When you enter, you will set the alarm off and will hear "Help Me!" cries from the locked up townspeople. Intruder! This car will be destroyed in 12 seconds. The difference between this car and the second car is that you have three less seconds to pull this off without get blown to kingdom come. Run like the wind straight ahead and slash open the first cage to set the townspeople free. Then, run straight ahead to the next one to the left and do the same for the second townspeople. Finally, slash away at the third cage on the left and set the townspeople free with about 4 seconds to spare to get the heck out of there. (NOTE: Either the first cage or the third cage that you set open will contain a decoy. A decoy will be a yellow ninja. Do not commence combat with him, just keep setting them free.) Next, if you have time, break open the fourth cage and crack open the crate that is in the holding room. You will then be able to use some Blue Automatic Bullets for yourself. Then, make your way quickly out the door that lies straight ahead.

This car is almost the same as the car that was previously encountered a couple of stages back with a twist. There are four posts that you are going to have to destroy in order to get that door to open at the end of the car and the spiked balls that use spotlights to find you are all here. The twist is that there is a machine that is spewing a stream of fire out at you and going around in a circle in the middle of the car. With that in mind, target the machine that is in the middle and blast away at it with your just acquired Blue Machine Gun bullets. Ten direct hits will do the trick. Also, do not forget to jump over the flame using your Long Jump and to sidestep the spiked balls when they spot you with the spotlight. Then, move backwards to the left and target the first post and blast away at it. When the spotlight catches you, sidestep to the right. Six shots will take out the first post. Second, make your way to the post on the right and slash away at it. If you get caught in the spotlight, sidestep to the left or the right and shoot out the post. Four slashes will take it out as well. Next, run to the post on the left that is far off and straight ahead. Try to get spotted by a spotlight along the way so that the spike ball drops on a place where you once were. Then, slash away at the third post until it is no more. Finally, run to the right and slash and gun away at the final post. When the post is destroyed, the spiked balls will disappear and the door will open. Head on through the door.

As you enter this car, the door will lock behind you and an electrical fence will be put up. Start to run straight forward and a powerful fan will start running and will begin to try to blow you back into the electrical field. Get ready for an All Button Event. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like a stubborn, dirty dog who does not want to take a bath. After you have successfully completed the challenge by running and slashing the fan down to shards, head on through the door that is now unlocked straight ahead. Run across the connecting platform and head on through the door into the next train car. Here, you will have to face off with a Bionically Enhanced Sumo who thinks that you are his new slave. Look to the right and break open the crate

to grab yourself some Missile Ammo for Johnny no More. Then, target the Sumo and Blast him three times with your gun. This will take off about a little more than half of his life meter. Then when he crouches down to fire his cannon either sidestep his attack and fire back or Hit Back his cannonball back at him. When he has fired off his third shot, rush in and use your Super Ultra Sexy Hero Combo Attack. Then, defend right away as he tries to backhand you. Finally, a couple more attacks will bring the sumo down to his knees. Before, heading through the door that leads to the next car, slash open the crate in the middle to obtain a Tempura. Then, walk on through to the Conductor's Car where you will meet Mr. Gizmo.

Run either up the left or right side of the energy conductor until a cut-scene takes over. Mr. Gizmo will ask who you are and ZAN will tell him. Mr. Gizmo will then proceed to tell ZAN that he has no idea with what he is meddling with and will then sick his beloved creation on you.

CREATION #1 BOSS BATTLE: A giant metal robot will be unleashed upon you and you will have to run to it. Run down the left hand side and give the robot a nice three slash combo. Then, wait for him to attack. When you see the robot's hand goes up, jump backwards and Long Jump a little bit out of the way because he will try to pound you with its' fist. Then, when you land, dish out another three slash combo and repeat the process. The second fist drop will create a little ripple, so do not try to sidestep. After the robot's life meter is about half way down, use your defensive block because the robot will start to charge to the energy conductor and will try to close-line you along the way if you try to block its path. Now is the time to use one count of your Hero Meter to engage in Hustle Time. Follow the robot and slash away at the cable that is refilling the robot's energy meter. If the robot is not filled all the way, get ready to use your defensive block because he will start to charge again to the other energy conductor and will try to close-line you again along the way if you get in its way. Now is the time to use the remaining two of your Hero Meter to engage in double Hustle Time. Follow the robot like before and slash away at the cable that is refilling the robot's energy meter. Once it has been destroyed, the robot will be unable to recharge its energy anymore. So with that in mind, use a five slash combo on it and then jump out of the way when it tries to attack. Then finish the robot off by following the same pattern that you had started out with. With the final blow, the robot will be put out of commission and it will be time to Finish it! This will not be the last time that you see Mr. Gizmo and this will conclude the 4th Impact.

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5TH IMPACT: SHOGUN IN A GOLDMINE
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BLUE NINJA: We can't go into town because you destroyed the train.
Come out Red Drums. Send this kid to hell!
ZAN: Let's rock!

You will begin inside the goldmine and you will have to face off against four Red Drums at one time. It Red will take four hits to destroy. So with that in mind, run straight ahead to beyond the second set of mine posts and then turn around. Start destroying each of the four Red Drums with your gun, before they are able to bop you with their bum rush attacks. When you have destroyed four or five, run back

to the beginning of the board, turn around, and then continue to fire away at the replacements. When you have destroyed four or five, run back to beyond the second set of mine posts and destroy the remaining four or five Red Drums. When there are no more reinforcements, continue along the mine and make a right when the corridor breaks to the right. Here, you will have to face off against another Bionically Enhanced Sumo who has orders from Mr. Shogun to allow no one to pass on through. Before engaging in battle with him, run up to him and break the crate that is behind him to grab yourself a delicious Tempura or be sure to pick it up before you destroy the Sumo because once you defeat him, you will not be able to break open the crate. Now, when he crouches down to fire his cannon either sidestep his attack and fire back or Hit Back his cannonball back at him. When he has fired off his third shot, rush in and use your Super Ultra Sexy Hero Combo Attack. Then, defend right away as he tries to backhand you. Repeat the same process. Finally, a couple of more attacks will bring the sumo down to his knees and he will allow you to pass. You will then see the hand of Mr. Shogun crush him for not getting the job done.

ZAN will then automatically enter through the next room where you will see a Blue Ninja single the praises of Gold Bars. When he spots you he will then speed up production. Then he will order the Red Drums to kill you. The game will then show you the three points of attack so that you will be able to shut down the conveyor belt. First, run up to the first one and slash and shoot away at it so that it will be destroyed. If you are fast enough, you will not have to deal with any of the Red Drums. Second, you're your Long Jump to jump over the conveyor belt and start to attack the second computer to the right that is running the conveyor belt. Afterwards, Long Jump back over the conveyor belt and take out the third computer. After the third target has been destroyed, a Blue Ninja will tell you that Mr. Shogun is going to be angry and you will then have to defeat the two Blue Ninja that appear. Here, you a slash, gun, slash combo but cease attacking if the Blue Ninja flips backwards because it will plant a mine and he will disappear. When, he reappear, finish him off with a Super Ultra Sexy Combo. Do the same for the other Blue Ninja that tries to attack you by throwing grenades at you. Just remember to sidestep the grenades. After the second Blue Ninja has been slashed into two, you will have to defeat one more. Afterwards, head on through the door that lies ahead.

Run along the corridor of the mine and go to the right as it bends to the right. Along the way, break open the barrel to reveal for yourself some Green Tea. Pick up this drink and then continue running along the corridor and it will bend to the left. Finally, when it bends to the right, you will have to use some skills to defeat the Blue Ninja who is guarding the gate. To defeat this ninja, shoot the bomb and the Blue Ninja will get nervous and put out the fuse. Get ready to sidestep when his is done yelling at you. Then, target the bomb again and fire. When the Blue Ninja comes out from his cover, shoot him with the gun and then sidestep his grenade attack. Then, repeat the same process six more times. The Blue Ninja will eventually fall over and the bomb will land on top of him. The bomb will then blow up the gate and you will be able to pass through the gate by running straight ahead.

Run on through the gate and look to the left. Break open the barrel to snag yourself some Missile Bullets for Johnny no More. Then, run straight ahead through the corridor and as it bends to the left, you will have to fight two Blue Ninjas. Target the first Blue Ninja that you see and make sure that two bullets find their mark. When he

disappears, target the other ninja and make sure that the last Missile Bullet finds its mark. Then, finish off both ninjas with either a Special Attack of your choice or by using the Super Ultra Sexy Combo. When both ninjas have been eliminated, continue your progress by going through the door and get ready for another All Button Event. Here, you will have to destroy Mr. Shogun's Fire Cannon and listen to the Blue Ninja's horrible singing. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like a bat out of Hades. You will have twenty seconds to complete this event. When the meter is all blue, ZAN will spiral through the fire and destroy the cannon along with the ninja. Then, head on through the gate and the door that lays straight head and get ready for a wild ride, Indiana Jones' style!

ZAN will then hop into the mine cart and you will be given a brief description of the controls. Then, you are off. When, you see the first switch sign on the right, slow down and shoot it to make your mine cart veer towards the left track. Going this way will enable you to pick up a nice Sushi treat along the way. Follow along the track, down the hill and up then up the hill. When you are going uphill, slow down and target the switch and shoot it once to turn the sign to the right. Then slow down. Look to the left and target the townspeople in the middle and fire to set him free. You will have to hit the target buttons four times. Then, target the next one on the right by hitting the button four times. When he is targeted, fire and set him free as well. Then, you will go down a small hill and then up a small hill. Do the same thing by slowing down and looking to the left. Set those two townspeople free but do not destroy the red barrels in the process. If you do not have the correct target highlighted, do not take the shot. Finally after freeing as many hostages as you can the mine cart will pick up speed and will come crashing through a wooden barricade.

Your mine cart will then continue along the track. As it passes through the tunnel, jump over the flame thrower gun that shoots out fire to the left. You will then crash through two wooden doors and the gate will open ahead of you. When the Blue Ninja, approaches from the right track target him and fire away. Do not forget to jump over the wooden planks that are placed to hinder your progress along the way. After defeating the Blue Ninja on the left, target the Blue Ninja that approaches in the mine cart to the right and fire away. After defeating this ninja, there will only be one track that your cart will follow and it will go uphill. As it does, you will have to jump over a flame thrower gun that spits fire out to the right and continue along the track. As it bends to the right, target the Blue Ninja that appears in the mine cart to the right and do not forget to jump over the wooden planks in the process. Then, prepare for a wild jump as the mine cart will pick up some wicked speed on its own. After you make the jump, slow down and target the next switch that you see and fire so that the track will veer you off to the right. This track will then lead you to a fight against the hell train.

To defeat the hell train, target the left rocket launcher and fire away. When the train decides to fire two missiles at you, simply jump over them. Then, target the right rocket launcher and begin firing away. DO not forget to jumps over the rocket missiles because they will put a whooping on you if they connect. The last phase of this mid boss battle is the front of the train itself. Target the front of the train and fire away. If you see the front grow red, get ready to jump because the train is going to try to ram you off the track. If it gets too close, simply jump up to avoid collision. After you have pumped

enough bullets into the train, it will derail and explode. Enjoy the rest of the ride and you will automatically pick up a Tempura along the way and will gain a one way ticket to meet Mr. Shogun.

MR. SHOGUN BOSS BATTLE: Mr. Shogun in the guardian of the castle entrance. His big hand will turn into a sword. He will then challenge you. To start of this battle, you all three counts of your Hero Meter to enter Hustle Time. He will usually disappear to another spot. Find him and sidestep his Shogun Wave Attack and then slice away at him with whatever you have got. He will then transport for a second. When he does his Charge Attack, sidestep this attack and then run after him. When you catch up to him, slash away at him a couple of times and then get ready to block his sword strikes. Then counter attack by slashing away with everything you've got. Then the pattern of his attacks will repeat. With this in mind, you should have just enough Hustle Time to defeat him. When his Energy Meter is depleted to zero, Finish him off! The 5th Impact will now be conquered and you will now be able to gain access to the Castle.

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6TH IMPACT: ZAN VS. GEISHA
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FEMALE NINJA #1: It has been a long time since we've had any visitors. Hey! No strangers allowed in the Castle.
FEMALE NINJA #2: The young people these days have no manners!
FEMALE NINJA #3: We must choose a proper form of discipline for this offense.
FEMALE NINJA #1: The sentence for your infraction is death!

Come and get me! To start this impact off, you will have to engage in battle against a Female Ninja first. Run up to her and begin to go into a Super Ultra Sexy Hero Combo. This will knock her back and she will teleport behind you out of harm's way. Then, run around behind her and finish her off before she can throw her bladed fans up into the air. If she gets them up into the air, run around in a circle around her to avoid damage. When she is defeated, two more Female ninjas will come to avenge her. Use your Somersault Spin Attack (Up, Down + X) In case you have forgotten to get in close to one of the ninjas. Then when she jumps back, run around to her back and finish her off. Then, run after the other Female Ninja and repeat the same attack. If she teleports behind you and starts spinning, get ready to sidestep her spinning blade attacks or you will get cut to pieces. Then, after avoiding her vicious attack, finish her off with the Ultra Sexy Super Combo. After clearing the room that was full of the Female Ninjas, make your way on through the door that is straight ahead.

You will see one of the townspeople that was caught, being chased by a trio of Straw-men. Do not let him die, because his health meter will appear in the upper-left corner. For this whole room, simply target the Straw-men wherever they go and blast away. If they get close to you, slash away at them. You will have to destroy twenty of these Straw-men before the townspeople can be set free. Also, this room is designed to bring your Hero Meter up to Level 3. Before exiting the room to the right, run around the path to the left and slash open the chest to reveal a Blue Kamikaze Spirit Ball. Then, run back to where you started and run up the stairs that are now straight ahead. Break open the coffin that is at the top of these stairs and pick up the rare Red Sayonara Ball that you find inside. From here,

run down the stairs and walk around the corridor to the left and it will bend to the right. Then open and walk through the next two doors.

When you walk through the second small door, you will encounter two Geishas for the first time. They will state that their boss is the sexiest woman in the world and they will also tell ZAN that he is not sexy at all. Before engaging in battle with this new menace, run to the left and break open the chest that is here to snag some Special Blue Automatic Bullets for Johnny no More. Then, turn your attention towards the two Geishas. Instead of attacking them, run in a circle around the room until you can get a clear shot. When, they are in the air, fire four to five bullets into the Geisha to kill her. This will eliminate one of the two and make your job a lot easier. Then, watch the other Geisha fly around, when she touches down to try to attack you with her kendo stick, defend against her attack and then blast away as she tries to take to the air. Four to five shots later, you will have defeated both of these skilled warriors. Run through the next small door by following the Green Arrow on your radar. Then, walk through the small room and run through the next small door that you see.

Step on that small red button to release the Straw-men. Also, you will notice that a timer will start counting down the seconds. You will have 73 seconds to clear a series of room so act quickly. Use your Hurricane Special Attack on the Straw-men that appear and cut them down as fast as you can. Save your Special Bullets for the next room. After you have chopped up about twelve of them, the door will open straight ahead and you will be able to advance. 65 seconds and counting...In this room, you will have to fight a single Geisha. Here is how you defeat her. Target her and shoot her when she is flying in the air. When she touches down and tries to attack you with her kendo stick, block her assault by defending. Then, target her again and blow her behind out of the sky. The door to the next room will open, run on through it.

58 seconds and counting...This room will contain four chests for you to break into. Bust them all open quickly, for one will contain a Sushi snack for ZAN. After obtaining the much needed food, head on through the next door straight ahead. In this room, you will have to face off against another Female Ninja. Immediately use your Somersault Slash Special Attack to get in close. Then, try to finish her off as quickly as possible in order to gain access to the next room. The door will open and you will be able to run into the next room. 32 seconds and counting...Here, you will have to fend off a Big Belly. Use one count of your Hero Meter and kick your butt into Hustle Time! Do not worry about patterns here. Slash away at the big guy and when he raised his arms to strike, sidestep and slash away until this sumo is in two pieces. The demise of this big man will end the timer countdown and the door will open up to the right. Walk on through this door and the next door.

Here, ZAN will automatically ring the sacred bell and three ninja will jump down and will be ticked off about it. Then, they will show you how they hilariously ring the Sacred Bell. Get ready for an All Button Event. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like you should know how to do by now. You will have twenty seconds to complete this event. When the meter is all blue, the three Green Ninja will be bounced back, fly through the air, and will go splat against the door. Then the weight of the ninjas will actually jar open the door! Run on through this door and then run along the corridor and as break to the right and

then to the right again. When you come to the next door, open it and walk into the next room.

Here, you will have to target and destroy four Blue Ninjas in all that are gliding across the cables that are above you. Simply target either of the two ninjas and blast away with your gun. Occasionally, move around so that you can avoid the grenades that they toss at you from above. After, you defeat the first two Blue Ninjas, two more will appear. Take them out in the same fashion. After all of the ninjas have been defeated, the electrical fields that were blocking your path will disappear. Before riding the cable wire to the left, break open the chest to gain some Missile Bullets for your Johnny no More. Then, head up the steps to the left and ride the cable wire. Enjoy the ride and watch as ZAN crashes on through the weak wall. The only thing left to do now is to walk on through the door, break open the chest that is in the corridor, pick up the Tempura, and then open up and walk on through the next door. Here, you will begin the Boss Battle against the Geisha Queen herself.

GEISHA QUEEN BOSS BATTLE: She will strut out and proclaim that she is the envy of all men. Get ready to battle. The Geisha Queen will open up with a Circular Fan Fire Attack that will perform a fire ring around her. Simply back up a little bit, target her, and fire those three Missile Bullets that you have found into her. This will bring down approximately one-third of her life meter. Then, perform three counts off of your Hero Meter and enter into Triple Hustle Time. Sidestep her dart blades and then charge on in and start swinging for the fences. Her next attack will be her Spinning Blade Attack in which she will spin around. When it get too close to you, simply Long Jump over it and keep doing this until she runs out of gas. Then continue your onslaught. She will then revert to her first attack which is the Circular Fan Fire Attack. You know what to do here. After she has taken enough damage, it will be time to Finish her! Defeating the Queen Geisha will mark the end of the 6th Impact.

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7TH IMPACT: MECHANICAL WORK GRUDGE
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GIZMO CREATION: I've been ordered to eliminate you. Your death is near! Attack my pet!

ZAN: ...

This stage begins right off the bat with and All Button Event. You will have to face off against a version of Mini Gizmo whop expands and comes at you like a huge bowling ball. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like a one legged mule in an ass kicking contest. You will have twenty seconds to complete this event. When the meter is all blue, the pet will be destroyed and you will be able to enter the next room which lies straight ahead. When you enter the room, the Gismo Creation will have nothing nice to say about you. You will then have to do battle with the Gismo Creation and will have to fend off a never ending onslaught of trios of Straw-men. Concentrate your slash attacks on the Gizmo Creation and Long Jump over her spinning Eyes beam. When she stops her attack, try to do some mega damage with your Super Ultra Sexy Hero Combo Attack. Then, back off as she spins around to knock you back. Then slash away three times and then step back to avoid her spin attack. When you have depleted her Life Meter, she will curse you

for it and inform Mr. Gizmo that you are still alive. Then, open up the door that lies straight ahead and walk on through.

You will have to jump across a series of planks that are moving. However, if you miss the planks, you will be electrocuted by the electrified floor. Instead, jump diagonally to the left and crack open the chest to reveal another Blue Kamikaze Spirit Ball. Then, look to the right and target the Sumo who is firing missile rocket at you. Fire one to two shots off and then jump over the rockets. Nine direct hits will take down this floating menace. Then, Long Jump across the platforms by time your jumps right to make it safely across. Break open the chest, to reveal a Tempura that will replenish your energy and then diagonally jump to the right to be able to open up and walk on through the door.

This room will be filled with Straw-straws that will use spinning blade attacks. They will attack you in groups of four so you will have to rely on Hurricane Spinning Attacks and all the other ones you have learned so far. After you have chopped down about twelve of these nasty creations, run on through the door that is straight ahead of you. In this corridor, break open the crate and snag yourself a Tempura. Then get ready to play some cool mini games that have been created for you. Go on through the door to the right and play the shoot the right bad guy game. You will be encompassed in a ring of electricity. Take out four bad guys and save the hostages. The key to this game is to listen and keep looking around. If you hear a "Help Me!" cry, do not target the hostage. If something comes up and you do not hear anything, target it and blast away. If the bad guy gets his rockets off, prepare to Long Jump. The game will end after you have destroyed four bad guys. Also, use you radar to help you locate what is coming up. After, you have rescued the hostages, you will run out into the corridor with them and will be back in the corridor.

Head on through the room that was to the left and you will get to play a game of Rising Zan Baseball. The mechanical cat will ask if you can hit its pitch. Hit the bomb on the center icon. The key to this game is to watch the meter at the bottom of the screen. When you see the bomb enter the cats yellow area hit the bomb with your bat (your sword). Too early and you will hit the hostage. A little too late and you will hit a hostage. Way too late and it will hurt you. Five hits to the cat will destroy the cat and you will be able to advance and the hostages will be freed. Then, head on through the door that is now straight ahead and then run on through the corridor and open the next door.

In this room, you will have to fight the second phase of the Gizmo Creation. She will state that the gimmicks were no match for you and that she is going to get serious now. She morphs into a pig. Then, simply run around her and break open the chest that is behind her and to the left to pick up some Green Tea. Next, use one count of your Hero Meter to enter into Hustle Time. Run around the pig as she spits Apple Force Balls at you. When she stops to catch her breath, nail her with your slash attack combos and get ready to run again when she starts to fire off Apple Force Balls again. After you have depleted her life energy, she call you a fool and says that ZAN will not make it past the next gimmick. Follow the Green Arrow on your radar and head on through the door that it points to.

This room will be filled with a huge slot machine. This is one of the most fun parts of the game. To start the slot machine up, step on

the big slot machine button that is located in the center of the room.
Here are the slot payoffs as follows:

- Triple 777: This will opens the door to gain access to the next area.
- 3 Tempura: A room full of Tempura for you will appear to eat.
- 3 Sushi: A room full of Sushi for you will appear to eat.
- 3 Help Me!!: Two hostages will appear and will be saved.
- 3 Green Tea: A room full of Green Tea will appear for you to drink.
- 2 Jackal Icon + Any: Two Straw-straws will come out and attack you.

You have total control of the slot machine and can make it stop by hitting the button at the right time. (HINT: To get the Icon that you want to come up, watch the slot machine icons as they spin. When you have found the one you want it to stop on, hit the button on the icon before the one you want it to stop on.) After you are done playing around in here, make sure that you get the slot machine to land on Triple 777 and open the door that is straight ahead and walk on through it. Run through the small corridor and open up the next door to engage in a boss battle with another one of Gizmo Creations.

GIZMO MECH CREATION BOSS BATTLE: Gizmo will be impresses that you have actually made it this far but it seems that you have used up all of your luck. The first thing that you will need to do is to power up to full Hustle Time by using all three counts of your Hero Meter. Then, slash away at the Mech until it is knocked back and then wait. When it starts spinning its fists, stand back and wait for the spinning to stop. Then, get in there and slash away at it until it puts its hands up to block. Now, wait again and when its fists start spinning again like a drill, run around the Mech and slash away at its back. Now, here is the change up, when the Life Meter of the Mech is half depleted, it will start getting revved up and ready to charge you. Simply sidestep this attack three times and on the third pass, follow it to slash and hack away at its back and when it turns towards you. Also, watch out for falling debris when the Mech hits the wall. Then repeat the process. With enough sword strikes, this Mech will begin to malfunction and it will be time to Finish it off! The destruction of the Mech will mean that the 7th Impact is now completed.

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8TH IMPACT: IT'S A KABUKI SHOW
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Run along through the corridor and open the door that is straight ahead to view the opening act of the Kabuki Show. Guess what, you are the main star!

FEMALE SPIKED FAN KABUKI: Welcome to the Kabuki stage. We have everyone on the set. It's Kabuki Showtime!
ZAN: ...

When she is done speaking, she will send out a shadow after you. Immediately look and run to the left and break open the chest to uncover some Special Blue Automatic Bullets for your gun. Then, if the shadow falls over you, sidestep the Big Bell that she tries to drop on top of you. Then, make your way back to the stage and target her. Shoot three bullets into her and then Long Jump to the right to avoid her Charging Bum Rush Spike Attack. Then, face her and avoid the attack again and then again once more. After the third time, she will stop in place. Target her and fire about four more rounds into her and

then get ready to Long Jump out of the way when she throws the Spiked Fans at you that she had on her sleeve. Then, she will return back to the stage and will try to thump you again with the Big Bell Attack. Simply, target her and fire and then sidestep the Big Bell that she tries to drop on top of you and then she will repeat the same attack pattern that is described above. When you have blown the head off of the Female Spiked Fan Kabuki, a door will open up behind you to the left. Run through this door and open the door that is located to the left. Enter the small room and crack open the chest and pick up the Tempura. Then, wait for the electrical barrier to disappear and then open and run through the door that is straight ahead.

When you enter into the next room, ZAN will witness a Kabuki show that is poking fun at him. This is very comical. Let's get it on! Before engaging in combat with the ZAN Imposter, free the townspeople that is stuck in the barrel. Then, turn your attention to the imposter. He will challenge you to see who the true ZAN really is. When the imposter telegraphs when he is going to attack by pulling his hand back, sidestep his Dashing Slice Attack and then go right into a Super Ultra Sexy Hero Combo to knock him back. Then, when the imposter telegraphs when he is going to attack again by pulling his hand back, sidestep his Dashing Slice Attack repeat the same process. After the ninja imposter has been cut to shreds, the background scenery will change and you will have to fight another Kabuki Warrior who I will name Master of Air Flow.

To defeat the Master of Air Flow, you will have to recognize his attack patterns and you will have to jump your Long Jumps at the right time. So here is how to defeat him. First, the Master will open up with a Hoover Technique. He will try to pull you into his fan blades with this technique, so run away from him when he does. Then, halfway through the technique, he will fire out two sets of fan blades for you to Long Jump over. When he lets his guard down, immediately run towards him and let loose with an Ultra Sexy Combo of your own. Second, the Master will then use his Leaf Blower Technique and will try to blow you into the electrical field. So run towards him, when he does this. About halfway through the technique, he will fire out two set of fan blades for you to Long Jump over. When he lets his guard down, immediately run towards him and let loose with an Ultra Sexy Combo of your own. This pattern will continue until his Life Meter is half depleted. When his Life Meter is half depleted, he will then follow the same exact pattern. The exception will be that instead of two sets of fan blades to Long Jump over, you will have to Long Jump over four sets off fan blades. After you have slashed and diced the Master of Air Flow, a door will open behind you to the right. Run through this door and open the door that is located to the right. Enter the small room and crack open the chest and pick up the Tempura. Then, wait for the electrical barrier to disappear and then open and run through the door that is straight ahead.

When you enter through this door, you will get to battle with two Kabuki Warriors that you have fought before, the Big Belly Twins! Only this time, they are much stronger. To take on these two fierce twins, use one count of your Hero Meter to enable Hustle Time. Then, sidestep the first Big Belly who tries to throw his weight at you and then slash away at him. As he puts his arms up to initiate and overhand strike with his axe, run behind him and then strike again with a fury of slashes. Performing this will enable you to avoid the other warrior who is trying to throw his wait at you. Then, when the Big Belly gets his axe unstuck, immediately defend in order to block the Big Belly's

new attack, 360 Degree Slash. Then, the pattern will repeat. Try to get defeat one of the twins in order to get this battle down to a one on one battle. After you have slashed the second Big Belly to bits, he will cry out the name Mr. Goemon. The background scenery will then change again and you will then have to engage in battle with Mr. Goemon, who is displeased that his wonderful view has been disrupted by the likes of you.

To defeat Mr. Goemon, immediately stand off to the right and target the frog that he is one. Fire about three shots into it. When the frog, opens its mouth to fire, fire a shot and then move to the left. Fire another shot and then move to the left because it will shoot out a laser beam that will cut anything that is in its path. Move to the top of the stage to the left and then Long Jump over the beam to the right. Then, target the frog and continue to fire one or two shots at the frog and keep moving to the right. Do not get greedy or you will get hit. When the frog finally stops to take a breath, keep it targeted and fire away at it so it cannot get its second attack off. (Incidentally, its second attack will be to send lightning fields, indicated by shadows after you. If you encounter them, keep moving so that you do not get struck.) Then as the frog opens up its mouth again move to the right and on top of the stage to the right and the Long Jump over the beam to the left. Then continue to target and fire practice that is described above. With enough patience and perseverance, Mr. Goemon will be defeated and will be splattered into a bloody mess. A door then will open up behind you to the left. Run through this door and open the door that is located to the left. Enter the small room and crack open the chest and pick up the Tempura. Then, wait for the electrical barrier to disappear and then open and run through the door that is straight ahead.

Now it will be time for Mr. Gongoro's part as dictated by the Green Ninja who is using the level to change the scenery. He starts to get the set ready by he feels that it is harder than usual. Get ready for an All Button Event where you will have to turn this sucker faster than your Green Ninja counterpart. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like a raging bull that wants to spear the matador. You will have twenty-five seconds to complete this event. When the meter is all blue, the stage will remain unchanged and the Green Ninja will be caught behind the scenes. Mr. Gongoro will be very displeased at you for ruining the show. You have disgraced the holy Kabuki. Mr. Gongoro carries around a huge sword and is very ticked off at you. Immediately use three counts of the Hero Meter and enter into triple Hustle Time. First, start attacking Mr. Gongoro with your slash attacks. When you see Mr. Gongoro cock back with his sword, immediately block to guard against his 360 Degree Slash Attack. Second, continue slashing the snot out of him and when he turns red he will raise his sword to perform an overhead strike. Immediately sidestep his Overhead Strike and then defend by blocking to guard against his 360 Degree Slash. Continue laying into him with those sword strikes and do not spare the Beano. He will then repeat the same attack pattern that he just initiated. After decapitating him, a door will open up behind you and to the right.

Crack open the chest on the way out to uncover another Blue Kamikaze Spirit Ball. Then, open up the door and wait for the electrical barrier to disappear at the end of the corridor before heading on through the door. Run on through the door and crack open the chest in order to gain a Tempura for you to eat. Then, make your

way up the steps that are straight ahead and then enter the Holy Shrine of Master Loki where you will have to engage in battle with the Guardian of this place.

GUARDIAN BOSS BATTLE: The Guardian will rise out of the ground and will state that this is the holy shrine of Master Loki. He will also give you a clue on how to beat him by stating that as long as these drums beat, that he can't be defeated. With that in mind, target the drum on the left and begin firing away. The Guardian will use one of two attacks. The first attack will be telegraphed when he swings his hair all around and then brings both his hands back to attack. If the Guardian does this, then you will need to sidestep out of harm's way because he will launch three fireballs at you. After you destroy the first drum on the left then target the one on the right and fire away. The second attack will be telegraphed when he swings his hair around all around and then buries his head in the floor. If this happens, use your Long Jump all over the place in a circular manner so you do not get poked in the rear end by his pointy, spiky, hair. After you have destroyed the second drum, use one count of your Hero Meter and enter into Hustle Time. Get in close and do as much damage as you can with your sword before two more drums replace the destroyed ones! When he regains his beat, watch where you step because a bunch of dynamite boxes will jump from the sky. Simply Long Jump over them to safety and then concentrate on destroying the drums again and do not forget to avoid his attacks. Then the pattern will repeat itself. After three to four times of knocking out the drums and doing mega damage when he is vulnerable, the Guardian will falter and it will be time to Finish him! This marks the end of the 8th Impact.

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FINAL IMPACT: RISING ZAN
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After walking up a long flight of steps...
ULTIMATE STRAW-STRAWS: You have traveled far. Your journey will end here. Don't worry though; it is an honor to be killed by us.
ZAN: ...

When you opened that door at the top of this long walk up the stairs, you will have to face off against the ultimate is Straw-Straws. They are the fastest attackers and they will still gang up on you in groups of four. With that in mind, draw them into a circle around you and then unleash your Hurricane Special Attack to send them back to where they came from. After you defeat these four, another group of four will try to defeat you. Do the same thing to them as before or switch it up and use your Somersault Special Attack to slice and dice them into pieces. A third and a fourth wave of them will appear to try and stop you. After you are done playing with the Straw-Straws and filling up your Hero Meter, make sure that you bash the two columns in this room to uncover some Blue Special Automatic Bullets. You will need them for your next opponents. Now, go through the door that the Green Arrow on your radar is pointing to and head up the long flight of stairs. When you get to the top, open the door and you will meet your next victims, I mean opponents.

This time, you will have to engage in battle with the two Samurai that guard the entrance into Loki's sanctuary. They think that it is interesting that you have made it this far and that you have their deepest respect. But now that you have stepped into this sanctuary,

they have no choice but to kill you. First, target the Samurai on the right and shoot him three times with your gun so that he falls backwards. Wait a second, make sure that he is target, and fire three more shots into him. Then wait one more second and do the same again. This will leave you with six bullets and his Life Meter will be nearly depleted. Now, run towards him and stand in front of him and wait for him to attack. When he does his Four Spinning Blade Combo Attack, stand your guard and block his attack. When he attacks, finish him off with a five-hit slash combo of your own. This will make it an even one-on-one battle with the remaining Samurai. Now face him, and sidestep his attack when he goes into his Four Spinning Blade Combo Attack. After sidestepping his initial sword strike, run behind him and wait for him to finish his combo. When he does, he will leave his back open for attack. Try to rip off a three to five hit slash combo before he can re-group. Then, anticipate his attack and repeat the same attack pattern as described above. After, the other Samurai has been slashed into two, the door will open and you will be able to go up the next flight of steps in order to face off against Loki. But, before going up the steps, slash open the chest to the right to grab a Tempura for ZAN to replenish his Life Meter. Then, head on up the long flight of steps and open the door.

LOKI BOSS BATTLE ROUND ONE: When you walk in, Loki will be there with his raven and he will be a little surprised that you are alive. He can't stand you anymore and will finally accept your challenge to a duel. Let's see what you've got! The first thing that you need to do is to run around Loki and get a clear shot of the raven that is flying around. When you have got a clear shot, target the raven and squeeze off the remaining special bullets into this bird to explode it. Now is the time to focus solely on Loki. Target him to keep track of him. Now, use only one count of your Hero Meter and use will then go into Hustle Time. Avoid his projectile slash by sidestepping and then begin slashing as much as you can into Loki. Then, when you see him try to circle around you quickly, put your guard up to defend against his combo attack. Then, continue the offensive onslaught until he circles around you quickly again. Then, block again to avoid his dashing slash attack. Follow him as he misses and slash away until you receive a cut-scene of him kneeling.

LOKI BOSS BATTLE ROUND TWO: ZAN will be surprised to see Mr. Gizmo still alive and Mr. Gizmo will question Loki's ability. He will tell Loki that if he is not going to use the lord's shield than to give it to him so that he can put it to good use. Loki than gets a little agitated and dons the lord's shield and intends to finish this now! Now is the time to use all three counts of your Hero Meter to enable Triple Hustle Time. Afterwards, attack the snot out of Loki with as many slashes as you can get in. When, he circles behind you, put your guard up for a second and then continue the offensive onslaught. Continue circling around him by sidestepping his attacks. If you see him crouch down for a second and see a flash of black light, Long Jump out of the way because this is an attack that cannot be blocked. Then, when he misses, continue the slashing onslaught. Do not forget to block his attacks and slash away at every chance you get. You should be able to deplete at least 95 percent of his Life Meter this way. Just remember to block his attacks and Long Jump out of the way of his Un-blockable Attack. With enough skills this mortal being will fall before your might! But it is over yet.

Loki will kneel down in pain and will utter with his last words, "Oh, my lord, Jackal..." and will then collapse and die. Mr. Gizmo will

be surprised that you have beaten Loki and however will cease the opportunity to make one of his dreams come true. He will then combine the shield with his magical power and will get to put together one of his greatest creations. He will then tell you to follow him. Do not go up the step yet. Instead go back into the room where you have just fought Loki and break open the chest that is in the far right corner to replenish your Life Meter with ZAN's favorite, Sushi! Now that you are close to 100% healed, run along and head on up the next big flight of steps. Open the door when you get to the top and you will be able to refill your Hero Meter by taking on another four sets of Ultimate Straw-straws. They will still gang up on you in groups of four. With that in mind, draw them into a circle around you and then unleash your Hurricane Special Attack to send them back to where they came from. After you defeat these four, another group of four will try to defeat you. Do the same thing to them as before or switch it up and use your Somersault Special Attack to slice and dice them into pieces. A third and a fourth wave of them will appear to try and stop you. After you are done playing with the Straw-Straws and filling up your Hero Meter, make sure that you break open the chest that is in the lower right hand corner to reveal some nice Green Tea for you to drink. Also, bashing open the column to the left will also reveal a Tempura for you to eat. Then, follow the Green Arrow on your radar and head on through the door that is straight ahead.

BEST CREATION BOSS BATTLE ROUND 1: When you walk through the door, Mr. Gizmo will claim that this creation will be the worst fear that you've ever experienced. This creation is very metallic looking. Okay, first things first. Target the creature, with your gun and fire a couple of shots into it. When it charges in with a Dashing Head-butt, sidestep to the left and wait for it to end its slide. Then, use one count of your Hero Meter and enter into Hustle Time. Sidestep to run behind it when it tries to slash you with its razor sharp claws. Then, once behind it, slash away at its back. Usually, the creature will miss with its overhand attack. When Hustle Time wears off, just block the creature's remaining combo of Slash, Slash, and then an Overhand Bash and then finish the creature off with a Super Ultra Sexy Combo of your own. This beast will then be picked up by ZAN as the last All Button Event of the game will commence. When it counts down to zero, wiggle the left analog stick in all directions and hit all of the buttons like (Add your own cliche here). You will have 20 seconds to complete this event. After you have successfully completed the event by turning the meter all to a blue color, ZAN will then toss this creature into the fires of the next room.

BEST CREATION BOSS BATTLE ROUND 2: This action has just seemed to tick the creature off even more. Okay, use one count of the Hero Meter here and enter into Hustle Time. Run around this beast to the right and when it finally decides to fire off its Hundred Shards Attack, just keep slashing away at the creature's back yet again. The shards will then turn to a green beam of light. Just continue slashing away. Then the creature will then jump up onto the ceiling and start throwing out puddles of red energy out onto the floor. Immediately run to a corner, turn around and target this nasty beast and start squeezing rounds out from your Johnny no More Gun. When the creature jumps down, get ready to run and Long Jump around the room because the creature will start spinning around the room on the back of its shell. Just remember to long jump over the red pulls of energy. When the creature stops spinning, get ready to dodge its attack by long jumping out of the way of its Charge Attack. Then, use another count of your Hero Meter to initialize Hustle Time. Run around this beast to the right and when it

finally decides to fire off its Hundred Shards Attack, just keep slashing away at the creature's back yet again. And guess what, this is where the attack pattern repeats again. Use the same process as described above to destroy the Ultimate Creature once and for all. When the creature's life has been fully depleted, it will be time to Finish it! After you have used your finishing move and have been graded on how well you've handled the impact, justice will have been served. Congratulations, you have beaten the game. Stayed tuned for the ending sequence, partner.

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REWARDS AND HERO BADGES
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In case you do not have a manual with this game, I have provided a chart from the manual to explain the system of Hero Badges. When you complete an Impact, you'll receive a ranking. You'll also receive Hero Badges if your ranking is high enough.

RANKING	NORMAL MODE	HARD MODE	EXPERT MODE
Chicken	0	0	0
Hero	0	0	0
Sexy Hero	1	2	3
Ultra Sexy Hero	2	3	4
Super Ultra Sexy Hero	3	5	7

Here are the rewards that await you when you complete certain modes pertaining to the level of difficulty in the game. (Rewards #2, #3, and #4 were given to me courtesy of Dan Grobar, otherwise known as "Krustster" on Gamefaqs.com.)

REWARD #1: If you complete the game in Normal Mode, you will unlock Hard Mode and you will also unlock Sapphire as a playable character.

REWARD #2: If you complete the game in Hard Mode, you will unlock Expert Mode and you will be able to unlock a mode called Serious Mode. Once this mode is turned on, one hit from an enemy will kill you.

REWARD #3: If you complete the game in Expert Mode, you will be able to unlock Hustle Time Mode. Once this mode turned on, you will be able to run through the whole game with unlimited Hustle Time.

REWARD #4: If you are a Hero enough to earn 15 Hero Badges, you will unlock the Ultimate Sexy Reward. Once this mode is turned on, you will be able to play as ZAN in his underwear.

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As always, I would like to thank Gamefaqs.com for their continued support of my work. Special thanks go out to Krustster for giving me the correct information for what is unlocked after beating certain modes. Also, I would also like to thank Agetec for putting out such a creative game that pushes the boundaries of what an original game should be like. See you next guide...

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