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#####

### 1/ INTRODUCTION [INT]

#####

Hi everybody. Welcome to my other FAQ.

Recently, I've played some old games. It brings back memories...Some of them didn't have any guides, so I decided to write one.

That's all. Let's play!

#####

### 2/ VERSION HISTORY [VER]

#####

- Version 0.1 (26/10/2012)  
FAQ started.
- Version 1.0 (28/10/2012)  
FAQ completed.
- Version 1.2 (29/10/2012)  
FAQ updated.
- Version 1.4 (02/11/2012)  
FAQ updated.
- Version 1.4 (17/11/2012)  
Minor updates added.

#####

### 3/ COPYRIGHT [CPR]

#####

Well... It's not a big deal. Here are some little things:

- It's just a small guide. So, use or post it as you like without asking me.
- To use this FAQ for private purposes (copy it to your PC, PDA, send to your friends, print it, edit it...), just DO IT FREELY.

- Please don't plagiarize this FAQ, or use it for profit.

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#### 4/ BASIC GUIDES [BGD]

#####

##### A) Controls

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Attack : Y

Blaster : X (when the energy bar is full)

Jump : B

Move : Left/Right

Crouch : Down

Energy Attack : Up+Y at the last hit of normal attacks. Cost a bit energy.  
Condition: the energy bar is full!

Guard : Hold Y

Can move while guarding by pressing B + Left/Right.

##### B) Characters and Move Lists

~~~~~

=====  
NINJA (NIN)  
=====

The strongest character with lot of attacks and high endurance! He's a bit slow, but no problem!

##### - Nunchaku Attack:

Y Y Y

##### - Rising Kick:

Y Y Y (while crouching)

##### - Blaster Punch (energy attack):

Y Y Up+Y (can be used while crouching)

##### - Dash:

Forward + B

Attack with the elbow. You should use combos afterward.

##### - Dashing Kick:

Press Y while dashing.

##### - Spinning Flame:

B Y

B Up+Y (move upward)

B Down+Y (move downward)

##### - Diving Crush:

Down + B (heavy damage!)

##### - Grabbing Attacks:

Approach enemy to grab them.

+ Throw : Y or Left/Right + Y

+ Spinning Throw : Up/Up-Left/Up-Right + Y

+ Knee Slam : Down+Y (heavy damage!)

=====  
KUNOICHI (KUN)  
=====

Well-balanced for speed and power. However, she's not so good.

- Sword Attack:  
Y Y Y Y Y (can be used while crouching)
- Horizontal Slash (energy attack):  
Y Y Y Y Up+Y (can be used while crouching)
- Dashing Stab:  
Down + B
- Jumping Slash:  
B Y (stay at the current location)
- Jumping Kick:  
Jump toward enemy then Y
- Flip Kick:  
Jump toward enemy then press Back+Y (opposite to the direction of the kick) to flip and kick backward. If you're in the pincers attack, you can perform flip kicks continuously.
- Grabbing Attacks:
  - + Shove : Y or Left/Right + Y
  - + Toss : Up + Y
  - + Stab : Down + Y. Tap Y to perform rapid stabs.

=====  
KAMAITACHI (KAM)  
=====

The fastest character with lot of rapid attacks! However, he has no grabbing attacks, so this is the main weakness. But he's quite good.

- Spinning Blades:  
Y Y Y Y Y
- Extended Blade:  
Y Y Y Y Y (while crouching)
- Extended Spikes (energy attack):  
Y Y Y Y Up+Y (can be used while crouching)
- Straight Kick:  
Down + Y
- Spiral Attack:  
B Y (stay at the current location)
- Jumping Attack:  
Jump toward enemy then Y
- Close Attacks:  
Kamaitachi can't grab enemy! Just move close and perform these attacks:
  - + Flip Kick : Down + Y
  - + Straight Kick : Forward + Y
  - + Toss : Back + Y

C) Tips and Tricks  
~::~::~::~::~

- \* This is a Beat-'Em-Up game. So, just go and clear the way.
- \* To pick up throwable objects (box, bike, gas tank, concrete block...), stay

at them then press Y.

- \* While facing bosses, lot of minions will appear as well. Just ignore them and focus to the boss. Grab one enemy and throw to the others.
- \* I've used some Extended ASCII symbols in this FAQ. To display it well, just open it by using:
  - Notepad (Windows XP, Windows Vista or later).
  - Internet Explorer, encoding: Western European Windows.
  - Firefox, encoding: Western (ISO-8859-1).I've also used "fake" Justify align (by adding lots of spaces). Therefore, please turn off all Spell Check functions (if available) to display this FAQ better.
- \* [INT], [VER], [TKS],... are Search Codes. Use the CTRL + F command to find these sections easily.

Anything else? Let's rock!

#####

## 5/ ENEMY LIST [ENM]

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- \* Soldiers  
Dagger-wielding troops. They're weak, and can be killed by just one hit.
- \* Punks  
They wear worker suits, have caps or sunglasses. They're a bit better with some attacks.
- \* Snipers  
Rifle-wielding troops. They'll shoot from the distance. Approach and get 'em.
- \* Kunoichies  
Dual-sword wielding female ninjas. They're fast, always jump and have some irritating attacks! Get them by grabbing attacks is the best way!
- \* Masked Ninjas  
Nothing special. They're just like Soldiers with more endurances.
- \* Flame Fighters  
Long-haired, spiked shoulder board, ninja suit. They have two moves: spit fire (unblockable) and warp.
- \* Spiked Fighters  
Big guys. They're fast, have some attacks (punch, jumping kick, grab & knee press, dashing attack) and high endurances.
- \* Robots  
They have those attacks:
  - + Beam Shot: When their eyes blink, they'll shoot diagonal beams.
  - + Extended Reach: A low extended punch (up to a triple attack).
  - + Grab & Throw: A grabbing attack after their heads blown off.They're immune with all direct attacks, except Blasters and throws!  
Therefore, just attack them. After their head blown off, they'll become a bit faster.

\* Shorty Claws

They're always jump and have hit-and-run attacks with claws. Grab them!

\* Business Gangs

They're skilled fighters with lots of irritating attacks. Fight carefully.

\* Beam Shooters

Those machine will move slowly to the end then shoot a single beam. Just grab or use low attacks to destroy.

\* Shade Shifters \*

They're very fast, have two main attacks (knee press and sliding) and very irritating! Be careful and beat them.

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6/ WALKTHROUGH [WTR]

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STAGE 1 (ST1)  
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- Go ahead and clear the way. Reach to the end. Get the Health Capsule in the box and fight 3 Kunoichies.
- You'll jump to the upper floor. Go to the outdoor. Be careful with rockets. Watch their shadows on the ground to avoid. Get all enemy.
- Continue. When you see the truck, quickly go below the tank, wait and clear enemy. After the tank exploded, you'll face the boss!

\* Big Soldier \*

It has two main attacks: punch (up to triple punch) and low kick, also always guard!

First, quickly approach and throw it to the left of the screen, then move to the right corner. Now, just wait and get them all!

-----  
STAGE 2 (ST2)  
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- Go ahead and rock. New enemy appear: Masked Ninjas. Keep going. Two more new enemies appear: Flame Fighters and one Spiked Fighter.
- You will jump to the train and see a Robot. Two gas tankers available here. Throw them first then destroy the Robot. Few Soldiers appear. Get them all.
- Next area. New enemy appear: Shorty Claws. Keep going and watch out the fan. Go until you see 3 last fans. Stay between 2nd and 3rd ones, wait and defeat enemy. Afterward, head to the end. Clear some minions and face the boss!

\* Chainsaw Man \*

He has two attacks: chop down and charging forward with his chainsaw. Those attacks can be guarded easily.

Close combat is the best choice here! Approach him and rock with combos or grabbing attacks! Downward jumping attack can work against him as well.

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### STAGE 3 (ST3)

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- Just go and clear the way until you reach to the end. Get some Shorties and Spiked Fighters.
- Next area. Head right to the corner, guard and clear enemy. Afterward, you'll jump to the upper floor. Defeat 1 Sniper, 1 Punk and 2 Kunoichies.
- Next area. New enemy: two Business Gangs! Keep going, beat 1 Spiked Fighter and some Soldiers. Head to the end and face the boss!

#### \* Lizard Man \*

He's fast, and has some attacks as follows:

- + Dashing Attack
- + Horizontal Punch (up to Quintuple Punch)
- + Grenade Throwing

He'll jump, grab to the monitor board and throw two grenades on the floor.

Now he's immune with all attacks. Just jump to avoid grenades.

- + Invisible: He'll hide himself, but you can see the transparent image.

It's easy to beat him with just normal attacks and close combats!

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### STAGE 4 (ST4)

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- Just go and clear. When you're outdoor, watch out those rockets again. Head to the shelter at the end, rockets will stop. Beat the Spiked Fighter and the Robot.
- Next area. You'll see a chopper. Keep going and clear the way. You'll see the chopper again. This time, the gunner will open fire! When the chopper begin to move, just jump to avoid the fireline. Some strong enemy appear as well, just get them all. New enemy: one Beam Shooter. Afterward, you'll jump to the rooftop and meet the boss!

#### \* The Tycoon \*

A big boss in a small body! He has two attacks:

- + Can Smashing: He'll smash you with his can. Be careful, this move is fast!
- + Blasting Ray: He'll jump to the balcony and shoot a red tracking beam. Once the beam stopped, a big blasting ray will be shot downward. So, just wait until the red beam stop, then quickly move away to avoid.

Nothing special. Just use normal attack to rock him and be sure to avoid the Blasting Ray. Lot of minions appear, so grab them and throw to the boss.

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### STAGE 5 (ST5)

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- Go ahead and fight. You'll meet a Big Soldier later, just get it. Head to the elevator hall, fight some Punks and Business Gangs.
- Next area. Lot of strong enemy appear: Shorties, Masked Ninjas, Kunoichies, Spiked Fighters, Flame Fighters. Head to the end and clear them all.
- Afterward, go to the next scene and face the boss!

#### \* White Tiger Master \*

The most impressive boss in this game with lot of attacks:

- + Chop (up to triple chop, or combine with throw)
- + Grab & Throw
- + Warp
- + Horizontal Flying Kick

He'll launch a flying kick forward. Just guard, or prevent by hitting it

(require good timing).

+ Blasting Pillars

He'll stance and create three blasting pillars on the ground. Avoid them.

A perfect battle with an impressive boss and great background music!

He's tough, but not so hard to beat. Keep an enough distance then use normal attacks and grabs. He usually warp and guard. Lot of strong minions appear as well, so beat 'em up!

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#### STAGE 6 (ST6)

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- You're inside a building. Keep going and reach to the end. Clear all enemy. New enemy appear: Shade Shifter (in Hard Mode).
- Next scene. You'll meet the final boss: Banglar. However, he'll escape. Now, prepare for the battle!

\* Twin Hyper Big Soldiers \*

They have new attacks: Jumping Kick and Sliding Kick. Besides, they're much faster and more dangerous!

First, you're in the pincers attack, and they're always try to pincer you!

Don't get yourself to be pincerd! Quickly move away to escape. Close combat as much as you can to prevent them using Sliding Kicks. Attack either of them until you win.

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#### STAGE 7 (ST7)

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- Keep going. Next scene, you'll meet rockets again. Reach to the tunnel at the end and fight some Spiked Fighters.
- Next area. First, beat some Soldiers and 1 Shorty. Afterward, go and clear more strong enemy. New enemy appear: Shade Shifters. Get 4 Robots at the end.
- Enter the elevator. Move to the left corner, guard and clear all enemy. Exit and get the Health Capsule, defeat 2 Shade Shifters and a Punk.
- Go to the next elevator. Move to the right corner, guard and clear all enemy. Afterward, the boss will appear!

\* Green Demon Android \*

It has some attacks as follows:

+ Punch

+ Low Kick

+ Spinning Sweep Kick

+ Extended Grab

It will grab you from the distance. Unblockable!

It's fast and always jump! Just approach, use close combats and low attacks.

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#### FINAL STAGE 8 (STF)

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Now you'll have 2 routes: left and right. The left one is a bit harder with strong enemy. Choose as you like.

Keep going, clear all enemy and face the final boss.

\* Banglar \*

He'll stay in the machine, and call his minions to play with you.

```
[L][L][L] | | [L][L][L]
           |Ba|
           |__|
X           X           X
```

The only way to defeat Banglar is breaking the central glass capsule. Therefore, just stay at the center, left or right positions (X), grab all enemy and throw them to Banglar. Watch out those laser beams from (L) as well. This battle is not difficult, but don't be careless.

MISSION ACCOMPLISHED! YOU'VE FINISHED THE GAME!

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#### 7/ CHEATS AND CODES [CCD]

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#### CHEATS

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#### \* Open BGM (background music):

On the Title screen, hold L+R and press Start to access.

Press left/right to select, Y to play, B to cancel, Start to exit.

#### \* Stage Select:

On the Title screen, hold X+Y and press (A)x4 (B)x4 A B A B A B A B.

(Note: I'm not sure about this cheat, because it didn't work for me)

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#### CODES

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Remember, it's not fair for overusing them!

#### \* Infinite Blaster Energy

(Wait about 3 seconds after using and it will refill)

7E0823FF

#### \* Invincible (Can't pickup objects)

7E191202

#### \* High Endurance (Health reduces slowly while taking damage)

7E18B2C0

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#### 8/ CONTACT ME [CTM]

#####

Real name : Pham Hong Quan

Nick name : LethalRedArmy

If you want to contact me, please check one of these links below to get my

e-mail:

< <http://www.gamefaqs.com/users/LethalRedArmy/contributions> >  
< <https://www.neoseeker.com/members/LethalRedArmy/> >

#####

9/ SPECIAL THANKS [TKS]

#####

- \* Natsume and Taito Corporation - for making this game.
- \* GameFAQs - for accepting and posting my FAQ.
- \* All the webmasters who posted my FAQs - for accepting my guides as well.
- \* Notepad ++ (<http://notepad-plus-plus.org/>)  
An useful software for me to compose FAQs.
- \* Silpheed2x - for the correction of Energy Attacks.
- \* SNES 007 Wiki (<http://wikiwiki.jp/snes007/>) - for codes.
- \* CheatZilla (<http://www.cheatzilla.com/>) - for codes.
- \* And you - for reading my FAQ.

[ THE END ]

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