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Super Ninja-Kun was an early Super Nintendo action game released by Jaleco Entertainment in 1992. It was an update of an older game on the Nintendo Entertainment System. It was only released in Japan and featured rather average platforming action.

Super Ninja-Kun is for one- or two-players and features a series of linear stages filled with enemies. Your goal is, of course, to save the princess who has been kidnapped by an evil winged creature. The game takes an hour or two to complete regardless of the number of players.

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MSM                               8i
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[BSC] BASIC COMMANDS

For the most part, controlling your ninja is about what you'd expect from this sort of game. Here's a breakdown of the controls:



Basic Commands

- D-Pad: Move your ninja
- S (Select): not used
- P (Start): Pauses the game
- A: Super Ninja Power (gauge must be full)
- B: Jump
- X: not used
- Y: Use Ninja Weapon
- L: Switch Ninja Weapon left
- R: Switch Ninja Weapon right

Complex Commands

- Climb (press B rapidly while hanging on a wall to climb it)
- Dash (press forward twice rapidly)
- Dash Attack (press Y while dashing to do a rolling attack)
- Pick-Up (press up and Y while standing "on" a stunned enemy to pick them up)
- Throw (press Y while holding an enemy to throw them)

[WPN] NINJA WEAPONS

There are several different ninja weapons to be found in the game. You begin with the Shuriken, but after most bosses you defeat you gain a new ninja weapon you can use. They all have infinite ammo and can be switched between by pressing the L- and R-buttons. Here are the different weapons you can acquire

as you progress through the game:

Shuriken

-your initial weapon; a simple throwing star

Bombs

-acquired after defeating the first boss; allows you to toss exploding bombs; the bombs are tossed, meaning they do not strike dead-ahead like the shuriken

Lightning

-acquired after defeating the second boss; like the shuriken only faster

Boomerang

-acquired after defeating the fifth boss; goes out and comes back just like you'd expect and you can fire multiple boomerangs at once

[SPN]

When you kill enemies their spirits ascend upwards. By collecting these you fill up a small gauge at the bottom of the screen when it is completely full you can press the A-button to activate your Super Ninja Power. Initially you only have one such power, but as you progress you will gain more. Here are the powers to be found:

Clone

-your initial ability; creates a transparent clone of your ninja that copies whatever you do; basically it allows you to shoot twice the number of your ninja weapon as usual

Fire Wheel

-acquired after defeating the third boss; generates a spinning shield of fire every time you hit the y-button

Dragon Form

-acquired after defeating the seventh boss; allows you to fly the dragon from the eight stage in a regular stage

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This game is fairly basic and straightforward, so in this walkthrough I've largely provided only a basic direction for each of the stages. Things not totally obvious and boss strategies are the primary focus of this guide, so you will not find a screen-by-screen walkthrough in here. In particularly difficult sections of the game you will find more direct applications on how to get through, but for the most part this guide is more of a "guide" than anything else.

[ST1] STAGE 1 (HILLS)

Enemy Guide:

There are only two types of enemies to be found in the first stage, Ninjas and

the Big Heads. Both attack identically. They generally drop from above and move about. If you cross their line of sight they may stop and fire either a fireball (Big Heads) or a shuriken (Ninja). One hit will kill both of them.

Part A:

You begin at the bottom of a building. Move to the right, killing the enemies as you go, until you reach higher ground. Turn now and jump to the next ledge. Continue back and forth along the building like this until you get to the top. Near the top is a glowing orb which increases your size and makes you invincible for a time. It is largely useless, however, since it is right at the end of this section of the stage. At the top of the building just move to the right and jump to the outcropping to move on.

Part B:

You're now in a hilly area. This area is much like the last, so just move back and forth making your way up. Be careful and avoid the falling rocks, although they shouldn't be too tough. Also note that the bridges have sections that will fall out, although falling does not hurt you in this game so it is more of a nuisance than anything else. Once you reach the top it's boss time!

Boss:

After the winged guy flies off you'll face the blue kabuki demon. This monster has three attacks. His first is to charge across the screen. If he does this, jump to the next level or drop down one and he'll pass right by you. His second attack is to throw bombs in an overhead arc at you. He does this rarely and it is easy enough to dodge. His third attack is to launch two mini-wind gusts at you. They travel straight across the screen and can be dodged like his charge. To defeat him, simply hit him in the head repeatedly with your shurikens. He should go down no problem.

[ST2] STAGE 2 (AIRSHIP)

Enemy Guide:

There are four types of enemies in this stage. The most common enemy is the Lightning Guy. Like the Ninjas before them, these enemies tend to drop in unannounced and move about randomly. If you cross their line of sight, they will likely fire a bolt of lightning at you. One hit from any weapon kills them. The other three enemies are stationary. Floor Funs pop out of the floor and fire bullets dead ahead. Two hits destroys them. Propeller Units don't move and simply spin in place, but if you touch the blades you will take some damage. Two bomb hits from below destroys these. Along the same lines, you'll also face Pump Units that simply pump back and forth in place and fire bullets out either side. Two hits from either weapon finishes them off.

Part A:

You're now on an airship. Follow the only way available until you make it to a propeller unit. Switch to your bombs, if you haven't already, and throw them up into the propeller to destroy it and produce a platform for you to jump on. Continue upwards. The indented section on the left at the top of this first section can be bombed to access the heart you passed earlier. Get this, avoiding the propeller unit at the bottom, and then move onwards, keeping to the top as much as possible. Many of the jumps in this level require you to dash in order to make the jump. Eventually you'll make it to a hatch and drop inside the airship. (Except when destroying the propellers, I recommend switching back to shurikens as they're much easier to hit the enemies you'll find here with.)

Part B:

This level follows a very direct path, so it should be no trouble. You'll see the heart capsule early on and getting to it should be fairly obvious (just

keep going left from the start until you can jump to it). Follow the path from here to the end.

Boss:

That damn winged guy has done it again. This time he's summoned a lightning demon to confront you. This guy has two basic attacks: first he will send spinning firewheels bouncing around the screen, then he'll fly by quickly and drop lightning on you like a bomber. To beat him, switch to your bombs and aim for the round discs around his body. Each takes two hits apiece. Take them out and then hit his head with bombs. Four hits will kill him.

[ST3] STAGE 3 (VOLCANO)

Enemy Guide:

The first enemies you'll see are the Lava Jumpers. Hitting them with bombs before they you get close enough for them to leap from the lava is the best method of handling them. The next enemy you'll see are the Ghost Samurai. To kill them, jump on their heads and then shoot them. Shooting them while they are still moving around will have no effect whatsoever. The third enemy in this stage are the Flame Wheels. These things roll back and forth through the tunnels. One hit kills them.

Part A:

Make your way forward without touching the lava. Past the first group of samurai is a breakable floor you can blow open with your bombs. Inside is the first heart capsule of this stage. Drop down and blow open the right wall to get an invincibility orb and then run left to the heart. Climb back out and move back into the samurai room and jump to the top. Climb up the wall and continue right. At the next intersection, go up and grab the heart capsule. Drop back down and go right to find the exit.

Part B:

This level forces you to move upwards to avoid the rising lava. It's pretty straightforward. If you got the heart capsules in the last level, ignore them here (you can only have a maximum of four so the ones here will only heal you).

Boss:

It's a samurai ghost boss! This brute is seemingly invincible and has two projectile attacks. His first is to fire three crescent blades from his helmet, while his second is to launch his burning fists at you. The only way to hurt this guy is to switch to your bombs and throw them at his head. After five or six hits it will cause his armor to explode. Take this opportunity to hit the ghost with your bombs. Eventually he'll regain his armor, forcing you to blow it off once again. The ghost takes fifteen hits to send to the afterlife.

[ST4] STAGE 4 (MINE)

Enemy Guide:

The Ninjas from stage one are back. They also brought some new friends, like the Hovering Ghost. This foe doesn't attack you per se, he simply hovers around you the whole stage and can sometimes block your shots. There are also Ninjas riding in mine cars. In the second stage there are Fire Flies and Ninjas on drill-sticks, but neither needs much introduction.

Part A:

You'll find yourself in a mine. Just follow the only route you can take. The first heart capsule is under the first breakable floor you find. Blow it open and do a rolling attack to the left to get under the eave and claim it. Blow open the right wall in this same area to get the second heart capsule. Climb back out of the pit and continue on. The third heart capsule, if you want to

feel special and get, is left of the exit. Just follow the path backwards to it.

Part B:

It's the obligatory minecar chase level. Just shoot all the enemies you run into and jump the spiked balls on the track. It's not too long and soon you will reach the boss.

Boss:

Here's a twist, you have to fight the boss in a minecar chase! The walker needs to be dearmed (by striking its weapons) and then hit in the head. Each of the three weapons shoots bullets. Once you blow them off the winged guy will open the cockpit and start throwing barrels at you. The easiest way to handle this boss is to activate your Fire Wheel magic and shoot it over and over at point blank until he explodes. Otherwise, just hang back and shoot your Lightning at him until he is completely dearmed. For the last part, jump the barrels and strike the winged guy with your Lightning.

[ST5] STAGE 5 (ICE FIELDS)

Enemy Guide:

The enemies in this stage are either old or identical to old enemies. The Big Heads from stage one are back, same as before. There are also Jumping Fish which function identically to the Lava Jumpers from stage three. There are Ice Star creatures that are just like the Flame Wheels from stage three. A semi-invisible enemy also exists in this stage. These Ice Blockmen become visible when hit once and die when hit again.

Part A:

The small blocks can be destroyed here. Watch out for the big blocks though as they will fall on you. These can then be used to jump from. Follow the path and at the first intersection take the upper path. Follow it to find an extra life and a heart capsule. Return to the intersection and take the left path. From here you have to bomb your way upwards through the small ice blocks. At the top take the right path to go to the exit.

Part B:

This entire level is just like the last part of the last one. Just bomb your way up to the top. A heart capsule is to be found along the way on a platform you must jump to anyway. At the top is the exit.

Boss:

This guy starts out as a Big Head, but after a few hits he turns into an even bigger one that flies back and forth. In this form if you pass under him, he will drop on you. When he hits the floor two regular Big Heads (with baseball caps on) drop in. From here you need to stun the small enemies (the easiest method is to jump on their heads) and then pick them up and throw them at the boss. This is done by standing "on" an enemy and pressing up and the Y-Button at the same time. It is very finicky and the detection is all messed up, making this boss either by design or inadvertently the hardest boss in the entire game. It doesn't help matters that he takes fifteen hits to destroy.

[ST6] STAGE 6 (FACTORY)

Enemy Guide:

The first enemies you'll come across are the Chinese Robots. These machines are akin to the Ninjas and function exactly like them. The Floor Guns are back to give you trouble as well. There are also mechanical Smashers that will drop down when you get close. Approach these, then fall back as they come down, then as they rise again run past them. Starting in the second stage you'll encounter

Buzzsaws, which are identical to the Flame Wheels.

Part A:

From the beginning climb the left wall to get a heart capsule. Drop back down and follow the path where it goes. Make your way past the exploding pipes and Smashers carefully. Once you do, you've completed this level.

Part B:

Make your way forward past the Smasher, bogged by the Chinese Robots and Buzzsaws as you do. Follow the conveyor belts, shooting the endless supply of Buzzsaws that flow down it. Exploding pipes will also bog the way as you progress. Eventually you'll come to a fork in the road. Take the left route to go straight to the exit.

Boss:

It's time for another mecha like the one in the Mines. This one fights very much like its counterpart from the Mines, except now you have to take it down on foot. It begins by firing its hands at you and then charging. After it charges, rocks fall from the ceiling on you. Switch to your bombs and start hitting its arms. Hang towards the back so its charge won't get you. Dodge the rocks as they fall, but keep hitting him. When his arms are blown off, the top will open and the winged guy will start throwing barrels at you like before. Hit his body with your bombs a few more times to finish him off.

[ST7] STAGE 7 (NINJA MOUNTAIN)

Enemy Guide:

The Ninjas are back again!

Part A:

Head up these first "mountains," but move to the left at the top to claim two heart capsules. Go back right to face the boss.

Boss:

You knew it was coming. The boss here is an evil ninja. He begins simply enough by teleporting between the five platforms and firing shuriken in eight directions. After he fires he cackles maniacally for a moment, giving you a chance to strike. Simply hide in one of the corners while he fires, then run up at him when he starts to laugh. Soon he'll go down, but then he'll transform into a dragon. In this form he'll fire two bursts of three glowing orbs from his tail, then send his shades at you like a boomerang. He repeats this over and over. His weak point is his head. Jump on the platform he is beside and start firing at him. Jump the orbs as they approach, then run back when the shades come for you. They're fairly slow, so if you keep on the move you can avoid them. Because of the ability to rapid-fire, I suggest using the boomerang on his dragon form.

[ST8] STAGE 8 (SKY CHASE)

Enemy Guide:

The only enemies in this stage are the Chinese Robots, now equipped with rocket packs and larger guns. They fire at you as they fly by, but take only one hit to shoot out of the sky.

Part A:

This whole level is fought on the back of a flying dragon. You can move up and down, back and forth as you please. Hitting the Y-Button shoots fireballs. The stage scrolls automatically, so just shoot down the enemies and enjoy the ride.

Boss:

The helicopter will fire bullets and missiles at you, but both function in identical manners. (They fire in a continuous line.) Simply open fire on it and take out its two main weapons first, then go for the body of the chopper.

[ST9] STAGE 9 (FLOATING FORTRESS)

Enemy Guide:

Both the Buzzsaws and Chinese Robot are back in this stage. There are also some new additions. The Super Chinese Robot is a powered-up version of the old enemy that is blue in color. It can takes two hits to kill, but aside from that is largely the same as before. There is also a Mini-Mecha that walks about firing. It too takes two hits to kill. There are also two variations on old enemies; the Silver Jumper is like all the old jumping enemies, while the Smasher is somewhat smaller in this stage.

Part A:

Just keep climbing up. As for all those heart capsules you see, I have yet to discover how to get them.

Part B:

Although there are many ways you could go in this level, I think the easiest is to just go dead ahead. Keep heading straight and you'll eventually come to the exit.

Boss:

It's finally time to take on the evil winged guy mano-a-mano. He's only got three attacks. If he's in his little hovercraft, he'll throw barrels at you. If he's on the ground in the left, he'll shoot some electric bolts at you. If he's on the switch in the middle, a barrel will fall from the upper left. He jumps between these three locations. All of his attacks are fairly easy to dodge, making him not at hard. If you have enough magic, you might as well use the dragon form and just keep shooting him with it. Once he goes down, hit his weeping form one more time to finish him off. The princess will appear as the castle begins to explode. The ninja hero will sweep her up and escape on his dragon as the winged guy's island sinks into the ocean. Congratulations! You've just completed Super Ninja-Kun!

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MSM                               8i
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M M          CLOSING              a,
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[SPT] SPECIAL THANKS

CJayC, for creating and maintaining GameFAQs.

Jonathan Matthews Software and their ASC Generator, which was used to create the title logo at the top and the scroll logos for each section of this guide.

[CPT] COPYRIGHTS

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