

Boboboubo Boubobo: Bakutou Hajike Taisen (Import) FAQ

by kyoboy

Updated to v1.25 on Mar 8, 2006

Boboboubo Boubobo Bakutou Hajike Taisen FAQ

Written by: kyo-boy

E-mail: dani.villena1 [at] gmail.com

Version: 1.25 (08-03-06)

Table Of Contents:

- 0. Disclaimer & Revision History
 - 1. Introduction
 - 2. Basics
 - 3. Menus & modes
 - 4. Characters
 - 5. Battlegrounds
 - 6. Minigames
 - 7. Cards
 - 8. Cheat codes
-

0. Disclaimer

Hi, and welcome to my Boboboubo Boubobo 9 Bakutou Hajike Taisen FAQ. You're free to use this guide for personal use, and if you feel like reproducing it elsewhere, ask for permission first (it's common courtesy) or else I'll release my demonic form and I'll go after you!! Or not.

Revision History

- v1.25 - Found and added the cheats I wanted to get
 - Added the item cards and their effects
 - Did some minor corrections here and there
- v1.20 - Added almost all cards (except the items) in the Cards section
 - Added the Card Album illustrations
 - Finished the Characters section
- v0.90 - Finished all sections except Characters and Cards
 - Started the FAQ

1. Introduction

This game is based on Boboboubo Boubobo, an anime (and manga) series whose last chapters are just being aired in Spain (yay!).

As for the game, I never expected it to be this good. It plays similarly to

Super Smash Bros (though I never played that game), with each character having three special moves and two Hajike moves (apart from punching and stuff).

On we go!

2. Basics

Up :	Jump (you can double jump)
Down, Down :	Drop to the platform below you
Forward, Forward:	Run
A :	Strong attack
Close, A :	Throw the enemy
B :	Weak attack
L :	Use equipped item
R :	Guard
B, B, A :	Basic Combo 1
B, A, A :	Basic Combo 2
A, A, A :	Basic Combo 3
A + B :	Special attack 1
Forward + A + B :	Special attack 2 (if equipped)
Down + A + B :	Special attack 3 (if equipped)
Down, Down-Fwd, Fwd + A :	Hajike attack 1
Down, Down-Fwd, Fwd + B :	Hajike attack 2 (if equipped)

In battle, you have a health bar, some Hajike ("Party") Points and a "MA-JI-DE-!!?" ("Are you serious!!?") indicator:

- When you lose all your health bar, you obviously lose the round.
- You start off with 100 Hajike Points, and you gain or lose them from attacking or getting attacked (they are the yellow coins you see around). You can choose to use them to perform any of the two Hajike attacks (which cost 50 points), or to keep them and add them to your current points (to buy stuff in the shop).
- The "MA-JI-DE-!!?" indicator are those japanese letters under the points. You can find those letters in some battlegrounds, and if you gather the four syllabes, it'll affect you for quite a while in a random way outta these four:
 - you become invisible
 - you become tiny
 - you become giant-sized
 - you become invulnerable (green shining), but the controls get reversed

The Hajike attacks are unblockable, and if they connect, you'll see some full-screen pictures of the attack being performed.

Also, during the battle you'll find walls and cans you can hit (to throw them at the enemy), and Bobobo boxes, which contain cards. If you get a card from a Bobobo box, you'll keep it even if you lose the round.

If you get an equippable item (you'll see it in the bottom-left corner), you can press L to use it. Some items will give you more strength, some will affect the enemy, and then there are the Mixes. If you use a Mix, you'll perform some kinda fusion with another character, and you'll attack in some weird way (see Characters section).

If you receive too much damage in a short time, you'll get KO'd temporarily. Then, the enemy won't be able to damage you until you recover (you can recover faster by pressing the buttons).

3. Menus & modes

>> Title Screen

Well, in the title screen you can choose to continue an already started game, to start a new game or to have Bobobo read you the names in Japan's phone book (that's just my guess, although).

>> Menu Screen

Here, you can choose between the Story Mode, Versus Mode, Shop, Card Album, Link, Mini-games, Option and Save.

>>>> Story Mode

Here, you fight the other characters following some story I can't even begin to understand (I don't know Japanese), but you get to see a lot of pics.

This is a very important mode, since only here you can equip the specials and Hajike moves you buy from the shop.

In the menu before you fight, you can choose to fight (after selecting this, you can choose a item to equip before the battle), to shop, to equip moves and to save.

In the equip menu (after you buy the cards needed), you can choose up to 4 palettes for your character, you can equip the special moves in the slot you want (that is, if you want to do a specific move with A+B and another with Down+A+B), you can equip the Hajike moves in the order you want, you can choose between 2 intro voices (voices before the battle) and 2 winning voices (voices after you win) and equip a item before the battle.

You'll gain 200 points (plus your remaining Hajike Points) for every opponent defeated.

>>>> Versus Mode

Here, you fight against the CPU. You can still equip items before the battle, and after the battle you can choose to retry, to change your character, to save or to quit.

>>>> Shop

In the normal shop, you'll see Beauty, and the menu there will allow you to choose between buying moves or items, buying characters or minigames, going to the other shop, selling your current cards, seeing some Japanese explanations on the game's basics, and exit the shop.

In the other shop, you can buy a common card for 500 points, gamble (pay a lot of points for a rare card) or exit the shop.

>>>> Card Album

Here you can see the cards you have, and once you complete a page, you'll see a colored illustration somehow related to that page if you press the A button.

This is the illustrations' list:

01. Main Heroes: Beauty inside Bobobo's afro
02. Party Group: Don Pachi, Hatenkou in Don Pachi's suit and Little Pachis

03. Wind Slider: Heppokomaru riding on Tokoroten
04. Babilon and Black Sun Team: Softon and J
05. Enemies Team: Torpedo Girl and Dengakuman
06. Heroes Sci-Fi Formation: Bobobo, Don Pachi and Tokoroten
07. All Heroes
08. Weird Fusions: Pachibobo, Denbo and Tenbobo
09. 3 Principals: Gunkan, Over and Harekurani
10. Giga's 6 Hair Hunters: Pana, Sonic, Poet, Car-Man, J and ?
11. Artistic Fist Giga
12. Robot Pair: Gunkan and Bobobo
13. Seconds in Command: Ramune, Suzu, Pulpuu, Poet and Kirariino
14. Hisae and Roberto
15. Nice Guy and Miaasadaharu
16. Ars and Kick the MAME old man
17. Yamiyasha and Samba-Man
18. Foes Sci-Fi Formation: Star Savior, Iced Tea and Blood Sucker Ker
19. Battlefield Requiem Battle: Combat Blues, Girl in Swimsuit and Girl in Bikini
20. Mecha-Ice Ring Battle: God Wind Jeda, Para Para and Big Boss
21. Carroussel Battle: Model, Three Thousand Years and Yagyuu
22. Triple Death Battle: Lambada, Rem, Kanpyo and Goemon
23. Paste Soup ("Oden") Battle: Hanpen, Guy Boy and Chikuwan
24. Emperor Baldy Bald the 3rd
25. Special Service: Service-Man, Kirariino and Butan

>>>> Link

I'm guessing here you can link up with another GBA to battle, exchange cards and stuff, but who cares.

>>>> Mini-games

Here you can play through the mini-games you have unlocked (see section below).

>>>> Options

Here you can adjust the message speed (well, that's my guess) and delete all your data (again, my guess).

>>>> Save

You can save your progress here.

4. Characters

SP ATK stands for "special attack", while HJ ATK stands for "Hajike attack".

>> Bobobo

The main character. A survivor from the Hair Country, uses the Nose Hair Fist fighting style.

SP ATK 1: Kruuku!

Desc: Disguises himself into an eagle and charges at the enemy.

SP ATK 2: Burning Hand Hellfire

Desc: Becomes 'WT Mark 2 Second' and charges forth with a burning punch.

SP ATK 3: "Booger Attack"

Desc: Throws a giant booger.

HJ ATK 1: "Lava Punch"

Desc: Bobobo attacks with a burning punch.

HJ ATK 2: "Bobobo Assembly"

Desc: Two robotic parts assemble to create a Bobobo Robot, which hits the enemy.

HJ ATK 3: "Nose Hair Slam"

Desc: Bobobo grabs the enemy with his nose hairs and slams them into the floor.

HJ ATK 4: Universe Judgement

Desc: Summons the power of the universe to perform a lite version of the Universe Judgement.

MIX 1 (Softon): "Babilon Tornado"

Desc: Moves back and forth to create a tornado that hits the enemy several times.

MIX 2 (Torpedo Girl): "Torpedo Bobobo"

Desc: Turns into a torpedo and attacks the enemy with two Nose Hair Kings.

>> Don Pachi

Ex-King of the absurd fighters (before Rice and Bobobo). Uses the Party fighting style.

SP ATK 1: "Star Attack"

Desc: Don Pachi expands his thorns to impale the enemy.

SP ATK 2: "Don Pachi Brawl"

Desc: Don Pachi charges forward while multi-punching.

SP ATK 3: "Don Pachi Thorn Roller"

Desc: Turns into some sort of mixer and charges forth.

HJ ATK 1: "Don Pachi Acceleration"

Desc: Don Pachi gets on a car and runs over the enemy.

HJ ATK 2: "Justice Defender" Zarbios

Desc: Turns into Zarbios and attacks the enemy.

HJ ATK 3: Love Hunter Y

Desc: Disguises himself as a thief and punches the enemy.

MIX 1 (Hatenkou): "Key Whirlwind Attack"

Desc: Attacks with 3 keys several times.

MIX 2 (Denbo): Denbo Ball

Desc: Throws a rubber voleyball at the enemy (that's what I assume).

>> Heppokomaru

Fighter born in Prrt City. Uses the Wind Fist fighting style.

SP ATK 1: "Wind Somersault"

Desc: Combines a wind attack with a kick.

SP ATK 2: "Wind Explosion"

Desc: Uses a wind attack on the ground, creating a explosion

SP ATK 3: "3 Wind Balls"

Desc: Unleashes his power and throws three balls of wind.

HJ ATK 1: "Wind Attack"

Desc: Unleashes a wind attack that sweeps the enemy.

HJ ATK 2: "Wind Monster"

Desc: Unleashes a wind attack that engulfs the enemy.

MIX 1 (Tokoroten): "Wind Amoeba"

Desc: Turns into an amoeba, leeches onto the opponent and uses a wind attack.

MIX 2 (Gunkan): "Wind Drying X"

Desc: Uses nose hairs to dry the opponent.

>> Softon

Ex-guardian of Haircutters Gang's C Block. Uses a Babilon-based fighting style.

SP ATK 1: "Luxemburg Rising"

Desc: Performs an uppercut attack.

SP ATK 2: Morocco Stream

Desc: If the enemy comes close, you'll throw him away.

SP ATK 3: "Jamaica Brawl"

Desc: Hits several times.

HJ ATK 1: "Babilon Judgement"

Desc: Summons the babilon goddess to judge the enemy.

HJ ATK 2: "True Babilon Judgement"

Desc: Summons a multi-armed god that punches the enemy.

MIX 1 (Dengakuman): "Babi-Den goddess"

Desc: Summons a multi-armed Dengakuman goddess that charges at the enemy, hitting him with his ice-cream.

MIX 2 (Harekurani): Golden Fenix

Desc: Summons a golden fenix that charges towards the enemy, turning afterwards into a golden ice-cream.

>> Tokoroten

Ex-commander of Haircutters Gang's A Block. Uses the Wiggley Fist fighting style.

SP ATK 1: "Tokoroten Jelly"

Desc: Throws four jelly balls.

SP ATK 2: Tokoroten Rolling Attack

Desc: Charges forth while rolling.

SP ATK 3: "Seppuku"

Desc: Impales himself with a spear (damaging himself and the enemy).

HJ ATK 1: "Nu Spell"

Desc: Enchants the enemy with his 'Nu Spell'.

HJ ATK 2: "Jelly Dragon"

Desc: Attacks the enemy with his 8-head dragon technique.

HJ ATK 3: "Tokoroten's The Best"

Desc: Puts on his hat and bandanna and impresses the enemy with all his might.

MIX 1 (Hatenkou): Toko-Lock

Desc: Throws jelly keys.

MIX 2 (Service-Man): Fly High!

Desc: Does a series of services against the enemy and then flies up.

>> Dengakuman

Ex-commander of Haircutters Gang's Z Block. Uses an unknown fighting style.

SP ATK 1: "Ice Cream Dengaku"

Desc: Attacks with a giant ice-cream.

SP ATK 2: Dengaku Machine Gun

Desc: Attacks repeatedly with a machine gun.

SP ATK 3: "Super Dengaku Attack"

Desc: Flies diagonally up-forward.

HJ ATK 1: Dengaku Cannon

Desc: Riding a tank, breaks the wall of the Z Block and attacks the enemy with its cannon.

HJ ATK 2: "Z Block Joint Attack"

Desc: All the Z Block's members attack the opponent.

MIX 1 (Heppokomaru): "Dengakuman Unleashed"

Desc: Uses a wind attack while attacking with a rose.

MIX 2 (Over): "Mini-Overs Throw"

Desc: Throws several mini-Overs at the enemy, which attack him with their mini-scissors.

>> Torpedo Girl

The demonic form of Over. She's one of the legendary Idiot Hunters.

SP ATK 1: "Whirlwind Kick"

Desc: Kicks the enemy several times while rotating.

SP ATK 2: "Grappling Hook"

Desc: Throws a hook from her mouth and punches the enemy.

SP ATK 3: "Power Torpedo Attack"

Desc: Torpedoes herself towards the enemy.

HJ ATK 1: "That's My Goal!"

Desc: Charges angrily towards the enemy.

HJ ATK 2: "Torpedo Bombing 2004"

Desc: A lot of Torpedo Girls fall on the enemy.

MIX 1 (Heppokomaru): "Wind Torpedo"

Desc: Uses a wind attack to launch herself towards the enemy (leaving behind a brown cloud that may damage the enemy too).

MIX 2 (Don Pachi): Napoleon Sword

Desc: Transforms into some kind of Napoleon and attacks the enemy.

>> Hatenkou

A survivor from the Hair Country. Uses the Key Fist fighting style.

SP ATK 1: "Lock Thrust"

Desc: Thrusts forward to "Lock" the enemy.

SP ATK 2: Auto-Lock

Desc: Causes three geysers to erupt from the floor.

SP ATK 3: Lock Surfing

Desc: Gets on a giant key and charges at the enemy.

HJ ATK 1: LOCK

Desc: Creates a giant key and throws it at the enemy.

HJ ATK 2: "Keys Open"

Desc: "Opens" himself and assaults the enemy with dozens of keys.

MIX 1 (Dengakuman): Key-Serve

Desc: Uses a tennis racket to "serve" keys at the enemy.

MIX 2 (Bobobo): "Key Pole"

Desc: Uses nose hairs to rotate around a giant key, hitting the enemy several times.

>> Gunkan

One of the principals in Margarita's Empire. Also a survivor from the Hair Country, and uses the Hair Nose Fist fighting style.

SP ATK 1: Mermaid Lagoon

Desc: Attacks with his nose hairs in a rising attack.

SP ATK 2: "Nose Hair Whipping"

Desc: Whips the enemy several times with his nose hairs.

SP ATK 3: "Nose Hair Charge"

Desc: Charges forward while attacking with his nose hairs.

HJ ATK 1: Recent Bazooka

Desc: Turns into a giant Robot and fires a beam from his hair.

HJ ATK 2: "Armageddon"

Desc: Calls the NASA and they bomb up the whole place in his stead.

MIX 1 (Torpedo Girl): "Torpedo Revolution"

Desc: Turns his hair into a torpedo and charges at the enemy.

MIX 2 (Over): "Scissors Nose Hairs"

Desc: Grabs scissors with his nose hairs and attacks the enemy.

>> Over

Another of the principals in Margarita's Empire. Uses the Scissors Fencing fighting style.

SP ATK 1: Garana

Desc: Throws his scissors upwards.

SP ATK 2: Zabon

Desc: Throws his scissors downwards.

SP ATK 3: Zacro

Desc: Charges to attack the enemy with his scissors.

HJ ATK 1: Guaba

Desc: Throws a lot of scissors at the enemy.

HJ ATK 2: Gabos

Desc: Cuts the enemy three times with his scissors.

MIX 1 (Harekurani): "Golden Coin Cut"

Desc: Throws a giant coin at the enemy and charges to attack the enemy several times with his scissors.

MIX 2 (Service-Man): "Scissors Service"

Desc: Jumps over the enemy and attacks him with hidden scissors.

>> Harekurani

The last of the 4 principals in Margarita's Empire. Uses the Gorgeous Fist fighting style.

SP ATK 1: Coin Knight

Desc: Launches a coin, which turns into a knight that performs a rising attack.

SP ATK 2: Money March

Desc: Charges at the enemy.

SP ATK 3: Golden Fenix

Desc: Summons a fenix, that charges at the enemy.

HJ ATK 1: "Make Money Attack"

Desc: Envelopes the enemy in paper money to turn him into money.

HJ ATK 2: Finale of 100 Million Coins

Desc: Summons a rain of coins, which drowns the enemy.

MIX 1 (Tokoroten): "Nu Coin Attack"

Desc: Attacks the enemy with a giant 'Nu Coin'.

MIX 2 (Don Pachi): "Gorgeous Paper Money Attack"

Desc: Attacks the enemy with paper money.

>> Service-Man

A man who only lives to do "services".

SP ATK 1: Sky Service

Desc: Attacks using a rising "service".

SP ATK 2: Rolling Service

Desc: Charges at the enemy while rolling.

SP ATK 3: "Floral Tornado"

Desc: Does a "service" that creates a tornado.

HJ ATK 1: Direct Service

Desc: Falls on the enemy's head performing a "service".

HJ ATK 2: "Back & Front Service Attack"

Desc: "Services" the enemy two times.

HJ ATK 3: "Universal Service"

Desc: Flies beyond the stars and "services" the whole galaxy.

MIX 1 (Bobobo): "20 Ton Service Attack"

Desc: Falls on the enemy's head and attacks him with heavy "services".

MIX 2 (Denbo): "Rapid Punchs"

Desc: Warps in on the enemy, hits him several times and warps back.

>> Denbo

The fusion of Bobobo and Dengakuman. Uses a Magical Girl fighting style.

SP ATK 1: "Wicked Hand Attack"

Desc: Reveals her 'wicked hand' and delivers some quick blows.

SP ATK 2: "Singer Counter"

Desc: If the enemy attacks you, you'll throw him away.

SP ATK 3: "Nunchakus Combo"

Desc: Charges forward whilst attacking with her nunchakus.

HJ ATK 1: "Singing Logical Ceremony"

Desc: Attacks the enemy with her hair ornaments.

HJ ATK 2: "Heart & Body Magical Song"

Desc: Attacks with her 'heart' and her 'wicked hand'.

HJ ATK 3: Fashion Denbo Show

Desc: Attacks the enemy dressed as a kendo-practicer, as an ice-cream shopkeeper, as a chinese woman and as Beauty.

MIX 1 (Softon): "Babilon Strawberry Waitress"

Desc: A giant ice-cream falls on the enemy's head.

MIX 2 (Don Pachi): "Wood Sword Attack"

Desc: Dresses as a male delinquent and attacks the enemy with a wooden sword.

5. Battlegrounds

>> Bobobo World

Bio: A world created by Bobobo's hair fist technique

Features: Has a moving platform, walls and cans, and the "MA-JI-DE-!!?" letters

>> Desperado Colosseo

Bio: Over's battleground, created by his scissors technique

Features: Has moving platforms, the "MA-JI-DE-!!?" letters and if you fall on the small cannons, you'll be shot up

>> Trap Room

Bio: A room in Over's Mansion where Mesopotamia Culture (one of Over's underlings) set traps

Features: Has cans and switches to activate a giant rock that moves around the screen

>> Hero Show

Bio: A stage in Harekurani's Land

Features: Has cans, switches to reverse the direction of the moving floor and a giant robot's arm that tries to punch you or your enemy

>> Bobsleigh Mountain

Bio: A frozen mountain

Features: Has walls, frozen floors and motorbikes try to run over you and your opponent all the time

>> Armageddon

Bio: Gunkan's battleground, the remains of Prrt City

Features: Has walls and cans, and cannons shoot at you or at your opponent randomly

>> "Fire & Ice"

Bio: Another room in Over's Mansion

Features: Has walls and cans, the bottom platform may be turned to lava by Infinite Shoot (the ninja with the soccer ball), and any platform may be frozen by Yellow River Culture (the blue ninja, if I remember correctly).

>> Majide Universe

Bio: A universe created by Bobopachinosuke's technique

Features: Has cans, you float in the whole stage, and "MAJIDE!!?" words warn you from the blue beams that are coming your way

>> Crime High Tower

Bio: A tower in Harekurani's Land

Features: Has moving floors, frozen floors and a switch to electrify the top-left platform

>> "Big Wheel"

Bio: One of Haircutters Gang's A Block main attractions

Features: Has cans and a big wheel constantly going round

>> Money Castle

Bio: Harekurani's battleground, his room

Features: Has moving platforms, cans, spikes at the bottom-left and bottom-right corners and a switch to reverse the direction of the moving floor

6. Mini-games

* Note: playing through these Mini-games will bring no reward.

- Bobombberman: A classical 30-stage Bomberman with Bobobo as the main character. Blast your way through Don Pachis, Tokorotens, Kaseran-Paserans and other monsters.
- Nu Exorcist: You control Tokoroten here. You must use the A and B buttons to shoot "Nu Beams" at the "Nu Demons" on screen (each button fires at one cross-hair), trying to kill as much of them as possible.
- Dengakuman Flags: This is a simple game of moving flags up and down (unfortunately, it's in Japanese). Use the L button to move the white flag and the R button to move the red flag, and try to do what you're told.
- Quiz: a 15-question quiz, with 4 possible answers to choose from. As the questions are quite hard (apart from being in Japanese), don't bother to play it much.
- The Isao: Denbo is the main character here. Time your nunchakus's strikes so that you press the A button when the arrow is as close to the top of the gauge as possible.
- Kibahage Duel: You play some kind of poker with the game's cards. Once your cards have been dealt, use the first option to change some of your cards (press up to pick the cards you wanna change) up to 2 times, the second option to reveal your cards and the third one to quit.
- Pru-kogi: You control the blue bear. You go "Kogi" (to the right) with the A button, and you go "Pru" (to the left) with the B button. Watch the sequence the two first bears perform and repeat it when it's your turn. If you fail (as in the anime), you'll try to make up some excuses for it, but Bobobo will say not to worry.
- Death Money Slot: A slot game. You gamble your current points, and depending on the slot result, you may win more points.
- Nu Columns: You are a servant of the Nu King. Pick the Nus that fall from the sky (or use the A button to pick them up from the ground), organizing them to form 3-Nus columns, and present them to the king. You get a bonus if you form three 3-Nus columns (a Nu Handkerchief). If a column gets more than 3 Nus, you lose.

7. Cards

* Current card completion: 100%

Here's the list of the cards in the game:

001-Bobobo Normal Color
002-Bobobo EX Color 1
003-Bobobo EX Color 2
004-Bobobo EX Color 3
005-Bobobo SP Voice 1
006-Bobobo SP Voice 2
007-Bobobo SP Voice 3
008-Bobobo SP Voice 4
009-Boboboubo Boubobo
010-Bobobo Special Attack 1
011-Bobobo Special Attack 2
012-Bobobo Special Attack 3
013-Bobobo Hajike Move 1
014-Bobobo Hajike Move 2
015-Bobobo Mix 1
016-Bobobo Mix 2
017-Don Pachi Normal Color
018-Don Pachi EX Color 1
019-Don Pachi EX Color 2
020-Don Pachi EX Color 3
021-Don Pachi SP Voice 1
022-Don Pachi SP Voice 2
023-Don Pachi SP Voice 3
024-Don Pachi SP Voice 4
025-Don Pachi
026-Don Pachi Special Attack 1
027-Don Pachi Special Attack 2
028-Don Pachi Special Attack 3
029-Don Pachi Hajike Move 1
030-Don Pachi Hajike Move 2
031-Don Pachi Mix 1
032-Don Pachi Mix 2
033-Heppokomaru Normal Color
034-Heppokomaru EX Color 1
035-Heppokomaru EX Color 2
036-Heppokomaru EX Color 3
037-Heppokomaru SP Voice 1
038-Heppokomaru SP Voice 2
039-Heppokomaru SP Voice 3
040-Heppokomaru SP Voice 4
041-Heppokomaru
042-Heppokomaru Special Attack 1
043-Heppokomaru Special Attack 2
044-Heppokomaru Special Attack 3
045-Heppokomaru Hajike Move 1
046-Heppokomaru Hajike Move 2
047-Heppokomaru Mix 1
048-Heppokomaru Mix 2
049-Softon Normal Color
050-Softon EX Color 1
051-Softon EX Color 2
052-Softon EX Color 3
053-Softon SP Voice 1
054-Softon SP Voice 2
055-Softon SP Voice 3
056-Softon SP Voice 4
057-Softon
058-Softon Special Attack 1
059-Softon Special Attack 2

060-Softon Special Attack 3
061-Softon Hajike Move 1
062-Softon Hajike Move 2
063-Softon Mix 1
064-Softon Mix 2
065-Tokoroten Normal Color
066-Tokoroten EX Color 1
067-Tokoroten EX Color 2
068-Tokoroten EX Color 3
069-Tokoroten SP Voice 1
070-Tokoroten SP Voice 2
071-Tokoroten SP Voice 3
072-Tokoroten SP Voice 4
073-Tokorotennosuke
074-Tokoroten Special Attack 1
075-Tokoroten Special Attack 2
076-Tokoroten Special Attack 3
077-Tokoroten Hajike Move 1
078-Tokoroten Hajike Move 2
079-Tokoroten Mix 1
080-Tokoroten Mix 2
081-Dengakuman Normal Color
082-Dengakuman EX Color 1
083-Dengakuman EX Color 2
084-Dengakuman EX Color 3
085-Dengakuman SP Voice 1
086-Dengakuman SP Voice 2
087-Dengakuman SP Voice 3
088-Dengakuman SP Voice 4
089-Dengakuman
090-Dengakuman Special Attack 1
091-Dengakuman Special Attack 2
092-Dengakuman Special Attack 3
093-Dengakuman Hajike Move 1
094-Dengakuman Hajike Move 2
095-Dengakuman Mix 1
096-Dengakuman Mix 2
097-Torpedo Girl Normal Color
098-Torpedo Girl EX Color 1
099-Torpedo Girl EX Color 2
100-Torpedo Girl EX Color 3
101-Torpedo Girl SP Voice 1
102-Torpedo Girl SP Voice 2
103-Torpedo Girl SP Voice 3
104-Torpedo Girl SP Voice 4
105-Torpedo Girl
106-Torpedo Girl Special Attack 1
107-Torpedo Girl Special Attack 2
108-Torpedo Girl Special Attack 3
109-Torpedo Girl Hajike Move 1
110-Torpedo Girl Hajike Move 2
111-Torpedo Girl Mix 1
112-Torpedo Girl Mix 2
113-Hatenkou Normal Color
114-Hatenkou EX Color 1
115-Hatenkou EX Color 2
116-Hatenkou EX Color 3
117-Hatenkou SP Voice 1
118-Hatenkou SP Voice 2
119-Hatenkou SP Voice 3

120-Hatenkou SP Voice 4
121-Hatenkou
122-Hatenkou Special Attack 1
123-Hatenkou Special Attack 2
124-Hatenkou Special Attack 3
125-Hatenkou Hajike Move 1
126-Hatenkou Hajike Move 2
127-Hatenkou Mix 1
128-Hatenkou Mix 2
129-Gunkan Normal Color
130-Gunkan EX Color 1
131-Gunkan EX Color 2
132-Gunkan EX Color 3
133-Gunkan SP Voice 1
134-Gunkan SP Voice 2
135-Gunkan SP Voice 3
136-Gunkan SP Voice 4
137-Gunkan
138-Gunkan Special Attack 1
139-Gunkan Special Attack 2
140-Gunkan Special Attack 3
141-Gunkan Hajike Move 1
142-Gunkan Hajike Move 2
143-Gunkan Mix 1
144-Gunkan Mix 2
145-Over Normal Color
146-Over EX Color 1
147-Over EX Color 2
148-Over EX Color 3
149-Over SP Voice 1
150-Over SP Voice 2
151-Over SP Voice 3
152-Over SP Voice 4
153-Over
154-Over Special Attack 1
155-Over Special Attack 2
156-Over Special Attack 3
157-Over Hajike Move 1
158-Over Hajike Move 2
159-Over Mix 1
160-Over Mix 2
161-Harekurani Normal Color
162-Harekurani EX Color 1
163-Harekurani EX Color 2
164-Harekurani EX Color 3
165-Harekurani SP Voice 1
166-Harekurani SP Voice 2
167-Harekurani SP Voice 3
168-Harekurani SP Voice 4
169-Harekurani
170-Harekurani Special Attack 1
171-Harekurani Special Attack 2
172-Harekurani Special Attack 3
173-Harekurani Hajike Move 1
174-Harekurani Hajike Move 2
175-Harekurani Mix 1
176-Harekurani Mix 2
177-Service-Man Normal Color
178-Service-Man EX Color 1
179-Service-Man EX Color 2

180-Service-Man EX Color 3
181-Service-Man SP Voice 1
182-Service-Man SP Voice 2
183-Service-Man SP Voice 3
184-Service-Man SP Voice 4
185-Service-Man
186-Service-Man Special Attack 1
187-Service-Man Special Attack 2
188-Service-Man Special Attack 3
189-Service-Man Hajike Move 1
190-Service-Man Hajike Move 2
191-Service-Man Mix 1
192-Service-Man Mix 2
193-Denbo Normal Color
194-Denbo EX Color 1
195-Denbo EX Color 2
196-Denbo EX Color 3
197-Denbo SP Voice 1
198-Denbo SP Voice 2
199-Denbo SP Voice 3
200-Denbo SP Voice 4
201-Denbo
202-Denbo Special Attack 1
203-Denbo Special Attack 2
204-Denbo Special Attack 3
205-Denbo Hajike Move 1
206-Denbo Hajike Move 2
207-Denbo Mix 1
208-Denbo Mix 2
209-Bobobo Hajike Move 3
210-Bobobo Hajike Move 4
211-Don Pachi Hajike Move 3
212-Tokoroten Hajike Move 3
213-Denbo Hajike Move 3
214-Service-Man Hajike Move 3

[ITEMS]

215-Trap Bomb
Effect: sets a bomb, which explodes after a while

216-Lemon
Effect: throws a lemon at the enemy

217-2 Lemons
Effect: throws two lemons at the enemy

218-RoVacuum
Effect: warps the enemy to your side

219-Sandal
Effect: warps you to the other side of the screen

220-Teleport
Effect: warps you to a random spot of the screen

221-Black Fire Teleportation
Effect: warps you to the center of the screen

222-Coin
Effect: ? (maybe removes the enemy's equipped card?)

223-360 Degrees Cyclone
Effect: you become invisible for quite a while

224-Majide!!!
Effect: you are affected by one of the status alterations

225-Fenifalco Glasses
Effect: you become invulnerable and stronger for some seconds

226-Fenifalco Feather

Effect: same as above, for more time
227-Don Pachi Sword
Effect: power up for a while
228-Daikon Bread
Effect: same as above, for more time
229-Den Sword?
Effect: same as above, for more time
230-Wig
Effect: diminishes the damage received
231-Shark Suit
Effect: same as above, for more time
232-Chaos of Oden
Effect: same as above, for more time
233-Banta
Effect: improves jumping greatly
234-Tororo
Effect: slows down enemy
235-Hajike List
Effect: multiplies per 2 your Hajike Points at the end of the
battle if you don't use it
236-Key Card
Effect: multiplies per 1.5 your Hajike Points at the end of the
battle if you don't use it
237-Scroll
Effect: multiplies per 1.1 your Hajike Points at the end of the
battle if you don't use it
238-Stardust Mos Fire
Effect: strength up, defense down for a while
239-Panda Suit
Effect: defense up, strength down for a while
240-FF Custom
Effect: increases speed (I guess)

241-Bobombberman mini-game
242-Nu Exorcist mini-game
243-Dengakuman Flags mini-game
244-Quiz mini-game
245-The Isao mini-game
246-Kibahage Duel mini-game
247-Prukogi mini-game
248-Death Money Slot mini-game
249-Nu Columns mini-game
250-Beauty
251-Bobopachi
252-Bobopachinosuke
253-Pachibobo
254-Tenbobo
255-WT Mark 2 Second
256-False Bobo
257-False Pachi
258-Wakagashira
259-Little Pachi
260-Nose Hair King
261-Bear
262-Pickle
263-Game Pig
264-Haircutter Gangster
265-Tokoroten Disguised
266-Teru
267-Fish

268-Ke Gal
269-?
270-Driver
271-6
272-?
273-Katsu
274-Shirun
275-?
276-Gechappi
277-Tesuikatsu
278-Video-club employee
279-Bunny the Rabbit
280-Kitemaru
281-E Block Gangster
282-F Block Gangster
283-Haagen
284-Pikari
285-Takashi
286-Maiteru
287-J Block Gangster?
288-Papitt-man
289-Gurin
290-Guran
291-Kirariino
292-Takashi
293-Kodebun
294-MAX Kiyokawa
295-Kerberos
296-?
297-Z Block Gangster
298-Hibi
299-Kibahage
300-Shou Mei
301-Radio-Man
302-Cuisine Chef
303-?
304-Maru
305-"Stick-Man"
306-"Amulet-Man"
307-?
308-Captain ?
309-?
310-Rocker
311-Rice
312-Hero
313-Robo 1
314-Robo 2
315-Robo 3
316-Robo 4
317-Buutan
318-Wall-Man
319-Rice with Green Tea Monster
320-Doll-Man
321-Guard
322-Trunks-Man
323-Big Guy
324-Gum
325-July 6th
326-Death Mask
327-Suzu

328-Spark-Man
329-Ramune
330-Choco-chocotto
331-Pulpuu
332-?
333-Mouth-Man
334-Gump
335-Rubi
336-?
337-Infinite Shoot
338-?
339-Mesopotamia Culture
340-?
341-Alien
342-Kanemaaru
343-Nightmare
344-"Nails" Garber
345-T500
346-Bip
347-Megafan
348-?
349-?
350-Pana
351-Speer Rabbit
352-Depressedator
353-Sonic
354-Car-Man
355-Poet
356-J
357-Giga
358-Gorgon
359-Nihil
360-Otter
361-Jubei
362-Shaina
363-'Soapball' Lububa
364-Pankyo
365-Model
366-Girl in Bikini
367-Yagyuu
368-Goemon
369-Big Boss
370-Star Savior
371-Three Thousand Years
372-Rapa Rapa
373-Blood Sucker Ker
374-Girl in Swimsuit
375-Guy Boy
376-Chikuwan
377-'Rose-iris' Chrysantemum
378-Iced Tea
379-Combat Blues
380-Rem
381-'Wind God' Jeda
382-Lambada
383-Hanpen
384-Traffic Lights
385-?
386-?
387-Nice Guy

388-Miaasadaharu
389-Hisae
390-Roberto
391-Ars
392-Kick the MAME old man
393-Yamiyasha
394-Samba-Man
395-L
396-Jale
397-Mako-chan
398-Octopus Karu
399-Emperor Baldy Bald the 4th
400-Emperor Baldy Bald the 3rd

*Note: the characters with "?" lack confirmation on their names (for the moment).

8. Cheat codes

Here are some cheats I found for the VBA:

- Infinite health bar

>>03006AC4:0096

- Infinite Hajike Points

>>0300GADC:0064

- Change your equipped item

>>030016CA:XXXX

* Replace XXXX with the number of the item you want minus 1 (in hexadecimal)

- Infinite use of equipped item (use with the previous cheat)

>>30016CB:0000

- Infinite money

>>020013C4:AFC8

- Buy any card you want by gambling

>>0200EB64:XXXX

* Replace XXXX with the number of the card you want minus 1 (in hexadecimal), and buy a card

Well, that should take care of it pretty much.

As always, if you got any corrections or suggestions to make, send me a e-mail with a subject similar to: "Bobobo FAQ" to the address written at the top of this FAQ, and you'll be credited.

Please do not e-mail me to ask questions about the actual series (use Google).

Thank you for reading (or simply scrolling) this far!! See ya!

This document is copyright kyoboy and hosted by VGM with permission.