

# Minna no Ouji-sama (Import) Translation Guide

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Minna no Oujisama  
The Prince of Everyone

Written by x\_comp  
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1. Introduction  
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"Minna no Oujisama" is based on the popular series Tennis no Oujisama or known as TeniPuri (short for "Tennisu Purinsu") by the Japanese. As is the case with most Anime, TeniPuri originated from a Manga serialised in the Monthly Shounen Jump comic done by Takeshi Konomi.

Echizen Ryouma is a talented tennis player who won 4 junior championships in a row in the USA. As he starts at the famous tennis school, Seishun Gakuen High, he manages to get into the tennis club quick. A Senpai mistakes his cool attitude as a sign of cheekiness and so challenges him to a match. From then onwards, he goes through all sorts of exciting matches against other talented players.

This game is basically a set of mini games based around the world of TeniPuri. It contains lush graphics and full length sound samples that are higher quality than the usual GBA games along with a demo of the upcoming Tennis no Oujisama 2004. It's also the first 256MBit commercial game for the GBA!

Developer: Konami  
Release Date: 4th Dec 2003  
Price: 4980 Yen

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2. Version History  
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None

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3. Starting The Game  
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Intro dialogue:

"Hello? Sakaki speaking."

"Ah... It's you."

"It's been a long time."

"I see. You're flying over here."

"Wait. There's no need to rush your decision."

"We aren't the only tennis school to be well known in Tokyo."

"I'll talk to the others so that you can visit them."

"Come over this school break and have a look around."

"It won't be too late to come to a decision then."

"I hope you choose a place that suits you."

"That is all."

# Starts playing piano.

"Yes. The game begins now."

"You may go."

After pressing Start at the title screen, you will have the following options:

Game  
Option  
Special

Story  
-----

Fight through the game in between the story.

Option  
-----

If you haven't started a new game yet, your only option would be return to title which is the picture of a foot. If you have started a game then you will also have a picture of a duster that will erase all saved data.

After completing any games, you will also have a video which will allow you to view the openings and endings for them again.

Special  
-----

This is a demo of Tennis no Oujisama 2004 which is planned to be on sell in Japan on March the 2nd. Two versions will be available which will be "Glorious Gold" and "Stylish Silver".

The disclaimer at the start says that the demo part of the game isn't sold as part of "Minna no Oujisama". Instead it's here in case the completed "Tennis no Oujisama 2004" is delayed. In the case that the demo doesn't work, you can't return the game. "Minna no Oujisama" is treated as a complete separate game so it will not be affected even if the demo doesn't work.

Anyway, the completed game will have Solo Play, Linked Play and Team Play. For now, you can only play Solo with the demo. After choosing Solo Play, you will have Singles Championship, Doubles Championship, Single Practice and Doubles Practice. Again, the demo limits you to the 2 practice modes.

After selecting a practice mode, choose from the 2 characters, yourself and a CPU player then choose which sides to play on. Choose the number of games, sets and type of ground and you're away.

Under options, you can configure the game difficulty and C Gauge Speed. You may also toggle cutscenes when doing specials and surrendering on or off.

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4. The Games  
=====

You begin with 3 mini games at first which you must clear before unlocking the others. Once you have completed them, you may go back to them to unlock some other features of the game.

```
+-----+
| GAME:           School's Ranking Tennis Ball Game   |
| PLACE:          Seigaku                             |
| LOCATION:       Top center, blue coloured building.  |
| NO. OF STAGES: 5                                    |
+-----+
```

"School's Ranking Tennis Ball Game" is a puzzle game where you make balls disappear by gathering ones of the same colour together! Using a winged cursor you can pick up balls, or exchange them as you place them. When you pile up or have 3 or more big ones in a row then then they will disappear. Smaller ones nearby will also get changed into big balls. If there is a chain of balls disappearing then they will be stocked up as part of your "Attack Balls".

Send your "Attack Balls" to your opponent and win by burying him up to the last line. Lets win by chains!

Note that each character has a different formation of "Attack Balls"! And of course, if you have a link cable, you can play against your friends!

There are 4 options here after the intro dialogue. One Player, VS Mode, Ranking and Exit. In 'Ranking' you can see high scores and the maximum number of chains that were made.

[DIALOGUE]

"Hey, so you're the visitor the old lady told us about huh."

"But, if you think an outsider can just come for a visit so easily, you're naive. Too naive."

"There's no point to that anyway."

"I know. I decided on a game called 'School's Ranking Tennis Ball Game' to find out how good everyone is."

"If you join in and win through all 5 people then we can show you us practicing!"

"All right, it's decided."

After you win...

[DIALOGUE]

"Hey, Takeshi! Quit talking rubbish and stop teasing our visitor!"

"Don't dilly dally around just because Tezuka isn't here! Come run around the school campus for 50 laps with me!!!"

"Hiiii! Sorry!"

```
+-----+
| GAME:           Ginkakon (Ghost of Ginka)           |
| PLACE:          Ginka                               |
| LOCATION:       Top left, upside down L shaped building. |
| NO. OF STAGES:  5, each with 5 sub-stages.           |
+-----+
```

"Ginkakon"... It's a game where you must find the "Ryoma Ball" that has a picture of Ryoma on it from the training balls of Ginka High. The rules are simple but yet, it's a fun game to play.

Catch the "Ryoma Ball" within the time limit from all the balls that are rolling about and bumping into each other to win. Beware that if you catch a "Ginka Ball", time gets taken off! Apart from them, there's a bonus "Sakuno Ball" which will increase the time when you catch it.

You can also poke the balls that aren't moving when you wish to move them. You can even move the cursor and poke Fukushi... What's this about?!

Catch with A and B to poke a ball. Lose and you will start a stage from the first level again. Sometimes Fukushi will stick out a sign to block your view. He will also say a few things during the game:

"This guy an idiot?" when you catch empty space.

"No way... You serious?" when you win.

"What a bother during our training." when you catch a Sakuno Ball.

[DIALOGUE]

"Hmm... What you doing...?"

"Ah, someone who wishes to drop by for a visit huh."

"Listen. We have been reborn and it's a time when we must be busy training ourselves to perfection!"

"...Well, guess I have no choice. I'll go through a 5 stage ability test with you."

"If you clear it then you can watch us training."

"It's what I'm best at though so the difficulty of the test is high. Be prepared."

After you win...

[DIALOGUE]

"W- Well, you can play well..."

"Anyway, the truth is the purpose of this training is so that we don't forget the day Ginka High was reborn."

"We're doing this training so that we don't forget our ambitions. The time when we, Ginka High, will be able to expose our power will come!"

# Fukushi gets hit by a ball.

"Sorry. I let a ball slip again."

```
+-----+
| GAME:           15 Panels           |
| PLACE:          St. Rudolf           |
| LOCATION:       Top right building.  |
| NO. OF STAGES: 7                    |
+-----+
```

Fifteen Panels is a game in where you must return a shattered picture back to its original state in the given time.

Use the direction keys to move the 15 pieces and return them to the normal state in the given time! If you don't know what the original picture looks like, you can get a hint and see the complete picture. If you're puzzling over things such as "where does this part go?" then press the A button.

There seems to be quite a few pictures. Complete all the pictures and get a gallery of them!

Two options after the intro dialogue. Start the game or return to the map. Pausing the game will allow you to continue or return to the title screen.

[DIALOGUE]

"So you're the one who says he wants to drop by for a visit."

"But do you have the intellect to watch and understand our training?  
Now that's the question..."

"Hmmm... I know! I've thought of something good!"

"Lets do a short intellect test."

"You solve 7 problems and we'll let you watch us train."

After you win...

[DIALOGUE]

"Hmmm. You can do well huh. Well, we'll go as planned."

"Feel free to watch how we practice as much as you want."

"But, the Regular Formation is our school's special training so we'll be leaving that out."

"...Even so, it's a useful thing to be able to watch and learn from us Rudolfs..."

"...There's no one here now."

```
+-----+
| GAME:           Running Away?           |
| PLACE:          Yamabuki                 |
| LOCATION:       Bottom right building.   |
| NO. OF STAGES: 1                         |
+-----+
```

"Running Away?" is a game where you must dodge tennis balls that Akutsu hits at you.

Dodge the balls as Akutsu hits more and more at you! Yellow balls travel straight and red ones change direction so take note so that you don't get hit. Straight balls are easy to dodge but inflicts a lot of damage when hit. The red balls inflict less damage but harder to dodge. Sometimes Sengoku will appear hitting a first aid kit towards you which will heal you completely.

The first time you play, you clear the game by dodging 100 shots. Afterwards, it's rocks... If you get hit by these from Akutsu then it's instant game over!

[DIALOGUE]

"What? You want to watch us train you say?"

"Who's instructing you?"

"No matter. I'm in a good mood today. You dodge 100 shots from my racket and I'll let you off."

"It's a test of eyesight and body movement."

"I won't always just hit 1 tennis ball!"

"There's no big thrill to tennis after all!"

After you win...

[DIALOGUE]

"You're quite a kid... The best."

"Today's just part of my greeting."

"Once you've transferred over, I'll have some real fun with you apart from tennis."

"Bye."

```
+-----+
| GAME:           Rhythm Rhythm Revolution |
| PLACE:          Fudoumine                 |
| LOCATION:       Bottom left building.    |
| NO. OF STAGES: 4                         |
+-----+
```

"Rhythm Rhythm Revolution (RRR)" is a game that contains songs recorded for TeniPuri. Follow the rhythm and then press the buttons matching the arrows that flow up from the bottom.

At first, you pick from 4 songs and you can also pick from basic, trick and maniac mode. As you meet certain conditions, you will also gain more songs to play.

You can configure your buttons using option mode here and you WILL need to because you will sometimes have to press left and right simultaneously or up and down.

[DIALOGUE]

"You're a visitor who's planning to transfer schools...? Nope. Know nothing about it."

"If you want to watch me train then you'll have to go through a test to decide whether you have want it takes."

"A test of rhythm!"

"Show us your rhythm on the training machine!!"

"You clear 4 songs and you can watch."

"How about it then? You up for the beat?"

After you win...

[DIALOGUE]

"Wow... Pretty nice."

"Hey, you had enough fun right?"

"Ah, It's Taka-san! Trouble! Rhythm high!"

```
+-----+
| GAME:           Kyoutei 100 People All Out Match |
| PLACE:          Kyoutei (Tennis Club)             |
| LOCATION:       Center building.                 |
| NO. OF STAGES: 1                                 |
+-----+
```

"Kyoutei 100 All Out Match" is like a game where you destroy blocks. You just have to Amane-kun left and right and he'll automatically hit the ball back. You will clear the game after you hit everyone as Kyoutei rallies their 100 people continuously. Since your opponents disappear after a single hit, they will rally their people 100 times.

Anyway, all you have to do is hit the ball back but, it's quite a hand sweating difficult thing. As the rallying continues, beautiful pictures

appear which might make you miss...

When playing, there will be a total of 9 people lined up from Kyoutei so you might get a surprise from the sight...

"What? My jersey's different from Kyoutei's?"

"Ah, I'm Amane from Rokugaku High and I'm here for the practice match."

"Now you mention it, you're not wearing Kyoutei's uniform either. Are you a scout from another school?"

"Tako o takonaguri... Pu!"

\* "Pu!" is the sound of him trying not to laugh I think. He's using puns here. The way you pronounce "tako" meaning other schools here sounds like "tako" which can mean octopus, kite or corn. So "takonaguri" means something like octopus fight... You'll have to be fluent with Japanese to get this. Even then it's still bad as you'll see later...

"...Hey, kidding. I'm just kidding. Since we're both from another school, lets get along."

"Oh yeah, we'll be 100 people all out match now, but it won't be fun if it's just like before."

"Give orders from behind telling me move left and right."

"I'll move and swing my racket following those orders."

"I'll 'furussu' with full swings... Pu!"

\* "Furu" means to swing here but he added "su" to it so it sounds like the way you would pronounce "full swing" (fu-ru suwingu)" in Japanese.

After you win...

[DIALOGUE]

"What? You're a visitor who's planning to transfer...?"

"I know. You have what it takes so why don't you transfer to us?"

"Chiba is the best. Tokyo is the frozen Tokyo..."

\* "Chiba" sounds like "ichiban" and Tokyo, "tometokyou".

"Pu! I've decided we can be doubles!"

"I've heard enough of this bastard!"

"Ugok! Just a second!"

```
+-----+
| GAME:           Counselling of Taro Sakaki      |
| PLACE:          Kyoutei                        |
| LOCATION:       Center building.               |
| NO. OF STAGES: 1                               |
+-----+
```

[DIALOGUE]

"You're finally here..."

"So, did you get a satisfying tour?"

"...You look like you don't know what to do after it."

"I understand. I'll give you advice based on your individual data."

[GAME]

Before we start this, note that the scores that Sakaki gives you afterwards is completely random so it doesn't really matter what you enter.

First, your name. You can press L to enter English characters so no need to worry if you don't know Japanese. Unfortunately, you're limited to 8 characters. Press Start when you're finished and then you must enter the following:

Gender

Blood Type

Birthday (Month / Day)

Which hand you use most often (Left or Right-Handed)

Favourite Food

Name of your best move

Favourite Colour

Finally, 'Yes' to confirm your data.

Now, this is basically like a horoscope thing. Sakaki will play a tune with a progress bar at the bottom as he "judges" you. Then he will give you a score for your luck in love, fortune, health, and games. This is followed by your lucky number and colour.

Finally, he will decide which school out of the 7 is most suitable for you.

And that's all the mini games unlocked!

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5. Credits, Conclusion & Contact Info  
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Although I'm not a fan of TeniPuri, this is a nice collection of mini games and it has some hilarious characters! I thought how you could poke the annoying guy in Ginkakon was a nice touch (you get 50 points for doing so).

As for the ROM size, I think it was mainly because there was a demo of the upcoming 2004 TeniPuri game. Otherwise it may JUST have made it as a 128MBit game like the GB: Jagan Fuuin game. Then again, the voices are a lot sharper in this game so maybe not...

Game descriptions are taken and translated from the Konami site at:

<http://jpn00.konami.co.jp/products/tenipuri/minna/>

TV Tokyo Anime Site:

<http://www.tv-tokyo.co.jp/anime/tennipri/>

Shuueisha:

<http://www.tenipuri.com/main.html>

Shounen Jump:

<http://jump.shueisha.co.jp/tennis/>

If anyone wants to use this FAQ on their own site or for any other purposes, please leave everything in this guide intact. And if anyone wants to contact me, feel free to do so by sending an e-mail to [kaworu\\_sangaku\(at\)lineone.net](mailto:kaworu_sangaku@lineone.net).

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