

Bakushou: Ai no Gekijou FAQ

by LastBossKiller

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Bakushou: Ai no Gekijou (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer and publisher: Coconuts Japan
Release: Japan - 1990

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Introduction

Bakushou: Ai no Gekijou (or "LOL: The Theater of Love") is a board game style game for the Famicom that shares similarities to the Game of Life board game. Your goal is to maximize your happiness by being healthy, earning money, and developing romantic relationships. At the end of the game, you will receive a score which reflects how well you did in all of the statistical categories. There is not really a goal, since you will see the same brief ending no matter how well you do. Even if you include computer opponents in the game, you will not be required to try to defeat them. In fact, the game won't even show you the computer's ending score, so you won't even know if your score was higher or not. However, your score will be compared to the other human players if you play a multiplayer game, so you can try to beat your friends' scores.

Some of the events in the game are pretty funny. For example, you might fart while on a date, hurting your relationship.



Translation: On a date with Minami, you farted on the roadside. "Oh no!", "Stinky!"

Or you might get sick to your stomach and have to run to the bathroom just before a date. Your date arrives and thinks you stood him or her up. Or stuff like this:



Translation: You went on a date with Yui, but she didn't like how proud you are of your chest hair.

Or if you're a woman, you might be awful proud of your armpit hair:

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Also, you might get this really horrible plastic surgery that's expensive and makes you look like crap:



Translation: (Left) You received plastic surgery. (Right) A mistake during plastic surgery! Motoyama's face has become offensive.

So the game has a good sense of humor that would be mildly entertaining if you can read the Japanese. If you can't read Japanese, you can still use this guide to play through the game, but you will miss the humor aspect since you won't know exactly what events are occurring. There are far too many events for me to translate in this FAQ, but at least I've shared some of the funnier ones I saw.

Game Flow Overview

At the beginning of the game, you randomly draw your parents from a set of face down cards. Your parents will determine the amount of money you receive each month as an allowance, and they will partially determine your starting stats. Additionally, your character's face will be a combination of your parents' faces.

After all characters are created, each player will take a test during their first turn. How well you do on the test will determine which university you attend. It will also affect your starting stats.

After having taken the first test, you will have little control over the game. A calendar will be shown and a day will randomly be chosen on the calendar during each of your turns. An event will occur each day. Although you might not be able to read the Japanese text, the effect of the event will be obvious by any change in your stats. In general, you have no control over the events. Occasionally, an event will occur in which you can make a decision about what to do. For example, where you take your date for the evening. Using save states, I found that your decisions don't seem to effect the outcome of the event (e.g. your stats are effected negatively or positively by the same amount regardless of your decision). So you really have no control over what happens.

You will be forced to stop on certain calendar days in which particularly important events occur. For example, a test for your class. See the "Tests" section of this FAQ for an explanation. There are also a handful of mini games that you may or may not get to try depending on the randomness of events in your game, and these are explained in the "Mini Games" section. These are the only events in which you have any real control over your character. Otherwise, consider it as watching a really bad movie in Japanese.

Romantic relationships are a primary theme of the game. You will meet people and try to improve your relationship with them to improve your final score. But again, you have little or no control over the outcome of these relationships.

The final score for your game is proportional to all of your stats combined. See the "Final Score Tally" section for details. Note that all of the stats in the game have no purpose other than to contribute to your final score. It also doesn't matter if you are in debt or have a ton of money, or if you are having success in your relationships. These things affect your final score and nothing else.

Getting Started

After pressing START on the title screen, you will be asked to enter your name using the Japanese "alphabet". Press A to enter characters, B to go back, and START when you are finished entering the name. Next you will be asked whether you are male (おとこ) or female (おんな).









After determining your gender, you will be asked to select some face down cards. You will choose one card on the left side of the screen, which has a male character on the other side who will be your father. Then you choose a card from the right side of the screen which will have a female on the opposite side who will be your mother. The two cards combine to create your character. Your character will look like its parents, and your starting stats will be shown which are also determined by the parents selected. See the "Character Creation" section for an overview of all the possible characters you can create and their associated stats.

After creating a character, the game will ask if you want to continue creating characters (つづける), or quit creating characters (やめる). If you have multiple characters, you will be able to play all of them yourself, or perhaps let your friends control them. You will use controller 1 to control all of the characters. You can create up to four characters. If you create less than four, then after choosing to quit creating characters, the game will ask if you want the computer to create and control the remaining characters. Choose する ("Do") if you want this, or しない ("Do not") if you don't want the computer to participate.

After sorting out the above details, the game begins!

Character Creation

At the beginning of the game, you will choose face down cards in order to randomly select your mother and father. The chart below shows how good your stats will be from each combination of parents. Fathers are shown on the left-hand column, and mothers are shown in the upper row. There are four mothers and four fathers, so $4 \times 4 = 16$ possible starting characters. It doesn't matter if your character is male or female, your starting stats will be the same from a particular mother/father combination.

				
	Intelligence: Normal Kindness: Bad Health: Normal Family: Rich Allowance: 50,000 yen	Intelligence: Bad Kindness: Good Health: Bad Family: Poor Allowance: 10,000 yen	Intelligence: Bad Kindness: Good Health: Good Family: Normal Allowance: 30,000 yen	Intelligence: Good Kindness: Good Health: Good Family: Rich Allowance: 50,000 yen
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The actual starting value you will have for your stats is dependent upon how well you do on the test at the start of the game. If you do well on the test, all of your stats (your intelligence, kindness, etc.) will be higher than if you do poorly. But stats that are "Good" will get an extra stat bump over stats that are "Normal", and even more so over stats that are "Bad". In the following section, I list the numerical starting values for your stats with each possible test score. Note that your allowance (the amount of money you get per month) is independent of how well you do on the test.

Tests

The first thing you do in the game is take a test. This will place you into a college and effect your starting stat values. Doing well on this first test is highly important for getting a high score at the end of the game.

Test Score	College	Starting Stats
0 - 15	Uraguchi (うらぐち)	Bad = 1, Normal = 5, Good = 10, Money = -500,000 yen
20-35	Nichinan (にちなん)	Bad = 6, Normal = 10, Good = 15, Money = 0 yen
40-55	Akiyama (あきやま)	Bad = 11, Normal = 15, Good = 20, Money = 0 yen
60+	Touto (とうと)	Bad = 16, Normal = 20, Good = 25, Money = 0 yen

The test that you take is randomly chosen out of a series of three possible tests. The test might be math-based, it might be reciting the Japanese "alphabet" in order, or it might be a physical activity.

Aside from the test at the beginning of the game, you will also be given tests at later dates. The tests themselves are the same style of test, but the purpose will no longer be to place yourself in a college. The purpose is simply to pass, which requires a score of 50 or higher. If you fail to pass, you will see a graphic with the word **ガーン** on it (see below), and you will have to retry on your next turn.



Translation: You failed the test. Try hard next time!

You will have three chances to pass, and if you do not, you will continue the game like normal after getting a scolding from one of your relationship partners and a decrease in the heart value of your relationship, reflecting the fact that this person respects you less.



Translation: You failed the test for the third time. Shizuka thinks you're an idiot. "Stupid!"

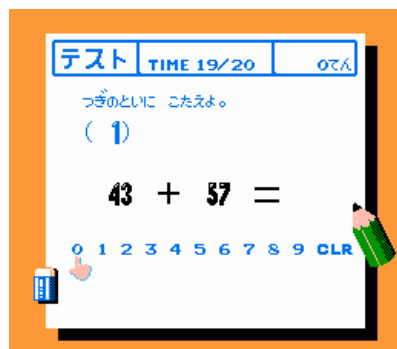
Japanese Hiragana Test



The goal is to select each of the Japanese Hiragana symbols in "alphabetical" order. Each symbol that you enter correctly will give you 5 points. For every five symbols you enter, you will get an extra 5 points. The Hiragana symbol order is:

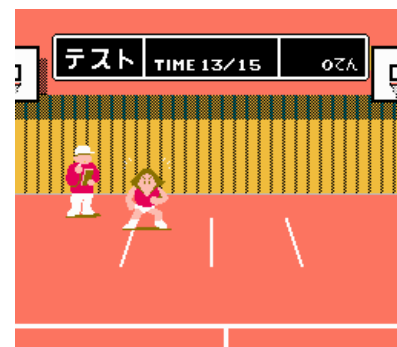
あいうえお かきくけこ さしすせそ たちつと なにぬねの はひふへほ まみむめも やゆよ らりるれろ わをん

Math Test



This test will show you simple addition problems. Key in the answer by using the direction arrows to select numbers, and press A to enter them. Select CLR or press B to erase the answer if you make a mistake. If you enter the correct answer, it will be immediately circled and you will get 10 points. If you enter three numbers and it is the wrong answer, it will get crossed out and deleted and you will have to retry the same problem until you get it right. You will continue to be presented with math problems until time runs out. The timer is shown at the top-center of the screen, with a total of 20 seconds allotted for the test. Your current score is shown in the upper-right corner.

Physical Test



You need to dash back and forth between the lines on the left and right side of the screen. Tap left until your character's leg touches the left line, then tap right to make it go to the right line. Repeat, and each time you complete a full circuit you will get 5 points. It takes four arrow taps to make your character go from one side of the screen to the other. The time you have to take the test is shown at the top-center of the screen, with a total of 15 seconds for the test, and your current score is shown in the upper-right corner of the screen.

Calendar and Stats

During your turn, a calendar and your stats, as depicted in the screenshot to the right. Your stats are meaningless during gameplay. They are only used to compute your final score. But I will translate them here for reference. The stats shown here are written in Kanji, but they will also be referred to in Hiragana, so I write both forms of Japanese words below.

- Money (円) - Your money, in yen. Often represented in units of 万円 (10000 yen). If it is red, you are in debt by this amount.
- School Credits (単位 - たんい)
- Intelligence (知性 - ちせい)
- Kindness (好感度 - こうかんど)
- Health (体力 - たいりょく)

On the top of the calendar are shown the months, represented by numbers. In the example to the right, the calendar has days from June and July, so it shows the numbers 6 and 7.

Press A and a little man icon will cycle around the calendar randomly. Press A again and the man slowly comes to a stop, landing on a day. An event will then occur which will affect one of your stats, affect your money, affect your relationship status with someone, or a few other things. You also might lose a turn if you see the phrase 1回休み ("rest 1 time"). Generally, you have no control over the outcome, but sometimes you'll get to make a decision, such as the example shown below.

SUN	MON	TUE	WED	THU	FRI	SAT
30	31	2	3	4	5	6
7	8	9	10	11	12	STOP
14	15	16	17	18	19	20
21	22	23	24	25	26	27



Translation: (Left) Where do you want to take Yui on a date? Bargain shopping / Cycling. (Right) You were rejected. "I hate that!"

Despite getting to make a decision, the outcome seems to not actually depend on your choices, which I learned through the use of save states. So you actually have no control of the outcome.

Often, the calendar will have a bubble with the word "STOP" in it. You must stop on this day before you can move on. On these days, a break from school will often start, or you will often have to take a test. Sometimes they are holidays, in which case a random event will occur with the holiday as the theme. Here is a list of dates you must stop on and their significance:

Stop Dates (month-day):

- Year 1
 - 7-13: Summer break
 - 9-17: Summer break ends. Take a test.
 - 12-14: Winter break
 - 12-24: Christmas Eve. Choose someone to kiss.
- Year 2
 - 1-1: New Years. Random event.
 - 1-16: Winter break ends. Take a test.
 - 2-14: Valentine's Day. Random event. Spring break starts.
 - 3-14: White Day. Random event.
 - 4-6: Spring break ends. Health +2.
 - 7-1: Summer break
 - 8-1: Date day. Choose someone to take on a date.
 - 8-31: Approximate time the game ends

Notable Events

Many different events can happen during your turn. In the following sections, I describe a few that are especially worthy of note.

Dating

During some random events, you might try to hit on somebody. If you're successful, it will say (You)は (other person)と ともだちになった - "(You) and (other person) became friends."



Every time you enter a new month, you will receive an amount of money equal to your allowance, which is an amount determined by which parents you picked. However, occasionally your character might peruse the job listings in the above magazine Boo-ing (why it's called that I have no idea). Sometimes they will find a job and sometimes they won't. The job will net you an extra monthly income if you get one.

Time Warp

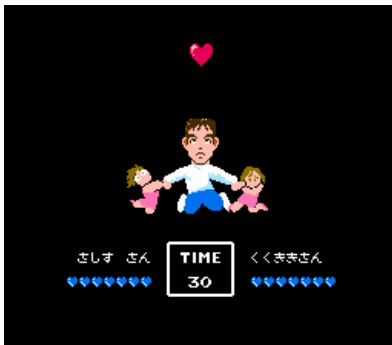


Sometimes the above screen will appear with the options

- 30にちすすむ - "Advance 30 days"
- 30にちもどす - "Go back 30 days"

Select one of these, then select a player and you will be able to move them forward or backward in time by 30 days. I'm not sure that this is especially harmful, unless maybe you want to make a player retake a test or something.

Love Triangle:



Randomly, you might fight with another player to steal one of their relationships (or they might try to steal yours). When you see the above screen, alternate pressing A and B as fast as you can to drag the middle person to your side of the screen. If you have the person on your side when time runs out, you keep the relationship while the other player loses it.

Construction Job:



You might be hired for a one time job on a construction site. When you find yourself at the above screen, alternate pressing A and B as fast as you can and the money tally in the upper-right corner will increase. Whatever value this reaches by the time that the clock stops will go directly into your pocket.

Final Score Tally

Your final score is computed in the following way:

- 1 point for every 10万円, rounded down.
- Point bonus for which college you were accepted by. The values for each college are:
 - Uruguchi (うらぐち) = 1 point
 - Nichinan (にちなん) = 3 points
 - Akiyama (あきやま) = 5 points
 - Touto (とうと) = 10 points
- The following stats contribute equal points to your final score (meaning, if you have a value of 10 for Intelligence, you get 10 points, etc)
 - School Credits (たんい)
 - Intelligence (ちせい)
 - Kindness (こうかんど)
 - Health (たいりょく)
- Each heart that you have from your relationships will contribute 2 points each to your final score.

Scores of over 120 are pretty good. The highest score I had after playing through approximately 6 times was 146.

Conclusion

I hope this FAQ helped you have a little fun with this game! If you have anything to contribute, suggestions, or questions, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

Thanks to the NES FAQ Completion Project contributors and all of the contributors at GameFAQs for a fun community to write and talk about games with, and thanks to those of you who've reached out to me to say thanks as it certainly has helped with my motivation.

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