

Gekitotsu Yonku Battle (Import) FAQ

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Gekitotsu Yonku Battle

This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

T A B L E O F C O N T E N T S

1. - Controls
2. - Object of the Game
3. - Walkthrough
4. - Points System
5. - Cars
6. - Items
7. - Disclaimer

1. - C O N T R O L S

Directional Pad:

- Up - Turn Up
- Down - Turn Down
- Left - Turn Left
- Right - Turn Right
- A - Turbo*
- B - Brake
- Start - Pause
- Select - No Use

*You have to acquire the turbo power up in order to use them. They look like a turbo kit that would actually go in your engine.

2. - O B J E C T O F T H E G A M E

Let's start off describing the HUD, or Heads Up Display a little bit. The top left shows the map of the whole stage. It isn't detailed at all, but it shows the boundaries to each stage and where the flags and enemies are. This should help guide you through each stage. The bottom left shows your health bar and a count called "Teki." Your health goes down when you hit bumpers or oil and spin into a wall. It can also go down if another vehicle hits you at the side or rear end of your vehicle. The "Teki" is a count you have to fill to complete each stage. You get one "Teki" for every car you destroy. You also get a certain amount of "Tekis" for the type of flag you get which will be explained more in depth below.

The point of the game is to rack up your Teki points to complete each stage.

The first way to do this is to hit and destroy the other vehicles in each stage. To destroy these vehicles, you have to ram them. However, be careful around walls or you will bounce into them and get hurt. The best way to destroy the other vehicles is just barely miss him and quickly turn around. This will make the opposing vehicles stop to spin around. When they spin around, quickly hit them and you won't bounce so far. After you hit a car, a flag will appear on your map in the top left of the HUD. After you hit one car, a 1 Flag will appear, after two cars a 2 Flag will appear and so on. After four cars, a Badge will appear. The flags will count as however many Tekis as the number on the flag, so a 2 Flag will be two Tekis and a 4 Flag will be Four Tekis. The Badge will always count as five Tekis.

The quickest way to accumulate is to grab the badges once they appear. So you will have to keep track of how many vehicles you destroy at a time. You should destroy five vehicles and then aim solely for the badge. To find it, just look for it on the radar on the top left hand of the screen. You can destroy other vehicles on the way to each badge, but don't go out of your way to try to destroy them since you waste time.

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### 3. - W A L K T H R O U G H

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Stage 1

There isn't too much to this stage. The middle of the map is pretty tight but the rest of the map is wide open. There are a few oil patches that will make you spin out spread out throughout the stage but that's about it. Really simple, just work at gathering all of your Teki Points. The turbo is in the upper right corner.

Stage 2

The turbo is to the right of where you start. This map isn't a square like the previous so there's a lot of space on each side. You will see a lot of dirt mounds in the middle of the stage. You can smash other vehicles into these dirt mounds to break them so you have more space to drive around. The grass is a little slick and makes you slide a little when you turn.

Stage 3

The turbo here will be in the far top right corner. The sand here is slick as well so you will slide a little while you turn. In every corner from where you start, there are oil slicks that will cause you to spin and most likely hit a wall and take damage.

Stage 4

There is no turbo in this stage. This is also the largest stage you have come across so far. There isn't too much oil but there is a lot of ice which will lower your handling performance. Try to avoid the patches of ice as best as you

can so the other cars don't side swipe you while you are turning.

Stage 5

There aren't any gimmicks in this stage but it is a bit more difficult. The other vehicles begin to get faster and stronger so you will have to be a bit more careful.

Stage 6

This round also doesn't have anything fancy. You should just avoid the bottom left hand corner of this stage because there are a lot of oil patches down there and you're going to spin out and hit a wall if you get too close.

Stage 7

This stage has a lot of sand spread out throughout the whole map so pretty much all turns will be slick. There are also a lot of oil slicks all over so be incredibly careful. Lots of the items are in between oil slicks so get them at your own risk.

Stage 8

The bottom right corner of this stage has a lot of oil slicks around it. The edges and the middle also has a lot of ice there so the surface is slick which will cause you to slide as you turn. There are also plenty of oil slicks spread out throughout the entire stage so be very careful here.

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#### 4. - P O I N T S    S Y S T E M

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At the end of each stage, you will be shown the points screen that will show you the stats of everything you did in each stage. They will show you how they add all of the points up and give you your total score at the bottom for each stage. Your total score throughout the game will be on the top of the screen.

- Green Car - 100pts
- Red Car - 100pts
- 1 Flag - 200pts
- 2 Flag - 400pts
- 3 Flag - 600pts
- 4 Flag - 800pts
- Badge - 2000pts

*Bonus Round - Some stages will begin with a bonus round where you just drive around collecting as many flags as you can during the time limit.

Flag - The scores for the bonus round vary upon each stage. Each flag in a bonus round will be the same amount of points but they will differ in between bonus rounds.

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## 5. - C A R S

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You will start off with only two possible cars to select from. You can press A or B to select from a variety of ten different colors. After each stage you will unlock two more vehicles. Some of them are slower than others but have more armor so they last longer. They aren't major differences so you can just select whichever car you like the model of best.

- Battle Boomerang
- Battle Fox
- Battle Falcon
- Battle Super Sabre
- Battle Thunder Shot
- Battle Super Dragon
- Battle Fire Dragon
- Battle Thunder Dragon
- Battle Emperor
- Battle Burning Sun
- Battle Shooting Star
- Battle Cannon Ball
- Battle Dancing Dall
- Battle Dragon SP 1
- Battle Dragon SP 2
- Battle Dragon SP 3
- Battle Thunder SP
- Battle Avante SP

*The last two cars are given to you if you die a lot on the last stage. Thanks to Sirius for pointing this out.

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## 6. - I T E M S

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Turbo Kit

The turbo kits looks like an actual turbo kit for a car. If you don't know what they look like, it's sort of like a circle with a tube sticking out to the top right and lower left. You can use it by pressing A and you will be able to go a lot faster than usual.

Gas Tank

The gas tanks look like what they're called. They give you a speed burst but unlike the Turbo Kit, only last for a few seconds. So whenever you collect the Gas Tanks, try to use them wisely, don't waste them right away.

Star

The star in the NES world is the universal invincibility item and this game is no different. When you grab the star, other cars can hit you and you will not take any damage at all.

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## 7. - D I S C L A I M E R

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