

Kunio-Kun no Nekketsu Soccer League (Import) FAQ/Move List

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Kunio Kun no Nekketsu Soccer League (Japan)

FAQ/Walkthrough guide

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TABLE OF CONTENTS

1. Gameplay
 - 1a. Introduction
 - 1b. Game modes
 - 1c. Scoring goals
 - 1d. Strategy screen
 - 1e. Weather and terrain
 2. Controls
 - 2a. Explanation
 - 2b. General controls
 - 2c. Special moves
 3. Team Nekketsu
 - 3a. Stats
 - 3b. Team meeting
-

1. Gameplay

1a. Introduction

"Kunio Kun no Nekketsu Soccer League" is a soccer game in the Kunio-kun Nekketsu High School series, best known for River City Ransom. It is the sequel to "Nekketsu Koukou Dodgeball-bu Soccer-hen", known as "World Cup Soccer" in English versions. The sequel was never ported overseas, so this guide uses the PentarouZero v1.2 English ROM patch for naming terms with the original Japanese in parentheses.

1b. Game modes

N.League (Nekketsu League)

Team Nekketsu, representing Japan, plays against 12 teams from various countries. You may choose which teams to play against. Some are stronger than others. When Japan has at least 16 wins and 70 points, you may advance to the playoffs. Win four more games, culminating in the finals vs. Italy, and Nekketsu takes the Technos Cup.

Games consist of two 2-minute halves. Before every half, you may adjust the team strategy, check the weather forecasts, meet with the players, check the team standings, view the profile of the currently assigned team captain, and change the background music.

Between every game, but not during the tournament, a password is given that

represents the team's wins and losses. League mode may be played solo or with a second player controlling the goalkeeper. Ties are resolved by penalty kick overtime.

Match (Taisen Play)

Two to four players choose from the six best teams, including Nekketsu, and play a single versus match. If players 3 or 4 are present, they control the goalies. Player 1 chooses the continent, ground type, and ground condition of the field.

There is no team captain profile, team stats, meeting mode or items. In strategy mode, there are only six players to assign--no reserve players. Other aspects, including music select and weather forecast, are the same as in League mode.

Penalty (PK Play)

The teams alternate taking penalty kicks, with each player getting a try. In each turn, a lone player is at the goal line and has 8 seconds to score a goal while the other player controls the team's default goalie.

The PK game is for 1 player against the computer or 2 player versus. As in match mode, player 1 chooses the playfield conditions.

1c. Scoring goals

Goalkeepers are immune to direct attacks and always send attackers flying. They are also stronger than other players at withstanding shots and super shots. Goalies are also the only players who can catch the ball by touching it.

The simplest way to score a goal is to overwhelm the goalie with a powerful shot. Both the goalie and the ball may be knocked away as he tries to catch it, or the ball may pass right through the goalie. This won't work if the shooter is too weak or the goalie has strong defense.

Another method is to force the goalie to jump or dive to block the ball by aiming it high or off to the side. A goalie can't be knocked over during a block attempt, but a quick follow up shot by the same or different shooter can get in the goal before the goalie has a chance to recover.

1d. Strategy screen

At the strategy screen (sakusen kaegi) you may change the player formation, reassign the player positions among the 12 players, and set the computer AI for offense and defense.

When assigning player positions, the expression on the player's face shows how suited the player is for the position. This indicator only appears in League mode. The first MF position is always the team captain, who is controlled by player 1. In multiplayer games, the other player controls the GK.

In AI control, the top two options determine passing and shooting frequency. The third option determines how much defenders spontaneously attack opponents with slides and tackles. The last option determines how much the GK attempts to play the ball outside of his box. In all cases, left is more. Passing, shooting and tackling can also be commanded from the field with the A and B buttons.

1e. Weather and terrain

Wind blows around players and the ball, affecting movement speed. Lightning strikes, which come without warning, stun and knock over players and electrify the ball. An electrified ball shocks players while airborne, so must be kept on the ground. Tornadoes move around the field, drawing in players and the ball. Whatever gets sucked in is tossed skyward and put out of play temporarily.

There are three terrain types: grass, dirt and sand. The ground may also have wet spots where movement is slower. Wet ground may turn the ball blue, which slows it down. In Match or PK mode, the player may choose any condition from Good (bacchiri), with all dry ground, to Wors (saiaku), all wet. With sand, it's always slow regardless of condition.

2. Controls

2a. Explanation

f b u d A B	forward, backward, up, down, button A, button B
D-pad	Any direction
(1)/(2)	Press (1) or (2)
(1),(2)	Press (1) then (2)
(1)+(2)	Press (1) and (2) simultaneously

2b. General controls: Actions for all characters

Basic movement

A+B	Jump
D-pad	Walk (8 directions)
A+B	Jump in direction pressed
D-pad x2	Dash (run) in direction pressed
A+B	Dashing jump
u or d	Move upwards or downwards while dashing
D-pad x2	Hustle (run fast) in direction pressed
A+B	Fast dashing jump
Crouch	Land from a jump or get up after a fall

While you have the ball

A	Pass
B	Shoot
Jump	
A	Aerial pass
B	Aerial shot
f/u/d + B	Aerial header shot
b + B	Flip kick shot
A+B	Float the ball straight up (lose control)
f/b + A+B	Float the ball left or right (lose control)
Float the ball	
A	Continue floating the ball straight up
f/b + A	Continue floating the ball left or right
u/d + A+B	Jump with the ball (keep control)
Dash + A+B	Dashing jump with the ball (keep control)
Dash + u,u/d,d	Defensive dribbling attack

While no one has the ball

A	Pass
B	Shoot
Jump	
A	Aerial pass
B	Aerial shot
f/u/d + B	Aerial header shot
b + B	Flip kick shot
Crouch + B	Diving header (attack and shoot)
f/b + B	Diving header (attack and shoot)
Hold D-pad	Continue rolling

While teammate has the ball

A	Order a pass
B	Order a shot

While opponent has the ball

A	Sliding tackle (steal the ball directly)
B	Shoulder tackle (attack the opponent)
Jump + A	Drop kick (attack the opponent)
Hold A	Order teammate to slide tackle
Hold B	Order teammate to shoulder tackle

While the ball is being passed

Dash jump

B	Tornado kick (attack and shoot)
u/d/b + B	Tornado kick (attack and shoot)
f + B	Flip kicks (attack and shoot)
f/b + B	Diving header (attack and shoot)
Hold D-pad	Continue rolling

After jumping on the ball

A/B	Nothing
A+B	Jump up
u/d + A+B	Jump off
f/b + A+B	Float the ball left or right (lose control)
Dash + u,u/d,d	Jink and turn around

After jumping on a teammate, without the ball

A	Pass
B	Doubleteam flip kick (attack and shoot)
A+B	Jump apart

After jumping on a teammate, with the ball

A	Pass
B	Shoot
A+B	Jump and pass the ball to the upper member

Goalie controls

A/B	Shoulder tackle
u/d + A/B	Diving block
f/b + B	Jumping block
Jump + A/B	Jumping block

2c. Special moves

To do a special shot, jump and kick the ball with the correct timing. The kick should come out near the peak of the jump and the ball should be hit immediately when the kick comes out. If done correctly, the ball glows red and takes on a characteristic motion. Other factors such as stats and items may also affect the chance of success.

A regular special shot is done while pressing B without the D-pad. The alternate shot is done by pressing B with any direction. (The alternate shot may also be done by hitting the ball with a doubleteam flip kick at the peak of the kick.) Each character has a specific special shot but they all have the same alternate shot.

The alternate shot arcs slowly and lands near the opposing goalie if done at long distance. If done at medium or near distance, it quickly travels to the ground and bounces, possibly over the goalie.

Each Nekketsu member has one special shot and up to two other moves from the list below. (Only the moves used by team Nekketsu are shown. Each other team has a unique special shot.)

No.	Translated	Japanese	How to perform
00	MortalDribble	hissatsu doriburu	Dash + u,u/d,d while holding ball
01	ExplosiveAtk	bakuretsu atakku	Crouch + B while opp. has ball and is near
02	Tornado Kick	toruneedo kikku	All characters can already do this (?)
03	TornadoPunch	toruneedo panchi	f/b + B while goalie
04	Drill Attack	doriru attack	Dash + A/B while opponent has ball
05	TsubameRetrn	tsubame gaeshi	Jump while holding ball
06	Triple Accel	toripuru akuseru	Jump while opponent has ball
07	MegaDriveSht	mega doraibu shoot	Special shot

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08 MolePrncsSht hime mogura shoot Special shot
09 UnstpbleShot dokanhou shoot Special shot
0A Bitter Shot urameshiya shoot Special shot
0B AccurateShot kicchiri shoot Special shot
0C Boring Shot gariben shoot Special shot
0D TosaMoonShot tosa gatsu wo shoot Special shot
0E Ninja Shot ninjya shoot Special shot
0F Nuts Shot nattsu shoot Special shot
10 Wheelie Shot uirii shoot Special shot
11 BnanAlgtrSht banana wani shoot Special shot
12 OmegaDrvShot omega doraibu shoot Special shot
FF Nothing

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3. Team Nekketsu

3a. Stats

Every player has four stats and two or three special moves (hissatsu). The precise function of the stats is currently unknown but it's not hard to guess.

Translated	Japanese	Displayed as
Power	tai ryoku	multiples of 5
Shoot	shoot ryoku	multiples of 3
Defense	bougyo ryoku	multiples of 5
EnrgyTyp	sou ryoku* type	rank A-D

* Likely to mean running speed

Player	Pos	No.	Pow	Sht	Def	Spd	Special 1	Special 1	Special 3
Kunio	MF	9	55	21	25	B	Nuts Shot	ExplosiveAtk	
Yoritsune	FW	8	50	24	20	A	Ninja Shot	TsubameRetrn	
Saji	FW	10	55	27	15	B	Wheelie Shot	Tornado Kick	
Horibata	DF	2	60	24	20	D	MolePrncsSht	ExplosiveAtk	
Iwakabe	DF	3	45	24	20	B	UnstpbleShot	Drill Attack	
Genei	GK	1	60	21	20	C	MegaDriveSht	MortalDrible	TornadoPunch
Ugajin	DF	4	45	15	20	D	Bitter Shot	Triple Accel	
Onitake	MF	5	50	15	15	B	AccurateShot	MortalDrible	
Kumon	DF	6	50	27	15	C	Boring Shot	ExplosiveAtk	
Kaizuki	MF	7	45	21	15	D	TosaMoonShot	ExplosiveAtk	
Tsunewo	FW	11	65	21	20	B	BnanAlgtrSht	MortalDrible	
Carlos	GK	12	65	24	25	D	OmegaDrvShot	TornadoPunch	Triple Accel

3b. Team meeting

In the meeting screen, you may view info on the team members and prepare them for the next half. Meeting mode is only available in League mode.

Every member has a mood index (at RAM address 0x05d0) which ranges from 0-15 and has some effect on the player's performance.

Mood	Appearance
0xc-f	Ecstatic
0xa-b	Smiling
0x6-9	Indifferent
0x4-5	Frowning
0x0-3	Outraged

Talk (hanasu) randomly raises or lowers the player's mood.

Item (aitemu) affects mood depending on what item is given to whom.

Kunio		++	++	.
Yoritsune		.	--	.	.	++	.	.
Saji		.	--	.	++	.	.	.
Horibata		++
Iwakabe		--	.	++
Genei		++	.	.
Ugajin		.	++	.	.	--	++	.
Onitake		++	.	--
Kumon		--	.	++	++	.	--	.
Kaizuki		++	--
Tsunewo		.	++	.	--	.	.	.
Carlos		++	.	++	.	--	--	.

Phne (denwa) affects the mood of all players simultaneously.

		Misako	Takashi	Technos	DngrDial
Kunio	
Yoritsune		.	.	.	--
Saji		.	--	.	.
Horibata		++	.	.	--
Iwakabe		.	++	++	--
Genei	
Ugajin	
Onitake		.	.	.	++
Kumon		.	.	.	--
Kaizuki		--	.	.	.
Tsunewo	
Carlos	

Special items become available as the League games progress. Ask Takashi for a basic explanation of what they do. These items affect the first bit of the mood byte of each player.

Item	Effect
NewTowl	+0x30
RubrBts	+0x40
SpcDrnk	+0x20
SpcSprt	+0x10
SpcShoe	+0x80

Possibly more to come later.

This document is my own work. If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think.

For info on other Kunio/Nekketsu games, check out a comprehensive listing at: <http://hg101.classicgaming.gamespy.com/kunio/kunio.htm>

Other Kunio/Nekketsu games for which I have written guides at gamefaqs:
 Crash 'n the Boys: Street Challenge
 Downtown Special: Kunio-kun no Jidaigeki Dayo Zenin Shuugou!
 Nekketsu Kakutou Densetsu
 Nekketsu! Street Basket: Ganbare Dunk Heroes

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concerning this FAQ.

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