

Nekketsu Street Basket: Ganbare Dunk Heroes (Import) FAQ/Walkthrough

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Nekketsu! Street Basket: Ganbare Dunk Heroes (J)
Translation and FAQ/Guide
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1. Game summary
 - 1a. Introduction

"Nekketsu! Street Basket: Ganbare Dunk Heroes" is a 4-player basketball game released by Technos Japan in 1993, making it one of the last NES games licensed by Nintendo. It is part of the Nekketsu (Hot-blooded High-school) series starring Kunio and Riki (Alex and Ryan of River City Ransom fame). Like most Technos games it never made it out of Japan. As you might expect from a Nekketsu game, it features as much brawling as B-balling.

The game was ROM-translated by a group called ICE, but only the intro and ending scenes and some other parts were done, and the work is unpolished. The ICE translation will be disregarded for this work. Using this guide, you should be able to get the full game experience, except for the intro and ending scenes.

- 1b. Game modes
Story Mode

This mode is for one player plus a CPU partner or 2-player cooperative. The Nekketsu team must defeat the seven American teams twice, alternating between away and home games. The home court is at Niagara Falls. After each victory, you receive a gift of game-improving equipment from the vanquished team and a new password to continue at that point later.

Each game has two three-minute halves. Before each half, you may choose which two players to put in the game, review your players's special moves, and assign equipment. If you are teamed with a computer player, you may also arrange what commands each button will give.

Battle Mode (Taisen Mode)

This mode is a 2-on-2 pickup game with up to 4 human players participating. In a 2-player game, the players may play on the same or opposite teams. Choose any two teams and any venue from the eight available. There are no passwords or equipment.

1c. Menu options

This diagram is intended to help players who can't read the menu text.

Main menu

```
|_Top: Story Mode
|  |_Button B: Cancel
|  |_Select 1P-2P
|    |_Go to map screen
|
|      Map screen (access before each game)
|        |_View current password at lower right of screen
|        |_Select away venue (odd games) or opponent for home game (even games)
|          |_Go to team menu
|
|      Team menu (access before each game half)
|        |_Upper left: Change active members
|          |  |_Choose two characters with D-pad and button A
|            |    |_Left: Cancel changes
|              |    |_Right: confirm changes
|        |_Lower left: View character attacks and special shots
|          |  |_D-pad: View different characters
|            |  |_A, B, or start: Exit
|        |_Upper right or start button: Finish selection
|          |  |_Assign CPU commands for each button (1-player only)
|            |    |_D-pad: View different sets of commands
|              |    |_A or start: Choose current set and commence game
|        |_Lower right: Equipment menu
|          |  |_Upper left: Equip items on current player
|            |    |_D-pad: Select available items
|              |    |_A or start: Equip or swap selected item
|                |    |_Button B: Finish equipping
|          |_Lower left: Remove items from current player
|            |  |_D-pad: Select item slot
|              |  |_A or start: Remove item from selected slot
|                |  |_Button B: Finish removing
|          |_Upper right: Finish equipment menu
|            |_Lower right: Select a different player
|
|_Middle: Battle Mode
|  |_Button B: Cancel
|  |_Select 1-4 players
|    |_Select team for each player
|      |_Select venue at map screen
|        |_Team menu (for each human-controlled team)
```

```

|           |_Upper left: Change active members
|           |  |_Choose two characters with D-pad and button A
|           |     |_Left: Cancel changes
|           |     |_Right: confirm changes
|           |_Lower left: View character attacks and special shots
|           |  |_D-pad: View different characters
|           |  |_A, B, or start: Exit
|           |_Upper right or start button: Finish selection
|           |     |_Assign CPU commands for each button (for CPU allies only)
|           |       |_D-pad: View different sets of commands
|           |       |_A or start: Choose current set and commence game
|
|_Bottom: Password
  |_Button B: Return to main menu
  |_U and D: Change digits
  |_R and L: Select digits
  |_Button A at end of line: Submit password

```

2. Controls

2a. Movement

```

A+B           Jump
D-pad         Walk (8 directions)
  A+B         Jump in direction pressed
    A+B       Double jump (may choose a different direction)
L,L or R,R    Dash (run) left or right
  A+B         Dashing jump
    A+B       Double jump (may choose a different direction)
  U or D      Move upwards or downwards while dashing
  U,U or D,D  Jink up or down and continue dashing
    R or L    Dash in opposite direction after jinking

```

.....

2b. Without the ball

```

A           Punch attack          -\
B           Kick attack            |
Dash + A    Dashing punch attack   |
Dash + B    Dashing kick attack     }-- details in section 3b.
Jump + A    Jumping punch attack    |
Jump + B    Jumping kick attack     |
Crouch + A  Crouching punch attack  |
Crouch + B  Crouching kick attack   -/
A or B      Pick up a weapon, fallen basket, or stationary ball
Hold A or B Issue command A or B to CPU ally (details in section 4)

```

Crouching: When the character lands from a jump or air attack, or gets up after being knocked down, he kneels momentarily. Press A or B during this time to do a crouching move.

Getting the ball: If the ball is in motion, just touching it will catch it. Unless it's being super shot.

.....

2c. While holding the ball

```

A           Pass to teammate
Hold B      Prepare to shoot; delay shot
Release B   Shoot in the direction faced
(see below) Dunk
(see below) Super shot (details in section 3b.)

```

Scoring:

- Bottom baskets 3 points
- Middle baskets 3 points
- Top baskets 4 points

How to dunk, method A:

While crouching in front of the basket, press B. By pressing up + B the player will go for the top basket. You may hold up and/or B before crouching to make it easier. Dunk method A sometimes misses, and it does not work against your own baskets.

How to dunk, method B:

Get very close to a basket and press B. You may hold B while approaching the basket to make it easier. There are two ways to get close to the basket: jumping, and getting launched by a teammate or background feature.

How to throw a super shot from the ground:

To do a super shot, start dashing toward the basket and shoot the ball after running for a certain amount of time, about half a second to a full second of dashing. The button may be held to delay the shot, if desired. Dashing too short or too far results in a high shot or regular shot instead.

| | Dashing time | | Effect |
|--------|--------------|---------|--------------|
| Frames | Seconds | Steps | |
| 33-56 | 0.55-0.94 | 3.0-4.5 | Super shot |
| 57-93 | 0.95-1.53 | 4.5-7.5 | High shot |
| ----- | other----- | | Regular shot |

How to throw a super shot from a jump:

While facing the basket, but not too close, shoot the ball at after starting a jump or double jump, releasing the button after a certain amount of time. Button B must be held for about 1/4 second and then released within a 1/15 second window.

A high shot or regular shot is thrown instead if the player is too close to the basket, or if the button is held too short or long. However, if the button is held very long (requiring a very high jump), another chance to super shot comes at about 2/3 second.

| Button B hold time | | Effect |
|--------------------|-----------|--------------|
| Frames | Seconds | |
| <12 | <0.20 | Regular shot |
| 12-16 | 0.20-0.27 | Super shot |
| 17-25 | 0.28-0.42 | High shot |
| 26-37 | 0.43-0.62 | Regular shot |
| 38-42 | 0.63-0.70 | Super shot |
| 43-51 | 0.71-0.85 | High shot |
| 52+ | 0.86+ | Regular shot |

High shots vs. regular shots:

A high shot goes for the basket on the highest backboard. A regular shot goes for the closest basket, which is usually the lowest one.

How to throw a high super shot:

This depends on the type of super shot being thrown. Some have to be thrown a certain distance from the basket to go high, and some never go high.

.....

2d. Weapons

Rock Throw it or hit it around

| | |
|------------|---|
| Wooden box | Throw it, hit it around, or jump on top to use as a platform |
| Ladder | Throw it, hit it around, or jump on top to use as a platform Plug up an opponent's basket by shooting a ladder into it |
| Trash can | Throw it at an opponent to restrict his arms Jump 5 times (or get hit) to get it off |
| Skateboard | Throw it or jump on it to ride |
| Basket | Attach it to the opponent's backboard |

While holding a weapon:

| | |
|------------|---|
| A | Throw the weapon in the direction faced |
| B | Set down the weapon (doesn't work while airborne) |
| L or R + B | "Shoot" the weapon directly at a backboard |
| Dash + B | Special weapon attack (details in section 3b.) |

While on skateboard:

| | |
|------------|--|
| A+B | Jump off |
| L,L or R,R | Dash left or right |
| R or L | Braking attack |
| U,U or D,D | 180 turn attack, continue dashing |
| A or B | Spinning attack (only if not holding the ball) |
| A+B | Jump attack |
| A+B | Double jump attack |

The ball can be caught, passed and shot normally while riding, but dunks and super shots do not work.

Getting a basket: If a basket is touched enough times it falls right off the backboard. Dunks and attempted dunks make it more prone to falling than shooting. A fallen basket can be picked up and shot to reattach it to the same or a different backboard. It is possible stick up to two baskets on a backboard. Gaining or losing a basket has a big impact on scoring, so try to maintain control of them.

While holding a basket:

| | |
|---|--|
| A | Throw the basket in the direction faced (does no damage) |
| B | "Shoot" the basket directly at a backboard |

.....

2e. Team attacks

If a player jumps on top of his teammate, the lower player will carry the upper one around. Either player may be holding the ball or a weapon, and the controls will be as usual, though the upper player will be unable to move without jumping off first. If the lower player is empty-handed, he can throw the upper one in two ways.

While carrying teammate and with no ball or weapon:

| | |
|---|--|
| A | Throw the teammate straight up |
| B | Launch the teammate at basket in the direction faced |

Getting launched: When launched, a player goes straight for the nearest basket. By holding up while getting launched, the player goes for the top basket. This is similar to dunk method A, but the player may still jump and double jump, and it can be done anywhere. There are also background features in some venues that launch the player in a random direction. (details in section 5.)

Team damage: Most attacks pass through your teammate harmlessly, but super shots and weapon attacks are indiscriminate.

3. Characters

The teams are presented in clockwise order as shown on the map screen. For

each team, the players are presented in the following order:
 upper left, lower left, upper right, lower right

3a. Stats

Stats are shown in this order on the character select screen:

Stamina: determines how fast a player recovers from stun and knockdown

Power: determines how easily the player can stun and knock down other players

Speed: determines the player's walking and dashing speed

Jump: determines the height of the player's jump and double jump

Shoot: determines the accuracy of long-range, non-super shots

| | | Stamina | Power | Speed | Jump | Shoot |
|---------------|---------|---------|-------|-------|------|-------|
| Nekketsu | Kunio | 5 | 4 | 6 | 4 | 7 |
| | Riki | 5 | 6 | 6 | 4 | 4 |
| | Godai | 4 | 7 | 6 | 2 | 2 |
| | Johnny | 4 | 3 | 6 | 3 | 1 |
| New York | Michael | 5 | 4 | 7 | 7 | 3 |
| | Eddie | 6 | 4 | 3 | 6 | 2 |
| | Ceraly | 8 | 1 | 6 | 6 | 2 |
| | Rude | 2 | 1 | 8 | 7 | 1 |
| U.S. Navy | Ash | 7 | 5 | 5 | 6 | 8 |
| | Wolf | 4 | 3 | 7 | 2 | 2 |
| | Tribe | 7 | 4 | 1 | 4 | 7 |
| | Breck | 6 | 3 | 3 | 3 | 3 |
| Florida | Pierre | 5 | 8 | 4 | 3 | 6 |
| | Hoffman | 2 | 6 | 4 | 2 | 5 |
| | Esper | 3 | 7 | 1 | 3 | 4 |
| | Grease | 7 | 7 | 2 | 1 | 6 |
| Texas | Snipe | 8 | 3 | 6 | 4 | 7 |
| | Hawk | 7 | 7 | 7 | 2 | 2 |
| | Jagger | 2 | 3 | 8 | 5 | 8 |
| | Jimmy | 1 | 4 | 8 | 1 | 8 |
| Hawaii | Kilaue | 4 | 7 | 5 | 7 | 7 |
| | Head | 3 | 3 | 4 | 6 | 6 |
| | Waiiki | 6 | 5 | 8 | 4 | 2 |
| | Bone | 2 | 1 | 7 | 3 | 8 |
| San Francisco | Mick | 5 | 8 | 3 | 4 | 7 |
| | Sean | 4 | 6 | 2 | 5 | 4 |
| | Rick | 2 | 4 | 1 | 2 | 8 |
| | Ryan | 8 | 1 | 5 | 1 | 8 |
| Las Vegas | Slot | 3 | 2 | 6 | 7 | 8 |
| | Rook | 4 | 1 | 5 | 4 | 1 |
| | Poker | 1 | 4 | 4 | 5 | 5 |
| | Gammon | 2 | 2 | 6 | 1 | 7 |

3b. Attacks and special moves

I have translated the moves for each character below. Given that I don't know Japanese, there may be mistakes. The weapon special is not listed in the player profiles; I made up the names for these.

| | | | | |
|------------|-----------|------------|-----------|----------|
| Nekketsu | Kunio | Riki | Godai | Johnny |
| Standing A | Punch | Mach punch | Slapstick | Headbutt |
| Standing B | Mach kick | Kick | Kick | Kick |

| | | | | |
|-------------|---------------|---------------|-------------|---------------|
| Dashing A | Punch | Mach punch | Slapstick | J-throw |
| Dashing B | Mach kick | Kick | Kick | Kick |
| Jumping A | Punch | Self torpedo | Slap screw | Headbutt |
| Jumping B | Cyclone kick | Kick | Kick | Cyclone kick |
| Crouching A | Punch | Tornado | Uppercut | Bomb punch |
| Crouching B | Bomb kick | Kick | Bomb kick | Kick |
| Super shot | Nut shot | Upper shot | Vacuum shot | Fireball shot |
| Weapon spc. | Cyclone swing | Cyclone swing | none | none |

| | | | | |
|-------------|---------------|--------------|----------------|---------------|
| New York | Michael | Eddie | Ceraly | Rude |
| Standing A | Spikeball SP | Spikeball | Bubblegum bomb | Punch |
| Standing B | Leg sweep | Kick | Kick | Cossack kicks |
| Dashing A | Spikeball | Spikeball SP | Bubblegum SP | NY spin |
| Dashing B | Leg sweep | NY dance | NY kick | Cossack kicks |
| Jumping A | Giant spin | Punch | Giant spin | Punch |
| Jumping B | Kick | Screw | Kick | Screw |
| Crouching A | Punch | NY kick | Punch | NY kick |
| Crouching B | NY dance | Kick | NY dance | Kick |
| Super shot | Slime shot | Slime shot | Slime shot | Slime shot |
| Weapon spc. | Cyclone swing | none | none | none |

| | | | | |
|-------------|----------------|--------------|--------------|----------------|
| U.S. Navy | Ash | Wolf | Tribe | Breck |
| Standing A | Punch | Elbow strike | US throw | US laser |
| Standing B | Sliding kick | Kick | Sliding kick | Kick |
| Dashing A | Elbow strike | Belly slide | Elbow strike | Belly slide |
| Dashing B | Sliding kick | Kick | Kick | Sliding kick |
| Jumping A | Flying fish SP | Punch | Punch | Flying fish SP |
| Jumping B | Kick | Flying kick | Kick | Flying kick |
| Crouching A | Afterburner | Afterburner | US laser | Punch |
| Crouching B | Flying kick | Kibari | Flying kick | Kibari |
| Super shot | Rocket shot | Rocket shot | Rocket shot | Rocket shot |
| Weapon spc. | Cyclone swing | none | none | none |

| | | | | |
|-------------|---------------|---------------|---------------|---------------|
| Florida | Pierre | Hoffman | Esper | Grease |
| Standing A | Stretch punch | Punch | Bald flash | Punch |
| Standing B | Kick | Barrier | Kick | Tearful kick |
| Dashing A | Chi edge | Cyclone hands | Cyclone hand | Chi edge |
| Dashing B | Tearful spin | Barrier | Tearful spin | Kick |
| Jumping A | Cyclone hands | Cyclone hands | Bald flash | Cyclone hands |
| Jumping B | Tearful spin | Tearful spin | Tearful spin | Tearful kick |
| Crouching A | Psycho throw | Punch | Esper special | Punch |
| Crouching B | Moonsault | Teleport | Kick | Teleport |
| Super shot | Warp shot | Warp shot | Warp shot | Warp shot |
| Weapon spc. | Telekinesis | none | none | none |

| | | | | |
|-------------|--------------|----------------|----------------|------------|
| Texas | Snipe | Hawk | Jagger | Jimmy |
| Standing A | Whip | Lariat | Whip | Punch |
| Standing B | Horse kick | Frankensteiner | W kick | Horse kick |
| Dashing A | Lariat | Lariat | Lariat | Lariat |
| Dashing B | Horse kick | W kick | Frankensteiner | Horse kick |
| Jumping A | Whip screw | Elbow | Whip screw | Elbow |
| Jumping B | Press attack | Kick | Press attack | Kick |
| Crouching A | Cactushead | Punch | Punch | Cactushead |
| Crouching B | Kick | W kick | Press attack | Kick |
| Super shot | Axel shot | Axel shot | Axel shot | Axel shot |
| Weapon spc. | none | none | none | none |

| | | | | |
|------------|--------------|---------------|-------------|--------------|
| Hawaii | Kilaue | Head | Waiiki | Bone |
| Standing A | Flame blast | Table-flipper | Flame punch | Slaps |
| Standing B | Rainbow kick | Kick | Heat kick | Rainbow kick |

| | | | | |
|---------------|----------------|----------------|----------------|------------------|
| Dashing A | Heat tackle | Slaps | Heat tackle | Slaps |
| Dashing B | Rainbow kick | Heat kick | Heat kick | Rainbow kick |
| Jumping A | Cyclone flame | Punch | Cyclone flame | Slaps |
| Jumping B | Meteo-ball | Kick | Heat kick | Meteo-ball |
| Crouching A | Flame blast | Flame punch | Flame punch | Flame blast |
| Crouching B | Kick | Meteo-upper | Hawaii SP | Kick |
| Super shot | Giant shot | Giant shot | Giant shot | Giant shot |
| Weapon spc. | none | none | none | none |
| | | | | |
| San Francisco | Mick | Sean | Rick | Ryan |
| Standing A | Eye gouge | Backfists | Headbutt | Cool uppercut |
| Standing B | Hip attack | Kick | Kick | Hip attack |
| Dashing A | Eye gouge | Elbow | Elbow | Headbutt |
| Dashing B | Chest slide | Knee kick | Chest slide | Knee kick |
| Jumping A | Eye gouge | Backfists | Headbutt | Backfists |
| Jumping B | Body press | Knee kick | Body press | Knee kick |
| Crouching A | Ascension | Punch | Punch | Ascension |
| Crouching B | Kick | Knee kick | Body press | Kick |
| Super shot | 10-ton shot | 10-ton shot | 10-ton shot | 10-ton shot |
| Weapon spc. | none | none | none | none |
| | | | | |
| Las Vegas | Slot | Rook | Poker | Gammon |
| Standing A | Pigeon poke | Bouquet punch | Pigeon helper | Bouquet punch |
| Standing B | Pigeon kick | Threat kick | Pigeon sweep | Pigeon hairpiece |
| Dashing A | Pigeon poke | Pigeon dance | Pigeon dance | Pigeon poke |
| Dashing B | Pigeon sweep | Threat kick | Threat kick | Pigeon sweep |
| Jumping A | Pigeon poke | Stick thrust | Pigeon poke | Bouquet punch |
| Jumping B | Pigeon ghost | Stick hopping | Stick hopping | Pigeon ghost |
| Crouching A | Pigeon upper | Spin attack | Punch | Punch |
| Crouching B | Pigeon attack | Kick | Bomb launch | Threat kick |
| Super shot | Firecracker s. | Firecracker s. | Firecracker s. | Firecracker s. |
| Weapon spc. | none | none | none | none |

4. Computer ally command sets

If teamed with the computer, you can command your ally to perform certain actions by pressing and holding button A or B for 10 frames (1/6 second). When this is done, the command given appears under the players's names.

After leaving the team menu, you must select a command set. There are five sets, identified below by ASCII representations of the "1p" and "C" symbols on the court diagram. Each set has four commands, two for when the ally has the ball, and two for when he is empty-handed. Choosing a set has another effect, as the ally tends to stick to the C position marked on the diagram.

```

      /-----|
      /      C  | With ball, A: Pass
      /      _|      B: Shoot
      /#      (_|
      /      1p  | No ball, A: Do a normal attack
      |-----|      B: Do any attack

```

```

      /-----|
      /  C      _| With ball, A: Pass
      /# 1p    (_|      B: Shoot
      /-----| No ball, A: Do a normal attack
      |-----|      B: Do a jump attack

```

```

      /-----|
      /      1p _| With ball, A: Do a high shot
                       B: Shoot

```

```

  /#           C (_|
  /           |      No ball, A: Do a normal attack
  |_____|      B: Do a jump attack

```

```

  /_____|      With ball, A: Pass
  /           |      B: Shoot
  /#    1p C (_|
  /           |      No ball, A: Do a normal attack
  |_____|      B: Get the ball

```

```

  /_____|      With ball, A: Pass
  /    1p    _|      B: Dunk
  /#    C    (_|
  /           |      No ball, A: Do a normal attack
  |_____|      B: Get a weapon

```

5. Venues

Here is a list of special features found in each court. The weapons in parentheses are available on the left and right side, respectively.

Niagara Falls/Nekketsu home court (trashcan, ladder)

-Jump on the back fence

New York (skateboard, ladder)

-Enter either underground passage to exit out the other one

-Jump on the underground passage roofs

U.S. Navy (random)

-Conveyor brings two random weapons at a time

-Conveyor affect weapons but not the ball or players

-Conveyor switches directions whenever a basket is made

Florida (rock, wooden box)

-Jump on the back wall

-Climb the two fences by jumping or holding up

Texas (rock, wooden box)

-Run into the horse's butt to get launched left or right randomly

-Jump on the horse's back

-Run into the horse's head to get knocked over

Hawaii (skateboard, ladder)

-Jump on the umbrellas to get launched left or right randomly

-Run into the tables to get knocked over

-Climb the HAWAII sign by jumping or pressing up

San Francisco (skateboard, rock)

-Jump on the hood/trunk of the blue car to get launched left or right randomly

-Jump on the cars

-Run into the cars to get knocked over

Las Vegas (skateboard, rock)

-Make a basket to stop the slots and get special scoring effects:

Triple cherry Basket value +1

Triple star Basket value x3

Triple 7 Basket value x5

Triple bomb Basket value x(-2)

6. Equipment

Defeat a team in Story mode and Kunio is awarded with a random gift of equipment. Thus, the team will gather 13 pieces of equipment before winning the tournament. The team's pool of equipment, as well as their prior wins, are stored in the password given between games.

There are 32 different items in the game, each falling into one of three categories. From top to bottom in the equipment menu, they are jersey, shorts, and shoes. Each player can wear no more than one of each type at a time. As with the character move names, I have translated the item names below to the best of my ability (i.e., inexpertly).

The randomness of the item gifts makes it hard to keep track of them if you can't read the Japanese script. As a remedy, I have listed each item by its identifying memory value in the "ID" column. You can use a debugger or memory watcher to read the contents of the addresses below as an alternative means to identify your items.

| Address | Contents |
|-------------|-------------------------|
| 0x00d3-00e2 | un-equipped items |
| 0x06e4-06e6 | Kunio's equipped items |
| 0x06e7-06e9 | Riki's equipped items |
| 0x06ea-06ec | Godai's equipped items |
| 0x06ed-06ef | Johnny's equipped items |

| ID | Equipment | Effect |
|----|------------------|--|
| 00 | Sparkly jersey | +3 Shoot |
| 01 | Rocket jersey | Dashing super shot becomes Rocket shot |
| 02 | Blues jersey | Shoot for the top basket by default |
| 03 | Armored jersey | +1 Stamina, -1 Speed |
| 04 | Level 2 jersey | Shoot for the middle basket by default |
| 05 | Sunny jersey | Dashing super shot becomes Giant shot |
| 06 | Shiny jersey | Dashing super shot becomes Slime shot |
| 07 | Dunker's jersey | Super shot becomes random, sometimes |
| 08 | Feather jersey | +3 Jump |
| 09 | Phantom jersey | max all stats |
| 0a | Sparkly shorts | +2 Shoot |
| 0b | Rocket shorts | ? |
| 0c | Utility shorts | +1 Shoot |
| 0d | Feather shorts | +3 Jump |
| 0e | Mach shorts | ? |
| 0f | T-back shorts | Dunk method A goes up to second basket by default |
| 10 | Blues shorts | +2 Shoot |
| 11 | Wrinkly shorts | max Stamina, -1 Power |
| 12 | Ogre shorts | max Power |
| 13 | Dyed shorts | +1 Speed |
| 14 | Phantom shorts | max Speed |
| 15 | Sparkly shoes | ? |
| 16 | Rocket shoes | max Speed |
| 17 | Air shoes | low-gravity jumps (high and slow) |
| 18 | Blues shoes | ? |
| 19 | Techno shoes | max Stamina, -1 Power, -1 Speed, -1 Jump, -1 Shoot |
| 1a | One-legged clogs | Keep jumping even after double jump |
| 1b | Jackpot shoes | all baskets give additional 2 points |
| 1c | Feather shoes | max Jump |
| 1d | Top clogs | max Speed |
| 1e | Dancing shoes | Initiate dunk method A from anywhere on the court |
| 1f | Phantom shoes | max all stats |

ff blank/no item

This document is my own work. Credit goes to Richard Hoelscher's website, which helped to get me started. You can also find a password generator there: <http://www.rahga.com/nsb/>

If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think. I still do not know what four of the items do; let me know if you figure them out.

If you are interested in 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

Any questions, comments, corrections or complaints should be addressed to the address below, with clear indication in the subject line that the email is concerning this FAQ.

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