

Rokudenashi Blues Walkthrough (JIS)

by doommaster1994

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ROKUDENASHI BLUES FAMICOM FAQ/WALKTHROUGH BY DOOMMASTER1994

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===== 1. Introduction =====

This is a FAQ and walkthrough for the game Rokudenashi Blues. It was written by Nick K., also known as Doommaster1994 which is me.

===== 2. Copyright =====

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===== 3. About the Game =====

Rokudenashi Blues is a manga about these high school students that fight each other. That's all I know about the manga. However, I'm certain there's more to than the manga than just guys fighting each other. The manga (as far as I am aware) was only released in Japan.

In 1994, TOSE Co., Ltd., a secretive Japanese game developer programmed two video games based on the manga; one of them for the Famicom (Japanese version of the NES) and the Super Famicom (Japanese version of the SNES). While both of these games are based off the same manga and developed/published by the same companies (TOSE/Bandai), they are both completely different games. The Famicom version which I will be walking you through is an action RPG, without most of the things that make an RPG frustrating for me to play through. These

include;

- * No huge @\$@ overworld maps.
- * Not too hard to figure out where to go.
- * Each character has their own music, so it doesn't get too annoying.

===== 4. Characters =====

There are four characters you can play as. I don't really know the anime and Wikipedia didn't show a couple of these, so I'm not sure who they're supposed to be.

- 前田 (Maeda = Taison Maeda)
- 千秋 (Chiaki = Chiaki Nanase)
- 小兵二 (Kohyoni)
- 中島 (Nakajima = Junichi Nakajima?)

===== 5. Locations =====

There are many different locations you can go to. Most of these don't have a real purpose.

- マンション (Mansion = Save your game)
- コンビニ (Conve - Convenience Store = Item shop)
- 公園 (Park)
- タツノコ (Tatsunoko = Training hall)
- 商店街 (Mall)
- 駅 (Station)
- 帝拳高校 (Teiken High School)
- 病院 (Hospital = Heal character)

===== 6. Walkthrough =====

WALKTHROUGH (MAEDA) =====

The main objective in this game (at least in order to beat it) is to win all of the fights scattered throughout the game (whilst running around some other places as well). This file will guide you through the game in order to beat it. There are four characters you can play as, but Maeda is the main part of the game. The other three are thrown in as bonuses, I guess to add to the replay value.

===== CHAPTER ONE =====

1. Go to the mall (商店街). Walk all the way to the end. You will see a blue door. Go into it. Follow the corridor into the restaurant (or whatever it is supposed to be, maybe an arcade?) Talk to the main at the bottom and a fight will start. To talk to him, walk up next to him and press A. Choose the first option (はなしかける). This is how you will talk to everyone else in the game.

2. After you've won the fight, you will see a passage that goes down. A man will be standing near the passage. Take that passage down. Talk to the man you see in the hallway and a fight will start. Now leave the mall. Do this by going down the stairs near where you just had the battle. Then take the next passage down.

3. Go to the Teiken High School (帝拳高校). I will simply call it High School throughout the rest of this guide. Before you can do anything, you will get into a fight. You can choose one of three replies (the third one avoids the fight.)
After the fight, go into the school by entering the gap between the two blue double doors. This is the main entrance and I will assume you enter and leave through this entrance throughout this guide.
Go to the end of the hall and there will be a passage leading downward. Go down the passage. Now there will be three different passage to choose from; a passage leading downward, to the right, and stairs going up. Take the passage on the right and enter the first classroom. When you enter there will be two men and two women. Talk to the woman at the top. She has a ponytail. After talking to her, go back out the main doors and go to the left. There will be a man and a woman. Talk to the man. Now go back into the school and go to the top level. To do this, go inside the school, go down the hallway and down. Now go up the two flights of stairs.
Now a fight will start. After you win, you will be given two replies to choose from. I choose the first one, but I don't know if the second choice will affect anything down the road. After that, talk to the three guys there. Now leave the school. Before you do, a girl will approach you. Again, I pick the first reply. In the future when you're given reply choices, I ALWAYS choose the first one, so you should probably, too. After this, do not leave the school yet.

4. Go to the right side of the school and there will be four doors, with the leftmost one guarded by a man. Talk to the man. After that go back into the school and talk to every single person in there. Maybe you only need to talk to certain people, but it seems I have to talk to every single person in order for the man to leave the door he is guarding. If anyone knows how to get him to leave the door exactly, please send me an e-mail. If you talk to everyone and he's still there, talk to everyone inside the school again. He should be gone then.
Anyway, go into the door he was guarding (the leftmost one) and a fight will start.
After finishing the fight, try to leave the school. At the gates there will be a man. Talk to him.

5. Go to the mall (商店街). You will see stairs going down and near it blue double doors. Go inside the double doors and there will be a cutscene. Now you will be returned to the map and the music will be all spooky!

6. Go to the high school (帝拳高校). When you get there, go back to that leftmost door on the right side of the school. You will be taken to a long cutscene which will run into a fight. After you win the fight, you get another long cutscene. Your character will wind up at the mansion. Save your game if you want.

7. Go to the high school (帝拳高校) again. Now enter the school. Go down the hallway and you'll see that guy at the end of the hall again. Talk to him and a fight will start.

8. Now, go to the second floor of the school and go to the hallway on the left. Enter the third room and talk to the woman. After that, leave the entire high school and go to the mall (商店街). There will be a man there

at your entry. Talk to him and then go back to the high school (帝拳高校). Before you can do anything, you will get into a fight.

9. Go to the high school (帝拳高校) and go to the top floor again. This time, talk to the man on the left (there will be another man standing right next to him.) After that, leave the high school and go to the station (駅). At your entry, you will see a blue door on the right of the screen. Go into the door for another fight. After winning the fight, you are brought back to the mansion once again.
10. Now you will go to another city. Go to the high school (帝拳高校). After entering the school, go down the hallway and go down the path at the end. You'll be back where the stairs are. Go right. You'll be in another hall. Enter the first blue double doors. There should be a woman in blue in the top-left corner and a green guy on the bottom right upon entering. Talk to the man. You will get a lengthy cutscene and after that, you will wind up in a different place.

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CHAPTER TWO
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Before we go on, here's a translation of the places in the new town:

ゲーセン (Arcade)
コンビニ (Convenience Store)
ホテル (Hotel)
公園 (Park)
レストラン (Restaurant)
ゲーセン2 (Arcade 2)
駅 (Station)
病院 (Hospital)
倉庫 (Warehouse)
きっさてん (Cafe)

1. You'll start at the station. Go down the right staircase that goes down, and talk to the man at the bottom. Now leave the station and go to Arcade 2 (ゲーセン2) and you will get a cutscene. Go to the park (公園) for another cutscene. Go to the Arcade (ゲーセン) for yet another cutscene. Finally, choose to go to the arcade again and go down the staircase which leads into the bathroom. You will approach a man urinating which leads to a fight.
2. Go to the warehouse (倉庫). You will get a cutscene which leads to a fight. Then after the fight you will get another cutscene. A long one, too. Then you will end up back in the first town.

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CHAPTER THREE
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1. You will be at the station. Leave and go to the mall (商店街). Go right until you see the blue double doors (just over the man you see when you first enter the town.) There will be a cutscene. Now go to the station (駅). When you get there, go up the stairs on the left and talk to the three guys at the top. Now leave and go to the mall (商店街). Go into the first set of blue double doors which go to the restaurant. You will get a cutscene. Now leave the restaurant and go to the left of the mall where you just entered. Now go down the stairs and you will get a cutscene which leads to a fight. After winning the fight you'll be taken

back to the mansion.

2. Go to the high school (帝拳高校) and go to the second floor of the school. When you get there, go into the left hallway and enter the last room. Then talk to the teacher. Now go outside the school and to the left of the school and there will be a man. Talk to him. After talking to him, he will leave.
Now go back into the school and go to the second floor. Then go to the right hallway and go into the first blue double doors. There will be three other guys in there. Talk to the one at the top. Then they will all be gone. Now go outside of the school. Near the main entrance will be five guys. Walk between the top two guys and a cutscene will begin. Now once again, go back into the school and go to the second floor. This time take the left hallway. Go into the third classroom (the blue double doors). Inside, talk to student/teacher (not sure what she is exactly). Now once again, exit the school. And once again... go to the left of the school. You will see a man lying on the ground. Talk to him. After that, go back to the second floor of the school and go to the right hallway. Enter the first classroom. At your entrance there will be a man next to you and another man sitting in one of the desks. Talk to the guy sitting in the desk. After that, leave the classroom and go to the top floor. You will get into a fight. After winning, you get a cutscene and are once again returned to the mansion.
3. Go to the station (駅). When you get there, attempt to go inside the blue door on the right. You will be approached by a woman. This will lead to a VERY long cutscene. After that, you are now in a new city.

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CHAPTER FOUR
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Now you will be in a new city. Again, before we start, I'll translate the places you can go to:

- 病院 (Hospital)
- 雷門 (Raimon)
- ゲーセン1 (Arcade 1... they actually put a 1 here this time!)
- きっさてん (Cafe)
- ゲーセン2 (Arcade 2)
- 中央公園 (Central Park)
- ホテル (Hotel)
- 駅 (Station)
- あずま (Azuma. There is a kanji next to it but I can't read it.)
- 西公園 (West Park)
- コンビニ (Convenience Store)

1. You will start off at the station. Talk to the man that you see on screen. Now the music will change. To get out of the station, go down and take the stairs on the left.
2. Go to the central park (中央公園). You will get into a fight. After winning the fight, leave the park.
3. Go to Arcade 1 (ゲーセン1). Again like the park, you'll get into a fight before you can do anything. After winning the fight you will get a cutscene which will take you to the docks.
4. Leave the docks and go to the cafe (きっさてん). Talk to the man that's near you. After that, go to Arcade 1 (ゲーセン1). You will get a cutscene but no fight. Leave the arcade. Now you will get a new choice on the map screen; Apartment (アパート). Go there and you will get a cutscene. Now leave the

apartment and go to the cafe again (きっさてん). Talk to the same man you talked to last time. Now go to the docks (あずま) for the final battle. After you've won the battle, that's it! You've completed Rokudenashi Blues! Now watch the ending and ending credits. Wait a minute... credits in a game developed by TOSE? That's odd...

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WALKTHROUGH (SENSHUU)
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This is probably the easiest (and shortest) part of the game. It all takes place in the school. There's no fights either, just cutscenes. Probably the easiest game you'll ever play at this point.

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CHAPTER ONE
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1. You start out at the school. There will be two men above you. Ignore them for now and go through the huge gap between the two blue doors to enter the school. Go to the end of the hall and walk down into the next room. Go right into the next hallway. Enter the first classroom and talk to the woman in front of you. Now go back outside to where the game started and talk to the man on the right. Select the first option.
2. Go back inside the school. Once again go down the hallway and go down the passage at the end of it. This time, go up the stairs. Then try to go up the next set of stairs and you will be taken to a cutscene. Again, choose the first option when you are given the two choices. Then you will end up in front of the left door on the right side of the school.
3. Go back inside the school. This time, I'm going to show you a different way inside the school. From where you're standing at the door, go down, then go left, and take the first passage up. Now enter the door and you will be at the fork; the left passage, the stairs, or the right passage. Take the passage to the right. Enter the first classroom and talk to the man on the top right of the screen. You will be given two different replies to choose from. They both affect your ending, but I don't know if it's in a negative or positive way. If you choose the second one, that's it. If you choose the first response, try to leave the high school after talking to the man. To leave the high school, go back to where you started the game and walk down. There will be a passage with a black gate on each side. Before you can leave, you will be taken to a cutscene. Again, you can choose a reply which affects your ending. The second reply not only gives you a different cutscene, but the credits are in a black background instead of a light blue background. The first reply ends up with the credits being in a blue background and happier music, so I assume that's the good ending.

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WALKTHROUGH (KOHYONI)
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(Note: If someone out there can help me, I always get a bad ending for this character. Maybe you're supposed to, but since the other characters have good endings, I assume this character should, too.)

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CHAPTER ONE
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1. You will start out in the mall. Walk all the way to the right and enter the very last passage, some stairs leading down. In the next room, just go down into the next room. Now go left and take the stairs going up. You will see a man guarding a blue door. Talk to him and a fight will start. After you win that fight, another one will start.
2. Go back down the stairs and take the passage at the bottom to leave the station. Now choose to go to the mall (商店街). At your entry, go down the set of stairs on screen. Now you will get in a fight. After winning the fight, you will get a cutscene and eventually wind up at the station in the second town.

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CHAPTER TWO
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1. Go down and you will see there are stairs on the left. Take them and you will be on the map screen. Choose to go to Arcade 1 (ゲーセン1). Before you can do anything you will get a cutscene which leads to a fight.
2. After that, go to the docks (あずま) and the final battle will start after a long cutscene. During this cutscene, you will be given two replies. The first one goes to the final fight, the second one gives you a bad ending. If you finish the final battle, it seems to lead to a bad ending. I don't know what you're supposed to do to get a good ending or if there even is a good ending, but at least you get the ending credits.

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WALKTHROUGH (NAKAJIMA)
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CHAPTER ONE
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1. You will start out in a classroom in the school. Leave the room and go down to the first level of the school. You can do this by simply going down once you leave the classroom. You will then be in a room with a couple staircases. When you depart the stairs you just came down from, take the left passage and enter the right door. You will get a cutscene.
2. Go back up to the second level of the school and take the left hallway. You will be back near the room you started the game in. Now go through the third door and talk to the woman inside it. Now leave the classroom and the hallway. Go up the stairs to the top of the school and you'll get another cutscene. Select the first option.
3. Now go back to the first floor and take the right hallway. Go inside the second classroom and talk to the woman. Now exit the classroom and go inside the classroom on the far right (last room). You can choose which ever choice you want, as it will lead to the next reply choices. Here, the first choice will give you the good ending, and the second reply will give you the bad ending.

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7. FAQ

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Note: Some of these questions are not very important/relevant and have been added just in case.

Q: How may I contact you?

A: My e-mail can be located at the top of this guide. I also have accounts all over the internet known as Doommaster1994.

Q: I have information I'd like to contribute to your guide. How do I do so?

A: Send me an e-mail. I'll look it over, and if your information helps, it will not only be added to my guide, but I'll give you full credit for it.

Q: Where can I find a ROM for this game?

A: Due to the rules on GameFAQs and for legal reasons, I cannot tell you.

Q: Okay, then. Can you send me the ROM image then, please?

A: No! If you ask me this, you will be blocked by me. Again, for legal reasons, I cannot help you in this matter.

Q: Fine, what about a physical copy of the game?

A: I believe I can answer this question. Check your local game stores (if they sell imports) or eBay will be your best bet.

Q: Do you own a physical copy of the game?

A: Yes. I have recently made a policy that I will only make walkthroughs on games that I own. Of course, I will bend the rules for some games.

Q: What does Rokudenashi Blues translate to?

A: Google Translate says Rokudenashi is "b@t4rd" and Wikipedia says it's "Good-For-Nothing", so I assume it's just an insult word. Blues is an English word, usually known as a type of musical style, but also depicts sadness.

Q: I hate the school sections since I have to go through every room and talk to ever person. Is there a way to get around this?

A: I think so. I think you are supposed to only talk to certain people, but I don't know how exactly.

Q: I thought you normally hate RPGs. Why did you bother playing through this game?

A: Because I didn't think anyone else would. Also, there's not a huge overworld map like most other RPGs. You just select from a few locations, and even then, there are a few you don't need to go to unless you need health or have to power up.

Q: Do you speak Japanese?

A: I can't speak it, but I can read hiragana and kanji, and can only translate katakana. I can translate a little bit of hiragana and kanji, but not much.

Q: What do you like best about this game?

A: That this is actually a pretty simple RPG to play through. There's no huge overworld map.

Q: What about what you like the least?

A: It's an RPG...

Also, the school sections since I don't know who I'm supposed to talk to to trigger the events. It's tedious.

Q: All of the game's developers use aliases in the credits. What are their real names?

A: I only know the composer Mitsuto.K is Mitsuto Suzuki. TOSE (the developer) did not believe in giving credit to their staff, and when they did, they used aliases to prevent other companies from hiring them.

Q: Is there really a guy on the cartridge giving the middle finger?

A: Yes, there is. The guy in the middle to be exact.

Q: How do you know TOSE developed the game? Their name isn't anywhere in the game.

A: That's because TOSE was a secretive company. Many online sources prove that TOSE is indeed the developer.

Q: The graphics in this game look like the Dragon Ball Z games on Famicom.

A: That's because TOSE developed them, so they probably had the same graphic staff with them.

Q: Was this the last Famicom game ever made?

A: No, I believe Wario's Woods (Wario no Mori in Japan) holds that record. However, this game WAS one of THE last games made, being released in October 1993, ten years after the Famicom was released.

Q: Hello, we are (video game site).com. May we use your guide on our website?

A: If you want to use my guide on your website, I simply ask that you contact me.

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8. Cheats

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Here are some Pro Action Replay (PAR) codes I produced for this game. They can be used on most emulators (I prefer FCEUX 2.2.2). To use these codes in FCEUX, first, load the game in the emulator. Then click on Tools > Cheats. Under the address field, put down the address you wish to use, then in the Val field, enter the value you want to set it as.

ADDRESS	EFFECT
0518	Enemy's Health
0550	Hit Meter 1
054F	Time Limit 1
0552	Hit Meter 2
0554	Time Limit 2
05AD	Money 1
05AE	Money 2
05E3	Your Health
05E5	Your Stamina

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9. Special Thanks

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Thanks to TOSE for developing the game.
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Thanks to GameFAQs for hosting this guide.
Thanks to my friends and family for the support.