

The Gorilla Man FAQ/Strategy Guide

by LastBossKiller

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The Gorilla Man (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: Pixel
Publisher: Yonezawa PR21 Release: Japan in 1993

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Introduction

The Gorilla Man is a board game for the NES/Famicom, based on a manga series. Gorilla Man is the nickname for a boy named Ikedo Sadaharu, a high school kid that looks a lot like a gorilla. This game features several characters from the manga series, which includes other students at the high school and teachers. You don't get to play as Gorilla Man, he just makes semi-frequent appearances to harm or help you.

The game itself has decent production quality. However, the outcome of the game is mostly determined by the luck of your dice rolls. There are a few portions of the game where you can make decisions, and the computer AI is so stupid in these parts that you can try to get a lead by playing smarter than the computer, but mostly you are just depending on luck.

A few annoying problems/glitches with the game. First of all, if a character gets 0 HP, they get a game over. But the game completely ends, even for all the other players. So if you're playing against 6 computer opponents and one of the computer players gets 0 HP, the game ends, preventing you from having the ability to win and view the ending. So in essence, you need to worry about making sure that none of your opponents lose all their HP if you want to beat the game. Secondly, after two of the scenarios end and you've seen the ending graphics, the game will go to a black screen and freeze. Not really a problem since you can just reset if you want to play more, but it might confuse you if you don't know what to expect. This occurs on the actual physical Famicom cartridge, not just on emulators.

Although the game is only in Japanese, you should be able to play through it no problem with this guide as reference.

Characters

Each player starts with different stats. Therefore, some players will be easier to win with than others. In scenarios 1 and 3, Nimura is the best character since he starts with the highest EV value. In scenario 2, Fujimoto is the best character since he starts with the highest HP value.

Fujimoto (藤本 - ふじもと) Starting Stats: Scenario 1 and 3: 30 EV, 45 HP
Scenario 2: 10 EV, 50 HP



Nakajima (中島 - なかじま) Starting Stats: Scenario 1 and 3: 35 EV, 35 HP
Scenario 2: 10 EV, 45 HP



Nimura (仁村 - にむら) Starting Stats: Scenario 1 and 3: 45 EV, 30 HP
Scenario 2: 10 EV, 35 HP



Abe (阿部 - あべ) Starting Stats: Scenario 1 and 3: 40 EV, 30 HP
Scenario 2: 10 EV, 40 HP



Tanabe (田辺 - たなべ) Starting Stats: Scenario 1 and 3: 35 EV, 25 HP
Scenario 2: 10 EV, 30 HP



Tsuruta (鶴田 - つるた) Starting Stats: Scenario 1 and 3: 40 EV, 35 HP
Scenario 2: 10 EV, 35 HP

How to Play

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There are three scenarios to choose from. Each scenario is almost identical, except that the ending will be different for each. Aside from a different ending, scenarios 1 and 3 are identical. To win scenario 1 or 3, you must finish with the highest EV point value out of all the players. To win scenario 2, you must finish with the highest HP value.

Getting Started

On the title screen, you will see two options: PUSH START and CLICK_P. If you select CLICK_P, the game will ask you to "Click here", and none of the controls will work. I suppose it is compatible with another accessory such as a mouse, and you would then be able to play using the optional accessory instead of the Famicom controller, but I haven't been able to confirm this yet.

After pushing start, you will see two options:

- シナリオモード - "Scenario Mode". The regular game mode.
- パーティーモード - "Party Mode". Play some of the mini games against your friends. You can choose between the スポーツコース ("Sports Course"), which features the Arm Wrestling, Baseball, and Racing mini games, and the ギャンブルコース ("Gambling Course"), which features the gambling mini games.

After choosing the "Scenario Mode", you will be asked to choose which scenario you want to play out of three options:

- Scenario 1: 退学なんていやだ! - "Dropping Out of School is Terrible!"
- Scenario 2: 謎の美少女 - "The Mysterious Beautiful Girl"
- Scenario 3: めざせ! 白武高校革命 - "Take aim! The Shira Take High School Revolution"

After choosing a scenario, you will have to choose the number of human and computer players. You must have a minimum of four players total (human and computer combined), and a maximum of six players is allowed. Finally, you will choose which of six characters you will play as. See the "Characters" section of this FAQ for an overview of the characters.

The computer characters will be chosen randomly. Select "OK" to proceed with the characters as selected, or choose "NO" if you want to redo the character selection (and have the computer choose different characters).

Next, you will be asked to select how many days the game will last. Choose a number between 1 and 6. Each day will be a lap through the same series of maps. It doesn't matter how many days you choose, you will get the same ending. The longer the game lasts, the more you can outwit the computer in some sections to get a lead, but also the more chance there is that a character reaches 0 HP, forcing the game to end prematurely.

You will get a description of the scenario, and then the game finally begins.

Game Flow

The main portion of the game deals with moving around a game board, hoping that the dice rolls cause you to land on spaces that give positive effects and reach the end of the board before your opponent for a bonus. In between these game board portions are various other events. These events are described in the order that they occur in this section.

Card Selection 1:

When the game begins, each character will choose a card. The card will affect the character in a positive or negative way. The possible cards you might choose are:

- HP -4
- HP -5
- HP +4
- EV -5
- EV +5
- EV -5 and HP -5
- Gold -40
- Gold -80
- Gold -150
- Lose a turn

Map 1:

The first game board is centered around trying to get to school. There is no strategy to this section, you just roll the dice, move the number of spaces indicated on the dice, and hope for a positive result. The first three players to reach the end will receive bonus EV points, and the remaining players will lose EV points. The game board immediately ends when three characters have reached the "GOAL". The values for reaching the end are:

- Arrive 1st: EV +8
- Arrive 2nd: EV +6
- Arrive 3rd: EV +4
- Other players: EV -4

Players who have arrived at the goal will still get their turn while waiting for the other characters. Instead of moving, they will get bonus points applied to one of their stats. The bonuses are determined by a dice roll, and the effects are as listed below:

- Roll 1: EV +1
- Roll 2: EV +2
- Roll 3: HP +3
- Roll 4: HP +4
- Roll 5: Gold +50
- Roll 6: Gold +60

See the "Maps" section of this FAQ for a description of the effect of landing on each space on the game board.

Finally, note that there is a "Gang Fight" mini game that can occur at a few locations on this board. See the "Mini Games" section of this FAQ for a description.

Card Selection 2:

After finishing the first game board, each character will once again choose a card. All of these cards will effect your EV stat. You will either get an increase or a decrease in EV. The values you might receive are anything from gaining 3 EV to losing 8 EV.

Map 2:

The second game board takes place at school. There are several mini games within this map: Quiz, Racing, Baseball, and Arm Wrestling. See the "Mini Games" section of this FAQ for a description. There are forks in the path at which you will randomly choose a direction (you press A to stop an arrow that is cycling between the different paths). Depending on which directions you go, you might have a longer or shorter path to the goal. You want to reach the goal as soon as possible, but this time you don't get an EV bonus. Instead, you enter the classroom faster by arriving soon, which gives you the ability to claim more desks ahead of your opponents. This "desk claiming" process is explained in more detail in the following section.

The classroom section of the game will begin for the players that arrive to the classroom even while the stragglers are still trying to reach the goal on map 2.

Classroom:

When you first enter the classroom, you select a desk from the bottom row of desks. The desk will become the color of your character, so you have claimed it. Depending on which desk you select, you will get a random effect, which could be positive, but is more often negative in this section. On each subsequent turn, you will move ahead by one row, selecting a desk randomly by stopping a cycling arrow, which can stop on the desk in front of you, or the ones to the left and right of that one. Each claimed desk results in another effect. After you have reached the final row, you will move to the top of the screen. After that time, you can select any desk in the room during your turn.

The desk claiming process will continue until all desks are claimed. Then the classroom portion of the game ends, and each character receives 2 EV points for each desk that they have claimed.

When moving forward to the next row of desks, if you land on a desk that is already claimed by another player, then you will give two of your EV points to that player. If another player is sitting in the desk that you select, then you will simply not move for that turn.

Below I list the different effects that you might get when selecting desks in this portion of the game:

- Quiz mini game (there are several desks that give this result)
- Lose a desk (there are several desks that give this result)
- Gain a desk
- Diligently study your classwork. EV +3
- Nothing
- Get an item card (looks like a business card with your name on it). This negates the EV deduction that you would receive if you land on a square in which you are yelled at by Sensei Kawano.
- Get an item card (shows a picture of the dog Arnold). This negates the HP deduction that you would receive if you land on a square which results in the Gorilla Man getting angry at you.
- Gorilla Man gets angry at you. HP -10 (there are two desks that result in this)
- Arm Wrestling mini game
- Forgot your homework. EV -3, HP -2
- Find kusa-ben. EV -3, HP +2
- Caught sleeping at your desk. EV -3
- Receive card from a secret admirer. HP +5
- Baseball mini game
- Racing mini game
- Lose your textbook. EV -2

Map 3:

The theme of the third and final game board is centered around finding a part time job. There are a few spaces on the board where the game will force you to stop. One is a casino in which you can play one of four gambling games (see the "Mini Games" section for a description). Another is a ramen shop, where you can buy different bowls of ramen to get stat bonuses. You can only buy one item from the ramen shop no matter how much money you have, so spend the maximum amount that you can to get the most bonus points possible. The cost for each bowl of ramen and the resulting stat upgrades are shown below:

Item	Cost	Stat Bonus
Yakiniku Ramen (ヤキニクラーメン)	380	HP +16, EV +8
Chashumen (チャーシューメン)	250	HP +12, EV +6
Miso Ramen (みそラーメン)	190	HP +8, EV +4
Shio Ramen (しおラーメン)	120	HP +6, EV +2
Shoyu Ramen (しょうゆラーメン)	90	HP +4, EV +1
Eat nothing (なにもたのまない)	0	None

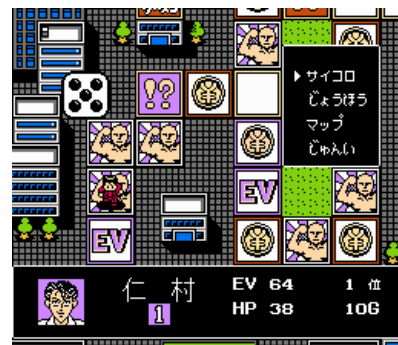
The first three players to reach the goal will get bonus EV points. The first, second, and third players to arrive will get EV bonus points of 8, 6, and 4, respectively.

The map will immediately end when three players arrive at the goal. If you chose to play for multiple days, then the game will continue, repeating the same series of events again as described in these sections.

Stats and Menu Options

When it is your turn to act, you will see the screen shown to the right. The window at the bottom of the screen shows your stats. On the left side of the window is your character's name, and below the name is shown a number or the letter "C" to signify the player who is controlling this character (or if it's the computer). Here is a description of the player stats:

- EV: In scenarios 1 and 3, the player who finishes the game with the most EV points will be declared the winner. In scenario 2, the EV points have no significance.
- HP: If this value reaches zero, the player will lose and the game will immediately end. In scenario 2, the player who finishes the game with the most HP will be declared the winner.
- G: Gold is the currency in this game. It is only used to purchase ramen from the ramen shop on the last game board.
- 位: This symbol represents your "rank". It determines which place you are currently sitting in compared to your opponents.



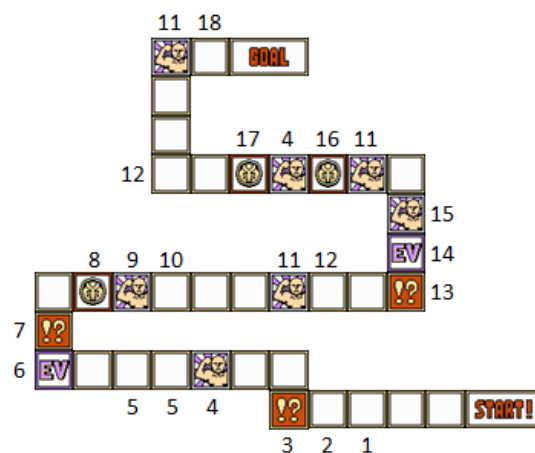
In the upper-right window of the screen shown to the right are some command options. The only one you really need to use is the top option, which rolls the dice and causes you to move. The other options are simply for checking stats or seeing the game board map, so you don't really need to use them. A description of the options is given below:

- サイコロ - "Dice". Roll the dice and move the number of spaces indicated.
- じょうほう - "Information". This allows you to view the stats of the other players. Select もどる ("Return") when you are finished browsing.
- マップ - "Map". Shows the layout of the current game board and the positions of the players.
- じゅんい - "Order". Shows the order in which players will take turns.

Maps

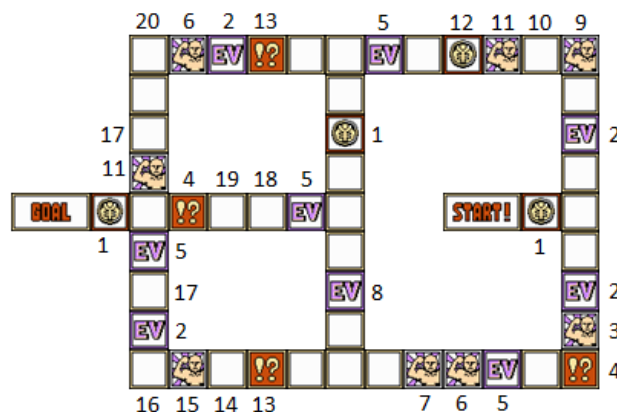
Map 1:

- 1) You missed the train. Lose 1 turn.
- 2) You missed the train. Move back 2 spaces.
- 3) You ride the express train. Move 1 extra turn.
- 4) Speak with Kaori. HP +5.
- 5) You talk too long with your friends. Choose 1 other player and you both move back 2 spaces.
- 6) Sit next to your friend. EV +5.
- 7) You have diarrhea. Lose 1 turn.
- 8) Find 50 gold.
- 9) Gorilla Man buys you a drink. HP +2.
- 10) The train is late due to an accident. Move back 3 spaces.
- 11) Gang fight mini game. Win (lose) the fight -> HP +5 (HP -5).
- 12) You fell asleep on the train. HP +2 and lose a turn.
- 13) Gorilla Man gives you a ride on his bike. Advance 3 spaces.
- 14) You're mistaken for a pervert. EV -5.
- 15) You meet a cute girl. HP +3.
- 16) You treat Gorilla Man to some drinks. Gold -100.
- 17) Lose 50 gold through a hole in your pocketbook.
- 18) Get off the train too early. Go back 3 spaces.



Map 2:

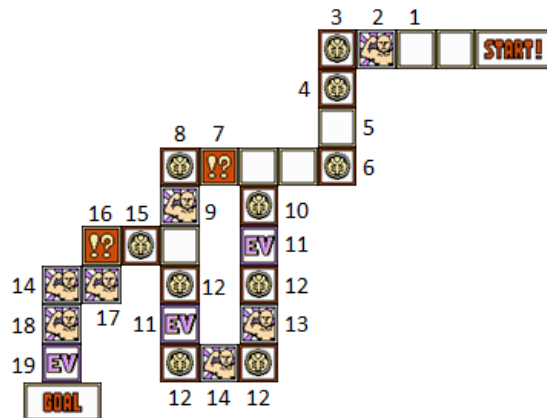
- 1) Find 50 gold.
- 2) Quiz mini game. Correct (wrong) answer -> EV +5 (EV -5).
- 3) Letter from a secret admirer. HP +5.
- 4) Play a prank on Sensei Machiko. EV -3, HP +2.
- 5) Get yelled at by Sensei Kawano. EV -3.
- 6) Baseball mini game. HP change dependent on outcome.
- 7) Gorilla Man gets angry at you. HP -10.
- 8) Perform your classwork diligently. EV +3.
- 9) Meet with Kaori. HP +5.
- 10) Clean with everybody. EV +3, HP -2.
- 11) Race mini game. HP change dependent on outcome.
- 12) Lose 50 gold through a hole in your pocketbook.
- 13) Perform cleaning duties. EV +3, HP -2.
- 14) Chased by Arnold. Lose a turn.
- 15) Arm wrestling mini game. Win (lose) -> HP +5 (HP -5).
- 16) Bungee jump from the roof. Move back 4 spaces.
- 17) Get lectured at by the principal. Lose a turn.
- 18) Get lectured at by the janitor. Lose a turn.
- 19) Go fishing with everybody. All players lose 5 EV.
- 20) Conflict with Fujise. Lose a turn.



Map 3

- 1) The candy store owner's milk made you sick to your stomach. Lose a turn.
- 2) Gorilla Man gets angry at you. HP -10.
- 3) Find 50 gold.
- 4) Lose 50 gold through a hole in your pocketbook.
- 5) Chased by Arnold. Lose a turn.

- 6) Gambling mini game. Gain or lose gold depending on outcome.
- 7) You dropped something. Go back 2 spaces.
- 8) Play big or small. Win gold dependent upon outcome.
- 9) Meet with Kaori. HP +5.
- 10) Late for work. Gold -50.
- 11) Get yelled at by Sensei Kawano. EV -10.
- 12) Get payed for part time job. Gold +30 times your dice roll.
- 13) You hate your job. HP -3.
- 14) Conflict with the Yakuza. HP -5.
- 15) You treat Gorilla Man to some drinks. Gold -100.
- 16) Ramen shop. EV and HP bonus dependent on item purchased.
- 17) Meet a cute girl. HP +3.
- 18) Gang fight mini game. Win (lose) -> HP +5 (HP -5).
- 19) You're mistaken for a pervert. EV -5.



Mini Games

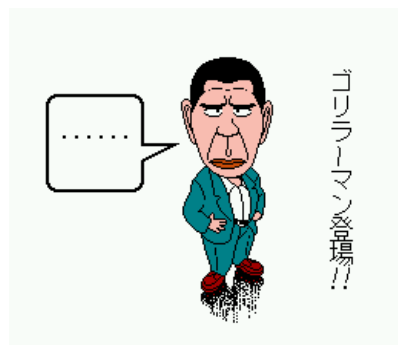
Gang Fight



A cursor moves along the bar at the center of the screen. Press A to try to stop the cursor while it is in the dark red section of the bar. If you time it so the cursor is in the dark red section, you will damage the opponent, as indicated by the red bars appearing under their portrait. It will do more damage if it stops at the exact center of the dark red portion. If the cursor stops in the light red section, you will be damaged a little instead (the opponent counter-attacks). If it stops in the white section, you simply miss.

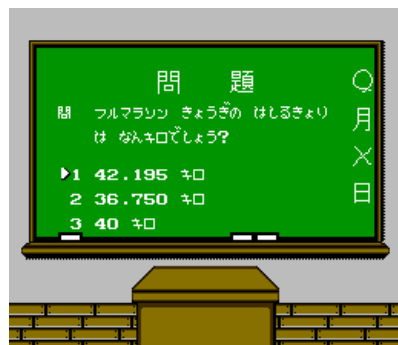
You and your opponent will each get three opportunities to attack. After all turns have passed, the winner will be decided by who is damaged the least. If you win, you gain 5 HP. If you lose, you lose 5 HP.

Occasionally, Gorilla Man might appear before the battle.



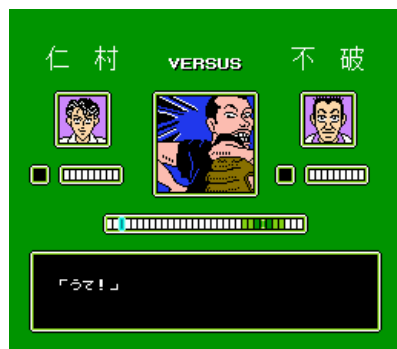
In the event he appears, he will fight in your place and easily defeat the opponent for you, nabbing you an easy 5 HP.

Quiz



A quiz question will be shown (in Japanese of course), with three multiple choice answers to choose from. Select the correct answer to gain 5 EV. If you select the wrong answer, you lose 5 EV.

Baseball



In this mini game, you are a batter trying to hit a ball in a baseball game. A cursor will move across the bar at the center of the screen, and you need to press A to try to stop the bar at the center of the dark green area of the bar. If you stop the cursor in the white area, you get a strike and lose 1 HP, but as long as you have less than three strikes, you will get another turn. If you stop the ball in the light green area, you will either hit a pop fly and get out, resulting in losing 3 HP, or you will hit a single, resulting in gaining 2 HP.

If you stop the cursor in the dark green area, you will hit a double, gaining 3 HP. If you stop it at exactly the center of the dark green area, you will hit a home run and gain 8 HP.

Occasionally, Gorilla Man will show up to pitch against you. The rules will be the same in that event, except the cursor will move a lot faster.

Racing

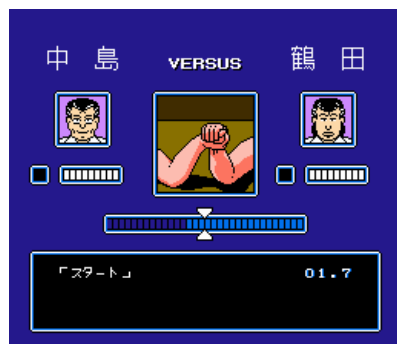


All players race against each other. Tap A as fast as you can to race across the screen. You will gain or lose HP depending on which place you finish the race in. The HP change for placing in each position is listed below:

- 1st place: HP +5
- 2nd place: HP +3
- 3rd place: HP +1
- Last place: HP -3
- If there are more than four players, finishing in 4th or 5th results in no change in HP.

You have to wait for the game to say スタート ("Start"). If you start tapping A before that, you will get a false start penalty and the race will be delayed. There is no real penalty for performing a false start.

Arm Wrestling



Choose a player to arm wrestle against. Both players will tap A as fast as they can. A blue bar at the center of the screen will indicate which player is tapping A faster. If the bar reaches one end, then the corresponding player will win the arm wrestling match. However, if it takes too long, the winner will be decided depending on which direction the bar is closer to reaching. A tie is possible.

The winner gains 5 HP, and the loser loses 5 HP. You have to wait until the game says スタート ("Start") before you start tapping A, or else you will get a false start penalty, resulting in a delay in the beginning of the match. There is no real punishment for getting a false start penalty.

Gambling

On the third game board, you will be forced to gamble in a casino. You have four different games that you might play depending on where you stop a moving cursor. Each casino game is explained below.

Horse Race:



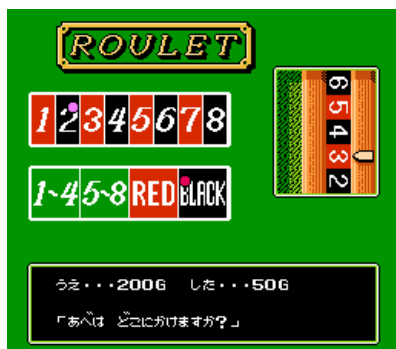
Select one of the six horses. The price listed will be the amount you win if the horse wins the race, and it will be the amount you lose if your horse loses. The values have nothing to do with the odds of the horse winning, it is all completely random as far as I can tell.

Big or Small:



A card is shown. You need to choose if the face down card is higher (BIG) or lower (SMALL) than the card shown. If you guess correct, the amount shown on the right side of the screen will be doubled. You can then choose if you want to continue playing (はい) or quit (いいえ). If at any point you guess wrong, the game ends and you don't get any money. If you choose to stop playing, you get the amount of money shown on the right side of the screen. The maximum amount of money you can gain is 160 gold.

Roulette:



Place your token on the area that you want to bet. If you choose one of the numbers in the top row, you will gain 200 gold if the roulette wheel stops on your number, but you will also lose 200 gold if it lands on any other number. If you bet on one of the bottom row positions, you will gain 50 gold for guessing correctly, and lose 50 gold if you guess incorrectly.

Slots:



You get one spin on a slot machine. After spinning, if all three of the pictures are different, you gain nothing, but you also lose nothing. If two or more of the pictures are the same (in any order), you will gain or lose money based on the values listed below:

- Crotchety old man (x2): Gold -50
- Crotchety old man (x3): Gold -90
- Arnold the dog (x2): Gold -40
- Arnold the dog (x3): Gold -80
- Gorilla Man (x2): Gold +40
- Gorilla Man (x3): Gold +80
- Kaori (x2): Gold +50
- Kaori (x3): Gold +90

Strategies

For the most part, your success in this game is determined by the luck of your dice rolls. However, there are two sections in the game where you can use your wits to gain an advantage over your opponents. These are the classroom and the casino. I explain strategies below.

Classroom

Two things under your control in the classroom. One is selecting your desk at the beginning, and the other is selecting desks when you reach the top row.

If you reach the classroom before the other players, you want to select your starting desk to be one that will allow you to claim desks that will be in front of your opponents so that they land on your desks and donate their EV points to you. The computer almost always selects desks on the left side of the screen, so I suggest you select the desk that is the second one on the left side (meaning not the one farthest to the left, but the one next to it). This way, the computer is likely to select the two desks to your left and right to start at, putting them in prime position to move onto your desks.

If you reach the classroom later than other players, select your desk to be as far from the other players desks as possible.

When you get to the top row of desks in the classroom, you will be able to claim any unclaimed desk in the classroom on your subsequent turns. Since most of the effects from selecting desks are negative, I suggest you try to avoid desk effects. This is possible in the following case: some of the desks will have an effect that forces a player to discard one of his desks. The discarded desk can then be claimed by a different player, but the player that claims it won't get an effect from claiming the discarded desk. Therefore, pay attention to which desks have been discarded and claim those during your turn.

Casino

The casino games are silly because the amount of money you can gain or lose is completely out of balance with the odds of winning the games. The horse racing and roulette wheel are games where you can minimize any damage to yourself by making smart choices.

In the horse race, the winning horse is random. You have a 1 in 6 chance of guessing the correct horse. However, if you guess correct, you simply gain the amount of money that you wagered, rather than 6 times your wager. This is a terrible bet statistically speaking, so it is wisest to select the horse that requires wagering the lowest amount to minimize your losses.

The roulette wheel is by far the best game for you to play in order to screw over the computer opponents. This is because betting on individual numbers is really stupid statistically. You have a 1 in 8 chance of guessing the exact number correctly, but you don't gain 8 times your wager for guessing right. You just double your wager. Even worse, the wager amount is a whopping 200 gold. So you should always choose one of the options in the bottom row, which are good bets statistically (you have a 1 in 2 chance of guessing correctly, and you gain the appropriate two times your wager for guessing right), and the wager is small at 50 gold. The thing is that the computer tends to make the stupid 200 gold wager on the individual numbers. So if you play roulette a couple times in a playthrough, most of your opponents will probably get wiped out of all their money. Then they won't be able to get the stat bonuses from buying ramen, but you will, getting yourself a chance to get ahead.

Conclusion

Hope you enjoyed Gorilla Man! If you have something to contribute, questions, or suggestions, please email me at lastbosskiller@gmail.com.

Thanks to the NES FAQ Completion Project participants, the writers at GameFAQs, and the individuals who've contacted me to say thanks for all the fun and support!

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