

# Shin Nekketsu Kouha (Import) FAQ/Walkthrough

by Ominae

Updated to v3.2 on Sep 27, 2006

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Shin Nekketsu Kouha: Kunio Tachi No Banka  
(New Hot Blooded Tough Life: Kunio's Eulogy) by Technos Japan Corp.  
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System: Super Famicom (SFC)

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Type of Document: FAQ/Walkthrough (General)

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## CONTACT LINE:

Please contact me at my e-mail, which is [arcamdunit@yahoo.com](mailto:arcamdunit@yahoo.com), if you have the following

- Questions
- Suggestions
- Corrections
- Comments
- Tips
- Things that I may have missed out

Don't forgot to put Shin Nekketsu Kouha Kunio Tachi No Banka FAQ as the subject of your e-mail

Otherwise, I will ignore your e-mail as spam mail

NOTES: PLEASE, PLEASE PUT THE NOTED SUBJECT ABOVE WHEN YOU E-MAIL ME AND TAKE MY WARNING VERY SERIOUSLY!! I HAVE HAD SOME E-MAILS IN WHICH THE SUBJECT LINE WAS NOT COMPLETE OR UNAPPROPRIATE!! I JUST HAD THEM IMMEDIATELY DELETED AND I WON'T HESITATE TO DO THE SAME THING TO YOURS AND I MIGHT BLOCK YOUR E-MAIL ADDRESS! SO, PAY ATTENTION TO THEM OR ELSE...

(In other words, when you have to ask/comment/suggest/correct/hint/tell me something in the e-mail, it has to be something that's not either found in this FAQ or what should be in this FAQ. Thank you very much.)

Table of Contents:

- I. Version
- II. Story
- III. Controls
- IV. Main Menu
- V. Passwords
- VI. Characters
- VII. Enemies
- VIII. Moves
- IX. Walkthrough
  - a. DETENTION CENTER
  - b. NEKKETSU HIGH SCHOOL
  - c. HANAZONO HIGH SCHOOL
  - d. AMUSEMENT PARK
  - e. HIGHWAY TRAVEL 1
  - f. PIER 13
  - g. HIGHWAY TRAVEL 2
  - h. ROPPONGI CITY
  - i. HIGHWAY TRAVEL 3
  - j. SHINJUKU CITY
  - k. MAIN ROAD TRAVEL
  - l. IZU
  - m. ENDING
- X. Credits

I. Version

1.0

- My 1st version of this FAQ
- Half of Walkthrough now complete

1.1

- Made correction in copyright notice
- Little update in Walkthrough

## 1.2

- Updated controls for motorbike part
- Made correction in Story
- More than half of Walkthrough complete

## 1.21

- Updated contact line

## 1.22

- Made typo correction in Walkthrough
- Revised one sentence in Story

## 1.23

- Yaay!! Walkthrough's complete
- Revised Kunio's stats in Characters
- Completed Moves List
- Made typo adjustments in Controls and Moves
- Added and completed Enemies section
- Edited first part of Walkthrough
- Fixed some parts of Walkthrough
- Updated Controls

## 1.24

- Updated Walkthrough...again
- Updated Controls for the second time
- Updated Credits

## 1.25

- Realigned some words in Table of Contents
- Fixed Credits

## 2.0

- Revamped first half of this FAQ (Thanks to a darn error!!)
- Made correction in Walkthrough
- Added headings in Walkthrough

## 2.1

- Made typo corrections in Walkthrough
- Made typo corrections in Characters

## 2.2

- Updated upper heading

## 2.3

- Made more typo corrections

## 2.4

- Made one more typo correction

## 2.5

- Updated Legal Notice

## 2.6

- Updated Legal Notice

## 2.7

- Made some additional info on the Contact Line
- Updated Walkthrough (A little)

## 2.8

- Added translation to title
- Changed "Student Gangsters" to "Yankee Students" in Enemies Section
- Made little typo adjustment
- Updated Story, Characters & Walkthrough Sections (A little)
- Updated Credits (A little)

## 2.9

- Updated Table of Contents

## 3.0

- Updated Legal Notice

## 3.1

- Changed Legal Notice
- There won't be any more major updates here, perhaps only to correct some mistakes and for other sites who are willing to sponsor my FAQ. Otherwise, I'll soon upload a Final Version of this guide.

## 3.2

- Added ASCII text
- Last version of this FAQ/Walkthrough, no updates will be provided.

## II. Story

A hit and run accident has occurred in Central Tokyo. Police officers have later blamed the accident on students Kunio of Nekketsu High and Riki of Hanazono High School. Caught and arrested, officials have instructed the authorities to detain the offenders at the local detention center. Jailed, Kunio and Riki must escape the detention center and follow clues around Japan to prove their innocence before it's too late.

## III. Controls

During side-scrolling part:

Directional Pad - move around screen

Y - Punch

X - Back Attack

B - Jump

A - Kick

Left Trigger - Guard

Right Trigger - Same (See Left Trigger)

Select - Switch character (If you have more than 1 character)

Start - Pause game

B - Climb ladder (when near one)

B + Directional Pad down - Land with your feet

B + Y - Grab while standing (onto ledges, etc.)

Directional Pad (rapidly pressed left/right) and B + Y

- Running grab

During motorbike part:

Directional Pad left and right - move motorbike

Y - Instant brake

X - Brake

B - Accelerate

A - Brake

Left Trigger - Side Kick to Left

Right Trigger - Side Kick to Right

#### IV. Main Menu

When you load the game, you'll see the following:

1P Start - You'll play the game with one player

2P Start - Same thing, except with two players

\* Before you select either of these modes, use the Directional Pad to choose which difficulty to play (Easy and Normal)

1P Continue - Resume where you left off with one player

2P Continue - Same thing, except with two players

When you die, you'll see the following:

1P Continue - Continue from where you left off for one player

2P Continue - Same thing, only for two players

End - Exits screen and goes back to the main menu

#### V. Passwords

To continue your journey, you'll need Passwords. In order to find one, pause the game. You'll see them in the lower right corner of the screen. Take note and jot down what the password is.

At the main menu, select either 1P/2P Continue and press Start. The password option will work. Input the numbers and press Start after you're done. Then, you're start where you left off.

#### VI. Characters

Kunio:

- The hero of the game. Was arrested and thrown in the slammer by the police for being involved in the hit and run accident. Later broke out of jail in order to find out who was responsible for sending him there in the first place.

Riki:

- The second hero of the game. Was also arrested and thrown in the slammer alongside Kunio for his involvement. Also broke out with Kunio to find clues and track down the real culprit.

Misako:

- The girl of Kunio. Was rumored to be linked to Daiki, but was false. She'll join the pack after taking care of business in Nekketsu High School.

Kyouko:

- Riki's girl. Harassed by Ryuuta on the rooftop of Hanazono High School, but was later rescued by Kunio and the gang. She'll also join up after you're done with things in Hanazono High.

Gouji:

- The tough guy in the detention center. He'll be a pain in the neck in the first place. But after rearranging his face, he'll come to his senses and assist Kunio and Riki in breaking out of jail.

Tooru:

- One of Gouji's "buddies". You'll also face him. But later, he'll help you alongside Gouji and the other guy to facilitate your escape from jail.

Hiroshi:

- An ally of Kunio and Riki in the other games. He'll provide you the details of the condition of what's happening to Nekketsu High and as well as to the rumors that were happening in the city while you're in jail.

Takayama:

- The snooty warden of the jail. He'll be one of the bosses that you'll encounter. But later, he'll be an ally later in the game when he investigates the details of the accident and finds out who was responsible for setting Kunio and Riki up.

Mamoru:

- The son of Takayama. He'll assist you in your getaway when you meet Takayama outside Nekketsu High. Later, he'll provide details on who was responsible for framing you for the hit and run accident, as well as who are "the big shots" playing around with the recent events after Kunio and Riki were arrested.

Nobu:

- One of the students who escaped from the amusement park. Warned Riki about Ryuuta, who forced most of the students from major secondary schools to work against their will.

Ryuusaku:

- A student in Hanazono High. Loafing around the amusement park at first, he'll eventually give information about the first known location of Shinji and about the presence of Ken in the amusement park.

## VII. Enemies

In this game, you'll face various enemies as they try to stop Kunio and company from reaching their main objective. You'll see the various types of bad guys (and gals) here, their skills and how you can get rid of them.

Prison Officers:

Encountered at: Outside the Detention Center and the walls of the Detention Center

Moves: Baton Strike, Kick

How to beat them: First thing you should know is that you have to watch out for their batons. Block and afterwards, kick the crap out of them. Keep punching and kicking them and do the kick pin.

Yankee Students:

Encountered at: Grounds of Nekketsu and Hanazono High School, inside

Nekketsu and Hanazono High School, Amusement Park & Grounds of Sabu's villa

Moves: Drop Kick, Flying Kick, Knee Attack, Grab and Throw, Uppercut, Punch, Kick, Kick Pin

How to beat them: Your basic baddie in the Nekketsu series.

Keep an eye out for them to gang up on you and use moves that will knock out most of them. If they move in singles, just knock them down and do the kick pin. Remember to block their blows to avoid getting damaged.

Karate Fighters:

Encountered at: Pier 13 and Pier 13 Warehouse

Moves: Flying Kick, Grab and Throw, Punch, Kick, Kick Pin

How to beat them: These Karate wannabees are not that hard to defeat.

Keep your guard up and counter them with punch, kicks & special moves. Doing the kick pin will hasten their defeats. Keep in mind that these guys tend to rely on their kicks than punches to fight you.

Bousozoku Bikers:

Encountered at: Highway when going to Pier 13, Roppongi and Shinjuku

Moves: Side Kick

How to beat them: Let them come to you and when they do, get ready to use your kicks to hit their bikes and knock the bikers of the road.

OR

When you're confident with your motor biking skills, ram them to the walls with the help of your motorbike.

Gray Bodyguard:

Encountered at: Outside and inside Pachinko Hall, Outside and inside Sabu's villa

Moves: Knife stab, Kick Pin

How to beat them: The tough version. Just be warned that you can't guard against their knives. All you have to do is to utilize your fighting moves and kick pin them after you clobber them. Make sure that you launch your attacks after they stop their attempts to knife you when you're quite near them.

Green Bodyguard:

Encountered at: Outside and inside Pachinko Hall, Outside and inside Sabu's villa

Moves: Knife stab, Kick Pin

How to beat them: The tougher version. Similar to the gray bodyguard, there's no way to block against their knives. Just do the same moves when you fight against the gray bodyguards.

Bruiser:

Encountered at: Sabu's vila, Catacombs

Moves: Charging Punch, Triple Punch, Uppercut, Kick Pin

How to beat him: Just like Joe, block and launch some dangerous and deadly moves after he stops trying to bash you. Use techniques such as Kunio's Cyclone Kick and Riki's Rapid Punch. Thank goodness that they're only one of these guys in this game.

Female Fighters:

Encountered at: Sabu's villa, 1st floor

Moves: Flying Kick, High Kick, Knee Attack, Slap, Kick, Kick Pin

How to beat them: Block when they're near you and afterwards, counterattack. Their slaps and kick moves are not quite serious, but they're a threat if they're not quelled. So fight them as you'd fight with Lisa.

#### VIII. Moves

These moves will let you assist Kunio and the gang to find out who was responsible for their injustice. Learn these moves carefully and use them to your advantage.

Kunio

Basic Moves:

Punch - Y

Uppercut - repeatedly press Y

Back Kick - X

Kick - A

Drop Kick - repeatedly press A

Flying Kick - B + Y

Running Flying Kick - press Directional Pad left/right & B + Y  
Simultaneously

Grab - get close and press Y with the Directional Pad left/right and after you're done, then...

Punch - Y

Knee - A

Toss - Directional Pad left/right

Punch Pin - get near the downed enemy and press Directional Pad down  
+ Y

Kick Pin - get near the downed enemy and press Directional Pad  
Down + A

Special Moves:

Torpedo Spin - hold Left/Right Trigger + Y

Cyclone Kick - hold Left/Right Trigger + A

Riki

Basic Moves:

Punch - Y

Uppercut - repeatedly press Y

Elbow - X



Kick - A

Drop Kick - repeatedly press A

Flying Kick - B + Y

Running Flying Kick - press Directional Pad left/right & B + Y  
Simultaneously

Grab - get close and press Y with the Directional Pad left/right and  
after you're done, then...

Punch - Y

Knee - A

Toss - Directional Pad left/right

Punch Pin - get near the downed enemy and press Directional Pad down  
+ Y

Kick Pin - get near the downed enemy and press Directional Pad  
Down + A

Special Moves:

Rising Punch - hold Left/Right Trigger + Y

Rapid Punch - hold Left/Right Trigger + A

Misako

Basic Moves:

Slap - Y

Hand Thrust - repeatedly press Y

Back Slap - X

Kick - A

Roundhouse Kick - repeatedly press A

Flying Kick - B + Y

Running Flying Kick - press Directional pad left/right & B + Y  
Simultaneously

Kick Pin - get near the downed enemy and press Directional Pad  
Down + A

Special Moves:

Rolling Attack - hold Left/Right Trigger + Y

Spinning Kick - hold Left/Right Trigger + A

Kyouko

Basic Moves:

Slap - Y

Hand Thrust - repeatedly press Y

Back Kick - X

Kick - A

Roundhouse Kick - repeatedly press A

Flying Kick - B + Y

Running Flying Kick - press Directional pad left/right & B + Y  
Simultaneously

Kick Pin - get near the downed enemy and press Directional Pad  
Down + A

## Special Moves:

Rising Punch - hold Left/Right Trigger + Y

Rapid Kick - hold Left/Right Trigger + A

## IX. Walkthrough

### A.) DETENTION CENTER

Location: Detention Center

You'll start the game when you're brought into the detention center in a police bus. Then, Takayama will introduce to your brand new brand home: Cell 218. You'll be brought inside the cell by the guards.

Location: Cell 218, Detention Center

You'll be introduced in the cell by three thugs led by "hot shot" Gouji. He'll say that he'll give you "a big welcome" in the cell. You better get ready, this is the first boss battle that you'll face.

#### Boss Battle 1:

Boss: Gouji

Moves: Punch, Kick

How to beat him:

- The easiest boss battle. If you don't beat him, then it shows that you aren't the right man for this game. All you have to do is to keep moving and just use a combination of punch and kicks. When Gouji and the gang are all bunched up, make use of your flying kick. Don't forget to utilize your kick pin when they're down. You can't make good use of your special moves until you bust out of prison and wear your normal school uniforms.

Gouji, who is groaning in pain, now admits that you're the "new boss" around Cell 218.

After giving them a little "reeducation", Kunio and Riki will tell Gouji and the gang about their condition before being apprehended by the police. A guard will enter the cell and tells Kunio and Riki that Hiroshi has arrived. Kunio and Riki then leaves their cell for the visitor's room.

Location: Visitor's Room, Detention Center

Hiroshi will tell about the invasion of Nekketsu High School by a school tough named Daiki. To make matters worse, Misako and Daiki are making moves on each other. He'll inform you that someone else "saw" you in the city while the two are in jail.

Location: Cell 218, Detention Center

Kunio and Gouji confine to each other the escape plan for tonight back in the cell tonight so that Kunio and Riki can escape from prison and begin their search for the real suspects.

Gouji orders two of his cronies to feign sickness for Takayama to open the door. Gouji grabs him from behind when he enters the cell and tells Kunio and Riki to bust out.

Location: Outside Detention Center

When you leave Cell 218, the searchlights will be on you. Takayama sends two officers to immediately recapture you ASAP.

A little word of advice: These officers will use their batons to subdue you and their kicks are really painful. Keep your guard up and use your flying kicks to subdue them. Wait for them to smack you with the baton, then block it and hit them back also with your fists and feet. Head for the ladder and scale it up to meet up with Hiroshi, who will jump out of the compound with Kunio and Riki.

Location: Grounds outside the walls of Detention Center

To start, you'll be chased outside the compound by the officers in a cut scene showing the title of the game. Takayama and his "buddy" will corner you, initiating a boss battle.

Boss Battle 2:

Boss: Takayama

Moves: Baton Strike; Kick

How to beat him:

- He's not much of a problem. Except that you should know when you have to block the blows with the baton and wait for the opportunity to strike at him in return. Get rid of his companion first. Then, use flying kicks to help you gain an advantage over him. Use the kick pin to weaken him (It's not needed, but it helps). Use your punch and kicks when he strikes you with the baton afterwards. Be sure that you blocked it then or you'll be damaged. Switch characters when you're low on health.

Takayama will complain over his inability to capture Kunio and Riki as they finally leave the grounds of the jail.

B.) NEKKETSU HIGH SCHOOL

Location: Outside Nekketsu High

Kunio and Riki has arrived outside the gates of Nekketsu High. They'll attempt to enter, but Takayama is keeping a close watch. Leaving Hiroshi at the gates, Kunio and Riki has decided to proceed to the back door via a broken barrier near the gates of the school.

Location: Swimming Pool of Nekketsu High

Meeting Misako, Kunio will be told that Daiki is on the third floor of Nekketsu High School. Fuming with anger, Kunio and Riki enters the premises.

Location: Inside Nekketsu High, 1st to 3rd floors

You'll face yankee gangsters inside Nekketsu High. They're not that hard to beat. Just as always, keep blocking their attacks and fight back. Use the kick pins to finish your enemy off. Use flying kicks to fight the enemy also.

Location: 3rd floor of Nekketsu High

You'll find Daiki emerging out of the classroom, who is happening to wear Kunio's white uniform. He'll babble about what's happening to you, especially with him taking care of Misako. Kunio gets angry and this is where it happens.

Boss Battle 3:

Boss: Daiki

Moves: Elbow Strike; Punch; Back Kick; Upper Kick; Kick; Kick Pin

How to beat him:

- As usual, finish off his friend first, then concentrate your fighting on Daiki. Watch out here, as Daiki'll use the back kick when you're near him. Avoid it and all the other moves by using your guard. Use the flying kicks to give you the upper hand. Use your punch and kicks when you block his attacks. Using the kick pin on him while he's down will help you win this boss battle. As usual, swap characters during the fight only if one of your characters is getting low on energy.

Daiki will be in pain, complaining that his back hurts from the fighting.

Location: Outside Nekketsu High

Kunio and Riki will be back on their uniforms. With this, Kunio and Riki will be able to use their moves, such as the punch pin, throws, etc. Misako will meet up with Kunio, explaining to him about the misunderstanding between her and Daiki. Kunio and Rik then depart from Nekketsu High to head for Hanazono High. Misako at first will stay, but she'll join you afterwards.

Strangely, Takayama will show up once more to arrest Kunio and Riki. But, a savior in the form of Kunio's buddy, Mamoru, restrains Takayama from raising his baton to hit Kunio and Riki and urges them to escape while things are still good, in which they complied.

C.) HANAZONO HIGH SCHOOL

Location: Outside Hanazono High

It's a wreck now. Ryuuta has taken control of the school and has forced some of Hanazono's students, as well as other students from other schools to work at a local amusement park, according to Riki's classmate, Nobu. Kunio, Riki and Misako vow to put an end to Ryuuta's reign of terror and so, they storm the school.

Location: Inside Hanazono High, 1st to 3rd floors

Yankee student gangsters still roam the hallways of this wrecked school. Do the usual method to deal with them. Don't forget to take advantage of each of your hero's specials, such as Riki's Rising Punch, Kunio's Cyclone Kick or Misako's Rolling Attack. Always block and strike back when they stop attacking you.

Location: Rooftop of Hanazono High

Ryuuta's attempting to make the moves of Kyouko. But the sight of Riki makes her run away for safety. Ryuuta's getting angry at Riki's appearance and threatens to get rid of him before the entire school collapses.

#### Boss Battle 4:

Boss: Ryuuta

Moves: Back Kick; Cyclone Punch; Kick Pin

How to beat him:

- Take out his companions as always, since there's a pain in the neck. Then, take out Ryuuta. Note that since the school's a major wreck now, the school will collapse for five times. When the roof shakes for collapsing, jump up at the last time. You'll have enough time to do the kick pin. Use the special moves here too, they'll help increase your lifespan in this battle. Block his moves and fight back when his guards down. Basic moves used with the specials will also help you here.

After an intense interrogation (with help from Misako), Ryuuta reveals that a Shinji and the Sanwa gang are responsible for all the chaos behind the two high schools. He also tells them that the rest of the students are located in the amusement park.

Location: From outside Hanazono High to Amusement Park

You'll see student gangs roaming in the streets to stop you from reaching the amusement park. Take them out with your special moves.

#### D.) AMUSEMENT PARK

Location: Inside Amusement Park

When the gang enters the amusement park, Ryuusaku thinks that he's caught for slacking off from work. But, he's thankful when he sees Riki. Ryuusaku informs them that Shinji speaks with Ken once in a while. He also informs them that Shinji was last seen entering the Ferris wheel area. Ryuusaku then leaves.

Enter the Ferris Wheel area first. Then, there are around five yankees on top of the Ferris wheel stations. Use the running grab and climb on them and knock 'em out. Jump down and beat the pulp out of them.

Shinji will speak at the P.A. system and will mock Kunio to come after him at the Jet Coaster. So, leave the Ferris wheel to the left.

Enter the Jet Coaster after leaving the Ferris wheel. Quell the student gangsters who are in the Jet Coaster area by fighting them. Then afterwards, Shinji will taunt you to come after him at the Kart Track area. You can ride the Jet Coaster if you want. But if you use it, then your health will be refilled.

Leave the Jet Coaster area and enter the Kart Track area for another boss battle.

Shinji will mock you for having "a good time" in the amusement park, but Kunio and Riki are furious and demands to find out about Ken. Shinji mocks you once more about Ken as he prepares to fight you.

#### Boss Battle 5:

Boss: Shinji

Moves: Cyclone Kick; Roundhouse Kick

How to beat him:

- Do flying kicks on this guy to give you an advantage. Doing the kick pin will also help you win this battle. The specials of your heroes will play a key role in beating the crap from this guy. Just be sure not to fall prey to his Cyclone Kick. Always block! Strike back when he least expects your blows to come. Smack them with punches (not slaps from the girls, they're quite weak).

Shinji runs away from the scene. Ryuusaku informs them that he left for Pier 13 via highway. So, get Kunio's motorbike and head out to the highway.

#### E.) HIGHWAY TRAVEL 1

Location: To Pier 13 via highway

Since you're going to use the motorbike, I'll tell you a few things

1. Control your bike carefully. Because, one wrong turn and you'll be smacking down from the bike and you'll kiss the concrete.
2. Monitor your speed. Make sure that the bike's speed is not too much when you navigate around curves. In reality, high speed is one of the reasons why people get killed in road accidents.
3. When you see Bousozoku bikers on the road, don't come near them. Instead, let them come to you and when there are near, smack them with your feet to knock the bikers from the road.

You could ram them to the wall, but that's too risky to try and do.

4. Slow down when you see the curves by using the motorbike's brakes, or you'll smash and say hello to the wall.

You'll see a sign, leading you to Pier 13

#### F.) PIER 13

Location: Pier 13 Harbor

You'll see some Karate Fighters in the harbor. I proposed two methods to clear the harbor:

1. Use special moves that can clear them out, such as Kunio's Cyclone Kick or Misako's Spinning Kick. Make sure that they're near the end of the harbor to do the trick.

OR

2. When they approach and prepare to punch or kick, block and smack them with moves that can limit their life, like Riki's Rapid Punch and Kyouko's Rapid Kick.

When you're done, enter the warehouse after the garage door opens up.

Location: Pier 13 Warehouse, First Room

Karate Fighters still roam around here. Take them out fast and

afterwards, enter the doors to the next room.

\*You could try to use the moving hook on the ceiling's conveyor belt to help you engage with the Karate Fighters. Be warned, the hook will not move if you're on it. But, you can also swap characters when needed. Just use the shadow to guide you and jump when you're aligned with the hook's shadow.

Location: Pier 13 Warehouse, Second Room

Take out the Karate Fighters and climb up the boxes to get to the ladder. Climb up and when you beat up the rest of the Karate Fighters, enter the storage room.

Location: Pier 13 Warehouse, Storage Room

There are more Karate Fighters for you to take out here. Just be careful and make sure they don't corner you. After you're done, then get to the platform and go down. You'll soon meet Shinji for another boss battle.

Boss Battle 6:

Boss: Shinji II

Moves: The usual; see his stats above

How to beat him:

- The usual, except that you can move only left or right and he has a buddy with him. You have to be aware that you have to keep on moving, since you have limited space.

Knocked out of combat, Shinji confesses that he doesn't know anything about Ken. Misako says that she knows that Shinji is acting on Ken's orders. But, Shinji warns them that they'll be in big trouble if they interfere with Ken's business.

Location: Outside the Pier 13 Warehouse

Takayama and Mamoru meet Kunio and the gang outside the warehouse. But this time, Takayama entrusts to you to arrest Ken and Sabu and bring them to justice.

Both father and son will give you Ken's background, who seems to be Kunio's long lost brother. He was separated when he was small and was brought up in an orphanage. Bitter of Kunio, he swears that he will make his life a living hell. His chances were high when Sabu of the Sanwa gang adopted him two years ago as his own son.

Takayama informs them that Ken was last seen at a certain disco in Roppongi. So, you better leave the warehouse and head out for the disco in Roppongi and board your motorbike.

G.) HIGHWAY TRAVEL 2

Location: To Roppongi via highway

Nothing much to do here, except that you use the motorbike to arrive there. Just make sure to adjust your speed and when the Bouzozokus come near you, kick their bikes to make them stay out of your way.

Afterwards, you'll arrive at Roppongi

## H.) ROPPONGI CITY

Location: Outside Club, Roppongi

The gang will arrive outside a club and you'll meet Lisa and Joe, hired fighters sought out by the Sanwa gang to eliminate Kunio and the gang. You'll have to face these guys in a boss battle.

Boss Battle 7:

Bosses: Lisa and Joe

Moves: Lisa - Flying Kick; High Kick; Knee Attack; Slap; Kick Pin

Joe - Charging Punch; Triple Punch; Uppercut; Kick Pin

How to beat them:

- Both of these guys are easy. Use each of the character's special moves to save your life. When they charge at you like a raging bull, use the flying kicks to smack their faces. Using the kick pins will help you weaken them to make your lifespan a little longer. Combine them with your basic attacks to maximize your fighting skills to defeat them. Guard yourself and counterattack when their own guard is down.

Lisa will run in the club after you defeat them after Kinji.

Kunio and the gang are baffled by the name, Kinji. So, enter the club.

Location: Inside Club, Roppongi

You'll encounter a man inside. He'll stop the gang and Kunio'll inquire about Kinji. But, the same man will reveal himself as the man himself and he warns them about interfering with the Sanwa gang.

Boss Battle 8:

Bosses: Kinji and Lisa

Moves: Kinji - Double Kick; Uppercut; Kick Pin

Lisa - Same as above

How to beat them:

- Use the same strategy to beat Lisa. As for Kinji, watch out for his moves, especially his doublekick. It's a lethal and painful attack, so you better block it. But overall, KEEP BLOCKING and know when to smack their faces when they don't have their guard up. Keep using the kick pins here too. Use the flying kicks to keep them down. But warn you, Kinji always block here. So, keep doing the flying kicks to wear him down.

Kinji will confess that Ken's in his Shinjuku office in the 2nd Floor of the Pachinko Hall.

Just head to the exit door of the club and board the motorbike again and head out for the Pachinko Hall at Shinjuku.

## I.) HIGHWAY TRAVEL 3

Location: To Shinjuku via highway

As usual, watch for your speed and keep an eye out for the Bouzozokus to come near you. You'll arrive soon at Shinjuku.



## J.) SHINJUKU CITY

Location: Outside Pachinko Hall, Shinjuku

Some bodyguards (In gray and green suits) will fight you outside the Pachinko Hall. Face them carefully, since they got knives. Just block and fight back when they stop attacking you.

Location: Inside Pachinko Hall, 1st floor

You'll see Misuzu using a Pachinko Machine. Facing Kunio and company just panics Misako and says that she's scary. Misuzu hears that and starts to get angry. But, Kunio tries to dissuade her from doing so. Misuzu then faces Kunio and gang in a showdown.

Boss Battle 9:

Boss: Misuzu

Moves: Grab and slap; Grab and throw; Slap; Tackle

How to beat her:

- This is one of the toughest boss battles that you'll ever face. She'll always try to tackle you, losing a lot of health. Run away from her first. Then, land a flying kick on her face and afterwards, do the kick pin thrice on her. Then, run away from her again and do the flying kick on her again and use the kick pin on her thrice. If you can do the kick pin more than thrice, then you're extremely lucky. Keep an eye for her to smack you with either a tackle, which is a common move, or a slap.

Misuzu will immediately leave after the battle

Enter the lift when you're done with Misuzu.

Location: Pachinko Hall, 2nd floor

Two bodyguards will show up when you step out of the lift. Kick their butts and enter the open door at the end of the hall.

Location: Inside Office, Pachinko Hall, 2nd floor

Ken and Sabu are here in this office. Ken will insult you about being cold towards him and Kunio says that Ken isn't his own brother. Sabu will greet you for not meeting him for a long, long time.

But if you're playing on Easy Mode, the game will officially end here and both of them will tell you how you can continue.

But if you're in Normal, the game will still continue and Sabu threatens to end the troubles between his gang and Kunio's by drawing out his automatic pistol and shoot Misako and Kyouko. Kunio, Riki and Ken will be shocked by Sabu's actions and Sabu will leave the office with Ken.

Kunio and Riki attends to both Misako and Kyouko, but both of the girls will eventually pass out from their gunshot wounds.

Location: Outside Pachinko Hall, Shinjuku

Takayama and Mamoru meet up with Kunio and Riki outside the Pachinko

Hall. Takayama will inform the two that Sabu and Ken escaped to Izu, where Sabu's villa is. He'll immediately arrange for a police escort to assist Kunio and Riki in heading to Izu right away as a gratitude to them for helping him to try and stop Sabu. Takayama tells Mamoru to call up for an ambulance to bring the two girls to the local hospital.

At this point, you won't be able to select Misako and Kyouko.

#### K.) MAIN ROAD TRAVEL

Location: Izu via main road

Don't worry about driving the motorbike. Kunio and Riki will be accompanied by a squad car to Sabu's villa; so it's the game that will take care of the navigation for you.

#### L.) IZU

Location: Sabu's villa grounds, Izu

Kunio and Riki will meet up with Takayama near a wooden bridge. Takayama notified Kunio and Riki that he requested his superiors to immediately clear them, since they weren't involved in the hit and run accident.

Walk over the wooden bridge and prepare to face some hired yankee students. Beat them up and cross the wooden bridge.

Ken shows up and holds a lighted torch on his hand. He burns up the bridge's supports and sends you plummeting to your imminent doom.

You're lucky that you're floating on the broken bridge on the river itself. Continue fighting on the floating bridge and get ready to fight as more yankee students will show up.

You'll eventually stop by a cave once the floating bridge stops.

Location: Cave

Kunio and Riki are shocked to see what's inside the cave, since everything here is metallic.

Climb up the rotating platform and get up on one of them. Wait for the retractable platform to show itself. Hop on it and then, jump to the next platform. Enter the automatic door afterwards.

Location: Outside Sabu's villa, Izu

Bodyguards are swarming around here. So, be on your guard and get rid of them. Get to the main doors of Sabu's villas after you clean them out.

Location: Sabu's villa, 1st floor

Sabu, who blames Ken for not stopping them, stops Kunio and Riki in their tracks. Kunio then wants to give him some smacks in the face. But unfortunately, Sabu triggers a floor trap that drops the two of them downwards.

Location: Sabu's villa, Catacombs

A bruiser is waiting for you here. Get to the right side of the catacombs and kick his ass, 'cause the grounds are going to give way. Kick him down and keep him there in case the grounds are about to collapse. Get to the ladder and climb out.

Location: Sabu's villa, 1st floor

There are now female enemies around the 1st floor of Sabu's villa. Get rid of the female fighters and enter the second set of double doors in the middle of the hallway.

Location: Inside elevator room, Sabu's villa, 1st floor

Misuzu will rush to the doors to get out, but the mirrors get smashed as she gets knocked out. She got a job as Sabu's personal bodyguard and won't let Kunio and Riki through.

Boss Battle 10:

Boss: Misuzu II

Moves: The usual, see stats above

How to beat her:

- The same thing, just make sure to keep moving. Otherwise, she'll clobber you with her moves

Beaten again, Misuzu will warn you about a self-destruct mechanism rigged in the villa.

Kunio and Riki will automatically enter Sabu's own private elevator up.

Location: Sabu's villa, 2nd floor

Watch out for more of Sabu's bodyguards to show up on this floor. Eliminate them and enter the door.

Location: Inside guest room, Sabu's villa, 2nd floor

Sabu and Ken are worried that Kunio and Riki has shown up in the floor. Sabu instructs Ken to keep the two of them busy for the meantime. Sabu then enters another room.

Kunio and Riki gets in the room and meets face to face with Ken himself. Kunio says that he's a bastard, but Ken replies that Kunio and Riki has to die.

Boss Battle 11:

Boss: Ken

Moves: Drop Kick; Flying Kick; Knee Attack; Kick; Rising Punch; Torpedo Spin; Uppercut; Punch; Kick Pin

How to beat him:

- He fights with the moves of Kunio and Riki (Riki's Rapid Punch isn't used here). So, keep blocking and blocking and use the special moves of Kunio and Riki to fight fire with fire. If Ken uses his Flying Kick, then use Riki's Rising Punch to counter (It's the best move to use). Flying Kicks will be handy here too. Do the Kick Pin move on Ken thrice when he's knocked

out. Overall, you should try your best to keep your guard up.

Sabu then shows up to the room once again and when Ken runs up to him, he draws out his automatic pistol and shoots Ken.

Ken reveals that Kunio was not his own brother and that Sabu adopted him so that he could avenge his defeats. Ken also warns Kunio and Riki of the dangers that the self-destruct mechanism has been activated by Sabu himself. And breathing his last, Ken wanted to call Kunio "his brother" just for once.

Location: Torched room, Sabu's villa, 2nd floor

The room is now burning with fire. Sabu intimidates Kunio and Riki, saying that they shouldn't have interfered with his plans. Shinjuku and Roppongi were under his control and he was doing well until they showed up. Kunio mentions that he'll have better parting words if he was in his place.

Boss Battle 12:

Boss: Sabu

Moves: Pistol Shot; Strong Punch; Strong Kick

How to beat him:

- Since you can move only in two directions, make it a priority to avoid his pistol, since it gives a big loss of life. Get close to him and use the Flying Kick. Get very close so that he'll miss when he fires his pistol at you and for you to use your special moves. Beat him up and use the Kick Pin when he's down for the taking. Don't forget to block when you're near him. Repeat the pattern again until he's down permanently. Make sure to run after he's knocked down and always block when you're near him.

OR

- Run a short distance from him and smack him down. Then afterwards, use the Kick Pin on him thrice. Repeat the pattern all the time until he's defeated. Don't forget to run a little bit fast or else, he'll try to shoot you to death with his automatic pistol. Keep your guard up after you do it as he might try to sneak it a punch or a kick at you. As of now, this is the best technique that I've ever used.

Sabu will expire and breathe his last.

M.) ENDING

Location: In plateau, near Sabu's villa

Kunio and Riki oversee the destruction of Sabu's villa in Izu. Takayama then arrives and informs that police has arrested all of Sabu's henchmen when they came to the villa. Takayama then tells the two of them that Mamoru has been notified that Misako and Kyouko have recovered from the gunshot wounds inflicted by Sabu. Riki then tells Kunio if he's ready to head back to Tokyo. Kunio tells Riki that he's already set to go back.

Later, the opening scenes will also play here. But instead, Kunio and Riki will stop the motorbike and Kunio instructs the girl to be careful the next time she tries to cross the road.

Congratulations, you've defeated Sabu and the entire Sanwa gang while saving the day by clearing your name. Hope you enjoyed the entire ending and the credits.

#### X. Credits

I would like to thank the following:

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You

- for taking your time to read my FAQ

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