

- 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

NOTE: 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 on this FAQ or what should be in this FAQ. Thank you very much.)

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I. Version

1.0

- My 1st version of this FAQ

1.01

- Added translation to title
- Added locations to the bosses
- Updated Credits (A little)
- Updated Bosses (A little)

1.02

- Updated Table of Contents

1.03

- Updated Legal Notice

1.04

- 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.

1.05

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

II. Overview of Guide

This Boss Guide will help you assess on what kinds of bosses you will encounter in the game and what are the necessary steps that you can take in order to defeat them.

III. Bosses

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

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.

Location: Cell 218, Detention Center

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.

Location: Grounds of Detention Center

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: 3rd Floor, Nekketsu High School

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: Rooftop, Hanazono High School

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.

Location: Kart Track Area, Amusement Park

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: Storage Room, Pier 13 Warehouse

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.

Location: Outside Club, Roppongi City

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 double kick. 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.

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.

Location: 1st Floor, Pachinko Hall, Shinjuku City

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: 1st Floor, Elevator Room, Sabu's Villa

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: 2nd Floor, Guest Room, Sabu's Villa

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 in 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.

Location: 2nd Floor, Torched Room, Sabu's Villa

IV. Credits

I would like to thank the following:

Technos Japan Corp.

- for creating, developing and marketing the game

Gamefaqs

- for posting this FAQ

Godai-Kun (Now Johnny Undaunted)

- for explaining the passwords at Gamefaqs

<http://www.network-science.de/ascii/> (ASCII Generator)

- for providing the ASCII text

<http://www.rom-world.com> (ROM WORLD)

- for them to have the rom in their site for me to download

<http://agtp.romhack.net/> (Aeon Genesis Translation Proclamation)

- for putting up the English patch of the game

You

- for taking your time to read my FAQ

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