

# Eyeshield 21: Devilbats Devildays (Import) FAQ/Walkthrough

by kyoboy

Updated to v2.10 on Apr 18, 2006

Eyeshield 21 Devilbats Devildays FAQ

Written by: kyo-boy

E-mail: dani.villena1 [at] gmail.com

Version: 2.10 (18-04-06)

-----  
Table Of Contents:

- 0. Disclaimer & Revision History
- 1. Introduction
- 2. Basics
- 3. Menus
- 4. Walkthrough
  - 4.0 Prologue
  - 4.1 Path A: Devilbats ?
  - 4.2 Path B: ??
  - 4.3 Path C: ? Eyeshield 21
  - 4.4 Path D: ? Mistery
  - 4.5 Path E: American Football Festa
  - 4.6 Path F: ??
- 5. Action Scenes
- 6. Gallery

-----  
|0. Disclaimer |  
-----

Hi, and welcome to my Eyeshield 21 FAQ. You're free to use this guide for personal use, and if you feel like reproducing it elsewhere, ask for permission first (it's common courtesy) or else I'll break your hips with my Devil Cut dodge! Just kidding.

Revision History  
-----

- v2.10 - Finished the Action Scenes and Gallery sections
  - Finished the Walkthrough
- v1.70 - Added Paths B, C, D & E
  - Added more menu info
- v0.45 - Added Path A
  - Started the FAQ

-----  
|1. Introduction |  
-----

This game is based on Eyeshield 21, an anime (and manga) series about

a boy named Sena who has an amazing running talent, and gets bullied into entering the american football team of his school, becoming the legendary running-back "Eyeshield 21", the hero from Notre Dame.

About the game, some of us crazy guys expected it to be a sports game, but it's a text & minigames' game instead.

By the way, this game is supposed to have some linkage with the DS Eyeshield game, but after unlocking everything I have come across nothing of the sort, nor have I the means to try the linking, so if you find out something about it, please tell me.

Let's go!

-----  
|2. Basics |  
-----

A: Used in minigames, or to skip text  
B: Used to cancel options or to remember the conversation up to that point  
L: Used in minigames, or to skip text  
R: Use the phone when prompted  
Select: Pauses the game removing the japanese letters  
Start: Brings up the pause menu

-----  
|3. Menus |  
-----

Title Menu  
-----

Here you can choose to start a new game, to continue an old game, to go to the Map Jump mode (you can start from any scene you have played, VERY USEFUL when exploring paths), to see the Action Scenes (minigames) or to see the Gallery.

Pause Menu  
-----

When you press the start button after a character finishes his speech, the pause menu will offer you the chance to return to the main menu, to change the message speed or to change the volume for the BGM, Sound Effects or Voices.

Phone Numbers  
-----

Sometimes throughout the game you can use the phone to call or mail a teammate. This is the order in which they are listed:

Sena  
Mamori  
Hiruma  
Kurita  
Monta  
Komusubi  
Yukimitsu  
Ishimaru  
Jyuumonji

Kiroku  
Toganou  
Taki

\*Note: the character you are already controlling won't appear in the list

-----  
|4. Walkthrough |  
-----

Here's the complete walkthrough for the game. You'll find here a list of all the scenes, with their descriptions (as I don't know japanese, don't expect too much from my descriptions) and the choices or games you will face in that scene.

\*Note: when you read the word 'search', please assume that you have to choose all the options you can and go over and over to the same places until the scenario changes.

4.0 Prologue  
-----

When you start the game, Sena will tell you about how he's been bullied until he entered the american football team, and all that stuff (when you finish the game once, you can skip all this). Then you can choose between 3 options.

-The first option, and then:

->the first suboption will take you to Path C.

->the second suboption or the third suboption and the:

---first choice: will take you to Path C.

---second choice: will take you to Path B.

-The second option will take you to Path A.

-The third option, after exploring the school and calling Kurita, will take you to Path D.

4.1 Path A: Devilbats ?  
-----

Scene: A00

Desc: Sena wonders what to do with the video-camera.

Choices: 3 choices: scene A03, scene A02 and scene A01

Scene: A01

Desc: The team discusses some tactics about the next game

Choices: First choice: A08, second choice: A07, call Monta: A06

Scene: A02 (ending scene)

Desc: Sena gets info on several quarter-backs

Got: Ending 002, Team Profile: Cupids

Scene: A03

Desc: Sena goes to the art room and photographs a girl

Game: Photo Shooting (Action Scene 08). Miss: scene A04, clear: scene A05

Scene: A04 (ending scene)

Desc: Sena misses photographing the unknown girl

Got: Ending 005

Scene: A05 (ending scene)

Desc: Sena photographs the girl and realizes she's Mamori  
Got: Ending 003, Team Profile: Cyborgs

Scene: A06  
Desc: Sena calls Monta, who you control from there on  
Got: Character Profile: Monta  
Choices: Two choices: scene A09 and scene A10.

Scene: A07 (ending scene)  
Desc: Sena goes to train with Hiruma  
Game: Ladder Drill (Action Scene 09), if you miss: 40 Yard Dash (A.S. 10)  
Got: Ending 006

Scene: A08  
Desc: Sena loses his american football uniform  
Choices: Call Mamori and go to entrance: scene A15, don't call her: scene A14

Scene: A09  
Desc: Monta searches Sena's uniform  
Choices: Search: scene A12, mail Yukimitsu and go to club room: scene A11

Scene: A10  
Desc: Monta decides to go training  
Games: Pass Catch (A.S. 01). Clear: scene A18, if you miss: Bite Catch (A.S. 02), when you clear it: scene A18

Scene: A11 (ending scene)  
Desc: Monta meets Yukimitsu  
Got: Ending 011

Scene: A12  
Desc: Monta searches Sena's uniform  
Choices: None (go to A13)

Scene: A13 (ending scene)  
Desc: Monta doesn't find the uniform  
Got: Ending 012

Scene: A14 (ending scene)  
Desc: Sena searches the uniform in the school ground, in the basket court, in the entrance and in the park but doesn't find the uniform  
Got: Ending 008

Scene: A15  
Desc: With Mamori's help, Sena's closer to finding his uniform  
Got: Character Profile: Shin  
Game: Shin and the Videocamera (A.S. 11). Miss: scene A16, clear: scene A17

Scene: A16 (ending scene)  
Desc: Shin breaks the videocamera  
Got: Ending 003

Scene: A17 (ending scene)  
Desc: Shin doesn't break the videocamera  
Got: Ending 004, Team Profile: Hawks

Scene: A18  
Desc: Monta meets Suzuna  
Games: Catch Pose (A.S. 03). Miss: get ending 007, clear: scene A19

Scene: A19  
Desc: Monta meets Mamori, and she wanders around  
Got: Character Profile: Mamori  
Choices: Call Sena: scene A20, call Kurita: scene A21, don't call: get ending 101

Scene: A20 (ending scene)  
Desc: Mamori calls Sena  
Got: Ending 009

Scene: A21  
Desc: Mamori calls Kurita, and then she bumps into someone bullying Sena  
Game: Protect Sena (A.S. 04). Miss: scene A22, clear: scene A23

Scene: A22 (ending scene)  
Desc: Sena gets beaten  
Got: Ending 014

Scene: A23  
Desc: Sena searches the school and runs into Suzuna and Cerberus  
Got: Character Profile: Sena  
Choices: Two choices: scene A25 and scene A24

Scene: A24 (ending scene)  
Desc: Cerberus catches Sena  
Got: Ending 015

Scene: A25  
Desc: Sena loses Cerberus, and meets Panther  
Got: Character Profile: Panther  
Game: Dodge The Dog (A.S. 05). Miss: scene A26, clear: scene A27

Scene: A26 (ending scene)  
Desc: Panther slips and falls over  
Got: Ending 016

Scene: A27  
Desc: Panther dodges Cerberus and gives him a cookie  
Choices: None (go to scene A28)

Scene: A28  
Desc: Sena searches the school, and Panther calls him to tell him he's run into trouble  
Choices: Call Kurita: scene A29, don't call: get ending 017

Scene: A29  
Desc: Kurita goes to the temple Panther's in, and meets a molester  
Got: Character Profile: Kurita  
Game: Funnuraba (A.S. 06). Miss: scene A30, clear: scene A31

Scene: A30 (ending scene)  
Desc: Kurita falls into the pond  
Got: Ending 018

Scene: A31  
Desc: Kurita beats the molester away, and Sena searches his teammates  
Choices: None (go to scene A32)

Scene: A32  
Desc: They all run into the one that has bullied them with his banana

peels  
Game: Banana Catch (A.S. 07). Miss: scene A33, clear: scene A34  
  
Scene: A33 (ending scene)  
Desc: Monta fails to catch the banana peels  
Got: Ending 018  
  
Scene: A34 (final scene)  
Desc: Monta catches the banana peels and they scare the bully away  
Got: Ending 001, Team Profile: Devilbats, Character Profile: Suzuna

#### 4.2 Path B: ??

-----

Scene: B00  
Desc: A boy asks something to Sena  
Choices: Call Hiruma: scene B02, call Kurita: scene B01, call Ishimaru:  
scene B03, don't call: get ending 028  
  
Scene: B01  
Desc: Sena calls Kurita and he stands up for him  
Choices: None (go to scene B04)  
  
Scene: B02 (ending scene)  
Desc: Sena calls Hiruma  
Got: Ending 024, Character Profile: Hiruma, Team Profile: Giants  
  
Scene: B03 (ending scene)  
Desc: Sena calls Ishimaru  
Got: Ending 025, Character Profile: Ishimaru, Team Profile: Blue Sharks  
  
Scene: B04  
Desc: The Huh Trio face that guy  
Got: Character Profiles: Jyuumonji, Kuroki and Toganou  
Choices: Select first choice: scene B05, select any other: scene B06  
  
Scene: B05  
Desc: The Huh Trio defeat that guy, and then he challenges Taki  
Got: Character Profile: Taki  
Choices: Fail a single question: scene B07, pass all of them: scene B08  
  
Scene: B06 (ending scene)  
Desc: The Huh Trio lose against the guy and don't go to the match  
Got: Ending 029  
  
Scene: B07 (ending scene)  
Desc: Taki loses against the guy and doesn't go to the match  
Got: Ending 031  
  
Scene: B08  
Desc: Taki passes the quiz, and the guy challenges Komusubi  
Got: Character Profile: Komusubi  
Choices: First choice: scene B10, second choice: scene B09  
  
Scene: B09 (ending scene)  
Desc: Komusubi fails to tackle the guy and doesn't go to the match  
Got: Ending 032  
  
Scene: B10

Desc: Komusubi tackles the guy, and he challenges Monta  
Got: Character Profile: Monta  
Game: Pass Catch (A.S. 01). Miss: scene B11, clear: scene B12

Scene: B11 (ending scene)  
Desc: Monta loses against the guy, and simply cheers on the team  
Got: Ending 030

Scene: B12  
Desc: Monta wins against the guy, and he challenges Sena  
Got: Character Profile: Sena  
Game: Devil Cut VS the Guy (A.S. 12). Miss: scene B13, clear: scene B14

Scene: B13 (ending scene)  
Desc: Sena loses against the guy, and doesn't play in the match  
Got: Ending 033

Scene: B14  
Desc: Sena wins against the guy  
Choices: None (go to scene B15)

Scene: B15  
Desc: Sena searches for the other guy  
Choices: Two choices: scene B16 and scene B17

Scene: B16 (ending scene)  
Desc: Sena follows the other guy  
Got: Ending 034

Scene: B17  
Desc: Sena wakes in a room, and the first guy asks him something  
Choices: Call Mamori: scene B19, call Yukimitsu: scene B20, call  
Taki: scene B18, don't call: get ending 035

Scene: B18 (ending scene)  
Desc: Sena calls Taki  
Got: Character Profile: Taki, ending 022, Team Profile: Fishers

Scene: B19 (ending scene)  
Desc: Sena calls Mamori  
Got: Character Profile: Mamori, ending 023, Team Profile: Scorpions

Scene: B20  
Desc: Sena calls Yukimitsu, and the guy wonders about the camera recording  
Game: Cerberus Camera (A.S. 13). Miss: scene B21, clear: scene B22

Scene: B21 (ending scene)  
Desc: The guys discover the lie about the camera recording  
Got: Ending 036

Scene: B22  
Desc: Sena manages to fool them, and looks for something  
Choices: Don't call and search: get ending 037, call Kurita: scene B26,  
call Hiruma: scene B23

Scene: B23  
Desc: Sena calls Hiruma, and he decides to train the team's receivers  
Got: Character Profile: Hiruma  
Game: Hiruma Sparta Pass (A.S. 16). Miss: ending 041, clear it passing  
to Monta: scene B25, clear it passing to Yukimitsu: scene B24

Scene: B24 (ending scene)  
Desc: Yukimitsu clears his training  
Got: Character Profile: Yukimitsu, ending 027, Team Profile: Matador

Scene: B25 (ending scene)  
Desc: Monta clears his training  
Got: Character Profile: Monta, ending 026, Team Profile: Lions

Scene: B26  
Desc: Sena calls Kurita, and Kurita pursues the second guy  
Choices: Don't call: get ending 039, call Ishimaru: scene B28,  
call Sena: scene B27

Scene: B27 (ending scene)  
Desc: Kurita calls Sena, who is kept busy by the first guy  
Got: Character Profile: Sena, ending 021, Team Profile: Samurais

Scene: B28  
Desc: Kurita calls Ishimaru, who pursues the second guy  
Got: Character Profile: Ishimaru  
Game: Hurdle Race (A.S. 14). Miss: scene B29, clear: scene B30

Scene: B29 (ending scene)  
Desc: Ishimaru loses the second guy  
Got: Ending 038

Scene: B30  
Desc: Ishimaru catches the second guy  
Choices: Don't call: get ending 040, call Sena: get Character  
Profile: Sena and play Firefighting (A.S. 15). Miss: scene 031,  
clear: scene B32

Scene: B31 (ending scene)  
Desc: The club room burns and they can't do anything  
Got: Ending 042

Scene: B32 (final scene)  
Desc: They put off the fire in the club room  
Got: Ending 020, Team Profile: Chamaleons

#### 4.3 Path C: ? Eyeshield 21

-----

Scene: C00  
Desc: Sena wanders around the school  
Choices: Mail Mamori: scene C01, mail Yukimitsu: scene C17,  
don't mail and search:  
-> call Jyuumonji: scene C02, call Monta: scene C10, don't call  
and go to park: scene C06

Scene: C01 (ending scene)  
Desc: Sena calls Mamori, and she tells him to give up on the team  
Got: Character Profile: Mamori, ending 045, Team Profile: Punks

Scene: C02  
Desc: Sena calls Jyuumonji, who asks him to find a picture  
Choices: -> Select the third option, then the fifth option and then  
send him the picture (first choice): scene C04



-> Select the second option and the first suboption, repeat  
and send him the picture: scene C03

-> Select all options, select the 4th option and send him  
the picture: scene C05

Scene: C03  
Desc: The Huh Trio receive a picture of Monta (maybe)  
Got: Character Profiles: Jyuumonji, Kuroki and Toganou  
Choices: None (go to scene C22)

Scene: C04  
Desc: The Huh Trio receive a picture of them playing with a puppy  
Got: Character Profiles: Jyuumonji, Kuroki and Toganou  
Choices: None (go to scene C22)

Scene: C05 (ending scene)  
Desc: The Huh Trio receive a picture of them with a bat  
Got: Ending 053

Scene: C06  
Desc: Sena goes to the park, where a couple of kids get bullied  
Choices: Don't call and select the first choice: scene C07, don't call  
and select the second choice: scene C08, call Kurita: scene C09

Scene: C07 (ending scene)  
Desc: Sena leaves  
Got: Ending 047

Scene: C08 (ending scene)  
Desc: Sena stands up to them and gets beaten  
Got: Ending 048

Scene: C09 (ending scene)  
Desc: Kurita stands up to them and beats them  
Got: Character Profile: Kurita, ending 044, Team Profile: Deers

Scene: C10  
Desc: Sena calls Monta, who bumps into a kid  
Got: Character Profile: Monta  
Choices: Two choices: scene C11 and scene C12

Scene: C11 (ending scene)  
Desc: Monta loses the kid and gets distracted  
Got: Ending 051

Scene: C12  
Desc: Monta goes after the kid  
Choices: Two choices: scene C14 and scene C13

Scene: C13 (ending scene)  
Desc: Taki distracts Monta  
Got: Ending 056

Scene: C14  
Desc: Monta keeps on following the kid  
Choices: Two choices: scene C15 and scene C16

Scene: C15 (ending scene)  
Desc: Monta goes skating and trips  
Got: Ending 054

Scene: C16  
Desc: Monta convinces the kid to play american football  
Got: Ending 046, Team Profile: Occults

Scene: C17  
Desc: Sena mails Yukimitsu, who wanders around  
Got: Character Profile: Yukimitsu  
Game: Keep Kurita's Pace (A.S. 20). Miss: scene C18, clear: scene C19

Scene: C18 (ending scene)  
Desc: Yukimitsu doesn't qualify to play american football  
Got: Ending 052

Scene: C19  
Desc: Yukimitsu keeps it up, and meets an Eyeshield 21 imposter  
Game: Yukimitsu Puzzled (A.S. 21). Miss: scene C20, clear: scene C21

Scene: C20 (ending scene)  
Desc: Yukimitsu can't react before the imposter  
Got: Ending 052

Scene: C21 (ending scene)  
Desc: Yukimitsu reveals the imposter  
Got: Ending 047, Team Profile: Panthers

Scene: C22  
Desc: The Huh Trio wander around  
Choices: None (go to scene C23)

Scene: C23  
Desc: The Huh Trio search for something and go to the park  
Choices: Two choices: scene C25 and scene C24

Scene: C24 (ending scene)  
Desc: The Huh Trio leave the park  
Got: Ending 055

Scene: C25  
Desc: The Huh Trio fight the bullies  
Choices: Two choices: scene C26 and scene C27

Scene: C26 (ending scene)  
Desc: Jyuumonji attacks one bully but fails  
Got: Ending 057

Scene: C27  
Desc: Jyuumonji attacks one bully, and the Huh Trio run into Eyeshield 21  
Game: Huh!Huh!Huuuh! (A.S. 17). Miss: scene C28, clear: scene C29

Scene: C28  
Desc: You have 30 seconds to find Eyeshield 21  
Choices: Find him: scene C31, don't find him: scene C30  
\*Note: You probably won't find him with so little time

Scene: C29  
Desc: You have 60 seconds to find Eyeshield 21  
Choices: Find him: scene C31, don't find him: scene C30  
\*Note: This is the most annoying challenge in the game. To find him, search all the places and pay attention to the different speeches

the Huh Trio give out (I guess they're supposed to be a hint)

Scene: C30 (ending scene)

Desc: The Huh Trio don't find Eyeshield 21

Got: Ending 058

Scene: C31

Desc: The Huh Trio follow Eyeshield 21 to a street

Choices: Don't call and first choice: scene C33, don't call and second choice: scene C32, call Ishimaru: scene C34

Scene: C32 (ending scene)

Desc: The Huh Trio can't find Eyeshield 21

Got: Ending 060

Scene: C33 (ending scene)

Desc: The Huh Trio try hard, but can't find Eyeshield 21

Got: Ending 062

Scene: C34

Desc: The Huh Trio call Ishimaru, that runs after Eyeshield 21

Game: Hurdle Race (A.S. 14). Miss: scene C35, clear: scene C36

Scene: C35 (ending scene)

Desc: Ishimaru fails to catch Eyeshield 21

Got: Ending 059

Scene: C36

Desc: Ishimaru follows Eyeshield 21, and calls Sena

Got: Character Profile: Sena

Choices: None (go to scene C37)

Scene: C37

Desc: Sena founds Sakuraba, and gets asked by his fans

Choices: Two choices: C39 and C38

Scene: C38 (ending scene)

Desc: Sena tells the fans where Sakuraba went, and they find him

Got: Ending 061

Scene: C39

Desc: Sena misguides the fans, and finds Eyeshield 21

Game: Devil Cut (A.S. 18). Miss: scene C40, clear: scene C41

Scene: C40 (ending scene)

Desc: Sena loses to Eyeshield 21

Got: Ending 064

Scene: C41

Desc: Sena talks to the little boy

Choices: Two choices: scene C42 and scene C43

Scene: C42 (ending scene)

Desc: The boy can't join an american football team

Got: Ending 063

Scene: C43

Desc: Sena keeps talking to the boy

Choices: Two choices: scene C44 and scene C45

Scene: C44 (ending scene)  
Desc: The boy can't join an american football team  
Got: Ending 066

Scene: C45  
Desc: The boy faces the fake Eyeshield 21  
Game: Devil Cut VS Eyeshield 21 (A.S. 19). Miss: scene C46,  
clear: scene C47

Scene: C46 (ending scene)  
Desc: Sena loses against the fake Eyeshield 21  
Got: Ending 065

Scene: C47 (final scene)  
Desc: Sena wins, and convinces the boy's brother  
Got: Ending 043, Team Profile: Wild Gunmans

#### 4.4 Path D: ? Mistery

-----

Scene: D00  
Desc: Kurita and Ishimaru wonder who to call  
Choices: Don't call: get ending 080, call Sena: scene D05, call  
Mamori: scene D01, call Hiruma: scene D06, call Monta: scene D07,  
call Komusubi: scene D10, call Yukimitsu: scene D08, call anyone  
from the Huh Trio: scene D04, call Taki: scene D09

Scene: D01  
Desc: Kurita calls Mamori  
Got: Character Profile: Mamori  
Choices: None (go to scene D02)

Scene: D02  
Desc: The team gather in Hiruma's base to read about the 7 misteries  
Got: Character Profile: Ishimaru  
Choice: None (go to scene D03)

Scene: D03  
Desc: They argue about which mistery start investigating first  
Choice: Follow Mamori: scene D22, follow Sena: scene D23, follow Kurita:  
scene D12, follow Yukimitsu: scene D17, follow Ishimaru: scene D11,  
follow Monta: scene D29, follow the Huh Trio: scene D15, follow  
Komusubi: scene D26, follow Taki: scene D31

Scene: D04 (ending scene)  
Desc: Kurita calls the Huh Trio  
Got: Character Profile: Jyuumonji, Kuroki and Toganou, ending 072,  
Team Profile: Rocket

Scene: D05 (ending scene)  
Desc: Kurita calls Sena  
Got: Character Profile: Sena, ending 070, Team Profile: Priest

Scene: D06 (ending scene)  
Desc: Kurita calls Hiruma  
Got: Character Profile: Hiruma, ending 069, Team Profile: Boarders

Scene: D07 (ending scene)  
Desc: Kurita calls Monta

Got: Character Profile: Monta, ending 068, Team Profile: Guts

Scene: D08 (ending scene)

Desc: Kurita calls Yukimitsu

Got: Character Profile: Yukimitsu, ending 071, Team Profile: Super Eagles

Scene: D09 (ending scene)

Desc: Kurita calls Taki

Got: Character Profile: Taki, ending 073, Team Profile: Pirates

Scene: D10 (ending scene)

Desc: Kurita calls Komusubi

Got: Character Profile: Komusubi, ending 074, Team Profile: Eskimos

\*Note: to get to the final scene D32, you must solve the seven misteries, so you must cycle through the following scenes sequentially (i.e. you CANNOT use the Map Jump to complete the scenes individually) without running into ending scenes. After solving each mistery, you'll have to choose between the same choices of the scene D03.

Scene: D11

Desc: Ishimaru solves mistery #1 (maybe)

Choices: Same choices as scene D03

Scene: D12

Desc: Kurita searches the school and runs into Yukimitsu

Game: Funnuraba (A.S. 06). Miss: scene D13, clear: scene D14

\*Note: The game only appears after solving Yukimitsu's mistery

Scene: D13 (ending scene)

Desc: Kurita fails to defend Yukimitsu

Got: Ending 075

Scene: D14

Desc: Kurita solves mistery #1

Choices: Same choices as scene D03

Scene: D15

Desc: The Huh Trio search the town

Got: Character Profile: Jyuumonji, Kuroki and Toganou

Choices: When all misteries are cleared, go to scene D16; before that, same choices as scene D03

Scene: D16

Desc: The Huh Trio go to the shrine

Choices: None (go to D32)

Scene: D17

Desc: Yukimitsu searches the school, and finds a clue about a dog's paw

Got: Character Profile: Yukimitsu

Choices: Two choices: scene D18 and scene D19

Scene: D18 (ending scene)

Desc: Yukimitsu becomes attacked by dogs

Got: Ending 076

Scene: D19

Desc: Cerberus drives away the rest of the dogs

Game: Cerberus Fishing (A.S. 22). Miss: scene D20, clear: scene D21

Scene: D20 (ending scene)  
Desc: Yukimitsu can't catch Cerberus  
Got: Ending 078

Scene: D21  
Desc: Yukimitsu catches Cerberus and solves mystery #3  
Choices: Same choices as scene D03

Scene: D22  
Desc: Mamori solves mystery #5  
Choices: Same choices as scene D03

Scene: D23  
Desc: Sena searches the school and runs into someone molesting Mamori  
Got: Character Profile: Sena  
Game: Devil Cut (A.S. 18). Miss: scene D24, clear: scene D25  
\*Note: The game only appears after solving Mamori's mystery

Scene: D24 (ending scene)  
Desc: Sena fails to protect Mamori  
Got: Ending 079

Scene: D25  
Desc: Sena protects Mamori and solves mystery #6  
Choices: Same choices as scene D03

Scene: D26  
Desc: Komusubi searches the school  
Got: Character Profile: Komusubi  
Choices: Two choices: scene D27 and scene D28

Scene: D27 (ending scene)  
Desc: Komusubi can't solve the mystery  
Got: Ending 077

Scene: D28  
Desc: Komusubi takes a quiz, and after answering all the questions correctly, solves mystery #7  
Choices: Same choices as scene D03

Scene: D29  
Desc: Monta searches the school  
Got: Character Profile: Monta  
Choices: None (go to scene D30)

Scene: D30  
Desc: Monta solves mystery #4  
Choices: Same choices as scene D03

Scene: D31  
Desc: Taki realizes he can't solve mystery #2 (maybe  
Choices: Same choices as scene D03

Scene: D32 (final scene)  
Desc: The team solves all mysteries  
Got: Ending 067, Team Profile: Sphinxs

When you clear the 4 paths, a new episode (Path E) will become available. To select it, go to the prologue and select the second option. Now, if you select the first suboption, it'll take you to path E, while the second suboption will take you to path A.

#### 4.5 Path E: American Football Festa!

-----

Scene: E00

Desc: Sena wants to go to the American Football Festa

Choices: Two choices: scene E01 and scene E05

Scene: E01

Desc: Sena and Monta go to the A.F.F, and begins a power test

Choices: Don't call: get ending 086, call Kurita: scene E02, call Komusubi: scene E04, call the Huh Trio: scene E03

Scene: E02 (ending scene)

Desc: Kurita enters the power test, but breaks the machine

Got: Character Profile: Kurita, ending 085

Scene: E03

Desc: The Huh Trio enter the power test, and wonder if they can do it

Got: Character Profiles: Jyuumonji, Kuroki and Toganou

Choices: Select the first option three times: scene E09, don't do it: get ending 089

Scene: E04 (ending scene)

Desc: Komusubi enters the power test, but he's too little

Got: Character Profile: Komusubi, ending 087

Scene: E05

Desc: Mamori goes to the A.F.F, and gets tested as manager

Got: Character Profile: Mamori

Game: Club Puzzle (A.S. 28). Miss (press start button and surrender): scene E06, clear: scene E07

Scene: E06 (ending scene)

Desc: Mamori doesn't qualify as manager

Got: Ending 088

Scene: E07

Desc: Mamori clears the challenge, and gets tested again

Game: Food Preparing (A.S. 29). Miss: scene E08, clear: scene E13

Scene: E08 (ending scene)

Desc: Mamori doesn't qualify as manager

Got: Ending 090

Scene: E09

Desc: The Huh Trio pass the test, and a another test starts

Choices: Don't call: get ending 091, call Kurita: scene E12, call Monta: scene E10, call Taki: scene E11

Scene: E10 (ending scene)

Desc: Sena calls Monta

Got: Character Profile: Monta, ending 084, Team Profile: Crickets

Scene: E11 (ending scene)

Desc: Sena calls Taki

Got: Character Profile: Taki, ending 083, Team Profile: Mariners,  
Team Profile: White Knights

Scene: E12

Desc: Kurita arrives, and the pie contest starts

Games: Kurita Cream Pies (A.S. 23). Clear: Mamori Cream Pies (A.S. 24).  
Miss any of the two: scene E16, clear them both: scene E17

Scene: E13

Desc: Mamori gets tested the last time

Game: Bench Press (A.S. 30). Miss: scene E15, clear: scene E14

Scene: E14 (ending scene)

Desc: Mamori qualifies as a manager

Got: Ending 082, Team Profile: Spiders

Scene: E15 (ending scene)

Desc: Mamori doesn't qualify as a manager

Got: Ending 092

Scene: E16 (ending scene)

Desc: Kurita or Mamori fail at the pie contest

Got: Ending 093

Scene: E17

Desc: Kurita and Mamori triumph at the pie contest

Choices: None (go to scene E18)

Scene: E18

Desc: The receiving contest starts

Game: Monta Receiving (A.S. 25). Miss: scene E19, clear: scene E20

Scene: E19 (ending scene)

Desc: Monta fails at the receiving contest

Got: Ending 094

Scene: E20

Desc: Monta passes the receiving contest, and a quiz starts

Choices: Answer all the questions correctly: scene E22, don't do  
it: scene E21

Scene: E21 (ending scene)

Desc: The team fails the quiz

Got: Ending 095

Scene: E22

Desc: The team pass the quiz, and a pass contest starts

Game: Hiruma Aiming (A.S. 26). Miss: scene E23, clear: scene E24

Scene: E23 (ending scene)

Desc: Hiruma fails at the pass contest

Got: Ending 096

Scene: E24

Desc: Hiruma excels at the pass contest, and the last contest starts

Game: Toss & Run (A.S. 27). Miss: scene E25, clear: scene E26

Scene: E25 (ending scene)

Desc: Sena fails the last contest

Got: Ending 097



Scene: E26 (final scene)  
Desc: The team qualifies at all the contests  
Got: Ending 081, Team Profile: Poseidon

When you clear Path E, a new episode (Path F) will become available.  
If you go to the prologue now, selecting the third option will take you to path F, while the fourth option will take you to path D.

#### 4.6 Path F: ??

-----  
Scene: F00  
Desc: Sena becomes assaulted by two guys  
Game: Dodge the 2 Guys (A.S. 31). Miss: scene F06, clear: scene F01

Scene: F01  
Desc: After dodging the two guys, more come after him  
Choices: Two choices: scene F03 and scene F02

Scene: F02 (ending scene)  
Desc: Sena gives up and the guys replace him  
Got: Ending 100

Scene: F03  
Desc: Sena leaves, and runs into the Huh Trio, that get assaulted  
Got: Character Profiles: Jyuumonji, Kuroki and Toganou  
Game: Sumo Battle (A.S. 32). Miss: scene F04, clear: scene F05

Scene: F04 (ending scene)  
Desc: The Huh Trio lose against the sumo, and get replaced  
Got: Ending 101

Scene: F05  
Desc: The Huh Trio win, and run into Ishimaru, who gets molested  
Got: Character Profile: Ishimaru  
Game: Outrun People (A.S. 33). Miss: scene F07, clear: scene F08

Scene: F06 (ending scene)  
Desc: Sena gets replaced by the two guys  
Got: Ending 099

Scene: F07 (ending scene)  
Desc: Ishimaru gets replaced by the townspeople  
Got: Ending 103

Scene: F08  
Desc: Ishimaru escapes, and Kurita gets attacked as well  
Got: Character Profile: Kurita  
Game: Funnuraba (A.S. 06). Miss: scene F09, clear: scene F10

Scene: F09 (ending scene)  
Desc: Kurita fails and gets replaced  
Got: Ending 102

Scene: F10  
Desc: Kurita and Yukimitsu get attacked by bikers  
Got: Character Profile: Yukimitsu  
Choices: Two choices: scene F12 and scene F11

Scene: F11  
Desc: Kurita sends the bikers away, and Taki gets followed  
Got: Character Profiles: Komusubi, Taki  
Choices: Three choices: scene F16, scene F17 and scene F13

Scene: F13  
Desc: Taki loses the book, and Panther finds it  
Choices: None (go to scene F14)

Scene: F14  
Desc: Panther gets surrounded by dogs  
Game: Dodge the Dog (A.S. 05). Miss: scene F15, clear: scene F23

Scene: F15 (ending scene)  
Desc: Panther gets attacked by the dogs  
Got: Ending 105, Team Profile: Naga

Scene: F16  
Desc: Taki goes away, and Shun and Kengo meet Mamori  
Got: Character Profiles: Shun and Kengo  
Choices: None (go to scene F24)

Scene: F17  
Desc: Taki goes to the shopping district  
Choices: None (go to scene F18)

Scene: F18  
Desc: Shin gets molested by bikers  
Got: Character Profile: Shin  
Game: Spear Tackle (A.S. 34). Miss: scene F19, clear: scene F20

Scene: F19 (ending scene)  
Desc: Shin fails the tackle  
Got: Ending 106

Scene: F20  
Desc: Shin tackles him, and Sakuraba gets molested by fans  
Got: Character Profile: Sakuraba  
Game: Escape Fans (A.S. 35). Miss: scene F21, clear: scene F22

Scene: F21 (ending scene)  
Desc: Sakuraba gets crushed by a fan  
Got: Ending 107

Scene: F22  
Desc: Sakuraba escapes the fans and runs into Mamori  
Choices: None (go to scene F24)

Scene: F23  
Desc: Panther escapes the dogs and runs into Mamori  
Choices: None (go to scene F24)

Scene: F24 (final scene)  
Desc: They discover the owner of the book (and the cause behind the attacks) was Hiruma  
Got: Ending 098, Team Profile: NASA Aliens

In this menu you can play all the minigames you have previously unlocked.

A.S. 01: Pass Catch

Desc: Playing as Monta, you must catch 15 passes without missing 3 times. Move your hands and press the A button when the ball's close

A.S. 02: Bite Catch

Desc: Playing as Monta, you must catch Cerberus' mouth before he bites you 3 times. Move your hands and press the A button when he's close. Then, press A quickly to shut his mouth

A.S. 03: Catch Pose

Desc: Playing as Monta, you must press the combination of buttons you have been shown for a total of 3 times to strike a good pose

A.S. 04: Defend Sena

Desc: Playing as Mamori, press the buttons when the circle points at them, to punch the bully away

A.S. 05: Dodge The Dog

Desc: Playing as Panther, press the buttons when the circle points at them for a total of 3 times to dodge the dog

A.S. 06: Funnuraba

Desc: Playing as Kurita, press the button indicated when the gauge is close to the top, for a total of 3 times, to help him shout his typical 'Funnuraba!'

A.S. 07: Banana Catch

Desc: Playing as Monta, you must catch 10 bananas without missing 3 times. Move Monta around and press the A button to catch them

A.S. 08: Photo Shooting

Desc: Playing as Sena, take a photo of the girl without missing 3 times. Aim carefully to center the photo, and shoot with the A button

A.S. 09: Ladder Drill

Desc: Playing as Sena, press left and right when prompted by the circle without missing 3 times, for a total of 8 times

A.S. 10: 40 Yard Dash

Desc: Playing as Sena, press the A button quickly to escape Cerberus

A.S. 11: Shin and the Videocamera

Desc: Playing as Shin, try to keep the circle close to the center, and hold there until the timer ends

A.S. 12: Devil Cut VS the Guy

Desc: Playing as Sena, press the buttons when the circle points at them for a total of 3 times to dodge the guy

\*Note: I don't know if this is THE Devil Cut or a simple cut (as the game doesn't help, either), but I'll stick with this until proven wrong

A.S. 13: Cerberus Camera

Desc: Playing as Cerberus, try to keep the camera focused on the center of the screen for 3 seconds

A.S. 14: Hurdle Race

Desc: Playing as Ishimaru, you have 30 seconds to get to the end of the screen. Run with the A button and jump over the garbage in your way with the B button

A.S. 15: Firefighting

Desc: Playing as Mamori, you have 30 seconds to extinguish 30 fires. Move around the hose and press the A button the extinguish a fire

A.S. 16: Hiruma Sparta Pass

Desc: Playing as Hiruma, you have to pass 5 times to the receivers (Monta or Yukimitsu) without missing 3 times. Not passing to them or passing to the rest of the team will count as a miss

A.S. 17: Huh!Huh!Huuuh!

Desc: Playing as the Huh Trio, you have to press the correct buttons when the head of each character rises (without missing 3 times) to help them react accordingly

A.S. 18: Devil Cut

Desc: Playing as Sena, press the buttons when the circle points at them for a total of 3 times to dodge properly

A.S. 19: Devil Cut VS EYESHIELD 21

Desc: Playing as Sena, press the buttons when the circle points at them for a total of 4 times to dodge EYESHIELD 21

A.S. 20: Keep Kurita's Pace

Desc: Playing as Yukimitsu, you have to press the A button to run alongside with Kurita. The further you stay from him, the more quickly the yellow gauge will deplete. Depleting the yellow gauge will end the game

A.S. 21: Yukimitsu Puzzled

Desc: Playing as Yukimitsu, you have 15 seconds to put the 4 pic's pieces correctly. Press the A button when the piece approaches its proper place to set it there

A.S. 22: Cerberus Fishing

Desc: Playing as Yukimitsu, you have 30 seconds to fish Cerberus. Press the A button to lure him with a bone, and then press the A button when the gauge is near the top to pull him little by little

A.S. 23: Kurita Cream Pies

Desc: Playing as Kurita, you have 40 seconds to eat 30 cream pies. Move Kurita around and press the A button when the pie is close enough to eat it

A.S. 24: Mamori Cream Pies

Desc: Playing as Mamori, you have 35 seconds to eat 35 cream pies. Move Mamori around and press the A button when the pie is close enough to eat it

A.S. 25: Monta Receiving

Desc: Playing as Monta, you must catch 10 passes without missing 3 times. Move Monta around and press the A button to catch them

A.S. 26: Hiruma Aiming

Desc: Playing as Hiruma, you must pass at 20 targets withing 30 seconds. Aim at the center of the target and press the A button to pass

A.S. 27: Toss & Run

Desc: Playing as Sena, press the buttons when the circle points at them for a total of 2 times to get the ball and run

A.S. 28: Club Puzzle

Desc: Playing as Mamori, you have to solve this typical replacing puzzle. Pressing the start button will allow you to give up, go back to the puzzle or restart it (only 1 time).

A.S. 29: Food Preparing

Desc: Playing as Mamori, you must press the combination of buttons you have been shown for a total of 4 times to prepare the food. You have 20 seconds to achieve it

A.S. 30: Bench Press

Desc: Playing as Mamori, you must press the buttons shown for a total of 4 times to lift the weight. You have 15 seconds to achieve it

A.S. 31: Dodge the 2 Guys

Desc: Playing as Sena, press the buttons when the circle points at them for a total of 3 times to dodge the guys

A.S. 32: Sumo Battle

Desc: Playing as the Huh Trio, press the buttons when the circle points at them for a total of 3 times to beat the Sumo Trio

A.S. 33: Outrun People

Desc: Playing as the Ishimaru, press the buttons when the circle points at them for a total of 3 times to outrun the townspeople

A.S. 34: Spear Tackle

Desc: Playing as Shin, press the buttons shown for a total of 3 times to perform the Spear Tackle against the biker

A.S. 35: Escape Fans

Desc: Playing as Sakuraba, press the buttons when the circle points at them for a total of 3 times to react and escape

-----  
|6. Gallery |  
-----

In this menu you can check the Character Profiles, the Team Profiles and the Ending List.

Character Profiles  
-----

Here are all the Character Profiles you can get. I can't translate them, but I'll seize the chance to slip some description of the characters:

-Sena: the main hero. His awesome speed granted him the position of runningback in the Deimon Devilbats, under the secret identity of "Eyeshield 21".

-Hiruma: the devil himself, who threatens his teammates with guns all the time. He's the brilliant quarterback in the Devilbats.

-Kurita: the fattest member of the Devilbats, and the strongest player in the Devilbats' line.

-Monta: the monkey-like receiver of the Devilbats, and a close friend of Sena.

-Mamori: the manager of the team, has protected Sena since they were little. She's the only member of the team who doesn't know who Eyeshield 21 truly is.

-Jyuumonji: one of the members of the Huh Trio, who latter joined the Devilbats as lineman.

-Kuroki: one of the members of the Huh Trio, who latter joined the Devilbats as lineman.

-Toganou: one of the members of the Huh Trio, who latter joined the Devilbats as lineman.

-Komusubi: a little guy with poor communication skills, but is the second strongest member of the Devilbats' line.

-Yukimitsu: an almost-bald guy who is working hard to qualify as another receiver in the Deimon Devilbats.

-Ishimaru: member of the Deimon track team, threatened to join the Devilbats until the team gets completed.

-Taki: an attention freak, his 'genius' at american football allows him to play as tight-end (can play any position).

-Shin: he's the Oujou White Knights' runningback, and also is Eyeshield 21's greatest rival. His trademark attack: the Spear Tackle.

-Sakuraba: another player of the Oujou White Knights, former fashion model.

-Panther: the black runningback of the NASA Aliens, with a smooth running style.

-Kakei: a tall guy, member of the Kyoshin Poseidon, who met the true Eyeshield 21.

-Mizumachi: a tall guy, one of the secret weapons of the Kyoshin Poseidon.

-Suzuna: Taki's sister, loves in-line skating and is currently the main cheerleader of the Devilbats.

#### Team Profiles

-----

Here you can see the Team Profiles. I'll simply list the 32 teams you can get to show here:

-Deimon Devilbats

-Oujou White Knights

- Seibu Wild Gunmans
- Koigahama Cupids
- ? Naga
- NASA Aliens
- Taiyou Sphinx
- Chamaleons
- Bando Spiders
- Yuuhi Guts
- Kyoshin Poseidon
- Edoma Fishers
- Dokubari Scorpions
- Hashiratani Deers
- Amino Cyborgs
- Sengoku Samurais
- Sankaku Punks
- Noroi Occults
- Jyonanda Giants
- Chyuuoda Panthers
- Uraharajuku Boarders
- Tamagawa Blue Sharks
- Jyujika Priest
- Tsukuhu Super Eagles
- Ginga Rocket
- Karibu Pirates
- Kita Eskimos
- Oiyama Lions
- Raten Matador
- Mitama Mariners
- Arito Crickets
- Nansei Hawks

#### Ending List

-----

In this menu you can see the titles of the endings you have gotten (you can't see the endings themselves). There are 6 good endings (the yellow ones), 24 normal endings (the white ones) and 77 bad endings (the purple ones).

Well, that should be it.

As always, if you got any corrections or suggestions to make, send me a e-mail with a subject similar to: "Eyeshield FAQ" to the address written at the top of this FAQ, and you'll be credited.

Please do not e-mail me to ask questions about the actual series (use Google).

Thank you for reading (or simply scrolling) this far!! See ya!