

Ueki No Housoku Jingi Sakuretsu! (Import) FAQ

by kyoboy

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Ueki No Housoku Jingi Sakuretsu! Nouryokusha Battle FAQ

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|0. Disclaimer |

Hi, and welcome to my Ueki No Housoku 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 turn you into a tree! Who knows.

Revision History

- v1.29 - Corrected the Super Jump motion
- v1.28 - Added the Giant Bat attack and info about the mid-air Reverse
- v1.25 - Finished the Collection section
 - Corrected and added some things
- v1.20 - Started and finished the Cheat Codes section
 - Nearly finished the Collection section
 - Finished the Enemies and Mini-games section
- v0.65 - Almost finished the Challenge Mode section
 - Finished half of the sections
 - Started the FAQ

|1. Introduction |

This game is based on Ueki No Housoku (Law of Ueki), an anime (and manga)

series (which I never knew until I saw this game, I must admit) about a boy that gets granted the power to turn garbage into trees, and must then engage in a battle to become the next "god".

As for the game, it's a 2D fighter with a lot of moves (it's a pity you only get to control Ueki).

Let's go!

|2. Basics |

Down: Guard (can guard in mid-air)
Forward, Forward: Run
A : Jump
Up + A: Super Jump
B : Attack
Up + B: Wood Thrust attack
Down + B: Rising Wood attack
Air, Down + B: Jumping Hammer attack
L + B: Giant Bat attack
L : Used for Special Moves (see Moves section)
R : Used for Super Moves (see Moves section)

These 5 gauges under the life gauge are called "memories", and are used to perform special or super attacks (as usual).

Pressing the attack button 3 times will trigger a basic combo, and you can cancel this combo into any of the normal attacks (i.e. 'Wood Thrust', that actually is a good combo finisher).

The Jumping Hammer attack, if it hits the enemy, will stop the enemy on his tracks and make him bounce defenselessly against the floor. Then, you can juggle in some hit (or even a Super Move if you time it right, in some cases).

The Giant Bat attack can be used to repel thrown objects, and will send the enemy flying into the air if it hits him.

|3. Game modes |

Story Mode

In this mode you'll fight some enemies following the anime's story, gaining moves, minigames and cards for you collection. On each fight, depending on how you fight your enemy, you'll get some bonus points, that will add together to form a rank. The higher the rank, the rarest the cards you'll get. After you defeat an enemy in this mode, you can fight against him anytime you want in Challenge mode.

Challenge Mode (not available at first)

Here you can fight any enemy you have unlocked previously, to get a better rank (and then, new cards).

Minigames (not available at first)

Here you can play any of the minigames you have unlocked (see Minigames section).

Collection

Here you can see all the cards you've got (see Collection section).

Option

Here you can adjust the game's difficulty, listen to the game's BGM (not available at first) and delete all your save data.

|4. Moves |

As you beat the enemies in Story/Challenge Mode, you'll get different moves for Ueki. Their real name are 'Jingis', but I won't be using that name much because there ARE differences between Special and Super Moves:

- Performing a Super Move triggers full-screen pictures of the attack
- Two bonuses after the battle ('Only One SM' and 'SM Finish') can't be gotten by Special Moves (i.e. 'Fuudo' or 'Reverse').

Here they are:

Special Moves

Name: Fuudo

Command: Down + L + B

Desc: A giant wood arm covered in metal punches upwards (also, defends him for a little amount of time)

Cost: 1/2 memory

Name: Raika

Command: L + A

Desc: Slides quickly forward (passing by enemies and/or thrown objects)

Cost: 1/4 memory

Name: Seikuu

Command: Air, L + A

Desc: Flies quickly forward (passing by enemies and/or thrown objects)

Cost: 1/4 memory

Name: LV 2 Reverse

Command: Up + L + B

Desc: Ueki concentrates and, if a enemy or a thrown object gets close to him, rises a shield that repels them. Can be used in mid-air

Cost: 1/4 memory

Super Moves

Name: Kurogane

Command: R + B

Desc: Ueki makes a cannon from wood and fires a wood ball. Can be used in mid-air; then, he'll shoot downwards

Cost: 1 memory

Name: Ranma

Command: Up + R + B

Desc: Ueki creates a giant blade, that slashes downwards

Cost: 1 memory

Name: Mash

Command: Down + R + B

Desc: Ueki summons a weird box that, after a few seconds, bites the enemy

Cost: 1 memory

Name: Pick

Command: L + R + B

Desc: Ueki creates a large column to attack the enemy

Cost: 3 memories

Name: Galiper

Command: Down + L + R + B

Desc: If the enemy gets caught in the green flash, a box will close around him and keep him trapped for a few seconds. You can seize the opportunity to attack him freely

Cost: 3 memories

Name: Namihana

Command: Up + L + R + B

Desc: Ueki summons a large tentacle-shaped flower that attacks back and forth

Cost: 3 memories

Name: Maou

Command: Hold L + R till you flash, then B

Desc: Ueki fires a spiritual projection of Kobasen, his teacher, which will fly towards the end of the screen (hitting the enemy) and explode there

Cost: 5 memories

|5. Challenge mode |

Here I'll explain the bonus points and the ranks.

This is a list of all the bonus points you can get, with an explanation on how to get them:

-Perfect: 2500 points

-Got by: Don't get hit by the enemy

-S.M. Finish: 1000 points

-Got by: Finish the enemy with a Super Move

-No Guard: 1500 points

-Got by: Don't guard against the enemy attacks

-Only One S.M: 1000 points

-Got by: Hit the enemy with only one kind of Super Move (doesn't matter

-how many times you do it, or if you perform another S.M. and doesn't hit)

-Reverse: 1000 points

-Got by: Use the 'LV 2 Reverse' Jingi successfully

-5 Combo: 1000 points

-Got by: Hit the enemy 5 times in a row

-7 Combo: 1500 points

-Got by: Hit the enemy 7 times in a row

-Jump Mania 30 Jumps: 500 points

-Got by: Jump 30 times during a battle

-Dash Mania 20 Meters: 500 points

-Got by: Dash (all the screen long) 20 times during a battle

-Connect Attack: 1000 points

-Got by: Just hit the enemy successfully once (don't let him guard all your attacks)

-No Enemy Attack: 2000 points

-Got by: Attack the enemy non-stop and finish him without giving him the chance to attack you

-Zorro ? Chance: 1000 points

-Got by: Attack the enemy while he's about to perform a (powerful) attack

-S.M. Hit 3 or More Targets: 1000 points

-Got by: Time a Super Move so that it hits the enemy and a couple of thrown objects

-Almost No Life: 1000 points

-Got by: Finish the enemy with only a little life

-Style Points (in blue): X points

-Got by: Depending on how you fight and the difficulty level you're on, you get more or less points

-Special K.O (in red): 5000 points

-Got by: Finish the enemy in an unique way (related to the anime, I guess)

-*Note: depends on the enemy (for a detailed list, see below)

-Target #1 (in yellow): 3000 points

-Got by: Do the first of that enemy's targets

-*Note: depends on the enemy (for a detailed list, see below)

-Target #2 (in yellow): 4000 points

-Got by: Do the second of that enemy's targets

-*Note: depends on the enemy (for a detailed list, see below)

The rank will be determined by how many points you get:

E Rank: 0-3000 points

D Rank: 4000-7000 points

C Rank: 8000-12000 points

B Rank: 13000-17000 points

A Rank: 18000-19000 points

S Rank: 20000-30000 points

(if you're wondering, I think there's no way to go over the 30000 points, but even in that case, it keeps on being S Rank)

|6. Enemies |

Well, now here comes the list of the enemies, along with their Special K.Os and targets:

1st enemy

Name: Shonen Riho
Power: Can change his fighting spirit into energy for his attacks
Super Move: Gankutsuou (a rock-breaking charge attack)
Special K.O: Finish him while he's performing his own Super Move
Target #1: Break a boulder
Target #2: Hit him with a Super Jumping Hammer (doesn't work?)

2nd enemy

Name: Robert Hayden
Power: Can change ideals into reality
Special K.O: Finish him with a piercing attack ('Wood Thrust' or 'Pick')
Target #1: Break 5 blue bubbles
Target #2: Don't get damaged by the red bubbles

3rd enemy

Name: Alesshio Yurano
Power: Can turn soil into scythes
Special K.O: Finish him with the 'Kurogane' Super Move
Target #1: Break 5 scythes
Target #2: Block the large scythe 3 times with the 'Fuudo' Jingi

4th enemy

Name: Don The Powerful
Power: Can change his ring into a rocket
Special K.O: Finish him with the 'Mash' Super Move
Target #1: Destroy 3 rocks
Target #2: Don't get damaged by rocks

5th enemy

Name: Marco Mardini
Power: Can turn tomatos into magma
Special K.O: Finish him with the 'Mash' Super Move
Target #1: Don't get damaged by magma
Target #2: Let him call the girl (Rinko) 3 times

6th enemy

Name: Miyojin Taro
Power: Can change his whistle into a laser
Can change fans into buzzsaws
Special K.O: Finish him with a mid-air 'Kurogane' Super Move
Target #1: Reflect 5 buzzsaws with the 'Reverse' Jingi
Target #2: Block his laser with the 'Fuudo' Jingi

7th enemy

Name: Seiichiro Sano

Power: Can turn towels into metal (while he's holding his breath)

Super Move: Metal Boomerang Cutters (throws 4 metal boomerangs)

Special K.O: Finish him by throwing him out of bounds

Target #1: Dodge the electric sphere 3 times

Target #2: Block his Super Move with the 'Fuudo' Jingi

8th enemy

Name: Karl Paccho

Power: Can change other's powers into his own's (if he spends 24 hours with them)

Special K.O: Finish him with the 'Mash' Super Move

Target #1: Use the 'Raika' Jingi many times, for a total of 3 seconds

Target #2: Attack him when he's doing the winged attack

9th enemy

Name: Robert Hayden

Power: Can change ideals into reality

Super Move: Mash (like Ueki's, but bigger)

Special K.O: Finish him with the 'Pick' Super Move

Target #1: Break 3 blue bubbles

Target #2: Don't get damaged by the red bubbles

10th enemy

Name: Kapuusho

Power: Can turn his breath into a freezing gas

Special K.O: Finish him with the 'Galiper' Super Move

Target #1: Hit the giant ball with the 'Pick' Super Move

Target #2: Attack Niko (the drill guy) with the 'Kurogane' Super Move

11th enemy

Name: Gurano Kuwahara

Power: Can turn his toy robot into a giant working robot

Special K.O: Finish him with the 'Namihana' Super Move

Target #1: Don't get damaged by the laser beam

Target #2: Stop the robot punch with the 'Pick' Super Move

12th enemy

Name: Shonen Riho

Power: Can change his fighting spirit into energy for his attacks

Super Move: Gankutsuou (a rock-breaking charge attack)

Special K.O: Finish him while he's on Power Up mode

Target #1: Hit him while he's performing his own Super Move

Target #2: Don't break the boulders

13th enemy

Name: Marilyn Cary

Power: Can turn 1 second into 10 seconds for her

Super Move: Level 2 (multiplies her power by 10)

Special K.O: Let her run outta life while she's on her Level 2

Target #1: Counter her combo attack

Target #2: Avoid 5 traps

14th enemy

Name: Ballow E'Charlotte

Power: Deja Vu (can turn past visions into reality)

Special K.O: Finish him by attacking his copy

Target #1: Don't use any of the Jingis

Target #2: Attack 5 copies of him

15th enemy

Name: Anon

Power: Can absorb people and assimilate them

Super Move: Maou (similar to Ueki's, but is a giant bull-like creature)

Special K.O: Finish him with the 'Maou' Super Move

Target #1: Use the 'Seikuu' Jingi many times, for a total of 5 seconds

Target #2: Let his 'Maou' attack clash against yours

*Warning: in Story Mode, to fight against him, you must have all the Jingis

|7. Minigames |

Wood Bugs

Got by: Defeat the 3rd enemy

Desc: Destroy the wood bugs that fall from the top of the stage without touching them or the wood spikes, or you'll get electrified

Clear: Get 1200 points

Puncher Machine

Got by: Defeat the 11th enemy with a B Ranking

Desc: Time your strike so that you get as close as you can to the center of the gauge, to deliver a powerful blow

Clear: Get 1200 points

Flies catching

Got by: Defeat the 14th enemy with a B Ranking

Desc: Catch the flies that appear without getting sucked into the electric rays, or you'll get electrified

Clear: Get 1200 points

Balance

Got by: Defeat the 8th enemy (after getting the previous mini-games)

Desc: Dodge or break the balls that come your way, as it's the time you stay without getting hit that scores

Clear: Get 2000 points

|8.Collection |

Here's the list of the cards in the game, with the requirements to get them. Some of the cards may be gotten in alternate ways other than the noted here, or may require defeating previous enemies with better ranks. Unless otherwise stated, you can get these playing in Normal difficulty.

*Note: the ones marked with a ** may need getting the 7 Combo Hit, No Enemy Attack, Perfect and No Guard Bonuses after the battle

*Note 2: getting the 53 regular cards will get you a nice pic, besides "card" #54

01: Charm Talent

Got by: Defeat the 1st enemy

02: Dodge Talent

Got by: Defeat the 2nd enemy

03: Luck Talent

Got by: Defeat the 3rd enemy

04: Study Talent

Got by: Defeat the 4th enemy

05: Swimming Talent

Got by: Get the Zorro ? Chance Bonus in any battle

06: Eating Talent

Got by: Defeat the 6th enemy

07: Running Talent

Got by: Get the Dash Mania 20 Meters Bonus in any battle

08: Animal Charm Talent

Got by: Defeat the 8th enemy

09: Paint Talent

Got by: Defeat the 9th enemy

10: Detective Talent

Got by: Defeat the 10th enemy

11: Bow Skill Talent

Got by: Defeat the 4th enemy**

12: Party Talent

Got by: Defeat the 12th enemy

13: Comic Talent

Got by: Defeat the 13th enemy

14: Dancing Talent

Got by: Defeat the 14th enemy

15: Show Talent

Got by: Defeat the 1st enemy**

16: Mimic Talent

Got by: Defeat the 6th enemy**

17: Cleaning Talent

Got by: Defeat the 12th enemy**

18: Reading Talent

Got by: Defeat the 13th enemy**

19: Make-up Talent

Got by: Defeat the 10th enemy**

20: Business Talent

Got by: Defeat the 5th enemy

21: Money Talent

Got by: Defeat the 7th enemy

22: Idea Talent

Got by: Defeat the 11th enemy

23: Back-bending Talent

Got by: Get the Jump Mania 30 Jumps Bonus in any battle

24: Recycle Talent

Got by: Defeat the 15th enemy

25: 'Kurogane' Jingi

Got by: Defeat the 2nd enemy

26: 'Fuudo' Jingi

Got by: Defeat the 3rd enemy

27: 'Ranma' Jingi

Got by: Clear the first mini-game

28: 'Mash' Jingi

Got by: Clear the second mini-game

29: 'Pick' Jingi

Got by: Defeat the 7th enemy

30: 'Raika' Jingi

Got by: Defeat the 5th enemy

31: 'Galiper' Jingi

Got by: Defeat the 9th enemy

32: 'Namihana' Jingi

Got by: Clear the third mini-game

33: 'Seikuu' Jingi

Got by: Clear the fourth mini-game

34: 'Maou' Jingi

Got by: Defeat the 14th enemy without using Jingis in Story Mode

35: LV 2 'Reverse' Jingi

Got by: Defeat the 14th enemy without using Jingis

36: Kousuke Ueki character card

Got by: Defeat the 1st enemy with an S Rank

37: Ai Mori character card

Got by: Defeat the 2nd enemy with an S Rank

38: Seiichiro character card

Got by: Defeat the 7th enemy with an S Rank

39: Rinko character card

Got by: Clear all minigames on Normal and Hard difficulty

40: Tenko (the fox) character card

Got by: Clear all minigames on Normal and Hard difficulty

41: Kobasen character card

Got by: Clear Story Mode with an S Rank on Hard difficulty

42: Alesshio character card

Got by: Defeat the 3rd enemy with an S Rank

43: Don character card

Got by: Defeat the 4th enemy with an S Rank

44: Marco character card

Got by: Defeat the 5th enemy with an S Rank

45: Miyojin character card

Got by: Defeat the 6th enemy with an S Rank

46: Karl Paccho character card

Got by: Defeat the 8th enemy with an S Rank

47: Robert character card

Got by: Defeat the 9th enemy with an S Rank

48: Kapuusho character card

Got by: Defeat the 10th enemy with an S Rank

49: Gurano character card

Got by: Defeat the 11th enemy with an S Rank

50: Shonen Riho character card

Got by: Defeat the 12th enemy with an S Rank

51: Marilyn character card

Got by: Defeat the 13th enemy with an S Rank

52: Ballow character card

Got by: Defeat the 14th enemy with an S Rank

53: Anon character card

Got by: Defeat the 15th enemy with an S Rank

54: Special ending

Got by: Get the 53 regular cards

|9. Cheat codes |

Here are the cheats I found for the VBA. Use them with caution,
and all that stuff.

Effect: Infinite Health, Infinite Memories & Perfect Bonus

Code: 020019B2:6450

Desc: Your life gauge and your memories will stay full

Effect: One Hit Kill

Code: 02002022:0001

Desc: The enemy's life gauge will get almost empty

*Note: Only works with the 1st, 2nd, 3rd, 6th and 14th enemies
(and don't beat the enemy with the cheat on)

Effect: One Hit Kill

Code: 020021BE:0001

Desc: The enemy's life gauge will get almost empty

*Note: Only works with the 4th, 5th, 7th, 8th, 9th, 10th,
11th, 12th, 13th and 15th enemies (and don't beat the enemy
with the cheat on)

Effect: 7 Hit Combo

Code: 02001684:0006

Desc: Hit once to get a 7 Hit Combo (also, you'll get the 5 Combo and
7 Combo Bonus after the battle)

*Note: disable the cheat after activating it

Effect: Jump Mania 30 Jumps Bonus

Code: 02000320:001E

Desc: Jump once to get the Bonus after the battle

|10. Credits |

-BlackDragoon073, for his list of enemies & targets
-Kimitsu, for corrections & various info
-Hirua, for more corrections & cards 39 and 40
-Benhol, for info about the Giant Bat attack
-Advice_boy16, for the correction about the Super Jump
-Banpresto and Dimps, for making this awesome game
-Tsubasa Fukuchi (the series' author)
-myself

Well, that should be it for now.

As always, if you got any corrections or suggestions to make, send me a
e-mail with a subject similar to: "Ueki 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!