

Downtown Special: Kunio-kun no Jidaigeki Dayo Zenin Shuugou! (Import) FAQ/Walkthrough

by Dammit9x

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Downtown Special - Kunio-kun no Jidaigeki Dayo Zenin Shuugou! (NES)
FAQ/Walkthrough for the Technos Samurai Team 1.0 English translation
September 3, 2007 v1.0
dammit9x at hotmail dot com

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1) WALKTHROUGH

The essence of gameplay, like many beat-em-ups, is to fight through a sequence of gangs and gang bosses. Certain events, such as beating a boss, have certain consequences, such as the appearance of other bosses. What makes "Downtown Special" unusual is that these events might occur on any of the play fields, which encompass all of feudal Japan.

Gangs wander from region to region and may encounter KUNIO when they come to the same region. Gangs tend to seek out KUNIO, with the weaker gangs being the most persistent. Each region is connected to two or three other regions and an overview showing KUNIO and all the gangs can be seen by pressing B at the menu subscreen.

The MAP CRSR item enables travel directly through the overview map. For a screenshot map of all the regions, check the website of "sprays":
<http://homepage.fudan.edu.cn/~sprays/fc/sprays.html>

! a required event
\$ an optional event
> a consequence of an event
Money amount of money dropped by gang members and bosses
TECH the boss' TECHs, which are learned if the MASTER shades are equipped

Event	Money	TECH
!Begin game		

>GINPA (light blue) appears		
>GONSA (pink) appears		
!Defeat light blue gang and GINPA	10/100	none
>ICHI & ROKU (yellow) appear		
>YONO (gray) appears		
>cutscene with SANKI		
\$Defeat pink gang and GONSA	12/120	SLAP SP
>GONSA may join		
!Defeat yellow gang and ICHI & ROKU	14/140	none
>HEIRU (green) appears	(each)	
>TAME (dark yellow) appears		
>KINSU (blue) appears		
\$Defeat YONO	-/160	SCREW
>RIKI may join		
!Defeat green gang and HEIRU	16/160	WARPSHOT
>HEIRU (green) reappears		
\$Defeat green gang and HEIRU again	16/160	WARPSHOT
>HEIRU may join		
!Defeat dark yellow gang and TAME	18/180	M.FUMI
!Defeat blue gang and KINSU	20/200	N.ATTACK
>HEISI (blue) appears after TAME or KINSU is defeated		
!Defeat blue gang and HEISI	22/220	H.GUARD
>JINRO (yellow-brown) appears after HEIRU(1), TAME, KINSU and HEISI are defeated		
!Defeat yellow-brown gang and JINRO	24/240	DRILL
>KINSU may join		
>YONO (gray) appears		
>GINPA (light blue) reappears		
>HAN (purple) appears		
\$Cutscene with YONO		
>receive KANPOU; BUNZO may join		
!Defeat purple gang and HAN	26/260	MESSAGE
>HAN may join		
>GONSA may leave		
>GONSA (pink) appears		
>NIZAE (brown) appears		
>YAGO (dark gray) appears		
\$Defeat dark gray gang and YAGO	28/280	DAGGR SP
>JUUKI (gray) appears (if GONSA has been defeated)		
\$Cutscene with JUUKI		
>JUUKI may join		
!Defeat brown gang and NIZAE	30/300	DEFLECT
>TSUI & TATSU (dark blue) appear		
!Defeat dark blue gang and TSUI & TATSU	32/320	TORNADO
>HEISI (blue) appears		

>TSUI or TATSU (dark blue) appears (whoever escaped)
 >TSUI or TATSU may join (whoever was beaten)
 >cutscene with OKOTO

\$Cutscene with HEISI

!Defeat dark blue gang and TSUI or TATSU 32/320 TORNADO
 >TSUU leaves (if JUUKI has joined)
 >TSUU (dark green) appears (if JUUKI has joined)
 >ASAJI (red) appears

!Defeat red gang and cutscene with ASAJI 36/-
 >HEISI (blue) appears

!Second cutscene with HEISI
 >KINSU may leave
 >TORA (black) appears

\$Defeat dark green gang and TSUU 34/340 M.KIUKIU, BIGBANG
 >TSUU may rejoin

!Defeat black gang and TORA 36/380 E.TORP, S.TORP
 >JUUKI may join, or leave if he's already joined
 >KINSU may rejoin
 >YAGO (dark gray) appears
 >ASAJI (red) appears

\$Defeat gray gang and cutscene with YAGO 30/-
 >receive GOODTIME

!Defeat red gang and ASAJI 36/360 HELICPTR
 !along with JUUKI, if he left -/400 BMPKNART
 >all gangs disappear
 >return to BUNZO'S to complete the game

2) ALLIES

All allies share the same items and equipment but have different stats, TECHs and GROWTH. The default AI varies for each ally as well.

Ally changes are performed at BUNZO'S, and some joining and leaving events also occur there. Only one event at BUNZO'S can be triggered per visit, so it is possible for multiple events to stack up. KUNIO may need to enter BUNZO'S multiple times to clear them all.

For an ally to leave, he must not be the active ally. Allies may therefore be prevented from leaving by keeping them active when they would try to leave.

TSUU	PUNCH	15	AGI	15	
Joins: TSUU is the ally at the beginning of the game.	KICK	15	WILL	15	
	WPN	15	DEF	15	
	THROW	15	STR	15	
Leaves: Defeat both TSUI and TATSU.	VIT	63			
(TSUU only leaves if JUUKI has joined.)	STAM	63			
Rejoins: Defeat TSUU and answer YES.	M.KIUKIU		BIGBANG		

----- GONSA
 | PUNCH 21 AGI 29 | Joins: Defeat GONSA before defeating HAN
 | KICK 29 WILL 37 | and answer YES.

WPN	35	DEF	27		Leaves: Defeat HAN.
THROW	47	STR	6		(GONSA will not join the second time.)
VIT	62				
STAM	136				-OR-
SLAP SP					Joins: Defeat GONSA after defeating HAN and answer YES.

Leaves: Never.

RIKI
Joins: Defeat YONO (before defeating JINRO) and
knock out current ally.

Leaves: Never.

PUNCH	67	AGI	44	
KICK	35	WILL	37	
WPN	28	DEF	39	
THROW	16	STR	49	
VIT	64			
STAM	46			
M.FIST				

PUNCH	18	AGI	26		HEIRU
KICK	26	WILL	39		Joins: Defeat HEIRU twice and answer YES.
WPN	28	DEF	31		
THROW	72	STR	22		Leaves: Never.
VIT	74				
STAM	100				
WARPSHOT					

KINSU
Joins: Defeat JINRO and answer YES.

Leaves: Have 2nd cutscene with HEISI, and return
to BUNZO'S.

Rejoins: Defeat TORA.

PUNCH	56	AGI	80	
KICK	41	WILL	32	
WPN	20	DEF	39	
THROW	17	STR	49	
VIT	68			
STAM	44			
N.ATTACK				

PUNCH	46	AGI	43		BUNZO
KICK	56	WILL	51		Joins: Receive KANPOU from 2nd YONO encounter and return to BUNZO'S.
WPN	27	DEF	78		
THROW	38	STR	40		Leaves: Never.
VIT	38				
STAM	64				
HEADBUTT					

HAN
Joins: Defeat HAN and return to BUNZO'S.

Leaves: Never.

PUNCH	35	AGI	59	
KICK	32	WILL	47	
WPN	91	DEF	24	
THROW	44	STR	41	
VIT	100			
STAM	94			

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| PUNCH  48  AGI   51 | TSUI
| KICK   67  WILL 105 | Joins: Defeat TSUI before TATSU, answer NO, and
| WPN    26  DEF   67 |           knock out the current ally.
| THROW  32  STR   54 |
| VIT    44                | Leaves: Never.
| STAM   76                |
|                                |
| TORNADO                |
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TATSU
Joins: Defeat TATSU before TSUI, answer NO, and
       knock out the current ally.

Leaves: Never.

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| PUNCH  45  AGI   54 |
| KICK   99  WILL  73 |
| WPN    16  DEF   67 |
| THROW  26  STR   54 |
| VIT    64                |
| STAM   90                |
|                                |
| TORNADO                |
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| PUNCH  43  AGI   58 | JUUKI
| KICK   31  WILL  49 | Joins: Defeat YAGO then find JUUKI (gray)
| WPN    64  DEF   21 |           wandering around, and say YES.
| THROW  52  STR   37 | Leaves: Defeat TORA. JUUKI now appears with ASAJI.
| VIT   178                |
| STAM   52                | -AND-
|                                |
| BMPKNART                | Joins: Defeat TORA and return to BUNZO'S.
----- Leaves: Never.

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Strangely, there seem to be two JUUKIs, because it is possible to get JUUKI to join both ways in the same game. It is even possible to get JUUKI to fight against himself by letting him leave the first way and join the second way.

3) MENUS

ITEMS

Shows the character's inventory, where items can be consumed or equipped (USE), unequipped (REMOVE), transferred to the other character (GIVE), or discarded (DRP). Each character can hold up to 16 items. SELECT switches characters. The items carried and worn by the ally are shared by all allies. In a 2-player game, each character may only handle his own items.

STATUS

Shows the character stats. SELECT switches characters.

GROWTH

Shows the rate at which each stat increases when the character levels up. Level-up occurs when a character knocks out 10 enemies and is indicated by a sound effect. KUNIO and his ally level up separately. Each 10% of growth increases VIT or STAM by 2, and other stats by 1. These rates are doubled if a DOUBLEUP is equipped. SELECT switches characters. In a 2-player game, each character may only manipulate his own growth.

TECH

Shows all the TECHs known by the character. Press the A button to turn the selected TECH on or off. TECHs cannot be transferred. SELECT switches characters. In a 2-player game, each character may only select his own TECHs.

SAVE

Enters the save game dialog. Choose SAVE, then confirm, to save the game progress. The game can be loaded by choosing the RESUME option at the power-on screen.

ALLY

Set the computer-controlled ally's enemy targeting, aggressiveness, mobility, and weapon use.

SETTNG

Displays miscellaneous game options:

DIFFICULTY

Affects the enemies' stats. On the easier difficulties they have all zeros. The table below roughly shows the stats relative to medium difficulty.

setting	EASY	..	MED.	..	HARD
STAM/VIT	0	0	1x	3x	10x
other stats	0	0	1x	2x	5x

MESSAGE SPEED

Affects both how fast text messages appear and how long they remain. (Cutscene messages can always be skipped.)

CURRENTS

Affects how fast weapons and characters are pushed around in water.

Press D to reveal more options:

WATER EFFECTS

Determines how much of the CURRENTS setting is applied to characters.

setting	NO	SMLL	EX
effect	none	half	full

ATTACK BALANCE

Affects how much damage all characters take from attacks.

setting	LOW	M L	MID	M H	HIGH
relative damage	5x	0.25x	1x	2x	5x

^ not a typo

DEFENSE BALANCE

Affects the ability of all characters to guard. Guarding is easiest on HIGH and useless on LOW.

STAM BALANCE

Affects how much damage all characters take from attacks.

setting	LOW	M L	MID	M H	HIGH
relative damage	+20%	+20%	+0%	-20%	-85%

ENEMIES

Seems to have no effect. Either way you must defeat 10 enemies per gang.

SETUP

Choose whether the game will be 1 PLAYER with a computer-controlled ally or 2 PLAYER. The player may also switch control to the other character by pointing to the characters and pressing A.

In MODE1 the characters cannot harm one another except with thrown weapons or by hitting unheld weapons. In MODE2, thr characters may harm one another with any attack.

MAP

Press B on the menu subscreen to view the map. With a MAP CRSR equipped, the directional buttons move the cursor, and the A or start buttons move KUNIO to the selected region, while B cancels.

4) STATS

Author's note: The function of WILL, and especially DEF and STR, is poorly understood. If you know what these stats do, and can prove it, contact me.

PUNCH determines the damage of punches and punch techs
KICK determines the damage of kicks and kick techs
WPN determines the damage of swung weapons and weapon techs
THROW determines the damage of thrown weapons and throw techs
AGI determines the walking and running speed
WILL determines the jump height
DEF determines the effectiveness of the guard move (?)
and the damage of the DRILL tech
STR determines the time an opponent can be held/mounted (?)
and the damage of the STR techs

VIT and STAM:

When the character is hit, STAM is reduced by the numbers shown. The lower the character's STAM, the farther he flies when getting knocked off his feet.

When STAM runs out and the character gets up after a fall, STAM increases by 1/4 of the current VIT, and the current VIT is reduced by half.

VIT cannot be damaged directly unless the character is lying down, or held/mounted while lying down.

The character is not knocked out until both STAM and VIT are depleted, and the character is on the ground.

STAM is represented by the long bars, and VIT by the short bars.

The maximum is 255 for VIT and STAM, and 127 for other stats.

If a computer-controlled ally is knocked out, he is revived at the next screen, minus half his money. If the player-controlled character is knocked out in a 1-player game (or both in a 2-player game), both characters lose half their money.

5) CONTROLS

BASIC MOVES

Move	How to perform	Relevant stat
punch	A	PUNCH
uppercut	A vs. hit-stunned enemy	PUNCH
kick	B	KICK
high kick	B vs. hit-stunned enemy	KICK
pick up weapon	A or B over weapon	
swing weapon	A	WPN
throw weapon	B	THROW
guard	A or B before getting hit	DEF(?)
jump	A+B	WILL
rising uppercut	A while rising	PUNCH
walk	directional buttons	AGI

run	double tap L or R	AGI
running jump	A+B	WILL
fumi	A+B over fallen enemy	KICK
mount	U or D over fallen enemy	STR(?)
mounted punch	A	PUNCH
kiukiu	B	PUNCH
pick up enemy overhead	A over fallen enemy	STR(?)
overhead swing	A	WEAPON*
overhead throw	B	none(?)
pick up enemy by legs	B over fallen enemy	STR(?)
giant swing	A	THROW*
giant swing & throw	B	THROW*

* These moves may damage the picked-up opponent by swinging him into weapons lying around, and may damage bystanders by hitting them with the picked-up opponent. The relevant stat is the same in either case.

WEAPONS

Besides swinging and throwing them, weapons can be used by hitting them while they are on the ground. A weapon struck by any attack gets pushed away, and if it hits someone, the damage done is equal to the damage that would have occurred if the attack had hit directly.

ATTACKING ON THE MOVE

Attacks do more damage if performed while running or jumping. The table below roughly shows the amount of damage done relative to a standing or walking attack. This principle applies to TECHS as well.

movement:	standing	jumping	running	running jump
damage:	1x	2x	3x	4x

6) TECHS

Tech	How to perform	Relevant stat
M.FIST	replaces normal punch	PUNCH
M.KICK	replaces normal kick	KICK
M.WPN	replaces normal weapon swing	WPN
M.KIUKIU	replaces normal kiukiu	PUNCH
M.SWING	replaces normal giant swing moves	THROW
M.FUMI	replaces normal fumi	KICK
SCREW	replaces normal running jump	STR
N.ATTACK	double tap L or R toward enemy while running	STR
H.GUARD	replaces normal guard	none(1)
TORNADO	B while airborne	KICK
WARPSHOT	replaces normal weapon throw	THROW
DRILL	double tap D	DEF
HELICPTR	double tap D while holding enemy overhead	THROW
E.TORP	replaces normal overhead throw	none(?)
S.TORP	on: A while airborne; off: A+B while airborne	none(?)
M.FIST II	replaces normal punch and M.FIST	PUNCH
M.KICK II	replaces normal kick and M.KICK	KICK
SCREW II	replaces normal running jump and SCREW	STR(2)
SLAP SP	replaces normal running punch	PUNCH
DAGGR SP	double tap D while holding dagger weapon	WPN
HEADBUTT	replaces normal running kick	WPN
MASSAGE	double tap U while holding enemy by legs	KICK
DEFLECT	A+B+down while airborne	none(3)
BIGBANG	double tap U while hit-stunned	none(4)
BMPKNART	double tap U, then A	THROW

- (1) H.GUARD reverses the damage back to the opponent.
- (2) SCREW II is activated with a running jump and deactivated by pressing A+B while airborne.
- (3) DEFLECT copies the appearance, TECHs and stats of the nearest character, including the current STAM and VIT. The character reverts by using DEFLECT again.
- (4) BIGBANG stuns all characters and does no damage.
- (?) These techs seem to do fixed damage, independent of stats.

TECHs known by bosses can be learned by defeating the boss while wearing the MASTER shades. Both KUNIO and the ally may learn if they both have shades.

TECHs known by allies may only be copied to KUNIO if the boss NIZAE uses DEFLECT to copy the ally, and is then defeated in that form. Sometimes NIZAE uses DEFLECT on KUNIO instead, in which case the ally may learn KUNIO's TECHs. If NIZAE is defeated in his own form, only DEFLECT may be learned.

Tech	Shop	Price	Boss	Ally
M.FIST	Suruga TECH shop	300		RIKI
M.KICK	Suruga TECH shop	300		(KUNIO starts with it.)
M.WPN	Rikuchuu TECH shop	1000		
M.KIUKIU	Kawachi TECH shop 2	500	TSUU	TSUU
M.SWING	none	-		
M.FUMI	Kawachi TECH shop 2	500	TAME	
SCREW	Suruga TECH shop	800	YONO	
N.ATTACK	Hizen TECH shop 1	800	KINSU	KINSU
H.GUARD	Kouzuke ??? shop 1	1500	HEISI	
TORNADO	Hizen TECH shop 2	1000	TATSU, TSUI	TATSU, TSUI
WARPSHOT	Ezo ??? shop 2	1000	HEIRU	HEIRU
DRILL	Suruga ??? shop	800	JINRO	
HELICPTR	Kawachi TECH shop 1	800	ASAJI	
E.TORP	none	-	TORA	
S.TORP	Kawachi ??? shop	1200	TORA	
M.FIST II	Tosa ??? shop 1	800		
M.KICK II	Tosa ??? shop 2	800		
SCREW II	Hizen ??? shop 2	1200		
SLAP SP	Nagato ??? shop	800	GONSA	GONSA
DAGGR SP	Tosa ??? shop 2	1000	YAGO*	
HEADBUTT	Ezo ??? shop 2	1000		BUNZO
MASSAGE	Kawachi ??? shop	800	HAN	HAN
DEFLECT	Inaba ??? shop 2	1500	NIZAE	
BIGBANG	none	-	TSUU	TSUU
BMPKNART	none	-	JUUKI	JUUKI

* YAGO offers to teach his TECH for free when defeated

7) EQUIPMENT

The following are stat-boosting items. Their effects are cumulative and multiple items of the same type may be used by each character.

Item	Effect	Price	Shop
COTTON gloves	+10 PUNCH	150	Suruga TECH shop
SILK gloves	+30 PUNCH	500	Suruga ??? shop
COTTON shorts	+10 KICK	150	Kawachi TECH shop 2
CAMEL shorts	+20 KICK	700	Inaba ??? shop 1
KAPPA shorts	+20 KICK	1000	Ecchu ??? shop 1
SILK shorts	+30 KICK	500	Hizen ??? shop 1
LONG kimono	+4 WPN	150	Rikuchuu TECH shop

THICK kimono	+30 WPN	500	Rikuchuu ??? shop 1
OBSCENE underwear	+10 THROW	150	Ecchu TECH shop
SAUCY underwear	+30 THROW	500	Ecchu ??? shop 2
WIDE sandals	+10 AGI*	150	Hizen TECH shop 1
SPIKED sandals	+20 AGI*(1)	700	Kouzuke ??? shop 2
SNOW sandals	+20 AGI*(2)	700	Ezo ??? shop 1
JET sandals	+30 AGI*	500	Nagato ??? shop
THICK socks	+10 WILL*	150	Hizen TECH shop 2
JUMP socks	+20 WILL*(3)	800	Rikuchuu ??? shop 1
SOFT socks	+30 WILL*	500	Hizen ??? shop 1
COMMON pendant	+10 DEF*	150	Hizen TECH shop 2
SANKI pendant	+20 DEF*	-	BUNZO'S, after BUNZO joins
NARITA pendant	+30 DEF*	500	Rikuchuu ??? shop 1
WHITE shirt	+10 STR	150	Hizen TECH shop 1
WOOL shirt	+30 STR	500	Inaba ??? shop 1
SUN headband	+20 VIT	150	Kawachi TECH shop 1
TWISTED headband	+60 VIT	500	Tosa ??? shop 1
PRICEY kimono	+20 STAM	150	Ecchu TECH shop
MAGIC kimono	+40 STAM(4)	2000	Kawachi ??? shop, Rikuchuu ??? shop 2
PONGEE kimono	+60 STAM	500	Ecchu ??? shop 1

* These items give an incorrect stat-increase message when used in the ITEM menu. The correct effects are given in the table, and can be verified by checking the STATUS menu.

- (1) normal acceleration on the dirt in Kouzuke and the sand in Inaba
- (2) no slipping on the ice in Ezo and Tosa
- (3) hold A+B to jump to any height or to fall slowly
- (4) STAM regenerates (if the character is player-controlled)

The following items have other effects when consumed or equipped. Their effects are not cumulative, but they may be used on each character.

Item	Effect	Price	Shop
MYSTERY potion	Unknown	50	Ecchu ??? shop 2
DOUBLEUP	Makes each 10% of GROWTH increase stats by twice as much at level-up	2000	Ecchu ??? shop 1 Rikuchuu ??? shop 2
MAP CRSR	Press the directional buttons to control a cursor on the map screen. Press start or A to move KUNIO to the selected region, or B to cancel.	3000	Hizen ??? shop 2 Rikuchuu ??? shop 2
MASTER shades	Learn the TECHs of defeated bosses.	3000	Kouzuke ??? shop 1 Rikuchuu ??? shop 2
2xEFFECT	Doubles the bonus of stat-boosting items	5000	Inaba ??? shop 2 Rikuchuu ??? shop 2
GOODTIME	Consume it to max out money.	-	Given at second YAGO encounter

8) SHOPS

INNs restore all STAM and VIT for one character for a fixed cost of 100. FOOD restores lost STAM and HEALER medicines restore lost VIT, with the amount restored equal to the cost of the item. Eat-in FOOD shops sell items are consumed immediately. In contrast, takeout FOOD and HEALER items are used from

the inventory.

In regions with two TECH or ??? shops, the shops have been arbitrarily numbered to distinguish them. For the location of all ??? shops, check the map at <http://homepage.fudan.edu.cn/~sprays/fc/sprays.html> and look for the yellow squares.

~~~~~Suruga~~~~~				~~~~~Nagato~~~~~			
BUNZO'S				??? shop	JET sandals	500	
INN					SLAP SP	800	
Eat-in FOOD shop (2)							
HEALER				~~~~~Inaba~~~~~			
TECH shop	COTTON gloves	150		??? shop 1	CAMEL shorts	700	
	M.FIST	300			WOOL shirt	500	
	M.KICK	300		??? shop 2	DEFLECT	1500	
	SCREW	800			2xEFFECT	5000	
??? shop	SILK gloves	500					
	DRILL	800		~~~~~Ecchu~~~~~			
				INN			
~~~~~Kawachi~~~~~				Eat-in FOOD shop			
INN				HEALER			
CHANCE parlor				TECH shop	OBSCENE underwear	150	
Eat-in FOOD shop (5)					PRICEY kimono	150	
Takeout FOOD shop				??? shop 1	PONGEE kimono	500	
HEALER					KAPPA shorts	1000	
TECH shop 1	SUN headband	150			DOUBLEUP	2000	
	HELICPTR	800		??? shop 2	SAUCY underwear	500	
TECH shop 2	COTTON shorts	150			MYSTERY potion	50	
	M.KIUKIU	500					
	M.FUMI	500		~~~~~Ezo~~~~~			
??? shop	MASSAGE	800		??? shop 1	SNOW sandals	700	
	S.TORP	1200		??? shop 2	WARPSHOT	1000	
	MAGIC kimono	2000			HEADBUTT	1000	
~~~~~Tosa~~~~~				~~~~~Rikuchuu~~~~~			
??? shop 1	TWISTED headband	500		INN			
	M.FIST II	800		Takeout FOOD shop			
??? shop 2	M.KICK II	800		HEALER			
	DAGGR SP	1000		TECH shop	LONG kimono	150	
					M.WPN	1000	
~~~~~Hizen~~~~~				??? shop 1	THICK kimono	500	
INN					NARITA pendant	500	
CHANCE parlor					JUMP socks	800	
Eat-in FOOD shop (2)				??? shop 2*	DOUBLEUP	2000	
HEALER					MAGIC kimono	2000	
TECH shop 1	WIDE sandals	150			MAP CRSR	3000	
	WHITE shirt	150			MASTER shades	3000	
	N.ATTACK	800			2xEFFECT	5000	
TECH shop 2	COMMON pendant	150		* The entrance to the shop is blocked			
	THICK socks	150		off by a waterfall most of the time.			
	TORNADO	1000					
??? shop 1	SILK shorts	500		~~~~~Kouzuke~~~~~			
	SOFT socks	500		??? shop 1	H.GUARD	1500	
??? shop 2	SCREW II	1200			MASTER shades	3000	
	MAP CRSR	3000		??? shop 2	SPIKED sandals	700	

9) FAQ

Q) What should I buy?

A) If you are aiming to max out your character stats eventually, first get a DOUBLEUP for one of both characters. For collecting lots of TECHs, get one or two MASTER shades. To get through the game quickly, buy a MAP CRSR. To save cash on future healing, buy MAGIC kimonos. To start out moderately, buy some equipment that boosts one of the offense stats and a couple TECHs that are based on that stat. The 2xEFFECT is not worthwhile until your character is wearing lots of equipment.

Nothing prevents you from buying whatever you want at the beginning, if you have the money from gambling. The shop with all of the special items, Rikuchuu ??? shop 2, always seems to be closed at the beginning of the game, so you will have to run around to the other shops.

Q) How do I get money?

A) Either by mugging enemies or gambling. As for fighting, the MAGIC kimono is costly but will save money that would have to be spent healing STAM. Here is a little trick: if both KUNIO and the ally are standing over the enemy as he gives up the coin, both will get the money.

As for gambling, it's really the only way to afford the most expensive equipment. The chance of losing seems to be more than half, however.

Q) Why does it take so long to defeat enemies?

A) An enemy must run out of both STAM and VIT to be knocked out. He can't start losing VIT until he's flat on his back. Endlessly juggling the opponent doesn't defeat him any faster because it doesn't affect the VIT. Wait till he's done rolling, then attack.

Only two enemies can be present at once, and the next one won't appear until the coin of the last one is gone.

Q) What's the fastest way through the game?

A) GINPA > ICHI & ROKU > HEIRU, TAME, KINSU, HEISI > JINRO > HAN > NIZAE > TSUI & TATSU > TSUI or TATSU > ASAJI > HEISI > TORA > ASAJI

Q) Where's the KANPOU?

A) Get it from YONO (without a fight) at his second appearance. It doesn't show up in the ITEM menu.

Q) How do I control the ally?

A) Go to the SETUP menu, press D to point to the characters, and press A to switch. This is how to spend the ally's money at shops and heal him.

Q) Can I get all the allies?

A) Almost. You can get TATSU or TSUI but not both. You can only develop one at a time though, so it's not helpful to get them all.

Q) Can Kunio get all the techs?

A) No, not without cheating. M.SWING doesn't appear anywhere in the game. But all the techs besides M.SWING can be bought or learned with the MASTER shades.

Two are tricky to get however. BIGBANG can be gotten from beating TSUU with the MASTER shades, if you get him to appear. If JUUKI appears beside the final boss, BMPKNART can likewise be learned from him, though the game is over at that point. If TSUU or JUUKI is the ally in the NIZAE battle, it is possible to get their techs if NIZAE uses DEFLECT.

Q) Can I save the game or what?

A) This game's battery-backed save doesn't work properly with most emulators. The save/resume functionality may be preserved if saved within a savestate though.

See here: <http://dorando.emuverse.com/html/downtown-special-kunio-kun-no-jidaigeki-dayo-zen-in-shuugou.html>

Q) Where can I learn more about the English translation?

A) See here: <http://www.romhacking.net/trans/226/>

Q) What are the other Kunio games?

A) See these sites:

<http://hg101.classicgaming.gamespy.com/kunio/kunio.htm>

<http://www.mobygames.com/game-group/kunionekeketsu-high-series/>

Q) What's the cheat code?

A) Go to the rename screen by pressing select at the SETUP menu. Change KUNIO's name to what would be "koganemushi" in the original ROM. This is done by entering J F X (sock) L. After entering the F, back up over it and enter the blank space over the - symbol. Done correctly, this adds 990,000 to both cash supplies and teaches all techs.

Credit for this goes to "SSGWNBTD"

<http://www.gamefaqs.com/console/nes/code/577192.html>

This document is my own work. All external sources have been cited as used. If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think.

Any questions, comments, corrections or complaints should be addressed to the address below, with clear indication in the subject line that the email is concerning this FAQ.

dammit9x at hotmail dot com

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