

Tech Romancer Pulsion FAQ

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Tech Romancer

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Pulsion Faq 1.1

- Added a few moves and combos
- Added Move Modifier
- Changed the format of this Faq

Pulsion Faq 1.0

-The original Faq

Some Terms used here are not official

Pls forgive me for any spelling and grammar errors.

Legend:

- Up - Move the stick upward
- Down - Move the stick downward
- Forward - Move the stick towards your enemy
- Backward - Move the stick away from your enemy
- G - Press guard button
- A1 - Press attack button 1
- A2 - Press attack button 2
- J - Press Jump button

Move Modifier:

- Any move with a letter behind the name is a modified move
- (!) - Warning Move (Very Slow, yet very powerful. Powerful enough to stun your enemy even if they are guarding)
- (A) - Must be done in air
- (C/A) - Can be done in air
- (D) - Must be done when enemy's down
- (F) - It's a follow up(Can only be done if a certain move is done first)

Button layout:

(Stick) (A1) (A2) (J)
 (G)

Common Moves:

- Dash - F,F
- Steel Dash - Hold G + Dash(Stuns enemy if not blocked)
- Backflip - B,B(Temporary invincible)
- U - Walk into background
- D - Walk into foreground
- G + A1 + A2 - Power Breaker

Normal Moves:

- A1 - Punch
- A2 - Slide Kick
- A1 + A2 - Pulsion Beam

B, A1 - Backhand(!)
B, A1 + A2 - Upward Pulsion Beam
F, A1 - Pulsion Upper
F, A2 - Space Samersault A1 - upward kick(F)
A2 - lower kick(F)

F, A1 + A2 - Pulsion Screen
J, A2 - Air Kick
A1(A) - Pulsion Dive(Downward) A1 - Uppercut(F)
A2 - Slide Kick(F)

F + A1(A) - Pulsion Dive(Forward)
J + A1/A2 - Air Kick
J + A1/A2 - Follow Up(D)

B,B - Backflip A1 - Pulsion Upper
A2 - Slide Kick
A1 + A2 - Lower Pulsion Beam

Special Moves:

B,F + A1 + A2 - Voltage Sphere
F,b + A1 + A2 - Pulsion Rush

Counter Moves:

G + A1 = Half Moon Slash
G + A2 = Slide Kick

Final Attack:

*Executable Only when the Final Attack Message Appeared
A1 + A2 + G + J - Punishment(Jumps Upward, grab enemy,
fly into space, fires few beams and
BOOM! Your enemy dies)

Combos:

Some combos I got from my friends

A1,A1,A1 - 3 hit combo

F,A2, A1, F,A1, B,F A1 + A2, J + A1/A2 - Pulsion Assault
(Samersault, Upper Kick, Pulsion Upper, Voltage Sphere and Follow Up)

F,A2, A2, A2, B,F + A1 + A2, J + A1/A2 - Pulsion Rush Combo
(Samersault, Lower Kick, Pulsion Rush and Follow Up)

F,A2, A1, F,A1, A1 + A2 - Pulsion Beam Combo
(Samersault, Upper Kick, Pulsion Upper, Pulsion Beam)

Notes

Basically, Most of Pulsion's multiple hit combos start with a Samersault, you might want to try and find new combos.

I will try and update this Faq ASAP.

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