

Art of Fighting FAQ/Move List

by FFOGalvatron

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This walkthrough was originally written for Art of Fighting on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

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Important update (kinda) 12/08/05
I've being getting a lot of e-mails asking if there is any way to play the US version on a PAL machine. Well, there is. IF you have a Game Genie. What usually happens when you load up the game is that a screen comes up saying that the game is only supposed to be played on a U.S. Genesis

system.

Well, with the Game Genie you can play the game on a PAL Mega Drive. Put this code in:

BB5A AR2T

Now press start and the game should work. Now you can finally play the US version of a terrible game, buit at least there is no spelling errors! Great.

Here is my FAQ for the Mega Drive/Genesis version of Art of Fighting. Perfect for you people who bought this game and it only had the box and cart, or you don't know any of the special moves.

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1) INTRODUCTION

Originally, Art of Fighting was released in the arcades back in 1992. It was actually pretty popular (despite being a very average fighter that paled compared to Street Fighter 2) mainly because it played quite unlike anything else. A year later, the SNES version appeared, and then in 1994 SEGA did a conversion of the game for their main console. Needless to say, it's pretty bad, you can read my review on GameFAQs, look under the reviews for the game and click on the one by FFOGalvatron.

2) STORY

South Town comes to life at night with many street fights taking place. Ryo Sakazaki and Robert Garcia are the strongest fighters around and have never lost a match. One day, Ryo is asked by a man to join a gang. Ryo refuses and insults the man, who in turn says that he will make Ryo pay dearly for his refusal. Ryo and Robert go back to Ryo's home only to find the door broken. Yuri, who is Ryo's sister, is gone- and there is a note on the floor. The man, who is Mr. Big, has kidnapped Yuri!

Not very pleased with this somewhat rash action, Ryo and Robert decide to rescue Yuri. Only problem is, they don't know where she or Mr. Big is, so they must find out by asking other people -who may not be that co-operative!

3) CONTROLS

Let me just say this now -you NEED a six button pad for this game. Whilst the game can be played with a three button pad, a six button is much better. These are the controls I would have when playing this game, so be sure to set them up in the Options menu before you start playing the game.

3 BUTTON PAD CONFIG:

A Button:

Tap lightly for a light punch. Press for a hard punch.

B Button:

Tap lightly for a light kick. Press for a hard kick.

C Button:

Taunt the opponent to drain some of his/her spirit.

Start button:

Pauses the game.

6 BUTTON PAD CONGIF:

A Button:

Press for a light kick.

B Button:

Press for a hard kick.

C Button:

Taunt the opponent to drain some of his/her spirit.

X Button:

Press for a light punch.

Y Button:

Press for a hard punch.

Z Button:

Taunt the opponent to drain some of his/her spirit.

Start button:

Pauses the game.

NOTE: Off the wall attack

Some characters, like Ryo and Robert, have off the wall kick attacks. Simply jump up to the side of the screen and press a taunt button, no matter which pad type you are using.

D-PAD

Up is jump.

Up forward is jump forward.

Forward is move right.

Down is duck.

Down back is block when crouched.

Back is move left or block.

Up back is jump back.

To dash forward or back, press back or forward direction twice quickly.

To do a low kick, press A and B together, works with either pad type.

To throw, move close to opponent, hold back or toward and press C with a 6 button pad and A with a 3 button pad (hold the button briefly)

To punch out fireballs, press either weak or hard punch when the fireball is about to hit you. This will even work on the super special move Ryo, Robert and Karate have but is hard to pull off.

4) GAME PLAY

Each fighter has their own energy bar. Once their bar has been depleted, that fighter has been knocked out and the round will go to the victor. In the case of a time over, the player with the most health wins the round. A double KO will occur if both players manage to KO each other at the same time (which is rare in this game) Art of Fighting uses

the best 2 of 3 rounds system.

The "spirit" gauge

Beneath each fighter's energy bar there is another bar. This is the fighter's spirit gauge. When you do a special attack, your spirit gauge will decrease. The bar has 3 colours: green, yellow and red. When the gauge is red, special moves do little damage and have low priority. To charge the spirit gauge back up, hold any button down (apart from the start button, obviously) and yes, that includes the taunt buttons, strangely.

5) MENU

When you first start the game, the title screen appears. Press start and the main menu will appear which has 4 options:

ONE PLAYER

TWO PLAYERS

OPTIONS

STAGE SELECT 1

ONE PLAYER

One player is the story mode in this game. You can play as either Ryo or Robert. A second player can join by pressing start on pad 2.

TWO PLAYERS

Lets two players fight each other.

OPTIONS

This has 6 things to mess around with:

CONTROLLER 1 and 2

LEVEL

TIME

MUSIC

EFFECT

EXIT

CONTROLLER 1 and 2

This lets you change the buttons for the pads. If you have a six button pad, be sure to have the settings to type D.

LEVEL

Select the game's difficulty, either normal or hard. Annoyingly there is no easy setting to choose.

TIME

Select how much time there is per round, there are several choices available.

ROUND

Choose how many rounds there are per fight, you can either have 1, 3 or 5.

MUSIC

Choose a music track to listen to.

EFFECT

Listen to any of the 72 sound effects used in Art of Fighting.

EXIT

Leaves the options menu.

STAGE SELECT 1

You cannot highlight this. When you are in the main menu, press left or right to cycle through the stages. This is for the two player mode. This means that if you want to choose a different stage in two player mode after a few fights, you have to reset the game. Stoopid.

MOVES

COMMAND LEGEND

QCF: Quarter circle forward

QCB: Quarter circle backward

DPM: Dragon Punch motion (F,D,DF)

QCBX: Quarter circle back extended (D, DB, B, UB)

HCF: Half circle forward (B,DB,D,DF,F)

Charge: Charge direction for 2 seconds.

K: Any kick button

P: Any punch button

RYO SAKAZAKI

"The Dragon"

Fireball: QCF+P

A projectile attack.

Deep Uppercut: DPM+P

Use whenever the opponent jumps at you.

Lightning legs knockout kick: DB (Charge) F+K

Ryo will karate kick the opponent then get them with another kick if he has more spirit.

Zanretsuken: B, F, B, F+P

A very cool looking attack of lots of punches. The command for this move is different from the arcade version.

Ryuko Ranbu: QCF+Weak kick and weak punch

Ryo will dash forward and if he hits the opponent, will do a massive combo on him/her. You must have a full spirit gauge and next to no health left to do this attack, and it is very hard to pull off, but if you do manage to do it it will almost certainly KO the opponent.

TAUNT: "Ora Ora!" Ryo waves at the opponent.

ROBER GARCIA

"The Tiger"

Fireball: QCF+P

A projectile attack.

Deep Uppercut: DPM+P

Use whenever the opponent jumps at you.

Lightning legs knockout kick: DB (Charge) F+K

Robert will karate kick the opponent then get them with another kick if he has more spirit.

Genei-kyaku: B, F, B, F+P

A cool looking attack where the opponent gets kicked a lot. Strangely, the command was changed from the arcade version and despite being a kick special move it requires a punch button to work.

Ryuko Ranbu: QCF+Weak kick and weak punch

Robert will dash forward and if he hits the opponent, will do a massive combo on him/her. You must have a full spirit gauge and next to no health left to do this attack, and it is very hard to pull off, but if you do manage to do it it will almost certainly KO the opponent.

TAUNT: "Hey, hey!" Robert waves at the opponent.

RYUHAKU TODO

"The old master"

Wall of fire: QCF+P

A power wave type projectile.

TAUNT: Makes a noise and kind of challenges the opponent.

JACK TURNER

"Burly Brawler"

Hopping punch: QCF+P

Jack will hop forward a few times then punch the opponent.

Sliding kick: QCB+K

Jack will side across the floor to kick the opponent.

Drop kick: DB (Charge) F+K

Jack will do a drop kick on the opponent.

TAUNT: Chews gum.

LEE PAI LONG

"The Legendary Acrobat"

Iron spin claw: QCF+P

With an arm out, Jack will spin through the air with his claw and slice up the opponent.

HyakuetsuKen: F, B, F, B+P

Like Ryo's Zanretsuken.

Flying combo kick: DB (Charge) F+K

Lee will jump forward and deliver a barrage of kicks.

TAUNT: Laughs

KING

"Kick Boxing Magician"

Venom Strike: QCF+K

A long projectile attack.

Tornado kick: QCB+K

A leaping kick type attack.

Two-step jump kick: DB (Charge) F+K

King will leap forward and hit the opponent with her knee, then kick them.

TAUNT: Clicks her fingers.

MICKY ROGERS

"Stone-Fisted Fury"

Burning Uppercut: QCF+P

A projectile attack.

Rolling Uppercut: QCF+K

This projectile travels across the ground.

TAUNT: "Come on, baby!" Micky also sticks out his tongue.

JOHN CRAWLEY

"Call of death"

Mega Smash: QCF+P

A long projectile.

Overdrive kick: QCF+K

A powerful combo of kicks.

Flying attack: QCBX+K

John will fly across the screen and hurt the opponent from above.

TAUNT: "HEY! A katta kar!" Strangely, John uses his Japanese version taunt. In the English versions, of the arcade game, he says something else.

MR. BIG

"Head of South Town"

Grand Blaster: DCF+P

A wave type projectile.

Rolling spear: B (Charge) F+K

Big rolls then hits out at the opponent.

Dive bomb attack: QCBX+K

Big will torpedo at the opponent and hit them with his sticks.

TAUNT: Moves heard around.

KARATE

"The Invincible one"

RYO SAKAZAKI

"The Dragon"

Fireball: QCF+P

A projectile attack.

Deep Uppercut: DPM+P

Use whenever the opponent jumps at you.

Lightning legs knockout kick: DB (Charge) F+K

Karate will karate kick the opponent then get them with another kick if he has more spirit.

Zanretsuken: B, F, B, F+P

A very cool looking attack of lots of punches. The command for this move is different from the arcade version.

NOTE: Karate cannot do the Ryuko Ranbu. I can't seem to do it anyway. If you can do it, e-mail me.

TAUNT: Same as Ryo's, minus the sound byte.

STORY MODE GUIDE

When playing the game with just one player, you are in the story mode and have to fight through Mr. Big's enforcers until you get to Big himself who knows where the final fighter is.

FIRST OPPONENT: TODO

Todo will often taunt you, so dash at him and throw him when he does. He also has the nasty habit of doing off the wall kick attacks so be sure to block high. He also uses his special attack a lot at close range. Apart from that, he is easy to beat and no challenge at all most of the time.

SECOND OPPONENT: JACK

Fat boy Jack can do a lot of damage to you. His drop kick can be lethal, but often you can win this fight by ducking and pressing the hard kick button a lot, he'll often fall for it. You can usually tell when he is going to do his hopping punch as he usually will do two or three normal hard punches in a row.

THRID OPPONENT: LEE

Lee is annoying and his combo kick special move is very tough to avoid. If you have learnt the super special move, use it on him as many times as you can. If not, be prepared for a tough fight. Lee jumps around a lot and moves quickly, but try jump kicking him.

FOURTH OPPONENT: KING

King has powerful special moves. Her main attack is the venom strike projectile which does a lot of damage. Her two hit kick can also cost you a lot of health. Use the super special move, if you have it, as much as you can but be aware, she can often stop you from pulling it off. Unlike the arcade version, King's shirt will not rip in any way.

FIFTH OPPONENT: MICKY

Micky likes to taunt a lot so play that to your advantage. He uses both of his projectile attacks a lot. Most of the time you can use jump kicks to beat him.

SIXTH OPPONET: JOHN

John's main attack is the mega smash projectile. Try jump kicking him a lotto hurt hum, but be aware at close range as his Overdrive kick special is highly damaging. If he does the flying attack, uppercut him with the deep uppercut special move.

SEVENTH OPPONENT: MR. BIG

This guy is tough and cheap. Use the super special move as much as possible but be prepared to lose a lot as Big can recharge his spirit level in no time at all and has a lot of health.

EIGHT OPPONENT: KARATE

Karate has all the same moves that you do but is more powerful and can charge his spirit gauge from nothing to full in less than a second. I have no tactics here: you just have to be lucky and whenever he misses with a special move, get a hit in. Beat Karate for the ending.

7) BONUS STAGES

There are 3 bonus stages on offer and happen after various fights in the story mode.

BOTTLE SMASH

The aim of this one is to smash off the tops of 5 bottles on a table. Do so and your spirit gauge will increase. To do this, you must press the A button when the bar reaches the maximum. You MUST get all 5 to be rewarded.

ICE SMASH

To be given more health, you have to break 5 pillars of ice which are stacked on top of each other. Press the A button to store up power.

The bar must be full when the time runs out or you will not be powerful enough to break all of the ice and will not be rewarded.

DEATH BLOW

Perform the super special move a number of times to learn it and use it in game. The move is a super projectile called the Hoah-ken in this game, and the command is:

F, HCF+HP

If you manage to do it enough times before the time runs out, you learn the move. Karate can also do this move when playing with 2 players.

8) ENGLISH

Like most games that SNK have had anything to do with, this game has a few spelling errors in it. Many thanks to ZVGQ who have images for these errors hosted, I have included a link for two of them. This section only applies to the PAL version of the game. They were all fixed up for the US version.

When you go on the death blow bonus game, it goes to a screen with the message:

"INITIATE SUPER DEATH BROW"

<http://zanyvg.overclocked.org/artoffighting/aofdeathbrow.gif>

Play as Robert up to the point where he is about to fight John and he says "military zone" at one point

<http://zanyvg.overclocked.org/artoffighting/aofmilitary.gif>

Beat Mr. Big, he will say "Fin the karate gym" Instead of Find after the fight ends.

When playing in the story mode, above the CPU player's energy bar it says "WAITTING FOR CHALLENGER COME ON CHALLEGNER" Waiting should only have one t.

I can't remember if this happened in this version, but I'm sure that some of the scenes showing your character talking about who they are to fight next when they are on their motorbike/car are the wrong way round. EG They talk about Mr. Big when they are about to fight John.

Beat Jack in story mode. He will say "Listen, we never hurt Woman or chirdren" Instead of children and women.

Beat King in the one player story mode. After the fight she calls Micky "Mickey"

9) MY THOUGHTS

Why? Why did SEGA even bother making this game? The hardware just isn't up to the job at all. The graphics are poor and lack animation, plus so much was taken out, like character speech, means that this is pretty unfaithful to the arcade. The controls are also unresponsive.

Also, why did SEGA make this game so hard? Why did they not have an easy setting? The story mode is very hard to beat, and you are only given 2 credits, which is simply not enough. And to make matters worse the ice smash and bottle smash bonus games are way too difficult to beat. Not fair.

Overall, I would try the SNES version instead. It's a lot better than this version.

10) DIFFERENCES

The only thing I have found is in the PAL and US manual. In the PAL manual go to page 26, in the US manual go to page 6 (the US manual has a bigger picture) There is a picture of the title screen but it is different from in the final version. The only thing different is that the copyright year is 1993, in the final it is 1994.

11) CREDITS

Me, for making the only FAQ at the time to this bad game.
You, for reading it (why did you buy this game though?)
Takara, since they didn't bother porting it, I originally thought they did but it turns out it was SEGA who did the bad deed.

Believe it or not, it only took me two hours to do this guide. Not bad eh?

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me.
My e-mail is:

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So I mean business. Haw.

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