Fighting Masters (Import) FAQ/Move List Final

by Pidgeotto Updated on Sep 11, 2005

	///// // ///// // // // // // // // //
	// // // // // // // // // // //
	//// // // // ///// // // // // // //
	// // ///// // // // // // // // //////
	// // /// //// //// //// //// ////
	/// /// // // // // // // // //
/	// // // ///// // // /// //// //
//	/ // // // /// // /// // // /// //

FIGHTING MASTERS The complete The FAQ/Move List for one of the best made games ever, Fighting Masters!

Authorized to GAMEFAQS, IGN, DLH, NEOSEEKER & CHEATBOOK.DE and written by: Pavel N. (Pidgeotto)

Suggestions, Questions, Corrections, Comments?

Contact me at: paffkabg@hotmail.com

Version: 1.0 (Final! Complete!)

Last updated: 29/02/04

COPYRIGHT PAVEL N. (Pidgeotto) 2000-2004.

NO PART OF THIS FAQ/WALKTHROUGH CAN BE REPRODUCED,
COPIED, SENT OR BE DONE ANYTHING ELSE TO
WITHOUT THE WRITTEN PERMISSION OF THE AUTHOR. PEOPLE
WHO ILLEGALY COPY OR DO ANYTHING OF THE ABOVE TO THIS
FAQ/WALKTHROUGH WILL BE DISCOVERED AND PROSECUTED
SEVERELY.

Only sites authorized to host this file:
www.gamefaqs.com
www.ign.com
www.neoseeker.com
www.gamespot.com
www.cheatbook.de
www.dlh.net

If you're viewing this from any other location consider this having been illegaly stolen and quick action must be begun immediately. Sites having stolen and published my work will be unscrupulously forced to remove my work, either manually or with the co-operation of their server. Beware.

```
Contents
-----> Frequently Asked Quentions (or FAQs)
-----> Menu Screen
----> Options
```

>	Game Start
>	The Fighting Masters
>	The Final Battle
>	The End
>	Cheats & Tricks
>	History
>	Thanks
>	Copyrights

+++++++++++++++	+++++++++++++++++++++++++++++++++++++++	++++++++++++++++
++++++++++		++++++++++
+++++++++	FREQUENTLY ASKED QUESTIONS	+++++++++
++++++++++		++++++++++
++++++++++++++++		. + + + + + + + + + + + + + + + + + +

This is not that much of a vast game but I'm sure we all have our questions for that we are playing. What I am listing below is common things you may want to know. There are none active Fighting Masters discussion communities today, so the FAQs which I am answering are plainly ones I decided were most important. There we go.

>Why is it that the game designers increase the health bar even if it is already at maximum in the winners screen?<

~This is beyond me but I have to say, it's possibly a minor bug that they left out or did it to make the gamer feel extra contented with his win. Don't bother over this too much—it doesn't affect your real game—play.

Oh, and remember. Drason and Lord Valgasu are with long health bars naturally-not a familiar bug. In the case of Drason, it just gives him a personality to not mirror the rest. Lord Valgasu should have such a long health bar in the first place since he is supposed to be the almighty 'boss' after all; along with his attacking power.~

>I got to play only [insert number below 10] battles against the standard opponents before meeting Valgasu. What happened?< ~There's a chance for any of these happening:

-You're playing an illegal, pirated copy of a game which was not even copied properly by the ones responsible

-You, like me, bought this game in a single cartridge, packed with numerous other games for the SEGA Mega Drive (Genesis) and it was advertized as having a massive number of games on it. Well, personally, on mine- there was a title depicting "76 IN 1!" but there turned out to be eight different kinds of games only with some being available as the rest but saved up to different points. A fix would be to play the earliest appearing representative of that game. Then, all opponents will be legally battled against and defeated.~

>Who do YOU recommend for me to start with?<

~Personally, I got off to a tremendous start with D I O as my Fighting Masters representative. I don't know really why but I recommend him. He's agile, easy to control and can deliver ****loads (ahem) of damage with his illustrious attacks. He did not require much to handle right from the start- but it could just be me. Anyway, it's your choice and it's all up to you who you choose. The Fighting Masters are all somewhat equal in power, though I do admit that I have some trouble with a handful.~

~Basically- there existed (in the distant future, believe it or not) a dark lord that lay hidden for years on a planet, underground. He rose back to power and enticed the various world leaders into a tournament where they start battling each other into doom. Possibly brainwashed, they were, by the dark Lord Valgasu.

If you read the actual storyline which came with the game (it can either be viewed in between the demos or before starting your first battle) you'd, like me, be right now hard pressed to conclude it was worthy of being selected for the Nobel Literature Prize... But there you have it. For its time, it was a great game and it paved the way for the fighting games of today. Though it may not sound very pleasant and convincing, I'm sure you'd find the game entertaining.~

>OK, how do I fight to win?<

~In a handful of simple words, you have to hit your opponent to win. But it's more complicated than that.

Some Masters have unique tails, limbs etc which they can use to either stun the foe or strike him in middair. A strike occurs whenever your opponent is hit, turns a brilliant gold colour all over, and loses a few points of his Health Bar. It can be single, double, and even triple if the extreme walls of each level are used to provide an extra obstacle for the opponent's hurtling body. The button B is used, either on solid ground or in the air, to attack the opponent. This move varies greatly between the Fighting Masters. The button C can be used to avoid opponents or as a tool combined with B to strike the opponent in middair.

Often, when struck, your opponent will not conceive a strike but instead will become paralyzed, or stunned, and remain stationary where he was struck. At this point, note that he/she is defenseless for a matter of seconds and it is on such an occasion that you should close in on him and use your Master's attacks, as described below.

Some Fighting Masters, such as Morin and Elepha can also perform unique moves in the air which others cannot. Read about them later. Drason, the great green dragon, can also use his jet of fire to burn opponents if they're close by but the damage caused is minimal and it's difficult to win a battle solely on it.~



This is the screen that appears after watching the introductory scened of Fighting Masters. You get a choice between:

GAME START OPTIONS

Shift between those two by pressing the Up or Down buttons and select each by pressing the Start button. If for some reason you lag, a demo version of a fight between two Fighting Masters (one being LARRY, usually) appears and after that, the storyline of the game also gets shown in a dramatic scrolling fashion accompanied by the moon in the dark background and a familiar tune. When this ends, another demo fight appears and ends. The initial game introductory screens of flashes appears and the menu comes up again. But you'd

In the distant future the galaxy was dominated by 12 star systems.

a dark lord, once ruler of underground dominion, plotted to surface and

dominate the galaxy LORD VALGASU,

preparing his overthrow, realized that the 12 mighty rulers of the galaxy stood in his way.

He challenged these master, defeating and enslaving all but one.

Realizing the rise of the dark threat,

THE LAST FIGHTING MASTER

challenged VALGASU

and must defeat the

enslaved, deinnwashed master

to get to him

Now,

the fate of a galaxy hangs, in then balance... May the justice be with you.

This is the storyline as it appears in-game. Do excuse the grammatical as well as other minor mistakes.

+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	++++++++++++++++++
++++++++++		++++++++++
++++++++++	OPTIONS	+++++++++
++++++++++		++++++++++
+++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++

After the Start Menu and sekecting Options, you get the chance of tweaking with the game's options, unsurprisingly. The first entry in this screen is:

-> LEVEL SELECT

Strangely, this does not live up to its meaning. Instead, you get to choose (by pressing Left or Right) the level of difficulty. These range from:

NORMAL

HARD

EASY

_

-> CONTINUE

Now, this gives you the chance to control the amount of perspiration you sweat during a particularly tough battle. It's the number of lives you get to exploit if for some reason you lose a battle but want to continue playing. I'd suggest you maximize these if you're fealing queasy. If you've been playing this for some time now, you wouldn't be bothered to change the default 3. Shift using the Left and Right buttons. The range this option gives you is

```
4
5
-> MUSIC SELECT
Not really an option that can be modified to affect gameplay... but anyway.
You get to play the various tunes present throughout the game. If there are
any you singularly like, find it here. The producing team must be
congratulated for composing the nice tunes listed. To play them, press B on
your controller and shift between the different ones using the Left and Right
Keys of course.
80 (mute)
81 (winning screen tune)
82 (pre-battle entry tune)
83 (one of the battle melodies)
84 (continue screen tune)
85 (one of the battle melodies)
86 (one of the nicer battle melodies) ^ ^
87 (battle with Valgasu tune)
88 (after-beating-Valgasu tune)
89 (press-start-button screen)
8A (the fighter select screen tune)
8B (loser tune)
8C (later)
-> SOUND SELECT
Pretty much the exact same option though this once concerns singular, lone or
short exclamation sounds or sounds heard within the game and are are not
embedded in the background music.
91
92
93
94
95
96
97
98
99
9 A
9В
9C
9D
9E
9 F
ΑO
Α1
A2
А3
Δ4
A5
```

listed.

Push start button to exit.

+++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++
++++++++++		+++++++++
++++++++++	GAME START	++++++++
++++++++++		+++++++++
+++++++++++++	+++++++++++++++++++++++++++++++++++++++	++++++++++++++++++

Press Star whilst this is selected in the Menu screen and another choice comes up.

-> ONE PLAYER

This is the usual option. One controller is needed and you're basically battling aganst your console. At the end of the whole battling ordeal, you'll battle the great, infamous Lord Valgasu himself. This option takes you through ten(10) battles before the final one with the dark ruler.

-> TWO PLAYERS

Aha, you'll need a pair of controllers for this and a good friend clutching the extra one nearby. Basically, you'll be battling each other, so good luck.

-> WATCH

Why did they put this. As a beginner's viewing tutorial? Dunno. Well, selecting this gives you a chance to select two Fighting Masters and observe them battle. In-battle the opponents appear as COM VS COME and you're not in control, the console is. It doesn't say or show much, but it can be useful to see a load of moves being used in battle. In the end, a screen comes up announcing the winner.

++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	++++++++++++++++
++++++++++		++++++++++
+++++++++	THE FIGHTING MASTERS	+++++++++
++++++++++		++++++++++
+++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++

The following are the full list of Fighting Masters you can choose from to represent you and the enemies.

LARRY

Height: 57 feet
Weight: 220 pounds

Attack: 6t Suplex: 33t

Attacks: Down + B ---->(1) Holds opponent behind the neck and falls backwards

B ---->(1) Grabs and throws opponent short distance

C --->(1) Leaps holding opponent and drops short distance

My comment: With this one, you'll have a harder time hitting double strikes since his attacks require a remarkable closeness to the extreme walls to do so. That means, you'll have to pull off single strikes most of the time, causing minimum damage to the opponents.

Home: Coliseum

----ELEPHA

Height: 60 feet
Weight: 353 pounds

Attack: 5t

```
Attacks Down + B --->(2) Throws high, striking in air and dropping like stone
                 --->(2) Throws high, striking in air and dropping like stone
                 --->(1) Hurls opponent large distance
My comment: Big and fat this one is strong. It jumps into the air
satisfactorily but it is slow on the ground. In mid-air, strikes are common
because there is uses its limbs with ease. However, it has only two types of
attacks and its limbs cannot travel very far, making it vulnerable.
Home: Green Planet
FLAMER (honestly, these appear a lot on the GameFAQs Boards)
-----
Height: 64 feet
Weight: 231 pounds
Attack: 5t
Suplex: 25t
Attacks: Down + B ---->(2) Reverse bicycle kick
                  --->(1) Leaps holding opponent and drops short distance
         C
                  --->(1) Holds opponent behind the neck and falls backwards
My comments: This is an exciting little fellow, isn't he? My, my- I love the
reverse bicycle kick and the dues speed. He's small and agile but his attacks
are enough to make good work off a nasty opponent.
Home: City
MORIN
Height: 54 feet
Weight: 154 pounds
Attack: 5t
Suplex: 31t
Attacks: Down + B ---->(2) Close attacks with his arms and their sticks
                  ---->(2) Close attacks with his arms and their sticks
                  --->(1) Hurls opponent large distance
         C + Down + Right/Left ---->(1) Dive in air and headbutt speedily
My comments: Another agile friend which can leap quite well and uses its
attacks well. It can also dive whlist jumping, heabutting the opponent if
contact is made.
Home: Green Planet
BEOWOLF
Height: 60 feet
Weight: 209 pounds
Attack: 5t
Suplex: 32t
Attacks: Down + B ---->(2) Forms machine on ground and twirls opponent
                 --->(2) Forms machine on ground and twirls opponent
                  --->(1) Flips opponent in air and hurls over large distance
My comments: A bit boring and a tad too weak and vulnerable. It doesn't defend
well... It's leg is long and strong but it is best attacking low with this one.
Home: City
_____
GOLDROCK
_____
Height: 55 feet
```

Suplex: 39t

Weight: 999 pounds

```
Suplex: 40t
Attacks: Down + B ---->(1) Hurls opponent some distance
                  --->(1) Hurls opponent some distance
                  ---->(1) Flings opponent high, short distance into the air
         C
My comment: Too heavy to be much work in the air though that stiff, protected
leg can kick well. The inability to leap well makes it therefore slow so avoid
going back to stunned opponents at some distance away. His C attack however
throws him back in the air making him easy prey, so do be careful.
Home: Coliseum
TOMAHAWK
_____
Height: 55 feet
Weight: 198 pounds
Attack: 5t
Suplex: 32t
Attacks: Down + B ---->(1) Holds opponent behind the neck and falls backwards
                 --->(1) Holds opponent behind the neck and falls backwards
                 --->(2) In the air, kicks with foot and sends hurtling down
My comment: It can fly uncatchably and this gives it some great movement not
to mention his air kick attack. It's quick and I have nothing more to say.
Home: City
ZRYGUNTE
_____
Height: 56 feet
Weight: 242 pounds
Attack: 6t
Suplex: 33t
Attacks: Down + B ---->(2) Holds over head, squeezes, discards, short distance
                  --->(2) Holds over head, squeezes, discards, short distance
                  --->(1) Hurls opponent large distance
My comment: I like this guy: he's amazingly ferocious and his movepool is just
evil. He might be a bit troubling with his slow moving speed but he's, as I
said, fabulous.
Home: Coliseum
_____
MEDUSA
Height: 51 feet
Weight: 397 pounds
Attack: 6t
Suplex: 41t
Attacks: Down + B ---->(2) Holds over head, squeezes, discards, short distance
                  --->(2) Hugs till strike then drops onto ground headfirst
                  --->(1) Hurls opponent large distance
         C + B + Down ----> (0-1) Rolls into ball and strikes opponent in air
My comment: Very versatile according to its wide movepool and bulky volume.
This is one of the good ones causing more damage than the average. It's
outstretched fist travels a good distance and makes for easy stunnings. Also,
this dude seems to recover faster than most others after having been stunned.
Home: Green Planet
_____
DRASON
```

Attack: 6t

Height: 72 feet Weight: 309 pounds Attack: 8t Suplex: 48t Attacks: Down + B ---->(1) Takes flight whilst holding opponent under him and belly-dives ---->(0-1) Exhales flames from nostrils (1) Takes flight whilst holding opponent under him and belly-dives --->(1) Jumps highand tail-whips opponent My comment: The blazing fire out of his nostrils is an exciting and unique feature. However, don't rely only on it for obliterating opponents. It won't work as often as you need. It's muscular leg however is useful for delivering powerful kicks despite the inability to jump very high. This guy also has a longer health bar contributing to the monster's attractiveness. Home: City ____ DIO Height: 55 feet Weight: 220 pounds Attack: 5t Suplex: 32t Attacks: Down + B ---->(2) Chews opponent, then throws his short distance --->(2) Chews opponent, then throws him short distance --->(2) Leaps holding opponent, tail-whips and drops My comment: I began and finished Fighting Masters with this one, resembling a venus fly-trap. It's chewing attack can be very useful when delivering triple strikes, when you're standing near an extreme wall. A very offensively-minded Fighting Master. Go for it! Home: Green Planet _____ EYESIGHT _____ Height: 57 feet Weight: 242 pounds Attack: 7t Suplex: 24t Attacks: Down + B ---->(2) Punches opponent below chest and throws in air --->(2) Punches opponent below chest and throws in air B + Left/Right ---->(2) Punches forward and sends opponent large distance --->(2) Multiple punches in face then hurls small distance My comment: My, my. This gloved friend throws punches at everyone, and what is more- they all strike double and possibly trice as well. If you're facing him, annoyance is guaranteed. Home: Coliseum Some stats such as those of Drason are truly impressive but it's the way they handle in battle that really must impress and truly describe them. For example,

handle in battle that really must impress and truly describe them. For example Drason can hardly jump high enough to deliver brutal kicks. @_@

Having defeated all eleven opposing Fighting Masters, you're presented with a chance to defeat the evil Lord Valgasu himself. Brutally, he whisks off his cloak and prepares for the battle with the undisputed winner (you, so far.) The battle takes place seemingly on the barren surface of the moon from where the blue Earth can be seen as a jewel in space. This is gonna be one heluva match.

LORD VALGASU

Height: 56 feet
Weight: 666 pounds

Attack: ? Suplex: ?

Attacks: ? ---->(2) Clasps both hands, then pushes you against floor from

above, twice

? --->(3) Fists you with hand then double kicks

He has a load of health- indicated by his health bar and brings truckloads of damage with each strike, which are plentiful if you do not concentrate. He is big but that just makes him clumsier. Avoid approaching him on the ground when he is fisting the air.

+++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++
++++++++++		+++++++++
+++++++++	THE END	++++++++
++++++++++		+++++++++
++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++

When finally you've defeated him, the remaining storyline scrolls up the screen. Here it also makes an appearance:

A BATTLE IS OVER.

The darkness which disturbed harmony throughout the galaxy crumbles and drifts back to the edge to the universe. The brilliance of peace radiates upon the galaxy, and upon then Fighting Master. But an end is a beginning... and someday, evil may again rip throught the universe. Can the fighting master rise to victory again?... Fighting Master... Rest until that fear rises up ...again

Four Beowolfs come dancing across the street as the end credits roll as well. Here's what appears:

CONGRATULATIONS
Battle is complete

FIGHTING MASTERS Making Staff

CG DESIGN
Masami Takizawa
Nao. Yuki
T Shigamura
Ashin

BACK DESIGN Wakatuki N E N K O

TITLE DESIGN Ujita Wakatuki

SOUND Masapi Shioya

ASSISTANT DIRECTORS Ramou Kobayashi Hajime Kusamo

TEST PLAY Yasuhisa Kimura Akahoushi

GAME SYSTEM
Y A Z A W A
N E N K O

PROGRAM Y A Z A W A

THANKS Okamura



THE FIGHTING MASTER [insert your representative here]

Level [NORMAL/HARD/EASY]

Note: In EASY mode you do not get to see the credits roll down, only END and Level EASY. The four dancing Beowolfs are also absent.

So there you have it. You might say the game was somewhat short but it wasn no doubt entertaining.

For the overwhelming portion of cheaters in the gaming crowd, the following are to be used.

- 1) If you want the easiest possible version of the game, you'll have to use this cheat. It requires the player to enter Options after the Main Menu. Level Select is put to EASY and the Continue option is modified to 5 lives. Move downwards and, in Music Select, play the tunes 8C, 8B and 8A in that order. Lastly, shift down to Sound Select and play sound 90. Exit the Options screen and proceed towards the One Player game.
- 2) For the hardest mode available, you'll again have to cheat. It's pretty much the same, with one minor difference. It requires the player to enter Options after the Main Menu. Level Select is put to HARD and the Continue option is modified to 5 lives. Move downwards and, in Music Select, play the tunes 8C, 8B and 8A in that order. Lastly, shift down to Sound Select and play sound 90. Exit the Options screen and proceed towards the One Player game.
- 3) The following is most probably a glitch in the programming but is nevertheless somewhat useful in allowing your fellow gamer to not be limited in his choice of fighter. This'll have to be executed after selecting the Two Players option in the second Menu. Player One should select his Fighting Master by pressing B + Down. This'll leave the fighter's name highlighted and yet accessible for the Player 2's choice.

++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++
+++++++++		+++++++++
+++++++++	HISTORY	+++++++++
+++++++++		+++++++++
+++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++

22/12/2003- The FAQ was started today. A large chunk, it was. (9KB)

23/12/2003- Nearly finished. I'm sending it in today since it is nearly full. (20.9KBs)

28/12/2003- Possibly the complete, full version. Anything more to be received and made use of will be gladly appreciated. (23.0KBs)

30/12/2003- Oh well. I've perfected almost everything. (24.6KBs)

29/02/2004- Headers and overall design greatly refined. Looks awesome. (30.5KBs)

11/09/2004- All right. Cards down. This document will probably never see an update again. I am happy to say the game has been covered as completely as I can remember being possible and no holes seem to exist. Goodbye and thanks for reading.

++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++
++++++++++		+++++++++
+++++++++	THANKS	+++++++++
++++++++++		+++++++++
++++++++++++++++++		

CJayC for mentaining a huge site like GameFAQs, hosting supertankerloads of data and not throwing the towel.

Notepad, Notepad+ and the respective creators of each.

SEGA for creating the SEGA Mega Drive (2) /Genesis and hosting such games.

AIWA Electronics for hosting gaming consoles.

Everyone who contributes a little something to the FAQ, be it corrections, comments or suggestions.

Windows95 & Windows98, together with their corresponding creators.

++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++
+++++++++		+++++++++
+++++++++	COPYRIGHTS	+++++++++
+++++++++		+++++++++
+++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	++++++++++++++++++

Fighting Masters and all related characters are Copyrights (c) Treco 1991.

Genesis, Mega Drive and Mega Drive 2 are Copyrights (c) SEGA.

This GameFAQs FAQ/Walkthrough is Copyright (†) Pavel N. (Pidgeotto) 1998-2004. All rights reserved.

No part of this FAQ can be copied, reproduced, or dispersed via electronic means without my written consent. I would like to remind you that I love my work along with the time I spend on it so, please, if you want this published on your site, kindly email me for my possible consent at paffkabg@hotmail.com

This can ONLY be viewed from GameFAQs, IGN, NeoSeeker, DLH, GameSpot and CheatBook.de and any other appearances on other guide-hosting sites are simply ILLEGAL, unless I have given them permission, in which case I will include their URL on this publication. Report immediately if the site you're viewing this from does not have my authorization.

Thank you for reading, and have a nice day.

This document is copyright Pidgeotto and hosted by VGM with permission.