

Pit-Fighter FAQ/Move List

by JaketheScumbag

Updated to v1.1 on Nov 30, 2005

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=====THE ULTIMATE COMPETITION=====
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/      PIT-FIGHTER      \
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/  A Comprehensive Strategy Guide  \
\  For The Sega Genesis Console System  /
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1. LEGAL INFORMATION

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Please don't make me have to send Southside Jim to your house to give you a classic Southside whoopin' for violating these guidelines...

Seriously, though, follow these guidelines, and we'll all be happy. If you don't, I'll make sure you're unhappy.

Enough bad guy notice, let's crack some skulls!

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2. REVISION HISTORY

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1. 11/28/2005

Version 1.0

-Initial release

2. 11/29/2005

Version 1.1

- Added in General Combat Techniques section
- Made Table of Contents more detailed
- Fixed a few typos
- Allowed www.neoseeker.com to post guide

-Added in Revision Histoty section

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3. INTRODUCTION

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Well, if you're reading this, chances are you're one of the few people that enjoyed this game. (or even heard of it) Which is good, because this game rocks. Who doesn't enjoy smashing barrels into the greasy face of your trashy opponent while a bar or parking lot full of low-lives cheers for you? If only the world were more like Pit Fighter... Oh, and don't ask me why everyone leaves the bar and heads into a filthy, deserted factory after every match to reward your fighter instead of doing so right there. How do all these people have all this money...? And how do the police not notice a crowd full of people run from a parking lot or bar with huge piles of money in their hands? And what about the bloody mess of your opponent that everyone just leaves lying there? The world will never know...

Pit Fighter is, surprise surprise, a fighting game. Although there's not a single "pit" to be found in this game... It was first an arcade game that I have fond (and not so fond) memories of. You pick one of three fighters and beat your opponent senseless for lots of money. If that's not enough for you, you can be a real winner and use a power pill to help you out. So much for the "winners don't do drugs" motto the arcade version had... Well, enough talk. Time to get ready to pit fight, you rough 'n tough dirtbag, you!

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4. CONTROLS

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The controls are very straight forward and easy. I had no trouble mastering them. You shouldn't either. If you have trouble, then how can you call yourself a pit fighter?

A BUTTON

Your standard punch. Does weak damage, but it's fast, so it's effective for a quick combo.

If your opponent is on the ground, you will slam your elbow or fists into them, which hardly ever hits, so just kick them instead.

B BUTTON

Run of the mill kick. Very effective for keeping people at bay. It's not, however, very fast, so watch out if your opponent tries to slip a punch in on you between kicks. If you manage to kick your opponent enough times in a row, then you'll do a roundhouse kick to knock him/her down.

If your opponent is on the ground, you'll smash your foot or knee into them, which is quite a bit more effective than punching them on the ground.

If you're in very close quarters with your opponent while standing, you knee them in the face. It's not that effective, and you have to get too close to do it, so don't use this move too often.

C BUTTON

Jump like a crazy fool. Really not that useful for anything, to be honest. You can use it to travel across the screen faster, but this leaves you wide open to attack, and you will fall down from any hit while in the air. There are better ways to get across the screen, anyway.

A + B BUTTONS

Push these two together and you'll move your arms out and grab your opponent if they are close by. You will lift them over your head (quite a physical feat...), and pressing either A or B again will throw them 5 feet in front of you, knocking them down. Don't wait too long to throw them, though, because you'll drop them and you will fall down. This is useful for good damage, and it helps keep your opponent away from you so you can do something like pick up a weapon. Be careful when walking towards them after you've thrown, because the opponent will bounce and knock you down if you get hit by their body.

B + C BUTTONS

This will execute a jump kick. Good for a quick knockdown, but it rarely hits, unfortunately. Sigh. This could have been a good move, but it's just too inaccurate to depend on. Usually your opponent will hit you before you hit them. Buzz's jump kick is particularly pointless, however, because jumping forward and then pushing the kick button will do the exact same thing. What a waste.

A + C BUTTONS

Your character will block oncoming shots. To be honest, I NEVER used this move. It gives you no advantage if you successfully block, and you're still open to attack even when blocking. It's pretty uncomfortable to hold the buttons in this position, anyway. I recommend that you don't use this move. It really won't help you, and your time is better spent on the offense.

A + B + C BUTTONS

Pushing all three of these buttons together will execute your super move. This is unique to each character. Buzz will either throw the opponent to his side or piledrive them. Ty will do a double kick which knocks the opponent down. Kato will do a series of fast punches followed by a two handed strike (which looks suspiciously like the "Hadouken" pose from Street Fighter...) that sends the opponent flying. This is the best move in your arsenal, and use it often, as you don't lose life for doing so like in other games, and you can do it as many times as you want. Make good use of it, as it does good damage as well.

When you're knocked down on the ground, rapidly press these buttons to help your pit fighter get up. Otherwise, your opponent will turn your carcass into

a playground for his knees and feet.

CONTROL PAD

This lets you move around the screen. (well, DUH!) Tapping twice left or right will cause your character to maneuver across the screen quickly. Buzz will roll along the ground, Ty will cartwheel away, and Kato will front flip. Kato's is rather pointless, however, because jumping forward will produce the same result. This is useful for getting away from your opponent, as you usually will not get hit doing this. (unless you're Kato)

5. 2 PLAYER MODE AND OPTIONS MENU

2 PLAYER MODE

Both players must hit start for 2 player mode. When two player mode is active, you will face two opponents instead of one. I can't really say if this game would be easier with two people playing, mainly because I wrote this guide by myself, so you're on your own for this mode. Guess there aren't enough pit fighters these days...

The idea is to work together in this mode, but I think it's a hell of a lot more fun to just attack your partner instead. See how many times you can "accidentally" knife, kick, or smash a metal drum over your partner.

Practice mode is just a versus grudge match. The idea is the same: to knock down your opponent three times before he does the same to you. It's fun to kick your opponent on the ground while he's down.

OPTIONS MENU

The options menu, which doesn't really have a whole lot of options, can be accessed by pressing the A button during the title screen or game demo.

PLAYER 1 LEVEL

The game's difficulty rating. The higher the number, the more difficult the game will be. I personally have enough trouble at 3, the default rating. This guide was written playing at level 3, so take this into account if you play at a higher or lower rating. Personally, I find that anything past 3 is far too difficult for me. The enemies are a LOT more aggressive on high difficulty ratings. If you can beat the game on a level higher than 3, then you're a better pit fighter than me!

PLAYER 2 LEVEL

I'm really not entirely sure how this works with two different difficulties. I wrote this guide by myself, so I didn't play two player mode. I did a test

run, though, and set the player 1 difficulty to 1 and player 2's difficulty to 8. It was a little hard to tell, but one opponent seemed a lot more active and aggressive than the other. For a real challenge, try playing this game on two player mode and using only one player to take out two enemies. I don't think it would be too easy...

GAME MODE

Two choices: normal or practice. Practice mode is just a simple grudge match. Nothing special. In my opinion, it doesn't really give you good practice, either. Normal mode is the actual game.

SOUND TEST

Test the game's music and sound effects. The music comes first, then at 32, the sound effects and (bad) voice acting begins. My favorite music tune is number 10. Listen to that scuzzy jazz beat. I think my favorite voice sample is that chipmunk voice saying "come on, wuss" at 53... try voice samples 48, 50, 68, and 76 for kicks, too.

LANGUAGE

English or Japanese. I wonder how this game did in Japan...? If you choose Japanese, the only text that will actually be in Japanese will be the quotes before the matches, and right when your character gloats while on the forklift after winning the match. Don't ask me for a translation. If it makes it better, make up some funny broken English translation for the text yourself if you want. Try something like "happy win" or "fighting again the Angel opponent."

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6. THE PIT FIGHTERS

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BUZZ: EX-PRO WRESTLER

Specialty: Power

Buzz is your standard beefcake. He lifts a lot of weights, shows off his big manly muscles, and likes to slam people's heads together. (why can't he do this in the game?) He probably got thrown out of the professional wrestling league for taking too many steroids or something, given that doing drugs is an essential part of winning in this game. He must be pretty damn powerful, given that he can break the red border around his portrait when selected.

Buzz is an alright character. He does the most damage, but not by a large margin. His super move varies from a body slam to a piledriver, it's done at random. It's great when he does the body slam, but not so great when he does the piledriver. The pile driver leaves him right near his opponent, and since he feels so manly that he has to flex his muscles after executing the move, the opponent will usually land an attack in while he's showing off his sweaty pectorals. Despite this, he is not a bad choice.

TY: KICKBOXING CHAMPION

Specialty: Agility

I've never really been able to pronounce this guy's name. Is it "tie" or "tee why?" Ty is an accomplished kickboxer. What he's the champion of, however, is just about anybody's guess. Does the tournament he won know about his use of the infamous drug known as the "power pill?" And did it allow the use of wooden barrels and metal drums?

Ty is, in my opinion, the best character to use in the game. His kicks are long reaching, his punches are quick and easy, and he has an excellent super move. I really haven't found any weakness in this guy. Make liberal use of his double kick super move. It sends the opponent flying away and keeps you at a safe distance to gloat. My recommendation is Ty for this game.

KATO: 3RD DEGREE BLACK BELT

Specialty: Speed

Kato is a master of karate. His hobbies include breaking ice blocks, being blindfolded, and standing on cliffs. Despite what his brief cinematic introduction would lead you to believe, he's not any better with sticks than the other characters.

To be blunt, I've found that Kato borders on useless. His super move rarely connects, his kicks aren't effective, and his punches are sometimes interrupted by a backhand attack which isn't that great. And, being the honorable fighter that he is, he bows to the crowd whenever his super move does connect. This leaves him very open to being slapped silly by his opponent. Also, if you happen to pick him after using a continue, he will bow towards the opponent, which he also usually gets rewarded with a punch to the face. If you're in the mood for a very difficult (and boring) play through, pick Kato.

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7. WEAPONS AND ITEMS

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Like a true scuzzy fighting ring, there are lots of weapons to slam into your opponent's filthy body with. They are useful, but don't expect anything too damaging out of these. They're mostly good for a quick knockdown and for a few laughs. There is no life recovery item in this game, however, so try to be careful with your health. You won't get it back.

Opponents can use weapons as well, and they can even pick up power pills, so if nothing else, use these so your opponent won't.

WOODEN CRATE

This can be picked up and thrown at your opponent. If it hits them up close, it will cause them to fall down. If it hits from far away, they will just reel back in pain for a half second. It makes a funny sound when broken. Sadly, however, it doesn't do a whole lot of damage. It's mostly just for a solid hit. Use as you see fit.

KNIFE

Does it get any more scummy than a knife fight? Ah, the pleasures of living large... This is a good weapon. It usually causes one small bar of life to be taken away when stabbed. If used close up, you will just do a standard jab into the opponent's midsection, causing good damage. If used while far away, you will throw it. After being used a few times, it breaks (?) and can't be used anymore. Grab this one if you see it. It's deadly in your hands, as well as your opponent's. So get it before he does.

NINJA STAR

Works just like the knife, except it can only be thrown. Disappears after hitting someone. Does decent damage, so use it anyway. Your opponent, however, doesn't seem to use these very well. So whomp 'em with these.

BAR STOOL

I don't know about you, but any game you can hit people with a bar stool is a good game in my book. Same effect as the crate. Will break on impact and does about the same damage. You know you're in a high class establishment when they allow a wide open space complete with spare bar stools for pit fighting.

METAL DRUM

What these were once filled with, we'll never know. These function similarly to the crate and bar stool, but they won't break if your opponent is hit from a distance. Up close, however, and the drum will break over their head. Give your opponent his yearly dose of iron by making him eat rusty metal.

WOODEN BARREL

Again, another crate/bar stool/metal drum clone. This one functions exactly like the metal drum- it will break close up, but not far away. But this one, however, is of the utmost importance that you are the one to break it over your opponent, and not the other way around. For breaking it open will soon reveal the....

POWER PILL

Nothing like a grossly concentrated form of steroids to brighten up your day. Guess winners DO do drugs, huh? These will fall out of barrels when they are broken. They will ALWAYS, without fail, fall to the RIGHT. Even if you break the barrel with your opponent facing left, it will still fall to the right. This causes knockdown, so make sure you're the one doing the breaking. Pick up this handy dandy dose of steroids and you'll be damn near invincible for the next 10-15 seconds. Almost every kick will be a knockdown, and you will

(almost) never get knocked down yourself. When you have this, just completely lay right into your opponent. No mercy. Just make sure you're the one who gets this, though, because your opponent is very tough while on this high. If this happens, my advice to you is to stay away, attack with distance weapons if there are any, and use your escape manuver (tapping the pad twice left or right) to stay safe. Don't try fighting.

MOTORCYCLE

Yes, you can actually pick up a frigg'n' motorcycle and use it like a metal drum. Same as the drum and barrel, it breaks up close, but not far away. Some would tell you that if you've never felt a Harley Davison break over your head and snap your frail spine in half as a parking lot full of rednecks drinks to your death, then you've never tasted life.

STICK

Not as useful as you might think, but still worth picking up. It has a long reach and will usually knock down your opponent. It breaks after anywhere from one to ten hits. It just doesn't do enough damage, though. So, if nothing else, just pick this up so your opponent won't. The CPU seems to love using these. Show 'em where to "stick" it.

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8. ENEMIES AND THE AUDIENCE

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These guys (and gals) are angry because you recieve money for beating them within an inch of their lives if you win, while they only get to jump around like idiots and knee your rotting corpse if they win. Show them no mercy.

THE EXECUTIONER

He's big, he's brutal, and he wears a ski mask. One wonders why he's got such a nickname when in fact he's the easiest opponent in the game... He doesn't do much, outside of punch and kick. He's not that difficult, either. I'm not sure why he didn't win the Gamefaqs character battle... I would have voted for him...

SOUTHSIDE JIM

Growing up on the Southside has left Jim with an extreme hatred for anyone who isn't from the Southside. Being the master of fashion that he is, he sports a festive lavender wife beater and soiled jeans, which seem to be all the rage on the Southside. He's nothing special. Just make sure his head and your foot get well acquainted and he'll be running back to the Southside in a flash of lavender.

ANGEL

She couldn't get work as a dominatrix, so she instead turned to the lucrative

world of pit fighting. Maybe it's because she hasn't changed her hairstyle from her high school yearbook picture in 1985. Anyway, she's a bit faster than most, but nothing terrible. She likes bar stools, so slam 'em into her deformed face. She'll sometimes try to fool you by cartwheeling around you. Reward her efforts with a well placed kick.

C.C. RIDER

He's pissed that people keep stealing his bikes for pit fighting, so he's going to take it out on you. He seems to favor sticks. He's a bit tricky, but nothing a fist to his head won't fix. While you're at it, see if you can't introduce a stick to his face as well. Watch out for his kick- it's a fairly long reaching leg he's got.

CHAINMAN EDDIE

The big, dumb, lumbering bully we all knew in high school. Only he wears a loin cloth and metal chains. This guy isn't easy. He's tough to knock down, charges at you with a headbutt that's not easy to avoid, and can reach a lot farther than you. Best I can tell you is to make liberal use of any weapons you find in the arena. And whatever you do, DO NOT let him get a hold of any power pills. You may as well just put the controller down and watch him break you in half if he grabs one. In one stage, you have to fight TWO of these piles of vomit. Dang.

HEAVY METAL

His heavy metal band threw him out for his bad hairstyle, and he wants revenge. Fortunately for you, however, he fights about as poorly as he plays guitar, so feel free to use his skull to make your own melody. Bash his face in by using the metal drums to really make Heavy Metal face the music. He sometimes rolls out of the way, but this is really nothing to worry about.

MAD MILES

Miles is mad because his plan to sue McDonald's for over salted fries that gave him butt cancer didn't work. So, instead, he turned to pit fighting. He can generate knives at will from his belt, and he's pretty fast. But Miles shouldn't be too hard, especially if you use the knives he pulls on him.

THE WARRIOR

He's the evil leader of the pit fighting ring. He's also a Jason wanna be with his grotesque hockey mask and unintelligible grunts. One wonders how he became the head of this lucrative ring with such a horrible speech impediment. At any rate, no matter what his grunts may sound like, he's no fighting slouch. Fight your absolute best, because you'll need to in order to beat this meatbag.

THE AUDIENCE

What would a good pit fight be without the stalwart rednecks and bar flies to cheer the combatants on? Unlike most games, the audience actually plays an interactive part in Pit Fighter. If you get too close to them, they will attack you and push you back into the action. Sometimes a member will even

walk out and stab you or strike you with a stick. Yes, you can attack these people that do. You can even disarm them and take their knife or stick, on rare occasions. But, mostly, it's just better to stay away from these low lifes. They're quite annoying.

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9. GENERAL COMBAT TECHNIQUES

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KICKS VS. PUNCHES

Kicking is better when you want to keep your opponent farther away from you, while punches are better if you want to remain in close quarters with your opponent. Kicks, I think, are better and have more use overall. Punches are good when you don't have a lot of time to back off and you want to make sure your opponent doesn't take a couple of easy pot shots.

GROUND HITS

Always use a kick on your opponent if he ends up on the ground. The only time a punch will hit is when your opponent is kneeling on the ground, which is usually for about a second, which really isn't long enough to do serious damage. Attacking your opponent while he's down isn't all that honorable, but it's effective. And since when was pit fighting honorable, anyway?

THE AUDIENCE THROW

Usually, you'll want to avoid the audience. But, sometimes it can be a good move to toss your opponent into the crowd. The crowd will usually shove him back into the action, and when he lands, he will be stunned for a second or so. When this happens, kick the crap out of him. It takes a little practice, but it's effective if you know how to do it.

WAITING SUPER MOVE

This is the best technique in the game, and it will help you greatly against the later opponents. To do this, make sure you are slightly above or below your opponent. I've found that being below works a little better. Notice how your opponent will move in a vertical zig-zag pattern to move towards you. If you time it right, they will be at your vertical level and be close enough horizontally to hit. Now is the time to bust out a super move. Use this technique often, as it's probably the only reason I got through this game.

WEAPON USAGE

Weapons really don't deal a lot of damage, but they are useful for a good, surefire hit. If you don't use them, your opponent will. My thinking is this: why take the hit when your opponent can? Against the later opponents, and especially the final boss, solid hits while keeping yourself at a safe distance are essential. So make sure your it's your opponent's ugly face, not yours, that gets well acquainted with the metal drums and bar stools.

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10. MATCH WALKTHROUGH

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MATCH 1
"Show No Mercy"

Opponent: The Executioner
Weapons: None

Simple as pie. The executioner is never anything to worry about. He'll come after you and usually ram his bloated stomach into you. When he does this, it's your cue to kick him. Mix it up with a series of punches, if you feel like it. For added fun, pick him up and throw him into the crowd, stand nearby, and see how many times you can juggle him between you and the crowd pushing him back into the ring. This is particularly easy if you're using Ty. His double kick is very effective for this. Waste this guy for a cool \$7500.

MATCH 2

Opponent: Southside Jim
Weapons: 2 wooden crates, 1 knife

Here comes Jim ready to serve you up a heavy dose of Southside whoop ass. I suggest kicking him till he's down, rushing over to grab a crate, slamming the box into his skull, and then stabbing him in his midsection till the knife breaks. Once this is done, pick up the last crate, hit him with it, and then taking care of him the same way you did the executioner. It may be just my imagination, but Jim seems to be a sucker for repeated punches more than he is for kicks. Try not to let him get the knife. If he does, just punch him till he drops it, super move him, and then pick it up. The crowd will occasionally walk out with knives to attack you and Jim, so watch out. Send Jim back to the Southside for another \$7500.

GRUDGE MATCH
"Last Fighter Standing Wins"

Opponent: Yourself
Weapons: None

I wonder how a low-life fighting ring like this managed to produce a perfect human clone... the future is HERE!

This isn't too hard, no matter who you use. The idea of this match is to knock out your clone three times, before he does the same to you. The trick is to hit them with your super move. My suggestion is to move to a different vertical level, wait for your clone to come to you, and break out the attack. You can also just duke it out the old fashioned way. It really doesn't make

any difference either way, because the prize is just more money. Win, lose, it really doesn't matter. Win, and you get \$15000.

MATCH 3

"Look for Power Pill"

Opponent: Angel

Weapons: 1 Metal Drum, 1 Barrel, 2 Ninja Stars, 1 Bar Stool, 1 Power Pill,
1 Knife

Don't let Angel use her feminine/masculine wiles to get the best of you. When the match begins, head towards her and throw her to the right side of the screen. Grab the barrel and break it over her. Quickly grab the power pill. In keeping with the high level of realism in this game, your pit fighter will start flashing after you eat(?) it. Now is the time to destroy Angel. A kick will knock her down, so kick away and when she's on the ground, use the ground kick for extra damage. Once the effect wears off, grab the knife if Angel hasn't already grabbed it, stab her, and use any other weapons that are lying around the bar. She should go down easily. Take your \$15000 and try not to spend it in one place.

MATCH 4

Opponent: C.C. Rider

Weapons: 3 Bar Stools, 3 Metal Drums, 2 Sticks

C.C. Rider kicks up the difficulty a notch. If you can get past him and with all your lives, you're in good shape. He'll usually try to grab one of the sticks when the match begins- so respond in kind and grab the other one. If you feel like disarming him, super move him while he has the stick in his hand. Anyway, just keep smacking him with the stick, while avoiding the objects he throws at you- you'll need them later, so don't get hit by them. Once both sticks are destroyed, now is the time to bash his ugly face in with the throwing objects. After all these have been used, avoid him for the most part, because he can kick farther than you can. Always let him come to you, and then whoop him. This is a tough fight. Take your \$15000 and go celebrate afterwards.

GRUDGE MATCH

"Last Fighter Standing Wins"

Opponent: Yourself

Weapons: None

No new strategy here. Except now the prize for winning is \$30000. Whoop dee do. Just play as you see fit. See the previous grudge match entry for winning strategies.

MATCH 5

"Survival of the Fittest"

Opponent: Chainman Eddie

Weapons: 2 Knives, 2 Ninja Stars, 1 Barrel, 1 Power Pill

Pit Fighter is an educational game as well, teaching standard Darwinism theories... kids learn best when their player is stabbing women and taking drugs, I guess. Chainman Eddie's wearing a loin cloth, and he's ready to show you why big, sweaty men in skimpy clothing are so horrifying. My best advice to you is to never stay on the same horizontal level as Eddie, lest he use his head charge. He's slow, so take advantage of this. Wait for him to come to your horizontal level, and just when he's about to be even with you, use a super move. You can't throw him without a power pill. Your character will instead kneel down suggestively if you try to throw him for a few seconds. It just doesn't look right... Anyway, Buzz can body slam or pile drive this guy, but even this steakpuff can't lift the chainman. Make liberal use of the weapons here, but be careful with the knife, as you have to get too close for comfort to use it. Just be careful. Don't try to stand your ground if you and emperor loins get into a slugfest. Just shuck and jive around him, and attack him when he's about to arrive at your level. With a little bit of patience, \$37500 will be yours.

MATCH 6

Opponent: Heavy Metal

Weapons: 4 Metal Drums

I don't know if this is supposed to be some lame pun- metal drums while facing Heavy Metal? Anyway, start off by knocking Heavy Metal down, then bashing him with the drums. This fight is actually easier once the drums are gone. Break all the drums and he's easy pickin' afterwards. He's a bit fast, but nothing that won't stop you. Punch his face in like crazy, and super move him if you feel like it. Try not to let him get away, as he's a little tough to land a hit on when chasing after him. He's easy, really. When you win, another \$37500 will be thrown at your feet. I wonder where I can make this kind of money from just throwing metal drums at washed up, no-talent punk rockers? There are plenty around where I live.

GRUDGE MATCH

"Last Fighter Standing Wins"

Opponent: Yourself

Weapons: None

Yawn. Nothing different here, yet again. Win lose, nothing affects the outcome of the game. Bag a nice looking \$75000 for winning.

MATCH 7

"Are you tough enough?"

Opponent: Angel

Weapons: 1 Wooden Barrel, 1 Metal Drum, 1 Power Pill

Are you tough enough? You better be. Angel is back for more. She didn't learn her lesson the last time, so smack her around some more. She's really no more difficult than she was last time. Only now you can slam her onto the roof of the nearby Ford P.O.S., if you want. Just grab the power pill and whomp on her like there's no tomorrow. Get her down on the ground, and kick her while she's down with the pill and she should have no chance. If you want, use that other metal barrel to cave in Angel's face, but it really doesn't matter. Once the pill's gone, just do whatever you want to take her out. She'll have learned her lesson for good this time and will go back to trying to find work as a dominatrix. \$75000 is your reward.

MATCH 8

Opponent: Mad Miles

Weapons: 4 Sticks, possibly 1-3 knives

Don't let Miles' phony grin and opening salute fool you: he's stark raving mad. When the match starts, see if you can prevent Miles from picking up a stick. Try and use your super move before he grabs one. If he does grab one, no big deal. Just grab your own and smash him. Keep smashing him with all the sticks lying around until they've all broken. By the time all the sticks are a pile of splinters, Miles will probably have pulled a knife on you. It's nothing to worry about. Just disarm him and slash him with it. After this he's easy. Just beat him to a pulp anyway you want. You'll bag \$75000 for your acts of violence.

GRUDGE MATCH

"Last Fighter Standing Wins"

Opponent: Yourself

Weapons: None

Just smash your cloned self like you've been doing for the past few grudge matches. Your clone seems to be a wee bit tougher, but it may be just my imagination. You'll net \$150000 for bashing your science experiment to the ground three times. Yippee.

MATCH 9

Opponent: Southside Jim

Weapons: 2 Motorcycles, 1 Barrel, 1 Power Pill

Jim is back, and he's ready to give you another heavy dose of Southside whoop ass. Start the match by smashing the motorcycles into his lilac scented lavender wife beater. Try to break them, so Jim can't use them on you. Once you break the bikes on him, do the same with the barrel and grab the power pill. Knock him down, and proceed to kick him while on he's on the ground. It's easiest to kick him down with the pill. Once the pill wears

off, he's easy. Bash him to bits and he'll go back to the Southside once again. This time he'll learn his lesson, however, and he'll go back to outfitting the Southside with a festive, whimsical decor. You'll receive \$112500 for your troubles.

MATCH 10

"No pain, no gain"

Opponents: 2 Chainman Eddies

Weapons: 2 Knives, 1 Ninja Star, 2 Barrels, 2 Power Pills

Aw, DAMN. This fight is pure hell. The Chainmen will try to put you in between the two of them and whomp you. If this happens, you're as good as dead. So, my advice to you is to NEVER stop moving until at least one of them is defeated. When the match begins, grab a wooden barrel. Wait for the two globs of pork to break free of their shackles and then break the barrel on the one on the right. MAKE SURE YOU GRAB THE PILL. If one of the Chainmen gets it, you will have a very tough time winning. Once the pill is yours, try to get the two chainmen in line with each other so that they are on the same horizontal level. With one Chainman in between you and the other Chainman, kick like crazy till the center one is down. Slam your foot into him as many times as you can before he gets up, back off a little, making sure the one in the center stays in the center, and repeat until the center guy gets loose or you lose your power pill high. Another way to do this is to knock both of these wads of meat into a corner and kick away. At any rate, make sure you get both power pills and attack like crazy, concentrating on only one of the two. Sometimes they will attack each other. By all means, let them do so if you see it happen. Be diligent, patient, never stop moving, and you should be able to take one of them down without too much trouble.

Once the first Chainman is gone, the second one should be a lot easier to handle. If there are any weapons left, use them, but most likely the other two used them by now. Just remember to never stay on the same horizontal level as the chainman, and wait for him to come to you to attack. If you've been playing well throughout the game so far, you'll have about 3/4 of your life bar left and no extra lives. Take your \$150000 and prepare yourself. The next fight's not easy.

CHAMPIONSHIP MATCH

"There can only be one"

Opponent: Warrior

Weapons: 3 Wooden Crates, 2 Metal Drums, 3 Ninja Stars, 3 Barrels, 3 Power Pills

Ugh. This isn't easy. But, thankfully, there's only one of this guy, so it's easier than the last fight with the two Chainmen. There are a LOT of things to throw at this Jason wanna be, so use them. He certainly will. When the match begins, walk near his platform, and once he lands, super move him. Grab one of the barrels while he's down and smash it over his ugly mask. Get the pill and start kicking. I suggest only kicking him until he's down, and not using the ground kick. He doesn't stay on the ground very long, and he may use his rather odd looking throw on you when he gets up. He'll grab you, jump backwards, then you'll come crashing down and lose about two bars of health.

Ouch. Keep kicking, staying as far away as you kick will allow, and throw an occasional barrel or crate at him if you're getting too close for your comfort. Break the barrels grab the pills, and keep slamming your foot into his face. When kicking him, try to stay slightly below him so you can score in a few more hits instead of him flying away from your dead on kick.

Once all the power pills are gone, hopefully, he'll be finished. If not, use any weapons left over. If these are gone, just make sure you stand on a different horizontal level and let him come to you and then super move him. It's dangerous, but it's better than attacking him head on without a power pill. Punches are useless here. You need the extra length of kicks. It's quite dangerous to stay near this scumbag for very long, so once you super move him, back off until he comes to you again. With persistence and good timing, he'll finally go down.

Congratulations! Your prize: A cool \$1 million and two scantily clad women! Wow! Where can I find the nearest pit fighting ring so I can take power pills and win a million bucks? Go buy yourself a nice home filled with metal drums and ninja stars and invite Southside Jim or Mad Miles over for a brawl or two. You've earned it, you slimy piece of filth.

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11. MISCELLANEOUS INFORMATION

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This is stuff that didn't fit into any of the other categories.

SCORING AND MONEY EARNINGS

Well, score in this game is determined by how much money you win in the matches. To be honest, I wasn't really all that interested in score, and I think it's a safe guess that you weren't while playing, either. You receive no bonuses or extra lives or anything else for having a high score like in other games, unfortunately. Well, here are the rewards you get per match:

FIGHT PURSE

A set amount for winning the match. The amount gets higher as you advance farther into the game. Per match:

Matches 1-2: \$5000
Grudge Match: \$15000
Matches 3-4: \$10000
Grudge Match: \$30000
Matches 5-6: \$25000
Grudge Match: \$75000
Matches 7-8: \$50000
Grudge Match: \$150000
Matches 9-10: \$75000
Championship: \$1000000

PER HEAD BONUS

This really only applies to two player mode. You'll be rewarded based on who delivered the finishing hit to the opponent. If you're playing on one player mode, you'll get the bonus anyway.

Matches 1-2: \$2500
Matches 3-4: \$5000
Matches 5-6: \$12500
Matches 7-8: \$25000
Matches 9-10: \$32500

BRUTALITY BONUS

I don't know exactly how this is calculated, really. You'll usually get a few extra hundred dollars in the first matches and a few extra thousand in the later matches for this. If you want to get this higher, umm... I can't really help you. Just be more brutal, I guess.

ATTACK BONUS

You get anywhere from \$20-\$100 randomly for any given attack. Whoopee.

GLITCHES AND ODD OCCURRENCES

Well, so far, I haven't really found any big time glitches. Here's the little bit I've found:

KATO'S SUPER MOVE GLITCH

It stuck me as a little odd was that sometimes Kato would connect with his super move, and continue to do it even after the opponent was down- he did the whole combo and even yelled out "YAH!" while punching the air. Nothing too exciting. It would have left me wide open to a hit if my opponent was nearby... yet another reason why Kato blows.

PHANTOM DAMAGE GLITCH

On rare instances, you can sometimes damage your opponent without actually touching them. Your opponent will be nearby, and you can kick or punch them while they would normally be out of reach. Usually happens after throwing a breakable object at them and they don't fall down. Doesn't always work, though, and it's not very useful.

AUDIENCE GLITCH

Sometimes the audience will get really wild and throw your character or your opponent a lot farther than usual- about halfway across the screen. This usually happens in the corners of the screen. I guess only the hardcore pit fighting fans sit here.

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12. CLOSING

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Well, I hope you enjoyed this guide. I sure enjoyed writing it. If you ever see this in the arcades, however rare it may be these days, give it a go. I know if you liked this game, you'll enjoy the arcade. If you ever meet the actual actors used to make this game, be sure to stalk them excessively and track them down for me so I can annoy them and talk to them about this game. Not seriously, though.

CREDITS AND SPECIAL THANKS

Well, I wrote this guide alone, but a few people come to mind:

Tengen- For making this game. Props on a job well done!

CJayC- For running GameFAQs. It must take a lot of work... here's to you! The gaming community is so much better because of you.

John, my brother- All the inside jokes and reading this for me. You, like, suck! Not really, though. Thanks!

You, the reader- Thanks for reading this guide. And thanks for being a fan of this woefully underappreciated game!

CONTACT INFORMATION

This was the first guide I've written, so I'm really interested in what you thought of it. Liked it? Hated it? Found it useful? Know something I don't? Printed it out just so you could wipe your ass with it? Let me know.

Contact me:

thekoolfool@hotmail.com

Well, that about wraps this guide up. Go play this game again for me, won't you? And remember these immortal words from this game:

"Look for Power Pill"

Follow these words, and you will go far in life. Farewell!

Yours Truly,

JaketheScumbag