

Joy Mech Fight (Import) FAQ/Move List

by GoTaS

Updated to v2.6 on Mar 6, 2007

JOY MECH FIGHT - Copyright 2002

FAQ/Move list

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A. Introduction

Late one night I was talking videogames with a friend of mine. The subject turned to Fighters, and he told me to try out a Fighter on NES called 'Joy Mech Fight'. Right before I played 'Joy Mech Fight' I was a bit leery because most Fight games I had played on NES were sub-par. When I started to play 'Joy Mech Fight' I was entertained by goofy animation and a good fight engine. I've figured out most, if not all of the moves for the characters, so... here is a list for you!

B. Updates and Revisions

Version 1 - 06/19/02 - Began making list on character moves.
Version 2 - 06/21/02 - Finished moves list. Began writing walkthrough
Version 2.5 - 06/26/02 - I am lazy. Finished the list today.
Version 2.6 - 06/27/02 - Fixed a few text errors.

C. Walkthrough

It will look something like this.

Now I'd like to show you abbreviated button combinations, you know, so I won't have to spend my time typing DOWN, or FORWARD, or BACK. This is also good for clarity.

```
-----  
| ABBREVIATIONS |  
|-----|  
| Forward - F   |  
|              |  
| Back - Ba    |  
|              |  
| Up - U       |  
|              |  
| Down - D     |  
|              |  
| B Button(Kick) - B |  
|              |  
| A Button(Punch) - P |  
|              |  
| Near - (N)   |  
|              |  
| Charge - (C) |  
|-----|
```

Got that? Okay, now we can move onto the robot's moves. To make things faster, you can just search for the name of the robot whose moves you want to know. The name of the eight robots are: SKAPON, SENJU, GIANT, NEO, EYE, TIGER, SASUKA, and FLAME.

```
-----  
| Skapon      |  
|-----|  
| NAME OF MOVE : BUTTON COMBO : DAMAGE DONE |  
|-----|  
| Punch      :      A      : 5Pow |  
| Kick       :      B      : 4Pow |  
| Jump Kick  :     U+B     : 7Pow |  
| Good Punch :     F+A     : 10Pow |  
| Jump Punch :     U+A     : 7Pow |  
| Leg Sweep  :     D+B     : 10Pow |  
| Tondeker   :     D+A     : 8Pow |  
| Skapon Roll : Ba(C)+F+B : 12Pow |  
| Skapon Toss :     F+A(N)    : 12Pow |  
| Konaniran  : B+A Together : 14Pow |  
|-----|
```

```
-----  
| Senju       |  
|-----|  
| NAME OF MOVE : BUTTON COMBO : DAMAGE DONE |  
|-----|  
| Punch      :      A      : 6Pow |  
| Kick       :      B      : 4Pow |  
| Jump Kick  :     U+B     : 7Pow |  
|-----|
```

Good Punch	:	F+A	:	8Pow	
Jump Punch	:	U+A	:	8Pow	
Leg Sweep	:	D+B	:	10Pow	
Drill Attack	:	D+A	:	13Pow	
Multi Punch	:	Tap A	:	8Pow	
Cube Toss	:	F+A(N)	:	12Pow	
FlyingDrill	:	U+AB (in air)	:	10Pow	-'AB' is together.

Giant

NAME OF MOVE	:	BUTTON COMBO	:	DAMAGE	DONE	
Punch	:	A	:	9Pow		
Kick	:	B	:	5Pow		
Jump Kick	:	U+B	:	8Pow		
Good Punch	:	F+A	:	10Pow		
Jump Punch	:	U+A	:	7Pow		
Leg Sweep	:	D+B	:	8Pow		
Dash	:	Ba(C)+F+A	:	16Pow		
Headbut	:	B+A Together	:	12Pow		
Quick Wave	:	D(C)+Ba+A	:	10Pow		
Power Bomb	:	F+A(N)	:	14Pow		

Eye

NAME OF MOVE	:	BUTTON COMBO	:	DAMAGE	DONE	
Punch	:	A	:	7Pow		
Kick	:	B	:	4Pow		
Jump Kick	:	U+B	:	8Pow		
Good Punch	:	F+A	:	8Pow		
Jump Punch	:	U+A	:	7Pow		
Leg Sweep	:	D+B	:	8Pow		
Eye Copter	:	U(C)+B	:	10Pow		
Cutter Kick	:	Ba+D+F+B	:	12Pow		
Eye Astrong	:	B+A Together	:	16Pow		
Eye Suplex	:	F+A(N)	:	12Pow		

Tiger

NAME OF MOVE	:	BUTTON COMBO	:	DAMAGE	DONE	
Punch	:	A	:	7Pow		
Kick	:	B	:	4Pow		
Jump Kick	:	U+B	:	9Pow		
Good Punch	:	F+A	:	8Pow		
Jump Punch	:	U+A	:	7Pow		
Leg Sweep	:	D+B	:	8Pow		
Eagle Kick	:	U+D+B (in air)	:	8Pow		
Flying Kick	:	Ba(C)+B	:	8Pow		
Suplex	:	F+A(N)	:	13Pow		

| Dash Upper : Ba+D+F+AB : 10Pow |-'AB' is together.

| Sasuka |

| NAME OF MOVE : BUTTON COMBO : DAMAGE DONE |

| Punch : A : 9Pow |
| Kick : B : 3Pow |
| Jump Kick : U+B : 7Pow |
| Good Punch : F+A : 10Pow |
| Jump Punch : U+A : 7Pow |
| Leg Sweep : D+B : 7Pow |
| Arial Toss :B+F+A (in air): 14Pow (?) | -Enemy must be in air.
| Sliding : Ba+D+A : 10Pow |
| Kagidume : Ba+F+A : 10Pow |
| Tomoe Toss : F+A(N) : 12Pow |

| Neo |

| NAME OF MOVE : BUTTON COMBO : DAMAGE DONE |

| Punch : A : 6Pow |
| Kick : B : 4Pow |
| Jump Kick : U+B : 8Pow |
| Good Punch : F+A : 10Pow |
| Jump Punch : U+A : 8Pow |
| Leg Sweep : D+B : 8Pow |
| Wave Shot : D+A : 10Pow |
| Neo Upper : A+B Together : 16Pow |
| Neo Suplex : F+A(N) : 12Pow |
| Multi Kick : Tap B : 8Pow |

| Flame |

| NAME OF MOVE : BUTTON COMBO : DAMAGE DONE |

| Punch : A : 9Pow |
| Kick : B : 4Pow |
| Jump Kick : U+B : 8Pow |
| Good Punch : F+A : 8Pow |
| Jump Punch : U+A : 4Pow |
| Leg Sweep : D+B : 8Pow |
| Fire Wave : D+A : 8Pow |
| Fire Fury : B+A Together : 16Pow |
| Air Throw : F+A(N) : 12Pow |
| Fire Ball : F+D+Ba+A : 16Pow |

Me.

My dog.

Your Mom.

My friends - Erik, Austin, Cole, James, Pat, John, Charlie.

Nintendo.

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E. Copyright Stuff

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F. Contact

If you want to ask me any questions about Joy Mech Fight, my
E-mail is CheeseGOTAS@aol.com. Also, you should E-mail
using that address if you want to use this FAQ in any way.

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END OF THE FAQ! THANKS FOR READING! KEEP ON GAMING.