

Flying Dragon Item FAQ

by SirTrap

Updated on Nov 1, 1999

Date: Mon, 1 Nov 1999 15:28:39 -0500

Note on the bottom, please read.

** I WILL answer every question emailed to sirtrap@japanimation.com so don't hesitate to ask. **

In Depth Item Guide.

Author: Sir Trap {author of child shouryu faq too}

Game: Flying Dragon

Platform: Nintendo 64

Alright, enough of the titles and all that, on to the actual item guide.

Contents.

- 1) Intro to Flying Dragon, in particular, the SD Hiryu section.
- 2) The concept of items.
- 3) Evolution items.
- 4) The big specific item list.

Before going on please note, until this is the last update, i DO NOT, repeat, DO NOT have every item, so no i m not cheating anyone, just there are a few items i don't have yet, like two of the legendary items and ring of genie and so on...

Intro to SD Hiryu

SD Hiryu, will be referred to as SD now, to make it easier on me...anyway, the point of SD is not as much technique, but a basic grasp on a character's moves and *items.* In cases of SD battles, a person with a max level dark dragon claw should be able to obliterate someone with no items at all. SD people resemble little children as opposed to its counterpart the virtual section, which those characters are adults. It is my opinion that SD is much better, more fun, and SD doesn't have all those really dark stages either.

Why Items?

SD, makes items probably to: 1) collect them all. 2) make a really nice character. 3) bragging rights. 4) person vs person battles.

1- Collecting them all is no easy task. On one of my files {courtesy of gameshark} i have no losses and i still do not possess every item, i m missing

near 50 in truth, well i think.

2- A character develops from level 1 to 4, yes that s all nice and well, but a level 4 naked guy could not withstand a fully armoured level 4 character.

3- If one has all the items, it s a nice feeling, i know atleast i have become frustrated from time to time, untill i got 2 of the legendary items, then atleast i felt a bit better.

4- Basically the same concept as number 2.

Evolution, or not...

It is no secret, items evolve. While a good percentage of items evolve, not all of them do sadly. Some items seem better left un-evolved, like robe of vision. It is up to the player to have the items evolve or not. I say let every item evolve, but there are those who want items left level max...but primitive, their choice.

Ok, now for the really big list, which isn t complete, so don t yell at me as i stated before. The characters names will be abbreviated, but not horribly.

Ryuma- Ryumaou Shou- Shouryu Robo- Robo No Hana Boku- Bokuchin

Example:

<item number> <item name> <stats>

<equip possibilities>

Offensive Items

1- Blue Dragon Claw Attack +2 Throw +1

This item can be equipped by anyone at level 0

2- Red Dragon Claw Attack +3 Throw +2

Level 0- Ryuhi, Powers.

Level 1- Shou, Robo.

Level 2- Everyone else.

3- Silver Dragon Claw Attack +5 Throw +3

Level 1- Ryuhi, Powers.

Level 2- Shou, Robo.

Level 4- Everyone else.

4- Gold Dragon Claw Attack +6 Throw +4

Level 2- Ryuhi, Suzaku.

Level 3- Shou, Robo.

Everyone else can not use this item.

5- Fake Gold Dragon Claw Power Attack

Level 0- Everyone.

6- Copper Sack Attack +5 Throw +2 Power Attack

Level 0- Wiler

Level 1- Boku, Ryuma

Level 2- Everyone else.

7- Silver Sack Attack +6 Throw +3 Power Attack

Level 0- Wiler

Level 1- Boku, Ryuma

Level 2- Everyone else.

8- Gold Sack Attack +7 Throw +4 Power Attack

Level 1- Wiler

Level 2- Ryuma

Level 3- Boku

Everyone else can not use this item.

9- Eagle Glove Attack +1 Throw +1 Cancel

Level 0- Everyone

10- Falcon Glove Attack +2 Throw +2 Cancel

Level 0- Hayato, Suzaku

Level 1- Wiler, Yuka, Powers

Level 2- Everyone else.

11- Phoenix Glove Attack +4 Throw +4 Cancel

Level 1- Hayato, Suzaku.

Level 2- Wiler, Boku

Level 3- Yuka

Everyone else can not use this item.

12- Power Band Attack +1 Throw +2

Level 0- Everyone

13- Power Band S Attack +2 Throw +3

Level 0- Wiler, Ryuma

Level 1- Yuka, Powers, Shou

Level 2- Everyone else.

14- Band Of Devil Attack +4 Throw +5

Level 1- Wiler, Ryuma

Level 2- Shou, Powers

Level 3- Yuka

Everyone else can not use this item.

15- Power Loincloth Attack +1 Throw +2 Power Attack

Level 0- Everyone except Ryuma, Boku and Yuka

Level 1- Ryuma, Boku

Yuka can not use this item.

16- Power Loincloth Z Attack +2 Throw +5 Power Attack

Level 0- Robo

Level 1- Powers

Level 2- Boku

Everyone else can not use this item.

17- Yokozuna Loincloth Attack +4 Throw +4 Super Body

Level 0- Robo

Level 1- Powers

Level 2- Boku

Everyone else can not use this item.

18- Technique Headband Attack +1 Throw +3

Level 0- Everyone.

19- Technique Headband X Attack +3 Throw +3

Level 0- Yuka

Level 1- Ryuhi

Level 2- Everyone else.

20- Headband of Expert Attack +4 Throw +6

Level 1- Yuka

Level 2- Ryuhi

Level 3- Boku

Everyone else can not use this item.

21- Ball of White Tiger Attack +3 Throw +3 Defense +1

Level 0- Ryuhi, Wiler

Level 1- Suzaku, Ryuma

Level 2- Everyone else.

22- Ball of Hermit Attack +4 Throw +4 Defense +1

Level 1- Ryuhi, Wiler

Level 2- Suzaku

Level 3- Hayato

Level 4- Everyone else.

23- Bracelet of Devil Attack +10 Curse-Throw

Level 0- Yuka, Powers, Robo

Level 1- Wiler

Level 3- Shou

Everyone else can not use this item.

24- Dark Dragon Claw Attack +10 Throw +10 Curse-Poison

Level 0- Everyone.

Legendary Item!!!

73- Sword Of Shigoutaitei Attack +6 Throw +6 Defense +1

Level 0- Everyone!!!

82- Dragon Claw Attack +1

Level 0- Everyone

83- Fake Dragon claw

I have this item in my list, but no picture, and no info, just a shadow

84- Power Sack Attack +3 Power Attack

Level 0- Everyone

85- Speed Glove Cancel

Level 0- Everyone

86- Wrist Band Throw +1

Level 0- Everyone

87- Blue Loincloth Attack +1 Throw +1 Defense +1

Level 0- Everyone cept Yuka

Yuka can not use this item.

88- Red Headband Throw +1

Level 0- Everyone

89- Strange Ball Attack +1 Throw +1

Level 0- Everyone.

Defensive Items

28- Jacket of Fighter Def +2

Level 0- Everyone

29- Jacket of Expert Def +3

Level 0- Wiler, Shou

Level 1- Yuka, Hayato, Suzaku

Level 2- Everyone else.

30- Bulletproof Jacket Def +4

Level 1- Wiler, Shou

Level 2- Yuka, Hayato

Level 3- Suzaku

Level 4- Everyone else.

31- Clothes of Dragon Def +3

Level 0- Ryuhi

Level 1- Ryuma, Boku

Level 2- Everyone else.

32- Armor of Dragon Def +5

Level 1- Ryuhi

Level 2- Ryuma, Boku

Level 4- Everyone else.

33- Armor of Dragon King

Unfortunately, i have a shadow, i haven t received the item yet.

34- Armor of Satan Def +3 Super Body

Level 0- Ryuma

Level 1- Wiler

Level 2- Powers

Everyone else can not use this item.

38- Fake Armor of Dragon King ATRO 50% Attack -5 Throw -5

Level 0- Everyone

39- Wolf Fang ATRO 80% Attack -5 Throw -5

Level 0- Hayato, Shou

Level 1- Everyone else.

40- Anaconda Fang ATRO 80% Attack -8 Throw -8

Level 1- Hayato, Shou

Level 2- Suzaku, Ryuma

Level 3- Boku

Everyone else can not use this item.

41- Lion Fang ATRO 70% Attack -6 Throw -6

Level 1- Suzaku, Ryuma

Level 2- Everyone else.

42- Chimera Fang ATRO 70% Attack -9 Throw -9

Level 2- Ryuma, Suzaku

Level 3- Powers, Shou

Level 4- Wiler

Everyone else can not use this item.

43- Black Dragon Fang ATRO 50% Attack -20! Throw -20!

Level 0- Everyone!

91- Kung Fu Jacket Def +1

Level 0- Everyone.

92- Nameless Fang ATRO 80% Attack -2 Throw -2

Level 0- Everyone.

I am sorry to regret that at this moment somehow my memory card got wiped...i had nearly every item {except medicine, never used those anyway}

so i will not be able to continue for a while.

~Sir Trap.

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