

Finger Flashing (Import) FAQ/Walkthrough

by IceQueenZero

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----- [Finger Flashing] -----
-----[by Ice Queen Zero]-----
----- [Playstation] -----

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INTRODUCTION

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Surely, you've played the game of janken at least once in your life. You know it better as rock-paper-scissors. Here we have that game with a twist. Instead of flashing hands in a competition, you are shooting your hand at enemies that'll match the opposite hand. This is just a general FAQ to let you know what to expect in the game. While the game may seem straightforward in some parts, there are times when random elements will come into play.

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DISCLAIMER

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STORY

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Don't know the exact story but I can tell that it's about evil monsters that are invading the land and it's up to a witch and a mercenary to stop their assault or the whole world is doomed.

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CONTROLS

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This is the default control scheme:

D-pad Up: Highlight selection up
D-pad Down: Highlight selection down
D-pad Left: Move Left
D-pad Right: Move Right

Start Button: Pause

[] Button: Shoot Rock
/\ Button: Time Stop
() Button: Shoot Paper
>< Button: Shoot Scissors
L1 Button: Speed Down

R1 Button: Speed Up

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ENEMIES
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There are three types of enemies:

Blue Scissors are pretty much how they are look like. A blue hand with two fingers pointed up. They are vulnerable to the rock.

Green Ogres represent the rock element and are vulnerable to the paper.

Red Trolls represent the paper element and are vulnerable to scissors.

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IMPROMPTU TIPS
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-Whether you are playing this on the PSX, PS3/Vita (via PSONe Classics) or on a PC via emulator, it would be a good idea to adjust the shooting controls to the what controller you are using. Ex: On PSX or PS3, make rock the >< button as that is the color of the scissors enemies, /\ can be rock like the ogres and () can be paper like the ogres. On the PC, it's just the same as you can adjust the controls to the colors of the enemies especially if it's XBOX360 styled.

-Points are adjusted by what speed you are moving. If you are going at the slow speed, you get less points. At the fastest speed you get maximum points but it is super tough.

-Despite their being three types of enemies, there are levels that will make the road hell for you as well as enemies that I guess "evolve" is the word to use such as some of them will take flight for a few seconds that are crucial. I'll go more into that in the Gameplay section.

-Use you Time Stops wisely. You have five at the start and can't have any more than that. You can regain used ones as you proceed through the level. When you do use one. The enemies will be frozen in place for a few seconds while you try to sort things out.

-There are combo opportunitites abound. If you kill an enemy that is standing next to another enemy(ies) that are weak to its element in the rock-paper-scissors cycle, that enemy will die with it and if there was another enemy(ies) that was next to the secondary enemy that was weak to its element, it also dies. Ex: You got three enemies in this formation side by side Paper-Scissors-Rock. If you kill the paper, the other two will still be active. If you kill the rock first, all three die. Kill the scissors first and the rock will still live. Use that to your advantage as you get to advanced stages.

-On the upper left, you will see a grid that represents where the enemies are going to come from. With each wave, it will display how many hits it took you to clear it and compares it to how many hits it expected you to take. I just use the grid to plan my strategy ahead sometimes.

-Each Round contains 10 stages. If you die via enemy reaching your the front or colliding with a solid object like tree stumps, you can continue all you want but the points will reset. In Battle mode, you can only die from collisions. If both players are alive at the goal, the one with the highest score is the winner.

-On the final (10th) stage is a special challenge round with special conditions to fulfill.

-Killing a flashing enemy eliminates all on-screen enemies. Some enemies will be in blob form and it'll be hard to tell who they are until they form into their element,

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 MODES
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Story: Choose a round up to 5 and complete 10 stages in each round.

Time Trial: Clear the round as quickly as possible.

Score: Score as many points as you can in 1, 3, or 5 minutes

Battle: A randomly chosen stage where you play one stage and try to make it to the goal successfully with the best score. This is a 2-player game.

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 GAMEPLAY
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During the option screen you can choose to play as Poi the witch or Cyikke the mercenary. There is really no difference between the two.

There are five rounds at the start to choose from:

- Round 1 = Bridge
- Round 2 = Cave
- Round 3 = Lake
- Round 4 = Volcano
- Round 5 = Forest

with code..

- Round 6 = Iceland
- Round 7 = Mount
- Round 8 = Heaven
- Round 9 = Castle
- Round 10 = Mansion

In Round 1, the enemies will start to fly when you get to level 6.

In Round 2, you have to wait for rocks to pass by as they are invincible.

In Round 3, some enemies will occasionally jump on and off the bridge. You'll also meet the blob for the first time. They will morph into a blob then into an enemy. Pay attention to what it morphs into as when it becomes a blob, it will have the weakness of the enemy it was.

In Round 4, You will face volcanic rock that are invincible as since this level is heat related, you will see a lot of distortion towards the top and thus make it hard to see what enemy is coming at you.

In Round 5, aside from some invincible tree stumps, there are several mushrooms which you must shoot several times with any hand to destroy it if you must get rid of it.

In Round 6, a wizard will randomly spawn wizards onto the screen and sometimes encase enemies in ice causing you to have to shoot the enemy twice to kill it. The first one to break the ice. Sometimes the wizard will change the enemy. The stage scenery is like an icy version of the Volcano where it is distorted in the back as the enemies arrive.

In Round 7, you go up a curvy round so it's hard to tell where you are standing as the shot travels along the curve too. Some enemies carry shields so you got to shoot it twice to kill it. Once to break the shield and again to finish it off. You will also see rocks with eyes. Deal with them the same as you did with the mushrooms in the forest.

In Round 8, things start to get ugly as you will have no guide on the screen to tell where you are standing as you are flying this time around. That naughty little wizard is back too. Enemies have rocket technology which looks like it only serves to keep them afloat.

In Round 9, you face pumpkins that function like the mushroom and rocks with eyes from previous levels. You will also see knights armors that cannot be destroyed.

In Round 10, the wizard appears again and the statues will serve as obstacles that are invincible.

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      CODES
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Start from any round in Story Mode:

Alternate L1 and R1 five times, alternate left and right five times, and alternate L2 and R2 five times. A chime will sound and you can start from any round including the 10th and final round.

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      CREDITS
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Affect whom created the game

GameFAQs for hosting

You for reading this FAQ.

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      CONTACT ME
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Don't want any email bots.

Thank you for reading

-Ice Queen Zero