

Tatsunoko Fight FAQ/Move List

by Loser B

Updated to v1.25 on Dec 16, 2000

Title: Tatsunoko Fight
Platform: Playstation (One) Japanese Import
Players: 1 to 2
Difficulty: Medium
Publisher: Tatsunoko Productions
Developer: Takara

Strategy Guide and Cheats Version 1.25

My Two Cents

Tatsunoko Fight is a 2D fighting game made by Takara. This game boasts four of Tatsunoko Productions' most popular Anime characters Kagaku Ninja Tai Gatchaman, Shinzo Ningen Casshern, Hurricane Polymer, Uchuu no Kishi Tekkaman, and a new character made specifically for this game, the dimension jumping Volter.

Tatsunoko Fight could have been one of the best 2D fighters out there, unfortunately it is more eye candy and nostalgia rather than gameplay. There is NO combo system, no difficulty settings and the controls aren't that responsive. This game looks like it could have come out three or four years ago along with the other anime oriented games during the time (Dragon Ball, Sailor Moon, Gundam.) The saving grace in this game (IMHO at least) are the FMVs and the killer soundtrack. I really have to applaud Tatsunoko Productions effort to make this game, the FMVs of the opening movie and Volter's opening/ending movies are absolutely beautiful, and another plus is the inclusion of the original opening, ending and in-between animations of the four classic anime series. The soundtrack of the game is awesome too. If you find the soundtrack to this game, buying it is a must!

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[I] MENU SCREEN
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The Menu Screen from left to right

Story Mode - Battle enemies in a pre-determined order.
Versus Mode - Challenge a friend for superiority.
Free Battle Mode - Randomly battle all fifteen characters (minus Rosraisen.)
Team Battle Mode - Choose three characters to fight against another team.
Training Mode - Practice your moves here.
Gallery Mode - View your unlocked FMVs, video, audio and image files.
Config Mode - Configure your custom settings here.
Final Story Mode - Each hero fights against his arch rival and choose a hero to face Rosraisen in the final battle.

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[II] CONFIG MODE EXPLANATION
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Time Limit

-- Changes Round Time from 25 to Infinity

Round

-- Changes Number of Rounds from 1, 3 and 5

Strength

-- Increases the COMs damage inflicted on you when turned on.

Sound

-- Changes the sound setting from Stereo to Mono

Select

-- When turned on, this changes the Character Select Screen from full graphics to plain text. (Not applicable in Training mode)

Victory

-- When turned on, the Victory Screen after matches is turned off.

VS

-- When turned on, the Versus Screen before matches is turned off.

Special

-- When turned on, both Super Meters are always on Level 3.

HISSATSU!!

-- Special and Super Moves are assigned to the top L and R buttons. Go to the Button Config screen to assign the buttons.

Vibrate

-- Turn the Analog Controller's Vibration Function on or off.

Default

-- Return all settings to its default configuration.

Auto Save

-- Automatically saves after each game.

Save

-- Save the settings to the Memory Card.

Load

-- Load the settings From the Memory Card.

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[III] BASIC CONTROLS
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Up	-	Jump
Down	-	Crouch
Left	-	Move left
Right	-	Move right
Start	-	Pause game
Select	-	Additional options (Pause Screen)
Square	-	Light Punch
X	-	Light Kick
Triangle	-	Hard Punch
Circle	-	Hard Kick
L1	-	Special 3
L2	-	S. Special
R1	-	Special 1
R2	-	Special 2
Left Analog Stick	-	No Use
Right Analog Stick	-	No Use

U - Up

D - Down

F - Forward

B - Back

Dash - Tap forward or back twice

DB - Down/Back

DF - Down/Forward

QCF - Quarter Circle Forward (the classic fireball motion down to forward)

QCB - Quarter Circle Back (a reverse motion of the above)

HCB - Half Circle Back (a single motion starting from forward ending at back)

3/4 Circle from back to up - (a single motion starting from back to down to up)

B, D, DB - A single motion starting from back to down to down/forward (a reverse Dragon Punch motion)

Other Controls

Hold Select and press Start for a Soft Reset.

Press the top L or R buttons to skip the intro animations at the beginning of the first round.

During the game, pause and press select for additional options:

Key Config

-- Change your button assignments.

Vibrate

-- Turn the Analog Controller's Vibration Function on or off.

Quit

-- Quit the game and return to the Main Menu

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[IV] CHARACTER MOVE LIST AND STRATEGY
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Note: If the strategy list is blank, then I havent found a good strategy to use for/against that character.

Some supers need range, but if there isn't a range listed, then it goes full screen

These Strategies only work for the computer. The AI is so predictable.

Oowashi no Ken [Series: Science Ninja Team Gatchaman]

Birdrang - QCF + Punch

Bird Smash - QCB + Punch

Bird Air Smash - QCB + Kick

Kagaku Ninho Hi no Tori - QCFx2 + Weak Punch * Range: Very Close

Strategy when using Ken:

Be careful when you use the Birdrang. It is very slow to return and they can just come up to you and attack you before the Birdrang returns to you. The Kagaku Ninho Hi no Tori attack must be done while the opponent is on the ground. If you hit him in the air, he will get up and block the attack. If you're close enough, the initial hit will hit twice.

Strategy against:

Shiratori no Jun: When she uses or Yoyo or does a hard Bird Rush, hit her with a hard Bird Smash or throw her if she's close enough.

Casshern: Casshern constantly dashes if you're far from him, hit him with a Birdrang or Bird Smash, if you're close enough, a Bird Air Smash. If your Super is maxed, wait till he does a hard Pulser Kick, block it, and do your super.

Luna: Back off and wait until Frender does the Frender crash, block it and immediately do a hard Bird Smash. When your super meter is maxed, wait till Frender does the Frender crash or Metal Forces then immediately do your Super.

Buraiking Boss: He dashes or tries do a Ultimate Attack frequently. Hit him with a Birdrang until your super is maxed. Wait for an opening then do your super.

Polymer: Back off and wait till Polymer uses his Tenshin attack, block it and hit him with a Bird Smash or Birdrang attack. When your super meter is full, wait for the Tenshin attack again, block it, walk in and use your Super.

Astral Chameleon: Charge your super bar and wait till Astral Chameleon does his Metamorphosis, walk in and do your super, you have to be FAST!

Andro Umeda: Keep backing off until he does his Teleport, when he does, use your Bird Air Smash. When your super is maxed, use it when you see him teleport.

Volter: Use Birdrang or Bird Smash when you see Volter use his Vanisher attack, you must be REALLY fast. If your super bar is maxed, back off and jump at Volter at a distance where you are in front of him, but will miss his Vortex Storm attack. When he falls, do your super.

Neon: When she does her Pulse Mabatou or Plasma Ribbon attack, hit her with

your Birdrang or Bird Smash. If your super is maxed, wait till she does her Plasma Ribbon attack, if you're close enough, hit her with your super.
Karoichi: Hit him with a hard Bird Smash when he tries a Hells Bit Attack.
Rosraisen: Hit him with jumping attacks followed by a standing attack, if he blocks it with his fire wall, throw him. If you have at least a level 1 super, jump in with a hard kick, and crouching weak kicks, when he gets up dizzy, use your super.

Shiratori no Jun

[Hidden Character: Partner]

Yoyo - QCF + Punch

Bird Rush - QCF + Kick

Air Slant Attack - QCB + Kick

Ninhou Tatsumaki Fighter - QCFx2 + Weak Punch * Range: Very Close

Strategy when using Jun:

The Yoyo takes forever to return, be careful when using this attack when your opponent has a super, they'll hit you before the yoyo can return. Unlike Ken's super, Ninhou Tatsumaki Fighter doesn't cancel if the opponent blocks it.

Strategy against:

Everybody: Back off then hit them with your Yoyo, if they block this, do a hard Bird Rush. They have to be hit with the yoyo first, they'll block the Bird Rush if you miss them with the Yoyo.

Belkukatse

[Hidden Character: Arch Enemy]

Chikin Avoid - F,D,DF + Weak Punch

Chikin Bomb - QCB + Punch

Mutant Command - QCB + Kick

Metal Call - QCFx2 + Weak Punch * Range: Jumping Distance

Strategy when using Belkukatse:

Here's a nice combo against the dumb CPU: do a hard Chikin Bomb, they'll block low. If they're far, dash in and do a cross up deep hard jump kick , low hard punch.

Strategy against:

Oowashi No Ken: Back off until he does the Bird Smash, when he does, counter with a throw.

Casshern

[Series: Android Hunter Casshern]

Pulser Kick - QCB + Kick

Denkou Punch - QCB + Punch

Flying Drill - QCF + Kick

Cho Hakaikosen - QCFx2 + Weak Punch

Strategy when using Casshern:

Casshern is annoying to use. Most of his moves are useless, even his Cho Hakaikosen takes forever to shoot. The best thing to do with him is to become cheap and use his Denkou Punch until the opponents energy runs out.

Strategy against:

Shiratori no Jun: A deep jumping hard kick followed by a weak Denkou Punch will charge your super real quick. When she does her super, wait until the speech "fighter" then do your super, she'll fall right in the middle of it.
Buraiking Boss: Do a hard Flying Drill attack, you'll land in front of him. If he tries to hit you with a hard punch, he'll miss and throw him right away.
Polymer: Stand still. He'll walk to you and when he's close, press back and hard punch to throw him. If he jumps, block it and do a weak Denkou Punch and wait for him to come near.

Teru: Same as Polymer.

Astral Chameleon: Go to within jumping distance. If he does his Vibration X attack, block it. He'll either walk to you or dash towards you, when he does throw him.

Neon: If your super is maxed, back off and wait when she does her Plasma Ribbon, if you time it right, you'll hit her before she can block it.

Luna Kotsuki [Hidden Character: Partner]

Hellhound - QCF + Kick
Frender Crash - QCF + Kick
Frender Metal Forces - QCF + Punch
Magnetic Field - QCFx2 + Weak Punch

Strategy when using "Luna":

Well, you're not really controlling Luna, you're controlling FRENDER. He is annoying to use/fight against because of his small size. Most special and super moves fly over him, without having to crouch down. Be careful when using the hard Frender Crash because you're vulnerable if they block it. The Magnetic Field attack is also pretty useless cause it takes forever for Luna to shoot the darn gun.

Strategy against:

Buraiking Boss [Hidden Character: Arch Enemy]

Murder Beam - QCB + Kick
Destruction Strike - HCB + Kick
Ultimate Strike - 3/4 circle from back to up + Kick
Metal Crash - QCFx2 + Weak Punch

Strategy against:

Everybody: Just block everything and counter with the Destruction Strike or Ultimate Strike when they're close enough.

Polymer [Series: Hurricane Polymer]

Handou Sandangeri - QCB + Kick
Tenshin - QCB + Punch
Shinkuu Katategoma - 3/4 circle from back to up + Punch
Kenei Hurricane - QCFx2 + Weak Punch

Strategy against:

Oowashi no Ken: Ken will always come after you, when he comes near, do the Shinkuu Katategoma. Also useful for blocking the Bird Smash.
Belkukatse: If you get a chance to get near him, keep hitting him with hard

punches, when he tries to avoid you, do the Shinkuu Katategoma.

Casshern: Casshern will dash after you if you back off. when he comes near, do the Shinkuu Katategoma. Also useful for blocking the Pulser Kick.

Luna: Block the Frender Crash and counter with a Shinkuu Katategoma.

Buraiking Boss: Do a Hard Handou Sandangeri, he'll block it and try to counter with a hard punch and when he does, hit him with a low hard kick. If you're far enough and He tries to use his Murder Beam, counter with the Tenshin attack.

Polymer: When Polymer does his Tenshin attack, block it and counter with a Shinkuu Katategoma.

Astral Chameleon: Do a hard Handou Sandangeri, he'll block it and back off, when he follows you, do a Shinkuu Katategoma when he's close enough.

Andro Umeda: Back off until you're at the corner of the screen. When he does his teleport, do the Shinkuu Katategoma.

Volter: If you're far enough, counter Volter's Vanisher with the Tenshin attack.

Karochi: Karochi's Armor Dotorupu has a reach of one inch so you can't get near him much, but if you do, the Shinkuu Katategoma. If your super is level three, repeatedly do the Handou Sandangeri to waste his energy, or jump in with a deep kick and do low blows.

Teru Nanba

[Hidden Character: Partner]

KONAI-DE - QCF + Punch

DASADASA KICK - QCF + Kick

GURIGURI PUNCH - QCF + Punch

HELP ME! - QCFx2 + Weak Punch * Range: Close

Strategy against:

Astral Chameleon

[Hidden Character: Arch Enemy]

Mega Metamorphosis - QCF + Kick (transformation lasts 10 seconds or until hit)

Split Breeto - QCB + Weak Punch (Horizontal) Hard Punch (Vertical)

Vibration X - QCF + Punch

Spirit Gathering - QCFx2 + Weak Punch

Tekkaman

[Series: Space Knight Tekkaman]

Tek Lancer - QCF + Punch

Pegus Strike - QCB + Punch

Tekwin - QCB + Kick

Ball Tekka - QCFx2 + Weak Punch

Strategy when using Tekkaman:

Tekkaman's reach is unusually short for someone using weapons. If you hit an enemy in the air with the Pegus Strike, he'll land and block the attack so use it only when the opponent is on the ground.

Strategy against:

Oowashi no Ken: Jumping hard punches work best on him. Ken seems weak in the air against Tekkaman's Lance.

Casshern: If Casshern does a weak flying drill attack, block it and use the

Pegus Strike, its also useful with the Pulser Kick.

Luna: Crouch down and do low hard kicks when Frender comes close. If he jumps, time your attack to hit him when he lands. If he does the Frender Crash, throw him.

Buraiking Boss: Use low hard kicks on him. If your super is maxed, wait till he does his metal crash attack then use the Ball Tekka.

Polymer: When he comes close, do low hard kicks, but it wont work all the time. When he does his Tenshin attack, come close and hit him with the Pegus Strike or do a super.

Teru: She's a sucker. Fake her out with jumps then hit her with a Pegus Strike. If you're close enough, jump up, when she jumps up as well, wait till she lands and hit her with the Pegus Strike.

Astral Chameleon: Another sucker. Crouch down, when he jumps, hit him with a crouching hard punch, if he crouches and you miss, he'll try to hit you with a crouching hard kick, he'll miss, and hit him with a crouching hard kick of your own.

Dobrai: This match is uneven. Dobrai's reach is greater than Tekkaman's so the best bet is to make him come to you and keep hitting him with the Tekwin or Tek Lancer. Jumping in with a hard punch into the Pegus Strike will sometimes work. When your meter is maxed, back to the other end of the screen and wait for Dobrai to use his Extension Gravity attack then hit him with your Super.

Volter: Crouch down and wait for Volter to come near. When he's right in front of you (and I mean REALLY close to you) press hard kick. He'll almost never block it. When your super is maxed, wait till he does his Vanisher attack then do your super.

Neon: Same as Volter's.

Andro Umeda

[Hidden Character: Partner]

Teleport - QCB + Punch

Lightning Attack - QCB + Kick

Teleport Kick - QCF + Kick

Lightning Illusion - QCFx2 + Weak Punch

Strategy against:

Dobrai

[Hidden Character: Arch Enemy]

Extension Gravity - QCF + Punch

Feeler Shock - QCB + Punch

Revolution Edge - QCB + Kick

Ball Tekka - QCFx2 + Weak Punch

Strategy against:

Volter

[Hidden Character: Tenkou Senka Volter]

Vortex Thunder - QCF + Kick

Vanisher - QCF + Punch

Vortex Storm - QCB + Kick

Volter Wheel - QCFx2 + Weak Punch * Range: Close

Strategy against:

Oowashi no Ken: This is an even match. When Ken does a hard Bird Smash, he is

open for a super.

Casshern: Build up your super. When Casshern does his Pulser Kick, block it and counter with your super.

Buraiking Boss: Crouch down. If he jumps or comes close, do his crouching hard kick, its fast enough to counter whatever he does.

Teru: She is unbelievable fast. She will always try to go near you for an attack. Most of the time she'll grab you before you can react. She also jumps a lot, but because of the angle of her kick, she is almost impossible to counter in the air.

Neon [Hidden Character: Partner]

Plasma Ball - QCF + Punch
Plasma Ribbon - QCB + Kick
Pulse Mabatou - QCF + Kick
Neon Break - QCFx2 + Weak Punch

Strategy against:

Kurochi Taiki [Hidden Character: Arch Enemy]

Hell's Bit - HCB + Punch (unblockable with Weak Punch)
Armor Dotorupu - 3/4 circle from back to up + Kick
Impact Carpet - QCF + Punch
Death Surotoru - QCFx2 + Weak Punch

Strategy against:

ROSRAISEN [Hidden Character: Last Boss]

???? - QCF + Punch
???? - QCB + Kick
???? - B,D,DB + Kick
???? - QCFx2 + Weak Punch

Strategy against:

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[V] UNLOCKING SECRETS
=====

Finish Story Mode with Ken and it will unlock Gatchaman's In-between and Ending Movie in the Gallery Mode and activate Jun and Belkukatse in Versus/Free Battle Mode.

Finish Story Mode with Casshern and it will unlock Casshern's In-between and Ending Movie in the Gallery Mode and activate Luna and Buraiking Boss in Versus/Free Battle Mode.

Finish Story Mode with Polymer and it will unlock Polymer's In-between and Ending Movie in the Gallery Mode and activate Teru and Astral Chameleon in Versus/Free Battle Mode.

Finish Story Mode with Tekkaman and it will unlock Tekkaman's In-between and Ending Movie in the Gallery Mode and activate Andro and Dobrai in Versus/Free Battle Mode.

Finish Story Mode with Volter and it will unlock Volter's In-between and Ending Movie in the Gallery Mode and activate Neon and Karochi in Versus/Free Battle Mode.

Finishing all five character's Story Mode will unlock Final Battle Mode.

Finishing Final Story Mode will unlock Rosraisen in Versus/Free Battle Mode and Final Battle Mode OP/End in the Gallery Mode.

Finish Free Battle Mode with Ken and it will unlock the Gatchaman Gallery in the Gallery Mode.

Finish Free Battle Mode with Casshern and it will unlock the Casshern Gallery in the Gallery Mode.

Finish Free Battle Mode with Polymer and it will unlock the Polymer Gallery in the Gallery Mode.

Finish Free Battle Mode with Tekkaman and it will unlock the Tekkaman Gallery in the Gallery Mode.

Finish Free Battle Mode with Volter and it will unlock the Volter Gallery in the Gallery Mode.

Finish Free Battle with the extra characters will unlock an Extra Gallery in the Gallery Mode

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[VI]   GAME SHARK CODES
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Uh, I made these with a GS Pro 3.0, and with my system, they frequently crash. Turn off the codes before the end of the match and before the next match could load.

Infinite HP Player 1 - 8008FDA4 6900

Infinite Special Player 1 - 8008FDB0 7800

Infinite HP Player 2 - 8008FEF0 6900

Infinite Special Player 2 - 8008FEFC 7800

Infinite Time - 8009844E 0099

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I'll add more soon!

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