Seifuku Densetsu: Pretty Fighter (Import) FAQ/Move List

by Seth0708

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 \__/                    ||   \ |___   ___ ____ ___ _  _
         PRETTY          ||    || ___|\  ||  ___|_ _| ___| | | |
          FIGHTER        ||    |||_  | \ |||_    || ||___| | | |
                        ||    || _| ||\\|| _|   || |___ | | | |
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| Seifuku Densetsu Pretty Fighter FAQ/Move List  |
| by Seth0708                                     |
|         Version 1.0                             |
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  _____
 _/ INTRODUCTION _____
|_____|
| Seifuku Densetsu Pretty Fighter is a 2D fighting game by Imagineer, a  |
| Japanese company whose most widely known game in the United States is  |
| probably The Simpsons: Bart vs. the Space Mutants.                     |
|                                                                        |
| Seifuku Densetsu Pretty Fighter plays like most 2D fighting games and  |
| offers eight playable characters. All of the fighters are female and seem|
| to fit into broad anime categories (i.e. Sailor Moon-ish fighter, the  |
| the martial artist fighter), which was probably its main selling point in|
| Japan. This game was not released in the United States. It was released  |
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| in Japan in December of 1994, and was followed with a sequel on the Sega |
| Saturn in 1995.                                                          |
|                                                                         |
| The FAQ/Move List is divided by character and features a stage name and  |
| description, the anime archtype the character fits into, and a move list |
| for each of the fighters.                                                |
|_____|

   _____
  _/ CHARACTER MOVES _____
|_____|
| Ironically, the Character Select screen does not list any of the various |
| fighter's names. It has their pictures and shows what they look like, but|
| no identification is present. Thus I have a break-down of the Character   |
| Select screen here with the names below:                                 |
|                                                                         |
|                     [A][B][C][D]                                         |
|                                                                         |
|                                 [E][F][G][H]                             |
|                                                                         |
|                A) Marin              E) Oryou                           |
|                B) Kurisu             F) Minami                          |
|                C) Juri               G) Ai                             |
|                D) Kei                H) Yurera                          |
|                                                                         |
| From here the fighters and their moves are listed alphabetically, with   |
| bosses at the very end. All moves are presented in standard fighting game|
| style (i.e. assume facing right, P is punch, K is kick, etc.). The game  |
| uses three punches (Y, X, and L) and three kicks (B, A, and R). Throws   |
| are performed by using either a close kick or a close punch. The number  |
| 360 means you have to make a full circle on the control pad. The term    |
| 'hold' means you have to charge the direction (usually back or down) for |
| a few seconds before inputing the rest of the command, while 'close'     |
| means you have to be close to your opponent in order to even initiate the|
| attack.                                                                  |
|_____|

   _____
  _/ Ai _____
|_____|
| Anime Character: (Young) Magical Princess                                |
| Specific Character Reference: Masami (Tenchi Muyo!)                       |
|_____|
| Stage: Hiroshima (City Riverside)                                        |
|_____|
| Special Moves:                                                           |
|-------------------------------------------------------------------------|
|  Healing             | Ai eats some food, regaining some of her lost life, |
|  | \  -> + P         | This leaves her momentarily defenseless and open for|
|  v  o                | attack.                                            |
|-------------------------------------------------------------------------|
|  Rapid Kick          | Ai delivers a couple of quick kicks. Not much       |
|  | <-  / + K          | different from just hitting kick a couple of times. |
|  v    o              |                                                    |
|_____|

   _____
  _/ Juri _____
|_____|
| Anime Character: Diva                                                    |
| Specific Character Reference: Priss (Bubblegum Crisis)                    |
|_____|
| Stage: Tokyo (Concert Stage)                                             |
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|_____|
| Special Moves:                                                        |
|-----------------------------------------------------------------------|
|  Flaming Fan       | Juri launches a flaming fan at her opponent. It  |
|  <- / | \ -> + P   | flies straight, but rotates as it does so.       |
|    o  o  o         |                                                  |
|-----------------------------------------------------------------------|
|  Flying Hip Strike | Juri launches herself, butt first, at her opponent. |
|  |  /  <- + K      | She sails about two-thirds of the way across the |
|  v o               | screen, allowing it to be used as at long-range. |
|-----------------------------------------------------------------------|
|  Running Punch     | Juri runs forward, wildly flailing her arms.     |
|  -> | \  + P       | Surprisingly, this is quite effective.           |
|     v  o           |                                                  |
|_____|


   _____
 _/ Kei _____
|_____|
| Anime Character: Policegirl                                           |
|_____|
| Stage: Nagoya (Street Outside Police Station)                         |
| Specific Character Reference: Yuri (Dirty Pair)                       |
|_____|
| Special Moves:                                                        |
|-----------------------------------------------------------------------|
|  Baton Strike      | Kei throws a police baton at her opponent. Similar |
|  | \  -> + P       | to Juri's Flaming Fan special attack.            |
|  v  o              |                                                  |
|-----------------------------------------------------------------------|
|  Handstand Kick    | Kei does a handstand and kicks outward towards her |
|  |  / <- + K       | opponent.                                        |
|  v o               |                                                  |
|-----------------------------------------------------------------------|
|  Healing           | Kei pulls a can of soda out of somewhere and drinks |
|  P (rapidly)       | it, healing some of her health bar.              |
|                    |                                                  |
|-----------------------------------------------------------------------|
|  Shove             | Kei grapples her opponent, kisses them on the cheek,|
|  (close) <- -> + K | and then throws them to the ground. It's insult and |
|                    | injury.                                          |
|_____|


    _____
 _/ Kurisu _____
|_____|
| Anime Character: Nurse                                                |
| Specific Character Reference: Komugi (Nurse Witch Komugi)             |
|_____|
| Stage: Sapporo (Snow-Covered Clock Tower)                             |
|_____|
| Special Moves:                                                        |
|_____|
|  Butt Bounce         | Kurisu launches herself at her opponent, butt  |
|  -> | \  + P         | first, at her opponent. Covers a great distance, |
|     v  o             | making it an effective long-range attack.      |
|-----------------------------------------------------------------------|
|  Chemical Throw      | Kurisu throws some kind of medical chemicals at |
|  P (rapidly)         | her opponent. Frankly it looks like a jar of a |
|                      | urine sample to me, but hopefully I'm wrong... |
|-----------------------------------------------------------------------|
|  Forward Rolling Kick | Kurisu spins forward on her head, extending her |
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|   <- (hold) -> + K     | legs outward and kicking anyone who gets too  |
|                        | close.                                       |
|------------------------|----------------------------------------------|
|  Sliding Punch         | Kurisu slides forward and punches her opponent|
|  | \  -> + P           | right in the face. She only punches once with |
|  v  o                  | this move, however, leaving her open to counters.|
|------------------------|----------------------------------------------|
|  Standing Rolling Kick| Kurisu performs a spinning kick on her head like |
|  | (hold) ^ + K        | her Forward Rolling Kick, but now she remains |
|  v         |           | stationary.                                  |
|_____|


    _____
  _/ Marin _____
|_____|
| Anime Character: Magical Girl                                          |
| Specific Character Reference: The Sailor Scouts (Sailor Moon)          |
|_____|
| Stage: Aomori (Ocean Cove)                                            |
|_____|
| Special Moves:                                                        |
|------------------------------------------------------------------------|
|  Rising Uppercut       | Marin starts down low on the ground, then rises |
|  -> | \  + P           | up with an uppercut that carries her high into |
|     v  o               | the air.                                      |
|------------------------------------------------------------------------|
|  Wind Strike           | Marin twirls her hand in the air and then     |
|  | \ -> + P            | launches a fireball-like gust if wind straight at|
|  o  o                  | her opponent.                                 |
|_____|


    _____
  _/ Minami _____
|_____|
| Anime Character: Japanese Schoolgirl                                   |
| Specific Character Reference: Fuu (Magic Knight Rayearth)             |
|_____|
| Stage: Osaka (Dotonbori Rooftop)                                      |
|_____|
| Special Moves:                                                        |
|------------------------------------------------------------------------|
|  Hard Kick             | Minami pulls her leg back and then kicks her foe |
|  K (rapidly)           | hard. Not really much of a special move, but it |
|                        | is actually different from her other kicks.   |
|------------------------------------------------------------------------|
|  Fireball              | Minami shoots a fireball at her opponent. It's |
|  <-  / | \  -> + K     | got to be the most common move to be found in 2D |
|     o  o  o            | fighting games the world over.                |
|------------------------------------------------------------------------|
|  Handstand Kick        | Minami begins a cartwheel, but manages to pull |
|  <- (hold) -> + K      | back after she kicks forward with it. It would be|
|                        | pretty impressive to see done in real life.   |
|_____|


    _____
  _/ Oryou _____
|_____|
| Anime Character: Shinto Priestess                                     |
| Specific Character Reference: Nakoruru (Samurai Spirits)             |
|_____|
| Stage: Kyoto (Japanese Castle)                                        |
|_____|
| Special Moves:                                                        |
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|-----------------------------------------------------------------------------|
|  Dash                | This isn't actually an attack, it just makes        |
|  -> -> + K           | Oryou dash across the screen. It does require       |
|                      | that you hit kick to do it, so it's listed here.    |
|-----------------------------------------------------------------------------|
|  Grapple Throw       | Oryou grabs her opponent, humps them twice, then    |
|  |  (hold)  | + K    | throws them into the air. Seriously, that's what    |
|  v (close) v         | happens. Check it out if you don't believe me...    |
|-----------------------------------------------------------------------------|
|  Heart Fireball      | Oryou launches a heart-shaped fireball at her       |
|  <- (hold) -> + P    | opponent. It is identical to a regular fireball,    |
|                      | it simply looks special.                            |
|-----------------------------------------------------------------------------|
|  Leaping Dive        | Oryou leaps at her opponent, throwing her arms      |
|  <- (hold) -> + K    | outward to punch her opponent as she falls.         |
|                      |                                                     |
|-----------------------------------------------------------------------------|
|  Whip Strike         | Oryou cracks a whip at her opponent. The only       |
|  | (hold) ^ + P      | other fighter I can think of that has a move        |
|  v        |          | like this is Whip from King of Fighters '99.        |
|_____|


   _____
  _/ Yurera _____
|_____|
| Anime Character: Martial Artist                                             |
| Specific Character Reference: Akane (Ranma λ)                               |
|_____|
| Stage: Fukuoka (Baseball Stadium)                                           |
|_____|
| Special Moves:                                                              |
|-----------------------------------------------------------------------------|
|  Body Slam           | Yurera leaps into the air and slams her body down   |
|  360 + K             | upon her opponent.                                  |
|                      |                                                     |
|-----------------------------------------------------------------------------|
|  Suplexe             | Yurera grapples her opponent and throws them        |
|  360 + P             | across the screen.                                  |
|                      |                                                     |
|-----------------------------------------------------------------------------|
|  Upward Thrust       | Yurera thrusts both of her hands upwards at her     |
|  |  (hold)  | + P    | opponent. This move will knock down whoever it      |
|  v (close) v         | hits, assuming it isn't blocked.                    |
|_____|


    _____
  _/ Final Boss _____
|_____|
| There actually is no special boss at the end of Seifuku Denetsu Pretty      |
| Fighter. Once you defeat the seven others fighters you get a few lines of    |
| text, accompanied by your character's figure, and then the credits roll.     |
| I, for one, was disappointed to not have anyone special waiting for me at    |
| the end of the game, but what can you do?                                    |
|_____|


    _____
  _/ GAME CREDITS _____
|_____|
| Director                          Voice Actress (Juri)                      |
|     Atsushi Dosuga                     Miko Kuboyama                         |
|                                                                             |
| Game Design                       Voice Actress (Marin)                     |
|     Nanami Kuroda                      Kisako Kumada                         |
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|                                                                              |
| Main Programmer                        Voice Actress (Minami)                |
|       Tsutomo Hagiwara                          Youko Nomura                  |
|                                                                              |
| Sub Programmer                         Voice Actress (Kurisu)                 |
|        Noriyuki Yasuda                            Yuri Satou                  |
|                                                                              |
| Art Director                           Voice Actress (Oryou)                 |
|       Tetsuki Nakamura                           Youko Iizima                 |
|                                                                              |
| Graphic Editor                         Voice Actress (Kei)                    |
|       Osamu Ikarashi                             Naomi Watabe                 |
|                                                                              |
| Graphic Designer                       Voice Actress (Ai)                     |
|       Masaru Takahashi                          Sachiko Kizima                |
|       Takashi Kouno                                                          |
|                                        Voice Actress (Yurera)                 |
| Sound Programmer                               (uncredited)                   |
|       Michiya Hirasawa                                                        |
|                                        Song of Rock O - Stage Osaka          |
| Music Composer & Effect                        Sumikito Tachikawa            |
|       Akihiko Mori                                                            |
|                                        Song of Ore - stage Fukuoka           |
| Sound PA                                       Kichijoji Sanba Team           |
|       Hiroyuki Kasuya                                                         |
|                                        Special Thanks                         |
| Manager                                        Hideyuki Kashimura            |
|       Mitsue Ono                               Takashi Matsuda                |
|                                                Masakiro Uramoto               |
| Supervisor                                     Kouichi Sakurai                |
|       Seizi Tashiro                            Ichirou Honma                  |
|       Shuukei Iida                             Takanori Hanabusa              |
|                                                Youichi Sogi                   |
| Producer                                       Masako Sogi                    |
|       Shouichi Iida                            Misako Kamewada                |
|                                                Takashi Hayatsu                |
| Executive Producer                             Kageyuki Shimokawa            |
|       Takayuki Kamikura                                                       |
|_____|
     _____
   _/ COPYRIGHTS _____
  |_____|
  | Seifuku Denetsu Pretty Fighter is (c) Imagineer                            |
  |                                                                            |
  | Bubblegum Crisis is (c) ADV Films                                          |
  |                                                                            |
  | Dirty Pair is (c) Sunrise                                                  |
  |                                                                            |
  | King of Fighters '99 is (c) SNK                                            |
  |                                                                            |
  | Magic Knight Rayearth is (c) Clamp                                         |
  |                                                                            |
  | Nurse Witch Komugi is (c) Pioneer                                          |
  |                                                                            |
  | Pretty Soldier Sailor Moon is (c) Angel                                    |
  |                                                                            |
  | Ranma λ is (c) Vic                                                         |
  |                                                                            |
  | Samurai Spirits is (c) SNK                                                 |
  |                                                                            |
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| Tenchi Muyo! is (c) Pioneer                                     |
|                                                                 |
| The Simpsons: Bart vs. the Space Mutants is (c) Imagineer       |
|                                                                 |
| Special Thanks to Damien Good for correcting a small error in my Credits |
|_____|
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