

Much like Saikyou: Takada Nobuhiko and Funaki Masakatsu Hybrid Wrestler: Tougi Denshou, Astral Bout 3 was officially licensed by Akira Maeda's Fighting Rings Network promotion and, as such, featured many of the promotion's top stars (although under different aliases) at the time such as Volk Han, Peter Aerts. Kiyoshi Tamura and Chris Dolman.

Gameplay wise, Astral Bout 3 toned down the high level difficulty of the last installment, featured improved graphics, a more forgiving submission system and special moves inputted in a similar fashion to Capcom's Street Fighter series.

In this FAQ, I'll cover:

- *All 15 fighters and their special moves.
- *Combat strategies for each fighter.
- *Secrets and unlockables.
- *The various single player and versus modes
- *Gameplay mechanics, controls and other useful tips.
- *The character edit mode.
- *Frequently asked questions.

Now, on with the FAQ!

=====
*****THE CONTROLS*****
=====

While standing:

Back: Move back
Forward: Move forward
Up: Move up
Down: Move down
Down back: quarter circle motion meaning down to back
Down forward: quarter circle motion meaning down to forward\
Forward, forward down, d, down back, back - half circle motion applied for special moves

Y: Light punch
X: Hard punch
B: Light kick
A: Hard Kick
Forward + A: (while standing close) Lockup
R + Y/X/B/A: charge attack

/ meaning either button can be used to perform the specific move,

While locking up:

Y: Light punch
X: Hard punch
B: Light kick
A: Hard kick
(Hold)R: used in conjunction with Y,B,A or X for grapples
(Hold)R+Y/A/B/X + back/forward/down/up

After opponent has initiated a lockup:

Forward/back: reverse upper attacks/grapples.
Up/down: reverse lower attacks/grapples.

-while opponent is laying on the ground:

A/Y/X/B: mount on top of opponent

Submission hold:
***please visit "contact" section
to help contribute to this FAQ.

-while on the ground:

Forward/back: get up
Forward/back: turn over
Forward/Back: reverse opponent's grapple (when timed correctly)

While in an opponent's submission hold:

Button mash - break out of submission hold
Hold L/R + forward/back/up/down - drag yourself towards one of the
ropes for an "ESCAPE".

=====

*****THE MODES*****

=====

1P VS CP 1P VS 2P

TUTORIAL CONFIG

- 1P VS CP: the 1st player(1P) fights against computer controlled
opponents (CP) in the follow match settings:

*RINGS CHAMPIONSHIP: fight against the entire roster
(14 fighters in all) in a championship setting.

*Option A: 30 minute time limit with

only 1 round.

Option B: 3 minute time limit with
5 seperate rounds.

*RINGS TOURNAMENT: an elimination styled tournament mode that plays in a similar fashion to the "RINGS CHAMPIONSHIP" mode.

*Option A: 30 minute time limit with
only 1 round.

Option B: 3 minute time limit with
5 seperate rounds.

*EXHIBITION MATCH: a fully customizable 1 on 1 Versus mode.

*PASSWORD: enter passwords you have acquired. Consider "PASSWORD" as Astral Bout's save feature.

- 1P VS 2P: the 1st player(1P) fights against the second player (2P) in the follow match settings:

*SINGLE MATCH: a single, versus match.

{SITUATION settings}

- MATCH: choose between a 30 minute time limit with 1 round or a 3 minute time limit with 5 seperate rounds.

- STAGE: select the stage the fight will take place in. The stages are:

* ARENA - the standard RINGS arena.

* ARENA (outdoors) - An "open air" outdoors arena.

* AMUSEMENT PARK (NOON) - an amusement park styled setting featured in TOURNAMENT mode.

* AMUSEMENT PARK (EVENING) - an amusement park styled setting that takes place in the evening.

* AMUSEMENT PARK (NIGHT) - an amusement park styled setting that takes place at night.

* DISCO - a disco styled arena mainly used for the final opponents in RINGS CHAMPIONSHIP mode.

* MAEDA GYM - Akira Maeda's personal gym also used in Astral Bout's tutorial mode.

- BGM - select the background music for the match.

- EXIT - return to the title screen.

*RANKING BATTLE: compete against the second player (2P) in a tournament setting (note: if a second controller is not plugged in, the tournament will resume as a standard, single player RINGS TOURNAMENT just without a championship trophy to gain).

-ENTRY 12345678 P - determine your fighter's entry position in the tournament.

- TUTORIAL: a training mode that teaches players the gameplay mechanics of Astral Bout. The exercises are as follows:

* LEVEL 1 - Basic controls, locking up and grappling.

* LEVEL 2 - Grapple reversals

* LEVEL 3 - Submission holds

* LEVEL 4 - Technical knockouts, knockouts and other match winning techniques.

- CONFIG: the options menu. Here are the following options:

* LEVEL - the difficulty level. 0 being "L" for low. 8 being "H" for high.

* CONTROLLER - adjust controller inputs here. Simply press the A button to begin adjusting.

* SOUND - choose between STEREO or MONAURAL (mono) for the game's sound setting.

* MUSIC - Sound test. Listen to all of the BGM intro and other various tracks.

* EFFECT - sound test. Listen to the various grunts, kicks, punches and other sound effects.

=====

*****THE GAMEPLAY*****

=====

-Lockup

When a fighter successfully attempts to grab their opponent, a lockup is initiated. During a lockup, the fighter that initiated the lockup has the opportunity to perform a throw, submission hold or close range strike attack (varying from character

to character).

Also during the lockup, the defending player caught in the lockup has an opportunity to reverse the lockup and initiate their own throw, submission hold or strike attack in their favor.

-Throw:

A close range slam, suplex or drop applied after a lockup has been initiated.

-Submission Holds:

Throw techniques that requires button mashing to escape.

It is also worth noting that some fighters excel in submission techniques over other fighters.

-Strike Attacks:

Punches, kicks, elbow strikes, knee bashes and other various attacks available to each fighter.

-Special moves:

Powerful strikes, grapples and submission moves that vary from fighter to fighter.

-Grogginess:

When a fighter receives enough damage from strike, grapple or submission attacks, a temporary state of grogginess occurs where the fighter will sway back and forth unable to move for a few seconds; giving the other fighter a window of opportunity to gain a free shot.

-Charge attack:

Additional attacks with higher damage and range over normal attacks which can be initiated by holding the R button with any of the punch or kick buttons.

-Charge attack Combo:

By holding down the R button for a few seconds followed by pressing one of the various punch or kick buttons initiates a special charge attack combo. The longer the R button is held, the stronger the charge attack combo is.

Additional techniques:

-Lockup reversal A (standard):

When being held in a lockup position by the opponent while standing or from laying on the ground, press the Left and Right directional buttons rapidly along with the face buttons (A, B, X and Y) to reverse the opponent's lockup attempt (thus putting your fighter in the attacking position).

When an opponent attempts to place your fighter in a lockup while laying on the ground, press the Left and Right directional buttons to attempt turning over on to your back into a defensive state.

=====

*****THE RULES*****

=====

-K.O.:

When a fighter's lifebar is either fully depleted or the fighter is unable to rise to their feet before the 10 count, the fighter will lose the match under the grounds of a "K.O." or "Knockout".

-T.K.O.:

When a fighter loses all of their battle points they will lose the match by a Technical Knockout or "T.K.O.".

-GIVE UP:

When a submission hold is applied to a fighter and their life bar reaches (or is already at zero) the fighter will instantly tap and "GIVE UP" resulting in a loss.

-BREAK:

During a submission hold, if the fighter attempting to escape the submission hold is next to the ring ropes, the referee will call for a "BREAK" breaking up the submission hold.

-ESCAPE:

When a fighter who is put into a submission hold crawls towards one of the ring ropes to break free is referred to as an "Escape" and results in the fighter who had just

escaped the submission hold losing a battle point. If a fighter initiates 2 successful "ESCAPES" from their opponent's submission hold, the escaped fighter will lose 1 battle point as a penalty.

-TIME OVER:

During a match, if the time limit is reached, the match will result in a "TIME OVER".

-DRAW GAME:

If the time limit of the match has ended where both fighters have the same amount of health and or battle points, the match will end in a "DRAW GAME" where neither fighter wins the match.

-DOWN:

When a player is knocked down after receiving a considerable amount of damage in a point system related match, the Referee will call a Down. During a Down, the Wrestler who was knocked down has up to 9 seconds to return to their feet. If the Wrestler is knocked down for a total of 10 seconds, the Wrestler will lose the match under a K.O..

=NO CONTEST:

When both fighters knock each other out either by a double count out or by a double knockout, the match will end in a "NO CONTEST" resulting in both fighters losing the match.

=====

*****THE FIGHTERS*****

=====

In order of appearance on the character selection screen:

=====
1. AKIRA MAEDA
=====

Height: 192 cm
Weight: 115 kg
Born: January 24, 1959
From: Osaka, Japan
Fighting style: All rounder

Special Moves:
=====

Wheel Kick - Down, Down Back, Back, B

Trip kick - Back, Forward + B/A

Capture Suplex - Forward, Up + Y/X (while grappling)

Chickenwing Facelock - Down, Forward, Up +Y/X (ground grapple)

Suitable for newcomers, the star of the Astral Bout series and RINGS founder; Akira Maeda is an all rounded fighter that excels in suplexes, lengthy kicks, submissions and a signature "wheel kick" that can send an opponent crashing to the mat instantly!

=====

2. MITSUYA NAGAI

=====

Height: 187 cm

Weight: 105 kg

Born: November 10, 1968

From: Hokkaido, Japan

Fighting style: Offensive fighter

Special moves:

=====

Wheel Kick - Down, Down-Back, Back + B/A

Spinning Elbow - Back, Forward + B/A

Trip kick - Back, Forward + Y/X

Ankle Lock Forward, Up + A/B (ground grapple)

AN offensive fighter that doesn't hesitate unleashing hefty kicks and punches. Much like Maeda, Tamura's Wheel Kick special is quite damaging.

=====

3. YOSHIHISA YAMAMOTO

=====

Height: 190 cm

Weight: 90 kg

Born: July 4, 1970

From: Kudamatsu, Japan

Fighting style: Submission specialist

Special Moves:

=====

Trip kick - Back, Forward + B/A

Standing Arm Lock - Forward, Down, Up + X/Y (while grappling)

Front Sleeper = Forward, Down, Back + X/Y (ground grapple)

A submission specialist that works well up close with painful armbars and leg lock specials.

=====
4. MASAYUKI NARUSE
=====

Height: 177 cm
Weight: 92 kg
Born: March 15, 1973
From: Tokyo, Japan
Fighting style: Offensive fighter

Special Moves:
=====

Punch rush combo - (tap rapidly) Y/X

Sliding Kick - Back, Forward + B/A

Rising elbow - Back, Forward + Y/X

Roll-Over Into STF - Back, Down, Forward + A/B (ground grapple)

A quick offensive fighter that uses a flurry of punches and elbow attacks to put away opponents swiftly. Masayuki's punch rush combo special is an effective tactic to confuse opponents and dish out a decent amount of damage quickly.

=====
5. BORIS GOLDMAN
=====

Real name: Chris Dolman
Height: 187 cm
Weight: 125 kg
Born: February 17, 1945
From: Amsterdam, Netherlands
Fighting style: Submission specialist

Special moves:
=====

Trip kick - Back, Forward + B/A

Rear Standing Sleeper - Back, Down-back, Down, Down-forward,
Forward + X/Y (while grappling)

Leg Lock - Forward, Up + A/B (ground grapple)

Once referred to as "the unbeatable man from Amsterdam" Chris Dolman serves as one of Astral Bout 3's boss characters. As a boss, Chris is most lethal in close range with a crushing assortment of submission holds that can be applied on a grounded or standing opponent.

=====
6. DUKE BRYCE
=====

Real name: Dick Vrij
Height: 187 cm
Weight: 110 kg
Born: May, ??? 1965
From: Amsterdam, Netherlands
Fighting specialty: Offensive fighter

Special Moves:
=====

Thrust Kick (medium range) - Down, Down-forward, Forward + B

Thrust Kick (High range) - Down, Down-forward, Forward + A

Trip kick - Back, Forward + B/A

Roundhouse Kick - Back, Forward + A

Spinning backfist - Back, Forward + Y/X

Head Kick Combo - Forward, Back, Forward + A/B (while grappling)

A ruthless, hard hitting kickboxer that specializes in offensive techniques. Whether up close or from a distance, Dick's vast assortment of kicks and punches makes him a fighter not to be taken lightly!

=====
7. HORACE FELMAN
=====

Real name: Hans Nyman
Height: 187 cm
Weight: 108 kg
Born: September 23, 1959
From: November 5, 2014
Fighting specialty: All rounder

Special Moves:
=====

Low Kick - down, down-forward, forward + B

High Kick - down, down-forward, forward + A

Spinning backfist - back, forward + Y/X

Mix up Hans' Low and High Kick specials to trap your send your opponents flying. Sure, Hans might not be as fast as some of the faster fighters, but, his defense and grappling abilities more than make up for it.

=====
8. WILLIE MAX
=====

Real name: Willie Peeters
Height: 180 cm
Weight: 95 kg
Born: October 26, 1970
From: ???, Netherlands
Fighting style: Offensive fighter

Special Moves:
=====

Dash punch - down, down-forward. forward + Y/X

2 kick combod, down, down-forward. forward + B/A

Sliding Kick - back, forward + B/A

Rising elbow - back, forward + Y/X

This swift, offensive fighter leaps at opponents with impressive speed and a nice variety of punches and kicks. His 2 kick combo special is unpredictable and has the potential to catch an unsuspecting opponent off guard.

=====
9. ROB SCHNEIDER
=====

Real name: Rob Kaman
Height: 180 cm
Weight: 87 kg
Born: June 5, 1960
From: Amsterdam, Netherlands
Fighting style: Offensive fighter

Special moves:
=====

Dash high Kick - Down, Down-forward, Forward + A/B

Rising elbow - Back, Forward + Y/X

Rising knee - Back, Forward + A/B

The man known as "Mr. Low kick" has a devastating assortment of kicks which cause immense damage when used accordingly. Take advantage of his speed and mix up Rob's specials to keep opponents guessing.

=====
10. VOLK WARREN
=====

Real name: Volk Han
Height: 190 cm
Weight: 104 kg
Born: April 15, 1961
From: Tula, Russia
Fighting style: Submission specialist

Special Moves:

=====

Trip kick - Back, Forward + B/A

Command Elbow - Forward, Back, Forward + X/Y (while grappling)

Standing Hammerlock Facelock - Forward, Down, Up
+ X/Y (while grappling)

Sleeper Hold Leg Lock - Forward, Down, Down-back, Back
+ X/Y (ground grapple)

Known as "the man of a millllion holds" Volk Han makes a return appearance as a boss character in Astral Bout 3 (and for good reason). Aside from Chris Dolman, Volk's strongsuit is his various and powerful submission holds which can drain an opponent's healthbar rapidly in a matter of seconds!

=====

11. NICHOLOAS YUSEF

=====

Real name: Nikolai Zouev
Height: 185 cm
Weight: 38 kg
Born: ????
From: Russia
Fighting style: All rounder

Special Moves:

=====

Rolling kick - Back, Down-back, Down, Down-forward, Forward + A/B

Trip kick - Back, Forward + B/A

Headscissors Chickenwing - Down, Forward, Up + X/Y

This Russian mixed martial artist combines a mixture of powerful grapples and an evasive (yet, quite damaging) Rolling Kick special.

=====

12. JERARDZE TARIEL

=====

Real name: Tariel Bitsdaze
Height: 200 cm
Weight: 105 kg
Born: January 12, 1966

From: Georgia
Fighting style: Offensive fighter

Special Moves:
=====

Roundhouse Kick - back, forward + B/A

Punch rush combo - (tap rapidly) Y/X

A hard hitting and slow moving Karate fighter that delivers dizzying punches and devastating kicks. His roundhouse kick; takes out a large chunk of damage and has a strong percentage to make the opponent groggy on impact.

=====

13. GROM GAZA

Real name: Grom Zaza
Height: 188 cm
Weight: 103 kg
Born: March 19, 1965
From: Vani, Georgia
Fighting style: Submission specialist

Special Moves:
=====

Trip kick - Back, Forward + B/A

Frankensteiner - Forward, Down, Up + X/Y (while grappling)

Deadly in close quarters, Grom's specialty is his submission techniques. Most prominently, Grom's "Rear naked choke" special is an exceptionally lethal and life draining submission hold that will make a fighter rethink their battle strategy.

=====

JOHNNY WILLIAMS

14. Real name: Willie "Bear killer" Williams

Height: 200 cm
Weight: 108 kg
Born: July 14, 1951
From: North Carolina, United States
Fighting style: Offensive fighter

Special Moves:
=====

Roundhouse Kick - Back, Forward + B/A

Handspring Heel Drop - Back, Down-back, Down, Down-forward, Forward + A/B

Jumping DDT - Forward, Up + X/Y (while grappling)

Much like Tariel Bitsadze, Willie Williams' specialty is his attack power. Slow moving, but capable of knocking out an opponent in no time at all. Willie's "Rolling Kick" technique is an especially damaging special that covers a lot of room and commands a lot of damage!

=====

15. SOTIR GORCHEV

=====

Real name: Sotir Gotchev
Height: 192 cm
Weight: 108 kg
Born: ???
From: Russia
Fighting style: Submission specialist

Special Moves:
=====

Trip kick - Back, Forward + B/A

Lifting Bear Hug - Forward, Down, Up + X/Y (while grappling)

Spinning Scoop Toss - Forward, Up, Back + X/Y (while grappling)

Spinning Olympic Slam - Forward, Up, Back + A/B (while grappling)

A grappler that tosses opponents around effortlessly with powerful throws. Dodge your opponent's offense to get in close enough to dish out real damage.

=====

*****CHARACTER EDIT MODE*****

=====

Astral Bout 3 features an edit mode that allows players to customize the stats of all 15 fighters.

The edit mode in Astral Bout 3 is known simply as "REGULATION" and be accessed before the start of every fight as an adjustable option.

By default, each fighter has 25 edit points to start with which vary in position from fighter to fighter due to their strengths and weaknesses.

Fighting style

Before the start of each match, both players can adjust their fighting style with the "STYLE" option.

The fighting styles are as followed:

RINGS/NORMAL (default)	

Normal style retaining each fighter's specific stats	
without any changes made.	
STRIKING	

Striking style has no command grapples and ever fighter	
gets at least one command strike/special attack.	
GRAPPLING	

Grappling style has no command strikes at all and gives	
every fighter at least one special command grapple (even	
if they don't have one otherwise).	

It should be noted that each fighting style contains various control differences such as:

NORMAL/GRAPPLING - perform a Takedown by holding the R button while pressing Back, Forward + X/Y

STRIKING - perform a ducking motion by holding the R button while double tapping forward + X/Y or double tap back for a sway motion. Both techniques have the ability to dodge high attacks and be cancelled into a strike or grapple if the opponent is close enough.

There are special command grapples and command strikes. The command strikes are the "Back, Forward" moves and the grapples are "Back, Forward, Down" moves. Not everybody has one of each, but generally: --The command attacks, like normal attacks, tend to change between styles.

Acquiring edit points

Although each fighter starts with 25 customizable edit points, it is possible to acquire more edit points by successfully defeating opponents in RINGS CHAMPIONSHIP and RINGS TOURNAMENT modes.

In RINGS CHAMPIONSHIP mode, each time you defeat 3 opponents consecutively, you will receive a number of edit points and a password that acts as both a progress save function and a method to store/load your fighter's newly updated stats for future fights.

In RINGS TOURNAMENT mode, edit points are awarded after defeating the final opponent.

The number of edit points received depends on the condition in which you have defeated your opponent. Technical knockouts or "T.K.O."s are generally less favorable

point wise in comparison to making your opponent tap out under a GIVE UP or by defeating them with a knockout.

REGULATION mode

After selecting "REGULATION" mode, the following categories will now be presented:

{HITTING} {THROW} {SUB.HOLD} {SKILL}

OFF: {} {} {} {} {}

DEF: {} {} {} {} {}

TEC: {} {} {} {} {}

SPD: {} {} {} {} {}

POINT {0}

{HITTING} this category adjusts a fighter's offensive skills, defensive skills against an opponent's basic attacks and general reaction speed to basic attacks.

{THROW} This category adjusts a fighter's grapple skills, defensive skills against an opponent's throws and a fighter's reaction speed to being caught in a lockup.

{SUB.HOLD} Submission hold. This category adjusts the attack power of a fighter's submission skills, defense power against an opponent's submission skills and technical reaction speed to break out of or escape an opponent's submission holds.

The first 3 categories feature 4 separate rows to customize a fighter's edit points. The rows are as followed:

OFF: offense. The attack power of this particular skill.

DEF: Defense. The defense power against an opponent's attacks.

TEC: Technical. Adjust the reaction speed of this skill.

SPD: Speed. Adjust the speed of this particular skill.

The point box underneath the 4 rows of edit point sections indicates the number of reserved character edit points in stock.

By default, the point box is set to 0 but, can be added to by acquiring edit points through RINGS CHAMPIONSHIP and RINGS TOURNAMENT modes.

Regularly check the REGULATION section after every 3 fights in RINGS CHAMPIONSHIP mode and after defeating the final opponent in RINGS TOURNAMENT mode to see the number of character edit points available.

Adjusting character edit points

To subtract character edit points, simply press back on the D-pad. For every point you subtract, the number of character reserved edit points will increase as indicated in REGULATION mode's point box.

To add character edit points, simply press forward on the D-pad. For every point you add, the number of reserved character edit points will decrease.

The skill section

{SKILL} This section adjusts the more precise aspects of a fighter's customizable skills such as alternate attacks (varying from fighter to fighter), defensive techniques and movement. The skills categories are as followed:

{PUNCH} {KICK} {GRAPPLE} {THROW}
{SUB.S} {SUB.F} {SUB.R} {STEP}
{POINT} {END}

{PUNCH}: adjust punch techniques.

{KICK}: adjust kick techniques.

{GRAPPLE}: adjust grapple/lockup techniques.

{THROW}: adjust throw techniques.

{SUB.S}: (Submission standing) adjust standing submission techniques.

{SUB.F}: (Submission front) adjust front submissions to an opponent laying on the ground.

{SUB.R}: (Submission rear) adjust rear submissions to an opponent laying on the ground.

{STEP}: adjust how a fighter moves and evades attacks.

{POINT}: return back to the customizing edit points screen.

{END}: exit SKILL and REGULATION modes to return to the fight.

Note: Unfortunately, since I am not fluent in reading nor speaking Japanese, I cannot translate the text or moves in the SKILL section. If you would like to help assist me in providing a proper english translation, scroll down to the contact section at the bottom of this FAQ for my email address.

=====

=====
-View ending A (championship ending):

Defeat all 14 Fighters in Championship mode. After successfully defeating the 14th opponent, ending A will now be viewable.

-View ending B (Crown ending)

Win the Rings Championship and Winning Laurel tournaments to view ending B.

-View the true ending:

To view the game's true ending, successfully complete both RING CHAMPIONSHIP AND TOURNAMENT modes with maximum "REGULATION" edit points. After defeating the final opponent, a special message from RINGS founder Akira Maeda will be presented.

-K.O. tip:

When going for a knockout, Keep an eye on the damage your opponent has taken. Even with a decent amount of health left in their lifebar, a knockout can be triggered if the opponent receives a strong strike attack to a section of their body that is colored red.

-Rope tip:

Unlike Astral Bout 2 which forced players to drag their characters to either the left or right ring ropes, the submission system in Astral Bout 3 is more forgiving. Now, when put into a submission hold by your opponent, you can now drag your characters towards all 4 ring ropes to escape without taking as much damage.

-Acquiring character edit points:

Play through RINGS CHAMPIONSHIP and RINGS TOURNAMENT modes to acquire character edit points. In RINGS CHAMPIONSHIP edit points are awarded each time you defeat 3 opponents. In RINGS TOURNAMENT mode, edit points are awarded after successfully defeating the final opponent.

The number of character edit points is determined by how you defeat your opponent (knocking your opponent out is more favorable point wise than a T.K.O. or a TIME UP).

Character edit points can be viewed and adjusted by

selecting the "REGULATION" option before a match begins in RINGS CHAMPIONSHIP and RINGS TOURNAMENT modes.

-Customization tip:

When using character edit points to customize and level up your fighter, model your fighter's stats according to your weaknesses in battle.

For example, if your favorite character is Tariel Bitsadze or Willie "Bear Killer" Williams (two hard hitting offensive fighters with specials revolving around heavy kicks and punches) I would:

*Max out "OFF" "HITTING" power since Tariel/Willie's offensive attacks are their strong suits.

*Increase "SPD" under the "HITTING" category to make sure the speed of your attacks are at their fastest.

*Max out "DEF" in the "SUB.HOLD" category as a protective measure when placed in a submission hold by your opponent. Having the strongest defense in this category will enable your fighter to reduce the amount of damage applied by an opponent's submission hold enabling you to last longer in a match.

*****FREQUENTLY ASKED QUESTIONS*****

Q: Why do some characters have weird, altered names in this game?

A: This is a common practice in Japanese Wrestling games. The few characters that have altered names were simply not licensed by the real life Wrestlers the characters were based off of; so, fake names were used to avoid paying royalties and avoiding a potential lawsuit.

Q: Are there any secret characters to unlock?

A: No, there are no unlockable characters.

Q: I want to customize my fighter to have max stats. What's the maximum number of edit points?

A: Each fighter can be customized to reach a maximum of 60 edit points. Yet, even after a fighter's stats have been maxed out, you can still receive an additional 39 edit points that are put into reserve making the grand total 99 edit points.

Q: What does the title of this game mean?

A: Astral Bout - the name of this series.
soujou - coordinating, putting together
Kakutougi - various fighting sports
such as Judo, Kickboxing, Wrestling.
Also translated as "martial arts".
Therefore, Astral Bout 3: Soujou Kakutougi
roughly translates to: Astral Bout 3: Martial
Arts Formation.

Q: Is there an English patch to this game?

A: As far as I know; no.

Q: Why did you write a FAQ for this game?

A: There was no FAQ for this game, so, I wrote one hoping
to clear up any confusion and provide enough information,
tips and tricks for players to get the most out of
Astral Bout 3.

Q: Why wasn't this game released outside of Japan?

A: There are a couple reasons as to this, but, in
my opinion, I believe companies were shifting their
focus to next generation consoles and perhaps Nintendo
thought a pseudo fight/wrestling/ Video Game with easily
recognizable Wrestlers was a risk not worth taking in
exchange for the typical Wrestling games that populated
the market at the time.

=====

*****SPECIAL THANKS*****

=====

I would personally like to thank:

{Nintendo} for creating the Super Nintendo and Super Famicom

{King Records} for publishing the finest entry in the
Astral Bout series.

{Human Entertainment} for introducing me to the exciting world of
Puroresu video games and creating the finest wrestling game series
possible ...the Fire Pro Wrestling series.

{GameFAQS} for creating and continuing to host the greatest FAQ
website of all time.

{PuroGeek} for inspiring me to write and contribute my own FAQ.

[Emerson Bostwick] for providing each fighter's additional moves,
Astral Bout names, gameplay mechanics and other important information
that has made this FAQ a worthwhile read from start to finish.

And ...{you}! Thank you for reading my FAQ!

=====

*****CONTACT*****

=====

Questions, comments, or corrections, email me at:

justin.imprint.m@gmail.com

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