

# Super Bikkuriman (Import) FAQ/Walkthrough

by Seth0708

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FAQ/Strategy Guide
Version 1.0
by Seth0708

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Section I: Notes /
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Super Bikkuriman is a Super Famicom fighting game based upon an anime series of
the same name. It was released in 1993 by Interbec and is one of the more
primitive fighting games you will ever play. I know nothing about the show, so
this FAQ is devoid of any plot information. (If anyone does know anything, drop
me a line and I'll include any information given in this FAQ, giving you credit
of course.)

Super Bikkuriman is similar in play and style to the original Art of Fighting.
In single-player mode you can only chose between two fighters, Phoenix and Tiki,
and you take them up against six bad guys. Strangely enough, only the bad guys
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have any kind of special moves, none of which seem accessible in versus mode (which allows you to play as any of the eight fighters). As such, I have divided this FAQ up between a section for the "good guys" and a section for the "bad guys." The latter features descriptions of the villains you will face, of their moves, and of their stages. As for the good guys, I've provided what little information I could about them in the section below.

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Section II: Good Guys /  
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Phoenix

Phoenix dresses in white and has a long, flowing cape. He also has green hair.

Tiki

Tiki dresses in blue armor and has a yellow and green cape. He's slightly shorter than Phoenix, in height and hair length. He has blonde hair. Gameplay-wise there is no difference between the characters.

Controls

The directional pad moves you around, the B-button kicks, and the Y-button punches. Yep, that's it for controls.

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Section III: Bad Guys /  
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Master Poseidon

Master Poseidon is an immense blue robot. He has a long snout and a wide girth. His feet have small faces on them. He has wide shoulder guards, giving him a much bigger appearance. He is taller than either of the heroes. He battles you in a temple plaza, replete with giant stone heads reminiscent of Easter Island. In the background, a waterfall flows ever more downward. A rope or beam bisects the center of the arena.

Moves:

Charge

Master Poseidon slides his entire girth across the screen at amazing speed. This move travels the full length of the arena, so this move is quite dangerous.

Fireball

Master Poseidon opens his snout and fires a small blue fireball your way. The fireball comes from a small nozzle inside his mouth.

Foot Shot

Master Poseidon sends one of his feet at you as a projectile. It slides along the ground, knocking you to the floor if it connects. This attack can be avoided by jumping over it.

Head Butt

Master Poseidon slams his head into yours. Used rarely.

Knee

Master Poseidon knees you in the chest. A basic move he likes to use.

Punch

Master Poseidon punches forward. Hits high, so you can duck below it.

Throw

Master Poseidon grabs a hold of you, lifts you over his head,

and throws you to the ground. He can activate this move right out of a Charge, making for an especially dangerous combo.

#### Strategy:

Master Poseidon likes to use his Charge move a lot, followed by a small combo of his other moves. The best way to handle this is to hit him with a series of jump kicks. If you hit him high enough up, his Charge will not connect and you can knock him to the ground with each hit. You can follow these kicks up with a quick series of punches, but watch out for a counterattack.

#### Dark Hera

Dark Hera is dressed in dark red armor. She has a lithe figure and long blonde hair that is tied in a loop behind her head, yet still flows down her back. Her eyes are red. She is the only female character in the game. You battle her in a destroyed city. Decrepit buildings litter the background, while in the immediate space behind you is a semi-circular archway structure that too is falling apart. Your fight takes place at night.

#### Moves:

##### Bitch Slap

Dark Hera's basic punch is a backhanded slap. It doesn't have much range, but she does like to use it up close.

##### Hair Strike

Dark Hera launches the braided part of her hair at you like a projectile. Travels across the screen, eventually sailing out of bounds.

##### Jump Kick

Dark Hera will leap into the air and kick at her opponent. This move is hard to counter and/or block.

##### Kick

Dark Hera lifts her leg above her head and slams it down upon you. Moves a lot faster than it sounds.

##### Low Kick

Dark Hera crouches low and tries to trip you with a quick kick.

##### Rapid Kick

Dark Hera starts kicking and her legs become a blur. She can maintain this move indefinitely.

##### Rapid Punch

Same as the Rapid Kick, except now Dark Hera uses her hands.

##### Throw

Like Master Poseidon, Dark Hera can grab and throw you when close enough.

#### Strategy:

Dark Hera repeatedly uses her Rapid Kick and Rapid Punch. This makes approaching her on foot extremely difficult. Jump Kicking her, however, has its hazards as well. Often she will try and Jump Kick you back, or simply launch a Hair Strike your way. Dodging the Hair Strike is as simple as jumping over it, while the Jump Kick can simply be blocked by holding back. Try and punch or kick her after she tries either of these. As for the Rapid Kick and Rapid Punch, overcome these by jump kicking her while she is attacking. You have to hit her right on the head; doing otherwise will result in you, not her, taking damage.

#### Saladdin

Saladdin is, presumably, of Arabic origin. He wears a blue and yellow turban and a face mask. He has long, thick blonde hair that covers his entire back. He has multi-colored armor with wide shoulders and two claw-like feet. He has a round, bluish jewel embedded in the center of

his chest. His stage takes place on a strip of desert. A destroyed city rests in the background, patrolled by large purple helicopters with search lights glowing down upon the ruins. Bug-like things rest upon some of the destroyed buildings.

Moves:

Elbow

Saladdin elbows you in the face. Ouch!

Ground Fireball

Saladdin launches a low fireball that crawls forward on the ground.

Jump Kick

Saladdin jump kicks like Dark Hera.

Kick

Saladdin kicks straight ahead, again with a longer reach than the previous two opponents.

Punch

Saladdin slams his fist forward. Has a much longer reach than the previous two opponents.

Rapid Punch

Just like Dark Hera's move of the same name. Has about the same reach.

Throw

Saladdin has the same Throw move as both Master Poseidon and Dark Hera.

Twisting Punch

Saladdin spins around in place, fists extending outward. Jump kicking him while he does this move will cause you damage.

Strategy:

Saladdin has got both range and power on you. Not only that, but he's got several moves that cannot be broken by a counter. If you play a safe game and try to stay back, he'll chip away at you piece by piece. Instead what you need to do is move in close and unleash some small combos. His only really damaging close-range attack is his Twisting Punch. Stay back from him while he performs it, then move in and get a few quick hits off when he stops spinning. He likes to do a lot of jump kicks, so just move under him each time he tries.

Little Minos

Little Minos, as his name suggests, is quite short. He is distinctly robotic in appearance, replete with metallic limbs and a square head. He appears to have some kind of 'hat' built unto his head. His stage has a mirror-like prism, topped with a diamond, in the back of his stage. This rests upon a stand shaped like a couple of gold tendrils. There seems to be a small amount of water covering the floor, and the room appears domed. The side rises up about mid-height, then begins to form the dome.

Moves:

Black Fireball

Little Minos charges energy in his hands, then launches a black ball at you.

Jump Kick

Little Minos jumps into the air and tries to kick you.

Kick

Little Minos's limbs stretch out when he kicks. Sometimes, if you're close enough, he will not stretch his limbs, but attack at a normal length.

Punch

Little Minos's limbs stretch out when he punches. Sometimes, if you're close enough, he will not stretch his limbs, but attack

at a normal length.

#### Trip

Little Minos kicks low, knocking you off your feet.

#### Strategy:

Little Minos's ability to stretch his limbs makes a long-range battle very difficult, but not impossible. There are two basic approaches you can take to Little Minos. Firstly, you can keep your distance from him, waiting for him to try and launch a Black Fireball. When he starts to charge up, jump kick him and follow it with a punch or two. Using this strategy, you're probably going to end up relying on a "Time Out" to give you the victory. The other strategy is to move in close and use sweeping kicks (hold down and hit kick) to continually knock him off his feet. This is surprisingly effective on him and should get you through with over half your bar intact. Either way, Little Minos is much easier than Saladdin.

#### Devil Zeus

Devil Zeus is dressed in red and black European-style armor. His face appears to be made of metal, as does his whole body. He has long red hair down his back, while his beard is blue. He wears a red tiara. He has a second face in his chest, revealed if he wins the match. His stage is a throne room of some kind. The walls appear to be semi-organic, while the throne itself is constructed from giant bugs.

#### Moves:

##### Chest Fireball

Devil Zeus launches a crescent-shaped, red fireball from his chest.

##### Elbow

Devil Zeus has blades on his elbows, making his elbow attack to the face look a lot more painful.

##### Ground Fireball

Devil Zeus pounds the ground, sending out a crescent-shaped, red fireball along it.

##### Ground Pound

Sometimes Devil Zeus pounds the ground like he's going to send out a Ground Fireball, but instead just pounds the ground. Seems to be a substitute for a sweeping kick.

##### Jump Kick

Just like everyone else's.

##### Kick

Devil Zeus lifts his leg above his head and slams it down. Just like Dark Hera's move.

##### Punch

Devil Zeus punches like Saladdin.

##### Rapid Kick

Devil Zeus has the ability to perform a Rapid Kick like Dark Hera.

##### Rapid Punch

Devil Zeus's Rapid Punch is more akin to Saladdin's than Dark Hera's.

##### Throw

Exactly like everyone else's Throw.

#### Strategy:

Devil Zeus possess moves similar to every move encountered thus far in the game. This means he's got a large plethora of moves to chose from, meaning he can fight in a number of different ways. By far the most effective way I've found to deal with him is to jump kick him from some distance away, then follow it up with a sweeping kick. Pull back as he rises to his feet, then do it again. He should go down fairly easily.

#### Clone Match

You face off against the opposite player character then you currently are playing. Thus if you're Phoenix, you fight Tiki, while if you're Tiki, you fight Phoenix. You do so in a "secret lair" of some kind. The walls are stone, while the floor is steel. Behind you are three chairs, with a large ameoba hanging above each. Your opponent has the basic set of moves that you yourself use if you play as them.

#### Strategy:

This match is not very hard at all because of the fact that your foe has so few moves. Basic punches and kicks are all you face and, in all honesty, if you made it this far this match will be no trouble for you at all.

#### Davidas

Davidas has green and white armor, black hair that sticks straight up, and pointy ears. He's kind of lanky and has hardly any girth. He has a blue, star-like object on his forehead. His stage is the same as Master Poseidon's.

#### Moves:

##### Black Fireball

Identical to Litte Minos's Black Fireball.

##### Ground Fireball

Identical to Devil Zeus's Ground Fireball.

##### Jump Kick

Davidas has the same basic Jump Kick as anyone else.

##### Kick

Davidas has two types of kicks; a long-reaching one that he turns his back to use, and one like Dark Hera's.

##### Punch

Davidas punches somewhat like Master Poseidon.

##### Sweeping Kick

Davidas crouches and sweeps his foot forward, trying to trip you.

#### Strategy:

For a final boss, Davidas is not very difficult. He falls for the the same sweeping kick technique I suggested using against Little Minos, in fact I think it's more effective on Davidas. If you actually want a challenge, you can get it by fighting normally. He uses a lot of regular moves and only seems to resort to his projectiles when you are clear across the screen. Defeat him to get the ending.

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Section IV: Ending /

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You get the same ending regardless of which character you use. If you know nothing about the show, it won't make any sense to you (as it didn't to me). It is in English, however, but it is as broken as the infamous Zero Wing. Here is the text, word-for-word:

Congratulation !!

You help favor rescue

from Teraspyeansu

but wait for storong devil !

New battle challenge....

You favor rescue

from Teraspyeansu

SFX-BM Staff

Ex Producer H. Hayashi  
Producer Dai  
Programmer V. Oyama & T. Tesima  
OBJ Graphic N. Hayasi  
BG Graphic T. Daisyaku  
Sound T. Hamada  
Special Thanks H. Seki & A. Horiiki & S. Tango & Y. Kubouchi

Thank you by Bec

Present Command

Controller 1

A B L R X Y

Press Start !!

Dark Hera does different poses as the credits are shown. Inputting the code at the title screen activates Special Mode, which allows both first and second player to use the same fighter in versus mode. Both have the same color scheme, adding a new dimension to versus mode. Annoyingly, once a single match is over the game goes back to the title screen, forcing you to reenter the code if you want to play again.

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Section V: Copyrights /

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Super Bikkuriman is (c) Interbec

Art of Fighting is (c) SNK

Zero Wing is (c) Taito