

The Great Battle IV FAQ/Move List

by Hiryu_no_Ken

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FAQ / Move List

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Five letter abbreviations in parentheses are for your convenience: Press CTRL + F on your keyboard and type in an abbreviation to go straight to that section.

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A. Opening
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A1. Version History

01/22/2010: Version 1.0
First release. Most notable information is a complete move list for

Compatible Kaiser with accurate directional pad motions.

A2. Thanks

- ZeroHiei (Michael Ho): For writing the first (and for years, only) English language Great Battle IV FAQ. Way back in the day, before his FAQ came along, I had no idea how to make Ultraman transform, meaning I was stuck. He saved me from much irritation.
- Wikipedia Nihongo: For listing Compatible Kaiser's full move set with its original motions and action names.
- Kao Megura (Chris MacDonald): For pioneering the best move list FAQ formats. R.I.P.
- Kaz (Drew Barrington): For his excellent FAQs which helped highlight the best approaches to formatting.

A3. FAQ Notation

This FAQ shortens direction descriptions to the notation on the left.

ub	u	uf	Up-Back	Up	Up-Forward
b - c - f			Back -	Center -	Forward
db	d	df	Down-Back	Down	Down-Forward

B. Normal Game

B1. Basic Controls

For reference, the Super Nintendo/Super Famicom gamepad layout:

L				R
			X	
- -	select	start	Y	A
			B	

D-Pad (all directions but down) -
Move left and right, Aim in that direction
d - Duck

Y - Fire weapon
B - Jump
X - Select character
A - Switch to selected character

L - Special attack
R - Shield

Select - Bomb
Start - Pause

Press d + B to fall from certain platforms.

-Only Kamen Rider ZO and Fighter Roa can fire while walking. They can aim down when doing this. All characters can aim down while jumping.

-X button always scrolls through characters (see the icons at the top of the screen) from left to right.

-A button switch to selected character only works when standing still.

-L button Special attacks are character specific. See move lists.

-R button Shield will prevent damage from attacks that hit it and prevent most enemies from moving past you. You can still be hurt from above and behind.

-Select button Bomb will kill all grunts on the screen and do a fair amount of damage to bosses. You get one per continue. More can be found around certain stages.

B2. Weapon Levels

Capsules with a green light can be found around stages and from dying enemies. Collect enough (see the upper left corner of the screen) and all character weapons will level up. The maximum level is 3. While at level 3, capsules collected will go towards an extra life.

At each level, damage and projectile size increases slightly (except for Kamen Rider ZO). Each weapon also gains a unique bonus - see character move lists for details.

Capsules Needed -

Lv1 to 2: 10

Lv2 to 3: 15

Extra Life: 30 (repeatable)

If you run out of lives and use a continue, your weapon level will be reduced back to 1. When continuing from a password, your weapon level will start at 1 again.

B3. Character Move Lists

V2 Gundam

[V2Gun]

Weapon: Grenade Launcher

-Additional explosion on contact damages enemies.

-LV2, LV3: Contact explosion size increases.

Beam Saber

L

Wings of Light

B (while in air)

-Wings of Light is a double jump. When performed while ascending, V2 will boost upwards without delay. If it's executed while falling, the boost will take time to compensate, meaning you won't get the full extra jump height.

-V2's Grenade Launcher shells will fall after flying a set distance.

-The contact explosion will hit enemies through walls.

Ultraman Powered [UlPow]

Weapon: Bazooka

-LV2: Fires two missiles.

-LV3: Fires two missiles that pass through enemies.

Mega Specium Ray L

Ball Transformation Hold B for two seconds
(as ball, press B to cancel)

-During the start up animation for Mega Specium Ray, Ultraman is vulnerable and the move will end if he's hit. While the Ray is actually being fired, he is invincible.

-For Ball Transformation, ONLY the B button can be pressed for the move to work (i.e. don't press the d-pad). It doesn't matter if you jump when you begin holding it.

-During Ball Transformation, Ultraman can pass through certain tight corridors and pipes. You'll know them when you see them. You can't cancel transformation while in these.

-As a ball, he can only move left and right. If damaged while not in a corridor/pipe, transformation will be canceled.

Kamen Rider ZO [KamZO]

Weapon: Flame Thrower

-Shoots a stream of four fireballs.

-LV2: Fireballs increase to five.

-LV3: Fireballs increase to six.

Hold Position L (press L again to cancel)

Run f, f (press b or jump to cancel)

-> ZO Kick Y

Wall Cling Hold f against wall (while in air)

-> Wall Kick Climb B

-As noted, ZO Kick and Wall Kick Climb are done during another move.

-If you hold f during Run and fall (or start holding f as you fall during Run), you will continue to run when you hit the ground.

-When Run or ZO Kick hits a wall, ZO will bounce off the wall slightly, ending the move.

-Certain places have uneven ground. If ZO hits a slight elevation increase during Run, he will fall on his face. A ZO Kick will pass over these areas.

-ZO is invincible during ZO Kick and bullets that hit him anywhere will be destroyed.

-ZO's Flame Thrower is stunningly weak - it simply takes too long to

kill enemies despite requiring you to get close to them. If you use ZO, focus on his other talents.

Fighter Roa [FiRoa]

Weapon: Auto Pistol

-LV2: Bullets bounce off walls once.

-LV3: Bullets bounce off walls twice.

Hold Position L (press L again to cancel)

Flying Leap B (while in air)
f + B (while in air)

Grappling Hook u + Y (while in air)

-Flying Leap is a double jump. Pressing forward while doing it will direct Roa's flight to a diagonal up-forward angle.

-Unlike V2's Wings of Light, Roa's Leap works the same way regardless of whether you're jumping or falling.

-During Grappling Hook, Roa can only move up and down, turn left and right, and fire forward. If you keep pressing down until his feet touch ground, he will bounce off it slightly and the move will end. It will also end if Roa takes damage.

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C. Compatible Kaiser [ComKa]
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Certain stages will end with a boss battle in which you control Compatible Kaiser (Konpachi Kaiser in Japanese). Regardless of how many lives you have in the normal game, Kaiser will start the fight with two lives. Kaiser will always face right and cannot move past/behind the enemy - he'll take minor damage if he gets too close. Battles are timed, with the timer starting at 99 - each game second is about two real seconds.

Both robots have an energy bar. Kaiser's will start at 50%, the enemy's at 100%. Each will gain back a sliver of energy every real second. Every special move they perform will drain part of their own bar.

Their health bars have a total of 24 segments.

C1. Basic Controls

For reference, the Super Nintendo/Super Famicom gamepad layout:

L R
| X
- - select start Y A
| B

u - Jump

b, f - Move back, forward
d - Crouch

Y - Jab (Weak)
B - Straight punch (Strong)
X - Block
A (Hold) - Kaiser Scan

Start - Pause

-Cannot block or perform special moves while jumping.

-Y and B attack buttons also determine the strength/energy consumption of special attacks. Y is weaker and costs less energy, B is stronger and costs more.

-During Block, Kaiser will defend himself with his arm. Damage from attacks that hit his arm will be reduced to half a point. If they hit him anywhere else (above, below, or past), he'll still take full damage. Beam attacks cannot be blocked this way.

-Note that you can block while crouching.

-A (Hold) Kaiser Scan: See C2. Kaiser Scan (below) for complete notes.

C2. Kaiser Scan

Holding the A button will create a scanning circle which you can move around. Releasing the button at any time will cancel. You cannot perform any other actions while moving the scanner, but the enemy can still attack you (taking damage will not cancel Kaiser Scan).

The circle acts as an x-ray when over the enemy. When you find a red spot within them (each boss usually has two), keep the scanner fully focused on it for a while and eventually the enemy will cease all action while the characters talk about the scan results. Releasing the button during this time will cancel it. Depending on the boss, when the conversation completes, you may gain an advantage, like more damage to a weak spot or reduced damage/invincibility against certain weapons of theirs.

Note that even when the conversation completes, the enemy (and you) will still be unable to move/attack until you release the A button. Your/his energy gauge will still continue to charge and the timer will still count down.

C3. Special Move List [ComMv]

Kaiser's moves operate just like those of a standard 2D fighting game - input a motion on the directional pad quickly, then press a button.

Beam Shield	d, df, f + X
Reflect Barrier	d, db, b + X

Knuckle Bomber	Hold b for 2 seconds, f + Y or B
Shoulder Cannon	f, df, d, db, b + Y or B

Kaiser Vulcan d, db, b, f + Y or B

Kaiser Tornado d, df, f, b + Y or B

Final Kaiser Blast b, db, d, df, f + Y or B

-Beam Shield will cancel all damage from attacks that hit it.

-Reflect Barrier cancels damage as well, but also reflects enemy beam attacks back at them. It costs more energy than Beam Shield.

-Knuckle Bomber is a palm thrust that shoots a fireball. The palm thrust itself will also cause damage if close enough.

-Shoulder Cannon fires a few bombs upwards that will hit the enemy from above. Y for less, B for more.

-Kaiser Vulcan rapidly fires bullets from Kaiser's head. Y for less, B for more.

-Kaiser Tornado is a straight punch ending with the arm spinning around in place. Y spins slower, B spins faster.

-Final Kaiser Blast can only be performed when your energy gauge is at 100%. Costs 50% energy. Strength/energy consumption is the same with each button.

If you have any questions, comments, or possible additions, feel free to e-mail me at hiryunoken7@yahoo.com. Make sure to mention the FAQ in the title.

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