

# Tuff E Nuff FAQ/Walkthrough

by Goh\_Billy

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                        Tuff E Nuff
FAQ By: Goh_Billy (billy_kane_32@hotmail.com)
                        Version #: 2.0
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=====
1. Legend
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1.1 Basic Game Legend
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|     |     |    |             |                  |          |
|-----|-----|----|-------------|------------------|----------|
| ub  | u   | uf | f - Forward | LP - Light Punch | + - And  |
| \   |     | /  | b - Back    | HP - Heavy Punch | / - Or   |
| b-- | --f | u  | u - Up      | LK - Light Kick  | , - Then |
| /   |     | \  | d - Down    | HK - Heavy Kick  |          |
| db  | d   | df |             |                  |          |

qcf - quarter circle forward (d, df, f)  
qcb - quarter circle back (d, db, b)  
hcf - half circle forward (b, db, d, df, f)  
hcb - half circle back (f, df, d, db, b)

=====  
2. System  
=====

|            |              |                               |
|------------|--------------|-------------------------------|
| Block High | b            |                               |
| Block Low  | db           | will not block overheads      |
| Throw      | f + HP close | different for most characters |

=====  
3. Characters  
=====

\*\*\*\*\*  
\* 3.1 Syoh \*  
\*\*\*\*\*

Colors

-----

1 player - Red top w/ Blue jeans  
2 player - Mint top w/ Gray jeans

Throws

-----

|              |                                             |                                            |
|--------------|---------------------------------------------|--------------------------------------------|
| Wild Toss    | f/b + HP close                              | f and b determine where opponent is thrown |
| Riding Stomp | any direction except<br>u + HK close in air |                                            |

Command Moves

-----

N/A

Special Moves

-----

|                 |                                  |                                                                                                  |
|-----------------|----------------------------------|--------------------------------------------------------------------------------------------------|
| Thunder Spark   | qcf + P                          | LP=slow, HP=fast; will collide with other projectiles as both will be "destroyed" in the process |
| Rising Bolt     | b, df + P                        | LP=short, HP=long                                                                                |
| Lightning Cross | Charge f for 1.5 seconds, b + HP | short window of invulnerability (projectiles can even pass through Syoh)                         |

\*\*\*\*\*  
\* 3.2 Zazi \*  
\*\*\*\*\*



```

-----
Double Kunai          Charge b for 1.5          LP=slow, HP=fast; will
                      seconds, f + P          collide with other
  projectiles as both will
  be "destroyed" in the
  process
Swift Slice           qcb + P                  LP=short, HP=long
Spiral Cutter         b, f + K                 LK=short, HK=far

```

```

*****
* 3.4 Vortz  *
*****

```

Colors

-----

1 player - Red bottoms and pads w/ Yellow shirt  
2 player - Green bottoms and pads w/ White shirt

Throws

-----

```

Hanging Tree Choke    f/b + LP close
Powerslam             f/b + HP close
Buffalo Stomp         f/b + LK close
Brainbuster           f/b + HK close
Falling Powerslam     any direction except
                      u + HP close in air

```

Command Moves

-----

N/A

Special Moves

-----

```

Rising Buffalo        qcf + HP
Muscle Buster         hcf + HP close          unblockable
Buffalo Charge        Charge b for 1.5          LK=short, HK=long
                      seconds, f + K

```

```

*****
* 3.5 Beans  *
*****

```

Colors

-----

1 player - Gold pants, Blonde hair, and Orange shirt  
2 player - Purple pants, Purple hair, and Yellow shirt

Throw

-----

Face Crusher f + HP close

Command Moves

-----

N/A

Special Moves

-----

|                  |                                     |
|------------------|-------------------------------------|
| Dynamite Punches | Charge b for 1.5<br>seconds, f + HP |
|------------------|-------------------------------------|

|               |               |
|---------------|---------------|
| Emperor Sting | b, db, d + HK |
|---------------|---------------|

\*\*\*\*\*  
 \* 3.6 Dolf \*  
 \*\*\*\*\*

Colors

-----

1 player - Green costume

2 player - Orange costume

Throw

-----

|              |              |
|--------------|--------------|
| Bazooka Bash | f + HP close |
|--------------|--------------|

Command Moves

-----

N/A

Special Moves

-----

|               |                                      |                                                                                         |
|---------------|--------------------------------------|-----------------------------------------------------------------------------------------|
| Bazooka Blast | Charge db for 1.5<br>seconds, f + HP | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
|---------------|--------------------------------------|-----------------------------------------------------------------------------------------|

|            |       |          |
|------------|-------|----------|
| Blast Knee | u, HK | overhead |
|------------|-------|----------|

\*\*\*\*\*  
 \* 3.7 Rei \*  
 \*\*\*\*\*

Colors

-----

1 player - Blue pants and pads

2 player - Red pants and pads

Throw

-----

|               |                |                         |
|---------------|----------------|-------------------------|
| Shoulder Toss | f/b + HP close | f and b determine where |
|---------------|----------------|-------------------------|

Command Moves

-----

N/A

Special Moves

-----

|                 |                                      |                                                                                                 |
|-----------------|--------------------------------------|-------------------------------------------------------------------------------------------------|
| Ground Flame    | qcf + LP                             | will collide with another<br>ground projectile as both<br>will be "destroyed" in the<br>process |
| Deadly Vortex   | qcf + HP                             | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process         |
| Hidden Dragon   | Charge df for 1.5<br>seconds, f + HP |                                                                                                 |
| Tremor Uppercut | Charge df for 1.5<br>seconds, b + HP |                                                                                                 |

\*\*\*\*\*  
 \* 3.8 Gajet \*  
 \*\*\*\*\*

Colors

-----

1 player - Gray costume  
 2 player - Gold costume

Throws

-----

|                    |                                             |
|--------------------|---------------------------------------------|
| Hanging Tree Choke | f/b + LP close                              |
| Powerslam          | f/b + HP close                              |
| Choke Hold         | f/b + LK close                              |
| Implant DDT        | f/b + HK close                              |
| Falling Powerslam  | any direction except<br>u + HP close in air |

Command Moves

-----

N/A

Special Moves

-----

|                |                |             |
|----------------|----------------|-------------|
| Rising Buffalo | qcf + HP       |             |
| Frankensteiner | hcf + HK close | unblockable |

\*\*\*\*\*

\* 3.9 Sirou \*

\*\*\*\*\*

Colors

-----

1 player - Purple costume

2 player - Green costume

\*\*NOTE: Sirou has no kick attacks\*\*

Throw

-----

Psychic Slam f + HP close

Command Moves

-----

N/A

Special Move

-----

Ground Wave qcf + HP will collide with another  
ground projectile as both  
will be "destroyed" in the  
process

\*\*\*\*\*

\* 3.10 K's \*

\*\*\*\*\*

Colors

-----

1 player - Brown pants and Blonde hair

2 player - Green pants and Pink hair

\*\*NOTE: K's has no standing or crouching light kick attacks\*\*

Throw

-----

Claw Toss f + HP close

Command Moves

-----

N/A

Special Moves

-----

Lightning Storm hcf + HP goes through other  
projectiles

Steel Pounce Charge b for 1  
second, qcf + HP

\*\*\*\*\*  
\* 3.11 Jade \*  
\*\*\*\*\*

Colors

-----

1 player - Iris armor  
2 player - Gray armor

\*\*NOTE: Jade has no crouch animation but still has attacks while using d\*\*

Throws

-----

Mech Burst                    f/b + LP close  
Mech Cannon                   f/b + HP close

Command Moves

-----

N/A

Special Moves

-----

|               |                                   |                                   |
|---------------|-----------------------------------|-----------------------------------|
| Blast Wave    | HP                                | goes through other<br>projectiles |
| Skyward Blast | qcb + HP                          |                                   |
| Plasma Ball   | Charge db for 1<br>second, f + HP | goes through other<br>projectiles |
| Sonic Knee    | ub/uf, HK                         | overhead                          |

=====  
4. Codes  
=====

By using these codes you will be able to use the boss characters as well as allow both players to choose the same character (thus having access to the 2 Player colors).

4.1 Play as boss characters in VS CPU mode

-----

Press Start to get to the main screen. At the main screen enter:

Left three times, Right three times, Left seven times, then press Start.

An explosion sound will signal that the code was entered correctly.

4.2 Play as boss characters in 1P vs 2P mode



-----  
Enter the above code first. Then reset the system. Press start again to get to the main screen. At the main screen enter:

Right three times, Left three times, Right seven times, then press Start.

An explosion sound will signal that the code was entered correctly.

=====  
5. Conclusion  
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5.1 What's Missing/Needed

-Cleanup and corrections

-Any missing moves?

-If you have anything to add, any corrections I need to make, please email me at [billy\\_kane\\_32@hotmail.com](mailto:billy_kane_32@hotmail.com). Credit will be given for your contribution.

5.2 Credits

- Jaleco

- Gamefaqs

- And me for writing this faq

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