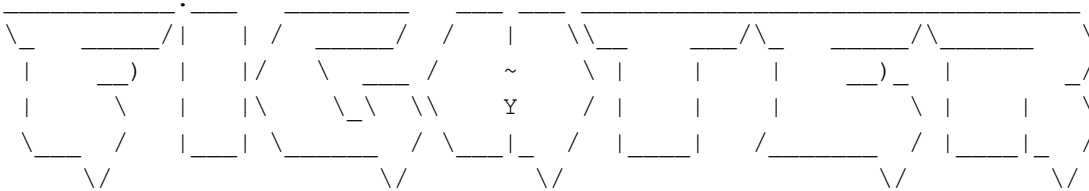
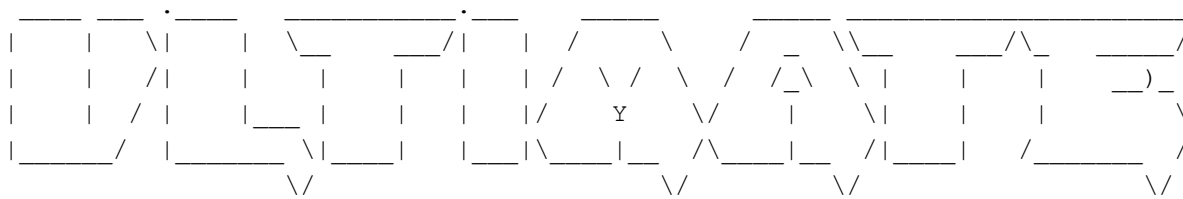


# Ultimate Fighter FAQ/Walkthrough

by Fire\_Pro\_Fan

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FAQ by: Fire\_Pro\_Fan

This FAQ covers:

- A complete walkthrough of every mode
- Every move and special attack for every character
- Passwords, unlockables and trivia

Questions, corrections and comments? Please email me at:  
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## CONTROLS

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Controls for the side-scrolling portion of STORY MODE:

Forward - Move Forward

Back - Move Back

Jump - A

Jump forward - A + Forward

Jump backwards - A + Back

Hurricane Kick - Y or B (while jumping)

Punch - Y

Kick - B

Jab - Up + Y (can also create a combo by continually tapping Y)

Roundhouse Kick - Up + B

Sweep Kick - Down + Y or B (can also be done while crouching)

Crouch - Down

Sweep Kick - Y or B (while crouching)

Fireball - Y (Requires full KO/Cosmic Saucer Meter)

Select - Drink Magic Water (must have at least one Magic Water in player's inventory)

=====  
Controls for the 1 on 1 Fight portions of STORY MODE:  
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For the fight sequences in STORY MODE, Rick uses a separate list of move inputs for special, 1 on 1 fights in STORY MODE.

The moves Rick can use in the fight sequences are:

Block - Back  
Punch - Y  
Jab - (Hold) Up + Y  
Kick - B  
Double Roundhouse Kicks - (Hold) Up + B  
Shin Kick - Down + Y or B  
Hurricane Kick - Up + Y + B

Sweep Kick - Y or B (while crouching)  
Rising Handspring Kick - Y or B (while crouching)

Double Jump - A or Up (while jumping)  
Hurricane Kick - Y (while jumping)  
Scissor Kicks - B (while jumping)  
Jumping Mid Kick - B (while jumping towards or away from an opponent)

Hiryu No Ken - Up + Y + B (Requires full KO/Cosmic Saucer Meter)  
Fireball - Down, Down-Forward, Forward + Y (Requires full KO/Cosmic Saucer Meter)

=====  
Controls for Transformation fights in STORY MODE and BATTLE MODE:  
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Rick / Jimmy:

[Note: Rick and Jimmy use the same moveset save for their Cosmic Saucer specials]

Block - Back  
Slash - Y or B  
Spin Slash - Y + B

Double Jump - Up or A (while jumping)  
Air slash - Y or B (while jumping)

Crouch Slash - Y or B (while crouching)  
Rising Slash - Up + Y or B (while crouching)

Dragon Fire / Laser Dragon - Y + B (Requires full KO/Cosmic Saucer Meter)  
Dive Kick - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

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Greg / Hayato:

[Note: Greg and Hayato use the same moveset save for their Cosmic Saucer specials]

Block - Back

Staff Poke - Y or B

Staff Fury - Y + B

Upper Shot - (Hold) Up + Y or B

Staff Kick - Up + Y + B

Rising Staff - Up + Y or B (while crouching)

Crouching Poke - Y or B (while crouching)

Double Jump - Up or A (while jumping)

Staff Slam - Y or B (while jumping)

Electro Lion/ Firebird Shower - Y + B (Requires full KO/Cosmic Saucer Meter)

Dive Kick - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

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## GAMEPLAY

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### KO Meter:

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A green energy meter located under each player's health bar. By default, each player's KO meter is set at three arrows. Players can fill up their KO meters by:

- dodging opponent's attacks at the right time
- blocking attacks
- or landing successful hits on enemies (STORY MODE side scrolling portions only).

When a player's KO meter is full (8 green arrows) a short, in-game alarm will ring for a few seconds notifying the player that they can then perform their character's special moves (also known as "Cosmic Saucers").

During the side scrolling portions of STORY MODE, a player can shoot a fireball when their KO meter is full by pressing Y. Up to 10 fireballs can be fired with a full KO Meter before the KO meter is reset.

During 1 on 1 fights, Rick (along with a number of other characters) can shoot a fireball by pressing down, down-forward, forward + Y with a full KO Meter. As long as Rick has a full KO Meter, he can shoot an infinite number of fireballs throughout the match.

A player's KO meter can also be drained by taking damage from any opponent.

In 1-on-1 fights and transformation fights, a full KO Meter can unleash a player's various Cosmic Saucer/Special attacks. With a full meter, a player can perform two (2) specials before their KO meter is reset.

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Rush:

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After either player lands a certain number of hits in 1 on 1 matches, the word "RUSH" will appear on the screen. During a rush, more complicated moves such as Rick's rising slash or blade spin can be briefly performed by simply pressing Y.

A rush only lasts a few seconds before returning to regular combat.

=====

EXPERT Mode:

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This match setting allows players to fight in 1 on 1 matches while using the traditional turn-based Hiryu No Ken fighting system.

During Expert mode matches, small red icons will appear at random on either player. When a red icon appears on a player, the opponent has a chance to hit the player in the spot that the icon appears.

Additionally, a player with an icon on their character can avoid being hit by dodging or blocking the player's attack at the right time.

Certain attacks can also be countered with a properly timed throw technique. When a counter has been successfully performed, an "S" icon will appear on the player.

Players should also keep an eye out for star icons that appear on either character. Successfully landing a hit in the spot of a star icon will result in a critical hit on the opponent - landing extra damage, and, depending on color of the star icon, even knocking the opponent out in one move!

Green star icons, in particular, are used to represent the small window of time that is open for a player to perform a Cosmic Saucer/Special attack (such as Rick's Hiryu No Ken).

Certain special moves such as the Hiryu No Ken and various projectiles (such as Crimson's Laser Beam) cannot be blocked and must be dodged by the player themselves.

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Magic Water:

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Blue bottles acquired after breaking dragon statues in STORY MODE or given to Rick by his Sensei in "Training Gym"s.

A player can store up to 10 Magic Waters in their inventory and use them by either pressing select in game or by choosing them under the Magic Water option from the pause menu.

If a player has 10 magic waters in their inventory and breaks a dragon statue in STORY MODE, no Magic Waters will appear again until the player has 9 or less Magic Waters on them.

By default, in BATTLE MODE, the player is given 5 Magic Waters to use with every fight.

=====  
Struggle Meter:  
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A blue bar that is activated when a player has taken a certain amount of damage and is knocked down or when a player using a Wrestling type character attempts to grapple an opponent.

When knocked down, the player must button mash as quickly as possible to attempt to return to their feet. Not being able to fill up the struggle meter in time while on the ground will result in a loss.

During a grapple, if the Wrestling type fills up the struggle Meter first, they will be able to perform their grapple technique. If the opponent fills up the struggle meter first, they will activate a counter to break up the grapple.

=====  
Transformation fights:  
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Certain opponents in STORY MODE, BATTLE MODE and ANIMATION MODE's will activate a special transformation fight where the player must transform in order to take on a Tusk soldier's true form.

During a transformation fight, the player will acquire a special weapon-based moveset complete with a unique Cosmic Saucer attack that can be used in battle.

In STORY MODE and ANIMATION MODE, a player can switch with an allied character in their party to take on an opponent. To switch in an allied character, they must first be unlocked by completing various chapters in STORY MODE or ANIMATION MODE.

=====  
MODES  
=====

STORY MODE: Rescue Mary from the clutches of the evil Dargon and his Tusk Soldiers. The only mode to feature beat 'em up levels, obstacles and cutscenes.

VS TOURNAMENT MODE: Up to eight players can compete in singles, 1 on 1 matches using the game's various fighting styles.

BATTLE MODE: Play as Rick and fight each of the bosses and sub bosses encountered in STORY MODE.

ANIMATION MODE: A twist on STORY MODE where the 1 on 1 fights follow an RPG system.

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STORY MODE

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Upon starting STORY MODE, the following options are presented:

FIGHTING -  
EXPERT

By pressing up or down, you can choose between FIGHTING (standard, beat 'em up style engine) or EXPERT (the traditional, turn-based Hiryu No Ken style engine).

It doesn't really matter which option you choose since the player is allowed to move freely during fights in both options.

After selecting the game's difficulty, STORY MODE will begin.

CHAPTER 1 - RAID ON SHORINJI

Defeat six soldiers to advance to the next screen and destroy the dragon statue to reveal a bottle of "Magic Water". Simply walk up to the Magic Water to grab it.

After a few more soldiers are defeated, an "EXIT" sign will appear to the right of the screen. Proceed right to the next screen for the first fight sequence.

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Round 1 - Sawamura:

Health: [ ][ ][ ][ ]

Fighting Style: Karate

Cosmic Saucer attacks: Glide Kick

Wheel Kick

Fireball

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With the change of music and scenery, the first actual fight begins.

Watch out for Sawamura's Cosmic Saucer attack: Glide Kick (which starts with a special sound effect). To dodge Sawamura's Glide Kick, start by crouching under the first hit and then jump over Sawamura when he returns for the second hit.

Alternatively, a properly timed jump kick (B while jumping towards or away from an opponent) is also effective.

After Sawamura is defeated, continue walking to the right while fighting off

the soldiers and destroying the second dragon statue to obtain another Magic Water. Keep an eye out for the green coloured soldiers as they can throw shur-ikens.

After a number of soldiers are defeated, an EXIT sign will appear. Proceed right to the next screen.

---

Round 1 - Simon

Health: [][][][][]

Fighting Style: Karate

Special attacks: Glide Kick

Wheel Kick

Fireball

---

Obtain the Magic Water at the start of the screen and make your way through any soldiers blocking your path. Staff wielding orange colored soldiers will make their first appearance on this screen and are quite good at inflicting damage from a distance.

Simon contains the exact same moveset as Sawamura. Go for spin kicks of your own to make quick work of him.

After Simon is defeated, make your way for the EXIT to the right of the screen.

---

Round 1 - Kazama

Health: [][][][][][]

Fighting Style: Karate

Cosmic Saucer attacks: Glide Kick

Wheel Kick

Fireball

---

The blood splattered walls of the next screen serve as a good indication of the rising tension as you make your way through the Shorinji temple.

Kazama is not afraid to alternate between two of his Cosmic Saucer attacks: the Glide Kick and the Wheel Kick.

While the Wheel Kick can be dodged with a simple jump, the best strategy to fight Kazama is to attack from above - preventing Kazama for going for his special moves.

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STAGE 1 BOSS

Round 1 - Kidou

Health: [][][][][][][]

Fighting Style: Karate

Cosmic Saucer attacks: Glide Kick

Wheel Kick





If you've saved up a few Magic Waters, you can use them to plow through this section (and, just to discourage you from backtracking, the Missiles will also approach you from the left side of the screen). Simply press select while in-game to replenish any lost health or by pausing the game and selecting the Magic Water option from the pause menu with the B button.

The next screen introduces a gun-wielding grey colored Biker thug. Defeat him before he has a chance to shoot you.

You'll also notice a black doorway on this screen. Press Up to enter the first secret area (marked as a "training gym") which activates a small cutscene with your sensei. For finding this room, you will be rewarded with a Magic Water. Entering the same secret room more than once will not reward the player with any extra items.

proceed right to the next fight sequence.

---

Round 2 - Earthquaker

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting style: ????

Special attacks: Fire Breath

---

The tallest and most physically intimidating member of Dargon's soldiers. Earthquaker makes up for his slow speed by swinging a giant hammer. Don't remain idle for too long or you might get hit by Earthquaker's flame breath.

Luckily, Earthquaker's fire breath has a very limited reach and can be easily avoided by simply keeping your distance. Attack quickly with kicks and jump attacks to dust off this giant mummy.

Keeping walking right and grab the Magic Water at the end of the screen before facing the next opponent:

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Round 2 - Iron Claw

Also known as "Iron Jason" in the Japanese version.

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting style: ????

Special attacks: Extend-A-Claw

Extend-A-Claw (while jumping)

Claw Rush

---

At first, glance you might think this next opponent looks strikingly familiar to Street Fighter's Vega.

Fighting Iron Claw head-on can be problematic. Especially with Iron Claw's specials which include a Dhalsim-inspired extend-a-claw (standing and jump versions), a nifty dodge attack and a quick, multi-claw combo that would make E. Honda blush.

Given Iron Claw's reach advantage with his weapons, punches are useless against him. Besides his aerial special, Iron Claw's weakness is his slow jumps ...which can be used against him with (you guessed it) another jump kick.

Grab the Magic Water after the fight and go for the exit to the right.

---

Round 2 - Typhoon Jake

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: US Karate

Special attacks: Crossbody Special

                  Rope Walk

                  Rolling Sobat (during Rope Walk)

                  Fireball

---

The first opponent of the preliminary tournament and great all-round fighter to boot.

Watch out for Jake's annoying hand-spring kick which can knock an air-bourne player off their perch. Stay close to Jake and kick him before he has a chance to do anything fancy.

Knocking an opponent to the ground near either the left or right ring ropes will add extra damage to the opponent as they are thrown out of the ring.

Jake also likes to confuse opponents with his Rope Walk techniques; allowing Jake to jump to the ropes (making him temporarily invincible) which is then followed up with an aerial attack.

---

Round 2 - "Art Nouveau" Betty

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: Kung Fu

Special attacks: Hiryu-No-Ken

                  Fireball

---

The next contestant in the Preliminary World Tournament fights almost identically to Rick. Besides their shared Dive Kick and Hiryu-No-Ken, Betty also uses a special head stomp technique (don't tell Chun-Li) and a unique sweep kick combination.

Avoid Betty's most powerful attack: the Hiryu-No Ken and greet her with kicks of your own.

---

Round 2 - "Machoman" Gossett

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: Wrestling  
Special attacks: Flying Clothesline

---

What do you get when you cross Macho Man Randy Savage with the Ultimate Warrior? The answer: the third opponent of the first World Tournament, of course!

What Gossett lacks in speed he more than makes up for in close range combat. Get too close and Gossett won't hesitate to toss you around like a ragdoll with a number of exclusive throw techniques.

Besides Gossett's grapple skills, Gossett's most effective maneuver is his Flying Lariat Special. While the Flying Clothesline does cover a lot of ground, it's nowhere near as lethal as the other special attacks in the game.

Besides simply jumping back for safety, a well-timed jump kick can stop Gossett in his tracks mid-air. When Gossett goes for a jump, he almost always follows up with a Flying Clothesline.

---

BOSS

Round 2 - "Black Magician" Hurricaneleg Fish

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: Muay Thai

Special attacks: Diving Axe Kick

Flying Knee Pat

Fireball

---

Form A:

The next opponent is one of the toughest fighters in STORY MODE.

Hurricane is quick on his toes and even more deadly with his hard-hitting kicks. Watch out for Hurricane's powerful Flying Knee Pat which can take a good chunk of health off any aerial attack.

Fighting Hurricane is best done from a distance. Long, delayed jump kicks can trick Hurricane into casually walking forward and distracted from performing his special moves.

Having a Magic Water handy for this fight is very useful.

---

Round 2 - "Scarlet" Agna

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: Staff

Special attacks: Dive Kick

Mega Balls

---

Form B:

Another transformation fight and staff-wielding soldier greets Rick in the form of "Scarlet" Agna.

As if the name "Hurricaneleg Fish" wasn't funny enough, Agna's special projectile attack is called "Mega Balls".

Mega Balls can be deflected simply by blocking while Agna's Dive Attack can be intercepted with a jump attack of your own.

### CHAPTER 3 - RAGE IN THE GYM

Palette swaps of Jake and Betty will appear as common enemies in this stage. The purple/Yellow thugs will attack with a knife and the blue/white thugs will attack with a chain in close range.

Do your best to avoid the blue/white thug's chain attack as it can eat away your health quickly. If you need room to breathe, fight from a crouched position where the thug's chains can't reach you.

Some thugs like to go for jump attacks from time to time. You can also avoid these attacks by remaining in a crouched position.

The Betty clones can be troublesome with their use of shurikens. Defeat them before they have a chance to attack.

Walk forward and grab the Magic Water then fend off a few more enemies until being allowed to move forward to the right.

On the next screen, make your way into the open doorway for another Magic Water. Another new enemy will also appear here: a very large Road Warrior-inspired thug that attacks with a heavy kick and a Double-Axe Handle. Proceed to the Exit to the right.

---

### Round 3 - Lisa

Health: [ ][ ][ ][ ][ ][ ][ ][ ]

Fighting style: Kung Fu

Special attacks: Hiryu-No-Ken

Fireball

---

Lisa is a palette swap of Betty from the previous stage. Lisa also has half a point less of health compared to Betty.

After Lisa is defeated, proceed to the doorway to the right.

Inside the locker room, grab the Magic Water and watch out for the Boxers and Japanese Pro-Wrestlers.

As Rick continues to move forward, certain pieces of the ceiling will begin to fall. The best strategy is to keep moving forward and avoid fighting any opponents. Grab the extra Magic Water along the way if you need it.

The Wrestlers are extra annoying as they can hold on to you while the pieces of ceiling fall directly on top of you.

---

Round 3 - Joe

Health: [][][][][][][

Fighting style: Boxing

Special attacks: Flying Straight Punch

Super Dive Punch

---

This boxer will dash back and forth to stay out of harms way while activating his special attacks from a safe distance.

Don't give Joe room to breathe and use your kicks against him.

After defeating Joe, head to the exit to begin the next tournament.

---

Round 3 - Musashi

Health: [][][][][][][][][

Fighting Style: Karate

Special attacks: Glide Kick

Wheel Kick

Fireball

---

Form A:

Another Karate fighter greets you as the first opponent of this tournament.

Get in close and be cautious of Musashi's anti-attacks and annoying Glide Kick. Try to ring Musashi out as much as possible for extra damage.

---

Round 3 - Soma

Health: [][][][][][][][][

Fighting Style: Twin Swords

Special attacks: Dive Kick

Fire Columns

---

Form B

The next transformation fight changes things up a bit by providing an opponent with the same moveset as you!

The only difference is Soma's unique Cosmic Saucer: a cool looking projectile called "Fire Columns" which shoots three beams of fire out of the ground.

As always, Soma's Dive Kick can be intercepted (or avoided) with a properly-timed jump attack. Soma's Fire Columns can also be avoided by blocking (just as long as you aren't jumping or attacking while Soma activates it).

If Rick is low on health (and you're short on Magic Waters), you can also switch in another new character available for the first time in STORY MODE: Greg.

To select Greg, press B on the "Allies" option of the pause menu. From the list, select Greg by pressing B once again.

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Round 3 - Zebra

Health: [ ][ ][ ][ ][ ][ ][ ][ ][ ]

Fighting Style: Wrestling

Special attacks: Flying Clothesline

---

Zebra acts as a palette swap of Gossett from the first tournament and the same rules apply: don't let this tassel-wearing monster get too close or go for his Flying Clothesline.

---

BOSS

Round 3 - Huge Hugh

Health: [ ][ ][ ][ ][ ][ ][ ][ ][ ]

Fighting Style: Wrestling

Special attacks: Wheel Kick

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Form A:

This Japanese Wrestler prefers to use his Wheel Kick over Zebra's Flying Lariat.

Get too close and you risk being thrown around with Suplexes, Powerbombs and submission holds.

On the bright side, Hugh's Wheel Kick has very poor range. Use this factor to your advantage and take this cat out with some quick kicks.

Round 3 - Vajura

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting Style: Twin Swords

Special attacks: Dive Kick  
Napalm Wave

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#### CHAPTER 4 - WORLD TOURNAMENT OF CONTACT SPORTS

Make your way through the Betty and Jake clones to reach the next fight sequence:

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Round 4 - Jake Spinner

Also known as "Broadway John" in the Japanese versions

Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Fighting style: ???

Special attacks: Tornado Spin Kick  
Tornado Spin Stab  
Headstand Spin

---

Jake's specials are no laughing matter.

While Jake's Tornado Spin variations are an aerial attack that homes in on the opponent from above, Jake's most dangerous technique is his patented dash attack: Headstand Spin.

If not dodged in time, Headstand Spin can take away a player's full health bar in one combo. To make matters worse, Jake can also re-enter the screen from the left or right sides and backtrack to hit Rick a second time with this special!

Dodge Jake's Tornado Spin by jumping out of the way, or stopping Jake with a jump kick. Jake's Headstand Spin can be avoided by jumping over it.

Once Jake is defeated, make your way to the exit on the right.

The next screen presents a truly deadly obstacle. Walk a few steps forward and you will come across a series of pendulum blades.

Wait for the blades to drop before passing under them. Attempting to jump over a blade will knock off 50% of Rick's health. Being hit by a blade directly will result in an instant death.

After passing four blades, grab the Magic Water if needed and fight through the Jake and Betty clones.

After enough clones have been defeated, proceed right to the

next to screen and make your way into the open doorway for  
a (you guessed it) another Magic Water. Proceed to the exit  
for the next fight sequence.

---

Round 4 - Earthquaker

Health: [][][][][][][]

Fighting style: ?????

Special attacks: Fire Breath

---

Our old friend Earthquaker returns for a rematch.

Still as slow as ever (but with half a bar of extra health this  
time around), keep clear of 'quaker's Fire Breath and enough kicks  
will do this Mummy in.

By this point, you should have 50,000 points. Upon reaching  
this number, a special sound effect will be heard - indicating  
that the player has received an extra life.

After Earthquaker is defeated, fight through the Betty, Jake  
and Road Warrior thugs until you are allowed to progress to  
the next screen.

Grab the Magic Water and proceed to fight Grimzon:

---

Round 4 - Grimzon

Health: [][][][][][][]

Fighting style: Wrestling

Special attacks: Laser Beam

Flying Shoulder Check

---

This intimidating cross between The Road Warriors and Jushin  
Thunder Liger is another Wrestling type with a few new tricks  
up his spiked sleeves.

Avoid Grimzon's Laser beam by ducking and dodge Grimzon's  
Charge attack by jumping over it.

Defeat Grimzon and make your way to the exit to continue the  
World Tournament.

---

Round 4 - "Frantic Prince" Falcon

Health: [][][][][][]

Fighting Style: US Karate

Special attacks: Crossbody Special

Rope Walk



Rolling Sobat (during Rope Walk)  
Fireball

---

Falcon is a much stronger palette swap of Jake from the first tournament.

Simply stay close to prevent Jake from using his specials and try to knock Jake out of the ring with a jump kick when the opportunity arises.

Using a jump kick is the easiest way to send an opponent out of the ring and may be the difference maker between a win and a loss in the final tournament.

---

Round 4 - "Iron Knuckle" Willy

Health: [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Fighting style: Boxing

Special attacks: Flying Straight Punch  
Super Dive Punch

---

Form A:

Another Boxing type returns with a ton of energy.

Like the previous boxer Joe, Willy likes to dodge attacks by dashing around the ring; making a head-on fight difficult.

Use jump kicks to follow Willy and block his Super Dive Punch before it has a chance to be activated. Willy also seems to have a weakness near the edges of the ring where you can close in for some extra kicks.

---

Round 4 - Kates

Health: [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Fighting Style: Staff

Special attacks: Dive Kick  
Mega Storm

---

Form B:

Yep. Another staff-wielding Tusk soldier that's cruisin' for a bruisin'.

This fight allows you to use another new ally: Hayato (who, sadly, uses the same moveset as Greg - save for his unique technique "Firebird Special").

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Round 4 - Samurai Sanada  
Health: [[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]]  
Fighting Style: Wrestling  
Special attacks: Wheel Kick

---

Sanada is a palette swap of Huge Hugh with the same moveset.

Knock this Wrestler out of the ring a few times for a swift defeat.

---

Round 4 - "A beast of Asia" Leo The Great  
Health: [[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]]  
Fighting Style: Muay Thai  
Special attacks: Diving Axe Kick  
                  Flying Knee Pat  
                  Fireball

---

The semi-final opponent of the World Tournament is another Muay Thai type.

Keep your distance and confuse Leo with jump kicks performed after a double jump (Up or A while jumping).

---

BOSS

Round 4 - "A Mysterious Fighter" Dargon  
Health: [[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]][[]]  
Fighting Style: Kung Fu  
Special attacks: Hiryu-No-ken  
                  Fireball

---

The final opponent of World Tournament is none other than the demonic Dargon himself.

Dargon is a palette swap of Rick; implimenting the very same techniques Rick uses.

Watch out for Dargon's Hiryu-No-Ken.

CHAPTER 5 - DARGON:

Make your way through the Karate-clad soldiers and enter the open doorway for the Magic Water then proceed to the exit.

The next screen introduces a new enemy that resembles Zebra/Gossett. Avoid this clone's Flying Clothesline by ducking. Keep walking and grab the Magic Water.

Betty and more Pro-Wrestler clones will meet you in front of the exit. Refrain from using crouching attacks against the Japanese Wrestlers (as they like to constantly block them) and don't let them get too close to grapple you.

Defeat enough enemies and then progress to the next screen.

Break the Dragon statue and grab the Magic Water. Pay close attention to the clown faces on the wall as you progress a little further.

The faces will shoot lasers in your direction wherever you are on the screen. While fending off enemies, keep track of the faces.

Each face's eyes will flash blue before firing a laser. Wait for a laser to be fired before walking out of it's path before it reaches you.

After three laser segments have been completed, grab the Magic Water and head for the exit.

---

Round 5 - Chandler:

Health: [][][][][][][][]

Fighting Style: Twin Swords

Special attacks: Dive Kick

Saber Waves

---

You've reached the final level of the game and must take on the very best of Dargon's Tusk soldiers. Grab the Magic Water before facing Chandler.

On top of Chandler's Dive Kick and Saber Waves specials, Chandler can also fire another projectile during regular combat - which can hit the player up to three times!

During this fight, the final ally character "Jimmy" is also added. Jimmy uses the same moveset as Rick's transformed state (albeit, with less stamina) and contains the wicked "Laser Dragon" attack.

Due to the increase in difficulty for this stage, don't rely on projectiles (Dragon Fire, Laser Dragon, Electro Lion) since the computer is prone to block them immediately. Wait for the opponent to get knocked down before activating your character's projectile (and, if you have the energy left in your K.O./Cosmic Saucer Meter, you can hit the opponent with a second one).

After Chandler is defeated, walk forward a few steps to face Varna.

---

Round 5 - Varna:

Health: [][][][][][][][]

Fighting Style: Staff

Cosmic Saucer attacks: Dive Kick  
Icicle Crush

---

Varna takes full advantage of the computer's ability to fire infinite Cosmic Saucers and special attacks.

Varna's unique special is Icicle Crush, a frost bite-inducing projectile that bites down on unsuspecting players.

Jump back and counter Varna's Dive Kick with a jump attack of your own.

---

Round 5 - Dargon:

Health: [][][][][][][][]

Fighting Style: Twin Swords

Cosmic Saucer attacks: Dive Kick  
Devourite  
Lightning Storm

---

The final opponent is the evil Dargon back for revenge.

Dargon fights in a transformed state and uses the same fighting style as Rick. On top of that, Dargon is the only enemy with three Cosmic Saucer attacks (plus the Dive Kick as the fourth special attack).

On the highest difficulty settings, Dargon will take advantage of the computer's ability to keep spamming projectiles. Stay on the defense to avoid them (but watch out for Dargon's unblockable dive kick that can only be dodged or intercepted with an aerial move of your own).

Stop Dargon in his tracks by countering his Dive Kick with your own aerial attacks, and, if you have a full KO/Cosmic Saucer Meter, don't hesitate to use a Cosmic Saucer or two when Dargon is laying flat on his back.

After Dargon is defeated, walk towards the exit to the right of the screen. Congratulations! You've beaten STORY MODE and can now watch the final cut scene and closing credits.

=====

## VS TOURNAMENT MODE

=====

Up to eight players can compete in 1 on 1 matches. The last player standing wins the tournament.

Upon selecting VS TOURNAMENT MODE, the mode presents the following options:

PLAYER1  
\* CHARACTER  
\* END

Choosing the CHARACTER option will bring the player to the character select screen while selecting END will automatically choose the rest of the character for players.

After choosing a character, the player is then asked to name their character. If the player would like to skip this part, simply press the start button.

Up to eight characters can be selected (including eight duplicates of the same character with different colors).

After all eight players have been selected, the following options are then presented:

\* FIGHTING - Regular fighting (default)  
\* EXPERT - Uses the Hiryu No Ken fighting system  
  
\* TURBO MODE: choose the speed of the match (0 is default)  
0 1 2 3 4

COSMIC SAUCER: the ability to perform special attacks and projectiles.  
OFF  
ON (default)

It should be noted that disabling Cosmic Saucers only works for human players. Computer opponents will continue to use Cosmic Saucers no matter which option is selected.

TIME LIMIT: choose the time limit for the matches.  
\* 5 MIN (default)  
\* 3 MIN  
\* 1 MIN  
\* NO TIME  
LIMIT

DIFFICULTIES: adjust the difficulty of computer opponents  
(3 is the default difficulty)

\*0 \*1 \*2 \*3 \*4 \*5 \*6 \*7

Before the start of each match, both players are given the option to select the following options:

\* MANUAL: the player controls the character  
\* AUTO: the computer controls the character

Player 1 can also select Manual or Auto for player 2 as well.

#### HANDICAP

\*OFF \*1 \*2 \*3 \*4 \*5

The next option allows both players to select their level of handicap (more health during a fight) in the match. The default setting is OFF

=====

#### RICK

Fighting style: Kung Fu

Punch - Y

Jab - (Hold) Up + Y

Kick - B

Double Roundhouse Kicks - (Hold) Up + B

Shin Kick - Down + Y or B

Hurricane Kick - Up + Y + B

Sweep Kick - Y or B (while crouching)

Rising Handspring Kick - Y or B (while crouching)

Arm Drag Counter - Down + X (after blocking certain punches - EXPERT match setting only)

Double Jump - A or Up (while jumping)

Hurricane Kick - Y (while jumping)

Scissor Kicks - B (while jumping)

Jumping Mid Kick - B (while jumping towards or away from opponent)

=====

#### Special Attacks:

Hiryu No Ken - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

Fireball - Down, Down-Forward, Forward + Y (Requires full KO/Cosmic Saucer Meter)

=====

#### MARY

Fighting Style: Kung Fu

Punch - Y

Upper Jab - (Hold) Up + Y

Shin Kick - Down + Y

Roundhouse Kick - B

High Kick - (Hold) Up + B

Axe Kick - Up + Y + B

Double Jump - Up or A (while jumping)

Spin Kick - Y (while jumping)

Jump Kick - Y (while jumping towards or away from opponent or during Double Jump)

Head Stomp - B (while jumping towards or away from opponent or during Double Jump)

High To Low - B (while jumping)

Arm Drag Counter - Down + X (after blocking certain punches - EXPERT match setting only)

Sweep Kick - Y or B (while crouching)

Rising Handspring Kick - Y or B (while crouching)

=====

Special Attacks:

=====

Hiryu No Ken - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

Fireball - Down, Down-Forward, Forward + Y (Requires full KO/Cosmic Saucer Meter)

=====

SAMURAI SANADA / HUGE HUGH

Palm strike - (Hold) Up + Y or B

Mid Kick - Y or B

Shin Kick - Down + Y or B

Double Jump - Up or A (while jumping)

Enzuigiri - Y (while jumping)

Boston Crab Counter - Down + X (after blocking certain punches - EXPERT match setting only)

=====

Grapples using X:

=====

German Suplex - Y, B, X or A (during lockup)

Octopus Hold Up + Y, B, X or A

=====

Grapples using Up + X:

=====

Vertical Suplex - Y, B or A (during grapple)

Jumping Powerbomb - Up + Y, B, X or A

=====

Special Attacks:

=====

Wheel Kick - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

=====

ZEBRA / MACHOMAN GOSSETT

Style: Pro-Wrestling

Based on: "Macho Man" Randy Savage (GOSSETT) & The Ultimate Warrior (ZEBRA)

Kick - Y or B

Punch - (Hold) Up + Y or B

Double Jump - Up or A (while jumping)

Jump Kick - Y or B (while jumping)

Flying Clothesline - B (while jumping towards or away from opponent)

Over The Shoulder Toss - Down + X (after blocking certain punches - EXPERT match setting only)

=====  
Grapples using X:  
=====

Jumping Powerbomb - Y, B, X or A (during lockup)  
Gorilla Press - Up + Y, B, X or A (during lockup)

=====  
Grapples using Up + X:  
=====

Neck Hang Toss - Y, B, X or A (during lockup)  
Sleeper Hold - Up + Y, B, X or A (during lockup)

=====  
Special Attacks:  
=====

Flying Clothesline - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

=====  
FISH / LEO

Also known as "Mad Jack" in the Japanese versions.

Fighting Style: Muay Thai

Based on: Adon (Street Fighter series)

Knee Pat - Y

Mid Kick - B

Elbow Strike - (Hold) Up + Y

High Kick - (Hold) Up + B

Shin Kick - (Hold) Down + Y or B

Double Jump - Up or A (while jumping)

Spin Kick - Y (while jumping)

Drop Kick - B (while jumping)

Diving Axe Kick - Y or B (while jumping towards or away from opponent)

Counter - Down + X (after blocking certain punches - EXPERT match setting only)

=====  
Special Attacks:  
=====

Diving Axe Kick - Y (Requires full KO/Cosmic Saucer Meter)

Flying Knee Pat - Up + Y + B (Requires full KO/Cosmic Saucer Meter)

Fireball - Down, Down-Forward, Forward + Y (Requires full KO/Cosmic Saucer Meter)

=====  
MUSASHI / SAWAMURA

Also known as "Date" in the Japanese versions.

Fighting Style: Karate

Punch - Y

Mid Kick - B

Shin Kick - (Hold) Down + Y or B

Diagonal Punch - (Hold) Up + Y

High Kick - (Hold) Up + B

Knee Pat - Y + B

Spring Kick - (Hold) Up + Y + B



Kick Counter - Down + X (after blocking certain punches -  
EXPERT match setting only)

Crouch Kick - Y or B (while crouching)

Super Spring Kick - Up + Y or B (while crouching)

Double Jump - Up or A (while jumping)

Jump Kick - Y or B (while jumping)

=====  
Special Attacks:  
=====

Wheel Kick - Y + B (requires full cosmic saucer bar)

Glide Kick - Up + Y + B (requires full cosmic saucer bar)

Fireball - Down, Down-Forward, Forward + Y (Requires full KO/  
Cosmic Saucer Meter)

=====  
TYPHOON JAKE / FALCON

Also known as "Steve" in the Japanese versions.

Fighting Style: US Karate

Jab - Y

Upper Jab - (Hold) Up + Y

Mid Kick - B

High Kick - (Hold) Up + B

Shin Kick - Down + Y or B

Rolling Sobat - Y + B

Handspring Kick - Up + Y + B

Uppercut - Up + Y or B (while crouching)

Counter - Down + X (after blocking certain punches - EXPERT match setting only)

Double Jump - Up or A (while jumping)

Rolling Sobat - Y or B (while jumping)

Flying Crossbody - Y or B (while jumping towards or away from opponent)

=====  
Special Attacks:  
=====

Crossbody Special - Up + Y + B (requires full cosmic saucer bar)

Rope Walk - Y + B (requires full cosmic saucer bar)

Rolling Sobat - Y or B (during Rope Walk)

Fireball - Down, Down-Forward, Forward + Y (Requires full KO/  
Cosmic Saucer Meter)

=====  
JOE / WILLY

Fighting Style: Boxing

Based on: Mike Tyson

Punch - Y

Right Hook - B

Jab - ( Hold)Up + Y

Swipe Punch - (Hold) Up + B

Kidney Punch - Y + B

Kidney Punch - Down, Down-Forward, Forward + Y or B  
Forward Dash - Forward + A (can also be done by pressing Up + Forward)  
Backwards Dash - Back + A (can also be done by pressing Up + Back)

Uppercut - Up + Y or B (while crouching)

Counter - Down + X (after blocking certain punches - EXPERT match setting only)

Double Jump - Up or A (while jumping)  
Dive Punch - Y or B (while jumping)  
Gliding Dive Punch - Y or B (during double jump)

=====  
Special Attacks:  
=====

Flying Straight Punch - Y + B (requires full cosmic saucer bar)  
Super Dive Punch - Up + Y + B (requires full cosmic saucer bar)

=====  
BATTLE MODE:  
=====

Play as Rick and fight each of the bosses in 1 on 1 versus matches.

- \* START: Start BATTLE MODE
- \* END: Return to the main menu

The next screen presents the following options:

- \* FIGHTING: fight normally (default)
- \* EXPERT: use the Hiryu No Ken fighting system

COSMIC SAUCERS: the ability to use special moves and projectiles  
(note: this option only works on human players.  
Computer plays will still use Cosmic Saucer  
attacks regardless of which option the player  
chooses.)

- \* OFF \* ON (default)

DIFFICULTIES: adjust the difficulty of computer opponents  
(3 is the default difficulty)

\*0 \*1 \*2 \*3 \*4 \*5 \*6 \*7

By default during a fight, the player has five Magic Waters that can be  
used only by pressing select. The ability to change in allies is disabled  
in BATTLE MODE.

=====  
ANIMATION MODE:

=====  
Play through STORY MODE with a special RPG battle system for 1 on 1 fights.

When approaching a boss or sub boss, the following menu will pop up:

AUTO BATTLE

\* NO (default): the player controls Rick

\* YES: the computer will control Rick

For fights, the options are:

ATTACK: attack the opponent.

MAGIC WATER: restore health (must have at least one Magic Water in inventory to select this option).

HIRYU NO KEN: use Rick's special move (must have a full KO/Cosmic Saucer Meter).  
Rick can only use the Hiryu No Ken twice with a full KO Meter.

DEFENSE: Block opponent's attack (blocking an attack will raise a player's KO/Cosmic Saucer Meter). Does not work against an opponent's most powerful attacks.

DODGE: Dodge opponent's attack (the only way to dodge an enemies' most powerful attacks.

MAGIC SPELL: Use a player's special projectile attack (must have a full KO/Cosmic Saucer Meter to use this technique).

ALLIES: Switch with an ally in your party (must have unlocked at least one ally to use this option).

=====  
SECRETS, TIPS & TRICKS:  
=====

=====  
Unlock the ally characters:  
=====

The hidden "allies" can be unlocked by defeating the following bosses:

Greg - Defeat Agna in Chapter 2

Hayoto - Defeat Vajura in Chapter 3

Jimmy - Defeat Dargon in Chapter 4

Once unlocked, the hidden characters can only be used during transformation fights in STORY MODE and ANIMATION MODE (by selecting them under the "allies" section of the pause menu.

=====  
Earn an extra life:  
=====

Acquire 50,000 points in STORY MODE or ANIMATION MODE to earn an extra life.

=====  
Passwords:  
=====

Chapter 2: JFBB;3BJ  
Chapter 3: T;MXKVKJ  
Chapter 4: DDHNBC"J  
Chapter 5: NLHN;34J  
Ending: "ND?NG  
Sound Test: S:.ND

Sound Test music tracks:

- 00 - --
- 01 - Title theme
- 02 - Cutscenes with Sensei, Hayato & continue theme
- 03 - Tutorial (part 1)
- 04 - Tutorial (part 2)
- 05 - Story mode opening and ending theme
- 06 - Chapter 1 theme
- 07 - Chapter 2 theme
- 08 - Chapter 3 theme
- 09 - Chapter 4 theme
- 0A - Chapter 3 cutscene with Greg
- 0B - Tournament match theme
- 0C - Transformation fight theme
- 0D - Chapter 4 cutscene with Dargon A
- 0E - Chapter 4 cutscene with Dargon B
- 0F - Death in Story Mode theme
- 10 - Game over theme
- 11 - Sub boss appears (Story Mode)
- 12 - VS Tournament Mode menu theme
- 13 - Sub boss fight theme
- 14 - Vs Tournament Mode winner theme
- 15 - Password theme
- 16 - Culture Brain logo theme

=====  
Trivia:  
=====

The track played at the menu screen for VS WORLD TOURNAMENT mode (track 12 in Sound Test mode) sounds strikingly similar to "Nippon TV Sports Theme" which is best known as the classic opening to real life Japanese Wrestling promotion All Japan Pro-Wrestling.

=====  
Wrestler name changes (and the inspiration behind them):  
=====

SANADA:

As a character based on Japanese Pro-Wrestling, Sanada's moveset was

inspired by legendary Japanese Pro-Wrestlers Antonio Inoki (Octopus Hold) and Akira Maeda (Wheel Kick).

Sanada's name could also be a reference to famous shoot fighter and Pro-Wrestler Nobuhiko Takada.

Furthermore, One of Sanada's palettes in the Japanese versions is labeled as "Indou" which is most certainly another nod to Antonio Inoki.

HUGE HUGH:

Hugh is a Tiger mask-wearing palette swap of SANADA.

In the Japanese versions, Hugu Hugh's name is "Gym Owner" which is a reference to real-life Wrestler Tiger Mask (Satoru Sayama) and Sayama's Tiger Gym.

Hugh's purple and silver attire is a nod to Sayama's mid 1980's "Super Tiger" gimmick; which Sayama wore in the Universal Wrestling Federation promotion.

Nobuhiko Takada, Akira Maeda, Tiger Mask and Antonio Inoki are all often credited as the pioneers of the shoot fighting/MMA craze that would take the world by storm in the early 90's.

"MACHOMAN" GOSSETT:

Like his Japanese Wrestling counterparts, Gossett is an amalgamation of popular American Wrestlers. Specifically, Gossett's design is based on Macho Man Randy Savage and The Ultimate Warrior.

The mask Gossett wears was inspired by another famous masked Wrestler: The Destroyer - who was best known for his legendary fight against "the father of Puroresu" Rikidozan. The Destroyer and is often considered one of the most famous foreign Wrestlers to ever visit Japan and a key figure in "bridging the gap" for future talent to find success in the land of the rising sun.

ZEBRA:

A palette swap of Gossett; which looks closer to Macho Man and The Ultimate Warrior's 1980's ring attires.

Besides the tassles, facepaint and shaggy hair, this giant can also perform the Warrior's signature moves "Gorilla Press Slam" and "Flying Clothesline".

Zebra also has another palette swap that is encountered as a regular enemy in Chapter 5 that uses the same pants as Grimzon and the Road Warrior thugs.

The name Zebra may be a reference to "Giant Zebra" a character in the Tiger Mask anime that was based on Japanese Pro-Wrestling legend Giant Baba.

As Sanada/Indou was based on Antonio Inoki, Giant Baba may have

also been considered as another playable character at one point in development, too.

#### IRON CLAW:

In the Japanese versions of Ultimate Fighter, Iron Claw's original name was "Iron Jason"; a direct reference to the hockey masked killer in the popular Friday The 13th horror movie franchise.

To avoid being sued by Paramount Pictures and New Line Cinema, Iron Jason's name was changed to Iron Claw in the ports released outside of Japan.

Iron's finger blades themselves were inspired by fellow movie monster Freddy Krueger from The Nightmare on Elm Street franchise.

Around the time, there was also a Wrestler by the name of "Jason The Terrible" (another tribute to Jason) who Wrestled in Japan's hardcore, deathmatch promotions under a hockey mask.

#### WILLY:

This boxing type is a homage to boxing great "Iron" Mike Tyson.

Besides using Tyson's famous uppercut as a special, Willy's third palette swap found in VS BATTLE MODE even uses Tyson's signature red and black colored trunks.

#### GRIMZON:

Grimzon is yet another palette swap of Gossett who's spiked shoulder pads are a clear reference to the ones worn by legendary American Tag Team " The Road Warriors" (known as the Legion of Doom to WWF /WWE audiences).

The large horns and visor of Grimzon's mask loosely resemble the ring mask worn by legendary Junior Heavyweight Jushin "Thunder" Liger.

The Road Warrior enemies that also appear in Grimzon's stage (Chapter 4) feature facepaint and a mohawk that were clearly inspired by one half of the Road Warriors - Road Warrior Animal.

In the Japanese ports, Grimzon's attire was originally colored crimson red (which is where Grimzon gets his name), the same color as the Road Warrior's shoulder pads.

#### JAKE SPINNER:

Over the years, some gamers have criticized Jake as a direct rip-off of Jack from the 2D Fighting game series World Heroes.

While both fighters are tall, slender and multi-blade wielding henchmen, Jake's design actually predates Jack's by two years

as Jack would make his debut in the arcade port of World Heroes  
2 Jet back in 1994.

In the Japanese ports, Jake's original name was Broadway John.

DARGON:

Dargon's (who's western name is a re-arrangement of "Dragon")  
original name in the Japanese ports is "Fuzu.Fu".

The name Fuzu Fu's rough translation in English is "Who's Who"  
but is written in the Super Famicon ports as "FUZUFU". With  
Dargon's horn-like hairdo, Japanese nickname of "Great Demon  
King" and overall attitude in general, it's more than likely  
that the name Fuzufu is a play on Lucifer.

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CONTACT:

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Questions, corrections or comments? Please email me at:  
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