

Battle Tycoon: Flash Hiders SFX (Import) FAQ/Movelist Final

by Aryuze RV

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Battle Tycoon -Flash Hiders SFX-
FAQ/Movelist

Final Version - November 11, 2001

For Super Famicom (S-NES)

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<----- 78characters ----->

Final Version - xxxx xx, 2001 = Since the original game was in Japanese, I wrote out the Character Movelist and Item List like so, using the Japanese EUC encoding. It is at the bottom of this file. It has some stuff not found in the English section.

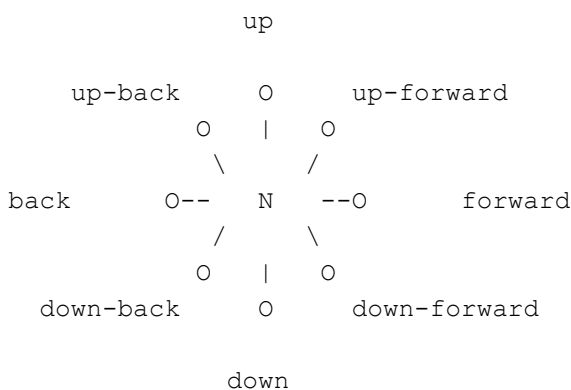
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Version 1.0 - June 28, 2001 = Character Movelist complete.

Note: If you like to use this guide on your site, you may do so, as long as the file is left as an unaltered text file. You don't have to mail me asking permission.

Fundamental Knowledge

Battle Tycoon is a 2-D fighting game created by Right Stuff. If you're familiar with any 2-D fighting game, then this part should be easy to grasp. Here are the basic controls.



- Y button = Weak Punch, Cancel button in Advance Mode
- X button = Heavy Punch, Enter button in Advance Mode
- B button = Weak Kick, Cancel button in Advance Mode
- A button = Heavy Kick, Enter button in Advance Mode
- L button = Dash Left; doesn't matter which direction facing
- R button = Dash Right; doesn't matter which direction facing
- Select button = Cancel button
- Start button = Pause button

Correspondence to All Members

Common Moves	Command (Facing Right)	Notes
Dash Forward	--O --O	
Back Hop	O-- O--	
Sliding	/ or \ + A O O	Bang, Harman, Pachtet, and Jail Lance only
Triangle Jump	Edge of screen --O or O or \ Mid-Air / O	Tiria, Spinoza, and Seena only
Throw	Close range --O + X	Unblockable
Defiance	Hold Y/X/B/A	Y and X increase the attack gauge, while B and A increase the speed gauge
Guard Cancel	--O O-- --O + X	See Note 2

Note 1: Y/X/B/A means Y or X or B or A

Note 2: I finally figured out the command for the Guard Cancel, it is forward, back, forward plus X button. It functions more like a reversal. When the command is entered, your character will go into a guard pose for a second. If an attack by an opponent hits during this short time, your character will perform a short auto-combo (which can be blocked) as a counter attack.

Gauges

In addition to the green life bar, there are three extra gauges to look out for while playing. Next to the life bar there are the Attack (A), Guard (G), and Speed (S) gauges. All three gauges are full at the beginning of the round. Here is the list of the actions that can affect each gauge.

Attack (A) = As you take damage, this starts to decrease. The higher the amount, the more damage you can deal out. When the life gauge is low, then this gauge begins to flash. Holding Y or X makes this gauge increase.

Guard (G) = This affects the amount of damage you take. As you block an opponent's attack, this gauge slowly decreases, quicker if you block certain kill skills. If this meter hits zero, a guard crush will occur, which means you will be defenseless (dizzy) for a short period of time. This gauge begins to flash for a limited time when you have been guard crushed at least once.

Speed (S) = This one affects your movement. As you take damage, this meter slowly decreases. If you taunt your opponent by holding the B or A button, this meter will increase, until full. Once it is full, the gauge will begin to flash. During this time, jump height and certain kill skills move faster. This gauge flashes only for 5 seconds.

All three gauges slowly increase during idle time. The flashing of the gauge is important if you want to use your Super Moves. Super Moves can

only be used if at least one of the three gauges are flashing. The command for the Super Moves are listed in the character movelist section below. The quickest way to use the Super Moves is to hold the B or A button. This will make your character taunt and increase the Speed (S) gauge. Once the gauge is past full, it will flash. Now is the time to enter the command for the Super Move. You can even hold the B or A button while performing other moves, so you can build the Speed gauge without having to taunt.

Modes of Play

Advance Mode = 1 player game
 Versus Mode = 1 or 2 player game
 Vs Battle = 1 player vs 2 player
 Com Battle = 1 player vs computer
 Sim Battle = computer vs computer
 Option = Configuration and set-up mode

In the Versus Mode, you can load a character that you have built up in the Advance Mode. Just go to the Load 1-4 spot and pick a file number that has your saved character. Another way is to input a password from the Advance Mode to load a character.

Character Movelist

Below is the command list each character. All moves are for characters facing right. Switch left and right if you are facing left. (Super) is the character's Super Move. At least one of the three gauges must be flashing in order to use these techniques. All involve some command plus X plus A. Super Moves that are blocked will take off a huge amount off the Guard (G) gauge, so it makes it easy to make your opponent faint.

Bang Vipot

Certain Kill Skill	Command (Facing Right)
Volcanic Knuckle	/ --O + Y/X O
Bang Dynamic	--O \ + B/A O O
Rumble Fish	O-- / \ --O + B/A O O O
Were Tiger Slash	O-- --O \ / + Y/X O O O
(Super) Volcanic Rave	\ --O \ / O-- + X+A

-----+-----

Certain Kill Skill (Hissatsu Waza) Descriptions

Volcanic Knuckle = Bang dashes forward and performs a flaming backfist. The second hit burns and knocks down the opponent. The Heavy version travels a little farther.

Bang Dynamic = A move where Bang hops up at a 45 degree angle, then turns downward and shoots at a 45 degree angle. Does multiple hits up close. Heavy version travels up higher, and can be used as an anti-air.

Rumble Fish = Bang moves forward with legs extended, and if he connects, he goes into a boisterous dance, with a upside down rising tackle finish. If this move is blocked, then Bang just bounces off, with no dance. At the beginning, he says, "Kurae yagare!" meaning "Eat this!"

Were Tiger Slash = Bang does a short hop forward and he turns into a tiger for a moment. If the opponent is close, then Bang kicks them, carries them in his arm, jumps up and throws them to the ground. Although it looks like a throw, it can be blocked.

(Super) Volcanic Rave = Bang begins by holding his arms up, then he dashes forward, like the Rumble Fish. If he connects, then he does a boisterous dance with a variety of punches and kicks, a Bang Dynamic in the middle, and finally finishes off with a Volcanic Knuckle.

Serial Skill (Renzoku Waza) also known as 'combinations'

Notes:

Flip = When doing a jump attack, you nearly jump over the opponent, hit them with the attack, and then you land on the other side of the opponent (flip sides). By doing this, you end up closer to the opponent than if you landed in front of the opponent. Useful for continuing an assault.

Cancel = When doing an attack, like a standing Heavy Punch, before the Punch retracts, enter the command for a Certain Kill Skill. If the punch is cancelable, the retracting motion of the punch will be canceled, and will immediately go into the Certain Kill Skill, which will do consecutive hits. In this game, a majority of regular attacks are cancelable.

Corner = Opponent is at the edge of the screen. This prevents the opponent from being pushed too far away.

1. Jump Heavy Kick (Flip), Crouch Weak Punch (x2), Crouch Heavy Punch (2 hits), cancel into Heavy Volcanic Knuckle.

2. Jump Heavy Kick, Stand Weak Kick, Stand Heavy Kick, cancel into Weak Bang Dynamic, Crouch Weak Kick, cancel into Heavy Volcanic Knuckle.

2.1. Jump Heavy Kick, Stand Weak Kick, Stand Heavy Kick, cancel into Weak Volcanic Knuckle.

2.2. Jump Heavy Kick, Stand Weak Kick, Stand Heavy Kick, cancel into Weak Rumble Fish.

2.3. Jump Heavy Kick, Stand Weak Kick, Stand Heavy Kick, cancel into Weak Were Tiger Slash.

3. Jump Heavy Punch, (Super) Volcanic Rave.

4. (Against downed opponent, about to get up) Jump Weak Kick (Flip), Crouch Weak Punch, Crouch Weak Kick, cancel into Weak Volcanic Knuckle. (You can repeat this, especially against the CPU).

5. Forward Dash, Weak Kick, Crouch Heavy Punch, cancel into Heavy Volcanic Knuckle.

Tiria Rosette

Certain Kill Skill	Command (Facing Right)
Bomb Blit	\ --O + Y/X O O
Burning Egg	/ O-- + Y/X O O
Randy Rod	/ O-- O + B/A O O \
Ifreis Call	O-- / \ --O + B/A O O O
Burning Rod	--O \ + Y/X O O
(Super) Randy Rod Explosion	--O \ / O-- / + X+A O O O O O

Certain Kill Skill Descriptions

Bomb Blit = A ball of fire from the tip of her staff will shoot out horizontally. It will travel the length of the screen. Heavy version knocks down.

Burning Egg = Tiria turns around in a circle, and holds her staff out. The staff is surrounded by flames in the shape of an egg.

Randy Rod = A straight jump up, followed by a body slam moving at a 45 degree angle down-forward. Heavy version knocks down.

Ifreis Call = A ball of flame shoots downward at the opponent. When it hits the ground, the flame scatters. Heavy version travels farther.

Burning Rod = Tiria holds her staff up, with flames surrounding it. Must be close for it to hit. Since the command is like Bomb Blit, make sure to stop at down-forward.

(Super) Randy Rod Explosion = Just like her Randy Rod, she jumps straight up, then rams the opponent, but this time, her whole body is covered in flames. It hits multiple times.

Serial Skill

1. Jump Weak Kick, Weak Punch, Weak Kick, Weak Punch, Heavy Punch, cancel into Weak Burning Egg.
2. Weak Randy Rod, Crouch Weak Punch (x2), cancel into Heavy Bomb Blit.

Otto Halford

Certain Kill Skill

| Command (Facing Right)

Rotation Spin

| (Mid-air) | \ --O + B/A

| O O

Gatling Crush

| --O \ | / O-- + Y/X

| O O O

Head Over Heel

| | / O-- + B/A

| O O

Heat Shot

| | \ --O + Y/X

| O O

```

      |
(Super) Piston Punch Combination | --O O-- / | \ --O + X+A
      |           o o o
      |
-----+-----

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Certain Kill Skill Descriptions

Rotation Spin = A drill kick from the air. Does multiple hits. Heavy version knocks down, while the light version leaves the opponent standing.

Gatling Crush = Ottoh extends one arm out and performs a machine-gun like barrage. Anyone caught inside will receive major damage.

Head Over Heel = A short hop and 2 hit kick attack. Heavy version travels father.

Heat Shot = A flame shot from his arm. Weak version hits low, while Heavy hits high. You can crouch under the Heavy version.

(Super) Piston Punch Combination = "Todome da!" meaning "You're finished!" That's what he says before launching forward with a huge kick. If it hits, he will begin a long series of attacks, with a standing Heavy Punch finish.

Serial Skill

1. (Against Jumping Opponent) Stand Heavy Punch, cancel 1st hit into Heavy Head Over Heel, Heavy Gatling Attack.
2. (Against Jumping Opponent) Stand Heavy Punch, cancel 2nd hit into (Super) Piston Punch Combination.
3. Jump Weak Kick, Crouch Weak Punch (x3), Heavy Punch, cancel into Heavy Gatling Crush.
4. (Corner) Jump Heavy Kick, Heavy Punch, cancel 3rd hit into Heavy Heat Shot.
5. Jump Heavy Kick (Flip), Weak Kick (x4), Heavy Punch, cancel 3rd hit into Heavy Head Over Heel.

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Harman Do Elan

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-----+-----
Certain Kill Skill | Command (Facing Right)
-----+-----
      |
Mirage Splash     | Charge / --O + Y/X
      |           o
      |
-----+-----

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Brake Step		Charge	O--	--O	+	B/A

Dead Or Alive		Charge		O	+	B/A
			O			

Were Panther Illusion		Charge		O	+	Y/X
			O			

(Super) Splash Rave		Charge	\	O--	/	+ X+A
			O	O	O	

Certain Kill Skill Descriptions

Mirage Splash = Harman slides forward and if she hits the opponent, she begins an auto-combo with a somersault kick finish. If the opponent is crouching, the move will miss.

Brake Step = A slide forward with a middle kick at the end. It's pretty fast, and Heavy version can go about 7/8 width of the screen.

Dead Or Alive = A twirling anti-air body attack. Either version knocks down, and can do multiple hits.

Were Panther Illusion = Harman turns into a panther for a moment, then jumps straight up, finally diving down towards the opponent. A little tricky to hit with.

(Super) Splash Rave = Harman does a short hop backwards before charging forward at tremendous speed. If the move connects, she does a boisterous dance with a body slam at the end. The command requires a down-forward charge, so it can be a little tricky in pulling off.

Serial Skill

1. Jump Heavy Punch, Crouch Weak Punch, cancel into Sliding, cancel into Heavy Dead Or Alive.

2. Jump Heavy Kick, Weak Punch, Weak Kick, Heavy Punch, cancel into Weak Mirage Splash.

3. (Against downed opponent, about to get up) Weak Were Panther Illusion, Weak Kick (x3), Crouch Heavy Punch, cancel into Weak Break Step.

Certain Kill Skill	Command (Facing Right)
Thunder Arrow	Charge O-- --O + Y/X
Thunder Bolt	Charge O-- --O + B/A
Spark Ball	Tap Y/X Rapidly
Bolvick Call	Charge O + B/A O
Plasma Elbow	Charge O + Y/X O
(Super) Lightning Killer Sword	/ O-- --O \ + X+A O O O O

Certain Kill Skill Descriptions

Thunder Arrow = Weak version shoots one ball of lightning, while the Heavy version shoots two balls.

Thunder Bolt = A spark travels on the ground toward the opponent. Unlike Thunder Arrow, this move knocks down if connected.

Spark Ball = Three balls appear in front of Spinoza. All three hit about the same time.

Bolvick Call = A lightning spirit floats overhead and drops lightning toward the ground. Weak version has short range.

Plasma Elbow = Spinoza dashes forward in her Heavy punch animation, but with shadows trailing. This move knocks down and is best used in combinations.

(Super) Lightning Killer Sword = She poses then says, "Owari da" meaning "It's over." Then a blue sword shoots in from behind the opponent and flies straight toward Spinoza. It's a reverse projectile, but if the opponent crouches, the moves misses completely.

Serial Skill

1. Jump Heavy Kick, Stand Heavy Punch, cancel into Heavy Plasma Elbow.

2. (Corner) Jump Heavy Punch, Crouch Weak Punch, Crouch Weak Kick, Crouch Heavy Punch, cancel into Heavy Spark Ball.

3. (Against CPU) Weak Spark Ball, Dash Forward, Throw. Repeat.

Calnarsa Lue Bonn

Certain Kill Skill	Command (Facing Right)
Spiral Beat	--O \ + Y/X O O
Spiral Dive	--O \ / O-- + B/A O O O
Missile Kick	(Mid-air) / O-- + B/A O O
Stun Head	\ --O + Y/X O O
Swing Rush	/ O-- + Y/X O O
(Super) Final Spiral	/ --O \ \ --O + X+A O O O O

Certain Kill Skill Descriptions

Spiral Beat = Calnarsa swings her staff in a whirlwind. Must be close to hit. This move does multiple hits, but because the command is similar to her Stun Head, try to stop at down-forward.

Spiral Dive = A short hop and a swing downward of her staff. Heavy version jumps higher and knocks down.

Missile Kick = A diving kick from mid-air. As expected, Heavy version knocks down, while the Weak version can start a serial skill.

Stun Head = Calnarsa emits some sparks from her forehead. The range is short, but it can fry the opponent.

Swing Rush = Rapid jabs of her staff, with an upward swing finish. Must be close to hit.

(Super) Final Spiral = "Kore de douda!" or "How about this?" is what she says as she dashes forward. If it connects, she swings her staff rapidly, with a Spiral Dive, then a Spiral Beat, finally a upward swing finish.

Serial Skill

1. (Corner) Jump Heavy Kick, Crouch Weak Kick (x2), Heavy Punch, cancel into Heavy Spiral Dive.
2. Jump Weak Kick, Crouch Weak Kick (x5), Crouch Heavy Punch.
3. Jump Heavy Punch, Heavy Punch, cancel 2nd hit into Heavy Swing Rush.
4. Jump Heavy Kick, cancel mid-air into Weak Missile Kick, Weak Kick, Weak Punch (x2), Heavy Punch, cancel into Heavy Spiral Dive.

Seena Vanpied

Certain Kill Skill	Command (Facing Right)
Tear Stream	\ --O + Y/X O O
Tear Tornado	--O \ + Y/X O O
Stream Knee	--O \ / O-- + B/A O O O
Windy Call	O-- / \ --O + B/A O O O
(Super) Tear Blue Screw	O-- / + X+A O O

Certain Kill Skill Descriptions

Tear Stream = A standard projectile that travels low on the ground.

Tear Tornado = A tornado that travels diagonally upward. The command is similar to Tear Stream, so stop squarely on down-forward.

Stream Knee = Seena does a back-flip kick, followed by a jumping knee. The 2nd hit knocks down regardless of version used.

Windy Call = A projectile that travel downward at an angle. This move doesn't do any damage alone, but if it hits, it will stun the opponent for about two seconds. While they are stunned, they are open to attack.

(Super) Tear Blue Screw = Two orbs surround Seena and those orbs spiral upwards. The range is short, so try to be up close to your opponent when attempting this move.

Serial Skill

1. Jump Heavy Punch, (hold forward) Weak Kick, Crouch Weak Kick, Crouch Heavy Kick.

2. Jump Heavy Kick (Flip), Crouch Weak Kick, Crouch Weak Punch, Crouch Heavy Punch, cancel into Heavy Tear Stream.

2.1. Forward Dash, Crouch Weak Kick, Crouch Weak Punch, Crouch Heavy Punch, cancel into Heavy Tear Stream.

Guston Slayed

Certain Kill Skill	Command (Facing Right)
Great Rotation Lariat	Charge O + Y/X O
Great Rising Tackle	Charge O + B/A O
Great Descending Propeller	(Mid-air) + Y/X O
Great Gunfire Revolver	Charge O-- --O + Y/X

Great Forward Tumble Stamp	Charge / --O + B/A
	O
-----+-----	
(Super) Super-Compression Press	/ --O \ O-- + X+A
	O O
-----+-----	

Certain Kill Skill Descriptions

Great Rotation Lariat = Guston spins forward with both arms extended. This move does multiple hits, and either version knocks down.

Great Rising Tackle = A jumping shoulder charge, suitable for anti-air use.

Great Descending Propeller = An air version of his Great Rotation Lariat. Heavy version can do 4 hits.

Great Gunfire Revolver = A flame bullet shoots out of his arm. Weak version targets low, while the Heavy version can be avoided by crouching.

Great Forward Tumble Stamp = A forward flip kick that knocks down.

(Super) Super-Compression Press = Guston begins with a shoulder charge forward. If it is not blocked, the opponent is knocked dizzy, while Guston jumps high into the air. While the opponent is still dizzy, he drops down on them with a body press.

Serial Skill

1. Jump Heavy Kick (Flip), cancel mid-air into Heavy Great Descending Propeller, Crouch Weak Punch (x2), Crouch Heavy Punch, cancel into Weak Great Rotation Lariat.

Pachet Vain

Certain Kill Skill	Command (Facing Right)
-----+-----	
Moon Clap	--O \ / O-- + B/A
	O O O
-----+-----	
Moon Rising	--O \ + Y/X
	O O
-----+-----	


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Father's Dynamic      | | --O \ + B/A
                      | O      O
                      |
-----+-----
                      |
Father's Spin         | O-- / | \ --O + B/A
                      |   O O O
                      |
-----+-----
                      |
(Super) Father's Rave | | \ --O \ | / O-- + X+A
                      | O O      O O O
                      |
-----+-----

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Certain Kill Skill Descriptions

Father's Volcanic = Jail dashes forward with his sword held out, and if it hits it knocks down. The Heavy version makes Jail do a U-turn at the end, which makes the guard direction difficult for the opponent.

Father's Dynamic = A leaping body charge. Looks similar to Bang Dynamic.

Father's Spin = Similar to Bang's Rumble Fish, except this is more of an arc, and is difficult to hit with.

(Super) Father's Rave = Jail begins by sliding forward like the Father's Volcanic. If the move connects, then he begins a flurry of Weak slashes, with a Father's Dynamic thrown in the middle. He continues with some Heavy slashes, finally finishing off with a huge downward slash.

Serial Skill

1. Jump Weak Punch, Weak Punch, Weak Kick, Heavy Punch, cancel into Heavy Father's Volcanic.
2. Jump Heavy Kick (Flip), Crouch Weak Kick (x3), Crouch Heavy Punch.

Tricks

1. Use Jail Lance
 He is the final boss of the game, but he cannot be used at first. To use him, you must enter a secret code. At the title screen, enter the following command. The title screen is the one with the PUSH START words flashing. The command is a bit tricky.

```

| \ --O O-- O O + X+A
O O      \ |

```

If you hear a chime, then you have done the code successfully. Now go to [VS Mode] and you will find him in the middle of the player select screen. Note that the code must be entered quickly, since the title screen lasts only about ten seconds.

2. Fight Against Grown Character In Advance Mode.

First plug in 2 controllers, then go to [VS Mode]. Using controller 1, put the cursor on [Load] and load a saved character. Entering a password works fine too. Then use controller 2 and put the cursor on that character that you just loaded. Now on controller 1, press select, which will make the screen return to the Mode Select screen. Now go to [Advance Mode] and when you get to a street battle, the cursor will be sitting on the character that you loaded in the [VS Mode]. Select that character (press A) and begin the fight. If you can beat this grown character, your character will gain levels quick.

3. Colorful Characters

At the Character Select screen, press up or down when the cursor is on a player. You can select up to 6 different colors for that character.

Advance Mode

General Overview

This mode is the 1 player mode where you compete for the Battle Tycoon crown. It is a nine day event, with battles being held at the main stage every afternoon. The rest of the time is where you build your character up by fighting street fights, bet on fights at the Dark Colosseum for money, and check on your status as well as buying items.

When you first begin, you will be asked if you have registered before. If it is your first time, say no and you will be asked to choose your character, the difficulty level, and the file you want to save in. There are 8 files you can save in. Once that is done you are ready to begin.

You will be at the main map, which you can go to the following places.

Middle = File Management Center
Middle Left = Item Shop
Bottom Left = Contestant's Gathering Spot
Middle Right = Dark Colosseum
Top Left = Middle Gate
Bottom Right = Battle Tycoon Main Stage

Here are the things you can do at each place and the amount of periods it takes by going to these places.

File Management Center - 0 period

1. Save Game
2. View Password
3. Exit Center

Item Shop - 0 period if you buy nothing, 1 period for buying an item

1. Buy Item (different for every character)
2. Exit Shop

Contestant's Gathering Spot - 0 period

1. View Status - shows the equipment list, and character info
2. Enter Options - allows you to change the settings

3. Move Time Forward - this option is not available during the afternoon.
4. Exit

Dark Colosseum - 0 period if you don't bet, 1 period for a bet
Here you can bet a minimum of 100 Gold to a maximum of 10000 Gold.
Here you have a choice of betting on one of two fighters. The x by the numbers are the payoff, so if it reads x05 and you bet 10000 and you win, you will get 50000. The fights are computer controlled, so you're only here to watch. Generally, it is not worth it to bet the minimum of 100. Not only do you waste a period, the return is small. It is best to wait until you have 10000 Gold, save your game and bet it all. If you lose, then reset and try again. If you manage to hit a x10, that can help in buying the powerful, yet expensive equipment in the item shop.

Middle Gate - 1 period
This is where street fights are held.

Battle Tycoon Main Stage - 1 period
Eventually you will have to go here. This is where battles are held for the tournament. This place is only available in the afternoon.

Time passes in periods. The day starts at Early Morning and for each period spent, time moves forward like this.

Early Morning, Morning, Afternoon, Sunset, and Nighttime.

On day nine, there is no Sunset and Nighttime, since the final battle against Jail Lance occurs in the Afternoon. After clearing the game, you get a chance to save your game and you will be given a password for that character that you can use in the Versus Mode. Once you have a clear game data, you can't use that data to load in Advance Mode, only in Versus Mode.

When you fight battles, in the Middle Gate or the Main Stage, winning results in gaining experience points and gold. If the opponent is at a higher level than you are and you win, you will get more experience than if they were at a lower level. The amount of gold awarded is displayed before the battle. Getting a Perfect Victory will get you a bonus of 16400 experience points. Other factors for experience are the amount of time remaining and skill points. After winning the best two out of three rounds, the experience points are added up, and when passed a certain point, you will gain a level. The max level is 32, but you probably won't get that high on the very first game.

Before the fight begins, there is a screen where points can be distributed among Attack, Guard, and Speed, with the bottom row showing the remaining points. If you press A, the points will be distributed evenly between the three. Pressing Right on the control pad will increase the amount, while Left will decrease. When you are done, go to end, and then let the fights begin. When you gain levels, the amounts you can give out increase. I mainly concentrate on pumping up the attack, with guard being second, since I try to beat the opponent as quick as possible.

Item List

Here is the equipment list for the items that can be bought for each character. The items with no price tags can only be won randomly after a street fight, and generally are the most powerful equipment. For Point, that is the amount increase for a particular stat. A = Attack, G = Guard

L = Level Point, S = Speed. So A+05 means equipping that item will increase the character's attack by 5 points. Note that you can't choose to equip or unequip, unless you get a new item. If you do, you will be asked if you want to equip the new item, and lose the older item. If you buy a new item, then you will trade in the old item in exchange for the new one. The items with a price tag of 100 are the character's starting equipment.

Bang Vipot

Item Name	Type	Point	Price
Light Knuckle	Weapon	A+05	100
Power Sack	Weapon	A+08	5000
Kaiser Knuckle	Weapon	A+16	30000
Moon Fang	Weapon	A+25	225000
Plasma Knuckle	Weapon	A+32	-----
Head Band	Armor	G+06	100
Chain Vest	Armor	G+09	6000
Metal Suit	Armor	G+18	40000
Battle Jacket	Armor	G+26	250000
Warrior Vest	Armor	G+33	-----
Tiger Stone	Special	L+01	100
Tiger Stock	Special	L+02	5000
Tiger Gem	Special	L+03	7000
Tiger Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Mach Sneaker	Tool	S+28	-----

Tiria Rosette

Item Name	Type	Point	Price
Fire Rod	Weapon	A+05	100
Burn Stick	Weapon	A+08	5000
Flame Rod	Weapon	A+14	30000
Meteor Stick	Weapon	A+20	225000
Rare Stall	Armor	G+05	100
Battle Tunic	Armor	G+08	6000
Holy Vesti	Armor	G+15	40000
Saint Dress	Armor	G+22	250000
Magical Pants	Armor	G+30	-----
Ifrest Ring	Special	L+01	100
Ifrest Pierce	Special	L+02	5000
Ifrest Breath	Special	L+03	7000
Ifrest Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Magical Bash	Tool	S+28	-----

Ottoth Halford

Item Name	Type	Point	Price
Iron Claw	Weapon	A+05	100
Combat Arm	Weapon	A+09	5000
Bloody Claw	Weapon	A+16	30000
Gatling Arm	Weapon	A+26	225000
Destroy Arm	Weapon	A+33	-----
Metal Coat	Armor	G+06	100
Power Ceramic	Armor	G+10	6000
Stain Paint	Armor	G+16	40000
Polymer Chain	Armor	G+24	250000
Full Armor	Armor	G+31	-----
Beam Magazine	Special	L+01	100
Laser Cannon	Special	L+02	5000
Beam Diode	Special	L+03	7000
Stun Magnum	Special	L+04	9000
Wing Flow	Tool	S+05	100
Bottom Damper	Tool	S+11	4000
Ram Jet	Tool	S+18	25000
Gravity Turbo	Tool	S+25	200000
Magnet Coat	Tool	S+30	-----

Harman Do Elan

Item Name	Type	Point	Price
Light Knuckle	Weapon	A+05	100
Power Sack	Weapon	A+08	5000
Kaiser Knuckle	Weapon	A+16	30000
Moon Fang	Weapon	A+25	225000
Queen Knuckle	Weapon	A+32	-----
Leotard	Armor	G+04	100
Leather Bondage	Armor	G+08	6000
Metal One-Piece	Armor	G+16	40000
Battle Uni-Tard	Armor	G+24	250000
Omega Bondage	Armor	G+31	-----
Panther Stone	Special	L+01	100
Panther Stock	Special	L+02	5000
Panther Gem	Special	L+03	7000
Panther Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Mirage Boots	Tool	S+30	-----

Spinoza Thunderhead

Item Name	Type	Point	Price
Light Knuckle	Weapon	A+05	100
Magic Glove	Weapon	A+07	5000

Thunder Knuckle	Weapon	A+19	30000
Spark Glove	Weapon	A+22	225000
Sacred	Armor	G+03	100
Battle Suit	Armor	G+07	6000
Holy Cross	Armor	G+12	40000
Barrier Tuxedo	Armor	G+22	250000
Aura Tuxedo	Armor	G+30	-----
Bolvick Ring	Special	L+01	100
Bolvick Pierce	Special	L+02	5000
Bolvick Breath	Special	L+03	7000
Bolvick Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Thunder Shoes	Tool	S+28	-----

Calnarsa Lue Bonn

Item Name	Type	Point	Price
Battle Stick	Weapon	A+04	100
Shock Baton	Weapon	A+08	5000
Stun Rod	Weapon	A+14	30000
Break Baton	Weapon	A+22	225000
Spiral Baton	Weapon	A+30	-----
Metal Jacket	Armor	G+06	100
Power Ceramic	Armor	G+10	6000
Stain Paint	Armor	G+16	40000
Polymer Chain	Armor	G+24	250000
Silicon Armor	Armor	G+31	-----
Stun Gun	Special	L+01	100
Power Battery	Special	L+02	5000
Plasma Coil	Special	L+03	7000
Tandem Mirror	Special	L+04	9000
Wing Flow	Tool	S+05	100
Bottom Damper	Tool	S+11	4000
Ram Jet	Tool	S+18	25000
Gravity Turbo	Tool	S+25	200000
Hard Spring	Tool	S+30	-----

Seena Vanpied

Item Name	Type	Point	Price
Light Knuckle	Weapon	A+05	100
Power Sack	Weapon	A+08	5000
Kaiser Knuckle	Weapon	A+16	30000
Moon Fang	Weapon	A+25	225000
Rare Stall	Armor	G+05	100
Battle Tunic	Armor	G+08	6000
Holy Vesti	Armor	G+15	40000
Saint Dress	Armor	G+22	250000
Vampire Dress	Armor	G+30	-----
Windy Ring	Special	L+01	100
Windy Pierce	Special	L+02	5000

Windy Breath	Special	L+03	7000
Windy Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Stream Boots	Tool	S+28	-----

Guston Slayed

Item Name	Type	Point	Price
Battle Arm	Weapon	A+05	100
Combat Arm	Weapon	A+09	5000
Spin Motor	Weapon	A+16	30000
Screw Bolt	Weapon	A+26	225000
Hurricane Arm	Weapon	A+33	-----
Metal Coat	Armor	G+06	100
Power Ceramic	Armor	G+10	6000
Stain Paint	Armor	G+16	40000
Polymer Chain	Armor	G+24	250000
Titanium Armor	Armor	G+31	-----
Flame Magazine	Special	L+01	100
Flame Cannon	Special	L+02	5000
Flare Diode	Special	L+03	7000
Flare Revolver	Special	L+04	9000
Wing Flow	Tool	S+05	100
Bottom Damper	Tool	S+11	4000
Ram Jet	Tool	S+18	25000
Gravity Turbo	Tool	S+25	200000
Hyper Roller	Tool	S+30	-----

Pachet Vain

Item Name	Type	Point	Price
Kotetsu	Weapon	A+05	100
Masamune	Weapon	A+10	5000
Muramasa	Weapon	A+16	30000
Kusanagi	Weapon	A+24	225000
Excaliber	Weapon	A+30	-----
Leotard	Armor	G+04	100
Leather Bondage	Armor	G+08	6000
Metal One-Piece	Armor	G+16	40000
Battle Uni-Tard	Armor	G+24	250000
Killer Leotard	Armor	G+31	-----
Bear Stone	Special	L+01	100
Bear Stock	Special	L+02	5000
Bear Gem	Special	L+03	7000
Bear Orb	Special	L+04	9000
Wing Shoes	Tool	S+05	100
Power Sneaker	Tool	S+09	4000
Slide Shoes	Tool	S+14	25000
Flight Boots	Tool	S+22	200000
Full Moon Boots	Tool	S+28	-----

