

Taiketsu! Ultra Hero (Import) FAQ/Walkthrough

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Taiketsu! Ultra Hero (J)
(Ultra Hero Showdown)

October 11, 2004

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)1(Introduction|-----
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Badabing! This is the Walkthrough/Tips/FAQ for Taiketsu Ultra Hero Gameboy Advance. Basically it is a fighting game. You choose your character and you fight in various modes. Is this a good game, you may ask. Well sure it is. But whether you like it or not is a different story.

You might want to read the credits and disclaimer of this document first.
Section 12.

If you are an Ultraman fan, then this game is a MUST. I repeat. This game is a MUST. Look what it made me do. I wrote a walkthrough. Anyway, if you are new to Ultraman you would not like this game as much. I've seen some bad reviews about this game. But by reading those reviews, I could easily conclude that the bad points are a result of the lack of information that the reviewer has about Ultraman. Also, the game is in Japanese, so most US/UK gamers might have trouble understanding stuff. If you can't understand the Japanese menus, you can pretty much still play, but playing without knowing what you are controlling can lower your interest.

Enough introduction for now. A few reasons why should you read this walkthrough:
- For fun

- To know more about the game
- To know more about Ultraman
- To know the game secrets (that I found)
- To know the controls (how to play)

Is this game fun?

- If you are an Ultraman fan, yes, the hell it is.
- If you are not familiar with Ultraman and you play the game, it won't be that fun for you.
- If you know Japanese, it would be fun
- Read this walkthrough to find out about stuff and then play. Would be lots of fun.
- The more you know the more fun the game becomes.

This walkthrough can also serve as a guide if you don't know Japanese. My Japanese ain't that good FYI but it is enough to play.

Is this game boring?

- If all you do is punch and kick, yes it will be boring.
- Learn what the characters can do and it will be damn fun!
- From the time I am typing this, I have been playing this for about a month (not continuously but I am still hooked)

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)2(About Ultraman|-----
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Whoa. This is the most important section here. If my memory serves me correctly, I think I saw a statement saying that Ultraman was some kind of a "Power Rangers" style show where the guys that special powers and become gigantic. NO NO NO NO NO...

First of all, Ultraman is NOT a "Power Rangers" style show. The first Ultraman started around 1966 when I was not born yet, long before Power Rangers existed.

A bunch of people from another planet got transformed into powerful superior beings and their planet got destroyed or something... There is a long storyline for this but I'm not including it here. Anyway, those people become silver and red giants called Ultras.

There are lots of Ultraman shows, usually each Ultraman has his own show. A misconception here is that the 8 ultras in the game form an Ultra Team in their "Power Rangers" style show, and that is wrong.

Back to the story. Ultraman gets nosy and decides to help out people on other planets. They may have been to other planets, who knows, but one thing's for sure. They came to earth. 1966 give and take a few years... The Ultraman (the selected Ultraman once you enter versus mode) came to Earth. Yes, he is the first Ultraman. Earth is troubled by monsters and aliens, so Ultraman has to play hero. But the problem is that he cannot stay in his gigantic form for long. I am not sure why, maybe he breathes in some other kind of gas instead of oxygen. But he can't maintain his original form. He has to stay as a human. So he finds a body and possesses him... NOT LIKE A GHOST!! Just stays in the guy. Sometimes in the guy's sleep he may dream of Ultraman talking to him. That and all, the guy already has the Ultra power, and not to forget, an item to transform into the giant size Ultraman. Note here, there are 2 beings, the guy who can transform into Ultraman and the real Ultraman.

Then when the monster is rampaging the city, the guy uses his item to transform into a huge Ultraman to battle the monster. When he is in Ultraman form, the Ultraman's conscience is still the guy with the power, not the real Ultraman.

The real Ultraman is living inside him all the time, providing the power, but the guy still controls his own body and the Ultraman body the whole time Ultraman is on Earth.

There is usually a anti-monster squad that can't do much, and the ultra guy is a member of that squad. His identity as Ultraman is often secret until the last episodes.

Earlier I said Ultraman can't remain in the gigantic form for ages on Earth. That is why there is a timer on his chest. In the game, the timer is shown as a seperate bar at the bottom. When his time runs out or he uses his a lot of his power, the timer, which is glowing blue, will start blinking in red light. Then he defeats the monster with his trademark beams, flies up to the sky and returns to his human form. But in some cases, the monster wins. The timer's red light turns off. Ultraman's oval eyes' light disappears and he dies.

After the 1966 Ultraman, there are lots of other Ultraman publications like:

- Ultra Seven
- Ultraman Ace
- Ultraman Jack
- Ultraman Taro
- Ultraman Leo
- Ultraman 80

Just to name a few.

More recent Ultramen are:

- Ultraman Tiga
- Ultraman Dyna
- Ultraman Gaia
- Ultraman Cosmos
- Ultraman Neos (& Ultraseven 21)
- Ultraman Nice
- Ultraman Legend

Hopefully now you have some idea about Ultraman.

Go rent some Ultraman DVD's and watch the show if you want. It's lots of fun. There's also some animated series of Ultraman. I remember Ultraman Kids, Ultraman USA the movie (US oriented Ultraman) and Ultraman Joe.

Ultraman towards the future is a fully English Ultraman series made in Australia and it is nice to watch although not as good as Tiga, Dyna, Gaia and other new series.

I watched Ultraman USA when I was 3 and I am dying to get the DVD or VCD to watch it again.

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)3( About the Game|-----

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When you start the game, it will show you the producer logo and the start screen. 8 Ultraman faces will pop up. Those are the 8 ultras you will play as. The game is a fighting game. 2D fighting game. Think Mortal Kombat 2 or 3. But the Ultraman concept makes it more fun. You see, there is a timer bar (refer to part 2 of the walkthrough). The timer bar represents the time Ultraman can stay in his gigantic form. When the timer runs out Ultraman loses power. The timer can also get low if you use power beams, making the game harder.

In the game there is a:

- versus mode (story mode without the story)
- freebattle mode (choose your opponent)



also mean the amount of health bar.

- The last one is energy

This one probably means the strength of the beams the Ultraman shoots.

But due to unclarity, I suppose it could also mean stamina (above)

Stamina could also mean energy.

It really doesn't matter much.

But after experimenting with some Ultramen, I conclude that...

- Power: Strength
- Speed: What it says, speed
- Stamina: Health
- Energy: Beams

When you win the tournament, you get 5 points to distribute amongst the 4 stats. If you lose at the finals, then you get 3 points. If you lose at the semis, then you get only 1 point.

Last note, the stats really do increase, although not much can be seen. When I first played, I could not defeat Tyrant with Ultraman but after I increased his stats, I could feel that Ultraman became faster and more durable. I beat Tyrant in the first battle. When I was battling Dyna I found that Ultraman was as fast as Dyna's silver mode. There is no loss battling tournament after tournament. And increased stats can also let ou unlock the gallery!

Other Stuff

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There are 2 options here. The first one is Gallery.

If you just got the game and come here, you can see that all the faces are blackened out. You have no choice but to quit to the options.

Once you unlock the gallery pictures you can select the ultras here and view their respective pics. The pics are from their own episodes if you are wondering.

The second is Stats. Here you can view the stats that you acquire in tournament mode. (refer to tournament mode) Select an ultra to view his stats.

Here are the translations for the stats:

- The first one is Power
- The second is Speed
- The third is Stamina
- The last one is energy

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)6(Character Bios|-----

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(I have really forgotten most of the names of the moves)

o) Ultraman Taro (o

Transformed from Kotaro

The one with the horns. The 6th brother of the Ultras after Zoffy, Ultraman, Ultraman Ace, Ultra Seven and Ultraman Jack. In the series, Ultraman Taro is often more powerful than his brothers. The episodes were very fun to watch. A lot of cameos from mother of ultra and the ultra brothers. His trademarks are

- the T-beam (the thing he does, putting his palm on the fist, forming a T)
- body rush (he rushes with a body of fire, burning the monster)
- shrinks to human size and enlarges from inside the monster, destroying it
- acid spray

o) Ultraman Jack (o

Transformed from Goh

He looks like Ultraman, and I think he actually is supposed to be Ultraman. His show was called the return of Ultraman but in the end it was decided, this Ultraman would be called Ultraman Jack, a different one. Lots of episodes. His trademarks are:

- specium ray (beam when he fires from his crossed hands)  
(the name maybe incorrect...)
- cutter
- multi-purpose bracelet
- acid spray

o) Ultra Seven (o

Transformed from Dan Maboroshi / Kazamori

His timer is on his forehead, not his chest. There are new series, where Dan Maboroshi is still Ultraseven and he is already old. He passes the ultra power to Kazamori. Note Dan Maboroshi is not human. He is Ultraseven in human form. Kazamori is a possessed human though... I think. His trademarks are

- Wide shot (like specium ray, but the whole lower arm is above the other hand so the beam is wide)
- detachable fin on his head
- forehead beam

o) Ultraman (o

Transformed from Hayata

The oldest Ultraman. His trademarks are:

- specium ray (beam when he fires from his crossed hands)  
(the name maybe incorrect...)
- cutter

o) Ultraman Tiga (o

Transformed from Daigo

Newer Ultraman from 1996. The latest Tiga movie is 2001 I think...

He has nothing to do with the first 4 ultras as the series are set in a totally different universe.

Pretty cool. He can transform to 3 forms. Normal, Speed and Strength.

His trademarks are:

- Normal mode (purple+red)--
- super wide shot (he does an armspread and then shoots the beam)
- teleportation
- Speed mode (purple)--
- throw laser
- ultra flight
- Strength mode (red)--
- fireball beam
- hurricanrana (leg grab)

o) Ultraman Dyna (o

Transformed from Asuka

Sequel to Ultraman Tiga. He can also transform to 3 forms.

His trademarks are:

- Normal (red and purple)--
- specium ray (beam when he fires from his crossed hands)
- cutter
- Power mode (silver)--
- some beam
- rollout (like Blanka in Street Fighter)
- Fighter mode (red)--
- mega punch

- mega kick

o) Ultraman Gaia (o)

Transformed from Gamu

This Ultraman is from Earth. There is a theory called Gaia theory.

It's a long story but basically the theory says Earth is alive. And the life-force is Ultraman Gaia. Nothing to do with the previous Ultraman series and the Tiga/Dyna series. His trademarks are:

- Head beam (a more powerful beam than Ultraseven's)
- cross specium ray (beam when he fires from his crossed hands)  
(varies from the original one.)
- some other specium ray (the one in the game, I don't know the name)
- big/small slicer
- dash punch

o) Ultraman Agul (o)

Transformed from Fujimiya

In the Gaia series there is a rival Ultraman called Ultraman Agul. He is all blue and is a bad ass but in the end he joined forces with Gaia to save Earth. His trademarks are:

- one handed wide shot
- beam sword (very cool move from the series, not so cool in the game)
- ki blasts

[[I terribly apologize if I made any mistakes here, in case you are an Ultra superfan.]]

Right, moving on to the monsters

o) Z-ton (o)

One horrible alien from outer-space. The big boss in the Ultraman 1966 series. In the end he defeated Ultraman by returning his beam. I did not actually watch the show but I played the game. His powers are the explosives from his hands.

o) Dinotank (o)

A monster from Ultraseven. Pretty useless monster sitting on a tank. I don't really know how the monster does it. Anyway it shoots eye beams and tank bullets, and has really good defense. You need to punch and kick it many many times to defeat it.

o) Alien Baltan (o)

This is one famous monster from Ultraman 1966. Has crab pincers and the face of a squid. Shoots bullets from his pincers. Later version of Alien Baltan can be seen in the Ultraman Cosmos movie.

o) Reicubas (o)

Another monster with pincers. This one is from Ultraman Dyna. It is short and most beams cannot hit it. Even though not too hard to defeat, it can be a real challenge.

o) Gatanothor (o)

The boss of Ultraman Tiga series. It is one giant pair of testicles with a face in the middle. 5 times as huge as Ultraman Tiga. He could not defeat the monster at first and had to use the aid of everybody watching. The people said, "Tiga! We will give you our light!" or something like that. Tiga used the armspread to gather the energy and fired a wide shot at Gatanothor but no sell. In the end, he did another armspread, slowly, and everyone can be seen emitting light and tiny light orbs flyi into Tiga's chest. Tiga fired an extra large wide shot and Gatanothor got destroyed.

Wait, I may confuse this monster with the one in Dyna but... nah.

o) Tyrant (o

If my memory serves me correctly, this is a monster from Ultraman Taro. Very very very hard to beat. Its spike body and pentagonal armor plate provides it with super defense. Try pummeling hit several times and you will see that his health bar only drops a little. And it ain't that easy to get to him. He has a long iron chain that works like Scorpion in MK and he blows fire in 3 different directions. In my opinion, the toughest monster in the game.

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)7(Moves list|-----  
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General moves

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Legend:

UP=Up

DN=Down

BW=Back

FW=Forward

A=A

B=B

L=L Button

R=R Button

In general, UP lets you jump.

DN will let you duck.

BW is perry, FW is forward.

To avoid confusion, BW which means back, is the opposite direction of your opponent. In other words, backwards.

> means towards. So if the monster is on your left, FW means to the right.

A is kick. There are many kinds of kicks:

A = normal kick

DN A = low kick

DN FW A = slide

FW A = hard kick

UP A = jumping kick

UP FW A = flying kick

B is kick. There are many kinds of punches:

B = normal punch / chop

DN B = low punch

FW B = hard punch

UP B = jumping punch

These are the basic attacks and they vary from character to character.

For example, DN A with Taro will do a back high kick.

UP FW FW A with Ultraman will do a flying kick

DN BW B with Ultraman will do an uppercut.

Experiment with these for a while.

There are 2 block moves. The first one is when you press BW when you are being attacked. Like street fighter and other fighting games.

But sometimes that won't work when you are hit with a beam. There is another block for Ultraman to block beams. Press DN DN and he will make a defense glass.

Throw moves are done by pressing L and R together or A and B together.



Get close to your opponent and press the 2 buttons to make a throw move.

### Power Moves

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Most people complain that it is hard to pull off the trademark moves of the characters. This is probably the number 1 reason they think the game is boring. I mean if you are punching and kicking the hell out of Tyrant and it blows your guts out, it will get frustrating soon. Well, actually it is easy to do the moves. Too easy.

In this game you are not going to do combo keys. DN FW A or BW BW B will do nothing. In this game the L and R buttons are the keys to the power moves.

There are 4 power moves for each character generally. They are:

- L + A (ultimate)
- L + B
- R + A
- R + B

You need to hold down 2 buttons, preferably L/R first, and wallah, you just shot a beam. However, please not that you cannot Hadokken forever like in Street Fighter. Everytime you use a power beam your timer bar at the bottom is depleted a little. Some moves use a lot, some use none. When your timer bar is empty, your character will lose. So use the beams wisely and accurately. And the beams are damn powerful. Some finisher beams can kill your opponent in one blast! (or make you lose immediately if you miss)

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)8( Character Specials|-----  
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Here goes. What powers the characters have.  
The format is as follows:

- (keys)(Name of move, description)(damage inflicted to opponent)(energy used)

Name of move, as said earlier, is not accurate. Sometimes I only use descriptions. There are so many moves to remember and normally the Ultras in the TV shows do not say out the names of the moves.

Damage inflicted is not very accurately calculated. It's my estimation. But it gives a rough idea. Shown in asterisks. \*\*\*

The same with energy used. Energy used means how much power will be consumed from the timer bar once you use the move. Shown in bars. |||  
Notice some special moves do not need energy.

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- o) Ultraman Taro (o)
  - L + A (T-Beam, a large colorful beam)\*\*\*\*\*|||
  - L + B (Running fire body attack, you need to hit the opponent)\*\*\*\*\*  
(empties the whole timer bar, so you need to win with this)

- o) Ultraman Jack (o)
  - L + A (wide shot, finisher beam)\*\*\*\*\*|||
  - L + B (javelin)\*\*\*|
  - DN L + A (low specium ray, finisher beam)\*\*\*\*\*|||
  - DN L + B (rising cutter, short ranged)\*\*\*|||

o) Ultra Seven (o

- L + A (wide shot, finisher beam)\*\*\*\*\*|||
- L + B (fin slash, dashing attack)\*\*\*
- DN L + A (head laser, very good as a surprise attack)\*\*\*\*\*|||
- DN L + B (fin boomerang, very useful)\*\*\*

o) Ultraman (o

- L + A (specium ray, finisher beam)\*\*\*\*\*|||
- L + B (cutter)\*\*\*\*\*|||
- R + A (finger lasers)\*\*\*\*|||
- R + B (sky cutter, shoots a cutter diagonally up)\*\*\*\*\*|||

o) Ultraman Tiga (o

- L + B (changes to red mode, L+B again to change back)
- R + B (changes to purple mode, R+B again to change back)

Note: This is probably one of the most fun part of the game

- L + A
  - Normal mode: (wide shot)\*\*\*\*\*|||
  - Red mode: (fireball blast)\*\*\*\*\*|||
  - Purple mode: (blue laser)\*\*\*||
- R + A
  - Normal mode: (teleportation) ||
  - Red mode: (hurricanrana, leg grab)\*\*\*\*
  - Purple mode: (flying cross)\*\*\*|

Note: Here it looks like purple mode is the lamest.

Power wise, yes but the speed can clearly make up for it.

o) Ultraman Dyna (o

- L + B (changes to red mode, L+B again to change back)
- R + B (changes to silver mode, R+B again to change back)

Note: This is another fun part of the game

- L + A
  - Normal mode: (specium ray)\*\*\*\*\*|||
  - Red mode: (mega punch)\*\*\*\*|||
  - Silver mode: (orange beam)\*\*
- R + A
  - Normal mode: (cutter) \*\*\*\*\*|||
  - Red mode: (downward mega kick)\*\*\*\*||
  - Silver mode: (rollout)\*\*

Note: From here you can see that silver mode has least damaging powers but note that there is no energy needed for silver mode moves!! So this means the beams I can do with silver are unlimited. I defeated Tyrant using silver Dyna by shooting endless orange beams at it.

o) Ultraman Gaia (o

- L + A (double palm ray, like wideshot, unsure of the name)\*\*\*\*\*|||
- L + B (horizontal slicer)\*\*\*\*|||
- R + A (dash punch)\*\*\*\*|||
- R + B (small slicer)\*\*\*||

Note: Ultraman Gaia uses a lot of energy and the timer bar can often drop to dangerously low levels.

I suggest using punches and kicks with Gaia. Use specials only when you are low on energy and have no choice, or it is a guaranteed hit.

o) Ultraman Agul (o

- L + A (one armed wideshot)\*\*\*\*\*|||
- L + B (beam sword)\*\*\*||
- R + A (big ki blast)\*\*\*||
- R + B (small ki blast)\*\*|

Note: Agul's wideshot is powerful and doesn't eat up much energy!

- o) Alien Baltan (o)
  - L + A (bullet)\*\*\*
  - L + B (3 bullets)\*\*\*\*

- o) Z-ton (o)
  - L + A (explosion)\*\*\*\*
  - L + B (ground napalms)\*\*\*\*

- o) Dinotank (o)
  - L + A (eye laser)\*\*\*
  - L + B (tank cannon)\*\*\*

- o) Tyrant (o)
  - L + A (chain)\*\*\*
  - L + B (flamethrower)\*\*\*\*

- o) Gatanothor (o)
  - L + A (left tentacle left jab)\*\*
  - L + B (right tentacle left jab)\*\*
  - R + A (left tentacle right jab)\*\*
  - R + B (right tentacle right jab)\*\*

Note: Gatanothor cannot block.

Gatanothor is very powerful and good to use.

Just position the head near your opponent and the smoke from its mouth will damage your opponent severely.

- o) Reicubas (o)
  - L + A (ice breath)\*\*\*
  - L + B (claw laser)\*\*\*

Final note: Monsters do not have timers, so you can shoot anything anytime as many times as you want.

Special moves eat up timer time but that doesn't mean that they need enough energy to pull off the moves. If your timer bar finishes before your opponent is defeated, you lose. BUT! If your timer bar finishes after you defeat your opponent, you still win.

This happens all the time in the series. Ultraman's timer is red, but he has the monster beat.

So he uses every single bit of energy left to destroy the monster and then hangs in there. He flies off to recharge before he dies. But if the monster is still not dead he cannot fly off so he dies.

For example, let's say you are using Ultraseven and your opponent is Reicubas. Reicubas has one half inch of health left but your timer bar is near zero. Barely enough to fire a wide shot, right? Just fire it. What the hell. Finish up your energy. But make sure you hit. You'll destroy Reicubas but Ultraseven will still fly off victorious.

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)9( Strategies |-----

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Here I'll cover strategies to fight monsters. Battling Ultras are easy. You can block all the way until their energy finishes. And you'll only need to worry about that in the tournament.

Beating monsters fast is essential if you want to unlock secrets.

Here goes nothing.

o) Reicubas (o)

Don't play range with it. Fight a short range battle. Punch the crap out of its asshole on its face. You should win sooner or later. Just watch out for its ice breath. If you go too far from it, it will start using its lasers. Very hard to avoid if you want to get near it. If you choose to wait for it to stop using lasers maybe it just won't. You don't have all day. Your timer will run out but its lasers won't.

o) Z-ton (o)

Z-ton is quite like Reicubas except that its ground napalm is easier to dodge. You need accurate timing to jump over those. Just defeat it using close combat.

o) Dinotank (o)

Dinotank is not active. All it does is lay around and shoot its stuff. Yes it can dash at you. But it takes too long to execute a move and you'll know when it's coming. Jump over it and punch the lights out of it. Use low moves. Remember to block when it is charging at you. You may need several blows to beat it cause it has a lot of armor. Do not use your beams on it cause you will miss it. The beams will go over its head. Ultraman Jack and Ultraseven are particularly useful with this monster. They have low beams. Agul can only punch and kick it. Overall, not that hard to beat.

o) Alien Baltan (o)

Easiest monster to defeat. Wait for it to clear up and when you get a good shot hit it with your beams. Two beams should be enough. Or you can punch its eyeballs out.

o) Gatanothor (o)

This is a bit harder. To defeat it you have to hit its small head. If you use beams all the way, it won't die and your timer will run out. If you go and beat it up your health bar will drop down like crazy. There is only one good strategy here. You have to beat the head until its health is one quarter down or more if possible, then jump away from it and use beams. You should not stay at its head and punch punch punch. The purple smoke from its mouth can cause damage to you and eat up your energy on your timer bar. Do not use special fighting moves like Dyna's mega punch. That will only make you get hit with the smoke. So how should you do it? You have to use the jumping kick. Jump towards the head with a flying kick on your first move. That's one hit. You should now be right in front of the head. Then stay at the position and jump up. Straight up. When you are airborne, press A to kick. Your ultra will perform a jumping kick and connect on the head. Do it repeatedly and your contact with the purple smoke will minimize. In the case of Ultraman, jump kick is not enough. You have to jump up, then press forward and kick. He will do a flying kick without moving to the front. The only thing that can hit you would be the monster's tentacles. When you get hit, get up and jump in front of the head again. Keep jumping and kicking until the monster's health is around 3 quarters or less if possible. Then jump away to avoid the tentacles. To the side. Use your ultimate beam, like specium ray or wide shot. If one is not enough, use 2. Gatanothor should be defeated. In Taro's case, you can jump kick a few times until Gatanothor's health is around 2cm down, then use the T-beam and use the body rush.

o) Tyrant (o)

This is, in my opinion, the toughest boss in the game. To tell you how tough it is without much breath, Taro's body rush, the most powerful attack in the game, does only one half damage of its health. Maybe a little bit more than one half Taro's T-Beam only does one quarter damage. This monster is smart. When you fire your beams it ducks so you miss.

Defeating this baby needs a lot of work.

If you are using Gaia, it should not

be that hard cause Gaia's attacks are powerful and can wear it down easily.

If you are using Ultraseven you can use the fin boomerang to cut it till halflife then use wideshot or head laser.

If you are using Taro, you have to beat it up real good immediately after the game starts, beat it up around one quarter life and use T-Beam followed by body rush. Or you can fight it with normal moves. Sometimes you can try to use T Beam and then Body Rush immediately to kill it. But sometimes there will still be a little health points left on Tyrant.

If you are using Agul, you have to fight it with normal moves and then fire all your energy using the one-handed wide shot to destroy it.

If you are using Dyna, change into silver mode and fire orange beams repeatedly. Orange beams do not consume any energy.

The real problem is with the other Ultras. Especially Ultraman. All your beams would be pretty useless against Tyrant. You need to beat it up but it keeps blowing fire at you and piercing you with the chain. But I found a trick. You have to trap it in a corner. Then do a flying kick (UP FW FW A) then immediately duck and do a slide (DN FW A). Do another flying kick and then slide. Repeat the process until Tyrant's health is halved. Then fire 2 specium rays. And make sure they all hit.

If you are using Ultraman Jack, use the same strategy as Ultraman, but there is an easier way. Throw spears at Tyrant the way you throw fin boomerangs with Ultraseven.

Lastly, Ultraman Tiga. Tiga's most powerful beam, the fireball blast, only does a little more than a quarter damage to Tyrant. My strategy is to get near Tyrant using red mode and hit it with a jumping knee (UP FW A). You should be on the other side of Tyrant. Jumping knee it again, now from the other side. Hit it with jumping knees back and forth until you are comfortable with the odds. Then fire a fireball blast.

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)10( Secrets |-----  
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There might be more secrets in the game and I have not unlocked them but here is the secret I know. The secret is the gallery. Remember when you go to options, other stuff, and choose gallery, all the ultras are blocked? When you unlock the galleries you can view screenshots from the respective Ultra's series!! If you've never seen the shows before, well you can see screenshots from the shows when you unlock the gallery.

To unlock a gallery, you have to beat the game in 1P mode. Wait, you beat the game but did not unlock anything..??!! Of course you didn't. Did you play tournament mode? Nope. Aha!! You have to play tournament mode to train your Ultra. Make sure he has some points under his belt. However, I have reason to believe you do not need any points to unlock the gallery.

Just select an Ultra, say Ultraman Taro (easiest). Then play 1P versus mode. Defeat all the monsters WITHOUT LOSING EVEN ONCE! When you win, it will say thank you Ultraman... don't press anything. Wait long enough and the gallery will pop up.

My experience is I unlocked Taro, Agul, Jack, Seven and Dyna's gallery. I could not unlock Ultraman's gallery until I trained him until his stats were 15 to 20 each. Then I went again with Ultraman and unlocked the gallery.

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)11(Music |-----
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If you are an Ultraman superfan, you would recognize the songs in the game straight

away. They are actually the theme songs of the Ultraman series of each Ultra in the game!! Play tournament mode, and in each battle, the song you here is the theme song of your opponent's show. It's true.

There are a total of 7 songs:

- Ultraman theme
- Ultraman Jack theme
- Ultraman Taro theme
- Ultraseven theme
- Ultraman Tiga theme (Take me Higher)
- Ultraman Dyna theme
- Ultraman Gaia theme

What happened to Agul's theme..??? Actually Agul is an Ultraman in Gaia series. He does not have his own show... boo hoo, but he does have his own theme. I am unsure why it is not included in the game.

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)12( Credits and Disclaimer|-----

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I would like to thank:

- Jordan for producing this game which I enjoyed very much.
- The Ultrafans that made Ultraman possible
- Tsuburaya and creators of Ultraman for creating Ultraman
- Guys like you who took the time to read my walkthrough!!

Thanks everyone.

Ultraman is a copyright of Tsuburaya or whoever holds the copyright.

If this walkthrough became a spoiler (which should not), then I am not liable for any enjoyment I cost. Normally people would have fun playing the game after reading the walkthrough, not spoil the fun, but if it really happens the other way for you, I am terribly sorry.

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)12(Contact me |-----

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If there is anything, anything at all, and you want to contact me, just surf to my website:

<http://tamseries.dk3.com>

and you can send me an email message from right there.

Or if you want to email me, my email is

[josh\\_tamugaia@yahoo.com](mailto:josh_tamugaia@yahoo.com) (Josh Tam)

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Well that's all folks. Have fun!!  
THE END. May the Light of Ultra be with you always.