

Beast Wrestlers FAQ/Walkthrough

by Seth0708

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Introduction/Table of Contents

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Beast Wrestler was an early Genesis wrestling game featuring beastlike monsters (a fact I'm sure you can guess by reading the title alone). Sadly, there really isn't a whole lot more to say about it. The game featured an interesting innovation, whereas your monster can at times fuse with enemy monsters you've defeated, but aside from that it is really a rather mediocre game. It is, however, quite difficult and if you want a challenge you can find it here. It also has one of the worst translations I've ever seen, so if you get laughs out of that sort of thing you might want to check it out as well.

This guide is divided as follows:

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The Basics

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| Controls |
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Your monster moves in a square arena seen from an isometric view. Thus movement is much more literal than in most fighting games. Pressing left and right makes you go those directions as you'd guess, but by pressing up and down you actually move up and down (as opposed to jumping and crouching).

Moves are accomplished in a variety of ways. Your basic moves are performed with a single button press. The A-button punches, the B-button whips your tail, and the C-button performs your special attack (if the symbol appears in the lower corner).

More complex moves are accomplished by positioning your monster in a certain way and then hitting the buttons. By walking into the front of an opposing monster, you will grab the monster from the front. Rapidly hit the A-button to try and squeeze them with your monster's tail. By approaching an enemy from behind, you can do the same except now they cannot possibly counterattack you if you don't hit the A-button fast enough.

If your enemy is on the ground, you can body slam them or put them in a submission hold. To body slam them, approach the middle of the enemy and hit the A-button. To put them in a submission hold, hit the same button when your next to their head. Later in the game you'll gain the ability to pick up a stunned foe and then either throw or hit them once they're up. To pick such an enemy up, hit the B-button when standing at their feet.

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| The Shop |
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Upon the completion of every even match you will gain access to the Shop. There are ten items on sale at the Shop. Some are more useful than others, but by the end of the game you should be able to buy them all. The items are as follows:

[01][03][05][07][09]
[02][04][06][08][10]

- 01- Whip; pretty much worthless
- 02- Bullhorn; another worthless item
- 03- Darts; last of the worthless items
- 04- Genetic Combination Facility Pass
- 05- Muscle Food; increases PP
- 06- Speed Food; increases SP
- 07- Stamina Food; increases LP
- 08- Food Gun; needed to use any of the three foods
- 09- Domestic Data Disk; shows stats of domestic monsters
- 10- Foreign Data Disk; shows stats of foreign monsters

Aside from the food items, you only need to buy each thing once. With the food, however, you can buy it but then if you use it in Training you will have to buy it again. The first three items are totally worthless and picking them during Training does nothing. Once you have the Food Gun, however, picking the food items during Training will raise the given stat of the food. The data disks show you the stats of your opponents on the versus screen, but do little else. The Genetic Combination Facility Pass is your first priority as it allows you to merge your monster with others at two points in the game. Save your money and buy it first. From there buy whatever you want. If you buy everything and clean out the Shop, you'll also get a special eleventh item that can be used during Training to increase all three of your stats.

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| Training |
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After going to the Shop after a match, you will go in for Training. Training consists of two parts; the use of an item you've bought and the increasing of any stat by 100. Items are bought in the Shop and then used here. If you use a food item it will disappear and will have to be purchased again at the Shop. After you use any items you wish,

chose a stat to increase by 100 to finish Training.

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| Mutation |
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At two points in the game, if you have the Genetic Combination Facility Pass, you can merge your monster with a defeated monster.

 + Velbent = Delbent
 / \
Zenector< >+ Alloweena = Deloweena
 \
 + Dycoon = Diecoon

You begin the game as a Zenector, but after defeating Driton you can merge it with either the Velbent (Ventor) or the Dycoon (Decoon). Each is virtually identical in all ways except asthetically. They both feature a close-range special and a longer tail than the Zenector. Later when you defeat the Alloweena you will be merged with it to become the Deloweena (regardless of which monster you picked before). This monster has no special and somewhat reduced range, but it gains the ability to pick up a stunned foe that the other monsters do not have.

Domestic Tournament
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As you begin the tournament you are prompted to do a few things. First you need to make a name for your monster. It can be anything that is seven characters or less in length. After that you have to pick a special move. Your choices, Fling Screw and Magnum Dash, are actually quite different. Flong Screw allows you to throw your opponent skyward by rapidly hitting the C-button while your enemy is in a hold. Magnum Dash, on the other hand, can be used any time you are free to move and is a dashing attack. Personally I reccomend Magnum Dash, but the choice is yours. Once you've picked your move the Domestic Tournament begins.

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| Zenector |
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Ruler: Blizzard
Available in Versus Mode: No

You begin by facing yourself. Unsurprisingly, you're not very strong. Your opponent doesn't have a special move, so take full advantage of that fact. A single hit from your special move should send him down to the mat and into a count. Do this three times to defeat Zenector and win the first match.

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| Voulsine |
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Ruler: Docian
Available in Versus Mode: No

Voulsine resembles something from one of those Fox Films Alien movies. He crawls on all fours, making him hard to hit. You also cannot grab him, so if you picked the Sling Screw you cannot use your special on him. If you have Magnum Dash, hit him with it to send him to the mat. If you do not, just keep hitting him and hope he eventually goes down

for the count. If you can get at least one down point before the seven minute time limit then you'll win by default (assuming he doesn't have more points than you of course).

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| Airhole |

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Ruler: Professor

Available in Versus Mode: Yes

What a name, I wonder what the programmers were thinking. Regardless this bat creature isn't too tough. He's got the Fling Screw special, so try to avoid holds with him. He's got next to no range for his attacks, so just tail whip him into submission.

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| Vantor |

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Ruler: Bageela

Available in Versus Mode: No

This monster is called two different things in this game, Vantor and Velbent. Funny how both times it appears in the actual game, but then that's a part of the horrid translation this game got. Anyways, this green and red centaur creature is quite long and has a nasty rapid punch attack. Its size, however, makes it a good-sized target. Move low to avoid its fists and punch it in the shins. Hit it with your special to ice the cake and send this guy down.

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| Dycoon |

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Ruler: Bert

Available in Versus Mode: Yes

This monster has three different spellings in the game, one of which refers to another monster as well! (Dycoon, Decoon, and Diecoon, if you care.) This monster is pretty tough. It has a projectile attack for its special and has a very long range with its tail. Hit the snake demon high and try to avoid that nasty tail, but watch out when it has its special because one shot from it is likely to send you to the mat. Move around, strike high, and use those specials to send this snake demon packing.

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| Driton |

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Ruler: Canibal

Available in Versus Mode: No

The final opponent of the Domestic Tournament is a minotaur-esque creature that posses a projectile special as well. This special takes some time to charge up, however, giving you plenty of time to dodge. All in all, if you took down the last contender this guy should pose no serious threat. From here enjoy the national title while you can...

World Tournament

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Before the World Tournament begins you'll be sent to the Genetic

Combination Facility and told to merge your Zenector with either the Dycoon or Ventor. Merging with either monster will make your special a short-range slash and will increase your tail range. Since both are virtually identical, your choice can be based purely on cosmetics.

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| Frederico |

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Ruler: Hadachi

Available in Versus Mode: Yes

This stegosaurus is just like Voulsine, short and hard to hit. To make matters worse, he's got a projectile special. Your only option is to keep moving down and punching it in the face. Try and get in a special attack when you can, but don't waste it. Make sure it will connect by punching. If your fists connect, the special will assuming Frederico does not move. A special will send him down for the count.

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| Ulvolous |

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Ruler: Radica

Available in Versus Mode: Yes

This thing looks a lot like Bandai's Devil Gundam, only with a tail. He has a nasty habit of knocking you down, then hitting you with his special as you try to get up. Hit his upper body and use those submission holds to finish him off.

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| Alloweena |

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Ruler: Ressonni Graff

Available in Versus Mode: Yes

This blob is rather worthless and not too difficult. It is short, but it grows and can be hit easily enough. The only danger it poses is when it grabs you. In a hold it can use its special to deal out the hurt. Knock it to the ground and put it in a submission hold to finish it off. Once it is gone, you'll return to the Genetic Combination Facility and merge with the thing, losing your special but gaining the ability to pick up stunned opponents.

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| Octii |

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Ruler: Subu

Available in Versus Mode: Yes

This six-tentacled octopus can't deal out much damage, but he can take it like no other. You won't be in any danger of getting knocked out, but Octii just won't seem to die. Just keep thrashing away at him nonetheless, but in all likelihood you'll come to the seven minute line with only one knockdown. It'll give you the win, but the fight will just drag on for the full seven minutes.

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| Ploguraz |

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Ruler: Dikunna

Available in Versus Mode: Yes

This fat purple winged creature is a lot like Octii in the survival department. He's also not very strong, but can be a little more difficult than the former monster. He is, however, very susceptible to back throws. Knock him down, pick him up, then move behind him and toss him over your back. Do this enough times and he'll go down for the count.

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| MAX-004 |

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Ruler: A. Beaujolie

Available in Versus Mode: Yes

The last robot can be brutal. It cannot be stunned, making it difficult to get from behind for a back throw. It also got a nasty beam saber special that is almost guaranteed to send you down for a count if it connects. MAX-004's only disadvantage is that it is a short-range fighter. Tail whip it from afar, kick it when it's down, and submission hold it until you can finish it off.

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| Micaha |

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Ruler: Agnes Adrenna

Available in Versus Mode: Yes

Another monster spelled two different ways in the game (Micana in Versus Mode). This monster is a lot easier than the last three, but it does have one distinct advantage; its holds are lethal. If it gets you in a hold, and wins, you're likely to go down for a count. Just keep back and knock it down from a safe distance. After it falls, move in and put it in a submission hold. Do this a few times, then lift him up for a back throw. This griffon is the hardest opponent you'll face in the game, so hang in there.

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| Ominos |

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Ruler: Tyrone

Available in Versus Mode: Yes

This hydra is a helluva a lot easier than the last several monsters. It can go invisible with its special, but surprisingly neither you nor it can attack when it does so. If it goes invisible, just keep moving and wait for it to reappear. Hitting it as it reappears will often send it to the floor. From there put it in a submission hold then pick it up and do a back throw. Repeat these two attacks until he goes down for the count.

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| Blendan |

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Ruler: Ghengis

Available in Versus Mode: No

You've made it to the final round and you're facing a rather unimpressive gargoyle. He's no colossus anyway, that's for sure. He is quite fast and has a hold special, but he just can't take very much

punishment. If you just keep punching and tail whipping him he'll be begging for mercy in no time. Fairly disappointing for a final fight. Oh well, sit back and enjoy the three sentences of ending you get for defeating him.

Secrets and Glitches

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Beast Wrestler features on bonefide code and two glitches that can be taken advantage of. All three are detailed below.

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| Sound Test |

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Hold the A-, B-, and C-buttons on the title screen and hit Start to bring up a black screen with the word "Test" on it. The theme music, incidently the only song played in the whole game, will play. Hit the B-button to exit out of this black screen.

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| Turbo Grab |

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With the advent of turbo controllers the days of rapid button pushing have been somewhat reduced. If you have a turbo controller, simply turn on that turbo and hit the A-button during a hold to increase your chances of being the dominant monster in a hold.

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| Infinite Stats |

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Now this is the most useful glitch in the game. If you're on a match that was preceeded by a Shop and Training you can get infinitely high stats by doing a few simply things. Firstly, go through the Shop and Training like normal and increase your stats. Now lose the next match with whatever monster you're facing. Wait for the password screen to load up, then hit reset on the Genesis. Go through the title and to the password screen. The code you just saw should be there, so hit Start to begin. You'll be back in the Shop, but with the stats you just had in the match. Your money will still be gone, but you can use the Training a second time to increase your stats even more. Repeat this process as many times as you like to constantly increase your stats.

Copyrights

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