

Fighting Masters (Import) FAQ/Move List Final

by Pidgeotto

Updated on Sep 11, 2005

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FIGHTING MASTERS The complete The FAQ/Move List
for one of the best made games ever, Fighting Masters!
Authorized to GAMEFAQS, IGN, DLH, NEOSEEKER & CHEATBOOK.DE
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Suggestions, Questions, Corrections, Comments?
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Version: 1.0 (Final! Complete!)
Last updated: 29/02/04

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+++++          FREQUENTLY ASKED QUESTIONS          +++++  
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This is not that much of a vast game but I'm sure we all have our questions for that we are playing. What I am listing below is common things you may want to know. There are none active Fighting Masters discussion communities today, so the FAQs which I am answering are plainly ones I decided were most important. There we go.

>Why is it that the game designers increase the health bar even if it is already at maximum in the winners screen?<

~This is beyond me but I have to say, it's possibly a minor bug that they left out or did it to make the gamer feel extra contented with his win. Don't bother over this too much- it doesn't affect your real game-play.

Oh, and remember. Drason and Lord Valgasu are with long health bars naturally- not a familiar bug. In the case of Drason, it just gives him a personality to not mirror the rest. Lord Valgasu should have such a long health bar in the first place since he is supposed to be the almighty 'boss' after all; along with his attacking power.~

>I got to play only [insert number below 10] battles against the standard opponents before meeting Valgasu. What happened?<

~There's a chance for any of these happening:

-You're playing an illegal, pirated copy of a game which was not even copied properly by the ones responsible

-You, like me, bought this game in a single cartridge, packed with numerous other games for the SEGA Mega Drive (Genesis) and it was advertized as having a massive number of games on it. Well, personally, on mine- there was a title depicting "76 IN 1!" but there turned out to be eight different kinds of games only with some being available as the rest but saved up to different points. A fix would be to play the earliest appearing representative of that game. Then, all opponents will be legally battled against and defeated.~

>Who do YOU recommend for me to start with?<

~Personally, I got off to a tremendous start with D I O as my Fighting Masters representative. I don't know really why but I recommend him. He's agile, easy to control and can deliver ***loads (ahem) of damage with his illustrious attacks. He did not require much to handle right from the start- but it could just be me. Anyway, it's your choice and it's all up to you who you choose. The Fighting Masters are all somewhat equal in power, though I do admit that I have some trouble with a handful.~

>So, what's the storyline of the game?<

listed.

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4
5
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-> MUSIC SELECT

Not really an option that can be modified to affect gameplay... but anyway. You get to play the various tunes present throughout the game. If there are any you singularly like, find it here. The producing team must be congratulated for composing the nice tunes listed. To play them, press B on your controller and shift between the different ones using the Left and Right Keys of course.

80 (mute)
81 (winning screen tune)
82 (pre-battle entry tune)
83 (one of the battle melodies)
84 (continue screen tune)
85 (one of the battle melodies)
86 (one of the nicer battle melodies) ^_^
87 (battle with Valgasu tune)
88 (after-beating-Valgasu tune)
89 (press-start-button screen)
8A (the fighter select screen tune)
8B (loser tune)
8C (later)
-

-> SOUND SELECT

Pretty much the exact same option though this once concerns singular, lone or short exclamation sounds or sounds heard within the game and are not embedded in the background music.

90
91
92
93
94
95
96
97
98
99
9A
9B
9C
9D
9E
9F
AO
A1
A2
A3
A4
A5
-

Push start button to exit.

Suplex: 39t

Attacks Down + B ---->(2) Throws high, striking in air and dropping like stone

B ---->(2) Throws high, striking in air and dropping like stone

C ---->(1) Hurls opponent large distance

My comment: Big and fat this one is strong. It jumps into the air

satisfactorily but it is slow on the ground. In mid-air, strikes are common because there is uses its limbs with ease. However, it has only two types of attacks and its limbs cannot travel very far, making it vulnerable.

Home: Green Planet

FLAMER (honestly, these appear a lot on the GameFAQs Boards)

Height: 64 feet

Weight: 231 pounds

Attack: 5t

Suplex: 25t

Attacks: Down + B ---->(2) Reverse bicycle kick

B ---->(1) Leaps holding opponent and drops short distance

C ---->(1) Holds opponent behind the neck and falls backwards

My comments: This is an exciting little fellow, isn't he? My, my- I love the reverse bicycle kick and the dues speed. He's small and agile but his attacks are enough to make good work off a nasty opponent.

Home: City

MORIN

Height: 54 feet

Weight: 154 pounds

Attack: 5t

Suplex: 31t

Attacks: Down + B ---->(2) Close attacks with his arms and their sticks

B ---->(2) Close attacks with his arms and their sticks

C ---->(1) Hurls opponent large distance

C + Down + Right/Left ---->(1) Dive in air and headbutt speedily

My comments: Another agile friend which can leap quite well and uses its attacks well. It can also dive whilst jumping, heabutting the opponent if contact is made.

Home: Green Planet

BIEWOLF

Height: 60 feet

Weight: 209 pounds

Attack: 5t

Suplex: 32t

Attacks: Down + B ---->(2) Forms machine on ground and twirls opponent

B ---->(2) Forms machine on ground and twirls opponent

C ---->(1) Flips opponent in air and hurls over large distance

My comments: A bit boring and a tad too weak and vulnerable. It doesn't defend well... It's leg is long and strong but it is best attacking low with this one.

Home: City

GOLDROCK

Height: 55 feet

Weight: 999 pounds

Attack: 6t

Suplex: 40t

Attacks: Down + B ---->(1) Hurls opponent some distance

B ---->(1) Hurls opponent some distance

C ---->(1) Flings opponent high, short distance into the air

My comment: Too heavy to be much work in the air though that stiff, protected leg can kick well. The inability to leap well makes it therefore slow so avoid going back to stunned opponents at some distance away. His C attack however throws him back in the air making him easy prey, so do be careful.

Home: Coliseum

TOMAHAWK

Height: 55 feet

Weight: 198 pounds

Attack: 5t

Suplex: 32t

Attacks: Down + B ---->(1) Holds opponent behind the neck and falls backwards

B ---->(1) Holds opponent behind the neck and falls backwards

C ---->(2) In the air, kicks with foot and sends hurtling down

My comment: It can fly uncatchably and this gives it some great movement not to mention his air kick attack. It's quick and I have nothing more to say.

Home: City

ZRYGUNTE

Height: 56 feet

Weight: 242 pounds

Attack: 6t

Suplex: 33t

Attacks: Down + B ---->(2) Holds over head, squeezes, discards, short distance

B ---->(2) Holds over head, squeezes, discards, short distance

C ---->(1) Hurls opponent large distance

My comment: I like this guy: he's amazingly ferocious and his movepool is just evil. He might be a bit troubling with his slow moving speed but he's, as I said, fabulous.

Home: Coliseum

MEDUSA

Height: 51 feet

Weight: 397 pounds

Attack: 6t

Suplex: 41t

Attacks: Down + B ---->(2) Holds over head, squeezes, discards, short distance

B ---->(2) Hugs till strike then drops onto ground headfirst

C ---->(1) Hurls opponent large distance

C + B + Down ---->(0-1) Rolls into ball and strikes opponent in air

My comment: Very versatile according to its wide movepool and bulky volume.

This is one of the good ones causing more damage than the average. It's outstretched fist travels a good distance and makes for easy stunnings. Also, this dude seems to recover faster than most others after having been stunned.

Home: Green Planet

DRASON

Height: 72 feet
Weight: 309 pounds
Attack: 8t
Suplex: 48t

Attacks: Down + B ---->(1) Takes flight whilst holding opponent under him and belly-dives
B ---->(0-1) Exhales flames from nostrils
(1) Takes flight whilst holding opponent under him and belly-dives
C ---->(1) Jumps high and tail-whips opponent

My comment: The blazing fire out of his nostrils is an exciting and unique feature. However, don't rely only on it for obliterating opponents. It won't work as often as you need. It's muscular leg however is useful for delivering powerful kicks despite the inability to jump very high. This guy also has a longer health bar contributing to the monster's attractiveness.

Home: City

D I O

Height: 55 feet
Weight: 220 pounds
Attack: 5t
Suplex: 32t

Attacks: Down + B ---->(2) Chews opponent, then throws his short distance
B ---->(2) Chews opponent, then throws him short distance
C ---->(2) Leaps holding opponent, tail-whips and drops

My comment: I began and finished Fighting Masters with this one, resembling a venus fly-trap. It's chewing attack can be very useful when delivering triple strikes, when you're standing near an extreme wall. A very offensively-minded Fighting Master. Go for it!

Home: Green Planet

EYESIGHT

Height: 57 feet
Weight: 242 pounds
Attack: 7t
Suplex: 24t

Attacks: Down + B ---->(2) Punches opponent below chest and throws in air
B ---->(2) Punches opponent below chest and throws in air
B + Left/Right ---->(2) Punches forward and sends opponent large distance
C ---->(2) Multiple punches in face then hurls small distance

My comment: My, my. This gloved friend throws punches at everyone, and what is more- they all strike double and possibly trice as well. If you're facing him, annoyance is guaranteed.

Home: Coliseum

Some stats such as those of Drason are truly impressive but it's the way they handle in battle that really must impress and truly describe them. For example, Drason can hardly jump high enough to deliver brutal kicks. @_@

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++++ THE FINAL BATTLE ++++
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Having defeated all eleven opposing Fighting Masters, you're presented with a chance to defeat the evil Lord Valgasu himself. Brutally, he whisks off his cloak and prepares for the battle with the undisputed winner (you, so far.) The battle takes place seemingly on the barren surface of the moon from where the blue Earth can be seen as a jewel in space. This is gonna be one heluva match.

LORD VALGASU

Height: 56 feet

Weight: 666 pounds

Attack: ?

Suplex: ?

Attacks: ? ---->(2) Clasps both hands, then pushes you against floor from above, twice

? ---->(3) Fists you with hand then double kicks

He has a load of health- indicated by his health bar and brings truckloads of damage with each strike, which are plentiful if you do not concentrate. He is big but that just makes him clumsier. Avoid approaching him on the ground when he is fisting the air.

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+++++ THE END +++++
+++++ +++++
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When finally you've defeated him, the remaining storyline scrolls up the screen. Here it also makes an appearance:

A BATTLE IS OVER.
The darkness which disturbed
harmony throughout the galaxy
crumbles and drifts back to
the edge to the universe.
The brilliance of peace
radiates upon the galaxy,
and
upon then Fighting Master.
But an end is a beginning...
and someday,
evil may again rip throught
the universe.
Can the fighting master rise
to victory again?...
Fighting Master...
Rest until that fear rises up
...again

Four Beowolfs come dancing across the street as the end credits roll as well. Here's what appears:

CONGRATULATIONS
Battle is complete

FIGHTING MASTERS
Making Staff

CG DESIGN
Masami Takizawa
Nao. Yuki
T Shigamura
Ashin

BACK DESIGN
Wakatuki
N E N K O

TITLE DESIGN
Ujita
Wakatuki

SOUND
Masapi
Shioya

ASSISTANT DIRECTORS
Ramou Kobayashi
Hajime Kusamo

TEST PLAY
Yasuhisa Kimura
Akahoushi

GAME SYSTEM
Y A Z A W A
N E N K O

PROGRAM
Y A Z A W A

THANKS
Okamura

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THE FIGHTING MASTER [insert your representative here]
Level [NORMAL/HARD/EASY]

Note: In EASY mode you do not get to see the credits roll down, only END and Level EASY. The four dancing Beowolfs are also absent.

So there you have it. You might say the game was somewhat short but it wasn't no doubt entertaining.

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CHEATS & TRICKS
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