

# King of the Monsters FAQ/Walkthrough

by Iheartpancreas

Updated on Aug 11, 2010

This walkthrough was originally written for King of the Monsters on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

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KING OF THE MONSTERS

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SNK Corporation

Takara

Neo Geo

KING OF THE MONSTERS WALKTHROUGH

Walkthrough

Iheartpancreas

Gamefaqs.com

Version 1.00

Select one of the cast of monsters and prepare to kick some tail.

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Walkthrough.  
Let's go!

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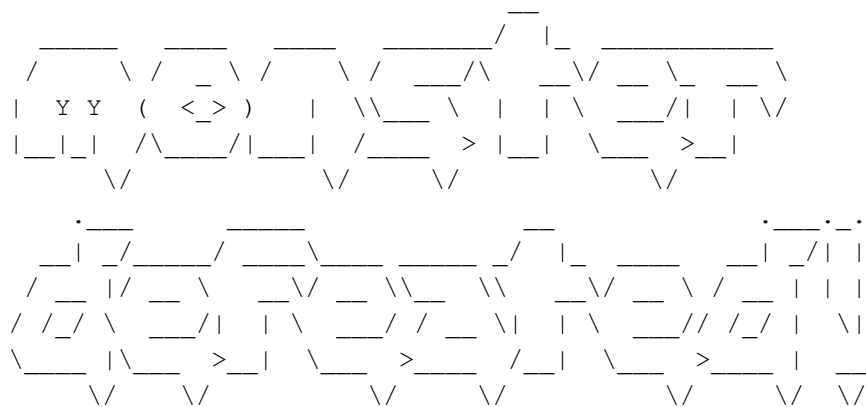
STAGE 1  
TOKYO  
[S1]

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Head right, and combat the first enemy. You'll want to start with grabs, and then jump over his retaliations. The enemy can grab you too, so you'll want to do so first. Throw some quick punches here and then when he gets up from a grab, and then jump away when he's about to do some charged attacks. When the enemy's health goes down all the way, jumping over his belly to pin him down works well. He'll usually get up after a couple of counts, though.

Don't move too close to the up left section, as you can get electrocuted. You can try throwing the enemy there, though. Toss the baddy down some more times, and then head onto his belly again to pin him when you think he's taken enough damage. Suplex, grab the floating Ps, and you should have him down in no time, should he prove that he's got energy left. You need a three count to have the

opponent down for the count, so pin him when he's down.



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STAGE 2

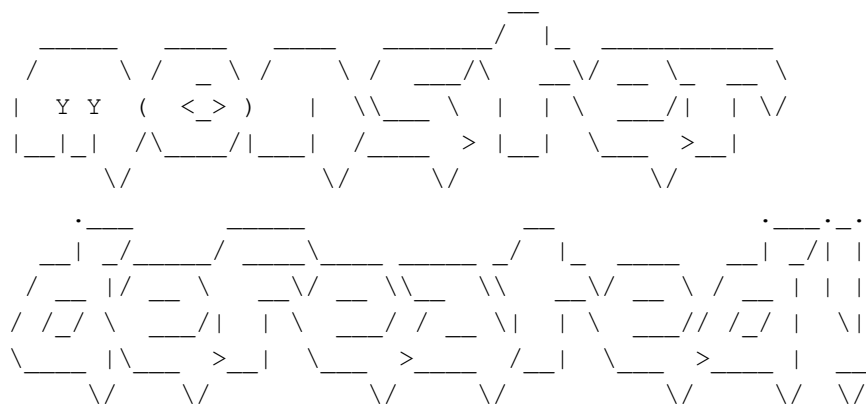
OKAYAMA

[S2]

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Head right and dash into the next enemy. Break through the bridge, as it's not going to do you any favors staying up, and then start to launch throws and suplexes and the monster. He grabs too, so stay back when he hasn't hit you for a while, as he's getting ready to retaliate.

Toss him to the right and left to get him running, then slam him down. Counter his throws and suplexes, as he likes to do those a lot. Don't get electrocuted, and be sure to hit him while he's down. Of course, he's still got some more fight in him, so he'll most likely get up. Be sure not to let him pin YOU! Hit him a bit more if he gets up, then pin him for a three count to complete the stage.



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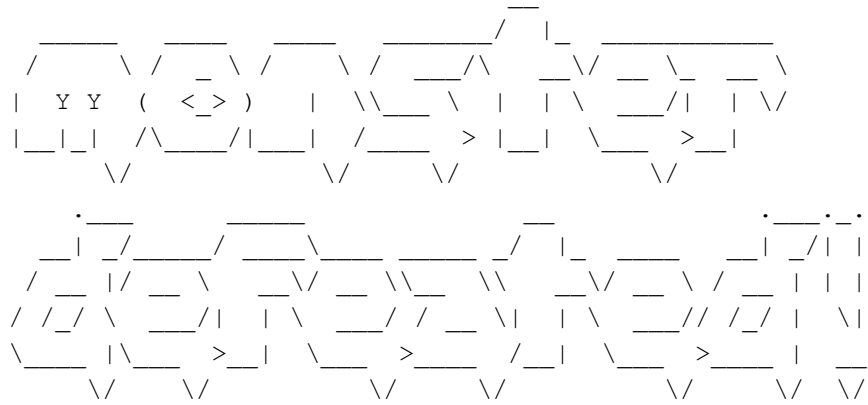
STAGE 3

KOBE  
[S3]

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Your health may not be all the way up, so you'll want to be careful. Start off with some swift attacks, then start to use throws, and dashes to prevent the monster from even being able to attack you back.

Toss him at the electrocuted fence when he's a little too close to the right, and keep tossing him about. Kick him while he's down and then pin him. He should go down if you barrage him with hits.

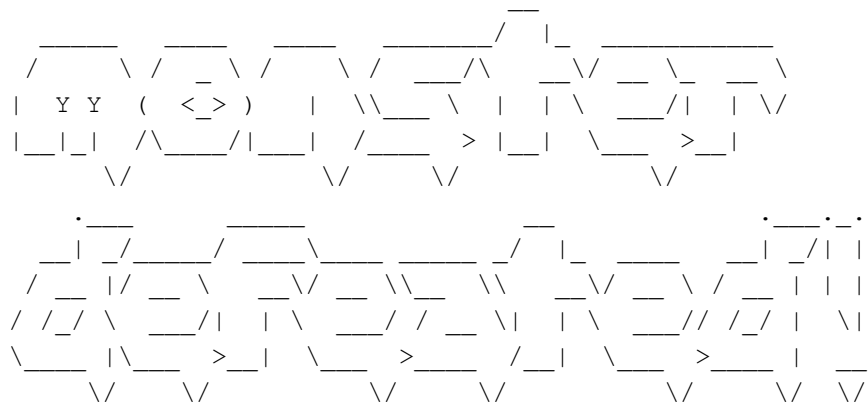


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STAGE 4  
KYOTO  
[S4]

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This monster's armored, and can take a hit or two, so you'll want to dash into him first, and use other attacks to whittle his health down before actually using grabs and throws. When he's about 75% health, that's when you should indulge in throws. Remember to always kick 'em while they're down, and there are some environmental objects that can be thrown. Throw him at the fence, and then follow up with another throw. This should deal enough damage to pin him for good. If not, a couple more hits before should do the trick.



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STAGE 7

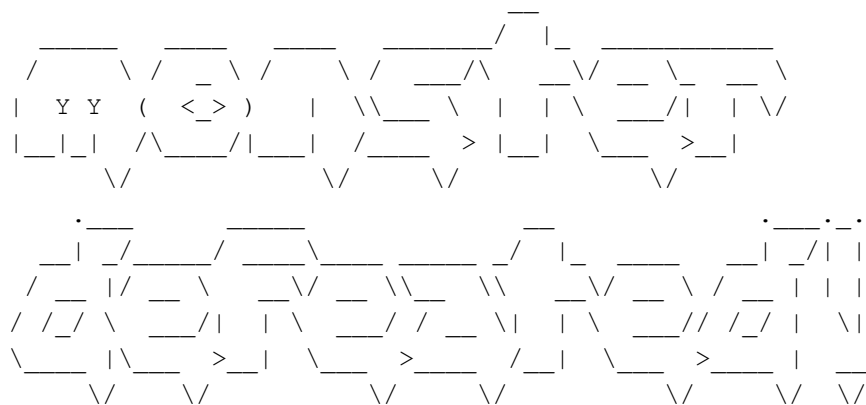
KOBE

[S7]

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As you revisit Kobe, you should be sure to use any of your power up attacks if your health isn't up to sniff, or you're getting pummeled. But for the most part, this boss can easily be tossed, and regular swift attacks seem to do well here too.

Throw him into the electricity and then get ready for a grab right afterwards to deal great damage. If time's going down, go into super power mode, and pin this guy down after some relentless hits.



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STAGE 8

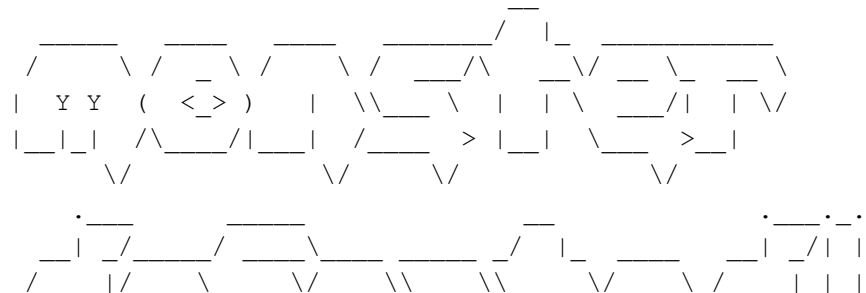
KYOTO

[S8]

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Revisiting places means you're revisiting enemies as well. The good thing about this is that you will be fairly accustomed to their attack patterns, but that doesn't necessarily mean they're the same in terms of difficulty. You'll want to use a number of throws here.

They work very well, though you should also try to counter the opponent's throws. There are occasions where he'll get really made and start hitting you without much reprieve. Fret not, though, because he is easily pinnable. The only thing you should worry about is him pinning you back, though.



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STAGE 9

OSAKA

[S9]

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As you may or may not have noticed, the enemies' health bars have been going up drastically, therefore making then harder to take down. This isn't too much of a problem when you get into an attack rhythm.

Dash, dash away into the monster and follow up with throws, and electrocution throws to take his health down swiftly. He may take a couple tries to pin, but if you keep on the offensive, this monster won't really have a chance to hit you back, unless you let him.

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STAGE 10

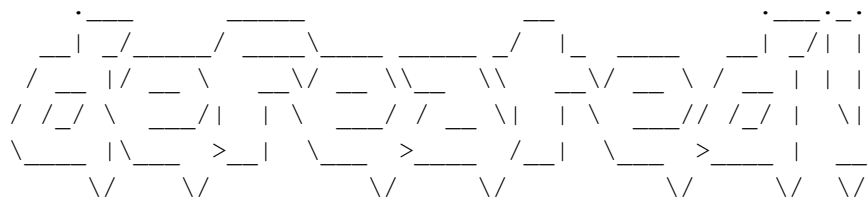
HIROSHIMA

[S10]

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Waste no expense in using your powerful special movies. Chain throws followed by dashes, or regular attacks work well here. You'll want to take the opponent's health quickly, so use the things laying about as lethal weapons, and reverse and throw attacks. Pin him and then keep at the offensive when his health goes down. Pin him again after he looks like he's had enough for sure victory.

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STAGE 11

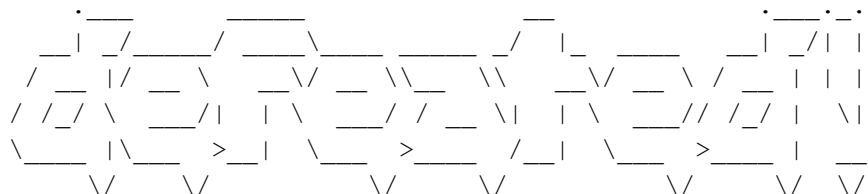
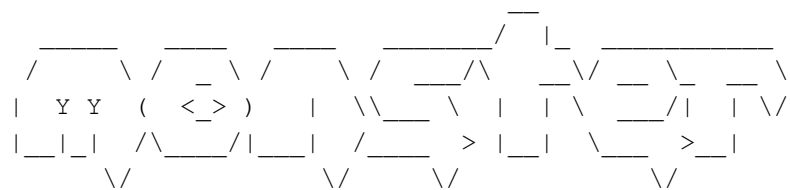
OKAYAMA

[S11]

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This next guy shouldn't be too varied from the first time you fought him, other than the significant health boost. Take him to the sides and keep tossing him about to fry him with electricity.

Hit him while he's down, and dash into him while you also pepper in some throws here and there, and you should be fine. Just make sure you don't take too much damage from his attacks, and reverse his throws.



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STAGE 12

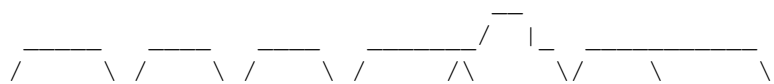
TOKYO

[S12]

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Dash and use your special attacks on this guy. He's got a bunch of health, so you'll want to use some throw parties to get his health in check. Hit him with swift attacks, and waste no time.

Contrary to the popular song, time is NOT on your side. He's not significantly stronger than any of the other monsters you've faced, so give him everything you've got, and you'll take the cake. Beat the game after beating this boss. Isn't that motivation enough?





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Version history

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Version 0.01

Aug 6

Make guide skeleton, added all information

Version 1.00

Aug 11

Make corrections, finished guide,  
compared strategies.

Special thanks to David M, and my buddy  
R Milson for their aid in this guide.

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