

Saturday Night Slam Masters FAQ/Move List

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This walkthrough was originally written for Saturday Night Slam Masters on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

SATURDAY NIGHT SLAMMASTERS

By FFOGalvatron

Hi and welcome to my moves list to the Genesis/
Mega Drive version of Saturday Night Slammasters.

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1) INTRODUCTION

This is a guide to the SEGA Genesis/Mega Drive version of Saturday Night Slammasters, which was released in 1994. It is based on the arcade version of the game which Capcom had released one year previously.

The PAL version of this game was released, contrary to popular belief, although it is rare. The U.S. version is much easier to get, and I am not sure about any other regional variant of the game.

Many people don't like this version of the game and say that the SNES version is much better, which it is and it isn't. Whilst this version lacks the 4 player mode it has much better and mostly fairer A.I. than the SNES or arcade version, as well as a new death match mode which was exclusive to this version.

2) CONTROLS

This version of the game only needs 3 main buttons, so it works the same way with either the 3 or 6 button version of the pad. If you play the game with a 6 button pad, the extra buttons like X, Y, Z and mode will not do anything.

The main button layout is as follows:

A= Attack
B= Jump
C= Pin
Start= Pause

The D-pad legend is as follows:

Up: Move up
Up right: Move up right
Right: Move right
Down right: Move down right
Down: Move down
Down left: Move down left
Left: Move left
Up left: Move up left

3) GAME PLAY

This is a wrestling game. It's also one of the funnest wrestling games you'll ever play. The basic aim of the game is to pin the opponent for 3 seconds to win the match.

Each match consists of a single round. To be able to pin your opponent for 3 seconds you need to attack him and wear his energy down to nothing, then knock him down and pin him. You can use punches, kicks, throws and special attacks to damage the opponent.

If a match ends before a character is pinned (time over) then the winner will be whoever has the most health left. If both players have the same amount of health, then both will lose.

If you do lose in the one player mode you can continue by pressing start at the continue screen before the count down reaches 0. You have an infinite amount of continues.

4) GENERAL MOVES

RUNNING

To run, double tap either the left or right buttons to put on a burst of speed. This is useful for bouncing off the ropes or to quickly rush attack your opponent (see below)

RUSH ATTACKS

To rush attack, simply press the attack button whilst

running. Rush attacks will always knock the opponent over if they hit the opponent.

BOUNCING OFF THE ROPES

To bounce off the ropes, run into them and you'll automatically bounce off them, meaning you gain more speed.

GRAPPLING

This is one of the most important aspects of the game and you will NEED to learn it to be able to play well. To grapple, move next to the opponent (either directly in front or behind them) then press right and the attack button (or left and the attack button depending on which side of the opponent you are)

You will grab the opponent. You can then throw/slam the opponent. (See below)

Be warned though, you will only hold onto the opponent for a few seconds. If you don't do anything the opponent will break free and will leave you open to attack for a couple of seconds. So when you do grapple, always try to do a throw or something damaging.

THROWING/SLAMMING

When you do have the opponent (by grappling them) you can now do a throw or slam. To do this, press a direction and the attack button together. Different characters have different throws, so try every direction for every character to see them all.

GOING RED

If the opponent attacks you a lot your character will go red, just like in Samurai Shodown. You can also go red by getting up on a corner and taunting (see below) You will stay red for a few seconds and during that time you will have high throw priority so try to grapple and throw the opponent as much as possible.

OUT OF THE RING

To move out of the ring, move down to the bottom of the ring and press down twice. If you want to exit via the left or right sides, run to the side you want then press the attack and jump buttons together. Your character will slip or jump out of the ring. Down here the floor is made of metal, so if the opponent is out of the ring as well try throwing them for slightly more damage.

Also, the sides are fan stands which you can send the

opponent into them for some damage.

To get back inside of the ring, move up to it and then press up twice.

One final thing about being outside of the ring is that there is a timer counting upward. If you are out of the ring when the timer reaches 20, you will lose. You cannot stay outside of the ring that long, basically, so get back in before the time runs out.

WEAPONS

Sometimes there are weapons outside of the ring. These include things like buckets and tables. To pick up a weapon, move over it and press the attack button. To use it, press the attack button.

Weapons do good damage, but if the opponent manages to hit you whilst you are holding a weapon you will drop it. You cannot take weapons back into the ring with you either.

CORNER MOVES AND TAUNTS

If you move up to any of the four corners and press the relevant direction twice (eg to climb onto the bottom left corner press left twice) you will climb onto the corner. The controls will change slightly when you do this:

A= Taunt

B= Jump off the corner

C= Taunt

If you decided to jump off, you can press the attack button to attack the opponent as you land.

If you want to come down off a corner simply, press almost any direction twice (it depends on which side you are on, eg you cannot press right twice if you are on a right corner)

PINNING

To pin the opponent, knock them down then move up to them and press the pin button. To win the match you have to have them pinned for three seconds. Only bother trying to pin if the opponent has no health left, as then they cannot struggle and escape.

If you do have some health left and are being pinned, rapidly press all the buttons and directions to break free. If you have no health left and are being pinned, this will not work and you won't be able to escape.

DIZZY

If you hit the opponent or they hit you a few times frequently, prepare to be "dizzied" The character that is dizzy will have stars circling their head and won't be able to attack or move for a few seconds so try and do some damage to them. To shake off the stars faster, rapidly press the buttons and directions.

"GIVE UP"

If the opponent has no health left and you do a grab technique that does multiple hits (characters like Tim, Haggar and others do) on them, they will "give up" and lose the match.

STOMPS

If the opponent is knocked down, you can stomp attack them by moving next to the opponent and pressing the attack button. Also try jumping and pressing the attack button when over them.

PICK UP OPPONENT

If the opponent is knocked down and you wish to pick them back up to try a throw on them, move next to their head and press the attack button.

5) MODES OF PLAY

SINGLE MATCH

This is the arcade mode. You pick a character and then fight CPU controlled opponents. You fight everyone apart from yourself, and the 2 last fighters (the bosses) are Jumbo and Scorpion.

You actually have to defeat everyone twice to properly complete the game, as when you beat everyone once you then have to "defend your title"

A second player can challenge you at any time by pressing start on pad 2.

VS. MATCH

This lets 2 players fight each other.

DEATH MATCH

An exclusive mode to this version, which is for 2 human players only. After you both select fighters the match will start.

The ring looks different and is much more deadly than before, The ropes are now barbed wire which is electrified, and if you run into it (the left or right side) you will be damaged. Also, the outside of the ring has a mine field to the left and right side, if you step on the mine there will be an explosion your character will receive damage.

OPTIONS

Here you can mess around with the control pad lay out and the difficulty of the AI opponents in the single match mode.

6) CHARACTERS AND MOVES

Each character has 1 special attack and one super slam technique. The super slams do great damage if you manage to do them. Super slam commands always have to be done after you grapple the opponent. You can do special attacks and super slams when ever you want to. Unless you have lost the fight, obviously.

Unlike the arcade version, this version allows you to play as the bosses.

Biff Slamkovich "The Rockin' Russkie"

SPECIAL ATTACK: SONIC FIST

HOW TO DO IT: Press the attack button rapidly
This is a combo of lightning fast punches, up to six at once. If you manage to get all 6 to hit the opponent they will take a lot of damage.

SUPER SLAM: HEAD ROCKER

HOW TO DO IT: Up, Up right, Right+Attack
Grabbing the opponent in a head lock, Biff then slams the opponent head first into the floor.

Gunloc "The Loose Cannon"

SPECIAL ATTACK: SONIC FIST

HOW TO DO IT: Press the attack button rapidly
This is a combo of lightning fast punches, up to six at once. If you manage to get all 6 to hit the opponent they will take a lot of damage.

SUPER SLAM: GUT CRUSH

HOW TO DO IT: Up, Up right, Right+Attack
Grabbing the opponent Gunloc slams them into the ground and then gives them an elbow to their gut.

The Great Oni

SPECIAL ATTACK: CYCLONE KICK

HOW TO DO IT: Press jump and attack buttons together
Oni jumps up and then does a cyclone kick, just like Guy's in Final Fight.

SUPER SLAM: NECK WRECKER

HOW TO DO IT: 360 degree motion then Attack button
Oni grabs the opponent by their neck and then spins around it a few times.

Titanic Tim "The Battle Axe"

SPECIAL ATTACK: TSUNAMI

HOW TO DO IT: HCF+ Attack
Tim ducks and does a few sweeps by spinning a few times.

SUPER SLAM: TITAN BREAKER

HOW TO DO IT: Down left, Down, Up + Attack
A back breaking attack. Looks very painful.

El Stingray

SPECIAL ATTACK: JALAPENO COMET

HOW TO DO IT: Down, Down right, Right + Attack
Stingray will shoot like a comet across the screen. He can bounce off the ropes with this move too.

SUPER SLAM: ATOMIC DRIVER

HOW TO DO IT: Right, Down, Down Right + Attack
A Jalapeno comet straight to the head is going to hurt.

Mike Haggar "The Uncivil Servant"

SPECIAL ATTACK: SPINNING CLOTHESLINE

HOW TO DO IT: Press jump and attack buttons together
Just like in Final Fight, Haggar spins with his arms out to knock down the opponent.

SUPER SLAM: SPINNING PILEDRIVER

HOW TO DO IT: 360 degree motion then Attack button
Haggar grabs the opponent and spinning pile drives them into the ground, just like in Final Fight 2.

Alexander the Grater

SPECIAL ATTACK: PATTY CAKE SLAP

HOW TO DO IT: Press the attack button rapidly
A combo of four or so slaps which has decent range.

SUPER SLAM: TORNADO TOSS

HOW TO DO IT: UP, right, Up + Attack
Grater tosses the opponent upward so they keep spinning like a tornado.

King Rasta "Mon"

SPECIAL ATTACK: JUNGLE FEVER

How to do it: Press the attack button rapidly
Rasta waves his arms around rapidly to knock down the opponent if they are near him.

SUPER SLAM: DREAD LOCK DROP

HOW TO DO IT: Up, Down + Attack
Rasta grabs the opponent and slams them with a foot to the chest.

Jumbo "Flap" Jack

SPECIAL ATTACK: PANCAKE POISON

HOW TO DO IT: HCF + Attack
A spray of non lethal poison.

SUPER SLAM: PANCAKE TOSS

HOW TO DO IT: Up, Right, Up + Attack
Jumbo grabs the opponent by their legs and then spins with them a few times, and then lets go to shoot the opponent to the other side of the ring.

The Scorpion

SPECIAL ATTACK: SLAM STAND

HOW TO DO IT: Up, Down + Attack
Scorpion hand stands with his legs out to whack the opponent.

SUPER SLAM: SLAM SPIRAL

HOW TO DO IT: Up, Down + Attack
Scorpion grabs the opponent and shoots upwards into the air with them, and then slams them back down whilst

spinning.

7) FAQ

Is Haggar in another series?

Yes, Haggar first appeared in Capcom's Final Fight games. By the time Slammasters (the arcade version) was released, there were quite a few Final Fight games out there.

What is the meg size of this game?

32

Who is the girl who sometimes appears in Haggar's win pose?

Jessica, Haggar's daughter, who was also in the first game.

Is there any way to play as or fight the guy that comes on the second time you beat the game in the single match mode?

No, but in the sequel (Ring of Destruction) he is a playable character. His name is Otega, by the way.

Do some of the characters have different names in the Japanese version?

Yes, but I cannot remember what they are. I'll try and add them in the next update.

In Gunloc's profile it says he is related to "a famous Street Fighter", who is it?

Guile, but it was just a rumour and something Capcom USA made up.

9) CHEATS

The only cheat I can find is boring and fairly useless. However it is interesting in one way.

To choose an extra 3 costume colours for your character, you have to have a 6 button pad plugged in. Highlight the character you want and press either X, Y or Z.

Whooo, new colours. It's interesting that Capcom
bothered to code this for the 6 button pad, though.

10) DISCLAIMER

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else must e-mail me. My e-mail is

ffogalvatron@hotmail.co.uk

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So I mean business. Haw.

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