

# Pitbull FAQ

by kdogground2

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Pitbull FAQ/WALKTHROUGH

Written by K dogg round 2

Version 1.0

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Publisher Warner Interactive

Platform Playstation

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The following sites can use my FAQ:

[www.gamefaqs.com](http://www.gamefaqs.com)

Version History-Version 1.0

8/18/03-I just created the FAQ and am sending it in today

1. Welcome to the roughest, toughest, slam 'n' jamminest, full-on contact

sport of the 23rd Century! Join twelve of the strangest and strongest teams ever seen, strap on your power-glove and blast headfirst onto the most dangerous and addictive pastime in the Galaxy!

Rules - Who needs 'em? Just let those punches, kicks and nuclear warheads fly as you rocket round Pitball's lethally enclosed areas, attempting to slam that white-hot ball of energy into the goal - A small hole, high up on the pit wall.

.... And, the competitors - Talk about weird!! Twelve renegade races from the Galaxy's most hostile planets, each with a deliciously brutal range of attacks, weapons and slammin' scoring techniques - The galaxy ain't felt a rumble like this since the big bang!

## 2. Controls -

Direction Pad - Moves the character in the direction you push

X - Jump

Square - Punch/weak attack

Circle - Kick/hard attack

Triangle - Block

R1 - Pass/call for pass

R2 - shoot

L1 - switch between what team members you control

Start - Pauses game

## 3. Characters -

Names - Jazz & Funk

Race - Astarians

Info - Pitball presented the ideal chance for these two cheeky young aliens to rebel against their stuffy elders. The smallest challengers in the tournament, Jazz and Funk may look an easy target, but appearances can be deceptive. They boast a formidable array of fast and explosive attacks.

Special Techniques/Attacks -

Turbo Attack: Fire Boots - They slide across the ground as balls of fire appear behind them giving them speed. Used to get away and to ram opponents. - Triangle, Triangle, Circle.

Special Attack: Teleport Flash - Spin round making a sphere surrounds them then vanish in a small explosion re-appearing close by. - Used to escape and waste time if you're winning. - Triangle, Triangle, Square

Jumping attack: Surfboard - Jump and move across the air dropping fireballs onto your opponent doing damage then landing. Used as best way to break up a crowd and get the ball. - X, X, X

Super Special Attack: C.D. Spray - CDs fall in a circle round you, the more orbs the more CDs. Used to knock you opponent flying. - Triangle, Triangle, L2

Slam - a slam-dunk worth 2 points. Triangle, Triangle, L2 near your opponent's goal. Get 3 orbs for the best one and 3 goals.

Character's Planet -

Aldebaran 4

Details: The Aldebaran system is inhabited by old and noble race who until recently ventured little further than their mother planet's twelve moons. Aldebaran 4 is one of the most hospitable of these, boasting extensive leisure complexes.

Side note - I listed slam and how to do the attacks and what there best for with J&F I won't be listing them with the others since its always the same.

Names: Blubba & Grunge

Race: SLORILLIANS

Info: The unlikeliest entrants in the tournament, these two are not only completely comprised of mud and stones, but also have the ability to spew rocks and lava from their bodies. Blubba and Grunge normally use this in-built weaponry when defending their sacred temple from alien treasure-hunter and enemy slorillians.

Special Techniques/Attacks

Turbo Attack: Rock Smash - Slides forward across the ground as lava comes from behind him.

Special Attack: Sludgebelly - Magma/fire starts spraying from their bellies to damage their opponents

Jumping Attack: Lava Flow - Jump in the air and the slide across a mod looking lava what drops down under them.

Super Special Attack: Boulder Spray - The jump and spin in the air making boulders fall around them damaging the opponents.

Character's Planet

Slithmire

Details: Little is known about this volcanic planet, except that the atmosphere on the surface is unbreathable to all but the sturdiest creatures; and that the majority of slorilljans are extremely protective of their territory, and notoriously hostile to outsiders.

Names: Shrapnel & Krush

Race: Arquons

Info: As agile and strong on land as they are in water, Shrapnel and Krush have mastered the secret art of Zeta, and have harnessed the unstoppable power of the sea. These unique abilities have made the Arquons a formidable name on the Pitball circuit.

Special Techniques/Attacks

Turbo Attack: Spine Slicer - a spinning leap through the air with little water bombs falling behind you.

Special Attack: Bubble Blast - Creates a large bubble that grows slowly then moves forward fast to do damage.

Jumping Attack: Sea Spray - Spins upside down moving forward firing water drops down behind you.

Super Special Attack: Mega Bubble Trouble - Leaps up and farts out a brown bubble that's spins around to hit opponents.

Character's Planet -

Zeta Aquarll

Details: Aquarll has been almost completely submerged for around eight million years, during which time its humanoid inhabitants have evolved into amphibious creatures, living mostly in vast cities on the sea bed.

Names: Shanilla & Kareen

Race: Tcharids

Info: The Tcharid Queen decides the vocation of all new-born Tcharids, so Shanilla and Kareen's athletic training has been intensive from birth.

Since then they have become fast and agile, and particular favourites of their Queen. This is their debut tournament.

Special Techniques/Attacks

Turbo Attack: Spine Jab - Slide across the ground with there foot out with green balls of (I guess) webbing then jumps up with a kick.

Special Attack: Web Sling - Fires a green ball of webbing that grows the further it fly's.

Jumping Attack: Spin Kick - Jump and curl into a ball and spin like that through the air dropping big balls of green web behind them.

Super Special Attack: Mucus Blast - A beam of mucus spins round you for a moment attacking opponents.

Character's Planet

Lizillia

Details: Lazillia's endless deserts are home to little intelligent life. The Tcharids' gigantic hives represent the only oasis of civilisation. A mostly female race of insect-like creatures, they have a complex hierarchical society led by a single vicious Queen.

Names: Ripsaw & Savij

Race: Lykiri

Info: With no formal training, and using glove technology clearly donated by a more advanced people, the Lykiri's techniques are quick, scrappy and effective. Using their icy powers they prove more of an obstacle than first impressions might suggest. Sly and Talented.

Special Techniques/Attacks

Turbo Attack: Manic Spinner - Spins Wildly spinning in a circle attacking what gets in the way.

Special Attack: Ice Ball - Throws an ice sphere that grows and explodes on contact.

Jumping Attack: Ice Floe - Jumps and slides across ice that falls behind him to attack opponents.

Super Special Attack: Blizzard - Jumps and throws a spiky ball of ice above him that explodes into many smaller ones that fall around you to attack.

Character's Planet

Rigel

Details: Archaeological digs have revealed evidence of an advanced long-extinct civilisation five miles beneath Rigel's snowbound surface, but in recent millennia the planet has become home to a savage species of humanoid wolf, the Lykiri.

Names: Blade & Saber

Race: Cyborians

Info: Two robotic knights from the mystical order of cybernetic

holy warriors. These two lethal fighters are bristling with viciously sharp knives - particularly on their gloves, which are detachable and can spin at supersonic speed, drilling into an unwary opponent. The knights also utilise ultra-high technology and wield it like ancient magic.

#### Special Techniques/Attacks

Turbo Attack: Driller - slides forward with his claw out leaving spiky holy balls behind

Special Attack: Cyber shield - Creates a Shield that damages all who attack you while it's up

Jumping Attack: Sword Shower - Jumps and floats across the air dropping swords behind him

Super Special Attack: Blade Spray - Jumps up and spins dropping some holy bombs.

#### Character's Planet

Astrocism 1

Details: Created around three million years ago by an incredibly advanced race of planetary designers (now presumed extinct). The bizarre, inside-out world of the Astrocism inhabited entirely by evolving, self-replicating robots. These creatures have their own culture, religions and complex society.

Names: Gaius & Julius

Race: Ancients

Info: The ancients (their real name is unpronounceable to humans) are the rulers of their sector, presided over by their incredibly old emperor. Gaius and Julius are the emperor's top generals and personal bodyguards.

#### Special Techniques/Attacks

Turbo Attack: Crusher - Stops moving then does a powerful forward flip giving up speed for power

Special Attack: Earthquaker - Hits the ground ending an earthquake in the shape of spiked spheres forward

Jumping Attack: Hover Gas - Drops little gas bombs down causing explosions behind them.

Super Special Attack: Jungle Scream - The beat their chest making yellow spheres surround you to attack.

#### Character's Planet

Activis IV

Details: Activis's jungle covered surface is home to a noble civilization of gorilla-like creatures, whose war-like society and need for conquest hark back to earth during roman times.

Names: Stampede & Rawhide

Race: Torons

Info: After being dominated by the gorilla-like ancients for hundreds of years, the now-nomadic Torons are their sworn enemies. Experts in creating technology from junk, Stampede and Rawhide engineered their

gloves from leftover parts of their home-made spacebikes.

#### Special Techniques/Attacks

**Turbo Attack: Overdrive** - Rushes forward as a blue aura of circles follows him then leaps into the air

**Special Attack: Noxious Fumes:** Opens his mouth letting his bad breath come out and attack

**Jumping Attack: Exhaust Pipe** - humps firing back hot air to attack opponents

**Super Special Attack - Frag Bomb** - Throws a bomb in the air that explodes dropping pieces around you to hit your opponent.

**Names:** Speedstar & Ash

**Race:** Aurorans

**Info:** Trained personally by the originators of Pitball, Speedstar and Ash use the powerful spirits of those now-deceased athletes as part of their weaponry. Long-time champions of the Galaxy, their title was recently taken by a mysterious team from an unknown planet - this year they intend to take it back, without fail.

#### Special Techniques/Attacks

**Turbo Attack: Light speed** - They rush forward at "light speed" where energy that resembles a star appears behind them.

**Special Attack: Earth Spirit** - Uses a Spirit of a past Athlete to attack.

**Jumping Attack: Star Spin** - jumps and flips through the air with energy in the form of a star around them to attack.

**Super Special Attack: Spirit Force** - Jumps up and spirits start spinning round him growing bigger.

#### Character's Planet

**Borealis**

**Details:** The planet on which Pitball originated, Borealis has undergone extensive modernising over recent millennia. As big as four regular planets, vast cities swarm over its space station-like surface. Ancient religions and martial arts still survive amongst the skyscrapers, however.

**Names:** Meli & Sara

**Race:** Humans

**Info:** Two marines from a specialist squad handling riots on old earth. Experts in weaponry and heavy robotic artillery, they are more than a match for the mutant criminals on their world, and among the top contenders for this year's title.

#### Special Techniques/Attacks

**Turbo Attack: Flaming Corkscrew** - dives forward and corkscrews through the air with fire trailing behind her

**Special Attack: Flame Thrower** - Swings her arm back and forward while letting flame fly out like a flamethrower

Jumping Attack: Napalm Uplifter - Jumps and floats through the air shooting napalm making fiery explosions behind her.

Super Special Attack: Napalm Arc - Jumps up and fires a few napalm bombs down to attack opponents.

#### Character's Planet

Earth

Details: Rebuilding after a huge asteroid collision 50 years ago, earth itself has become a battlefield for looting gangs. The wealthier population and large corporations reside in doomed cities on the planet's single moon.

Names: Ki-Tar & Tri-Ang

Race: KREELS

Info: These small octopus-like creatures are perfectly mobile outside their huge robotic suits, except on their home world which they have ruined with unbelievably destructive weapons.

Ki-Tar and Tri-Ang are testing new type of modified suit, a faster and more agile version of their combat suits, specially adapted for battle sports.

#### Special Techniques/Attacks

Turbo Attack: Ground Jets - Jets on the bottom of the suits let you charge forward leaving an electric trail behind.

Special Attack: Plasma Shield - An energy shield emits from the suit hurting all who touch it.

Jumping Attack: Exhaust Heat - Drop big blue balls of plasma?

Super Special Attack: Plasma Swarm - The top of the suit spins then plasma balls appear doing damage.

#### Character's Planet

Famoria

Details: Rendered a freezing poisonous wasteland by senseless nuclear wars, Famoria is home of the trigger-happy kreels, who themselves cannot survive on the planet without their heavy combat suits.

Names: Icarus & Thorax

Race: Korpicans

Info: Although prohibited from over using their flying powers in the pit. Icarus and Thorax still have plenty of potential to be this year's champs. The magical forces in their planet's atmosphere have resulted in a range of colourful and lethal attacks.

#### Special Techniques/Attacks

Turbo Attack: Flap Charge - Charges while taking flight by flapping wings with arm out while a rainbow of colours fall behind.

Special Attack: Wind Raiser - Fires a rainbow of balls getting smaller from the attacking one.

Jumping Attack: Rainbow Flash - Fly's dropping multi coloured bombs behind.

Super Special Attack: Rainbow Bust - Jumps and drops bombs of

every colour of the rainbow.

#### Character's Planet

##### Korpicus

Details: A quiet planet at the edge of the galaxy, korpicus is know for its tranquil cities which float in the atmosphere and provide a home for the peaceful bird - like korpicans.

#### 4. Walkthrough

In the walkthrough I will be using Jazz & Funk and telling you ways to beat each team.

When you play yourself the teams will come up in a different order but the strategy is basically the same

##### Shrapnel and Krash

These two are faster then they are strong pass the ball to your partner and let him score while you beat them up. My score - 6-0

##### Speedstar and Ash

A good all round team get the ball and charge a shot and run till right under your goal turn round and fire it at there goal and if one blocks it he will take damage and it should still go in if not your partner will get the ball once you get a good lead just have some fun. My score - 9-2

##### Meli & Sara

I myself find these two annoying. Charge up shots and hit them off of them then score. Look for orbs and slam for a good score. Sara scores a little more than Meli so take her out first. My Score - 6-2

##### Shanilla & Kareen

The same as Meli & Sara except I find these two easier. Just keep young your jump attack to keep them down and that's it. My score - 10 - 2

##### Icarus & Thorax

Exact same as speedstar and ash, to me at least. My score - 10 - 2

##### Blade & Saber

To me these two are the hardest in this game but if you have played it before this game is really easy. Get rid of all there Health fast so you can knock them about. Jazz & Funk move differently on this course I'm sure it's the friction. Charge up shots and shoot them from your goal and try and get orbs to slam boosting your score. If your also Jazz & Funk and your having problems with these two or any others use there teleport after you have one more goal than them and play keep away with the ball. My Score - 8-4

##### Ki-Tar & Tri-Ang

No strategy. These two are easy. My Score - 11 -0

##### Blubba and Grunge

Same as Ki-Tar & Tri-Ang with less annoying attacks. My score - 8-2

Ripsaw & Savij

There fast and so are their attacks but they have a habit of missing the goal. (Against me anyway) Just get up to their goal and shoot and slam. My score - 10 - 3

Stampede and Rawhide

Stronger than they are fast but they aren't slow. Shouldn't be hard to beat. My score - 8-3

Gaius & Julius

They're good but too slow to cause any problems. Their attacks hit hard though but just use your turbo attack to get the ball and use it to stay away from their attacks. My score - 11-4

Jazz and Funk

If you are Jazz & Funk you will ply shorty and scat who are weaker then Jazz and Funk. Jazz and Funk aren't the fastest or the strongest but they aren't the worst. Just get the ball and score. My Score - 12 - 4

Voltan & Sintock

The current champs think Blade and saber with stronger attacks. For the final guy these guys are jokes, THEY SUCK. My Score - 8 - 0

CONGRADULATIONS YOU HAVE COMPLETED PITBALL

Your team gets the trophys and the credits start. Go to options and FMV Test to watch there HMV.

## 5. Tournament

This is like a season mode. Buy and sell players, make bets and bribes and buy equipment for the match and really the main part of Pitball it make the game last much longer. Nothing more is needed for tournament really but maybe I'll add all the players and equipment one day.

## 6. FAQ

Q: how do I shoot?

A: R2

Q: My character won't do his attack

A: tap the correct buttons fast

Q: What are the buttons?

A: It's in the walkthrough but I'll add it again.

X,X,X

Triangle, Triangle, Square

Triangle, Triangle, Circle

Q: You missed something/I need help with the game and its not  
in the walkthrough

A: Contact me

AIM: Neokdogg

MSN: kdogground2@hotmail.com

YIM: kdogground2LTU

ICQ: 158180831

E-Mail: kdogground2@hotmail.com or cheezecheata@yahoo.com

7. Thanks

Thanks to myself for making it ^\_^

Thanks to CjayC for/If he puts it up on GameFAQs

Thanks to the people who made the game

Thanks to Homie G String for the ASCIIart

And Thanks to who ever uses it

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