

Justice League Task Force FAQ/Move List

by DinobotMaximized

Updated to v1.1 on Dec 18, 2006

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**          FAQ/Move List Version 1.1
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I. Introduction

This FAQ was made for Justice League Task Force for the Super Nintendo Entertainment System. This is a fighting game featuring nine playable DC characters, six heroes and three villains. There are three modes of play in the game. Story mode is a single player mode where you must select a hero (no villains). There are nine battles in all with a scene after each battle, the scenes are the same regardless of which character you use. Battle mode is single player and features nine battles as well. You can choose any character in this mode, however there's no story. That leaves versus mode, which is simply a two-player mode. All characters are usable, levels are selectable, and you can change each players power level.

II. Version History

- 1.0 - May 05, 2005
1.1 - December 18, 2006
- Changed Intro
- Made some PAR codes

III. In-game Character Descriptions

Table with 2 columns: Character Name and Description. Characters include Superman, Batman, Wonder Woman, The Flash, Aquaman, and Green Arrow.

IV. Moves *****

Aquaman

- Water Ball ----- Down, Down-Forward, Forward, Punch
- Two Punches ---- Back, Back-Down, Down, Down-Forward, Forward, Punch
- Jump and Punch - Down, Down-Back, Back, Punch
- Sliding Kick --- Back, Back-Down, Down, Down-Forward, Forward, Kick
- Floor Slam ----- Forward and Kick while right next to your opponent
- Throw ----- Forward and Punch while right next to your opponent

Batman

- Batarang ----- Down, Down-Forward, Forward, Punch
- Jump and Kick ----- Down, Down-Back, Back, Kick
- Grappling Hook and Kick - Forward, Down-Forward, Down, Down-Back, Back, Kick
- Two Kicks ----- Back, Back-Down, Down, Down-Forward, Forward, Kick
- Headbutt ----- Forward and Punch while right next to your opponent
- Throw ----- Forward and Kick while right next to your opponent

The Flash

- Turbo Punches ----- Quickly tap Punch
- Tornado ----- Down, Down-Forward, Forward, Punch
- Charge and Uppercut* - Down, Down-Forward, Forward, Punch
- Teleport ----- Forward, Down-Forward, Down, Down-Back, Back, Kick
- Throw 1 ----- Forward and Kick while right next to your opponent
- Throw 2 ----- Forward and Punch while right next to your opponent
- * = Done while right next to your opponent

Superman

- Heat Vision ----- Down, Down-Forward, Forward, Punch
- Ice Breath ----- Forward, Down-Forward, Down, Down-Back, Back, Punch
- Flying Punch ----- Back, Back-Down, Down, Down-Forward, Forward, Kick
- Fly ----- Down, Down-Back, Back, Kick
- Downward Flying Punch - Punch while flying
- Floor Slam ----- Forward and Kick while right next to your opponent
- Grab and Punch----- Forward and Punch while right next to your opponent

Green Arrow

- Flaming Arrow ----- Down, Down-Forward, Forward, Punch
- Jump and Flaming Arrow --- Down, Down-Back, Back, Punch
- Freeze Arrow ----- Down, Down-Forward, Forward, Kick
- Jump and Exploding Arrow - Down, Down-Back, Back, Kick
- Grab and Punch ----- Forward and Punch while right next to your opponent
- Throw ----- Forward and Kick while right next to your opponent

Wonder Woman

Lasso and Kick ----- Down, Down-Forward, Forward, Punch
 Shield ----- Down, Down-Back, Back, Punch
 Flip and Kick ----- Down, Down-Forward, Forward, Kick
 Fly ----- Down, Down-Back, Back, Kick
 Downward Flying Kick - Kick while flying
 Throw 1 ----- Forward and Kick while right next to your opponent
 Throw 2 ----- Forward and Punch while right next to your opponent

Cheetah

Roll ----- Down, Down-Back, Back, Punch
 Jump and Slash --- Back, Back-Down, Down, Down-Forward, Forward, Kick
 Bite and Slash --- Forward and Kick while right next to your opponent
 Sit on and Punch - Forward and Punch while right next to your opponent

Despero

Eye Blast ----- Down, Down-Forward, Forward, Punch
 Jump and Kick - Down, Down-Back, Back, Kick
 Floor Slam ---- Forward and Punch while right next to your opponent
 Backbreaker --- Forward and Kick while right next to your opponent

Darkseid

Eye Lasers ----- Down, Down-Forward, Forward, Punch
 Charge and Punch - Back, Back-Down, Down, Down-Forward, Forward, Punch
 Jump on ----- Back, Back-Down, Down, Down-Forward, Forward, Kick
 Knee to the head - Forward and Kick while right next to your opponent
 Throw ----- Forward and Punch while right next to your opponent

V. Story Mode Script *****

* Opening *

DAILY PLANET

Darkseid declares war on Earth!

U.s. military base Darkseid's first target
 United Nations mobilizes multinational force
 Call goes out to world's heroes for help.

Hero: Darkseid's opening attack
 on Earth took the whole
 world by surprise, but that
 alien fiend's plans won't
 go unopposed.
 And if earth is to be spared

* Scene 6 *

Hero: You're nothing but
Darkseid's pawn, Despero.
I want the truth...Where is
Darkseid? And what has he
done with the Justice
League?

Despero: I was left here to tend his
space ship while he prepared
for an attack on earth.
Darkseid confides in only
one other of his servants...

* Scene 7 *

Hero: You're not who I want
Cheetah. Darkseid is the
real threat. Tell me where
he is.

Cheetah: I have nothing to fear from
even you. Go to Darkseid,
engage him in battle...but
you will not survive!

Darkseid: I did not think that you
would be able to defeat
my lackeys or the robots
with which I replaced your
fellow Justice League members.
But I have one more
adversary awaiting you...
one more powerful than you
could even imagine!

* Scene 8 *

Darkseid: You impress me, hero. But
my plans shall not be
thwarted.
Once I have conquered earth,
the planet and its people
shall serve as the base for
the conquest of the universe!
I will destroy you with my
own hands!

* Ending *

Hero: It's over, Darkseid! Earth
is safe...and you'll pay
for what you did to that
missile base!
Whether together or alone,

nothing can defeat the
Justice League Task Force.

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VI. Pro Action Replay Codes *****
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Infinite Health                               Quick Death
*****                                       *****
Player 1 - 7E0CF760                          Player 1 - 7E0CF700
Player 2 - 7E0CF960                          Player 2 - 7E0CF900
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VII. Credits and Thanks *****
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VIII. Legal *****
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