Sougou Kakutougi: Astral Bout 2 FAQ

by Fire_Pro_Fan

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           * ASTRAL * BOUT * 2 *
          * SOUGOU * KAKUTOUGI  *
         * THE * TOTAL * FIGHTERS *
             *FAQ * GUIDE*
           By: Fire_Pro_Fan
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   ******INTRODUCTION******

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   Astral Bout 2: Sougou Kakutougi - the Total Fighters
   was the second installment in the Astral Bout series
   of video games released exclusively in Japan.

   Featuring an improved battle system, tougher A.I.
   and a roster inspired from Akira Maeda's FIGHTING
   NETWORK RINGS promotion, many would argue that the
   Astral Bout series was the world's very first authentic
   mixed martial arts video game.


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   ******THE CONTROLS******
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While standing:


Back: Move back
Forward: Move forward
Up: Move up
Down: Move down



Y: Light punch
X: Hard punch
B: Kick
A: Hard kick
Forward + A: (while standing close) Lockup
R + Y/X/B/A: charge attack
L: Charge (used for combos)
R: Charge (used for standard attacks)



/: meaning either button can be used to perform the
specific move,




While locking up:

Y: Light punch
X: grapple
B: Light kick
A: Hard kick/ grapple
(Hold)R: used in conjuction with Y,B,A or X for grapples
(Hold))R+Y/A/B/X + back/forward/down/up

Note: lockup commands vary from fighter to fighter.



After opponent has initiated a lockup:

Forward/back: reverse upper attacks/grapples.
Up/down: reverse lower attacks/grapples.



-while opponent is laying on the ground:

A/Y/X/B: apply a submission hold



-while on the ground:

Forward/back: get up
Forward/Back: reverse opponent's grapple (when timed correctly)



While applying a submission hold:

(Hold)L/R + forward/back: drag opponent
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SELECT: cancel submission hold

While in an opponent's submission hold:

(Hold) L/R + forward/back: drag yourself towards one of the
ropes for an "ESCAPE".

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******THE MODES******

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-1P VS COM ASTRAL STEP:

The first half of the RINGS Championship mode. Fight against
a series of opponents situated in the USA to win the first
half of the RINGS Championship.

-1P VS COM MEGA BATTLE:

The second half of the RINGS Championship mode. Fight against
a series of opponents situated in JAPAN to win the second
half of the RINGS Championship.

-1P VS COM EXHIBITION MATCH

Fight against a computer controlled opponent with fully
customizable versus options.

 {Options} - SITUATION MENU
 POWER: select the attack power of both fighters.
 RULE: select between A) 30 minutes, 1 round or
                      B) 3 minutes, 5 rounds.
 TIME: select the time limit of this match.
 POINT: select the number of battle points for this match.

-1P VS 2P VS BOUT:

The standard versus mode. The first player faces off against
the second player in fully customizable versus options.

   {Options}
   RULE: select between A) 30 minutes, 1 round or
                        B) 3 minutes, 5 rounds.
   TIME: select the time limit of this match.
   POINT: select the number of battle points for this match.
   HANDICAP: select how much health both fighters will have.
   STAGE: select the arena the match will be fought in.
         The stages are as followed:

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          A) Standard ring
          B) Training dojo
          C) Battle Dimension championship ring
     CONTROLLER: adjust controls and button inputs.
     EXIT: start the match.


OPTIONS:

Customize Astral Bout's in game settings.

  {Options} OPTIONS MENU
  CONTROLLER: Adjust controls and button inputs.
  LEVEL: adjust the difficulty setting
  SOUND: choose the sound setting of either STEREO
          or MONOAURAL (mono),
  EXIT: return to the main menu.



***HIDDEN MODES***

-BATTLE DIMENSION:

Fight against the standard roster and the secret boss
characters in a tournament setting located in HOLLAND.

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******THE GAMEPLAY******

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-Lockup

When a fighter successfully attempts to grab their opponent,
a lockup is initiated. During a lockup, the fighter that
initiated the lockup has the opportunity to perform a throw,
submission hold or close range strike attack (varying from
character to character).

Also during the lockup, the defending player caught in the
lockup has an opportunity to reverse the lockup and initiate
their own throw, submission hold or strike attack in their
favor.


-Throw:

A close range slam, suplex or drop applied after a lockup
has been initiated.


-Submission Holds:

Throw techniques that requires button mashing to escape.

It is also worth noting that some fighters excel in submission
techniques over other fighters.
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-Strike Attacks:

Punches, kicks, elbow strikes, knee bashes and other various
attacks available to each fighter.

-Special moves:

Powerful strikes, grapples and submission moves that vary from
fighter to fighter.

-Grogginess:

When a fighter receives enough damage from strike, grapple
or submission attacks, a temporary state of grogginess occurs
where the fighter will sway back and forth unable to move
for a few seconds; giving the other fighter a window of
opportunity to gain a free shot.

Charge attack:

By holding down the R button plus any of the punch
or kick buttons, a series of stronger charge attacks
will then be initiated which varies from fighter to
fighter.

-Charge attack combos :

Custom made combos that can be created by the player by
holding down the L button while inputting up to 8 different
attacks and then releasing the L button. If done correctly,
a quick succession of attacks will be chained together
Creating a charge attack combo.

It is also worth noting that the regular Charge attack
moves can also be chained together to form a charge attack
combo creating lots of possibilities.

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******REVERSAL CHART******

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Grapple reversals are performed using a two step process that
is initiated by pressing full circle backwards + X followed
by full circle backwards again + any one of the following moves:

ARMLOCK
can be countered by:
Reverse achilles hold
Cross Armbar
Ankle lock
Leg Lock

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ACHILLES HOLD
can be countered by:
Achilles Hold
Cross Kneebar
Cross Heel Hook

CROSS KNEEBAR
can be countered by:
Achilles Hold
Cross Kneebar

CHICKENWING FACELOCK
can be countered by:
Forward Roll Armlock
Ude Gatame
Facelock

REVERSE ACHILLES HOLD
can be countered by:
Cross Armbar

CROSS HEEL HOLD
can be countered by:
Achilles Hold
Cross Kneebar

REAR NAKED CHOKE
can be countered by:
Facelock

LEGLOCK
can be countered by:
Cross Kneebar

ANKLE LOCK
can be countered by:
Achilles Hold

"GABURISHIME"?
can be countered by:
Cross Armbar
Rear Facelock

UDE GATAME
can be countered by:
Cross Armbar
Cross Kneebar

FACELOCK
can be countered by:
Chickenwing Facelock
Cross Armbar

CROSS ARMBAR
can be countered by:
Cross Armbar
Cross Heel Hook
Cross Kneebar
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******THE RULES******

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-K.O.:

When a fighter's lifebar is either fully depleted
or the fighter is unable to rise to their feet before the 10
count,the fighter will lose the match under the grounds of a
"K.O." or "Knockout".


-T.K.O.:

When a fighter loses all of their battle points
they will lose the match by a Technical Knockout or "T.K.O.".


-GIVE UP:

When a submission hold is applied to a fighter and their life bar
reaches (or is already at zero) the fighter will instantly tap
and "GIVE UP" resulting in a loss.


-BREAK:

During a submission hold, if the fighter attempting to escape
the submission hold is next to the ring ropes, the referee
will call for a "BREAK" breaking up the submission hold.

-ESCAPE:

When a fighter who is put into a submission hold crawls
towards one of the ring ropes to break free is referred
to as an "Escape" and results in the fighter who had just
escaped the submission hold losing a battle point. If a
fighter initiates 2 successful "ESCAPES" from their opponent's
submission hold, the escaped fighter will lose 1 battle point
as a penalty.

-TIME OVER:

During a match, if the time limit is reached, the match will result
in a "TIME OVER".


-DRAW GAME:

If the time limit of the match has ended where both fighters have
the same amount of health and or battle points, the match will end
in a "DRAW GAME" where neither fighter wins the match.

-DOWN:

When a player is knocked down after receiving a considerable amount
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of damage in a point system related match, the Referee will call a
Down. During a Down, the Wrestler who was knocked down has up to 9
seconds to return to their feet. If the Wrestler is knocked down for
a total of 10 seconds, the Wrestler will lose the match under a
K.O..

=NO CONTEST:

When both fighters knock each other out either by a double count out
or by a double knockout, the match will end in a "NO CONTEST"
resulting in both fighters losing the match.

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******THE FIGHTERS******

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In order of appearance on the character selection screen.

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1. GEN KAJIWARA
   Real name: Yoshiaki Fujiwara
   Height: 185 cm
   Weight: 102 kg
   From: JAPAN

   Leg Lift Headbutt: Down, Up + X

   Headbutt: Forward, Back + Y

   Fujiwara Armbar: Back, Forward, Down-Forward, Down + X

   Trip kick: R + Y

   Sliding kick: R + A

   Scoop slam (during lockup) X/A

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   Ground submission holds:
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   Cross Armbar: Y (upper body, face up)

   Rear Facelock: X (Upper body, face up)

   Achilles Hold: B (Lower body, face up)

   Cross Kneebar: A (Lower body, face up)

   Facelock: X (Upper body, face down)

   Boston Half Crab: A (Lower body, face down)

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2. BOLIS GOLDMAN
   Real name: Chris Dolman
   Height: 188 cm
   Weight: 124 kg
   From: HOLLAND

   Trip kick: R + Y

   Sliding kick: R + A

   Sambo toss: (during lockup) X/A

   Knee Lock: Forward, Back + A

   Front Facelock: Forward, Up-Forward, Up, Down + X

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   Ground submission holds:
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   Cross Armbar: Y (Upper body, face up)

   Gaburishime: X (Upper body, face up)

   Achilles Hold: A (Lower body, face up)

   Rear Naked Choke: X (Upper body, face down)

   Leg Lock: A (Lower body, face down)



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3. NAOKI TAKAMURA
   Real name: Kiyoshi Tamura
   Height: 180 cm
   Weight: 90 kg
   From: JAPAN

   Wheel kick: R + Y

   Roundhouse kick: R + B

   Jumping high kick: R + X

   Knee dash:  R + A

   Scoop slam (during lockup) X/A

   Taunt: (while holding L and R) (in this order) X, A, Y, B
   (then release L and R)

   Flying Headscissors: Up, Up + Back, Back + A

   Ankle Pick Heel Hook: Forward, Back, Down-Back, Down + B
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Ground submission holds:
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Cross Armbar: X (Upper body, face up)

Cross Kneebar: A (Lower body, face up)

Ude Gatame: X (Upper body, face down)

Ankle Lock: A (Lower body, face down)


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4. DUKE BRYCE
   Real name: Dick Vrij
   Height: 185 cm
   Weight: 110 kg
   From: HOLLAND

   High kick: R + Y

   Leap kick: R + X

   Knee dash:  R + A

   Front Suplex: Forward, Back + X

   Machine Gun Knees: Back, Forward. Back + A

   Taunt: (while holding L and R) (in this order) X, A, Y, B
   (then release L and R)

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   Ground submission holds:
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   Cross Armbar: X (upper body, face up/down)

   Achilles Hold: A (Lower body, face up/down)


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5. JAMES LOUIS
   Real name: Maurice Smith
   Height: 186 cm
   Weight: 93 kg
   From: U.S.A.

   High kick: R + Y

   Roundhouse kick: R + B

   Rising knee: R + X

   Trip kick: R + A
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    Taunt: (while holding L and R) (in this order) X, A, Y, B
    (then release L and R)

    Neck Throw: Forward, Back + A

    Jumping Face Knee: Down, Up + A

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    Ground submission holds:
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    Cross Armbar: X (Upper body, face up/down)

    Cross Kneebar: A (Lower body, face up/down)


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6. KENJI ASUKA
    Real name: Masaaki Satake
    Height: 185 cm
    Weight: 106 kg
    From: JAPAN

    High kick: R + Y

    Roundhouse kick: R + B

    Flip kick: R + X

    Trip kick: R + A

    Taunt: (while holding L and R) (in this order) X, A, Y, B
    (then release L and R)

    Neck Throw: Forward, Back + X

    Clinch Knees: Back. Forward, Back + A

    =======================
    Ground submission holds:
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    Cross Armbar: X (Upper body, face up/down)

    Achilles Hold: A (Lower body, face up/down)


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7. AKIRA MAEDA
    Real name: Akira Maeda
    Height: 191 cm
    Weight: 102 kg
    From: JAPAN


    High kick: R + Y

    Sliding kick: R + A
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Wheel kick: R + X

Suplex: (during lockup) X/A

Capture Suplex: Down, Down-forward + X

German Suplex: Down, Down-forward + A

Taunt: (while holding L and R) (in this order) X, A, Y, B
(then release L and R)

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Ground submission holds:
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Armlock: X (upper body - face up)

Achilles Hold : B (lower body - face up)

Cross Kneebar: A (upper body - face down)

Chickenwing Facelock: X (lower  body - face down)

Reverse Achilles Hold: A (lower body - face down)


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8. VOLK WARREN
   Real name: Volk Han
   Height: 191 cm
   Weight: 107 kg
   From: RUSSIA

   Spinning back fist: R + Y

   Spinning back palm: R + X

   Sliding kick: R + A

   Suplex:(during lockup) A/X

   Taunt: (while holding L and R) (in this order) X, A, Y, B
   (then release L and R)

   Standing Front Chickenwing Facelock: Half Circle Forward, Back + Y

   Flying Heel Hook: Half Circle Backwards + A

   Standing Armlock: Quarter Circle Up + X

   =======================
   Ground submission holds:
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   Cross Armbar: Y (Upper body, face up)

   Arm Lock: X (Upper body, face up)
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     Achilles Hold: B (Lower body, face up)

     Cross Heel Hold: A (Lower body, face up)

     Forward Roll Armlock: X (Upper body, face down)

     STF: A (Lower body, face down)


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9. GREGORY "LUCKY" HAWK
   Real name: Lee Hasdell
   Height: 185 cm
   Weight: 110 kg
   From: AUSTRALIA

   Strong punch: R + Y

   Low punch: R + B

   Uppercut: R + X

   Neck Throw: Forward, Back + A

   Liver Punches: Forward, Back, Forward + X

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   Ground submission holds:
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   Cross Armbar: X (Upper body, face up/down)

   Cross Kneebar: A (Lower body, face up/down)



****SECRET CHARACTERS****
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10. GARGANTUA BLIGHT
    Real name: Gary Albright
    Height: 191 cm
    Weight: 160 kg
    From: U.S.A.

    Dropkick (short range) R + Y/A

    Dropkick (long range) R + X

    German Suplex: Half Circle Forward + X/A

    Snap Belly To Belly Suplex: Half Circle Forward, Back + X

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    Ground submission holds:
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    Cross Armbar: X (Upper body, face up)
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      Cross Kneebar: A (Lower body, face up)

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11.  DAVID HOOK
     Real name: Dale "Apollo" Cook
     Height: 183 cm
     Weight: 73 kg
     From: U.S.A.

     Spinning back fist - R + Y

     Roundhouse kick - R + B

     High kick - R + X

     Spinning back kick - R + A

     Hip Toss: Forward, Back + A

     Clinch Knees: Back, Forward, Back + A

     =======================
     Ground submission holds:
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     Cross Armbar: X (Upper body, face up/down)

     Achilles Hold: A (Lower body, face up/down)


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12.  TETSUZAN SHINDOH
     Real name: Mas Oyama
     Height: 173 cm
     Weight: ???
     From: JAPAN

     High kick: R + Y

     Roundhouse kick: R + B

     Chop: R + X

     Jump kick: R + A

     Clinch Knees: Back, Forward, Back + A

     Neck Throw: Forward, Back + X

     =======================
     Ground submission holds:
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     Cross Armbar: X (upper body, face up/down)

     Achilles Hold: A (Lower body, face up/down)
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******SECRETS, TIPS, AND TRICKS******

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-Unlock Battle Dimension mode:

At the title screen press L,R,A,X, Select


-Play as the hidden bosses:

On the "Battle Dimensions", Exhibition or Versus mode character
select screen, hold the L and R buttons while placing the cursor
over Asuka then press select ..Asuka's character sprite will
now be changed to one of the hidden boss characters.
Input the code again to alternate between the other
two hidden boss characters.


-Fight against Gargantuan Blight:

To fight against the hidden boss character Gargantuan Blight,
defeat all of the regular fighters in 1P VS COM ASTRAL STEP
mode. After defeating the last regular fighter, Gargantuan
will then appear as the final opponent.


-Fight against David Hook:

To fight against the hidden boss character David Hook,
defeat the regular fighters in 1P VS COM MEGA BATTLE
mode. David Hook will then appear randomly before the
end of the MEGA BATTLE TOURNAMENT as a surprise opponent.


-Fight against Tetsuzan Shindoh:

To fight against the hidden boss character Tetsuzan Shindoh,
defeat all of the regular fighters and David Hook in 1P VS
COM MEGA BATTLE mode. Tetsuzan Shindoh will then appear
as the final opponent.


-***Gameshark Code*** Player 2 doesn't move:

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******FREQUENTLY ASKED QUESTIONS******

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Q: How the heck do I get out of those annoying submission
holds?!!

A: By holding the L or R buttons while pressing left or
right allows your fighter to drag themselves towards
the left or right ring ropes to escape your opponent's
submission hold.

Q: Why do the fighters have weird, altered names in this
game?

A: This is a common practice in Japanese Wrestling games.
The few characters that have altered names were simply not
licensed by the real life Wrestlers the characters were
based off of; so, fake names were used to avoid paying
royalties and avoiding a potential lawsuit.

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******SPECIAL THANKS******

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I would personally like to thank:

 {Nintendo} for creating the Super Nintendo and Super Famicom

 {King Records} for publishing the second installment in the
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 {Human Entertainment} for introducing me to the exciting world of
 Puroresu video games and creating the finest wrestling game series
 possible ...the Fire Pro Wrestling series.

 {GameFAQS} for creating and continuing to host the greatest FAQ
 website of all time.

 {PuroGeek} for inspiring me to write and contribute my own FAQ.

 {Emill J Morales & Emerson Bostwick} for providing boss codes,
 fighter identities, gameplay mechanics and each fighter's special
 moves.

 And ...{you}! Thank you for reading my FAQ!

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******CONTACT******

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Questions, comments, or corrections, email me at: