

Fighter's History: Mizoguchi Kiki Ippatsu!! FAQ/Move List

by Goh_Billy

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Fighter's History: Mizoguchi Kiki Ippatsu!!
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Version #: 2.0
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Sections

- ```

1. Legend
2. System
 2.1 Basics
 2.2 Weak Point
3. Characters
 3.1 Clown
 3.2 Liu Yungmie
 3.3 Liu Feilin
 3.4 Zazie Muhaba
 3.5 Mizoguchi Makoto
 3.6 Lee Diendo
 3.7 Kano Ryoko
 3.8 Karnov

 3.9 Chelnov
4. Misc. And Easter Eggs
5. Conclusion
 5.1 What's Missing/Needed
 5.2 Credits
```

## 1. Legend

```
=====
ub u uf f - Forward HP - Heavy Punch P - Any Punch
 \ | / b - Back LP - Light Punch K - Any Kick
b-- --f u - Up HK - Heavy Kick + - And
 / | \ d - Down LK - Light Kick / - Or
db d df L - Left Button , - Then
R - Right Button
```

```
qcf - quarter circle forward (d, df, f)
qcb - quarter circle back (d, db, b)
hcf - half circle forward (b, db, d, df, f)
hcb - half circle back (f, df, d, db, b)
```

## 2. System

\*\*\*\*\*  
\* 2.1 Basics \*  
\*\*\*\*\*

|                   |                                                                                                                                              |                                                                                                      |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
| Throw             | f/b + HP close                                                                                                                               | f and b determine where<br>opponent is thrown                                                        |
| Block High        | b                                                                                                                                            |                                                                                                      |
| Block Low         | db                                                                                                                                           | will not block overheads                                                                             |
| Backdash          | b, b                                                                                                                                         |                                                                                                      |
| Air Attack Cancel | have a normal air<br>attack touch the<br>opponent and then<br>immediately perform<br>an air special                                          |                                                                                                      |
| Dizzy Recovery    | shake joystick and tap<br>P and K rapidly when<br>dizzied                                                                                    |                                                                                                      |
| Negative Edge     | allows you to perform<br>maneuvers by holding<br>the attack button<br>down, performing<br>the motion, then<br>releasing the attack<br>button | an example would be<br>performing a qcf + P<br>maneuver by instead<br>holding P, qcf, releasing<br>P |

\*\*\*\*\*  
\* 2.2 Weak Point \*  
\*\*\*\*\*

In Fighter's History, a character can only be dizzied once per round. There is a unique way in which a character is dizzied in the game. Every character has their own weak point. This weak point (usually a piece of clothing) will begin to flash once it has been struck a few times. Once it flashes, the next successful strike to that area will cause that item to pop off the character, and in the process, causing the character to become dizzied. Every character's weak zone is listed in the character's movelist next to their color selection as well as here for convenience:

Clown: mask  
Yungmie: waistband  
Feilin: breastplate  
Zazie: headband  
Mizoguchi: headband  
Lee: knees  
Ryoko: headband  
Karnov: necklace  
Chelnov: helmet visor

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3. Characters  
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\* 3.12 Clown \*

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Colors Weak Point: mask

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- LP - Purple w/ Red trim
- HP - Orange w/ Purple trim
- LK - Mellow Apricot w/ Yellow trim
- HK - Mellow Apricot w/ Gray trim
- Start - Dark Gray w/ Red trim
- R/L + LP - Medium Green w/ Green trim
- R/L + HP - Red w/ Yellow trim
- R/L + LK - Gray w/ Tan trim
- R/L + HK - Medium Gray w/ Amber trim
- R/L + Start - Yellow w/ Green trim

Throw

-----

|               |                |                                                                                                            |
|---------------|----------------|------------------------------------------------------------------------------------------------------------|
| Circus Tumble | f/b + HP close | f and b determine where<br>opponent is thrown; shake<br>joystick and tap P and K<br>rapidly for more rolls |
|---------------|----------------|------------------------------------------------------------------------------------------------------------|

Basic Moves

-----

|                  |          |           |
|------------------|----------|-----------|
| Hand Flick       | LP far   | 2 hits    |
| Driving Headbutt | HP close | 2 hits    |
| Happy Twirl      | HK far   | low dodge |

Command Move

-----

N/A

Special Moves

-----

|             |                                                                                |                                                                                                                                                                                                                                       |
|-------------|--------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Pick A Card | Charge b for 1.5<br>seconds, f + P                                             | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process                                                                                                                          |
| Head Stamp  | Charge db for 1.5<br>seconds, uf + P,<br>then b/f after head<br>stamp to guide | LP=slow, HP=fast; slight<br>homing ability; if the<br>move touches the opponent<br>you can use b/f to guide<br>Clown's descent; maneuver<br>can sometimes crossup the<br>opponent, especially the<br>HP version executed from<br>afar |
| Spin Attack | Charge b for 1.5<br>seconds, f + K                                             | LK=slow, HK=fast; if this<br>misses the opponent, Clown<br>will hit the edge of the<br>screen and bounce back to<br>land                                                                                                              |
| Spin Drop   | Charge d for 1.5<br>seconds, u + K                                             | LK=short, HK=far                                                                                                                                                                                                                      |

\*\*\*\*\*  
 \* 3.2 Liu Yungmie \*  
 \*\*\*\*\*

Colors Weak Point: waistband

- 
- LP - Light Gray costume w/ Red trim and Blue belt
  - HP - Gray costume w/ Blue trim and Red belt
  - LK - Light Blue costume w/ Blue trim and Yellow belt
  - HK - Medium Gray costume w/ Blue trim and Yellow belt
  - Start - Yellow costume w/ Red trim and Red belt
  - R/L + LP - Green costume w/ Red trim and Red belt
  - R/L + HP - Khaki costume w/ Blue trim and Green belt
  - R/L + LK - Light Gray costume w/ Blue trim and Green belt
  - R/L + HK - Purple costume w/ Red trim and Blue belt
  - R/L + Start - Pink costume w/ Red trim and Blue belt

Throw

-----

|           |                |                                               |
|-----------|----------------|-----------------------------------------------|
| Kick Toss | f/b + HP close | f and b determine where<br>opponent is thrown |
|-----------|----------------|-----------------------------------------------|

Basic Moves

-----

|              |           |                  |
|--------------|-----------|------------------|
| Falling Heel | ub/uf, HK | 2 hits; overhead |
| One Two Kick | HP close  | 2 hits           |

Command Move

-----

|              |               |
|--------------|---------------|
| Phoenix Fall | d + HK in air |
|--------------|---------------|

Special Moves

-----

|                    |                                                                  |                                                                                                              |
|--------------------|------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Fire Kick          | tap any P along with<br>any K rapidly (use<br>b/f to guide move) | b/f will allow Fire Kick to<br>slide across the ground                                                       |
| Instant Aura Smash | qcf, uf + P                                                      | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Aura Smash         | hcb + P                                                          | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Air Aura Smash     | qcf + P in air                                                   | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Nerichagi          | f, db, d, df + K                                                 | LK=slow and short, HK=fast                                                                                   |

|            |                                                                                        |                                                                                                    |
|------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| Foot Rush  | qcb + K                                                                                | and far<br>LK=slow and short, HK=fast<br>and far                                                   |
| Wall Jump  | jump toward the wall,<br>then press a<br>direction away from<br>the wall + LP/LK/HP/HK | holding b or f can slightly<br>change the descent; can<br>perform any air normal<br>after maneuver |
| Split      | d + HK                                                                                 |                                                                                                    |
| Aura Smash | have an air normal<br>touch the opponent,<br>then qcf + P                              |                                                                                                    |

\*\*\*\*\*  
\* 3.3 Liu Feilin \*  
\*\*\*\*\*

Colors Weak Point: breastplate  
-----

|             |                                        |
|-------------|----------------------------------------|
| LP          | - Red top w/ Periwinkle bottoms        |
| HP          | - Dark Gray top w/ Pink bottoms        |
| LK          | - Red top w/ Silver bottoms            |
| HK          | - Purple top w/ Yellow bottoms         |
| Start       | - Dark Gray top w/ Gray bottoms        |
| R/L + LP    | - Dark Gray top w/ Desert Sand bottoms |
| R/L + HP    | - Bronze top w/ Light Gray bottoms     |
| R/L + LK    | - Gray top w/ Orange Red bottoms       |
| R/L + HK    | - Gray top w/ Silver bottoms           |
| R/L + Start | - Gold top w/ Linen bottoms            |

Throw  
-----

|             |                |                                               |
|-------------|----------------|-----------------------------------------------|
| Mantis Slam | f/b + HP close | f and b determine where<br>opponent is thrown |
|-------------|----------------|-----------------------------------------------|

Basic Move  
-----  
N/A

Command Moves  
-----

|                |                                            |
|----------------|--------------------------------------------|
| Flying Kick    | d + HK in air (at the<br>peak of the jump) |
| Crescent Slash | f/b + HK far                               |
| Face Cracker   | f/b + HK close                             |

Special Moves  
-----

|                   |                     |                                                                                                              |
|-------------------|---------------------|--------------------------------------------------------------------------------------------------------------|
| Touroh Zan        | qcf + P             | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Diving Touroh Zan | b, db, d + P in air | LP=slow, HP=fast; will                                                                                       |

collide with other  
projectiles as both will  
be "destroyed" in the  
process

Hakkaku Soubi Ken

Charge d for 1.5  
seconds, u + P

LP=short, HP=far

\*\*\*\*\*  
\* 3.4 Zazie Muhaba \*  
\*\*\*\*\*

Colors

Weak Point: headband

-----

LP - Burnt Orange costume  
HP - Ecrú costume  
LK - Dark Gray costume  
HK - Purple costume  
Start - Carrot Orange costume  
R/L + LP - Medium Gray costume  
R/L + HP - Platinum costume  
R/L + LK - Green costume  
R/L + HK - Red costume  
R/L + Start - Blue costume

Throw

-----

Choke Suplex

f/b + HP close

f and b determine where  
opponent is thrown

Basic Move

-----

N/A

Command Move

-----

Reaching Straight

b/f + HP far

Special Moves

-----

Vulcan Hook

tap P rapidly

can use b/f to guide move  
VERY slightly

Hellfire

b, db, d + P

Deshikakato

d, u + LK

Axe Deshikakato

d, u + HK

Ducking

f, f + K / f, f, K

LK=short, HK=long;  
invulnerable for a split  
second (except you can  
still be thrown)

Sliding

f + K

invulnerable for a split  
second (except you can  
still be thrown); continue  
to use f + K to keep  
sliding

Double Backstep

f, b + LK

completely invulnerable

|             |           |                                                                                                                             |
|-------------|-----------|-----------------------------------------------------------------------------------------------------------------------------|
| Tricky Feet | f, b + HK | during the fist hop<br>portion of the maneuver<br>completely invulnerable<br>during the fist hop<br>portion of the maneuver |
|-------------|-----------|-----------------------------------------------------------------------------------------------------------------------------|

\*\*\*\*\*  
 \* 3.5 Mizoguchi Makoto \*  
 \*\*\*\*\*

Colors Weak Point: headband

-----

|             |                          |
|-------------|--------------------------|
| LP          | - Gray pants             |
| HP          | - Green pants            |
| LK          | - Turquoise pants        |
| HK          | - Very Light Gray pants  |
| Start       | - Gold pants             |
| R/L + LP    | - Slate Gray pants       |
| R/L + HP    | - Dark Gray pants        |
| R/L + LK    | - Metallic Gray pants    |
| R/L + HK    | - Blue pants             |
| R/L + Start | - Onyx pants (Dark skin) |

Throws

-----

|                 |                |                                               |
|-----------------|----------------|-----------------------------------------------|
| Neckringer Slam | f/b + HP close | f and b determine where<br>opponent is thrown |
| Shuffle Kick    | f/b + HK close | f and b determine where<br>opponent is thrown |

Basic Moves

-----

|                 |          |                  |
|-----------------|----------|------------------|
| Axe Kick        | HK close | 2 hits           |
| Air Falling Axe | u, HK    | 2 hits; overhead |

Command Move

-----

N/A

Special Moves

-----

|               |              |                                                                                                                  |
|---------------|--------------|------------------------------------------------------------------------------------------------------------------|
| Tiger Bazooka | qcf + P      | LP=slow, HP=fast; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process     |
| Koryuu Sai    | b, db, d + P | LP=short, HP=long                                                                                                |
| Ren Zoku Keri | qcf + K      | LK=short, HK=long; mashing K<br>with the qcf motion is a<br>good way to make sure all<br>the follow ups come out |
| Heat Kick     | K            |                                                                                                                  |
| Double Follow | qcf + K      |                                                                                                                  |

|                       |                                                           |                                                                                               |
|-----------------------|-----------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| Finish                | qcf + K                                                   |                                                                                               |
| Double Follow         | qcf + K                                                   |                                                                                               |
| Kick And Finish       | qcf + K                                                   |                                                                                               |
| Air Ren Zoku Keri     | have an air normal<br>touch the opponent,<br>then qcf + K | mashing K with the qcf<br>motion is a good way to<br>make sure all the follow<br>up come outs |
| Kick And Finish       | qcf + K                                                   |                                                                                               |
| Gottsui Tiger Bazooka | qcf + LP+LK+HP+HK                                         | long start up time; absorbs<br>projectiles                                                    |
| Shoten Sai            | b, db, d + LP+LK+HP+HK                                    | perform close and connect<br>move (not blocked) to have<br>the entire maneuver come<br>out    |

\*\*\*\*\*  
\* 3.6 Lee Diendo \*  
\*\*\*\*\*

Colors Weak Point: knees

-----  
LP - Periwinkle costume w/ Red belt  
HP - Orange costume w/ Red belt  
LK - Gray costume w/ Blue belt  
HK - Green costume w/ Purple belt  
Start - Dark Gray costume w/ Red belt  
R/L + LP - Blue costume w/ Dark Gray belt  
R/L + HP - Tan costume w/ Blue belt  
R/L + LK - Purple costume w/ Red belt  
R/L + HK - Gold costume w/ Red belt  
R/L + Start - Charcoal costume w/ Black belt

Throw

-----  
Fireman's Carry f/b + HP close f and b determine where  
opponent is thrown

Basic Move

-----  
N/A

Command Move

-----  
N/A

Special Moves

-----  
Zesshou Hou qcf + P LP=short, HP=long  
Choshin Kou f + LP Zesshou Hou must touch the  
opponent for this follow  
up to be possible  
Tetsuzan Kou f + HP Zesshou Hou must touch the  
opponent for this follow

|                   |                      |                                                                                   |
|-------------------|----------------------|-----------------------------------------------------------------------------------|
| Super Zesshou Hou | qcf, b + P           | up to be possible<br>LP=short, HP=very long                                       |
| Choshin Kou       | f, f + LP            | Super Zesshou Hou must touch<br>the opponent for this<br>follow up to be possible |
| Tetsuzan Kou      | f, f + HP            | Super Zesshou Hou must touch<br>the opponent for this<br>follow up to be possible |
| Kaen Zesshou Hou  | qcb + P              | LP=short, HP=far                                                                  |
| Chou Tetsuzan Kou | f, b, db, d + P      | LP=short, HP=far                                                                  |
| Senkyuu Tai       | qcf + K              | LK=short, HK=far                                                                  |
| Shoulder Check    | b, df, db + HK close | unblockable; can be comboed<br>into                                               |
| Mouko Kouhazan    | b, f, db, df + LP+HP | absorbs projectiles<br>(including Mizoguchi's<br>Gottsui Tiger Bazooka)           |

\*\*\*\*\*  
\* 3.7 Kano Ryoko \*  
\*\*\*\*\*

Colors

Weak Point: headband

-----

|             |                                        |
|-------------|----------------------------------------|
| LP          | - Off White costume w/ Red trim        |
| HP          | - Orange costume w/ Blue trim          |
| LK          | - Sky Blue costume w/ Red trim         |
| HK          | - Gray costume w/ Blue trim            |
| Start       | - Green costume w/ Red trim            |
| R/L + LP    | - Yellow costume w/ Red trim           |
| R/L + HP    | - Brown costume w/ Powder Blue trim    |
| R/L + LK    | - Light Gray costume w/ Yellow trim    |
| R/L + HK    | - Cool Gray costume w/ Off White trim  |
| R/L + Start | - Carnation Pink costume w/ Green trim |

Throws

-----

|                 |                       |                                                                                             |
|-----------------|-----------------------|---------------------------------------------------------------------------------------------|
| Side Slam       | f/b + HP close        | f and b determine where<br>opponent is thrown                                               |
| Layback Toss    | df/db + HP close      | df throws the opponent in<br>front of Ryoko while db<br>throws the opponent<br>behind Ryoko |
| Submission Hold | d, d + P              | shake joystick and tap P<br>and K rapidly for more<br>chest crunches                        |
| Izuna Drop      | f/b + HP close in air | f and b determine where<br>opponent is thrown                                               |

Basic Moves

-----

|             |          |                                          |
|-------------|----------|------------------------------------------|
| Short Sweep | LK       | must be blocked low; grounds<br>opponent |
| Axe Kick    | HK close | 2 hits                                   |



Throw

-----

Finishing Headbutt

f/b + HP close

f and b determine where  
opponent is thrown

Basic Move

-----

Downward Poke

LP in air

overhead; can cancel  
Downward Poke into another  
air normal

Command Move

-----

Head Slide

d + HK

must be blocked low

Special Moves

-----

Fireball

qcf + P

LP=low bounce, HP=high  
bounce; will collide with  
other projectiles as both  
will be "destroyed" in the  
process

Fire Breath

f, f + P / f, f, P

HP=stays out longer; absorbs  
projectiles

Low Fire Breath

f, f + K / f, f, K

HK=stays out longer; absorbs  
projectiles

Balloon Attack

hcb, ub + P, then use  
b/f to guide move

HP=longer inflation time;  
during the inflation,  
Karnov is invulnerable  
(except to air throws);  
the attack happens after  
the inflation; b/f can be  
used to guide move during  
inflation and during the  
descent; can perform an  
air attack directly after  
the belly flop that occurs  
after Karnov deflates

Air Balloon Attack

hcb, ub + P in air,  
then use b/f to guide  
move

HP=longer inflation time;  
during the inflation,  
Karnov is invulnerable  
(except to air throws);  
the attack happens after  
the inflation; b/f can be  
used to guide move during  
inflation and during the  
descent; can perform an  
air attack directly after  
the belly flop that occurs  
after Karnov deflates

Super 100 Kick

Charge b for 1.5  
seconds, f + K

LK=short, HK=long

Aerial Cossack

Charge d for 1.5  
seconds, u + K

LK=short, HK=far

.....

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\* 3.9 Chelnov \* \*

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Colors Weak Point: helmet visor

-----

- LP - Mahogany shoulder pads w/ Yellow chest armor
- HP - Auburn shoulder pads w/ Yellow chest armor
- LK - Green shoulder pads w/ Amber chest armor
- HK - Gray shoulder pads w/ Lilac chest armor
- Start - Lavender shoulder pads w/ Yellow chest armor
- R/L + LP - Battleship Gray shoulder pads w/ Yellow chest armor
- R/L + HP - Metallic Gold shoulder pads w/ Yellow chest armor
- R/L + LK - Blue shoulder pads w/ Amber chest armor
- R/L + HK - Ash Gray shoulder pads w/ Gray chest armor
- R/L + Start - Dark Gray shoulder pads w/ Yellow chest armor

Throw

-----

Crashing Skull Slam f/b + HP close f and b determine where  
opponent is thrown

Basic Move

-----

Driving Punch HP close 2 hits

Command Move

-----

Head Stomp d + HK in air (use b/f immediately after d + HK to slightly guide maneuver) can use b/f after maneuver touches opponent (blocked or not) to guide maneuver; can perform another air attack after maneuver touches opponent (blocked or not)

Special Moves

-----

Chelnov Beam qcf + P LP=slow, HP=fast; will collide with other projectiles as both will be "destroyed" in the process

Missile Charge b for 1.5 seconds, f + P LP=missile goes low, HP=missile goes high; will collide with other projectiles as both will be "destroyed" in the process

Fire Wheel f, f + P in air LP=slow, HP=fast; will collide with other projectiles as both will

|               |                   |                                                                                                                                                                                                                                                                                                                                                          |
|---------------|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Vulcan        | hcb + P/HK        | be "destroyed" in the process<br>LP=boomerang flies up at a steep angle, MP=boomerang flies diagonally upward, HK=boomerang flies diagonally downward and if it doesn't hit the opponent it will bounce off the floor and fly upward; will collide with other projectiles as the boomerang will bounce away and the other projectile will be "destroyed" |
| Atomic Runner | hcb + LP+LK+HP+HK | projectile absorbs other projectiles                                                                                                                                                                                                                                                                                                                     |

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4. Misc. And Easter Eggs  
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Unlock Chelnov  
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After the intro finishes you will be at the Title Screen. Once at the title screen press down, down, up, up, right, left, L button, R button. If successful you will be able to select Chelnov now.

Unique Icons  
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Every character has a unique object that circles their head when dizzied and acts as their win victory icon. Here is a list of these unique icons for each character:

- Clown: red flowers
- Yungmie: carousel horses
- Feilin: fairies
- Zazie: roosters
- Mizoguchi: octopuses
- Lee: crescent moons
- Ryoko: penguins
- Karnov: spacemen
- Chelnov: chicks hatching

=====  
5. Conclusion  
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5.1 What's Missing/Needed

-Cleanup and corrections  
-If you have anything to add, any corrections I need to make, please email me at [billy\\_kane\\_32@hotmail.com](mailto:billy_kane_32@hotmail.com). Credit will be given for your contribution.

5.2 Credits

-Data East

-Gamefaqs

-And me for writing this faq

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