

Battle Zeque Den (Import) FAQ/Walkthrough

by Seth0708

Updated to v1.1 on Apr 26, 2008

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Battle Zeque Den FAQ/Walkthrough
Version 1.1
by Seth0708

Section I: Introduction

Battle Zeque Den is a 2D action game similar in play-style to Marvel Super Heroes: War of the Gems. You chose one of three characters and take them through six stages of mostly fighting. The game was released by Asmik in Japan only, thus the entire story is in Japanese. Because I can't read a word of Japanese, and virtually every word is Kanji inhibiting the use of a dictionary, no plot information is present in this FAQ. Instead, the focus of this guide is on the moves of the three playable characters and the enemies and bosses.

UPDATE: Draewon has written me to give me some special moves (listed below) and some information on the plot of the game. He says:

Seeing the character design, I think this game is heavily based on the "Journey to the West." The red girl is obviously Wu Kong (Son Goku), leader of the group, the blue girl is Wi Ching (Sha Gojo), the smart one, and the girl with boxing gloves is Wu Neng (Cho Hakkai), the fat pig; of course they were all men in the actual story but BZD seems to change them into spunky girls.....

The special moves Draewon has informed me off are the moves that are performed by holding down, then hitting up and attack for all three of the characters, as well as the Slide Attack for Rufuu and the Piledriver for Hamasu. Thank you once again for this information Draewon.

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Section II: Character Moves
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Here I've listed the various moves employed by the three different fighters you have to chose from in Battle Zeque Den. Below the name you will find the button combination to activate the given move, then a description below that. Each fighter's hair color is noted for easy identification for those who cannot read Japanese.

Hamusu	
The Brown-haired Fighter	

Attack:

Y

Hamusu punches her foes with her boxing glove. You can hold down the attack button to charge Hamasu's attack further to deal extra damage.

Block:

L

Hamusu simply blocks attacks thrown her way.

Double Jump:

B (tap) + B

Hamusu jumps an additional time during a jump.

Jump Attack:

B (tap) + Y

Hamusu stretches out and body slams her opponents.

Megaton Quake

| (hold) ^ + Y

v |

Hamasu pounds the ground, sending a shockwave out from her at the enemies. A surprisingly effective ranged attack.

Piledriver

-> + B and Y

Hamasu performs a piledriver with whoever she has grabbed ahold of.

Special Attack 1:

X

Hamusu unleashes two green dog-like creatures that maul the

nearest enemy they can find.

Special Attack 2:

B (hold) + Y

Hamusu spins in place, striking anyone who gets close enough to her. She is damaged each time the move connects, meaning you can lose a lot of health in a single spin.

Throw

-> + Y

Hamusu grabs the enemy directly in front of her and flings them forward. Damages any enemies the target is thrown into as well.

Kairu	
The Purple-haired Fighter	

Attack:

Y

Kairu executes a quick punch. When comboed, she ends her series of attacks with a swift kick.

Block:

L

Kairu simply blocks attacks thrown her way.

Double Jump:

B (tap) + B

Kairu jumps an additional time during a jump.

Ice Bolt

| (hold) ^ + Y

v |

Kairu launches an icy projectile that freezes enemies on contact.

Jump Attack:

B (tap) + Y

Kairu jump kicks her opponents.

Special Attack 1:

X

Kairu unleashes several small orbs that damage any foes they strike.

Special Attack 2:

B (hold) + Y

Kairu does a cartwheel towards her foes. Drains a small amount of health each time it connects.

Throw

-> + Y

Kairu grabs the enemy directly in front of her and flings them forward. Damages any enemies the target is thrown into as well.

Rufuu	
The Red-haired Fighter	

Attack:

Y

Rufuu unleashes some open-palmed punches.

Block:

L

Rufuu simply blocks attacks thrown her way.

Double Jump:

B (tap) + B

Rufuu jumps an additional time during a jump.

Jump Attack:

B (tap) + Y

Rufuu jump kicks her opponents.

Shoryuudan

| (hold) ^ + Y

v |

Rufuu will perform a vertical spinning uppercut. This can be performed at the end of the Slide Attack to add range to the original attack and end with this combo.

Slide Attack:

| \ + Y

v o

Rufuu performs a slide attack that damages any opponent she makes contact with. This can be comboed with the Shoryuudan.

Special Attack 1:

X

Rufuu powers up, adding explosions to all her other moves.

Special Attack 2:

B (hold) + Y

Rufuu projects an astral form that uppercuts the enemy directly in front of her. Drains a small amount of her health when it connects.

Throw

-> + Y

Rufuu grabs the enemy directly in front of her and flings them forward. Damages any enemies the target is thrown into as well.

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Section III: Level Guide
=====

| Lakeside (Stage 1-1) |
|_____|

Enemies: Red Bald Fighter / Red Bald Ponytail Fighter / Red Fat Man
Red Masked Ponytail Fighter

Merely continue to the right, defeating every enemy that comes your way. Eventually you'll make it to the next stage.

| Swamp (Stage 1-2) |

| _____ |
Enemies: Red Bald Fighter / Red Bald Ponytail Fighter / Red Fat Man
Red Jingasa Wizard / Red Masked Ponytail Fighter
Red Mountain Man

Continue heading to the right. Soon it will start to rain, but just keep going. After a few screens, it will stop. This means you're near the end. Keep going until you see a dragon flying in the background. On the next screen, your first boss awaits.

| _____ |
| Scimitar Man |
| Boss 1 |
| _____ |

The Scimitar Man is actually pretty difficult. He has two main attacks, a slash that substitutes for his punch and a lightning attack. The latter attack is the most brutal, however you can tell when is about to perform it; the Scimitar Man momentarily pauses and is struck by lightning. A second later, he charges across the screen in a ball of electricity. You need to block right as he begins to charge, but no earlier. Since the block move only guards for a second, timing is critical when using it. After he finishes his lightning move, open up with a quick combo or special attack. Be prepared to block or move again. Repeat until he is finished. (Don't think you're safe on the far ledge either, because he can hit you from the ground level just fine.)

| _____ |
| Underground Caves (Stage 2-1) |
| _____ |

Enemies: Arrow Tribesmen / Axe Tribesmen / Black Ninja
Red Bald Ponytail Fighter / Red Fat Man
Red Masked Ponytail Fighter / Masked Tribesmen
White Ninja

You're now underground. As before, move to the right. After the initial group of enemies, you'll start encountering falling rocks. All you can do about these is try to dodge them, sometimes while fighting the enemies. This section is relatively short, however, so it shouldn't be too difficult.

| _____ |
| Tunnel Elevator (Stage 2-2) |
| _____ |

Enemies: Black Ninja / Green Fat Man / Olive Ninja / Red Fat Man
White Ninja

The second part of the second level takes place on an elevator moving down a mine shaft. Enemies drop from above, forcing you to fight them in a confined place. The easiest way to handle these guys is to throw them off the elevator, sending them plummeting to their deaths. When you reach the bottom, the stage ends.

| _____ |
| Crystal Caves (Stage 2-3) |
| _____ |

Enemies: Green Bald Fighter / Green Bald Ponytail Fighter
Green Fat Man / Green Masked Ponytail Fighter
Green Mountain Man / Olive Ninja
Red Bald Ponytail Fighter Red Fat Man
Red Masked Ponytail Fighter / Red Jingasa Wizard
Yellow Jingasa Wizard

This stage is all about indurance. There are lots of enemies here, and there isn't really a whole lot to offer. Avoid getting caught between groups of enemies, strike when you can do so without getting hit, that's about it. At the end of the stage you'll drop into a shallow pool of water and face the boss.

Floating Wizard
Boss 2

The Floating Wizard can be kinda tricky, but in my opinion is easier then the last boss. His strategy is to summon a basic enemy, then strike at you with a bolt of electricity continuously. Whenever you kill one of his minions, he summons a new one. What you need to do is jump kick him when you can while dodging his blasts and minions. When it comes to dealing with his minions, merely throw them to get them out of the way. Do not try to take them out with combos as the Floating Wizard will more often then not strike you while you're fighting. His bolt can be blocked, interestingly enough, so when you get knocked down it is not over (although it can be very frustrating to find yourself being hit as you rise over and over again). His life bar is smaller then the last boss, so he should fall pretty quickly.

Bridge at Sunset (Stage 3-1)

Enemies: Red Bald Fighter / Red Bald Ponytail Fighter / Red Big Pig
Red Fat Man / Red Little Pig / Red Mountain Man
Red Masked Ponytail Fighter

The main challenge of this stage is not the enemies per se, but the various holes in the bridge along the way. Falling into one results in the loss of a life. You need to double jump over each one, watching out for the Pigs that roll your way. If you hit one, there is a good chance you'll fall down one of the pits and lose a life. Shortly after coming off the bridge, you run into the next boss.

Rock Golem
Boss 3

The fact that you have a full health recovery item on the field as the fight begins should be an indication that this match is not too bad. The Rock Golem possess four distinct attacks, two with long-range and two with short. Its long-range attacks, the fireball and the rocks it throws, are both easy to avoid; you can leap over the fireball and run under the rocks. His short-range attacks are a bit more brutal, but if you stay close and chip away at him you should be able to withstand quite a few. When your health gets low, use the item on the ground and then move in to finish the boss off. You've now completed the shortest level in Battle Zeque Den.

Temple Road (Stage 4-1)

Enemies: Black Ninja / Red Big Pig / Red Fat Man
Red Jingasa Wizard / Red Masked Ponytail Fighter
Red Mountain Man / White Ninja

This stage is just a straight-forward dash to the end, defeating everything that gets in your way. At the end of the stage you come to the door to the temple. A good deal of enemies come out at this point, so don't waste the health recovery item just before the door, save it until you really need it.

| Volcano Temple (Stage 4-2) |
|_____|

Enemies: Blue Jingasa Wizard / Brown Ninja / Chrome Big Pig
 Chrome Fat Man / Chrome Mountain Man / Red Big Pig
 Red Fat Man / Red Masked Ponytail Fighter
 Red Mountain Man / White Little Pig

You begin just inside the temple. Defeat the first group of enemies you face. Once you do, you come to the sub-boss.

| Boss Hog |
| Boss 4 |
|_____|

Boss Hog fights just like a Big Pig and has about the same amount of health. The only thing different about him is that he has a steady stream of Little Pigs rolling across the ground. They're more of an annoyance than anything else and shouldn't stand in your way. Defeat Boss Hog and continue onwards.

The stage continues on. This stage is the first to feature the chrome enemies, stronger versions of the regular enemies you've faced thus far. Eventually you come to a room with a fire pit, and just like on the elevator you can throw enemies down it. This makes this section significantly easier. Keep going after that, defeating the rest of the chrome enemies. You'll again come to another similar room where you should throw the enemies into the fire pits just as before. Once this room is clear, move ahead to face the boss.

| Fire Demon |
| Boss 5 |
|_____|

While this boss might be waving fans around, don't let that make you think he's easy; the Fire Demon is the hardest boss you've faced yet. He's got a larger lifebar than anyone you've gone up against and he's got some cheap attacks. He uses a fireball attack similar to the Rock Golem, has a headbutt like Boss Hog's, plus two moves unique to him. The first of these is a simple sweeping kick which is easy to avoid, but the second is positively lethal; he spins into the air with his fans ablaze, burning you if you're remotely near him. He can also use this attack as you conclude a combo, making him that much cheaper, and both this move and his fireball are unblockable. So how do you beat him? I suggest starting out with your special attacks, thereby reducing his health somewhat. After that attack him only with jump kicks. Each time you do this, he is knocked to the ground. Hit him again as he gets up to knock him down again. You may face some difficulty when he goes off the edge of the screen, but just pull back and come back at him quickly. Keep this up and you should be able to take him down like the

rest.

| Desert at Day (Stage 5-1) |

Enemies: Arrow Tribesmen / Axe Tribesmen / Blue Jingasa Wizard
Brown Ninja / Chrome Big Pig / Chrome Mountain Man
Green Bald Fighter / Green Big Pig / Green Mountain Man
Masked Tribesmen

This stage presents another slugfest. There are no hazards or traps to speak of, just a lot of enemies.

| Desert Ruins (Stage 5-2) |

Enemies: Arrow Tribesmen / Axe Tribesmen / Female Tribesmen
Masked Tribesmen / Monkey / Red Bald Ponytail Fighter
Red Big Pig / Red Fat Man / Red Masked Ponytail Fighter
Red Mountain Man

The new enemies to appear in this stage are especially vicious and can quickly deplete you of health, so watch out. You have to crouch and kick the Monkeys to kill them, but they do die in one hit so it's not too bad. The Female Tribesmen use the same attacks as the Monkeys and have more health, but they can be hit like any other normal foe. They appear throughout the entire stage, making your life a little more difficult. The best approach for them is to jump kick them, then strike as they try to stand. Back off if they get out of your range to avoid their biting charge attack. Hang in there and you'll come to the boss.

| Wolf Man |
| Boss 6 |

The Wolf Man is much simpler than the Fire Demon, climaxing a level that is more difficult than he is. The Wolf Man only has three moves. His first method of attack is to perform various cartwheels and backflips to both dodge your attacks and inflict damage at the same time. Just keep your distance to avoid these, moving in for a quick combo, then pulling out before he leaps back to his feet (hurting you in the process if you're too close). His second attack is a dive, whereas he leaps off the side of the screen (ala Chun-Li from Street Fighter) and flies towards your character. This move can be seen coming and dodged accordingly. His third attack is a simple charge move where he shoots across the screen in a red blaze. This charge travels about a third of the way across your movable area, so it is too easily avoided. (After viewing all of his attacks for this guide, I defeated him without taking a single hit using the above strategy.)

| Mountain Path (Stage 6-1) |

Enemies: Arrow Tribesmen / Axe Tribesmen / Black Ninja
Female Tribesmen / Masked Tribesmen / Monkey
Red Bald Fighter / Red Bald Ponytail Fighter
Red Big Pig / Red Fat Man / Red Jingasa Wizard
Red Masked Ponytail Fighter / Red Mountain Man

You've made it to the final level, congratulations! This stage offers you one last shot at all your favorite regular enemies. You face two of each, excepting the Ninjas (you face four of each of them), the Monkeys (you face eight of them), and the Big Pigs (you face five of them). Make it through this and you'll face some other old friends...

Bosses Revisited	
Bosses 7-11	

Just like the title suggests, you now have to face all the previous bosses again in the same level (save Boss Hog). You fight them in their original order; Scimitar Man, followed by the Floating Wizard, followed by the Rock Golem, followed by the Fire Demon, and ending with the Wolf Man. They all fight exactly the same as before, so just use the old strategies. It should go without saying, but save the health item until you absolutely need to use it. Defeat them all to move on to the next boss.

Shapeshifter	
Boss 12	

This boss isn't overly difficult. The Shapeshifter transforms into one of the three heroines, gaining their attacks. It uses special attacks liberally, but none of them do much damage. Fight it as you would any regular enemy. You'll also notice there is a cliff on either side of the arena now, but sadly it only can hurt you as throwing the Shapeshifter off it does no damage.

Dark Dragon	
Boss 13(?)	

Apparently the Shapeshifter is the final boss. Once you defeat it the Dark Dragon in the background says a bunch of stuff, then vanishes. Anyone reading this have any idea what is going on?

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Section IV: Enemy Guide

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This Enemy Guide is set up like Section II, with each type of enemy listed alphabetically by name. Their moves are listed and described below that. Bosses are included both here and in their stages.

Arrow Tribesmen	
Stage(s): 2, 5-6	

Bow:

The Arrow Tribesmen most often tries to shoot you with his bow from long-range.

Axe Tribesmen	
Stage(s): 2, 5-6	

Slash:

The Axe Tribesmen attacks by swinging his axe at you.

Slide Attack:

The Axe Tribesmen will slide across the ground, below your reach, and damage you if they hit your fighter.

Bald Fighter (Green)	
Stage(s): 2, 5	

Jump Kick:

Sometimes the Bald Fighter will jump kick you.

Punch:

Generally, the Bald Fighter will walk towards you and try to attack head-on.

Bald Fighter (Red)	
Stage(s): 1, 3, 6	

Jump Kick:

Sometimes the Bald Fighter will jump kick you.

Punch:

Generally, the Bald Fighter will walk towards you and try to attack head-on.

Bald Ponytail Fighter (Green)	
Stage(s): 2	

Jump Kick:

Sometimes the Bald Ponytail Fighter will jump kick you.

Punch:

Generally, the Bald Ponytail Fighter will walk towards you and try to attack head-on.

Bald Ponytail Fighter (Red)	
Stage(s): 1-6	

Jump Kick:

Sometimes the Bald Ponytail Fighter will jump kick you.

Punch:

Generally, the Bald Ponytail Fighter will walk towards you and try to attack head-on.

Big Pig (Chrome)	
Stage(s): 4-5	

Acid Spit:

The Big Pigs spit green, acidic saliva at your fighter, causing damage if it connects.

Grapple:

The Big Pigs will sometimes grab ahold of your fighter and headbutt them repeatedly.

Headbutt:

When in close-range, the Big Pig will headbutt you with its snout.

Big Pig (Green)	
Stage(s): 5	

Acid Spit:

The Big Pigs spit green, acidic saliva at your fighter, causing damage if it connects.

Grapple:

The Big Pigs will sometimes grab ahold of your fighter and headbutt them repeatedly.

Headbutt:

When in close-range, the Big Pig will headbutt you with its snout.

Big Pig (Red)	
Stage(s): 3-6	

Acid Spit:

The Big Pigs spit green, acidic saliva at your fighter, causing damage if it connects.

Grapple:

The Big Pigs will sometimes grab ahold of your fighter and headbutt them repeatedly.

Headbutt:

When in close-range, the Big Pig will headbutt you with its snout.

Boss Hog	
Stage(s): 4	

Acid Spit:

The Big Pigs spit green, acidic saliva at your fighter, causing damage if it connects.

Grapple:

The Big Pigs will sometimes grab ahold of your fighter and headbutt them repeatedly.

Headbutt:

When in close-range, the Big Pig will headbutt you with its snout.

Fat Man (Chrome)	
Stage(s): 4	

Belly Flop:

The Fat Man leaps at you, trying to land atop your fighter.

Charge:

The Fat Man will slide across the screen, knocking you to the ground if he hits you.

Punch:

The Fat Man punches with his palm open.

Fat Man (Green)	
Stage(s): 2	

Belly Flop:

The Fat Man leaps at you, trying to land atop your fighter.

Charge:

The Fat Man will slide across the screen, knocking you to the ground if he hits you.

Punch:

The Fat Man punches with his palm open.

Fat Man (Red)	
Stage(s): 1-6	

Belly Flop:

The Fat Man leaps at you, trying to land atop your fighter.

Charge:

The Fat Man will slide across the screen, knocking you to the ground if he hits you.

Punch:

The Fat Man punches with his palm open.

Female Tribesmen	
Stage(s): 5-6	

Dash & Bite:

The Female Tribesmen charges forward, grabs her foe, and bites her repeatedly.

Fist Slam:

The Female Tribesmen raises her hands above her head and slams them down atop her foe.

Fire Demon	
Stage(s): 4, 6	

Fireball:

The Fire Demon waves his fans and sends fireballs your way.

Headbutt:

When in close-range, the Fire Demon will headbutt is foe.

Spinning Fans:

The Fire Demon spirals into the air, slashing at his opponent with burning fans.

Sweeping Kick:

The Fire Demon performs a low, sweeping kick.

Floating Wizard	
Stage(s): 2, 6	

Electricity Bolt:

The Floating Wizard continuously launches bolts of electricity at you. They're one of the more annoying attacks you'll see in Battle Zeque Den.

Summon:

The Floating Wizard summons basic enemies to fight you, replacing any you kill within moments.

Jingasa Wizard (Blue)	
Stage(s): 4-5	

Charge:

The Blue Jingasa Wizard has a charge attack like the Fat Man's.

Hat Attack:

Often the Jingasa Wizard will come onto the screen hidden in his hat. He drops out of it atop you, knocking you to the ground and causing damage.

Punch:

When standing on the ground, the Jingasa Wizard attacks with a series of punches.

Jingasa Wizard (Red)	
Stage(s): 1-2, 4, 6	

Hat Attack:

Often the Jingasa Wizard will come onto the screen hidden in his hat. He drops out of it atop you, knocking you to the ground and causing damage.

Punch:

When standing on the ground, the Jingasa Wizard attacks with a series of punches.

Jingasa Wizard (Yellow)	
Stage(s): 2	

Charge:

The Yellow Jingasa Wizard will sometimes charge at you at great speed, sending you to the ground if he hits you.

Hat Attack:

Often the Jingasa Wizard will come onto the screen hidden in his hat. He drops out of it atop you, knocking you to the ground and causing damage.

Punch:

When standing on the ground, the Jingasa Wizard attacks with a series of punches.

Little Pig (Red)
Stage(s): 3

Roll:

The Pig rolls at you, knocking you backwards if it hits. Watch out for them near cliffs.

Little Pig (White)
Stage(s): 4, 6

Roll:

The Pig rolls at you, knocking you backwards if it hits. These ones accompany Boss Hog during your battle with him.

Masked Ponytail Fighter (Green)
Stage(s): 2

Jump Kick:

Sometimes the Masked Ponytail Fighter will jump kick you.

Punch:

Generally, the Masked Ponytail Fighter will walk towards you and try to attack head-on.

Masked Ponytail Fighter (Red)
Stage(s): 1-6

Jump Kick:

Sometimes the Masked Ponytail Fighter will jump kick you.

Punch:

Generally, the Masked Ponytail Fighter will walk towards you and try to attack head-on.

Masked Tribesmen
Stage(s): 2, 5-6

Club:

The Masked Tribesmen attacks by swinging his club at you.

Slide Attack:

The Masked Tribesmen will slide across the ground, below your reach, and damage you if they hit your fighter.

Monkey
Stage(s): 5

Dash & Slash:

The Monkey charges forward, grabs its foe, and slashes her

repeatedly.

Mountain Man (Chrome)	
Stage(s): 4-5	

Body Slam:

The Mountain Man tosses you into the air, leaps after you, then grabs your fighter and slams her into the ground.

Punch:

Typical martial arts skills of any of the enemies.

Stomp:

The Mountain Man will often leap into the air and stomp on your fighter's head.

Throw:

The Mountain Man grabs his foe and throws her over his back.

Mountain Man (Green)	
Stage(s): 2, 5	

Body Slam:

The Mountain Man tosses you into the air, leaps after you, then grabs your fighter and slams her into the ground.

Punch:

Typical martial arts skills of any of the enemies.

Stomp:

The Mountain Man will often leap into the air and stomp on your fighter's head.

Throw:

The Mountain Man grabs his foe and throws her over his back.

Mountain Man (Red)	
Stage(s): 1-5	

Body Slam:

The Mountain Man tosses you into the air, leaps after you, then grabs your fighter and slams her into the ground.

Punch:

Typical martial arts skills of any of the enemies.

Stomp:

The Mountain Man will often leap into the air and stomp on your fighter's head.

Throw:

The Mountain Man grabs his foe and throws her over his back.

Ninja (Black)	
Stage(s): 2, 4	

Shuriken:

The Black Ninja likes to hunker down on the edge (or just off) the screen and throw shurikens at you.

Ninja (Brown)	
Stage(s): 4-5	

Jumping Dive:

The Brown Ninja dives at his opponent with his knives extended towards them.

Knife Strike:

The Brown Ninja attacks with knives, either by throwing them or slashing you with them.

Shuriken:

The Brown Ninja sometimes wields shuriken like his other ninja cousins.

Ninja (Olive)	
Stage(s): 2	

Jumping Dive:

The Olive Ninja dives at his opponent with his knives extended towards them.

Knife Strike:

The Olive Ninja attacks with knives, either by throwing them or slashing you with them.

Shuriken:

The Olive Ninja sometimes wields shuriken like his other ninja cousins.

Ninja (White)	
Stage(s): 2, 4, 6	

Jumping Dive:

The White Ninja dives at his opponent with his knives extended towards them.

Knife Strike:

The White Ninja attacks with knives, either by throwing them or slashing you with them.

Shuriken:

The White Ninja likes to hunker down on the edge (or just off) the screen and throw shurikens at you.

Rock Golem	
Stage(s): 3, 6	

Backhand:

The Rock Golem backhands his opponent, sending her to the ground.

Charge:

The Stone Golem will sometimes shoulder-butt his foe instead of backhanding her. It does not charge as far across the screen as other enemies with Charge attacks.

Fireball:

The Rock Golem generates a fireball from one of his rocks and sends it across the screen.

Rock Slam:

The Rock Golem turns back into the stone mass it began as, damaging anyone caught beside or below it. Often it will leap into the air and transform mid-air.

Rock Throw:

The Rock Golem heaves a large boulder across the screen.

Scimitar Man
Stage(s): 1, 6

Lightning Strike:

The Scimitar Man will momentarily pause and charge up. Once he does so, he charges straight at you in a ball of lightning.

Slash:

Instead of punching, the Scimitar Man slashes at you with his blades.

Shapeshifter
Stage(s): 6

Morph:

The Shapeshifter morphes into one of the three heroines, gaining all of thier abilities.

Wolf Man
Stage(s): 5-6

Diving Fist:

The Wolf Man jumps off the side of the screen and dives at his opponent with a glowing fist.

Flips:

The Wolf Man has a series of attacks that involve him doing various flips and cartwheels. These acrobatics will actually hurt you, so watch out.

Glowing Charge:

The Wolf Man flies across the screen in a red haze.

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Section V: Game Credits
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Masaki Takei

Enemy Character Design
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Special Thanks

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Katutoshi Yamamoto

Ketsu

Katutoshi Kobayashi

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