

Armed Fighter FAQ

by Fire_Pro_Fan

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FAQ by: Fire_Pro_Fan

In 1999, Japanese toy manufacturer Banpresto (known for their release of Gundam Wing and Dragon Ball Z related merchandise) released Armed Fighter; a one-on-one tournament styled fighting game exclusively in Japan.

In order to attract sales, Armed Fighter was initially sold at the attractive sales price of 1,800 yen (roughly \$20 US) upon it's release near the end of the original Playstation's production run.

Despite Armed Fighter's colorful cast, anime styled graphics, futuristic setting and gameplay features reminiscent of more popular 3D fighters of the time, Armed Fighter received very poor critical reception specifically for the game's mediocre fighting engine and rushed presentation.

Movement felt slow and sluggish. Combos (both air and standard) were extremely limited and performing a fighter's special moves became a chore with Armed Fighter's unresponsive controls.

***** CONTROLS & GAMEPLAY *****

While standing:

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Square - Punch punch

Triangle - Medium punch

X - Kick

Circle - Medium kick

L1 - Strong punch

R1 - Strong kick

Up - Jump

Tap Back/Forward twice quickly - Dash

L2/R2 - Diagonal dash

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In close range:

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Note: some fighters only have one of the following throws available:

Square + X - Throw A

Triangle + Circle - Throw B

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Energy Bar:

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A special meter used to determine when a fighter can use their MEGA Attack in a fight.

A fighter's energy bar increases as they inflict damage towards their opponent and decreases when the fighter uses their fire-ball technique.

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MEGA Attack:

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A highly-damaging energy blast each fighter possesses. The MEGA Attack can only be performed when a fighter's Energy Bar is flashing.

Down, Down-forward, Triangle + Circle - Mega Attack

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Rage Mode:

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When a fighter is low on health, a flash effect will appear around the fighter; granting the fighter a temporary increase in attack power until the end of the round.

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

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STORY:
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Fight against the Armed Fighter roster while uncovering the backstory of each fighter in the game.

Matches are split into "episodes", there are a total of eight episodes for each fighter.

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VS COM:
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Fight against a computer opponent in a versus match.

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VS HUMAN:
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Fight against a human opponent in a versus match.

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CONFIG:
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Adjusts match settings, save files and button configuration.

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

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|
|      KAI
|      SULLIS
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The main protagonist and all-round fighter of the roster that features two different throw techniques.

Sex: Male
Age: 22
Statue 178cm
Weight: 78kg
Blood Type: B
Stage: Airport

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Special moves:
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Monkey Flip - Square + X (in close range)

Arm Drag - Triangle + Circle (in close range)

Rising Knee - Forward + X

Fireball - Down, Down-forward, Forward + Square

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Custom air combos:
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- 1) L1, Square-Square-Square
- 2) L1, Triangle, Square
- 3) L1, Circle, Circle, Circle

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|      FAYE
|      EMURA
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The secondary protagonist and one of two female fighters in the game. Faye's stance loosely resembles the Chinese "Xin Yi Liu He Quan" fighting style.

Sex: Female
Age: 17
Stature 168cm
Weight: 52.1kg
Blood Type: 0
Stage: Downtown

=====
Special moves:
=====

Monkey Flip - Square + X (in close range)

Rising Uppercut - Forward + Square

Handspring Kick - Forward + Circle

Fireball - Down, Down-forward, Forward + Square

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Custom air combos:

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1) R1, Circle, Circle,

2) R1, Triangle, Triangle

3) R1, Triangle, Circle

BURANDOL
TOORI

A futuristic monk-like fighter that uses powerful kicks. His name was most likely inspired by the famous Ninja Hattori Hanzo.

Sex: Male

Age: 28

Stature: 180cm

Weight: 82kg

Blood Type: A

Stage: Terminal

Battle damage: loses hat

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Special moves:

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Scoop Slam - Square + X (in close range)

Rolling Kick - Forward + X

Spin Kick - Back + Circle

Fireball - Down, Down-forward, Forward + Square

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Custom air combos:

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1) L1, Forward + X(Rolling Kick)

2) L1, Triangle, Triangle, Circle

PRESIDENT	A slow-moving fighter that uses
MARK	powerful Wrestling techniques.
	It is presumed that President
	Mark oversees the production
	of the Armed Fighter battlesuits.

Sex: Male
Age: 38
Stature: 193cm
Weight: 110kg
Blood Type: AB
Stage: Church

=====
Special moves:
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Choke Toss - Square + X (in close range)

Body Press - Forward + Triangle

Senton Splash - Forward + Circle

Fireball - Down, Down-forward, Forward + Square

=====
Custom air combos:
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- 1) L1, X-X
- 2) L1, X, X, Forward + Circle(Senton Splash)

DOMINURA	The dominatrix femme-fatale of the
	roster who uses a spiked shoulder pad
	as a secret weapon. It is presumed that
	Dominura is an assassin contracted to
	eliminate Kai.

Sex: Female
Age: 23
Stature: 172cm
Weight: 60kg
Blood Type: AB
Stage: Garden

=====
Special moves:
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Arm Drag - Square + X (in close range)

Shoulder Spike - Triangle + Circle

Tornado Spin - Forward + Square

Fireball - Down, Down-forward, Forward + Square

=====
Custom air combos:
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- 1) Circle, Square-Square, Circle,
- 2) Circle, Square-Square, Triangle + Circle(Shoulder Spike)
- 3) Circle, Square-square, Forward + Square(Tornado Spin)

HAN	An enforcer type fighter that
JUN	specializes in attacking from
	a distance.

Sex: Male
Age: 28
Stature: 184cm
Weight: 98kg
Blood Type: B
Stage: Cinema

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Special moves:
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Front Toss - Square + X (in close range)

Charge Strike - Forward + Square

Leg Slicer - Forward + X

Fireball - Down, Down-forward, Forward + Square

=====
Custom air combos:
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- 1) L1, Square-Square
- 2) L1, Circle, Circle, Forward + X(Leg Slicer)
- 3) L1, Square, L1, Forward + X(Leg Slicer)

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| ANDY
| BLOOD
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Half man, half beast hybrid
that launches himself towards
opponents with acrobatic kicks.
With the attached handcuffs and
sewer stage, it is presumed that
Andy is an escaped convict.

Sex: Male
Age: 17
Stature: 178cm
Weight: 80kg
Blood Type: -
Stage: Sewage

=====
Special moves:
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- Takedown - Square + X (in close range)
- Jumping Twin Kick - Forward + Circle
- Handspring Kick - Forward + X
- Fireball - Down, Down-forward, Forward + Square

=====
Custom air combos:
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- 1) Circle, Square, Forward + X(Handspring Kick)
- 2) Circle, X, Forward + X(Handspring Kick)
- 3) X-X-X, Forward + X(Handspring Kick)

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| DUSTERD
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A mysterious android that serves
as the final boss. He moves very
quickly and has the strongest MEGA
Attack in the game.

Name: DUSTERD (KH1115)
Sex: -
Age: -
Stature: 212cm
Weight: 120kg
Blood Type: -
Stage: Cave

Battle damage: Loses helmet

=====
Special moves:
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Shoulder Toss - Square + X (in close range)

Rolling Attack - Forward + Triangle

Double Sweep - Forward + Circle

Fireball - Down, Down-forward, Forward + Square

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Custom air combos:
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1) Circle, L1

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***** SECRETS, TIPS & TRICKS *****
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Unlock Dusterd:
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to unlock the hidden boss character Dusterd, complete Story mode once with any character.

After the credits have ended, Dusterd will now appear as a playable character on the fighter selection screen under the "NO ENTRY" slot.

Unfortunately, after the game has been reset, the player must play through Story mode once again to unlock Dusterd.

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Rotate the camera mid-fight:
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pause the game during the match and press or hold the START button to rotate the camera.

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Back throw glitch:
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When attempting to throw an opponent from behind, a glitch will occur where a fighter will attempt to grab the opponent only for the throw to be immediately disabled.

This glitch was most likely the result of a left-over gameplay mechanic that was never finished.

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***** CREDITS *****

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[puro_geek]: for inspiring me to create my own FAQs.

[patorjk.com]: for providing the title template for
this FAQ.

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***** CONTACT *****

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Questions, comments and corrections, please email me at:

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