

Path: dms!motcsd!apple!portal!cup.portal.com!Talisman  
From: Talisman@cup.portal.com (Joel A Saperstein)  
Newsgroups: rec.games.video  
Subject: Pit Fighter - How to use Kato  
Message-ID: <36594@cup.portal.com>  
Date: 6 Dec 90 00:28:35 GMT  
Organization: The Portal System (TM)  
Lines: 28

Ok, I've finally figured out how to use Kato. In fact, I've figured it out so well, I beat the Warrior (the last guy) in 24 seconds with him! The method I've discovered works best against single opponents -- if there are more than one and you don't have another player to keep the other(s) busy, you're going to have to do some dancing around and show a bit of fancy foot work. The actual technique, which will kill anyone, even the Warrior with one "move" is pretty simple. First, hit your opponent with Kato's Dragon Punch (his supermove). If you can't manage that, practice and then try again. :) Once you've started your Dragon Punch, your opponent will be paralyzed. What you do then, is quickly start an evade and then... ANOTHER DRAGON PUNCH! Repeat. Your opponent will remain paralyzed and you'll take off a block of his life about every 1 and a half seconds. This will even stop opponents who are powered up (I discovered this trick in desperation against a powered up Warrior with 6 units of life), but won't remove much of his life until the power up wears off.

In Grudge matches, since it doesn't matter how much damage you do, just do the same basic maneuver, but substitute a normal punch for the Dragon Punch to knock your opponent down. You can use the Dragon Punch there if you really want points (just hold him paralyzed while getting points for every hit), but you'll probably want to rest your arm, instead.

Finally, this trick with the supermove looks like it works best with Kato. It obviously can't be done with Buzz and I think Ty is a bit too slow with his kick to do it as well as Kato (jump, kick, jump, kick....). Good luck with Kato, and I hope you enjoy the looks on other people's faces when you do his infinite Dragon Punch.

--Talisman

Path: dms!motcsd!apple!csl!sparkyfs.erg.sri.com!ames!ncar!zaphod.mps.ohio-state.edu  
From: e122-dg@juliet.uucp (Albert Chi)  
Newsgroups: rec.games.video  
Subject: PIT FIGHTER  
Summary: request for tips  
Message-ID: <11085@pasteur.Berkeley.EDU>  
Date: 13 Feb 91 20:24:59 GMT  
Sender: news@pasteur.Berkeley.EDU  
Reply-To: e122-dg@bard.berkeley.edu (Albert Chi)  
Followup-To: nothing  
Distribution: na  
Organization: University of California, Berkeley  
Lines: 5

When Final Fight was first released, I used to think it was the quarter eater, but now Atari (Games, that is) was more than equaled it with Pit Fighter. I like both games a lot, but now I only play Pit Fighter. Are there any tricks or good strategies to this game? Which of the three fighters is the best?

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Path: dms!motcsd!apple!julius.cs.uiuc.edu!news.cs.indiana.edu!msi.umn.edu!umeecs!ne  
From: khalede@dip.eecs.umich.edu (Khaled Amer El-charif)  
Newsgroups: rec.games.video  
Subject: Re: PitFighter  
Message-ID: <1991Feb13.213625.24544@zip.eecs.umich.edu>  
Date: 13 Feb 91 21:36:25 GMT  
Sender: news@zip.eecs.umich.edu  
Distribution: usa  
Organization: University of Michigan EECS Dept., Ann Arbor, MI  
Lines: 59

>From: e122-dg@juliet.uucp (Albert Chi)  
>Subject: PIT FIGHTER  
>Summary: request for tips  
>

>When Final Fight was first released, I used to think it was the quarter  
>eater, but now Atari (Games, that is) was more than equaled it with Pit  
>Fighter. I like both games a lot, but now I only play Pit Fighter. Are  
>there any tricks or good strategies to this game? Which of the three fighters  
>is the best?

Generally, never confront the guys you are fighting, i.e. never stand there and try to throw punches and kicks at them as they get close to you, they will slam you in no time.

I always use the KickBoxer, so I guess that some of the moves I will talk about next might not work.

1. Use the 'evade' move a lot, you can either use it to sneak behind the back of the bad guy, then immediately do a super-move (the double-kick), or you can time these moves differently, so that you 'evade' towards the guy, and do the supermove in his face, before passing him.
2. If a guy picks a knife, 'evade' towards him and hit the punch button (since punches are very fast - much faster than the double-kick) repeatedly.
3. Sometimes, you will do a supermove, and the guy will simply back-up, or there will be a big distance between both of you, if you do a jump kick immediately after that, you will waste him.
4. (close to three) If a guy follows you, 'evade' away from him, and then immediately move back towards him and do a jump kick. Slam.

5. When you knock down someone, move \*fast\* towards him (use the 'evade' to go faster if necessary) and hit the kick button (you will do something that looks like an axe kick, except that you will strike the guy on the ground). DONT'T pound on the kick button - you can score many more hits if you move slightly towards the guy on the ground after every kick (this is because every time you kick him, he will slide a little bit away from you - keep following him!).
6. Straight punches (if they are fast enough) do work occasionally on some attackers (e.g. the woman in the third fight) - BTW all above and following references to 'guy' and 'him' should include this woman - sorry.
7. If an attacker grabs a power pill, just do 'evade' moves back and forth until the effect runs out, then go back after him.
8. When you fight the two chainmen simutaneously, try staying on one side, moving up an down, then do a supermove, and quickly evade to the other side of the screen, passing both chainmen. This way, you will never be between them (which is not advised at all).  
P.S. If you let a chainman grab a power pill, you're dead...
9. If a guy hits you, evade quickly, but don't come back straight towards him (e.g. evade then jump-kick) - this probably won't work, he will be waiting for you and kick your ass again.

All the above are not really strategies, just patterns that I use according to the situation. They do work well, and although I can finish the game on 2-3 quarters, I'm sure that it's possible to do much better - like finish the game on ONE quarter :)

Many articles including PitFighter tips have been posted earlier, I wonder if any one out there still has them or has access to them.

-> Sharif  
khalede@dip.eecs.umich.edu

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Path: dms!motcsd!apple!netcom!amdcad!sun!newstop!sun-barr!cs.utexas.edu!usc!zaphod.  
From: XA.SRS@forsythe.stanford.edu  
Newsgroups: rec.games.video  
Subject: re: PIT-FIGHTER  
Message-ID: <1991Feb14.052257.26634@morrow.stanford.edu>  
Date: 14 Feb 91 05:22:57 GMT  
Sender: news@morrow.stanford.edu (News Service)  
Organization: Data Center, Stanford University, California, USA  
Lines: 57

Well, here is a recap of a small, but very powerful technique I posted earlier about PIT-FIGHTER:

First, learn how to use the DEFEND maneuver (tapping twice on the joystick in one direction).

Next, tap rapidly in one direction toward the enemy and at the same time, tap either PUNCH or KICK (KICK preferably). What happens is you will be doing DEFEND and KICK at the same time. Using DEFEND will always make you invincible. Using PUNCH or KICK will make you attack. Using both at the same time will make practically invincible. Also, when you use this method, you will be kicking so fast that nobody will be able to get close to you at all, unless they throw something at you. You will find that you will be breaking many records with this method.

CAUTIONARY NOTES:

Use TY (the kickboxer) at all times. The method doesn't work well with BUZZ and KATO since BUZZ is a bit slow using his moves and KATO is too damn small that his kicks and punches can't reach the opponent.

You may get hit occasionally. This is because using this method can really be a workout (Just try it and you'll see what I mean) that your arms start to grow sore, leaving you more liable to get hit. Also, the joysticks on some styles of machines are too stiff or worn down heavily, preventing you from using DEFEND method.

For CHAINMAN EDDIE, you will have to be very careful with this guy when using this method. His BULL CHARGE maneuver makes him very invincible for a limited time. You can use the method against him without getting harmed, but one small slip up and you might get crushed severely. If possible, get the POWER PILL by throwing the barrels at EDDIE at close range. If the POWER PILL goes to the other side of him, DEFEND (NEVER WALK) to the other side and you will be able to get the PILL quickly. Don't rush trying to get the pill by tapping the PUNCH button quickly. You do and the computer will delay giving you the PILL. Once you have the PILL, you are pretty much safe to use the method.

Make sure when using DEFEND that you tap strictly left or right and not slightly up or down.

ALWAYS ALWAYS ALWAYS tap on the joystick and KICK button as fast as you possibly can and always get very close to the enemy. And if he's a bit far from you, use DEFEND to get closer to him!

How effective is this method? Well, for me it only takes one to two quarters to get to the en so...

Happy fighting! Bye!

Presented by,  
Gunga Ted!