Buriki One

From Neo-Geo

Buriki One (**Buriki One: World Grapple Tournament '99 in Tokyo**) is a 3D computer graphics arcade versus fighting game. It is an offshoot of the *Art of Fighting* series . In the brief time-frame of the Hyper Neo-Geo 64's popularity, it was characterized for its superb graphics that processed at a smooth 60 frames per second and a unique fighting system. So far, it has only been released in one iteration, with no sequels, although the main character Gai Tendo has appeared in later SNK games, via cameos or as a playable character (in the recent The King of Fighters XI). *Buriki One* is also the last game to be released for the Hyper Neo-Geo 64.

Game ID : HNG64 No. 07

Contents

Opening Declaration

What is the strongest form of combat? Who is the mightiest fighter? The time has finally come to settle this never-ending dispute. Spring 1999. The mightiest fighter of the 20th century will be decided. SNK announces the opening of Buriki One-World Grapple Tournament '99 in Tokyo, the battle royale of fighting styles. Matches are decided by a single fall. As for rules on elbowing, backhand slaps, head butts and kneeing...there are none! So, any dirty tricks you've mastered are yours to unleash. Contestants must win a total of 8 matches, passing through the preliminary and finals leagues within a single day. In addition to the strength of a tempered body, only those furnished with the stamina and self-discipline can obtain the blessings and laurels from the Goddess of Victory. This is truly the biggest battle royale blowout for the tin de siecle. A final declaration: Who's "The Mightiest"? Buriki One will decide!

Flyers

Plot

The setting for BURIKI ONE is Spring 1999 (20 years after *Art of Fighting 3*). Crowds flock to an arena known as the *World Grapple Tournament*, where various fighters compete for the championship. The only returning character from the *Art of Fighting* series is Ryo Sakazaki, as 10 other fighters of different fighting arts enter to be the champion of the tournament. And at the final of tournament, a dark fighter know as Silber appeared.

Goof: Buriki One is supposed to be 15-20 years after Art of Fighting 3 took place, yet in the game Ryo Sakazaki is only 32 years old, making him 12-17 years old in AOF3?!? He's supposed to be in his early 20s.

Story

It's Spring 1999... Fighters from across the world gather at the Tokyo Dome to compete in the World Grapple Tournament. Each contender has their own fighting discipline, ranging from the popular styles of Boxing, Karate and Professional wrestling, to the lesser known arts of Aikido, Tai chi and Muay Thai. Finally, they have the chance to prove which martial art conquers all!

Gameplay

Buriki One is the fourth and final 3D computer graphics fighting game released for the Hyper Neo-Geo 64 system. Buriki One's control system uses two buttons for movement, keeping the player on a 2-D axis, despite the 3D arena. Pressing the left button moves the character in the left direction, pressing the right moves in that respective direction. Double tapping each button produces a dash in each corresponding direction for evasion and closing distance. Pressing both buttons makes the character block.

By using the joystick, the player can execute attacks of varying damage levels. By pressing in the forward direction, the player executes a medium attack, up forward a stronger attack, and down, forward is the weakest, but fastest attack. By combining various combinations of the movement of the stick, a special attack is performed for increased damage. Unlike the 2-D iterations, however, no ranged attacks are present, keeping the preferred fighting distance between players at close quarters.

Screen Shots

Video Footage

Buriki One Intro (Available in High Quality) (http://www.youtube.com/watch?v=PoYaHOILuGs)

Here you can see the complete intro for Buriki One.

Gameplay Sample (Available in High Quality) (http://www.youtube.com/watch?v=SW2H_7G2GlU)

Here you can see a gameplay sample.

- **Buriki One Fight Videos (All available in High Quality)**

Seo Yong Song vs. Ryo Sakazaki (http://www.youtube.com/watch?v=F0Hx80VxV2A)

Ivan Sokolov vs. Patrick Heyting with Sudden Death (http://www.youtube.com/watch?v=jrc2Ke6KKGg)

Saionji Takato vs. Song Xuandao (http://www.youtube.com/watch?v=8IsFQJFMWx0)

Song Xuandao vs. Gai Tendo (http://www.youtube.com/watch?v=SPzzV3DV2Dg)

Payak Sitpitak vs. Seo Yong Song (http://www.youtube.com/watch?v=SUd5Pz-ut8g)

Arcade Stuff

Here you can see the unusual control panel for Buriki One. Movement buttons on the left and attacking joystick on the right.

2 Player Version:

1 Player Version:
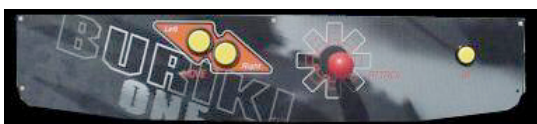
Buriki One Cab Marquee

Buriki One Cab: **(NEEDED)**

The Characters

Total Fighting art

- **Gai Tendo:** The Main Hero of the Game. He comes from Japan.

Boxing art

- **Rob Python:** He has a rivalry with Gai Tendo. He comes from the United States.

Judo art

- **Jacques Ducalis:** He comes from France.

Tae Kwon Do art

- **Seo Yong Song:** He is a star pupil of Kim Kaphwan and is also good friends with Gai Tendo and Takato Saionji. He comes from South Korea.

Aikido art

- **Takato Saionji:** He is good friends with Gai Tendo and Seo Yong Song. He comes from Japan.

Muay-Thai art

- **Payak Sitpitak:** He comes from Thailand.

Tai Chi art

- **Song Xuandao:** He comes from China.

Wrestling art

- **Patrick Van Heyting:** (Professional Wrestling) He comes from Holland.

- **Ivan Sokolov:** (Greco-Roman Wrestling) He comes from Russia.

Sumo art

- **Akatsuki-Maru:** He comes from Japan.

Boss characters

Sub-Boss

- **Ryo Sakazaki** a.k.a. The Second Mr. Karate - The only character from *Art of Fighting* (if chosen by the player in Story-Mode, Gai Tendo will be the Sub-Boss). He is listed as "Karate", though he still uses Kyokugenryu Karate. He comes from Japan.

Main-Boss

- **Silber** - The game's antagonist, entering the tournament to challenge powerful fighters. He uses various styles, and he will only challenge those who climbed through the finals without a need for a rematch. He comes from Germany, continuing SNK's predilection for German boss characters. His style is listed as "Original Karate", although it is never clearly explained which particular form of "Original Karate" this is.

- *To unlock Silber you need to beat the game with all characters and beating Silber each time*.

Move Sets

Please keep in mind that these are the "published" move sets by SNK. There are more advanced move sets that you will learn when playing the game. The ones posted are my own.

Default is Facing Right

Legend:

 = Short Operation

 = Normal Operation

 = Heavy Attack (Hold about 2 seconds, you have to get a feel for it) (If first move in combo string, you have to hold to execute it)

 = Button 1 - Move Left

 = Button 2 - Move Right

G = Guard (A) + (B)

- = Usually indicates a counter attack or pause. First you execute the moves before the "**-**" and then perform the move after it when you "grab" the opponent

Dash = Double tap the button facing the opponent. Default(facing right) is (B) (B)

Second System

After choosing your character you will be asked if you want the "Second System" on or off. The second system is basically a Heads Up Display (HUD) that "suggests" your next command. Keep in mind that the second system will only suggest basics moves. If you want to perform another advanced move you can do so by entering in a different command. So in short you can use it in the beginning but as you progress you might want to leave it off so you don't grow dependent on it.

Gai Tendo

(Technique)

Rolling Mace

Slider

Gai Wheel

Tackle (Up Toss)

Keep Position
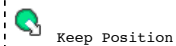
Gai Spider (Body Attack)

_ Keep Position

- **Advanced Combos/Moves**

Jumping Spinning Back Kick

Crucify Me

_ _

Back Roll

_

Rob Python

(Speed)

Head Collision
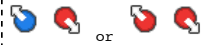
Twisting Impact
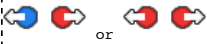
Rising Impact
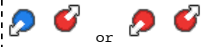
Ducking Upper

Atomic Blow (Up Toss)
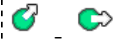
- **Advanced Combos/Moves**

Smack My Bitch Up

Shoot the Moon

Bring Me Down
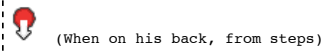
Jacques Ducalis

(Technique)

Palatial Slice (Up Toss)

Body Drop (Up Toss)

 - Keep Position

Helicopter Spin (Up Toss)

 - Keep Position

Standing Four-Point Pindown (Up Toss)

 (When on his back, from steps)

Fly Swatter (Body Attack)

- **Advance Combos/Moves**

Trip Toss

Arm Bar

 (After Standing Four Point Pindown)
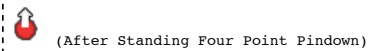
Seo Yong Song

(Speed)

Tuimyo Bandae Dollyochagi

Flying Heel Drop

Crouch Kick

Rising Back Kick

Bandae Dollyochagi

 (After Rising Back Kick)
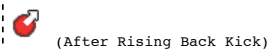
Takato Saionji

(Technique)

Aikido Smash High/Middle/Low

◁🔴 🔴 or ◁🔴 🔴 or ◁🔴 🔴

Trip-Up Toss (Up Toss)

G + 🔴 🔴

Forearm Counterblow (Body Attack)

🔴 – 🔴

Lunging Slam (Body Attack)

🔴 – 🔴
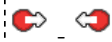
Body Reverse (Body Attack)

🔴 – 🔴

Payak Sitpitak

(Speed)

Spinning Elbow Crunch

◁🔵 🔴

Elbow Dash

Dash – 🔴

Theab

🔴 🔴

Kao - Loy

🔵 🔴 or 🔴 🔴
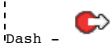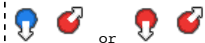
Fist Shatterer (Body Attack)

🔴 🔴

Kod - Kao - Tee - Kao (Up Toss) (When Close)

🟢 – 🔴
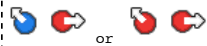
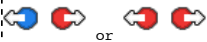- **Advanced Combos/Moves**

High Kick

Strong Mid Kick

2 and 2

Song Xuandao

(Technique)

Pi Li Quan

Fei Long Quan

Leng Gou Quan
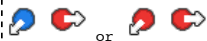
Hu Yao Wei

Xuan Feng Jiao

- **Advanced Combos/Moves**

Praying Mantis

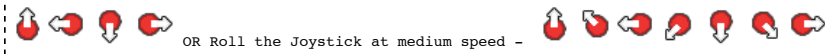Hammer Fists

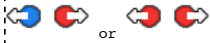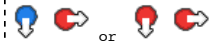OR Roll the joystick at medium speed –

Chin Slap

⬆️ ⬅️ ⬆️ ➡️ OR Roll the Joystick at medium speed – ⬆️ ↘️ ⬅️ ↗️ ⬆️ ↖️ ➡️
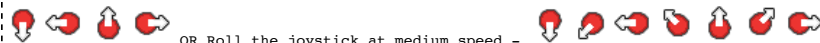
Patrick Van Heyting

(Power)

Shark Lariat

⬅️ ➡️ or ⬅️ ➡️

Shoulder Charge

⬆️ ➡️ or ⬆️ ➡️

Flying Kick (Medium Range)

↗️

Shark Buster (Up Toss)

↖️ – ➡️
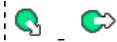
Jack Hammer (Up Toss)

➡️ – ⬆️ Keep Position

Figure 4 Neck Lock AKA Boston Crab (Up Toss)

⬅️ (After Jack Hammer)
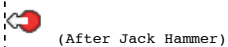
Ivan Sokolov

(Technique)

Open Palm Thrust

↘️ ➡️

Pull Down (Up Toss)

↙️ – ⬇️ Keep Position

Tackle (Up Toss)

➡️ Keep Position
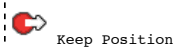
Head Fall (Up Toss)

↗️ – ⬆️

Achilles Hold (Up Toss)

(After Head Fall)
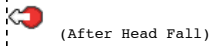
- **Advanced Combos**

Roundabout

_ _ _ (Keep Position)

Bull Dog

_ _ _ (Keep Position)

Trojan Horse

_ (Keep Position) _ _ (Keep Position)
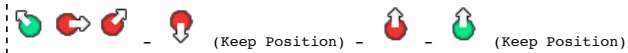
Scissor Takedown

_ _

Ankle Biter

G + _

Turn The Tables (Reversal)

Belly To Back Roundabout (After "Turn the Tables")

_ _ _ (Keep Position)

Akatsuki-Maru

(Power)

Super Slap High/Middle/Low

or or

Freeze Move Back Blow

G + Keep Position

Holy Mackerel Bop (Up Toss)

 _ Keep Position

Leg Lock Slam (When Facing Opponent) (Up Toss)

 _ or _ Keep Position

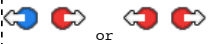Scoop-Up Toss (When Facing Opponent) (Up Toss)

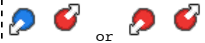 _ or _ Keep Position

Ryo Sakazaki

(Speed)

Head Collision

Twisting Impact

Dash -

Rising Impact

 or

Ducking Upper

 or

Atomic Blow (Body Attack)

 _ Keep Position

- **Advanced Combos**

Ryo's Ranbu Combo

Youtube Video of Ranbu Combo (Available in High Quality) (http://www.youtube.com/watch?v=vB71MTr7reI)

Silber

(Speed)

WIP

Page by Xian Xi

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