

Mike Tyson's Punch-Out!! Opponent Behaviour Guide

by mPap

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Overview

Character Behaviour in Mike Tyson's Punch-out!! (NTSC)

Written by: mPap

Let's keep this part short and sweet. You can redistribute this guide anywhere, but please don't change anything within it. If there are spelling errors, or misinformation, or anything that you think needs adding/fixing, PM me on GameFAQ's.

This purpose of this guide is to convey as much information about the opponents you will be facing in the game. This is not a strategy guide, but more of a tool to help you understand the complex behaviour that each boxer has to offer.

Characters

Glass Joe

One Hit KO Conditions

Counter the Vive La France attack on any of the 4 earliest possible frames. This is a guaranteed KO.

One Hit Knockdown Conditions

Counter the Vive La France attack on any of the 12 frames following the 4 earliest frames.

1 Count Conditions

Get 1st knockdown under 1:00 with Little Mac at full HP

Get 2nd knockdown with Little Mac at full HP

Get 3rd knockdown with a star punch

Get 4th knockdown with a star punch

Get 5th knockdown with a star punch

KO Conditions

Counter the Vive La France attack on any of the 4 earliest possible frames

Get the 5th knockdown with a non-star punch (random)

Get the the 6th knockdown

Earning Stars

20 punches to get the first star

Next guaranteed star is every 8th punch

Random stars are a 50% chance (must be holding a star to get a random star)

Dodging Star Punches

After Little Mac has used 7 star punches, Glass Joe will start dodging them

After resetting Glass Joe's ability to dodge star punches, Little Mac can use atleast 5 star punches before Joe will begin dodging again (could not determine the exact number since Glass Joe is getting up on 1 counts or with very low amounts of HP)

Star Punch Damage

18 if Glass Joe is just standing there

17 if intercepting a hook

15 if intercepting a jab

23 if Glass Joe is stunned / landing after a hook / with specific guard manipulation

Hook

Dodge and counter punch 6 / 7 times (depending on how early you land the first punch)

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Quick dodge and counter punch 6 / 7 times (depending on how early you land the first punch)

Block and counter punch 4 times

Can be intercepted with a left face jab

Straight Jab

Dodge and counter punch 4 times

Quick dodge and counter punch 4 times

Block and counter punch 4 times

Can be intercepted with a gut punch

Vive La France

0:40 in R1

0:30 in R2

0:30 in R3

Damage

11 from hook

11 from straight jab

Patterns

Consecutive hooks while Little Mac is pink

Von Kaiser

One Hit KO Conditions

None

One Hit Knockdown Conditions

Land a star punch while Von Kaiser is stunned

1 Count Conditions

Get 1st knockdown with Little Mac at full HP

Note: Von Kaiser is the only character to get up with 48 HP on a 1 count

KO Conditions

Get 3rd knockdown with a star punch

Get 4th knockdown with a star punch

Get 4th knockdown with a regular punch (random)

Get 5th knockdown

Earning Stars

8 punches to get the first star

Next guaranteed star is every 2nd punch

Random stars are 50% (must be holding a star to get a random star)

Dodging Star Punches

After 8 star punches, Von Kaiser will start dodging them

After resetting Von Kaiser's ability to dodge star punches, Little Mac can use 5 star punches, before Von Kaiser begins dodging again

Star Punch Damage

14 if Von Kaiser just standing there / shaking his head

11 if intercepting a jab

19 if landing directly after a straight jab or uppercut

96 if landing while stunned (instant knockdown)

Straight Jab

Dodge and counter 5 times

Quick dodge and counter 5 times

Block and counter punch 5 times

Can be intercepted with a gut punch

Uppercut

Dodge and counter punch 6 times

Quick dodge and counter punch 6 times

If alternating left and right punches, you can counter punch an infinite amount of times

Can be intercepted with a gut punch

Damage

9 from jab

14 from uppercut

6 from uppercut (blocking)

Patterns

0:00

(1) Slow paced straight jabs

0:10

(1) Medium paced straight jabs

1:00

(1) Slow paced straight jabs

2:00

(1) Medium paced straight jabs

3:00

(1) Medium paced straight jabs

5:00

(1) Slow paced straight jabs

5:20

(1) Fast paced straight jabs

6:00

(1) Fast paced straight jabs

9:00

Von Kaiser gets up from knockdown: Uppercut > Uppercut > (1)

Little Mac gets up from knockdown: Uppercut > Uppercut > (1)

Consecutive uppercuts while Little Mac is pink

Piston Honda I

One Hit KO Conditions

None

One Hit Knockdown Conditions

Counter the Banzai attack on any of the the 12 earliest possible frames

1 Count Conditions

Get 1st knockdown with Little Mac at full HP

Get 3rd knockdown with a star punch

Get 4th knockdown with a star punch

KO Conditions

Get 4th knockdown with a regular punch (random)

Get 5th knockdown

Earning Stars

Guaranteed stars on every punch

Dodging Star Punches

After 15 star punches, Piston Honda will be dodging them

After resetting Piston Honda's ability to dodge star punches, Little Mac can use at least 8 star punches before Piston Honda begins dodging again (couldn't find the exact amount because Piston Honda is getting up on 1 counts or very little amounts of HP)

Star Punch Damage

13 if Piston Honda is just standing there

12 if landing into eyebrows late

16 if intercepting a jab

8 if intercepting a hook

20 if landing while stunned / into eyebrows early / directly after a hook, uppercut or straight jab / with specific guard manipulation

Hook

Dodge and counter 5 times

Quick dodge and counter 5 times

Can be intercepted with a left face jab

Uppercut

Dodge and counter 11 times

Quick dodge and counter 11 times

Straight Jab

Dodge and counter 2 times

Quick dodge and counter 2 times

Block and counter 2 times

Can be intercepted with a gut punch (early) or a face jab (late) (face jabs can also intercept eyebrows early)

Banzai Punch

Block and counter 2 times

Banzai Attack

1:00 in R1

2:40 in R1

0:40 in R2

2:20 in R2

0:20 in R3

2:30 in R3

2:40 in R3

Damage

11 from jab

11 from hook

19 from uppercut

11 from uppercut (blocking)

8 from Banzai Punch

Patterns

0:00

(1) Straight jab > Straigh jab >

75% Hook >

25% Do nothing >

75% (2) (75% Hook / 25% Uppercut) > (75% Hook / 25% Uppercut) >

25% (3) (75% Hook / 25% Uppercut) >

25% (1)

50% (2)

25% (3)

9:00

Consecutive hooks when Little Mac turns pink

When Little Mac regains stamina: continue doing hooks until the consecutive hook counter is equal or greater than 3 > (1)

Don Flamenco I

One Hit KO Conditions

None

One Hit Knockdown Conditions

Land a star punch

1 Count Conditions

None

KO Conditions

Get 2nd knockdown before 1:00 and with Little Mac at full HP

Get 5th knockdown with Little Mac not at full HP (Random)

Get 6th knockdown with Little Mac at Full HP

Get 6th knockdown with Little Mac not at Full HP (Random)

Earning Stars

Guaranteed stars on every punch

Dodging Star Punches

After 3 star punches, Don Flamenco will begin dodging them

After resting Don Flamenco's ability to dodge, Little Mac can use 3 more star punches before Don Flamenco begins dodging again

Star Punch Damage

96 in all cases (instant knockdown)

Uppercut

Dodge and counter 5 / 7 times (depending on how early you land the first punch)

Quick dodge and counter 5 / 7 / 8 times (depending on how early you land the first punch)

If alternating left and right punches, you can counter punch an infinite amount of times

Can be intercepted with a left gut punch

Hook

Dodge and counter punch 2 times

Quick dodge and counter punch 2 times

Damage

22 from uppercut

14 from uppercut (blocking)

14 from hook

Patterns

When Don Flamenco returns from a knockdown: Consecutive Uppercuts until Little Mac dodges an Uppercut

Consecutive hooks while Little Mac is pink

King Hippo

One Hit KO Conditions

None

One Hit Knockdown Conditions

None

1 Count Conditions

None

KO Conditions

Get 1st knockdown

Earning Stars

None

Dodging Star Punches

None

Star Punch Damage

None

Straight Jab

Cannot be dodged and countered

Overhead Jab

Can be intercepted with a face jab and stuns for 8 / 9 gut punches

9 gut punches if intercepted within the first 5 frames

8 gut punches if intercepted after the first 5 frames

Damage

27 from straight jab

48 from overhead jab

40 from overhead jab (blocking)

Patterns

0:00

(1) (62.5% Straight jab / 37.5% Overhead jab) > (62.5% Straight jab / 37.5% Overhead jab) > (62.5% Straight jab / 37.5% Overhead jab) > (62.5% Straight jab / 37.5% Overhead jab) > (62.5% Straight jab / 37.5% Overhead jab) > (1)

When R2 or R3 begins: Overhead jab > (1)

9:00

When Little Mac returns from a knockdown: Dance > verhead jab > Straight jab > (1)

When Little Mac turns pink: Overhead jab > overhead jab > overhead jab > (1)

Great Tiger

One Hit KO Conditions

None

One Hit Knockdown Conditions

Face jab or star punch after blocking the Tiger Punches

1 Count Conditions

Get 1st knockdown before 1:00 and Little Mac at full HP

Get 2nd knockdown before 1:00 and Little Mac at full HP

KO Conditions

None

Earning Stars

Guaranteed stars on every punch

Dodging Star Punches

After 8 star punches, Great Tiger will begin dodging them

After resetting Great Tiger's ability to dodge star punches, Little Mac can use 2 more star punches before dodging again

Star Punch Damage

22 if Great Tiger is just standing there

19 if intercepting a straight jab / directly after a straight jab

27 if stunned / directly after an uppercut / into his gem flash

Straight Jab

Dodge and counter punch 1 time

Quick dodge and counter punch 1 time

Block and counter punch 5 times

Can be intercepted with a face jab (into gem flash)

Right Uppercut

Dodge and counter punch 3 / 4 / 6 times (depending on how early you land the first punch)

Quick dodge and counter punch 3 / 4 / 6 times (depending on how early you land the first punch)

Can be intercepted with a left gut punch

Left Uppercut

Dodge and counter punch 3 / 4 / 6 times (depending on how early you land the first punch)

Quick dodge and counter punch 3 / 4 / 6 times (depending on how early you land the first punch)

Can be intercepted with a right gut punch

Tiger Punch

Cannot be dodged, must be blocked

Tiger Punches

2:30 in R1

0:00 in R2

1:30 in R2

2:30 in R2

0:00 in R3

1:20 in R3

2:20 in R3

Damage

10 from straight jab

15 from uppercut

7 from uppercut (blocking)

13 from tiger punch

Patterns

0:00

Straight jabs

1:00

Alternating Right / Left Uppercuts in sets of 10

If you don't knockdown Great Tiger after the 2:30 Tiger Punches, he will attempt to do them again

3:00

Straight jabs

4:20

Alternating Right / Left Uppercuts in sets of 10

6:00

Alternating Right / Left Uppercuts in sets of 10

If you don't knockdown Great Tiger after the 1:20 Tiger Punches, he will do another set of Tiger Punches

9:00

When Little Mac turns pink: Consecutive Right Uppercuts

Bald Bull I

One Hit KO Conditions

None

One Hit Knockdown Conditions

Counter the Bull Charge (6 frames)

1 Count Conditions

Get the 6th knockdown with a star punch

KO Conditions

None

Earning Stars

2 punches to get the first star

Next guaranteed star is every 2nd punch

Random stars are a 50% chance (must be holding a star to get a random star)

Dodging Star Punches

After 1 star punch, Bald Bull will begin dodging them

After resetting Bald Bull's ability to dodge star punches, Little Mac can use 2 star punches before Bald Bull will begin dodging again

Star Punch Damage

16 if Bald Bull is just standing there

11 if landing late into a hook

15 if landing early into a hook

17 if landing late into a rolling jab

23 if landing early into a rolling jab / directly after a hook / directly after an uppercut

You cannot land a star punch while Bald Bull is stunned

Hook

Dodge and counter punch 3 times

Quick dodge and counter punch 3 times

Can be intercepted with a left face jab

Rolling Jab

Dodge and counter punch 1 time

Quick dodge and counter punch 1 time

Can be intercepted with a face jab

Uppercut

Dodge and counter punch 5/7 times (depending on how early you land the first punch)

Quick dodge and counter punch 5/7 times (depending on how early you land the first punch)

Bull Charge

Can be intercepted with a gut punch

Bull Charges

2:00 in R1

2:30 in R1

1:30 in R2

2:30 in R2

1:10 in R3

2:30 in R3

Damage

15 from rolling jab

16 from hook

24 from uppercut

16 from uppercut (blocking)

96 from Bull Charge

Patterns

0:00

(1) Rolling jab > Rolling jab > (1)

0:20

(1) Hook > Hook >

75% Hook > atleast 1 uppercut > (1)

25% Rolling jab > Rolling jab > Rolling jab > (1)

3:00

(1) Rolling jab > Rolling jab > (1)

3:10

(1) Hook > Hook >

75% Hook > atleast 1 uppercut > (1)

25% Rolling jab > Rolling jab > Rolling jab > (1)

9:00

Note: Bald Bull will keep attempting to do the Bull Charge until Little Mac is knocked down, Bald Bull is knocked down or the round ends.

When Little Mac is pink: Hook > Rolling jab > Uppercut > repeat

Piston Honda II

One Hit KO Conditions

Counter the Banzai Attack on any of the earliest possible 4 frames

One Hit Knockdown Conditions

None

1 Count Conditions

Get the 2nd knockdown with Little Mac at full HP

Get the 3rd knockdown with a star punch

Get the 4th knockdown with a star punch

KO Conditions

Counter the Banzai Attack

Get the 4th knockdown with a star punch

Get the 5th knockdown

Earning Stars

4 punches to get the first star

Next guaranteed star is every 2nd punch

Random stars are a 50% chance (must be holding a star to get a random star)

Dodging Star Punches

After 4 star punches, Piston Honda will begin dodging them

After resetting Piston Honda's ability to dodge star punches, Little Mac can use 2 more star punches before Piston Honda begins dodging again

Star Punch Damage

15 if Piston Honda is just standing there

14 if landing into eyebrows early / stunned from gut punches / late into the Banzai Attack / with specific guard manipulation

16 if landing into Straight Jab

22 if landing while stunned / directly after an uppercut / with specific guard manipulation

Straight Jab

Block and counter 3 times

Can be intercepted with a face Jab

Uppercut

Dodge and counter punch 4 times

Quick dodge and counter punch 4 / 5 times (depending on how early you land the first punch)

Can be intercepted with a face Jab (guard falling)

Hook

Dodge and counter punch 4 times

Quick dodge and counter punch 4 times

Body Shake Uppercut

Dodge and counter punch 4 times

Quick dodge and counter punch 4 / 5 times (depending on how early you land the first punch)

Can be intercepted with a left or right gut punch (depending on which way Piston Honda is facing)

Banzai Punch

Block and counter punch 4 times

Banzai Attack

1:00 in R1

2:00 in R1

0:30 in R2

2:00 in R2

0:30 in R3

1:00 in R3

2:00 in R3

Damage

11 damage from Straight Jab

19 damage from uppercut

11 damage from uppercut (blocking)

11 damage from hook

8 damage from Banzai Punch

Patterns

0:00

(1) Straight Jab > Straight Jab > Straight Jab > Uppercut > Uppercut >

50% (1)

(2) 50% Body shake uppercut > uppercut uppercut >

50% (1)

50% (2)

9:00

When Little Mac is pink: Continuous hooks

When Little Mac regains stamina: Body shake uppercut > (1)

Banzai Attack is always followed with 2 uppercuts

Soda Popinski

One Hit KO Conditions

None

One Hit Knockdown Conditions

Land a star punch after setting the flag by intercepting an uppercut with a gut punch

1 Count Conditions

None

KO Conditions

Get the 5th knockdown (random)

Get the 6th knockdown

Earning Stars

1 punch to get the 1st star

Next guaranteed star is every 2nd punch

Random stars are 50% (must be holding a star to get a random star)

Dodging Star Punches

After 2 star punches, Soda Popinski will begin dodging them

After resetting Soda Popinski's ability to dodge star punches, Little Mac can use 3 star punches before Soda Popinski will begin dodging again

Star Punch Damage

20 if Soda Popinski is just standing there

19 if landing directly after a hook or uppercut (guard raised)

21 if intercepting a straight jab

23 if intercepting a hook

27 if landing while stunned with rapid punches / landing during the flash before the straight jab

Hook

Dodge and counter 3 / 4 times (depending on how early you land the first punch)

Quick dodge and counter 3 / 4 / 6 times (depending on how early you land the first punch)

Can be intercepted with a right face jab

Uppercut

Dodge and counter 6 times

Quick dodge and counter 6 / 7 / 9 times (depending on how early you land the first punch)

Can be intercepted with a gut punch (must be holding down to lock Soda Popinski into crouching position)

Straight Jab

Dodge and counter punch 3 times

Quick dodge and counter punch 3 times

Can be intercepted with a face jab

Damage

19 from hook

16 from straight jab

27 from uppercut

19 from uppercut (blocking)

Patterns

0:00

(1) Hook > Hook >

25% (1)

(2) 75% Uppercut > Uppercut >

50% (1)

50% Straight jab >

50% (1)

50% (2)

3:00

(1) Uppercut > Uppercut >

75% (1)

25% Hook > Hook > (1)

9:00

When Little Mac turns pink: Hook > Stutter steps > Straight jab > Straight jab > Straight jab > (1)

When Little Mac returns from a knockdown: Continuous Uppercuts until Little Mac dodges one > Stutter steps > Straight jab > Straight jab > Straight jab > (1)

Bald Bull II

One Hit KO Conditions

Counter a Bull Charge in Round 3 on any of the last 3 frames

One Hit Knockdown Conditions

Counter a Bull Charge (4 frames)

Counter a Half Bull Charge (13 frames)

1 Count Conditions

None

KO Conditions

Get the 5th knockdown with a star punch (random)

Get the 5th knockdown with countering the Bull Charge with Little Mac at full HP (random)

Get a knockdown countering a Bull Charge in R3 on the last 3 frames

Get the 6th knockdown

Earning Stars

Guaranteed stars on every punch

Dodging Star Punches

Bald Bull will dodge every star punch if he is just standing there (essentially his initial and reset numbers are both 0)

Star Punch Damage

23 if landing while stunned / directly after a hook / directly after an uppercut / during the ear rub

Hook

Dodge and counter 3 times

Quick dodge and counter 3 times

Uppercut

Dodge and counter 5 / 6 times (depending on how early you land the first punch)

Quick dodge and counter 5 / 6 times (depending on how early you land the first punch)

Rolling Jab

Dodge and counter 1 time

Quick dodge and counter 1 time

Bull Charge

Can be intercepted with a gut punch (4 frames)

Half Bull Charge

Can be intercepted with a gut punch (13 frames)

Bull Charges

2:00 in R1

0:30 in R2

2:00 in R2

0:30 in R3

1:10 in R3

2:00 in R3

Damage

16 from rolling jab

17 from hook

25 from uppercut

17 from uppercut (blocking)

96 from Bull Charge

96 from Half Bull Charge

Patterns

0:00

(1) Rolling jab > Rolling jab > Rolling jab > Rolling jab > Ear Rub > (1)

0:20

(1) Hook > Hook >

75% Hook > Atleast 1 Uppercut > Ear Rub > (1)

25% Ear Rub > Rolling jab > Rolling jab > Rolling jab > (1)

3:00

(1) Rolling jab > Rolling jab > Rolling jab > Rolling jab > Ear Rub > (1)

3:10

(1) Hook > Hook >

75% Hook > Atleast 1 Uppercut > Ear Rub > (1)

25% Ear Rub > Rolling jab > Rolling jab > Rolling jab > (1)

9:00

When Little Mac turns pink: Uppercut > Rolling jab > Uppercut > Uppercut > repeat

When Little Mac regains stamina: (1)

When Little Mac returns from a knockdown: Ear Rub > (1)

When Bald Bull returns from a knockdown: Ear Rub > (1)

Don Flamenco II

One Hit KO Conditions

None

One Hit Knockdown Conditions

None

1 Count Conditions

None

KO Conditions

Get the 5th knockdown with Little Mac at full HP

Get the 5th knockdown (random)

Get the 6th knockdown

Earning Stars

1 punch to get the 1st star

Next guaranteed star is every 7th punch

Random stars are a 6.25% chance (must be holding a star to get a random star)

Dodging Star Punches

After 2 star punches, Don Flamenco will begin dodging them

After resetting Don Flamenco's ability to dodge star punches, Little Mac can use 2 star punches before Don Flamenco begins dodging them again

Star Punch Damage

22 if Don Flamenco is just standing there

19 if intercepting a straight jab early / while stunned from a gut punch / landing directly after an uppercut

21 if intercepting hook / intercepting a straight jab late

27 if landing while stunned / directly after a hook

Straight Jab

Dodge and counter 4 times

Quick dodge and counter 4 times

Block and counter 4 times

Can be intercepted with a gut punch

Hook

Dodge and counter 2 times

Quick dodge and counter 2 times

Block and counter 4 times

Can be intercepted with a left face jab

Uppercut

Dodge and counter 4 / 5 / 9 times (depending on how early you land the first punch)

Quick dodge and counter 4 / 5 / 9 / 11 / 13 times (depending on how early you land the first punch)

If countering using left, left, right, left, left, right... you can counter punch 34 times (You can activate this until you've used up all the extra punches ie. 21 extra times up to 30 extra times depending on the normal amount of punches you would get)

Can be intercepted with a left gut punch

Double Taunt

2:00 in R2

Damage

19 from straight jab

19 from hook

35 from uppercut

27 from uppercut (blocking)

Patterns

0:00

(1) Straight Jab > Hook > (1)

If you dodge (must be a dodge and not too early) a straight jab, the pattern then becomes (1) Straight jab > Straight jab > Straight jab > Hook > (1). If you block, dodge too early, get hit or duck the pattern reverts back to: Straight jab > Hook > (1)

1:30

(1) Taunt > (1)

Can force random uppercuts with face jabs

5:00

(1) Straight jab > Hook > (1)

If you dodge (must be a dodge and not too early) a straight jab, the pattern then becomes (1) Straight jab > Straight jab > Straight jab > Hook > (1). If you block, dodge too early, get hit or duck the pattern, reverts back to: Straight jab > Hook > (1)

Can force random uppercuts with face jabs

6:00

(1) Straight jab > Hook > Hook > Straight jab > (1)

Can force random uppercuts with face jabs

9:00

When Little Mac turns pink: Continuous hooks

When Little Mac returns from a knockdown: Continuous uppercuts until Little Mac dodges one or Uppercut counter equals 8

Mr Sandman

One Hit KO Conditions

None

One Hit Knockdown Conditions

None

One Count Conditions

None

KO Conditions

Get the 6th knockdown (random)

Earning Stars

You must be in Round 3

1 punch to get the 1st star

Next guaranteed star is every 4th punch

Random Stars are between 25% and 50% (must be holding a star to get a random star)

Dodging Star Punches

After 5 star punches, Mr. Sandman will begin dodging them

After resetting Mr. Sandman's ability to dodge star punches, Little Mac can use 1 star punch before Mr. Sandman begins dodging them again

Star Punch Damage

16 if Mr. Sandman is just standing there / intercepting a hook (dodgeable) / intercepting a rolling jab (dodgeable)

15 if landing while stunned from a face punch (guard raised) / landing directly after a hook or uppercut (guard raised)

23 if landing directly after a hook / directly after an uppercut / directly after a Dreamland Uppercut / after stunned from a face punch

You cannot land a star punch while Mr.Sandman is stunned from a gut punch

Left Rolling Jab

Dodge and counter 1 time

Quick dodge and counter 1 time

Block and counter 1 time

Right Rolling Jab

Dodge and counter 1 time

Quick dodge and counter 1 time

Hooks

Dodge and counter 4 times

Quick dodge and counter 4 times

Must be a face jab followed by gut punches

Dreamland Uppercut

Must dodge / duck all 3 to counter punch

If final dodge is slow, counter punch 11 times

2x dodge and final quick dodge counter 11 / 16 times (depending on how early you land the first punch)

If final 2 dodges are quick dodges, counter punch 11 / 16 / 20 times (depending on how tight the final 2 dodges are and how early you land the first punch)

Ducking on the final punch, counter punch 11 / 16 times (depending on how early you land the first punch)

Must be a face jab followed by gut punches

Uppercut

Dodge and counter punch 6 / 7 times (depending on how early you land the first punch)

Quick dodge and counter punch 6 / 7 times (depending on how early you land the first punch)

Must be a face jab followed by gut punches

Dreamland Express

1:30 in R1

1:00 in R2

2:00 in R2

Whenever Mr. Sandman gets up from a knockdown in R2 or R3

Whenever Little Mac gets up from a knockdown after 1:59 + 1 frame in R1 until the end of R3

Damage

16 from left rolling jab

13 from right rolling jab

17 from hooks

30 from Dreamland Uppercut

22 from Dreamland Uppercut (blocking)

25 from uppercut

17 from uppercut (blocking)

Patterns

0:00

(1) Left Rolling Jab > Right Rolling Jab > Right Rolling Jab > Left Rolling Jab > Right Rolling Jab > (1)

0:50

(1) Right Hook >

(2) 50% Right Hook > Left Hook > Right Hook > Left Hook >

75% Right Rolling Jab > Right Rolling Jab > (1)

25% (2)

(3) 50% Left Hook > Left Hook

50% (1)

50% (2)

4:30

(1) Right Hook >

(2) 50% Uppercut > (1)

(3) 18.75% Right Hook > Left Hook > Right Hook > Left Hook > Right Rolling Jab > Right Rolling Jab > (2)

(4) 31.25% Left Hook > Left Hook >

(1)

(3)

Note: If Little Mac is hit by an Uppercut or forces a Right Rolling Jab immediately after countering an Uppercut and is hit by the Right Rolling Jab, Mr Sandman will use another Uppercut.

When Little Mac turns pink: Continuous Right Hook > Left Hook

When Little Mac regains Stamina: (1)

Super Macho Man

One Hit KO Conditions

None

One Hit Knockdown Conditions

None

One Count Conditions

None

KO Conditions

Get the 4th knockdown with Little Mac at full HP

Get the 5th knockdown with Little Mac at full HP

Get the 6th knockdown with Little Mac at full HP

Get the 6th knockdown (random)

Earning Stars

4 Punches to get the first star

Next guaranteed star every 2nd punch

Random stars are a 37.5% chance (must be holding a star to get a random star)

Dodging Star Punches

After Little Mac has uses 2 star punches, Super Macho Man will start dodging them

After resetting Super Macho Man's ability to dodge star punches, Little Mac can use 3 star punches before Super Macho Man will begin dodging again

Star Punch Damage

12 if Super Macho Man is just standing there

11 if stunned by rapid punches / directly after a Mini Spin Punch / intercepting a Mini Spin Punch / activating the stun glitch and Super Macho Man uses a hook

15 if intercepting a Hook

19 if landing directly after a Super Spin Punch / activating the stun glitch and Super Macho Man uses an Uppercut or just stand there / correct guard manipulation for max damage star

Hook

Dodge and counter punch 4 times

Quick Dodge and counter punch 4 times

Can be intercepted with a right face jab

Uppercut

Dodge and counter punch 4 / 6 times (depending on how early you land the first punch)

Quick dodge and counter 4 / 6 times (depending on how early you land the first punch)

Can be intercepted with a face jab (guard down)

Can be intercepted with a gut punch (guard rising)

Body Shake Uppercut

Dodge and counter punch 4 / 6 times (depending on how early you land the first punch)

Quick dodge and counter 4 / 6 times (depending on how early you land the first punch)

Can be intercepted with a gut punch (depending on which way he is facing)

Mini Spin Punch

Dodge and counter punch 8 times

Quick Dodge and counter punch 8 / 9 times (depending on how early you land the first punch)

Can be intercepted with a face jab (frame perfect, guard not falling)

Can be intercepted with a gut punch (frame perfect, guard rising)

Super Spin Punch

Dodge and counter 4 / 11 / 21 times (depending on how early you land the first punch)

Quick dodge and counter punch 4 / 11 / 21 times (depending on how early you land the first punch)

Mini Spin Punch (Times)

1:00 in R2

2:00 in R2

1:00 in R3

2:00 in R3

Damage

22 from Hook

30 from Uppercuts

22 from Uppercuts (blocking)

30 from Body Shake Uppercut

22 from Body Shake Uppercut (blocking)

46 from Mini Spin Punch

38 from Mini Spin Punch (blocking)

96 from Super Spin Punch

Patterns

0:00

(1) (75% Hook / 25% Uppercut) > (25% Hook / 75% Uppercut) > (25% Hook / 75% Uppercut) >

25% (1)

75% Uppercut > Uppercut > Mini Spin Punch > (1)

4:00

(1) (75% Hook / 25% Uppercut) > (25% Hook / 75% Uppercut) > (25% Hook / 75% Uppercut) >

25% (1)

75% Uppercut > Uppercut > Mini Spin Punch > Mini Spin Punch > Mini Spin Punch > (1)

Whenever Super Macho Man gets up from a knockdown: Super Spin Punch > (1)

When Little Mac turns pink: Uppercut > (50% Uppercut / 50% Body Shake Uppercut) > (50% Uppercut / 50% Body Shake Uppercut) >

If not pink: (1)

If pink: restart pink pattern but immediately go to (1) when Little Mac regains stamina

When Little Mac regains stamina: (1)

Mike Tyson

One Hit KO Conditions

None

One Hit Knockdown Conditions

Counter during the Blinking Pattern before Dynamite Hooks (2 frames)

1 Count Conditions

Get the 3rd knockdown with Little Mac at full HP

Get the 5th knockdown with a star punch

KO Conditions

Get the 6th knockdown with Little Mac at full HP

Get the 6th knockdown (random)

Earning Stars

Must be in R2 or R3

Mike Tyson will give a star on the 1st punch

Next guaranteed star is every 2nd punch

Random stars are 100% chance (must be holding a star to get a random star)

Dodging Star Punches

After 5 Little Mac has used 5 star punches, Mike Tyson will start dodging them

After resetting Mike Tyson's ability to dodge star punches, Little Mac can use 2 star punches before Mike Tyson begins dodging again

Star Punch Damage

16 if Mike Tyson is just standing there

15 if landing into a Hook early / after a stun glitch on an Uppercut

11 if intercepting a Hook late

23 if landing while stunned from a Hook / During the Blinking Pattern before the Dynamite Hooks

You cannot land stunned star punches on any punch except for hooks

Dynamite Uppercuts

Dodge and counter punch 2 times

Quick dodge and counter punch 2 times

Hook

Dodge and counter punch 2 times

Quick dodge and counter punch 2 times

Straight Jab

Cannot be dodged and countered

Block and left gut punch 1 time

Uppercuts

Dodge and counter 2 / 3 / 6 times (depending on how early you land the first punch)

Quick Dodge and counter 2 / 3 / 6 / 10 times (depending on how early you land the first punch)

Duck and counter punch (2 / 3 / 6 / 10 / 16 times (depending on how early you land the first punch)

Dynamite Hooks

Cannot dodge and counter

Block and counter punch 4 times

Blinking Pattern

1:30 in R2

2:30 in R2

1:30 in R3

Damage

96 from Dynamite Uppercuts

95 from Dynamite Uppercuts (blocking)

13 damage from Hooks (R1)

16 damage from Hooks (R2)

19 damage from Hooks (R3)

24 damage from Uppercuts (R2)

16 damage from Uppercuts (R2) (blocking)

27 damage from Uppercuts (R3)

19 damage from Uppercuts (R3) (blocking)

17 damage from Straight Jabs

13 damage from Dynamite Hooks (R2)

4 damage from Dynamite Hooks (R3)

Patterns

0:00

(1) Right Dynamite Uppercut > Left Dynamite Uppercut >

25% (1)

75% Right Dynamite Uppercut > Right Dynamite Uppercut > Left Dynamite Uppercut > Left Dynamite Uppercut > (1)

1:30

(1) Left Hook > Right Hook >

25% (1)

75% Right Hook > Right Hook > Left Hook > Left Hook > (1)

3:00

(1) Straight Jab > Straight Jab > (1)

3:30

(1) Hook > Hook > Hook >

25% (1)

75% Right Uppercut > Left Uppercut > (50% Uppercut / 50% Hook) > (1)

6:00

(1) (50% Uppercut / 50% Hook) > (50% Uppercut / 50% Hook) >

50% (1)

(2) 50% Uppercut > Straight Jab > Straight Jab > (50% Uppercut / 50% Hook) >

50% (1)

50% (2)

After Blinking Pattern in R2: Right Uppercut > Left Uppercut > (1)

After Blinking Pattern in R3: (1)

When Little Mac turns pink from 0:00 - 1:30: (1)

When Little Mac regains stamina from 0:00 - 1:30: (1)

When Little Mac turns pink from 1:30 - 3:00: (1)

When Little Mac regains stamina from 1:30 - 3:00: (1)

When Little Mac turns pink in R2 and R3: Right Hook > Uppercut > Uppercut > (1)

When Little Mac regains stamina in R2 and R3: Immediately go into (1) if not doing initial Right Hook > Uppercut > Uppercut

Future Additions

These will take further research and will probably be added in the future.

1. HP refills for each opponent on each knockdown / type of knockdown and the count each refill can correspond to
2. HP regained from pressing select inbetween rounds
3. Amount of times Little Mac can get up on a given fight
4. HP refill Little Mac gets on which count on which fight

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