

# **Punch-Out!! (Wii) IL Guide**

(this guide is purely for individual fights. If you have any questions feel free to join the discord server)

[invite link to discord server](#)

If you are interested in learning the SS strats for this game, check out Awosomeandy's SS guide

[Link to Awosomeandy's powii SS guide](#)

For those who also speedrun Doc Louis' Punch-Out!! You can check out Awosomeandy's IL/SS guide.

[Link to Awosomeandy's dlpo guide](#)

# Part I - Terminology/Abbreviations/Format/General:

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## 1. Terminology -

### *-Punches (Wiimote)-*

Left Hook = 1 input

Right Hook = 2 input

Left Jab = Up+1 input

Right Jab = Up+2 input

Star Punch = A/- input

### *-Dodges/Ducks/Blocking (Wiimote)-*

Dodge = Left/Right input

Duck = Down input

Quick Dodge = Up+Left/Right input (only after another dodge)

Quick Duck = During another duck, press up right as Mac is reaching the end of his duck animation then immediately hold down (only after another duck)

Block = Up input

### *-Punches (Wiimote+Nunchuck)*

Left Hook = Move Nunchuck

Right Hook = Move Wiimote

Left Jab = Hold Up on Joystick+Move Nunchuck

Right Jab = Hold Up on Joystick+Move Wiimote

Left Star Punch = Hold C+Move Nunchuck

Right Star Punch = Hold A+Move Wiimote

### *-Dodges/Ducks/Blocking (Wiimote+Nunchuck)*

Dodge = Left/Right on Joystick

Duck = Down on Joystick

Block = Up on Joystick

### *-Other-*

Buffer = Input made during another input's animation

Counter = Interrupting an opponent's attack with a punch

Cancel = Skipping an opponent's attack with a punch

Champions Mode = Option unlocked by beating 10 opponents in Mac's Last Stand that allows you to fight opponents **in exhibition** that knock you down in one punch

Motion Controls = Using Wiimote+Nunchuck to play (for speedrunning purposes only used for left star punches)

TKO Recovery = Spamming buttons after Mac is knocked down to get back up from a TKO (random chance, ~25-30%)

Headgear = Gained after losing 100 times in career mode (used for TD Sandman)

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## 2. Abbreviations -

### *-Punches-*

LH = Left Hook

RH = Right Hook

LJ = Left Jab

RJ = Right Jab

S = Star Punch

#altH/J = number of alternating hooks or jabs you have to do  
(Wiimote+Nunchuck)

LS = Left Star Punch

RS = Right Star Punch

### *-Dodges/Ducks/Blocking-*

Do = Dodge

Du = Duck

QDo = Quick Dodge

QDu = Quick Duck

#Do/Du/QDo/QDu = number of dodges/ducks/quick dodges/quick ducks you have to do

B = Block

### *-Other-*

> = Buffer

© = Counter

**Text Highlighted Yellow** = Punch gets a star (not counted if doesn't add to # of stars)

< = Cancel

... = Delay (timing specified in explanation)

/ = Or (depends on the situation)

[C] = Fight uses Champions Mode

[M] = Fight uses motion controls

[H] = Fight uses headgear

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### 3. Format -

Each circuit is its own section which is then split into the individual fights in the given circuit, each fight is formatted like so:

**Numeral - Fighter Name - TAS Time:**

**(# of frame perfect inputs required for TAS time) (watch cutscene/skip cutscene) (link to video of strat being performed, by a human if it's been done and by a tas if not)**

*[strategy written out]*

*[phases are separated by bracket sequences w/ line breaks]*

- *Explanation/Specifications*

(Specifies any delayed punches and explains anything that may not be obvious when watching a video)

- *Extra*

(Any extra info about the fight, if none then this section will be missing)

### 4. General Info

- **Frames:**

Normal frames are *approximately* 0.06 in game time.

Stun frames (frames while an opponent is stunned) alternate between *approximately* 0.01 & 0.02.

If you are late on a star punch, there is a chance that you will end up losing 0.05 instead of the usual 0.06, so if you ever end up with a time not within the usual 0.06 intervals on a fight with no stun frames, that is why.

- **Gameplay:**

Same-side punches can't be buffered like other punches are, as in you can still buffer it but it's slightly harder; you have to wait until Mac is reeling back from the previous punch to start holding the button (this also applies to star punches).

When performing a buffer it doesn't matter which way you dodge, as both dodges last the same amount time (same applies to ducks); if avoiding (or getting hit by) an opponent's attack requires you to dodge a certain way, it will be specified with a L or R before Do (Dodge) in the input sequence.

Whenever there is a sequence of alternating punches after another punch, assume that the pattern starts at the opposite side of the previous punch. If you're supposed to do a same side punch it will be specified.

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## Part II - Contender

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### -MINOR CIRCUIT-

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#### **I - Glass Joe - 25.76:**

**(3 frame perfect inputs for TAS)(skip cutscene)**

[...LH@...RH>LH>3altJ>3altH>3altJ>3altH>RJ>LJ...RH>2Do>3QDo>S]

[Glass Joe in 25.76 by Pottoww](#)

- *Explanations/Specifications*

The first left hook counters Joe's taunt, and the right hook catches Joe as he's recovering from the last punch; the final right hook serves the same purpose.

- *Extra*

Instead of hitting the first possible frame we can hit Joe after his "Vive la France" taunt, we actually hit the last possible frame; because of how the clock works, the star punch doesn't slow it down while it's already slow, so when you do it on the first frame the clock starts moving at normal speed, the timer will slow down like usual and result in a lower time than had you used the star punch as early as possible (the best time that way is 26.49).

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#### **II - Von Kaiser - 18.93:**

**(6 frame perfect inputs for TAS)(skip cutscene)**

[...RJ@>LH...RJ...RJ>LH>RJ...RJ>LH...Du>LH...S]

[Von Kaiser in 18.93 by zallard1](#)

- *Explanations/Specifications*

The first right jab counters Kaiser's wind up jab.

The delay between the first left hook and right jab is just 1 frame.

Both of the delayed right jabs after the first one are to catch Kaiser after he dodges your initial right jab.

You duck Kaisers jab that he does after the left hook after your final right jab, if he delays this punch it means you didn't delay your second right jab.

After you stun Kaiser and hit him with a left hook, he will eventually go into his cowering animation, waiting to use the star punch until right before he looks up and says "mommy" is the correct timing. There are a few helpful pseudo buffers for this star punch, one is ducking 4 times then slightly delaying the star punch, another is to duck when Kaiser says "Denn" at the end of his voice line.

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### **III - Disco Kid - 27.42:**

**(10 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LJ©...RH...LH...LJ©...S]

P2 [...RH©...S]

P3 [...RH©...LH<...S]

[Disco Kid in 27.42 by Universe](#)

- *Explanations/Specifications*

#### **Phase 1 -**

The first left jab counters Disco's taunt.

The delayed right hook catches Disco as he's reeling from the last punch, and the subsequent left hook is slightly delayed so that he won't block it.

The second left jab counters Disco's jab, and the star punch following it is slightly delayed so that it instantly knocks him down.

#### **Phase 2 -**

The right hook counters Disco's hook.

The star punch is meant to interrupt Disco's taunt right when it's able to knock him down instantly.

#### **Phase 3 -**

Right hook serves the same purpose as phase 2.

The left hook cancels Disco's second hook, throw it right as Disco is about to reach the center of the screen (this is frame perfect).

The star punch serves the same purpose as phase 2.

- *Extra*

The best time to knock down Disco in phase 1 is 2:50; this is a 2 frame window.

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### **IV - King Hippo - 46.94:**

**(6 frame perfect inputs for TAS)(skip cutscene)**

[...LJ©>12altH...Do>LJ>5altH...Do>LH...S...LJ©>14altH>3Du>LH>Du>2altH...LH]

[King Hippo in 46.94 by zallard1](#)

- *Explanations/Specifications*

The first left jab counters Hippo when he opens his mouth, if you're too late on this you will only be able to do 10 hooks instead of 13.

Waiting out the stun instead of doing the final hook keeps the timer slow.

After dodging Hippo's jab and doing the following punches, you wait out the stun once again and dodge his next jab and hook him, this gives you a star.

The following star punch has to hit Hippo on the frame he touches the ground, a pseudo buffer for this is buffering a right hook and dodge after using the left hook to get a star, then slightly delaying the star punch.

If the star punch is mistimed then he will delay his next attack.

Counter Hippo when his mouth opens yet again, and this time you finish the stun. After countering Hippo's overhead attack, he gets back up and you have to counter it again to KO him, a pseudo buffer for this punch is to do 2 alternating hooks right when Hippo opens his arms.

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## -MAJOR CIRCUIT-

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### **V - Piston Hondo - 33.76:**

**(9 frame perfect inputs for TAS)(watch cutscene/skip halfway)**

*P1 [...LH<...LH<...RJ@...S]*

*Alt-P1 [...RJ@...LH<...LH<...S]*

*P2 [...Do...RJ...S...RJ@...RJ@>S]*

*P3 [...RH@]*

[\*Piston Hondo in 33.76 by Pottoww\*](#) - Normal Phase 1

[\*Piston Hondo in 33.76 by zallard1\*](#) - Alt Phase 1 (with pseudo buffers)

- Explanations/Specifications

#### **Phase 1-**

The first move cancel can be made easier by buffering a duck at the start of the fight then delaying basically nothing and throwing the left hook.

The second move cancel is frame perfect.

The right jab counters Hondo's jab.

The star punch that intercepts Hondo's taunt has a pseudo buffer: right after countering Hondo's jab, duck twice then slightly delay the star punch. (Double duck then slight delay is a pseudo).

#### **Alt. Phase 1-**

The right jab counters Hondo's jab.

The first blocked punch is canceling Hondo's hook (this is frame perfect), a pseudo buffer for this is buffering an alternating punch after the initial counter, then a duck, a slight delay then the punch to cancel Hondo's hook.

The second blocked punch is canceling Hondo's jab, a pseudo buffer for this punch is doing a slight delay after the first move cancel, then ducking and buffering the second canceling punch (you can also buffer duck, then delay the punch).

The star punch that intercepts Hondo's taunt, a pseudo buffer for this is to slightly delay a duck and then buffer the star punch (you can also buffer the duck, then delay the star punch).

## Phase 2-

After dodging Hondo's uppercut and delaying a right jab to get a star, you have to wait until Hondo returns to his idle position to throw the star punch (which takes surprisingly long), a good cue for when to throw the star is after Hondo does his shuffling animation twice. If you buffer the star punch or throw it too early, Hondo delays his next attack.

Both right jabs counter Hondo's jabs.

## Phase 3-

Counter the Hondo rush.

- *Extra*

A frame perfect phase 1 results in a 2:47 knockdown, any slower and it will be a 2:46.

If you aren't worried about getting the TAS time, you can **skip the cutscene immediately** then counter Hondo's first jab and buffer a same side punch then duck then hook to cancel his attack, then cancel his next jab. Everything after that is the same, and doing this only loses one frame.

Skipping the cutscene immediately makes 33.76 impossible, make sure you wait it out or you can skip halfway through it (When Hondo is done bowing)

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## VI - Bear Hugger - 26.70:

**(9 frame perfect inputs for TAS)(watch cutscene)**

P1 [...LJ©...LH...S]

P2 [...LJ©...LH...S]

P3 [...LJ©...LH...S]

[Bear Hugger in 26.70 by Pottoww](#)

- *Explanations/Specifications*

## Phase 1-

Left jab counters Bear's taunt.

The left hook "centers" Bear Hugger while he's reeling from the previous punch.

The star punch intercepts Bear's hook, instantly knocking him down.

## Phase 2-

Left jab counters Bear's hook.

Left hook same as phase 1.

Star punch intercepts the "bear hug", instantly knocking him down if timed correctly.

## Phase 3-

Left jab is the same as phase 2.

Left hook same as phase 1 & 2.

Star punch same as phase 2, however the bear hug comes out faster.

- *Extra*

All the jab punches in this fight *have* to be left because the animation of him recovering from the punch is faster in comparison to using a right jab

A perfect phase 1 will result in a 2:54 knockdown, any slower and it will be a 2:53

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## **VII - Great Tiger - 41.92:**

**(15 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LH>RH©...S...RJ©>LH...RH>LH>RH©...LH>RH...LH©...RH>LH>3Du>3altH>altH©]

P2 [S...LH...LH©>S]

P3 [RH>LH>RH©...LH>RH©...S...RH©...S>LH>Do>QDo>2Do>Do>(Buffer1) or (Buffer2)]

[Great Tiger in 41.92 by Awosomeandy](#)

- Explanations/Specifications

### **Phase 1-**

The first left hook should be thrown when the clock hits 2:58, Tiger should disappear.

The star punch interrupts Tiger's second straight jab.

The right jab is countering his third straight jab

The whiffed left hook after you earned your second star is needed so the magic attack buffer in phase 1 doesn't change his pattern in phase 3.

The first delayed right hook must be thrown right when Tiger fades back in, the same applies to all non-countering delayed hooks in the fight (aside from the final one in phase 3).

### **Phase 2-**

The beginning star punch in phase 2 must be timed as soon as possible when the round starts.

The first left hook is to get Tiger to do his uppercut early, and must be thrown right as Tiger begins to fade back in.

The second left hook counters Tiger's slow uppercut.

### **Phase 3-**

The right hook at the start of phase 3 must be thrown as early as possible.

The first star punch interrupts one of Tiger's uppercuts.

The final countering right hook counters Tiger's uppercut.

The second star punch is supposed to be whiffed so that Tiger begins his magic attack and so the timer is slowed, it must be thrown as Tiger fades back in.

The RH/LH means Tiger can go to a different side, whatever side he's on is the hook you will use to hit him.

There is a buffer you can use to counter Tiger's magic attack. It's random as to what side he goes on.

(Buffer1) is [3altH©] starting with the left. This buffer is countering Tiger on the left side

(Buffer2) is [Do>QDo>RH©]. This buffer is countering Tiger on the right side.

You do have to react as to what side he goes on, the [Do] is the reacting point which is where you will need to change your buffer to counter the magic rush.

- *Extra*

You need to skip the cutscene reasonably early, waiting out the cutscene can sometimes give you a slower time.

A frame perfect Phase 1 will result in a 2:35 knockdown, any slower and it will be a 2:34

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**VIII - Don Flamenco - 17.74:**

**(3 frame perfect inputs for TAS)(skip cutscene)**

P1 [>LH...LHⓄ...14altdelayedRJ&LH>S]

P2 [...LHⓄ...S]

[Don Flamenco in 17.74 by zallard1](#)

- *Explanations/Specifications*

**Phase 1-**

Whiffing the left hook at the start of the fight provokes Don to do his attack, you counter this punch with another left hook. A pseudo buffer for this punch is to duck then buffer the left hook right when you see Don freeze in place.

**Phase 2-**

The left hook counters Don's uppercut, a pseudo buffer for this is to do a right hook then left hook right when you see Don's health bar reach the right side of the U in round.

The star punch has to be delayed 1 frame, a visual cue for this is to press A when Don's portrait in the top right returns to its normal size after pulsing. You can't buffer the star otherwise the clock will speed up.

- *Extra*

A perfect phase 1 switches over to 2:45 right as the star punch hits Don.

The 14 alternating delayed right jabs and left hooks don't have to be frame perfect, but they do have to be done within the first 2 frames in order to keep the timer slow, being even 1 frame late on one loses 0.9 seconds.

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## -WORLD CIRCUIT-

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### **IX - Aran Ryan - 53.40 [C]:**

#### **(11 frame perfect inputs for TAS)(skip cutscene)**

P1(preKD) [...Do>LH...Do>LH...RH©>3altH...RH©...Do>LH...S]

P1(postKD) [...Do>LH...Do>LH...RH©>5altH...RH©...LJ©]

P2 [...B>S]

[Aran Ryan in 53.40 by Nolan414](#)

- Explanations/Specifications

#### **Phase 1 (pre-knockdown)-**

Dodge Aran's first punch then counter with a left hook, after this he'll retaliate with another punch, dodge this then counter with another left hook to get a star (if you're too slow you won't get a star), hitting Aran with a *left hook* here is mandatory.

Counter Aran's attack from the right side then do 3 alternating hooks, wait out the stun. For the taunt, doing 2 ducks and a left hook then slightly delaying the right hook can help with timing, hitting Aran with a *right hook* here is mandatory.

Dodge Aran's next punch and counter with a left hook, a pseudo buffer for this dodge is throwing a left hook after the right hook is used to counter his taunt then slightly delaying a dodge.

Instead of dodging Aran's retaliation punch, you want to use a star punch at just the right time so that Aran takes damage and Mac takes the hit at the same time, this is frame perfect.

#### **Phase 1 (post-knockdown)-**

Everything here up to the taunt is the same except instead of doing 3 punches in the stun you do 5, the pseudo buffer for the taunt is also the same.

After countering the taunt you want to counter his next attack as well, knocking him down. This has to be done with a jab so his headbutt in P2 will come out 2 frames faster.

#### **Phase 2-**

Block Aran's headbutt, unlike some other things you can block in the game, you have to time this block slightly before the headbutt connects instead of just holding up the whole time. After blocking the headbutt buffer a star punch.

- *Extra*

Aran Ryan has multiple "Taunt" animations, however they all have the same hitbox when you receive an empty frame or a star.

A perfect time at the damage trade is 2:33.

The block at the end doesn't have to be frame perfect although it still has to be timed within an 11 frame window

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## **X - Soda Popinski - 42.72 [C]:**

**(9 frame perfect inputs for TAS)(watch cutscene/skip halfway)**

P1 [...Du...LH...RJ>S]

P2(preKD) [...]

P2(postKD) [...RJ@>2Du>RH>4altH>LH...RJ>S]

P3(preKD1) [...]

P3(postKD1) [...RJ@...S...]

(get TKO recovery, random)

P3(postTKOreco) [...RJ@...RJ...S]

[Soda Popinski in 42.72 by zallard1](#)

- Explanations/Specifications

### **Phase 1-**

Duck Soda's opening punch and delay a right hook to get a star, follow this up with a delayed jab that catches Soda as he comes back from the previous hit, then buffer a star punch to knock him down.

It's possible to duck late enough so that you can buffer the right hook for a star.

This applies to both phase 1 & 2, but it is entirely preference on which hook you use to get the star, just know that if you use a left hook then the delayed jab will be right instead of left.

### **Phase 2-**

After getting back up, counter Soda's punch with a right jab.

Once you use the buffer to catch Soda on the way back from drinking his bottle, do another delayed jab just like phase 1 then buffer a star punch.

### **Phase 3-**

Counter Soda's punch, same as phase 2.

Delay the star so that it hits Soda right after he centers himself (if he glows red then you were frame perfect), if it's any earlier he won't have the correct pattern after the TKO recovery.

If you're very late you will hear Soda say "Ох, помогите! (Okh, pomogite!)".

After hitting Soda with a star punch, he will go into his uppercuts, after getting hit by the first one, you will go down. Listen closely to whether or not the crowd gets loud after you're knocked down, if you hear the audience then start spamming buttons.

### **Phase 3 (post TKO recovery)-**

After (hopefully) getting the TKO recovery, counter Soda's punch with a right jab.

The next right jab hits the bottle out of his hand, a helpful audio cue for when to throw the punch is right in the "s" sound of his dialogue.

After knocking the bottle out of his hand, delay a star to hit him right as he begins to crouch down.

- Extra

When you take the 1st knockdown at the start of phase 2, you can tell you had a perfect phase 1 if the clock ticks down to 2:49 right when Soda hits you.

When you take the second knockdown at the start of phase 3, you can tell you had a perfect phase 1&2 if the clock ticks down to 2:34 right before Soda hits you.

When you take the 3rd knockdown in phase 3, you can tell everything before that point was perfect or 1 frame off if you don't see the clock tick down to 2:25 at all.

If you want to feel mildly disappointed, a perfect time to be knocked down but not get the TKO recovery for is 33.93.

Skipping the cutscene immediately makes 42.72 impossible, make sure you wait it out or you can skip halfway through it (When Soda is done drinking his bottle)

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### **XI - Bald Bull - 32.08:**

**(15 frame perfect inputs for TAS)(watch cutscene/skip halfway)**

P1 [...LH<...Do>2altJ...altJ...Do>2altJ...altJ...Do>6altJ...altJ...S>Du>RJ>LJ©  
...LH©]

P2 [...LJ©...S...LJ©...S]

P3 [...LH©]

[Bald Bull in 32.08 by Nolan414](#)

- *Explanations/Specifications*

#### **Phase 1-**

The first left hook cancels Bull's first rolling jab.

Dodge Bull's next two rolling jabs and do 2 alternating jabs followed by a slightly delayed third alternating jab to get a star.

Dodge Bull's uppercut, you don't want to dodge perfectly because stunning too early will result in 7 jabs in the stun instead of 6. After doing the 6 alternating jabs, do two delayed alternating jabs, the second one gets a star.

After getting the third star, delay 22 frames then use the star punch instead of buffering it. If you'd rather use a visual cue, wait until Bull goes idle then use the star.

After getting a star off the buffer, use a left hook to counter Bull's next punch (this is frame perfect).

#### **Phase 2-**

Counter Bull's punch with a left jab (this is frame perfect).

After getting the third star, delay it in the same way as phase 1.

Counter Bull's uppercut with a left jab (this is frame perfect).

After getting the star, delay it the same as the others.

#### **Phase 3-**

Counter the Bull charge with a hook.

- *Extra*

You can duck into the hook to cancel Bull's rolling jab (this wastes 1 frame).

If you do that first buffer, you can dodge twice after the hook to perfectly dodge his next rolling jab, for some reason this only works if you use the initial buffer.

There is also a buffer for countering the bull charge, duck then 2 alternating hooks, (this wastes 0.02's)

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## **XII - Super Macho Man - 54.69:**

**(20 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LDo>4altJ...altJ...altJ>S...Do...LJ...RJ>S...LDo>4altJ...altJ...altJ...LDo>4altJ...altJ...altJ...LJ©>RH]

P2 [...Du>5altJ...altJ...altJ>S...Do...LJ>RH]

P3 [S...LDo>4altJ...altJ...altJ>2Do>2QDo>3altH>Du>QDu>S]

[Super Macho Man in 54.69 by Nolan414](#)

- Explanations/Specifications

### **Phase 1-**

Every time you dodge one of Macho's left uppercuts, it has to be done with a left dodge, if you dodge right you won't get a star off the second delayed jab.

If you buffer a hook at the start of the fight, you can use a slightly easier visual cue for when to dodge that is also used later in the fight; after the left hook is blocked, look at Macho's legs, wait for when they begin to move back out then dodge.

After completing the stun you do two delayed alternating jabs then buffer a star.

Dodge Macho's right uppercut then delay a jab to get a star, followed by a delayed jab and a buffered star punch.

To dodge the next uppercut, wait for Macho to center himself after the star punch then dodge. Do the same delayed punches as the first right uppercut but don't buffer a star.

With the same timing as the first dodge of the fight, assuming you started with the buffered hook, dodge another right uppercut. Once again do the same delayed jabs and don't buffer a star.

Counter Macho's "Photo Op" taunt with a right jab shortly before he says "Op".

### **Phase 2-**

Duck Macho's spin, there's no real cue for when to dodge as it's hard to explain wherein the sound effect you duck. After the stun, you do the same delayed jabs as you would after dodging the right uppercuts then buffer a star.

Dodge Macho's left uppercut then do a delayed left jab just like phase 1, but instead of doing a delayed right jab, buffer a left hook.

### **Phase 3-**

Try to use the star punch on the first possible frame the fight begins again, holding the A button does nothing. If you're good at jitter clicking then using the - button instead of A is recommended since it is much easier to jitter click on.

Dodge left after Macho centered himself from the star punch to dodge his right uppercut, same delayed jabs as the right uppercuts in phase 1 after the stun.

For an explanation on how to do quick ducks, refer to the terminology guide at the beginning of this doc.

If you're too slow when clicking down again, it is possible that Macho will hit you.

- *Extra*

If you see 2:30 on the timer after the left jab counters Macho's taunt in phase 1, that is a good pace.

The best possible time without a quick duck is 54.77.

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### **XIII - Mr. Sandman - 31.98 [C]:**

**(9 frame perfect inputs for TAS)(skip cutscene)**

P1(preKD) [>2altH...]

P1(postKD) [>LH<...LJ©...LH<...LH>S]

P2 [...LH©...LH<...LH<...LH>S]

P3 [...RJ©>LH>S]

[Mr. Sandman in 31.98 by zallard1](#)

- *Explanations/Specifications*

#### **Phase 1 (post-knockdown)-**

Counter Sandman's fast fast overhead punch after the buffered left hook.

Cancel Sandman's "stand still" punch with the next left hook.

Very slightly delay the next left hook so that buffering a star punch intercepts Sandman's "boo" taunt, this is frame perfect; if you're too early you will hear Sandman yell "NOOOO", and if you're too late Sandman will start to do his quick overhead punch.

#### **Phase 2-**

Counter Sandman's quick hook with a left hook.

Cancel Sandman's "stand still" punch with the next left hook.

Cancel Sandman's next 2 punches with 2 more left hooks.

Delay the fourth left hook the same way as the one in phase 1, all of the same info applies to this punch as well.

#### **Phase 3-**

The right jab counters Sandman's "Boo!" taunt, the timing can be slightly awkward so you can use a pseudo buffer/audio cue to time it. Duck then buffer the right jab after Sandman finishes saying "Afraid?".

If you're too slow, the star punch at the end of the fight won't work.

- *Extra*

If you did everything before phase 3 frame perfectly, then you should get a 2:36 knockdown.

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## Part III - Title Defense

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-WORLD B-

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### **XIV - Glass Joe - 36.84:**

**(5 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LH©>S>5altJ>LH>S>4altJ>LH>S>5altJ>LH>S>4altJ>LH]

P2 [...LH<...RH©...S>7altJ>LH>S>4altJ>LH>S>4altJ>LH]

P3 [...S>4altJ>LH>S>4altJ>LH>S>4altJ>LH>S>4altJ>LH>S]

[TD Glass Joe in 36.84 by zallard1](#)

- Explanations/Specifications

#### **Phase 1-**

The first left hook counters Joe's taunt

All of the "4altJ"s must be started with a left jab. The "5altJ"s must be started with a right jab.

We use alt jabs with 5, 4, 5, 4 because if the timer lingers on 2:52 during the third star punch, then it is guaranteed the first counter was frame perfect.

#### **Phase 2-**

The delays between the non buffered punches in phase 2 are very short.

The first left hook in phase 2 is canceling his delayed uppercut. If you hear Joe make any noise when canceling then you did the cancel late.

The right hook in phase 2 counters Joe's taunt.

The star punch has to be very slightly delayed, if it isn't delayed Joe will dodge it.

The "7altJ" must be started with a right jab.

#### **Phase 3-**

The non-buffered star in phase 3 is used when Joe prepares his next attack.

A visual cue for when to star punch in phase 3 is to wait for when the ref is nearly off the screen.

---

### **XV - Von Kaiser - 47.36 [M]:**

**(11 frame perfect inputs for TAS)(watch cutscene)**

P1 [...RJ©>LH...LS>RJ>LH>Du>RJ©>LH...LJ©>RH>LS...RJ...RJ©>LH...LH<...RS>LJ>RH...LJ©>RH>Du>LJ>RJ©>LH]

P2 [...RDo>LH>S]

P3(preKD) [...]

P3(postKD) [...RH©>LH>LS...LH©>S]

[TD Von Kaiser in 47.36 by Awosomeandy](#)

- *Explanations/Specifications*

**Phase 1**

All of the right jabs are countering Kaiser's straight jab except for the last one, which is for his right uppercut.

All of the whiffed star punches in phase 1 have to be delayed by 1 frame for Kaiser's next attack to come out faster.

The only non-countered right jab in phase 1 is centering Kaiser after the 3-star punch.

The first and last left jabs counters are for Kaiser's left uppercuts.

The left hook cancel is canceling Kaiser's fast jab.

**Phase 2:**

Kaiser will always attack from your left at the beginning, so your dodge must be right.

Buffering the star can be very tricky, it's recommended if you use a left handed star punch after the left hook since it will decrease your odds of accidentally throwing another punch that isn't needed.

**Phase 3:**

You need to get up at 5 when knocked down, this will make Kaiser's next attack come out faster.

The right hook counters Kaiser's right taunt

Buffer a left hook so you can buffer the star punch

As Kaiser recenters himself, whiff a left-handed star punch so he will dodge

The left hook counters his left taunt.

Same as phase 2, it's better to buffer the left-handed star punch after the left hook.

- *Extra*

We use motion controls to whiff star punches so Kaiser will dodge allowing us to get all of the 7 different ways to earn stars.

A 2:20 self-knockdown means you are on the pace for a 47.36 - 47.48.

The Star punch in Phase 3 has to be left-handed so the clock will slow down by 10% (Right-handed does 15%)

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**XVI - Disco Kid - 20.93 [M]:**

**(15 frame perfect inputs for TAS)(skip cutscene)**

P1 [...**RJ**@...**LH**>LS...LH...**RH**...LS>LH...**RH**...LH...**RH**>LS...LH...**RH**...LH...RH]

P2 [...**RJ**@...**LH**...RS]

[TD Disco Kid in 20.93 by Nolan414](#)

- *Explanations/Specifications*

**Phase 1-**

The first right jab counters Disco's taunt.

The left hook catches Disco after he reels from the previous hit.

After hitting Disco with a left star punch, throw a left hook right as he reaches the center of the screen then throw a delayed right hook to get a star.

Delay your lefty star so Disco will dodge it.

The buffered left hook will only hit Disco if the Lefty star punch he dodged has been timed within a 3 frame window. (If you timed it late then buffer a left jab if you want to continue the fight)

The right hook catches Disco after he reels from the previous hit

The left hook intercepts his straight jab and the right hook after that catches Disco while he is reeling.

Buffer the lefty star punch so he goes into his singular straight jab after.

Intercept the straight jab with a left hook and a delayed right hook to earn a star.

The left hook provokes Disco into doing his hook

Intercept his hook with a right hook to send him down

### **Phase 2-**

The first right jab counters Disco's taunt.

The left hook catches Disco after he reels from the previous hit.

The star punch has to be slightly delayed so that it instantly knocks Disco down.

- *Extra*

We use motion controls because Disco will change what type of attacks he does base on what star punch you throw.

If Disco's feet hit the ground after the first-star punch right when the timer switches to 2:55 then you did everything to that point perfectly.

---

### **XVII- King Hippo - 1:07.97 [C]:**

**(9 frame perfect inputs for TAS)(skip cutscene)**

(preKD1) [...RJ©>3RH>5altH>Du>RJ©>LJ>3LH...Du...Do...RJ©>4RH>7altH>Du>RJ]

(postKD1) [...RJ©>LH>8altJ...LJ]

(postKD2) [...RJ©>LH>8altJ...LH©...RJ©>LH>8altJ...RJ©>LH>2altJ...Du...Do...S]

[TD King Hippo in 1:07.97 by Nolan414](#)

- *Explanations/Specifications*

### **(pre-knockdown 1)-**

The first jab is countering his overhead as early as possible.

Whatever punch you use is going to be the punch you will use to take off the tape of his manhole cover.

The buffers are very tricky to get used to because they are being used while a cutscene is playing and you don't actually see Mac do anything until the camera goes back to him.

The [RJ©>4RH>7altH>Du>RJ] before knockdown 1 is probably the hardest buffer to get used to since the cutscene for Hippo's manhole cover being knocked off is really long. If your duck happens while the cutscene just switches over then you did the buffer wrong.

### **(post-knockdown 1)-**

All of the Right jabs counter his overhead. if you're too late on this you will only be able to do 7 hits instead of 10. (This applies for all overheads)

The left jab at the end needs to be delayed and timed well so Hippo can knock you down. It's best to use the right-most pineapple to know when you should throw the jab to get knocked down.

### **(post-knockdown 2)-**

To help time the left hook to get a star punch, it's best to do a duck pseudo buffer when the right-most pineapple hits Hippo's neck.

The last overhead has a long delay so the timing is different compared to the other overheads.

The final star punch has to be timed just as hippo is almost rising up from his "hippo squeeze 'n squash" attack. To help time this you can use the pineapples off of the previous overhead jab to start a 3 duck and dodge buffer into his final attack. It's recommended to use the pineapple that's behind Hippo's head to start the buffer.

#### *- Extra*

Not seeing his mouth open when throwing any punch that counters his overhead is a good sign of being frame perfect.

After the manhole cover phase, Hippo will always retaliate if you throw a jab, this makes taking knockdowns quicker

Do not get up at 4 on any of the knockdowns. You need to get up at 5 so that Hippo's next attack will come out sooner. If not then Hippo's dance cycle will last longer.

Hippo's crown blocking the timer can be beneficial in some cases. During the stun after Hippo rewards you with a star, if you see a 2:07 linger on for a little bit then you are on a good pace. The same thing can apply for a 2:00 on the very last stun.

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-WORLD A-

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### **XVIII - Piston Hondo - 32.67 [C]:**

**(15 frame perfect inputs for TAS)(skip cutscene)**

P1(preKD) [...LJ©...RH...LH...RH>Do>QDo>LH>B>LJ>S...]

P1(postKD) [...LJ©...RH...LH>S]

P2 [...LH©...RH...LH...RH...S]

P3 [...LH...RH...RH©]

[TD Piston Hondo in 32.67 by Nolan414](#)

#### *- Explanations/Specifications*

### **Phase 1 (pre-knockdown)-**

The first left jab counters Hondo's eyebrow taunt.

The next 3 delayed hooks are for (in order):

1. Catching Hondo while he reels from the previous punch.

2. Catching Hondo right before he fully re-centers from the previous punch.
3. Centering Hondo so that his next attack comes out faster.

The next left hook interrupts Hondo's normal jab so that he does a faster jab which you then block and get a star off from buffering a jab.

### **Phase 1 (post-knockdown)-**

The first left jab is the same as the first left jab of preKD phase 1.

The next 2 delayed hooks are the same as the first 2 delayed hooks in preKD phase 1.

### **Phase 2-**

The first left hook counters Hondo's opening uppercut.

The next 3 delayed hooks are the same as the 3 delayed hooks in preKD phase 1.

Slightly delay the star punch so that it intercepts Hondo's uppercut.

### **Phase 3-**

The first left hook is barely delayed after the cutscene ends to interrupt Hondo's uppercut. This has to be timed in a 2 frame window in order to keep the clock slow.

The delayed right hook centers Hondo so that his Hondo rush starts faster.

Counter the Hondo rush so that he instantly goes down, this is frame perfect. Too early and you will receive a star.

- *Extra*

If you aren't concerned with tying the TAS, an alternate phase 3 is getting a star off Hondo's opening uppercut (when you hear the whoosh), then ducking, using the star, then ducking again and throwing alternating hooks until Hondo goes down, this wastes 1 frame. Video for buffer [here](#)

## **XIX - Bear Hugger - 1:32.76:**

**(2/3 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LJⓄ>Do>2QDo>LJⓄ>4Do>LJⓄ>2Do>LH>Do>QDo>LJ...S/>S]

P2 [...LJⓄ>3Do>LJⓄ>3Do>LJⓄ>4Do>LJ...S/>S]

P3 [...LJⓄ...LH<...LJⓄ...LH>2Do>RJ>LJⓄ...Du>LJ>S]

[TD Bear Hugger in 1:32.76 by zallard1](#)

- *Explanations/Specifications*

The first left jab of each phase counters Bear's opening attack.

The first left hook in phase 3 cancels Bear's first "catch and release" attack.

The next left jab in phase 3 counters Bear's second "catch and release" attack.

The next left hook centers Bear after taking the previous punch, [LH] the timing of this punch is determined by how good your timed punches were up to this point; if your punches were close to frame perfect/were frame perfect then you should hook later, if your punches were a bit later then you should hook earlier.

Duck Bear's next hook. A pseudo buffer for this duck is to buffer 2 ducks when you hear Bear's feet hit the ground after the previous punch.

- *Extra*

None of the timed punches before the centering hook have to be frame perfect. We delay the star punch in P1 or P2 so the game's timer is on a certain interval (when not delaying the best possible time is 1:32.79), if you delay in P1 then you can buffer the P2 star punch. (Vica versa if you buffered P1 star) The delay is 2 frames at minimum, its easiest to just aim for that since the following delays which get the timer on the right interval will change the timing for the centering hook in phase 3..  
If the buffer after the centering hook isn't working for you/you notice that the attack is different than in the video, it's because you did the centering hook at the wrong time.

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### **XX - Great Tiger - 45.79:**

**(6 frame perfect inputs for TAS)(skip cutscene)**

[...LJ©...LJ©>RH>LH>Do>QDo>RH©>S...LH©...Do>LH>3altH...LH©>Du>RH>Du>RH©>Du>LH>Du>LH©...Du>S]

[TD Great Tiger in 45.79 by Universe](#)

- *Explanations/Specifications*

The first 2 left jabs both counter Tiger's red jabs.

The first left jab has a pseudo buffer, buffer 2 dodges at the start of the fight then slightly delay a left jab.

The second left jab also has a pseudo buffer, buffer 2 alternating hooks then dodge and slightly delay a left jab.

The first delayed left hook counters Tiger's green uppercut.

After dodging Tiger's blue uppercut, you must use a left hook in order to stun him.

The second delayed left hook counters the first "spirit" in Tiger's special attack.

Duck Tiger's spin after countering the final spirit.

The final pseudo buffer is simply buffering 2 ducks then slightly delaying a third after countering the final spirit to duck the spin.

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### **XXI - Don Flamenco - 45.75**

**(8 frame perfect inputs for TAS)(skip cutscene)**

P1 [>LH...RJ©>17altdelayedH/J/J]

P2 [...LH©...LH>B>RJ>16altdelayedH/J/J]

P3 [...S...LH...RJ©...LH©...S]

[TD Don Flamenco in 45.75 by Nolan414](#)

- *Explanations/Specifications*

#### **Phase 1-**

The hook at the very beginning is used to provoke Don into doing his attack. A pseudo buffer for this punch is to duck and then buffer the right jab right when you see Don freeze in place.

#### **Phase 2-**

The first left hook is countering Don's Tango Uppercut.

You need to wait for Don to be fully idled in order to throw another hook to provoke him. The block is blocking Don's back-fist, counter punching him after will reward you a star.

### **Phase 3-**

The 3 star punch interrupts his Tango Uppercut. A good visual cue is to wait for Don's health bar to pass the U in ROUND and then throw the star.

You need to wait for Don to be fully idled in order to throw another hook to provoke him. The delay between the right jab and left hook is very long because you knocked Don's toupee off.

Counter punching the final uppercut is only a 2 frame window.

The star at the end has to be delayed, (2 frame window) buffering the star will cause the clock to speed up. Delay too long and Don will dodge your star punch.

#### *- Extra*

The 17+16 alternating delayed jabs and hooks don't have to be frame perfect, but they do have to be done within the first 2 frames in order to keep the timer slow, being even 1 frame late on one loses nearly 2 seconds.

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## **-WORLD S-**

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### **XXII - Aran Ryan - 42.03:**

**(5 frame perfect inputs for TAS)(skip cutscene)**

[>2Du>RH@...Do>7altH...Do>LH>RH>2Du>RH@...Do>7altH...Do>RJ...S>8altH>2Du>Do>6altJ>altJ>3Du>S]

[TD Aran Ryan in 42.03 by zallard1](#)

#### *- Explanations/Specifications*

Dodge Aran's headbutt, then after the 7 alternating hooks, dodge his retaliation punch. The left hook that earns your first star is used to launch Aran to that specific side, using a right hook will cause him to slowly work his way to the middle.

Dodge Aran's headbutt again, do the same as you did with the first headbutt dodge.

The right jab to earn your second star is needed to launch Aran to the left side of the screen so he can perform his next attack early. Right hooking him will make him go into a long animation cycle (same if you were to left punch him).

The 2 star punch interrupts Aran's next punch.

The last punch for Aran has to be a jab so we can use the star punch at the end to KO him.

The final 3 ducks at the end is not a frame perfect buffer but it doesn't matter since the clock has stopped while Aran is in the middle of his knockdown animation.

#### *- Extra*

> = Aran is at 0hp and the timer has completely stopped.

---

### **XXIII - Soda Popinski - 1:14.53 [C]:**

**(14 frame perfect inputs for TAS)(skip cutscene)**

P1(preKD1) [...RJC@...RJC@>S...]

P1(postKD1) [...RJC@ ...RJC@...RJC@>S>2altH...LH...]

P1(postKD2) [...RJC@]

P2 [...4Do>4altJ>S]

P3 [...]

(get TKO recovery, random)

P3(postTKOreco) [...LH<>RH...LJ/RJ...S...]

(get TKO recovery, random) 2nd time

P3(postTKOreco2) [...RH<...RJC@...RJC@>S]

[\[TAS\] TD Soda Popinski in 1:14.53 by Mysteryman95](#)

- Explanations/Specifications

#### **Phase 1-**

All the right jab counters are for Soda's hooks.

A lingering 2:34 after the 3-star punch means you did everything frame perfect up to that point.

We throw 2 extra hooks to make sure Soda throws 4 uppercuts in Phase 2.

The left hook at the end of postKD1 hits soda while he is about to hit you with his raging uppercuts.

#### **Phase 2-**

Dodge Soda's 4 uppercuts then do 4 alternating jabs and a star. Make sure to dodge early so you don't lose too many frames on the final uppercut.

#### **Phase 3-**

Take an intentional knockdown by Soda, you will go down. Listen closely to whether or not the crowd gets loud after you're knocked down, if you hear the audience then start spamming buttons.

#### **Phase 3 (post TKO recovery)-**

After (hopefully) getting the TKO recovery;

The first left hook cancels Soda's uppercut while the following buffered hook sends Soda into the correct pattern you need moving forward.

Depending on which side Soda drinks his bottle on, determines which jab you throw.

After knocking the bottle out of his hand, delay a star to hit him right as he begins to crouch down.

After hitting Soda with a star punch, he will go into his uppercuts, after getting hit by the first one, you will go down. (2nd TKO Recovery) Like the last recovery; Listen closely to whether or not the crowd gets loud after you're knocked down, if you hear the audience then start spamming buttons.

### Phase 3 (post TKO recovery #2)-

After (hopefully) getting the TKO recovery;

The right hook cancels Soda's uppercut

Counter his 2 hooks for 2 stars and buffer a 2-star punch to send him down. (The counters for these hooks are only a 2 frame window. Soda's speed has reached its peak, meaning the frame window for these counters has shrunk considerably).

#### - Extra

A frame perfect Phase 1 will result in a 2:23 knockdown, any slower and it will be a 2:22

If you want to feel mildly disappointed, a perfect time to be knocked down but not get the first TKO recovery is 50.74. The second one is 1:04.61

In Phase 2, a 2:12 is a 2-frame window

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### **XXIV - Bald Bull - 42.59:**

**(25 frame perfect inputs for TAS)(skip cutscene)**

P1 [...LJC@...Do>8altJ...altJ...altJ...Do>RJ...LJ...RH...S...Do>RJ...LJ...RH...S]

P2 [...Do>RJ>2altJ...altJ...altJ...Do>6altJ...altJ...altJ...LJ...RH...S...LJ...RH...S]

P3 [...LHC@...>S]

[TD Bald Bull in 42.72 by Nolan414](#)

#### - Explanations/Specifications

##### **Phase 1-**

The first left jab counters Bull's opening punch. (This is frame perfect)

Dodge Bull's uppercut *extremely* early so that you can get 8 punches in the stun; after the eighth alternating jab, delay another jab then delay another, getting a star off the second delayed jab is frame perfect, (this occurs several times throughout the fight, so whenever you see delayed jabs gain stars just assume they are frame perfect).

Dodge Bull's next 2 rolling jabs, the first comes out quickly and the second is delayed, however you do the same thing for both; after dodging, buffer a jab then follow that up with a delayed jab, follow this delayed jab with a slightly delayed hook then a delayed star. Each star punch should catch Bull as he moves forward slightly.

##### **Phase 2-**

Dodge Bull's delayed hook, and after you land 3 alternating jabs, do 2 delayed alternating jabs just as you did after dodging Bull's uppercut in phase 1.

Dodge Bull's uppercut late so that you can get 6 punches in the stun; (Dodging too late will cause 5 stun punches) after the sixth alternating jab, do 2 delayed alternating jabs just as you did after dodging Bull's uppercut in phase 1.

Counter Bull's uppercut with a left jab

Delay a right hook then delay a star in the same way you did in phase 1.

Counter Bull's uppercut once again with a left jab

After countering Bull's uppercut, delay a right hook then delay a star yet again.

### **Phase 3-**

Counter the bull rush, then wait for Bull to begin walking towards Mac then buffer the star punch.

You can buffer 3 alt hooks to counter the bull charge but it's imperfect. (0.02's)

- *Extra*

This fight has the most *required* frame-perfect inputs at 6.

A 2:38 Phase 1 means you are on a good pace.

A 2:20 Phase 2 is a 2-ish frame window

This is one of the few IL's where letting the cutscene play out will sometimes give you a slower time.

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### **XXV - Super Macho Man - 1:07.58 [C]:**

**(29 frame perfect inputs for TAS)(skip cutscene)**

P1 [...**RJ**...S...LDo>4altJ...altJ...**altJ**...Do...**RJ**...altJ...LB<>S...LDo>4altJ...altJ...**altJ**...LDo>4altJ...altJ...**altJ**]

P2 [...**RH**>2Du>RDo>4altJ...altJ...altJ...altJ...RDo>4altJ...altJ...altJ>altH>S]

P3(preKD) [...**LH**>S...Du>RJ>4altJ...altJ...altJ>LJ©...]

P3(postKD) [...LDo>4altJ...altJ...**altJ**...**LH**>S]

[TD Super Macho Man in 1:07.58 by Nolan414](#)

### *Explanations/Specifications*

#### **Phase 1-**

The first right jab counters his taunt. You can buffer a duck at the start to help with the timing.

The star punch must be delayed so Macho's uppercut will come out faster

Every time you dodge one of Macho's left uppercuts, it has to be done with a left dodge, if you dodge right you won't get a star off the second delayed jab.

The delayed jabs after each stun have the same timing throughout the entire fight.

The LB< is canceling Macho's scripted uppercut

#### **Phase 2-**

The right hook counters his taunt, hitting it early will not gain you a star.

The right dodge after the 2 buffered ducks is dodging his fast uppercut.

The next right dodge also dodges Macho's fast uppercut.

#### **Phase 3-**

The first left hook counters his taunt.

Duck Macho's spin, you have to start the stun with a right jab.

The buffered left jab is countering his "Pump it" move.

The left hook at the end is countering his taunt for a star

- *Extra*

Getting a self-knockdown at 2:01 means you are on the pace for a sub 1:08

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**XXVI - Mr. Sandman- 34.03 [H]:**

**(24 frame perfect inputs for TAS)(skip cutscene)**

P1 [>LH...LH...LJ...LH...RJ...LH...LH...LJ...LH...RJ...RJ<...LH...LJ...LH©...RH...Du>  
LH...S]

P2 [...LJ/RJ©...LH<...RH<...LH...Du>LH...S]

P3 [...LJ©...RJ©>S]

[TD Mr. Sandman in 34.04 by Nolan414](#)

- Explanations/Specifications

**Phase 1-**

The buffered left hook at the start gets blocked by Sandman so his first attack comes out faster

The first and second non buffered delayed left hooks are to interrupt Sandman's wink uppercuts. Every jab that follows up with it is delayed so that Sandman retaliates with his "my turn" punch.

The third delayed left hook is used as early as possible after getting hit by Sandman's second "My turn" punch so that his next attack starts earlier. This punch is very hard to do early. Make sure you press up (while you are being hit) so you can "unlock" little mac's animation, this allows you to throw the punch early.

The fourth delayed left hook interrupts Sandman's quick overhead.

The fifth delayed left hook interrupts Sandman's second quick overhead, same idea as the third delayed left hook so make sure you are pressing up while getting hit so you can throw the punch early

The delayed right jab is meant to cancel Sandman's "night night" hook, make sure you press up while you are being hit so you can cancel his hook early. If you are having a hard time with this method then try canceling it with a right jab since you are already holding up. (The cancel itself is 3 frames)

The sixth delayed left hook interrupts Sandman's "stand still" overhead.

The next left hook counters Sandman's quick hook.

The following delayed right hook provokes Sandman to do another my turn punch, which you want to duck. Make sure you delay your duck otherwise Sandman will change his attack pattern. If you are frame perfect on the duck, he will do this; [video](#)

The star punch is delayed to intercept the dreamland express. It's best to use it once Sandman almost centers himself (Same can apply for P2 Dreamland Express)

**Phase 2-**

Depending on which side Sandman started winking on, you have to throw either a left jab or right jab to counter and get a star.

The 2 non buffered hooks after the star are canceling his 2 winks. (These are frame perfect)

The delayed hook after provokes Sandman into his my turn punch, which you duck.  
The duck is frame perfect in order to get the correct pattern out of Sandman's Express  
The star punch is delayed to intercept the dreamland express.

### **Phase 3-**

Counter Sandman's winks with a left jab then right jab to get 2 stars and use them.

- *Extra*

This fight must be done with headgear otherwise you won't be able to get hit as much by the "my turn" attacks. They set the clock speed to 15% which allows us to get a way faster time.

A 2:35 Phase 2 is a 7-8 frame window

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### **XXVII - Donkey Kong - 52.68 [C]:**

**(11 frame perfect inputs for TAS)(skip cutscene)**

P1 [>Du>LHⓄ...S...LHⓄ>3Du>LH>2altH>RHⓄ...S...LHⓄ>LH>2altH>RHⓄ...S...LH>  
LDo>4altH...LHⓄ]

P2 [...S]

P3(preKD) [...Do]

P3(postKD) [...LHⓄ...S...LJⓄ>4Do>QDo>RH>LH>S]

[Donkey Kong in 52.68 by Nolan414](#)

- *Explanations/Specifications*

### **Phase 1-**

The first star punch has to be delayed so that DK does his "kiss" taunt, counter this taunt with a left hook.

The second star punch has to be delayed by 2 frames so that it won't miss counter the kiss taunt with a left hook again.

Throw a delayed left hook to provoke DK into attacking.

After waiting out the stun, throw a left hook to counter DK's kiss taunt.

### **Phase 2&3-**

Intercept DK's jump attack at the start of phase 3 with a star punch. A pseudo buffer for this is to duck as soon as you hear DK make noise.

Dodge into DK's jump attack after he gets back up to get knocked down.

**DO NOT START GETTING UP UNTIL 2 APPEARS ON THE SCREEN** (info in extra).

Throw a left hook as soon as DK is in range to get a star, then delay a star punch to skip to DK's wink taunt, then counter that taunt with a left jab.

- *Extra*

If you get a 2:33 Phase 1 then that is a good pace, same with a 2:29 Phase 2.

If you start getting up while the number 1 is faded from the screen and before 2 has appeared, DK will dance forever, as seen [here](#).

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## Part IV - Credits, Sources, Etc.

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### **-CREDITS-**

**Nolan414**

*info, strats, writing, video(s)*

**Universe**

*info, strats, writing, video(s)*

**zallard1**

*info, strats, TASing, video(s)*

**Pottoww**

*info, strats video(s)*

**Mysteryman95**

*info, strats, TASing, video(s)*

**McHazard**

*info, strats, TASing*

**Awosomeandy**

*info, strats, TASing, video(s)*

**Doginator**

*info, TASing, video(s)*

**EpicJake72**

*info, strats, TASing*

**JacobYoshi**

*info, strats*

&

The Punch Out Community as a whole!

---

### **-SOURCES-**

Various tops runs on [speedrun.com](http://speedrun.com)

Many of the descriptions for [Zallard's Punch-Out Wii videos](#)

TASes on [Mysteryman's YouTube channel](#)

TASes on [EpicJake's YouTube channel](#)

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### **-BONUS INFO-**

[Nolan's spreadsheet](#) & [Pottoww's spreadsheet](#)