

Dead or Alive 2 FAQ/Move List (JP)

by Scott Miller

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DEAD OR ALIVE 2 and DOA 2 Limited Edition

(for Sega Dreamcast; regular edition, US; Limited Edition, Japan only;
and PAL version)

FAQ/Quick Move List

Version: 2.6

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Other websites that host this FAQ:

www.cheats.de

www.neoseeker.com

www.cheathappens.com

VERSION HISTORY:

0.1--8/30/02--started playing Japanese Limited Edition, made costume notes

0.2--9/1/02--finished unlocking costumes; made move lists for Bayman and Tengu

0.3--9/3/02--started release version of FAQ; finished Ayane's section

0.4--9/4/02--continued typing move lists; finished Bass, Ein, and Gen Fu

0.6--9/5/02--move lists are completed

0.7--9/6/02--minor move list corrections; wrote section 3

1.0--9/7/02--all sections complete; release version

2.0--9/9/02--big, big update: Moved Gameshark codes to a separate section, added a new section on file management, corrected a couple of heinously stupid mistakes in the costume section, confirmed the standard UPS unlock methods, and added some new secrets, along with some minor typo corrections

2.5--9/17/02--added the "secret Ayane cutscene" to "Secrets" section; also, Lilac Man contacted me with lots of info on the costumes and secrets of the PAL version, and that info has also been added

2.6--9/18/02--added new website; added a FAQ; made a change in the File Management section

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1. INTRODUCTION

A quick rundown: This version covers two different versions of Dead Or Alive 2, the US version (with one lousy "secret") and the Japan-only Limited Edition (with lots of extra costumes and two unlockable characters). If you've got the US edition, only the move lists will be of much use to you, although there are a few secrets for you to check out in Section Five. If you've got the Limited Edition, there are a lot of things that will be of interest to you throughout the FAQ.

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2. QUICK MOVE LISTS

The following are designed simply as quick reference lists--no suggested combos, basic moves, tactics, or damage ratios. Since my Japanese is fairly rudimentary (I know a few kanji, mostly for words like "press start," "yes," "no," "easy," "normal," "hard," "load," and

"save"... gee, my playing import games for years doesn't show through, does it?), the move name translations have been taken almost entirely from "official" Tecmo sources, namely the DOA 2: Hardcore in-game move lists, and the official strategy guide for the US Dreamcast version published two years ago by Prima.

I've also used the game's own names for each button rather than the Dreamcast buttons (e.g., Punch instead of X) for the convenience of players who like to create their own control setups. For anyone who can't figure out the control manual and who really can't remember what button does what, here's a quick key to the default controls:

X--Punch

Y--Kick

A--Free (note: Free is the button that activates Hold moves)

B--Free + Punch (this is your throw button)

L, R--Free + Punch + Kick; switches team members in Tag Team mode

Block--either hold Free or back on the d-pad

Analog Stick--controls 3D movement in the arenas (e.g., moving near or far in the playing fields); can also be used for movement commands in fighting (not recommended)

D-pad--controls your fighter on the 2D plane (e.g., up jumps and down crouches); also the best option for controlling your character in fights, as putting in air and crouch moves won't result in you accidentally moving away from your opponent

Here's a key for the abbreviations in the move lists:

f--forward

b--back

d--down

u--up

d/f--down-forward on the d-pad

d/b--down-back on the d-pad

u/f--up-forward on the d-pad

u/b--up-back on the d-pad

P--punch

K--kick

F--free

(back)--a move done with your back to your opponent

(low)--indicates your opponent is crouching

(combo)--indicates a combo throw

Commas indicate where a pause might be in a normal multi-part move (like a combo throw); moves that require a longer pause are noted. Multi-tap button moves are represented like this: PPP for Punch, Punch, Punch. Moves are separated by type, just as in the in-game "Arts List" in Sparring mode. (Note for US players: The "Arts List" is yet another addition to the Limited Edition that wasn't included in the US version.) In addition, the Arcade mode controls are also given for everyone's hold moves; you can change how holds are performed in all game modes by going into the control configuration options and changing the command type from "Dreamcast" to "Arcade." LE owners: Since the menus are mostly in English, you won't have any trouble finding this. (US version owners really shouldn't have any problems either!)

2A: Ayane

Unique Moves:

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-----
Sosho PPP                               Ryuso f+KK
Renten PPKK                             Roso f+K, d+K
Koei PP,f+PP                             Soten u+K
Hajin PK                                 Ryubi u/f+K
Koeiga f+PP                             Shugetsu u/b+K
Soha f,f+P,f+K                          Fujin b+K
Fuzan d/f+P,b+P                         Retten F+K
Jirai d/f,d/f+P,hold d,K               Rekku d/f+F+K
Rijin b+PK                               Roso d+F+K
Hishu b+P,K                             E. Hajin P+K,PP
Riji b+P,d+K                            E. Fujin P+K,PK
R. Hien b+P,pause,d+K                 Hajinsai P+K,P,u/b+K
F. Sosho u/f+PPP                       Hajin P+K,P,d+K
F. Renten u/f+PKK                     Genmu d,d/f,f+K
Sajin hold d/b,PK                     Fujinsai d,d/f,f+F+K
Renkyaku KK                            Sho b+F+K

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Back Attacks:

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To be performed when Ayane's back is to an opponent
R. Sosho PPP                           Fusai u+K
R. Eiko PP,b+PPP                       Shugetsu u/b+K
R. Fujinsai PP,b+PPK                  Z. Rajin b+PPP
R. Eikosai PP,b+PP,u/b+K             Z. Fujinsai b+PPK
R. Eikogeri PP,b+PP,d+K              Z. Hajinsai b+PP,u/b+K
R. Rijin PP,f+PK                      Z. Hajingeri b+PP,d+K
R. Hishu PP,f+P,pause,K              J. Sajin hold d/b,PK
R. Riji PP,f+P,d+K                   Embusho u/b+P
Rahien PP,f+P,pause,d+K             Enshusen d+F+K
Rasajin PP,hold d/b,PK               Kokuso F+K

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Throws:

```

-----
Momiji F+P
H. Embu f+F+P
Hikari (next to wall) f+F+P
Kirimadoi b+F+P
Tosenka b,f+F+P
Baisenka (back to wall) b,f+F+P
Tsurura (combo) f,f+F+P,u+F+P
K. Gengi d,d/f,f+F+P
K. Ranmu d,d/b,b+F+P
Namigatana (back to opponent) F+P
Yamigarusu (back to opponent) f+F+P
Ryusa (opponent facing away) F+P
Tsubaki (opponent facing away) f+F+P
Urayami (back against opponent's back) f+F+P
Setsuna (low) d+F+P
Kamiyo (low) d/b+F+P
Shusui (back to opponent, low) d+F+P
Musu (opponent facing away, low) d+F+P
Tenbujin (opponent facing away, low) d/b+F+P

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Holds:                Dreamcast        Arcade
-----                -----
Kamiyoi (high P) u/b+F          f,u/b+F
Hyorin (high K)  u/b+F          f,u/b+F
Ayase (mid P)    b+F            b,f+F
Fubujin (mid K) b+F            b,f+F

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Kogarasi (low P) d/b+F f,d/b+F
Futenro (low K) d/b+F f,d/b+F
Shunrai (jump P) b+F f,b+F

Opponent Down Attacks:

Hyomu u+P+K
Kawara d+P

Specials:

Appeal 1 ("No Kidding.") b,f,b+F+P+K
Appeal 2 ("Silly.") d,d+F+P+K
Hajin u+P
Kazemai 1 u/b+P
Kazemai 2 (back to opponent) u/f
Furo (back to opponent) f,f
Renpu 1 (back to opponent) f,hold f
Oroshi (back to opponent) d/f
Shimo (back to opponent) hold d/f
Oroshiryu (back to opponent) d/f, hold b
S. Oroshi (back to opponent) d/f, hold d/b

Tag Team Throws:

with Ein as your teammate:

M. Tensho f,f+F+P+K

with anyone else as your teammate:

Ayase 2 f,f+F+P+K

+-----+

2B: Bass Armstrong

Unique Moves:

Combo Gong PPP	One Hand Hammer u+P
Combo Hammer PP,d+P	Buffalo Crash d/f,d/f+P
Combo High Kick PPK	Drop Kick d,d/f,f+K
Combo Kick Crash PPK	Flying Cross Chop f,f+P+K
Wild Swing f+PP	Kenka Kick f,f+K
Hell Stab P+K	Hell Scissors u/b+PP
Elbow Rush u/f+PP	Rolling Axe b,f+P
Stungun Chop b+PP,pause,P+K	Bass Lariat f+P+K
Power Gong d/b+PP	Front Roll Kick f+F+K
Knee Hammer f+KP	Leg Break d/b+K
Jumping High Kick u+K	Low Drop Kick d+F+K
Smash Gong f,f+P	Muscle Elbow b+P+K
Bear Scissors d/f+P+K,P	Axe Bomber d+P+K,pause,P+K
Kick Rush d/f+KK	

Back Attacks:

To be performed when Bass's back is to his opponents

Swing Bomb P
Swing Low Bomb hold d,P
Round Muscle Elbow P+K
Trass Kick b+K

Throws:

Falcon Arrow F+P
One Leg Standing Head Butt d/f+F+P
Crazy Cow Head Butt (next to wall) d/f+F+P
Water Mill Drop b+F+P
Bear Press (next to wall) b+F+P
Bass Tornado f+F+P
Flying Body Scissors u+F+P
Dynamite Lariat b,f+F+P
Atomic Hammer Crash (next to wall) b,f+F+P
Oklahoma Stampede (combo) f,f+F+P,f+F+P
Manhattan Driver (combo) d,d/b,b+F+P,d+F+P,d,u+F+P
Super Freak b,d/b,d,d/f,f+F+P
T.F.B.B. hold d,f,b+F+P
T.F.B.C. (next to wall) hold d,f,b+F+P
Escape Back (back to opponent) F+P
Dangerous Backdrop (opponent facing away) F+P
Locomotion Backdrop (next to wall, opponent facing away) F+P
Argentine Back Breaker (opponent facing away) b+F+P
Reverse Power Bomb (opponent facing away) b,f+F+P
Face Crasher (opponent facing away, combo) f,f+F+P,f+F+P
Grizzly Launcher (opponent facing away, combo):
b,d/b,d,d/f,f+F+P,d,d+F+P
Grizzly Crash (opponent facing away, combo) b,d/b,d,d/f,f+F+P,d,d+F+P
Bass Bomb (low) d+F+P
Spiral Bomb (low) d/b+F+P
Double Arm DDT (low) d/f,d/f+F+P
Call Branding (opponent facing away, low) d+F+P

Holds:	Dreamcast:	Arcade:
-----	-----	-----
Half Lock Suplex (high P)	u/b+F	f,u/b+F
Rolling Sentoon (high K)	u/b+F	f,u/b+F
Shoulder Through (mid P)	b+F	b,f+F
Blast Through (mid P, wall)	b+F	f,b+F
Jurassic Trailer (mid K)	b+F,pause,b,b+F	b,f+F,pause,b,b+F
Guillotine Drop (low P)	d/b+F	f,d/b+F
Giant Hammer Throw (low K)	d/b+F	f,d/b+F
Iron Hammer Press (jump P)	b+F	f,b+F

Opponent Down:

Double Knee Stomp u+P+K
Stomping d+K

Specials:

Appeal 1 ("I Love Tina!") b,f,b+F+P+K
Appeal 2 ("Showtime!") d,d+F+P+K

Tag Team Throws:

with Tina as your teammate:
Docking Driver f,f+F+P+K
Lock-On Sky Twister Press d,d/f,f+F+P+K
with Ayane as your teammate:
Two Platoon DDT f,f+F+P+K
with Zack as your teammate:
Alley-Oop f,f+F+P+K
with anyone else as your teammate:

Oklahoma Stampede (combo) f,f+F+P+K,f+F+P

+-----+

2C: Tina Armstrong

Unique Moves:

Jab High Kick PK	Ankle Spin Kick KK
Machinegun Middle PPK	Double Middle Kick d/f+KK
Machinegun Elbow Knee PPPK	Step Kick u/f+K
Knuckle Arrow u/b+P	Back Brain Kick u/b+K
Blazing Chop u+P	Drop Kick u+K
Back Elbow Knee u/f+PK	Front Step Kick f,f+K
Double Hammer b+P	Knee Hammer f+KP
Low Spin Knuckle d/b+P	Double Ali Kick hold d,KKK
Infinity Knuckle f+PPP	Crash Knee d/f,d/f+K
Ultimate Combo f+PPK	Dancing Doll Kick F+K
Spin Knuckle Combo f+PP,d+P	Shoulder Tackle b,f+P
Low Drop Combo f+PP,d+K	Short Range Lariat P+K
Combo Drop Kick f,f+PPK	Elbow Suicide f+P+K
Tina Special f,f+P+K	Rolling Sobat b+K
Vertical Hammer hold d/f,PP	Front Roll Kick f+F+K
Dolphin Upper d/f,d/f+P	Low Drop Kick d+F+K
Rolling Elbow d,d/f,f+P	Moonsault Press b+P+K
Moonsault Attack (back) P+K	Turn Sobat (back) F+K

Throws:

Death Valley Bomb F+P
Texas Driver (combo) f+F+P,d+F+P
Burst Cyclone (opponent's back to wall) f+F+P
Frankensteiner b+F+P
Hammer Through J.O.S. (combo) f,f+F+P,F+P
Burst J.O.S. (back to wall) f,f+F+P
Giant Swing (combo) b,f+F+P,b,d/b,d,d/f,f+F+P
Sky Twister Press (combo) f,b+F+P,d+F+P,d,u+F+P
J.O.S. (combo) d,d/b,b+F+P,b,f+F+P,d,u+F+P
Fisherman's Buster b,d/b,d,d/f,f+F+P
J.O. Cyclone hold d,f,b+F+P
Double Break (opponent facing away, combo) F+P,d+F+P
Throw Away German Suplex (opponent facing away) f+F+P
Burst Suplex (back to wall) f+F+P
Dragon Suplex (opponent facing away, combo) f,b+F+P,f,b+F+P
Trans Four Leg Lock (low, combo) d+F+P,d,d+F+P
Tiger Driver (low, combo) d/b+F+P,d+F+P
Japanese Ocean Bomb (low) d/f,d/f+F+P
Neck Crasher (opponent facing away, low) d+F+P

Holds: Dreamcast: Arcade:

Locking Hammer (high P) u/b+F	f,u/b+F
Spring Leg Lock (high K) u/b+F	f,u/b+F
Arm Whip (mid P) b+F	f,b+F
Four Leg Lock (mid K) b+F,d,d+F	b,f+F,d,d+F
Pull-In Triangle d/b+F	f,d/b+F
Lock (low P)	
Leg Split (low K) d/b+F	f,d/b+F
Air Whip (jump P) b+F	f,b+F

Opponent Down:

Hip Drop u+P+K
Elbow Drop d+K

Specials:

Appeal 1 ("Come On!") b,f,b+F+P+K
Appeal 2 (Guts Pose) d,d+F+P+K
Front Roll d+P+K

Tag Team Throws:

W/Bass:
Double Arm Strong Buster f,f+F+P+K
Dual Bomber d,d/f,f+F+P+K
W/Zack:
Flying Cyclone f,f+F+P+K
Anyone else:
Arm Whip f,f+F+P+K

+-----+

2D: Ein

Unique Moves:

Tsubauchi f+P	Mae b+K
Azuma b,f+P	Zansei f,f+KKK
Morote f+P+K	Tenso d/f,d/f+K
Fujin d,d/f,f+P	Kakato u+K
Kaida u+P	Fuun b,f+K
Hyosai u/b+P	Shiku d,d/f,f+K
Burai u/f+PK	Hanegeri F+K,K
Renpujin PPP	Suimen F+K,d+K
Renken PP,f+PP	Korin b+F+K
Musho PP,f+PK	Gyosho P+K,pause,f+P
Rakusho PP,f+P,d+K	Kishi hold f,KK
Tsukikeri PPKK	Ressei f+KKK
Suzaku PP,d+KK	Tenro f+KK,f+K
Ryubi PP,hold d,KK	Ginro d/b+KK
Tsukiren PPK	Jinmon d/b+KP
Kengyu f,f+PP	Raigyu d/b+K,f+PP
K. Yokogeri f,f+PK	Tenrai d/b+K,f+PK
K. Suimen f,f+P,d+K	Kairai d/b+K,f+P,d+K
Tengai b+P,d+KP	Hyoubi hold d,KK
Sien b+PPP	Shorin u/f+KK
Fumon b+PP,d+K	Kofu f+F+K
Mawashi KK	Maizuru u/b+K
Nobori (rising from a crouch) K	Tenrin d/f+KKK

Throws:

Suigetsu F+P
Ryukotsu b+F+P
Gankotsu (back to wall) b+F+P
Kaei d/f,d/f+F+P
Rekka (opponent between you and wall) d/f,d/f+F+P
Futo f+F+P
Guren d,d/b,b+F+P

Socho (opponent facing away) F+P
Seiryu b+F+P
Reigetsu (low) d+F+P
Mozu (low) d/b+F+P
Kakushu (opponent facing away, low) d+F+P
Suirin (opponent facing away, low) d/b+F+P

Hold:	Dreamcast:	Arcade:
-----	-----	-----
Namioi (high P)	u/b+F	f,u/b+F
Tenga (high K)	u/b+F	f,u/b+F
Otoshiami (mid P)	b+F	f,b+F
Metsumon (mid K)	b+F	b,f+F
Ruten (low P)	d/b+F	f,d/b+F
Kobo (low K)	d/b+F	f,d/b+F
Suibo (jump P)	b+F	f,b+F

Opponent Down:

Akki u+P+K
Kaho d+P

Specials:

Appeal 1 ("Come On!") b,f,b+F+P+K
Appeal 2 ("Easy!") d,d+F+P+K

Tag Team Throws:

with Ayane as your teammate:

Kagura f,f+F+P+K

with anyone else as your teammate:

Kaei f,f+F+P+K

+-----+

2E: Gen Fu

Unique Moves:

Tosho P	Ugyu d/b,f+P
Rensui PPP	Soha f+P+K
Tanhou d/f+PP	Kakushi d+P+K,pause,b,f+P
Kohou u/f+P	Hakuja d/b+P
Banchu f+PPP	Seronpa d/f+KP,pause,b,f+P
Banhou f+PP,P+K	Keitai hold f, KK
Osokuha b+PP	Chisun d/f+K,f+P
Sosuiha b+P,f+P,pause,P+K	Hansen u+K
Tonyo hold d/f,P	Senpu u/f+K,d+K
Tanpa f,f+P	Tenshin u/b+K
Koson d/f,d/f+P	Sokutan f+K
Senshippo d,d/f,f+PP	Sohi F+K
Koboku P+K	Zensotai d+F+K
Yosoku f,b+P	

Throws:

Juji F+P
Shin-I b+F+P
Ryuyo (opponent between you and wall) b+F+P

Shutai f+F+P
Koukei (combo) f,f+F+P,f+F+P
Kokaisan d,d/b,b+F+P
Umpei (combo) d,d/f,f+F+P,F+P
Tora (opponent facing away) F+P
Sokujin (opponent facing away) f+F+P
Batetsu (low) d+F+P

Hold:	Dreamcast:	Arcade:
-----	-----	-----
Taizan (high P)	u/b+F	f,u/b+F
TenHa (high K)	u/b+F	f,u/b+F
Ryukei (mid P)	b+F	f,b+F
Ryuchō (mid K)	b+F	b,f+F
Tensan (low P)	d/b+F	f,d/b+F
Daisō (low K)	d/b+F	f,d/b+F
Honshin (jump P)	b+F	f,b+F
Saishu/Roshu (avoid high, mid)	b,u/f+F	same as DC
Kasyu/Koge (avoid low)	b,d/f+F	same as DC

Opponent Down:

Rakushu u+P+K
Jitoshō d+P

Specials:

Appeal 1 (Hanraku) b,f,b+F+P+K
When wearing C2 ONLY: Appeal 2 (Tensei) d,d+F+P+K
Senpō d,d/f,f+P
Sokuten u/b+P

Tag Team Throws:

With Helena as your teammate:
Sohō f,f+F+P+K
With Kasumi or Ayane as your teammate:
Youngeki f,f+F+P+K
With anyone else as your teammate:
Nichigetsu f,f+F+P+K

+-----+
2F: Ryu Hayabusa

Unique Moves:

Rengeki PPP	Tenrin u/b+K
Kusen PP,b+K,f+P	Onibishi (from crouch) K
Mekki PP,b+PK	Rijiso d/f+K,d+K
Renki PPKKK	Haja f+KK
Jinpuren PP,d+K	Jisuberi f,f+K
Hatou PKK	Jinpugeki d/b+K,hold d,K
Hatotsu f+PKK	Jinren d/b+K,d/b+K,hold d,K
Raishin f,f+P	Riei f,b+K
Tentotsu u+P	Korin b+K
Kushin b+P,f+P	Maikiri d,d/f,f+K
Hayou b+PK	Shoryu hold d,b+K
Eluchi u/b+P	Soku P+K

Jisen hold d/b,PK
Garyo d,d/f,f+P
Jaki KP
Dansha KK
Nichirin u/f+K
Hagen u+KK
Rakushin (back) u+K

Gao b+P+K
Rekku d/f+P+K,pause,K
Kikoku F+K,pause,KK
Jisho b+F+K
Jinkyaku d+F+K
Zamma d/f+F+K

Handstand Attacks:

See "Specials" to learn how to do a handstand.

Kotensei P Tenpou P+K
Kotensoku d+K Busou F+K
Senjin KK

Throws:

Juji F+P
Kubikiri f+F+P
Shoro (opponent's back to wall) f+F+P
Shiho d/f+F+P
Yama b+F+P
Hayabusa f,f+F+P
Genei b,f+F+P
Rakujinsho d,d/b,b+F+P
Izuna (combo):
b,d/b,d,d/f,f+F+P,f,u/f,u,u/b,b+F+P,b,u/b,u,u/f,f,d/f,d+F+P
Uranage (opponent facing away) F+P
Kandachi (opponent facing away) b+F+P
Rakuryu (opponent facing away) f,f+F+P
Kirimomi (during handstand) F+P
Kabuto (during handstand) b+F+P
Zanshu (low) d+F+P
Hane (low) d/b+F+P
Takitsubo (opponent facing away, low) d+F+P

Holds:

Sen Izuna (high P)

Dreamcast:

u/b+F,
d,d/b,b,u/b,
u+F,f,u/f,u,
u/b,b,b,d/b,
d,d/f,f+F

Arcade:

f,u/b+F,
d,d/b,b,u/b,u+F,
f,u/f,u,u/b,b,d/b,d,d/f,f+F

Kagedoro (high K)

u/b+F

f,u/b+F

Rekko (mid P)

b+F,

f,b+F,d,d/b,b,u/b,u+F,

d,d/b,b,u/b,

f,u/f,u,u/b,b,d/b,d,d/f,f+F

u+F,f,u/f,u,

u/b,b,d/b,d,

d,d/f,f+F

Shugeki (mid K)

b+F

b,f+F

Yoko (low P)

d/b+F,

f,d/b+F,

d,d/b,b,u/b,

d,d/b,b,u/b,u+F

u+F,f,u/f,u,

f,u/f,u,u/b,b,d/b,d,d/f,f+F

u/b,b,d/b,d,

d,d/f,f+F

Koken (low K)

d/b+F

f,d/b+F

Gasai (jump P)

b+F

f,b+F

Opponent Down:

Naraku u+P+K
Koga d+P

Specials:

Appeal 1 (Nin) b,f,b+F+P+K
Appeal 2 (Rin) f,b,f+F+P+K
Appeal 3 (Rei) d,d+F+P+K
Tenchi (puts Hayabusa in handstand) d+P+K
Koten (takes Hayabusa out of handstand) d
Urakaze (in handstand) u/f+P
Kotobi (in handstand) b,b
Asuka (in handstand; wall jump) f

Tag Team Throws:

W/Kasumi:
Kazaguruma f,f+F+P+K
Anyone else:
Sen Izuna:
f,f+F+P+K,d,d/b,b,u/b,u+F+P,f,u/f,u,u/b,b,d/b,d,d/f,f+F+P

+-----+
2G: Helena

Unique Moves:

Gasui f,f+P Rekkai KKK
R. Gasui PPP S. Kasen f+K,d+K
R. Gosen PPK S. Ryoin f+KP
R. Sen PP,d+K Rigo b+KK
Hekiro PP,hold b,PP Myoshu u+K
Gasho PKKK Toku u/b+P
Teishitsu u+P Hoken f,f+KPP
Kyuho u/b+P Senten d/b+KP
Dokuritsu d/f+PP S. Ushiro d+KK
Tenshin b+PPP Niki u/f+K
T. Gasui u/f+PP B. Sen hold d,F+K
T. Gosen u/f+PK Toda d/f+PP
R. Hoto b,b+PP,d+P Uryo d,d/f,f+P
Shimogeri f+PP Rinpeki b+P+K
Soho d/b+P Zenpeki d,d/b,b+P
Soheki P+K,pause,P+K Dakai f+P+K

Bokuho Attacks:

See "Specials" to learn how to get into Helena's Bokuho stance.
Hanba PPP Banchu hold d/f,K,hold d/b,K
Sen Niki PPK K. Gasui f,f+P
Kyoda f+PPP K. Tokyaku K
Renken f+PPK K. Kikyaku f+K
H. Shinkasen b+PK,d+K Zensotai hold d,F+K
H. Shinryoin b+KPK Sotakusho P+K

Back Attacks:

R. Tenshin PP,b+PPP
K. Kasen f+K,d+K

K. Ryoin f+KP
T. Doshō f+P
Seiryū P+K
Gosotai f,f+K
R. Kasessho PPPP

Throws:

1, 2, 3 F+P
Senpeki b+F+P
Tenyoryū (back to wall) b+F+P
Shohen f,f+F+P
Yoto d,d/f,f+F+P
Tenbu (opponent facing away) F+P
Shousen (low) d+F+P
Fukanbu (low) d/b+F+P
Z. Kaou (opponent facing away, low) d+F+P

Holds:	Dreamcast:	Arcade:
-----	-----	-----
Danpi (high P)	u/b+F	f,u/b+F
G. Ryugeki (high P, wall)	u/b+F	f,u/b+F
Fukanro (high K)	u/b+F	f,u/b+F
Tenban (mid P)	b+F	f,b+F
Ishitsu (mid K)	b+F	b,f+F
Hekizan (low P)	d/b+F	f,d/b+F
Koran (low K)	d/b+F	f,d/b+F
Nawan (jump P)	b+F	f,b+F

Opponent Down:

Rouho u+P+K
Goben d+K

Specials:

Appeal (Token) b,f,b+F+P+K
Bokuho d+P+K
Forward (in Bokuho) f
Back (in Bokuho) b
Stand (stand up out of Bokuho stance) u
Turn (stand up out of Bokuho, puts back to opponent) u/b
Dash Forward (in Bokuho) f,f
Dash Back (in Bokuho) b,b
Teishitsu (to crouch low) d,d
Turn Dash (back to opponent) f,f

Tag Team Throws:

Gen Fu as your teammate:
Sokanbu f,f+F+P+K
Anyone else as your teammate:
Tensinban f,f+F+P+K

+-----+
2H. Jann Lee

Unique Moves:

Knuckle Upper u/f+P	Dragon Hammer b,f+P
Back Hook u+P	Sinnee High Kick F+K,K
High Sinnee Kick u/b+K	Double Hook Kick b+KK
Rear High Kick u+K	Thrust Spike Kick d+KK
Niki Kick u/f+KK	Thrust Spin Kick hold d,KK
Sekkan Chop b+P	Side Master Kick d/f+KK
Sway Jab u/f+P	Dragon Strike d/f+K,f+P
Jab High Kick PK	Side Back Kick d/f+K,b+K
Sonic Spin Kick P,f+PK	Snap Spin Kick f+KK
Sonic Low Spin Kick P,f+P,d+K	Snap Spike Kick f+K,b,f+K
Sonic Upper P,d+PP	Dragon Low Kick d/b+K
Combo Low Spin Kick P, hold d,d+K	Low Spin Kick d+F+K
Dragon Rush PPPK	Dragon Blow d,d/f,f+P
Dragon Cannon PPP,f+P	Dragon Elbow P+K
Dragon Slicer PPP,d+K	Dragon Knuckle hold d,b,f+P
Combo Knuckle Upper PP,hold f,P	Dragon Kick d,d/f,f+K
Combo High Kick PPK	Dragon Spike b,f+K
Body Upper f+PP	Flash Turn b,b+P
Body Low Spin Kick f+P,d+K	High Spin Kick KK
Flash Spin Kick f,f+PK	Dragon Flare f,f+K
Flash Low Spin Kick f,f+P,d+K	Dragon Step High f+F+K
Low Dragon Hammer d/b+P	Blind Elbow (back) P+K
Blind Knuckle (back) d/b+P	

Throws:

Hell Drive F+P
 Dragon Gunner f+F+P
 Shoulder Throw b+F+P
 The Way Of The Dragon d,d/b,b+F+P
 The Fall Of The Dragon (opponent's back to wall) d,d/b,b+F+P
 Bull Docking Head Lock (combo) d,d/f,f+F+P,b,b+F+P
 Dragon Rave (opponent facing away) F+P
 Sekkan Punch (opponent facing away) d,d/f,f+F+P
 Front Face Lock (low) d+F+P
 Side Buster (low) d/b+F+P
 Punish Punch (low, opponent facing away) d+F+P

Holds:

Dreamcast:

Arcade:

Godless Short Knee (high P) u/b+F	f,u/b+F
Trace Gunner (high K) u/b+F	f,u/b+F
Double Bind (mid P) b+F	f,b+F
Leg Sweep (mid K) b+F	b,f+F
Deep The Dragon (low P) d/b+F	f,d/b+F
Dragon Twist (low K) d/b+F	f,d/b+F
Dragon's Roar (jump P) b+F	f,b+F

Opponent Down:

Stomping u+P+K
 Enter The Dragon u+F+P+K
 Low Snap Kick d+K

Special:

Appeal (Shout) b,f,b+F+P+K

Tag Team Throws:

Lei Fang as your teammate:

Double Dragon f,f+F+P+K

Anyone else:

Deep The Dragon f,f+F+P+K

+-----+

2I. Kasumi

Unique Moves:

Tenyu u/f+K	S. Tenshu f+P,f+K
Hiryu u+K	S. Genraku f+P,d+K
Getsurin u/b+K	K. Osen d/f+PP
Futen u+P	K. Ogen d/f+P,d+K
Hiten b+P	Goyaku KKK
Rengou PPKKK	Jinyaku K,d/f+K
Renjin PPK,d/f+K	Jikyaku K,d+K
Renji PPK,d+K	Muei f,f+P,d+K
Osen PPPP	Geshu f+KK
Gessai PP,u/b+K	Roshu f+K,d+K
Rishu PP,f+PKK	Roga f,f+K
Kyoshu PP,f+PK,d+K	Sen P+K
Tenshu PP,f+P,f+K	Sitten F+K,pause,K
Genraku PP,f+P,d+K	Sitsuro F+K,pause,d+K
Engetsu PP,f+KK	Fukasen d+F+K
Getsuro PP,f+K,d+K	Senka d/f+F+K
T. Rengou PKKK	Mugen d/f,d/f+P
T. Renjin PK,d/f+K	Nagi b+F+K
T. Renji PK,d+K	Busen d/f,d/f+K
S. Rishu f+PKK	Hakuro b+KK
S. Kyoshu f+PK,d+K	Tenbu u/f+PK
Riren (back) KK	Getsuei (back) u+K

Throws:

Kahen F+P
Kegon f+F+P
Youshi (opponent's back to wall) f+F+P
Tenryu 2 b+F+P
Adachi (back to wall) b+F+P
Hien d/f,d/f+F+P
Ibara (combo) u+F+P,b+F+P
Oboro (combo) f,f+F+P,d+F+P
Rogai d,d/b,b+F+P
Hakkato (opponent facing away) F+P
Urahien (opponent facing away) u+F+P
Hiryu (opponent facing away) f+F+P
Himatsu (low) d+F+P
Enshu (low) d/b+F+P

Holds: Dreamcast: Arcade:

-----	-----	-----
Kyoka (high P)	u/b+F	f,u/b+F
Kakinomi (high K)	u/b+F	f,u/b+F
Shiraha (mid P)	b+F	f,b+F
Shigure (mid K)	b+F	b,f+F
Momiji (low P)	d/b+F	f,d/b+F
Soken (low K)	d/b+F	f,d/b+F
Mairgoromo (jump P)	b+F	f,b+F

Madoi (avoid mid) b,u/f+F same as DC
Mayoi (avoid low) b,d/f+F same as DC

Opponent Down:

Oga u+P+K
Kawara d+P

Specials:

Appeal (Sakura Matoi) b,f,b+F+P+K
Uragake u/b+P
Tenbu u/f+P

Tag Team Throws:

W/Hayabusa:

Oborofutae f,f+F+P+K

Anyone else:

Oboro 2 f,f+F+P+K

+-----+

2J: Lei Fang

Unique Moves:

Zensho u/f+P	Fujin hold d/b, KK
Shahi u+P	Tokyaku d/f+K, P+K
Niki u/f+KK	Hoko f+P+K
Tensin u/b+K	Honsin u/b+P
Soan f, f+P	R. Shao PPP
Sofu f, b+P	R. Kin PP, f+PK
Chisun b, f+P	R. Zen PP, b+PP
Kinkei P+K	R. Renshu PPKK
Tessa d, d+K	R. Sengu PPK, d+K
Renchu f+PK	R. Tessa PP, d+K
Anshu b, b+P	S. Soan P, hold d/b, PP
Hoto b+P	S. Hai P, hold d/b, P, P+K
Shanpo d/b+PP	Tanben PPK, d+K
Shaorin d, d/f, f+P	Renshu KK
G. Niki d/f, d/f+PKK	Shu/Sen K, d+K
G. Hai d/f, d/f+P, P+K	Paika b+P+K
Sokutan f+K	Tozu d/b+P+K
Bunhyaku f, f+K	Haiseki d+P+K
Hikyaku u+K	Senpu F+K
Sengu b+KK, d+K	Sentsu (back) P+K

Throws:

Toden F+P
Noba b+F+P
Kaisin (back to wall) b+F+P
Tokan d/f+F+P
Heisin b, f+F+P
Yoho f, f+F+P
Assin (opponent's back to wall) f, f+F+P
Rentai (combo) d, d/f, f+F+P, b+F+P, f, f+F+P
Kenpi (combo) d, d/f, f+F+P, b+F+P, b, f+F+P
Rinei d, d/b, b+F+P

Haisui (opponent facing away) F+P
Shanpo (opponent facing away) f,f+F+P
Chogo (opponent facing away) d,d/f,f+F+P
Toitsu (low) d+F+P
Kindoku (low) d/b+F+P
Teishu (low, opponent facing away) d/f+F+P

Hold:	Dreamcast:	Arcade:
-----	-----	-----
Tensen (high P)	u/b+F	f,u/b+F
Rotai (high K)	u/b+F	f,u/b+F
Shingeki (mid P)	b+F	f,b+F
Shinhai (mid P, wall)	b+F	f,b+F
Kaiso (mid K)	b+F	b,f+F
Sohi (low P)	d/b+F	f,d/b+F
Hotai (low K)	d/b+F	f,d/b+F
Taishu (jump P)	b+F	f,b+F
Senshin (jump K)	b+F	b,f+F
Sairetsu/Hosei	u/b+F	b,u/f+F
(avoid high, mid)		
Risei/Kasui (avoid low)	d/b+F	b,d/f+F

Opponent Down:

Rakuso u+P+K
Shinyaku d+K

Specials:

Appeal 1 (Geishin) b,f,b+F+P+K
Appeal 2 ("No, No!") d,d+F+P+K
Appeal 3 ("Got it!") f,b,f+F+P+K
Appeal 4 ("No, No, No!") b,b+F+P+K

Tag Team Throws:

W/Jann Lee:
Tengyo f,f+F+P+K
Anyone else:
Heisin f,f+F+P+K

+-----+
2K: Leon

Unique Moves:

Palm Arrow u/b+P	Solid Crash f+PPP
Tomahawk Arrow u/f+P	Crash Leg Spike f+PP,d+K
Smash Upper u+PP	Stomach Break f+PK
Trass Kick (from crouch) K	Rush Sobat P,f+PK
Rising Tomahawk u/f+K	Rush Leg Spike P,f+P,d+K
Javelin Kick u+K	Jab High Kick PK
Body Sobat F+K	Storm Hook PPP
Blast Trass b+PK	Storm Blast Knuckle PP,b+P
Blast Drive Knee b+P,f+K	Storm Sobat PPK
Knee Lift f+K	Storm Upper PP,d/b+P
Smash hold d/f,P	Trap Heel Hammer KK
Heel Hammer b+K	Trap Reverse Hammer KPP
Head Butt P+K	Giant Upper d,d/b,b+P

Arm Grenade f+P+K Side Scimitar f,f+K
Flame Knuckle f,f+P Scimitar Lock Heel f,f+KK
Shoulder Tackle b,f+P Turn Low Javelin d+F+K
Reverse Double Hammer b+P+K,P
Leg Spike d/b+K

Throws:

Victor Knee Cross Lock F+P
Neck Hanging Tree b+F+P
Neck Hanging Blow (opponent's back to wall) b+F+P
Arm Lock f+F+P
Fire Storm Knee (opponent's back to wall) f+F+P
Reverse Shrimp Lock (combo) b,f+F+P,f,b+F+P,d+F+P
STF (combo) d/f,d/f+F+P,d,d+F+P
DDT (combo) d,d/b,b+F+P,f,b+F+P,d+F+P
Windmill Back Breaker b,d/b,d,d/f,f+F+P
Desert Bridge (opponent's back to wall) b,d/b,d,d/f,f+F+P
Jumping Arm Reverse Cross Lock (opponent facing away) F+P
Hell Hazard Lock (opponent facing away) f+F+P
Swing Sleeper (opponent facing away, combo) b,f+F+P,f,b+F+P
Swing Breath Fall (back to wall, opponent facing away, combo):
 b,f+F+P,f,b+F+P
Crazy Crash (low, combo) d+F+P,d+F+P,d,d+F+P
Reverse Arm Lock (low, combo) d/b+F+P,d+F+P
Ground Submission (opponent on ground, standing over opponent) d+F+P

Holds:

Dreamcast: Arcade:

Head Hunting	u/b+F	f,u/b+F
Cross Lock (high P)		
Reverse Achilles	u/b+F	f,u/b+F
Heel Lock (high K)		
Death Trap (mid P)	b+F	f,b+F
Snake Bites		
(mid P, back to wall)	b+F	f,b+F
Jumping Knee		
Cross Lock (mid K)	b+F	b,f+F
Grabbing Cross Lock	d/b+F	f,d/b+F
(low P)		
Cobra Death Lock (low K)	d/b+F	f,d/b+F
Catching Arm Lock (jump P)	b+F	f,b+F
Heel Hold (jump K)	b+F	b,f+F

Opponent Down:

Knee Drop u+P+K
Stomping d+K

Special:

Appeal (Go To Hell) b,f,b+F+P+K

Tag Team Throws:

W/Zack:

Heavy Sand f,f+F+P+K

W/Bass:

Guillotine Napalm f,f+F+P+K

Anyone else:

Death Trap f,f+F+P+K

+-----+

2L: Zack

Unique Moves:

Hell Needle u+P	Heaven Smash hold d/f,PPP
Tee Sork Bon d/b+P	Slam Knuckle b+P
Rising Heel Kick u+K	Mephist Rush KKKK
Double Impact d,d/f,f+PP	Demon Rush d/f+KKKKK
Spinning Heel Kick d,d/f,f+PK	Belial Rush hold d,KKKKK
Double Sork f+PP	Tricky Beast d+KPKKKK
Inferno Rush f+PKKKK	Tricky Hound d+KPKKKK
Tee Sork Laan f,f+P	Mebius Rusher d+KPPK
Half Spin Sork Rab b+KP	Vulcan Knee Rush d+KP,f+K
Turn Sork Rab (back) b+P	Vulcan Ease d+KP,f+PK
Half Spin Heel Kick b+KK	Devil Rusher d+KP,f+PP
Gatling Knee f+KK	Fake Spinning Middle Rush d+KP,b,K
Heat Sunrise u/b+K	Zack Tornado d+F+K
Tumbling Heel b,b+KK	Spinning Middle Kick F+K
Sway Blow u/b+P	Twister Upper d/f+P+K
Boost Rush PKKKK	Cow Roy f,f+K
Mebius Rush PPPK	Flying Knee Kick f+P+K
Mad Beast PKKKK	Devil's Elbow d/f,d/f+P,f+P
Mad Hound PP,hold d,KKKK	Vertical Axe P+K
Vulcan Knee Kick PP,f+K	Air Walk f,f+P+K
Genocide Rush PP,f+PK	Overhead Kick d/f,d/f+KK
Devil's Rush PP,f+PP	Turn Bazooka b,f+P
Fake Spinning Middle PP,f+K	Turn Spinning Heel Kick (back) b+K
Spring Heel (from crouch) K	

Throws:

Wild Throw F+P
Stunner b+F+P
Gokko Tee Cow f,b+F+P
Nightmare Stand (opponent back's to wall) f,b+F+P
Hard Rush d/f,d/f+F+P
Splash Dunk d,d/f,f+F+P
Fly Boarding (opponent's back to wall) d,d/f,f+F+P
Neck Hunting (opponent facing away) F+P
Violence Beat (opponent facing away) b+F+P
Beast Fang (low) d+F+P
Heart Breaker (low) d/b+F+P
Reverse Beast Fang (opponent facing away, low) d+F+P

Holds: Dreamcast: Arcade:

Octopus Blow (high P) u/b+F	f,u/b+F
Slash Elbow (high K) u/b+F	f,u/b+F
Cross Bazooka (mid P) b+F	f,b+F
Heel Edge (mid K) b+F	b,f+F
Funky Elbow (low P) d/b+F	f,d/b+F
Dust Stamp (low K) d/b+F	f,d/b+F
Air Dunk (jump P) b+F	f,b+F

Opponent Down:

Stepping Wave (combo) u+P+K,b,f+P+K

Wild Heel d+K

Specials:

Appeal 1 (Wave) b,f,b+F+P+K

Appeal 2 ("Why's that?") d,d+F+P+K

Fake Roll d,d/f,f+F

Tag Team Throws:

W/Leon (US,LE) or Bayman (LE only):

Mad Shaking f,f+F+P+K

Anyone else:

Funky Elbow f,f+F+P+K

+-----+

2M: Bayman (LE only)

Unique Moves:

Fist Bomb u/b+P

Fire Bullet b+P+K

War Hammer u/f+P

Flame Hammer f+P+K

Smash Upper u+PP

Spike Sobat d/b+KK

Break Shot d,d/f,f+K

Solid Crash f+PPP

Rising Tomahawk u/f+K

Crash Leg Spike f+PP,d+K

Javelin Kick u+K

Stomach Break f+PK

Sidewinder F+K

Rush Sobat P,f+PK

Rolling Sobat f+F+K

Rush Leg Spike P,f+P,d+K

Charging Bolt d/b+PP

Combo Heel Hammer PKK

Blast Trass b+PK

Knuckle Shot PPP

Blast Stinger b+P,f+KP

Rush Tomahawk PPK

Blast Low Javelin b+P,d+K

Storm Hammer PP,b+P

Flame Stinger f+KP

Charging Tiger PP,d+PP

Smash hold d/f,P

Trap Heel Hammer KK

Bulk Uppercut d,d/f,f+P

Trap Reverse Hammer KPP

Heel Axe b+K

Turn Blade d,d/b,b+P

Side Edge Trass P,PKP

Sliding Kick f,f+K

Flame Knuckle f,f+P

Double Spike hold d,KK

Cannonball Shot b,f+P

Smash Upper (back) PPP

Spike Shoulder d/f,d/f+P

Throws:

Front Suplex F+P

Neck Hold Swing b+F+P

Jail Lock Knee d/f,d/f+F+P

Shoulder Breaker f,f+F+P

Fire Storm Knee (opponent's back to wall) f+F+P

Half Boston Crab (combo) b,f+F+P,f,b+F+P,d+F+P

Scorpion Death Lock (combo) b,f+F+P,d,d+F+P

Dangerous Driver (combo) d,d/b,b+F+P,f,b+F+P,d+F+P

Quebradora Congiro b,d/b,d,d/f,f+F+P

Catching Arm Lock (opponent facing away) F+P

Hell Hazard (opponent facing away) f+F+P

Swing Neck Hold(opponent facing away, combo) b,f+F+P,f,b+F+P

Swing Breath Fall (back to wall, opponent facing away, combo):

b,f+F+P,f,b+F+P

Crazy Crash (low, combo) d+F+P,d+F+P,d,d+F+P

Reverse Arm Lock (low, combo) d/b+F+P,d+F+P
Ground Submission (opponent on ground, standing over opponent) d+F+P

Holds: Dreamcast: Arcade:

Head Hunting u/b+F f,u/b+F
Cross Lock (high P)
Reverse Achilles
Heel Lock (high K) u/b+F f,u/b+F
Death Trap (mid P) b+F f,b+F
Snake Bites b+F f,b+F
(wall, mid P)
Catching Cross Hold b+F b,f+F
(mid K)
Rolling Cross Hold d/b+F f,d/b+F
(low P)
Cobra Death Lock d/b+F f,d/b+F
(low K)
Catching Arm Lock b+F f,b+F
(jumping P)
Heel Hold (jumping K) b+F b,f+F

Opponent Down:

Knee Drop u+P+K
Knee Press d+K

Special:

Appeal 1 ("You'll Regret This!") b,f,b+F+P+K
Appeal 2 ("Bingo!") d,d+F+P+K
Tank Wheel (far) u+P+K
Tank Wheel (near) d+P+K

Tag Team Throws:

W/Zack:
Heavy Sand f,f+F+P+K
W/Bass:
Guillotine Napalm f,f+F+P+K
Anyone else:
Death Trap f,f+F+P+K

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2N: Tengu (LE only)

Unique Moves:

Wakuran-Bo PPP	Tsuchi-Gumo d,d/f,f+K,d+K
Karan-Bo PP,b+P	Kome-Tsuki KK
Koma-Kagura PP,d+K	Hiki-Mawari-Nami d/f+KKK
Oni-Gumo PPK,d+K	Koboshi-Inago u/b+KP
Dakkoku PK	Yoroi-Uchi P+K
Zenki f,f+P	Nowaki b+P+K,P
Goki b+P	Madoi-Nowaki b+P+K,F
Kijn-No-Tachi f+PP	Hane-Ogama d+F+K,K
Juzu-Kumade d/b+PPP	Midare-Goma hold d,F+K,KK
Mizu-Uchi u+K	Ogama-No-Mai F+K
Tsuru-Guruma f+K	Mawari-Nami (back) u+K

Throws:

Yobi-Modoshi F+P

Tonbi-Dako f+F+P

Tengu-Tsubute (opponent's back to wall, combo) f+F+P,P

Jodo-Okuri b,d/b,d,d/f,f+F+P

Tsuma-Dori (opponent facing away) F+P

Tatsumaki-Kake-Otoshi (opponent facing away) f+F+P

Tsukami-Nage (low) d+F+P

Monomi-Yagura (low) d/f,d/f+F+P

Kiri-Kaeshi (opponent facing away, low) d+F+P

Holds:

Dreamcast: Arcade:

Tsunu-Uchi (high P) u/b+F f,u/b+F

Shishi-Odoshi (high K) u/b+F f,u/b+F

Soto-Muso (mid P) b+F f,b+F

Ito-Guruma (mid K) b+F b,f+F

Tai-Otoshi (low P) d/b+F f,d/b+F

Ara-Habaki (low K) d/b+F f,d/b+F

Opponent Down:

Kui-Uchi u+P+K

Kazafuki-Garasu u+F+P+K

Shiko-Fumi d+K

Specials:

Appeal 1 ("Rat!") b,f,b+F+P+K

Appeal 2 ("Energy!") d,d+F+P+K

Tonho-Gueri u/b+P

Karasu-Tobi u/f+PPP

Tag Team Throw:

W/Anyone:

Tsunu-Uchi b+F+P+K

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3: FILE MANAGEMENT

Since knowing how to properly use the UPS (User Profile System) files can make a big difference to how you play the game, this section will show you how to create and maintain your own files, in case you have a bit of trouble with all the Japanese in the menus. First, however, a little mini-section on the regular System File:

How To Love And Cherish Your System File:

The system file (8 blocks) is the default file that saves character usage, costumes, scores, hidden characters, and time attack rankings, as well as your options settings. I assume that was already obvious to you, but it never hurts to cover the basics. When you first boot the game, it will look for memory cards in the controller ports, and, if it finds one it can use, will prompt you to create a system file. Press start to create your system file.

You save in the Japanese version by entering the Memory Card option menu, highlighting "Save Game," and pressing Start twice. Pressing B at the second option cancels the save. You can also change the controller port to which you'd like to save, as long as that port has a memory card in it. The default port, as usual, is A-1. If you don't want to bother with remembering to save, you can also turn on the Auto Save option here (highlight Auto Save, then use the D-pad to highlight "On." Pretty hard, eh?). If you've got Auto Save on and are using a VMU to save, the VMU screen will let you know when Auto Save has been enabled by replacing the "Dead Or Alive 2" text underneath the logo to "Auto Save On!"

Now that you've got a system file, we'll create the UPS files. Before we start, you ought to know that you'll need a further 18 blocks of memory to accommodate the three UPS files (which are, respectively, 2, 8, and 8 blocks). You need all three for the UPS system to work properly. Enter the UPS menu (it's on the bottom row at the menu screen, along with Versus, Sparring and Watch Modes and the Internet option). The game will detect which memory cards you have connected and show you a graphic of eight memory cards lined up in a row, above the word "Exit" and some Japanese text. Pick a memory card (most likely, it'll be in Port A-1). Now you'll go to a new screen with four choices: New File, View, Edit, and Exit (these are all in English). Pick "New File."

At this point, you get to pick out a perfectly good peachy-keen name for your file--I'm not sure what the character limit is, but it has to be over 12 characters at least, as I've picked some fairly long file names. The default characters available for naming your file are Japanese, so use the Y button to bring up English characters if you don't know any Japanese. The A button confirms the letter, the B button backspaces, L moves the cursor back one space, and R moves it forward one space.

Once you've got a name you're happy with, move the cursor back over to the row of options on the left side of the screen. Scroll down to the second one from the bottom and choose it with A. (If you're still unhappy with your choice and want to start over, the bottom option allows you to quit the UPS area without saving.) A new screen will come up, giving you a "yes/no" choice as to whether or not you want to keep your file name. If you still want your file name, highlight "yes" (the option on the left) and press A; "no," the option on the right, takes you back to the name entry screen.

Finally, you'll reach the final screen, which will ask you if you're sure you want to save. Press Start to create the UPS files, or B to cancel without saving.

Congratulations! Now you've got your own UPS files. Be aware that you don't NEED to use the UPS system at all to unlock anything and can get by with just the system file. The UPS file is essentially the "Records" options on steroids--not only does it track character usages and your best Time Attack and Survival Mode records, but it also keeps track of your wins and losses in Versus mode and awards points and stars based on your Versus mode performance (Gold stars for fifty wins), tells you how many steps you've taken in the Pedometer, and keeps track of your total number of matches. The files also save any costumes and hidden characters you've earned with the system activated. And should you fight a friend with a set of UPS files on a different memory card, your performances will be graded on each file. To see all

this junk, reenter the UPS menu area, choose the memory card that has your files, and then choose View. "Play Data" is where all of your own data is stored, while "Vs. Data" is where any records set by fighting someone else with UPS files are stored.

I don't know whether or not you need the UPS file to go online with this game, but given that the servers have probably been taken down by now, and given that it's extremely hard to get non-Japanese Dreamcasts onto the Japanese networks, it's probably a moot point for most of us. Previously, I thought that network play might have been available through the site the game points at; however, the URL points at a "fan club" site put up by Tecmo Japan, and now I'm inclined to think that this title does not support network play. (The fan club site is probably what the "NFC" stands for on the "Internet" icon at the Mode Select screen.)

Finally, to use your UPS data in any given mode, note that after you've selected your fighter and a costume, two more buttons will appear in the place of the costume buttons, one with the slot designation for the memory card with the UPS files (for example, "A-1" if you're saving to the first slot in Controller A, or "D-2" if you're saving to the second slot in a controller hooked to the fourth port on your Dreamcast), and one underneath it that says "Off." If you choose "Off," the game won't save any of your playing data to the UPS files. If you want to have that information saved to UPS, choose the memory-card-slot button. Your UPS data will be auto-saved whenever you're playing with UPS activated, and auto-loaded every time you turn the game on (provided, of course, that you have the right memory card hooked up, but I'm sure you knew that already, right?).

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4: COSTUMES

This section is for owners of the Japanese Limited Edition only. The only costumes in the US edition are the ones you get when you boot up the game.

Lilac Man has unlocked all the costumes in his PAL copy of the game and helpfully informed me A) how they are unlocked, B) how many there are, and C) which ones they happen to be. See below for more info.

There are two different methods of saving costumes: System data, which can be copied and traded, and UPS data, which cannot. I've now confirmed all of the standard unlock strategies for each method, but haven't been able to confirm several of the alternate "just use the character so many times" strategies. If you try to use those and they don't quite work, they're probably off by about five uses, so use the character five more times and they should get the costume.

Please note: For the UPS-method win streaks to work, you absolutely have to be in Versus mode. Period. End of discussion. Character usage strategies seem to work in any mode other than Sparring no matter what file you're saving to, but the win-streak methods will only work in Versus mode, so if you don't have a second controller you can hook up to your Dreamcast, you're just going to have to either use the UPS character-usage methods, or the System file methods. Therefore, for ALL the "win blah-blah fights" strategies below, you're meant to assume that means "win blah-blah fights in Versus mode." (I just don't feel like typing "Versus mode" over and over again, basically. _Gomen nasai._) You also won't get any usage credit for taking a character

into Sparring mode or Watch mode, so mentally omit those, too.

PAL Users: Ayane, Kasumi, Lei Fang, and Zack all have four costumes. The other characters (Bass, Ein, Gen Fu, Hayabusa, Helena, Jann Lee, and Leon) only have three. Beating Story mode will get you everybody's C3, and all you have to do for the four with C4s is beat Story Mode again. Lilac Man says "I've tried completing Story mode another 8 million billion times (or it felt like it) but nothing. Innumerable vs battles--nothing." Therefore, these are probably the only hidden costumes in the PAL version. Everyone's C3s and C4s are identical to those in the LE version, with the exception of Zack, whose PAL C4 is the LE C5. There are a total of 41 costumes (including default costumes) in the PAL version. A million thanks to Lilac Man for sending all that in.

Ayane

7 costumes:

C3 (purple "Revenge" suit, similar to Kasumi's C3 and 4):

System: Beat Story Mode once on any settings.

UPS: Win one fight, or use Ayane five times (any mode).

C4 (Ayane's sailor fuku. A portrait of the evil ninja as a high schooler...):

System: Beat Story Mode (default settings) without continuing, or beat Story Mode five times on any settings.

UPS: Continue Ayane's winning streak to five, or use Ayane ten times (any mode).

C5 (Ayane gets ready for winter--C4 with a coat and scarf):

System: Score at least 1,500,000 points in Survival Mode (default settings), or use Ayane twenty times (any mode).

UPS: Continue your winning streak to ten fights, or use Ayane 18 times (any mode).

C6 (Ayane tries on an outfit from another Tecmo game, Deception 2):

System: Beat at least 50 characters in Survival Mode (default settings), or use Ayane 50 times (any mode).

UPS: Continue your winning streak to 20, or use Ayane 40 times.

C7 (Ayane plays "dress-up" and puts on a leather dress):

System: Beat Time Attack Mode (default settings) in less than 4 minutes 15 seconds, or use Ayane 150 (!!) times (any mode).

UPS: Continue your win streak to 50; otherwise, use Ayane 90 times (any mode).

Bass Armstrong

4 costumes:

C3 (Bass hauls out a black tank top and wrestling shorts):

System: Beat Story Mode once (any settings). Whee!

UPS: Win one fight. Gee, that might be too hard! Or use Bass five times.

C4 (Bass dresses up like a member of KISS by adding feathers and chains and KISS-style boots to C3... I guess he wants to rock 'n' roll all night and party ev-ery day):

System: Beat Story Mode (default settings) without continuing, or beat it five times (any settings and continues).

UPS: Extend your win streak to 10, or use Bass 18 times.

Tina Armstrong

6 costumes:

C3 (The famous leather catsuit reappears, complete with plastic tail and ears, implying either Tina has a leather fetish, or, as I suspect, that she's a huge, closet... "Josie And The Pussycats" fan!):

System: Beat Story Mode once (any settings), hurrah.

UPS: Win a fight, or, if you're combat-ability-impaired, use Tina five times (any mode).

C4 (Tina, the extra from a really bad disaster movie--or, as Tecmo Japan prefers it, "Shadow Man's Girlfriend"):

System: Beat Story Mode (default settings) without continuing, or else beat it five times (any settings).

UPS (not the package-delivery people): Extend the streak to five (any mode); if you've lost a match, use Tina 10 times (any mode).

C5 (Tina rescues her blue spandex outfit from DOA 1. What the heck does "DWA" stand for, anyway? I'm afraid to ask):

System: Score at least 1,500,000 points in Survival Mode (default settings), or else use Tina 20 times (any mode).

UPS: Continue the streak to 10, or use Tina 18 times (any mode).

C6 (Tina throws on a red leather teddy and attaches feathers in her arm in an attempt to compete with the freakiness of Bass's C4):

System: Beat Time Attack (default settings) in less than 4 minutes 15 seconds, or use Tina 90 (!!) times (any mode).

UPS: Extend the streak to a massive 50 wins, or use Tina 90 times (any mode).

Ein

5 costumes:

C3 (Ein looks like a post-Hulk Bruce Banner in ripped red pants, no shirt, and with chains dangling from his wrists):

System: Beat Story Mode once (any settings). Picking up on a theme yet?

UPS: Win one measly fight, or use Ein five times (any mode).

C4 (Ein is the Lizard King, he can do anything--when he steals Jim Morrison's white shirt, leather pants, chains, and motorhuckle boots):

System: Beat Story Mode (default settings) without continuing, or beat Story Mode five times (any settings).

UPS: Continue your mighty win streak to 5, or use Ein ten times.

C5 (Ein makes like Ryu--or like Akira [VF], if you prefer--and hauls out a plain white gi... bet he probably stole it from one of them when he was brainwashed):

System: Score at least 1,500,000 points in Survival Mode (default settings), or use Ein 20 times (any mode).

UPS: Continue your win streak to 15, or use Ein 25 times (any mode).

Gen Fu

6 costumes:

C3 (Resplendent in his bogey-green prison outfit, Gen Fu looks like he's trying out for a remake of "The Great Escape"):

System: Ha! Bet you can't tell me how this one is unlocked! You can? You say all you have to do is beat Story Mode once (any settings)?

You're absolutely right. Darn.

UPS: Win one stinkin' fight, or just use Gen Fu five times.

C4 (Gen Fu puts on a gray, red, and zebra-striped getup and prepares to kick some be-hind):

System: Beat Story Mode (default settings) without continuing; failing that, beat Story Mode (any settings) five times.

UPS: Continue your streak to five wins, or use Gen Fu 10 times (any mode).

C5 (Gen Fu puts on a dazzling white outfit, possibly to blind his opponents):

System: Score at least 1,500,000 points in Survival Mode (default settings), or use Gen Fu 20 times (any mode).

UPS: Make your streak last to 10, or use Gen Fu 18 times (any mode).

C6 (A gray version of C5... gee, you guys, don't overwhelm me with your imagination, I might pass out):

System: Beat at least 48 opponents in Survival Mode (default settings), or use Gen Fu 50 times (any mode).

UPS: Be a Joe DiMaggio and extend the streak to 15, or else use Gen-Fu 25 times and be a Joe Shlabotnik.

Ryu Hayabusa

5 costumes:

C3 (Look! Ninja Gaiden returned! [Damn, those games were hard.]

This is the gray version from the first game):

System: Beat Story Mode once (any settings). No prizes for guessing that.

UPS: Win a battle, or just use Hayabusa 5 times.

C4 (Hayabusa hauls out his old Ninja Gaiden clothes again, this time in black):

System: Beat Story Mode (default settings) without continuing, or else beat Story Mode five times (any settings).

UPS: Streak: 5 wins. Usage: 10 times (any mode).

C5 (Hayabusa dons a glitzy maroon ninja outfit and ends up looking sort of like Cobra Commander):

System: Score at least 1,000,000 points in Survival Mode (default settings), or use Haybusa 20 times (any mode).

UPS: Streak: 10 wins. Usage: 18 times.

Helena

6 costumes:

C3 (Helena tries on a blue and white outfit worn by a character in Deception 3, another Tecmo game):

System: Beat Story Mode once (any settings). Whee.

UPS: Win a fight, or use Helena 5 times. Another gigantic surprise.

C4 (A black version of C1 with some gold and white trim):

System: Beat Story Mode (default settings) without continuing, or beat it five times (any settings). Woo-hoo.

UPS: Get the streak to 5, or else just use Helena 10 times (any mode).

C5 (Helena throws on a gold, long-sleeved blouse, purple leather pants, and brown boots):

System: Score at least 2,000,000 points in Survival Mode (default

settings), or use Helena 20 times (any mode).
UPS: Get the streak to 10, or use Helena 18 times.

C6 (Another leather suit, with some red trim and dark stockings):
System: Beat Time Attack Mode (default settings) in less than 4 minutes 15 seconds, or else use Helena 90 (!!) times (any mode).
UPS: Achieve a streak of 50 wins, or use Helena 90 times. Ouch.

Jann Lee

5 costumes:

C3 (Red jacket--sort of a spring jacket--with black and white pants, a black shirt, and a black headband):
System: Beat Story Mode (any settings). Again.
UPS: Yaawn... win a fight, or use Jann Lee 5 times, blah blah blah.

C4 (Jann Lee makes like Bruce Lee and goes shirtless, but remembers to wear his blue pants in the same style as with C1 and C2, which makes him a really boring dresser):
System: Beat Story Mode (default settings)... without continuing! Shocking surprise! Or, just plow through Story Mode five times on any old settings.
UPS: Get a five-match winning streak, or use Jann Lee 10 times.

C5 (Jann Lee, making like Vincent Vega [or like a frustrated auditionee for "Men In Black 3: More Reused Jokes"], puts on a black suit):
System: Score at least 1,000,000 points in Survival Mode (default settings), or use Jann Lee 20 times (any mode).
UPS: Win streak? 10 wins necessary. Usages? Are you a user? Are you a manipulative, evil, mind-game-loving freak that enjoys ruining the lives of others? Then use Jann Lee. Specifically, use him 18 times.

Kasumi

7 costumes:

C3 (Kasumi's purplish-pink "revenge" outfit, as usually seen on Kasumi Alpha, the evil clone that likes to kill people and listen to ABBA):
System: Beat Story Mode (any settings). Rejoice in the predictability of this game's unlock methods, which make FAQs possible.
UPS: The most grueling C3 unlock method EVER: You must win a fight (any mode). It's incredibly difficult, but I have faith in you. Or, you can take the weenie way out and use Kasumi five times.

C4 (The even-cooler black version of C3, which I call the "evil Kasumi" outfit, because, uh, it looks evil... oh, just push the button, Frank):
System: Beat Story Mode (default settings). For once, you can actually use continues! Or beat Story Mode a mere 3 times (any old settings). Then celebrate by eating brunch. It's not breakfast and it's not lunch, but you still get a good meal.
UPS: Kasumi, facing insurmountable odds, must accumulate three whole wins to earn this precious wodge of cloth. Have faith, young shinobi. Or else just be a yellow dog coward and use dumb old Kasumi in any old stinky mode another 10 times and curse yourself violently.

C5 (Kasumi shows off her sailor fuku, which includes a plaid skirt, either because someone at her school had a cruel sense of humor when drawing up the dress code, or else because she has no taste):

System: Beat Story Mode (default settings) yet again, this time without continuing, or else beat it five more times on any other settings and/or with continues.

UPS: Kasumi, mustering all her spirit and strength, must up her win streak to 5. Or she'll have to go through any mode 18 times, cursing herself bitterly and weeping.

C6 (Kasumi puts a big heavy coat and a white scarf on over her sailor fuku, all the better to go walkin' through a winter wonderland):

System: Score at least 2,000,000 points in Survival Mode (default settings), or else use Kasumi 50 times (any mode).

UPS: Brace yourself! You must now extend your win streak to ten matches. Or else just use Kasumi 45 times.

C7 (Kasumi dresses like a Shinto Temple Goddess, in white and gold):

System: Beat at least 50 opponents in Survival Mode (default settings), or else use Kasumi 90 times (any mode). Ouch.

UPS: Extend your win streak to 40, or else use Kasumi 81 times (any mode).

Lei Fang

6 costumes:

C3 (Another semi-traditional Chinese outfit, this one green and black):

System: Beat Story Mode (any settings). Didn't see that one coming.

UPS: Win a fight, or use Lei Fang 5 times.

C4 (Lei Fang retrieves her leather ensemble--and old hairstyle--from the first DOA):

System: Beat Story Mode (default settings) without continuing, or beat it three times (any settings).

UPS: Extend your win streak to 5, or use Lei Fang 10 times (any mode).

C5 (Traditional Chinese outfit in blue):

System: Score at least 1,000,000 points in Survival Mode (default settings), or beat Story Mode five times (any settings).

UPS: Up that streak to 10, or use Lei Fang 18 times (any mode).

C6 (Lei Fang joins the leather dress parade, a la Ayane and Helena, in a fan-service attempt that hints that someone on Team Ninja really, really likes leather):

System: The easiest C6 to earn in the game: Beat Tag Team mode (any settings) with Jann Lee as Lei Fang's teammate. Both of them must wear their C5s. Or, use Lei Fang 50 times (any mode). Hmm... gee, it's so difficult to choose!

UPS: Bring that win streak to 15 to earn Lei Fang's last costume, or use Lei Fang 45 times (any mode).

Leon

4 costumes:

C3 (Leon reenters the Matrix in a red leather [see above] trenchcoat with white pants):

System: Beat Story Mode on any old settings.

UPS: Win a fight, or, if that taxes the old skills too far, use Leon 5 times (any mode).

C4 (Hey! It's Bono! Hi, Bono, I liked your group's newest CD. When did your hair go gray, or have you been using the old Grecian Formula

for a while? Oops, it's stinky old "I am the man Roland loved" desert rat Leon in purple Fly shades, a black tank top, and red pants. Guess I won't ask for an autograph after all):

System: Beat Story Mode (default settings) without (all together now) continuing. Or beat it five times on any old settings. The choice is yours to make, grasshopper.

UPS: Bring your win streak to 10, or use Leon 18 times.

Zack

5 costumes:

C3 (Zack is now a big silvery Teletubby, continuing his uncanny resemblance to Dennis Rodman, at least in terms of being weird and dyeing his hair green):

System: Beat Story Mode (any settings).

UPS: Win a fight, or use Zack 5 times (any mode).

C4 (Zack is now wearing a life jacket and a silver cod piece. Who the hell thinks these things up?):

System: Beat Story Mode (default settings) without continuing, or beat it five times (any settings).

UPS: Continue the streak to 5, or use Zack 10 times.

C5 (Zack imitates the comic-book and video game character, Shadowman):

System: Score at least 1,000,000 points in Survival Mode (default settings), or use Zack 20 times (any mode).

UPS: Bring the streak to 15 wins (any mode), or, if you've lost, use Zack 25 times.

Bayman

3 costumes:

C3 (Green vest, black shirt, blue beret... why did all Bayman's costumes have to basically be identical?):

System: Use Bayman 10 times (any mode). I haven't yet discovered a better or faster way to earn this costume, but there may be one.

UPS: Win 5 fights, or use Bayman 9 times (any mode).

Tengu

Two lousy default costumes. Well, it's not like anything could have improved his appearance, anyway.

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5. SECRETS

Uncensored Demo (US version only): Enter the "Others" options and set "Your Age" to 21, then play through either Time Attack or Survival Mode on any difficulty setting. When you've gotten your ranking in, enter your name as follows: REALDEMO (just like that, as one word). Then wait to watch the opening demo again. Instead of seeing Tengu in The Demon's Church, you'll see a naked Kasumi in the middle of a big green blob of goop, presumably being cloned. Yay. I first saw this on the "old" (non-pay-version) of GameSages right after this game was released in the US, so I don't know who to credit at this point. If you want, you can save this, the only unlockable secret in your version, to your memory card.

Secret Ayane Cutscene (all versions): When fighting Kasumi in Story Mode, knock her a good distance away with your final hit and you'll see

Ayane blast Kasumi with a big wave of chi energy, as in the game's intro. (If you're having trouble managing this, use Ayane's Genmu move and hop backwards after it connects; you're guaranteed to see the cutscene.) Found two years ago by a multitude of sources; I no longer know who to credit, once again.

Play around with the in-game camera (LE, probably US also):

During a replay, you can zoom in the camera with B or X+A and Zoom Out with X+Y. You can also rotate the camera with both the analog stick and the d-pad. This is sort of fun, if you're sick of the default replay camera angle. (found: planetdoa.com)

Clean Pause Screen (all versions): When you pause the game, press X+Y to make the menu disappear. Not a surprise, as this works with virtually all Dreamcast games anyway. First saw this trick three years ago for Soul Calibur and Sonic Adventure.

Change Kasumi's Haircut (all versions): Select Kasumi's C1 by pressing Y. Now she'll have her pigtails from DOA 1 again. This only works with Kasumi's C1 (although she also wears her C2, C5, and C6 with pigtails; there is no way to change her hairstyle with those costumes either). Found (apparently independently) by KazuyaUK (author of a secrets FAQ), or, at least, by whoever e-mailed it in to him, and by several DOA 2 Hardcore players (where, natch, the lucky button is Circle). (note: When this document went from version 1.0 to 2.0, I stupidly changed "LE confirmed, US version probably works" to "all versions" before whether or not I knew it worked in the PAL version. It does. Thanks to Lilac Man once again for the info. Aspiring FAQ writers could learn a lot from me; specifically, they could learn a lot by not making all the dumb mistakes I make.)

Unlock CG Gallery (LE version only): According to Prima's DOA 2 Hardcore guide, playing through each mode gives you a set amount of points:

10--Story mode
20--Time Attack
20--Survival
20--Versus
30--Tag
40--Team

When you earn 200 points, the CG Gallery is unlocked (it appears next to "Options" at the bottom of the mode select screen). If you're unlocking the costumes with the System file methods only, you don't have to do anything special--you'll automatically earn it while in the middle of earning each character's fourth costume (in other words, once you've beaten Story mode 20 times). When playing with UPS files, you don't need to do anything special. Playing 20 matches in Versus mode will unlock the Gallery. Make sure to save it to your System file, because the CG Gallery is the only secret in the game that is NOT saved to the UPS files!

New Option (LE version only): Well, actually, not much of a secret. Once you've unlocked the CG Gallery, enter the "Others" options. A new option, "Wait (CG Gallery)," will have appeared, enabling you to set the wait before each picture is automatically switched from 5 seconds all the way up to 99 seconds. Want to get in some heavy-duty ogling? Not able to buy swimsuit pinups featuring actual living women (give or take heavy airbrushing and/or heavy-duty Photoshop clean ups)? Set the

timer and drool away. Not recommended for those with especially jealous girlfriends.

Weird Zack taunts: Try using Zack's taunts when wearing his C3 and C5 outfits. Odd things happen....

Semi CG Gallery (US version): If you've got a Windows computer, you can put the DOA 2 disc in your CD- or DVD-ROM drive and look for an artwork directory that features the same renders as the LE CG Gallery, as well as the "Tina Armstrong" poster with which Bass seems disturbingly obsessed. Again, first seen at GameSages over two years ago; I don't know who to credit at this point, as practically everyone on the Internet has apparently tried to take credit for discovering it at some point.

3D Animations at the Character Select Screens (all versions): Go into the Versus options and turn "Quick Selection" off. Now you'll be able to preview costumes before selecting them at the various character select screens, except in Tag Team Mode and Team Battle Mode.

Stage Select (sort of; all versions): Enter the Versus options and turn Stage Selection on (pick any of the five numbers). Now you'll be able to pick any stage in versus mode. The numbers seem to determine how the stages are cycled through in Versus mode if the players choose to continue rather than select new characters.

Fight in the nighttime Aerial Garden (all versions): Hold R when selecting the Aerial Garden stage in Versus mode. (found: KazuyaUK's FAQ)

English Subtitles in the Limited Edition: Enter the "Others" option menu, then turn both the "Movie Subtitle" and "Game Subtitle" to on. Now you'll have a vague idea of what these people are saying to each other.

Unlock Bayman (LE only): Beat Story mode with all 12 default characters on any settings. Bayman will appear next to Ayane in any mode but Story Mode.

Unlock Tengu (LE only): Once you've unlocked Bayman, a mysterious gold star will appear in the Records menu. Observant, Survival-Mode-loving DOA 2 players will have noticed that a Gold Star is one of the point-giving items randomly dropped by smacked opponents in Survival Mode. Collect ten Gold Stars to unlock Tengu. He'll appear next to Ein in any mode but Story Mode.

Unlock Bayman--UPS method (LE only): Play 50 matches in Versus mode.

Unlock Tengu--UPS method (LE only, natch): Play 200 matches in Versus mode.

Easier UPS Unlock Methods (LE only): You don't even need a human opponent for this, and in fact it helps NOT to have one. Go into the Versus options and set your match count to one and the life meter to its lowest setting. You can also lower the time limit for each round. Now just choose the P1 side and consistently beat hell out of the motionless P2, who will take much more damage than usual. Matches will now fly by (though they'll be a bit boring).

What The Age Option Is For (all versions): The age option controls

the, uh, "bounce" of the female characters. If you're feeling a bit sleazy, you can change your age and note what happens.

Additional Tag Team Animations (all versions): Apart from the animations hinted at by noting which characters share special Tag Team Throws (see the move list), there are other character combinations that result in special entrances and/or win poses, and extensive fooling around has given me several:

Lei Fang and Tina
Lei Fang and Helena
Tina and Zack
Helena and Kasumi
Jann Lee and Ein
Zack and Bayman (LE only)
Hayabusa and Ein
Leon and Bass
Bass and Bayman (LE only)

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6: GAMESHARK CODES

These codes are ONLY for the Gameshark, and they won't work with the Xploder/Codebreaker. They also won't work with the US version, as they were hacked for the Limited Edition only. I've personally tested all these codes, so, yes, they are perfectly safe to use.

From both planetdoa.com and doa.tenkoku.com, amongst others:

Nude Kasumi
39896AAF
00000005

Now all your dirty little fantasies can come true! Of course, you can only use this code in Tag Team mode, and then only if Kasumi is picked second, and THEN only if you don't mind the fact that all she can actually do in a fight is run away from your opponent, which is actually rather hilarious to watch ("Look, Ethel, a streaker." "Dadgum it, Enoch, I thought that there fad done died out in the '70s." "Sure is a nice day." "Yep"). But... she's still NAKED, a-haw, gawrsh! *drool* And if seeing what essentially amounts to a featureless Barbie doll running in circles around The Danger Zone really excites you that much, I have a bridge I'd really like to sell you.

From the same sources:

Helena's Opera Dress and Tina's Ending Outfit (Black coat, white dress):

39896AAF
00000002

Again, this code only really works in Tag Team mode. Pick either Helena or Tina as your partner to see the costumes. You can actually control either of them when they are onscreen, and even play through the whole mode, but here's the catch: You can't win any match with either of them, or else you, your partner, and all your future opponents until the game ends will be invisible. Mind you, invisible fighting is actually kind of fun, so maybe you should give it a try, at

least once. Do NOT try to use either of these codes in other game modes, or your game could lock up or do something worse. I'm not responsible for the consequences.

Finally, two more mundane codes, from KazuyaUK's FAQ, where they were apparently both supplied by someone called Kunimaru:

All Characters And Costumes

216F6DAD
00000101
783DDDEA
0000FFFF
8A92C3E8
E0703041
9721AE1E

CG Gallery Unlocked

63CF25A9
00000005

Other Gameshark codes can be found at www.gameshark.com.

Xploder/Codebreaker codes can be found at www.cmgsc.com.

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7. FREQUENTLY ASKED QUESTIONS

This is where questions that are frequently asked will be deposited, so that I don't have to bother sending out 10 million e-mails a day answering the same questions over and over and over and over and over. What a concept, right?

Q: I've got a Codebreaker and I want to cheat, but the game won't load! What do I do?

A: To begin with, I don't condone or condemn cheating. I figure it's your own business, and I like to use cheat devices for things like the extra Tina and Helena costumes (as well as to more quickly beat games I've already beat three or four times honestly). However, you may not be able to cheat, because my Xploder won't allow me to load either imports or a boot disc out of its menu, and the Utopia Boot Disc won't allow me to boot the Xploder. This is a moot point if you've got a modded Dreamcast, but if you don't, I suggest you make the modest investment of a Gameshark Lite V.4.0 (available for as little as \$9 at Circuit City stores, amongst others) and a boot disc. You can also quite easily get around this with the old Gameshark CDX for Dreamcast, which has an import enabler built in, at least in versions one and two. Toys R Us are still selling them new (but for the low, low price of \$49.99 US!) and they aren't too hard to find used. Some game stores also still have new ones lying around.

Q. I've got a Gameshark Lite, but the damn game won't load anyway!

A. Relax. Do you have a boot disc? If so, select your favored cheats, then, instead of swapping the Gameshark CD with the game, swap it with the boot disc. When the boot disc loads, insert the game when prompted. You're all set. Since boot discs are now available for \$9 US (the Innovation knockoff of the reliable CD-X, or the Utopia boot disc, for example), any Dreamcast owner with a passing interest in imports and a non-modded system should own one. Just make sure your Dreamcast was built before December of 2000, or it won't work.

Q. I've got the US version and I want to know how to unlock Tengu and

Bayman.

A. You can't. Sorry.

Q. I've got the US version and those Gameshark codes don't work with my game. What gives?

A. They're not for your version. They're for the Limited Edition only.

Q. I noticed you mentioned the Prima Strategy Guide. I've seen it used lately. Is it worth buying?

A. No. Apart from the fact that the advertised "secret characters" on the cover simply don't exist in the US version, some of the move names were mangled, several moves are inexplicably missing, and the arcade mode hold move commands are consistently wrong--and then there's the typos that reduce some moves to "X, U + O." It helped me in checking my move lists for accuracy and to give me something to compare Tecmo's own translations against, but it isn't worth using as a primary source.

Q. Which version of this game should I buy?

A. Depends on the system you own and how much you like extra costumes. There are several PS2 versions of this game available in addition to the Dreamcast version; I won't cover them here, because most of those who've asked have only been interested in the Dreamcast versions. The PAL version is hard to find outside Europe, while the Limited Edition is no longer in print (although some import retailers may still have copies, and of course there's always eBay). I'd recommend either over the US version, because, frankly, the US version is a rip-off when compared to the others.

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6. ACKNOWLEDGEMENTS

--CJayC, creator of (and slave to) GameFAQs.com, Godfather of FAQ-dom. Take another weekend off someday, will ya?

--Lilac Man, who sent in the PAL costume stuff (and told me the Kasumi pigtail trick works in the PAL version as well)--I can't thank you enough really, so I'll put your name here instead

--a smile and a wink to those who, for whatever demented reason, wanted to host this FAQ

--all the folks who patiently thought of FAQs I could put in, so section 5 wouldn't be completely empty in the first release version

--my brother Mark, who helpfully found the Kasumi, Helena, and Tina Gameshark codes for me (actually he was looking for codes to use with his own copies of the game, but it ended up helping me, so I'll say whatever I like; it's MY FAQ, and if he doesn't like it, he can write his own, so there, nyah :P)

--and you, for reading and using this FAQ. I hope you've found it useful.

--eof--