

# Dead or Alive 2 JP Secrets Guide

by 100111110

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100111110's Dead or Alive 2 Secrets and other neat stuff (ver. 1.7)

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What's new:

Added Rewind feature in Bugs? section

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\* Forward \*

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This is written for the DREAMCAST JAPANESE LIMITED EDITION version (initial release date September 26, 2000). I have no idea if these codes will work on any other version of DOA2.

This file is written in TEXT format and is best viewed using either Notepad, Word, Internet Explorer or Netscape. Don't use Wordpad because some of the spacing will get messed up.

The most current version of this document can always be found at:

<http://www.gamefaqs.com/console/dreamcast/game/25789.html>

If you find anything that isn't here, or have a easier method of obtaining any of the following secrets, please contact me at 100111110@excite.com Also, if you have the Regular Edition and discover that these codes work, please tell me (I think that the Regular Edition began sales on 07.Oct.2000).

I've noticed many people putting copyrights on their FAQs, which I find rather silly because I'm sure that none of them have registered their documents and paid for an actual copyright. Just saying that something has copyrights is not enough to provide legal protection against copyright infringement. So instead, I'm just asking you to be decent enough and not reuse this document without permission or at least crediting me for writing it.

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\* 1. Create a UPS file! \*

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Before anything else, you should create a UPS file. The UPS (User Profile System) essentially collects statistics on character usage, wins/losses and the results from the different modes. It's still a bit early to tell, but I'm guessing that having high scores on your UPS will probably come in handy, so create one right away.

In case you're having problems with all the Japanese in the UPS menu, here's a simple way to create a file:

1. Select UPS from the main screen.
2. Choose a memory card.
3. Choose "New File".
4. On the next screen, you'll see "Ring Name Entry" at the top along with several boxes. The screen is arranged like this:

Screen 1:

```

                                Ring Name Entry
                                -----
                                |                               |
                                -----

English/Japanese           Japanese characters
Backspace
Space
<--      -->
Finish
Quit without saving

                A: Select      B: Cancel      Y: Toggle language

```

After entering a name for your UPS file, choose Finish. The next screen will have your file name and 2 options:

Screen 2:

```

                                -----
                                |      (file name)      |
                                -----

                                Accept/Cancel

```

Choose Accept.

Screen 3:

The final screen will be entirely in Japanese. Press START to accept and B to quit.

After pressing START, you'll have a new UPS file. If you want to check the stats on your UPS file, choose "View" in the UPS menu.

Note: I've noticed that you can't copy of UPS file from to VMS to another.

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\* 2. Obtaining the hidden characters \*

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Currently, there are 2 hidden characters that can be released: Bayman and Tengu.

To release Bayman, finish Story Mode with all 12 of the original characters (any difficulty level).

Tengu's release is time-based. Most people have reported getting Tengu after 6 hours of play, but there have been a few reports of getting him after 4 hours.

Neither Bayman or Tengu are selectable in Story Mode.

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* 3. CG Gallery      *
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At first, it was rumored that the CG Gallery is released after an hour of play, but it was soon found that this criteria wasn't enough. Next it was suggested that in addition to 1 hour's play, all the C3 costumes had to be released. This too was found to be inaccurate. Finally, a Japanese magazine reported that CG Gallery is released after 200 points are collected. Here's a breakdown of how to gain points:

|                  |           |
|------------------|-----------|
| Team Battle:     | 40 points |
| Tag Battle:      | 30 points |
| Survival:        | 30 points |
| Time Attack:     | 30 points |
| VS Mode:         | 20 points |
| Story Mode:      | 10 points |
| All other modes: | 0 points  |

Just keep completing any of the above modes until you've collected enough points and the CG Gallery will become visible (it appears next to Options in the main selection screen).

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* 4. Unlocking the costumes *
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Each character starts with 2 costumes (C1 & C2). With the exception of Bayman and Tengu, finishing Story Mode with a character (any difficulty setting) gives you C3 (Tengu only has 2 costumes and Bayman's C3 is rewarded if you finish Time Attack Mode with him). For some characters, finishing Story Mode again and again will reward more costumes, but eventually, you'll reach a deadlock. So the easiest way to unlock all the costumes is:

1. Go to Versus Mode, choose P1 VS P2, and choose the same character for each player.
2. Make sure P1 is the one with UPS active.
3. Let P1 beat P2.
4. For every 5 wins, the character will be given a new costume.

For some characters, the last costume takes 10 or more wins. The number of Match Counts doesn't matter, so choose 1 Match Count in Options to speed up this process.

For Kasumi's C7, you need to play as her 40 times or more (to check, go to Options -> Records).

As of today, the final costume count for each player is:

Kasumi: 7  
Ayane: 7  
Lei-Fang: 6  
Tina: 6  
Helena: 6  
Gen-Fu: 6  
Jann-Lee: 5  
Ein: 5  
Zack: 5  
Hayabusa: 5  
Leon: 4  
Bass: 4  
Bayman: 3  
Tengu: 2

The upcoming PS2 DOA2 Hardcore is rumored to have even more costumes, so hopefully, so will DC. Please tell me if you find any more costumes.

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\* 5. Description of the costumes \*  
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#### Kasumi

- C1: Her original outfit from DOA. Blue with white trim and white stockings. She has a ponytail \*.
- C2: Also from DOA, it's similar to C1 but sleeveless and white with red trim. Pink stockings. Her hair is braided.
- C3: A fuchsia ninja outfit (as seen on Kasumi-Alpha in the Introduction).
- C4: A black version of C3.
- C5: Traditional Japanese highschool "Sailor Moon" outfit. Navy blue with white trim.
- C6: Same as above, but Kasumi is wearing a gray coat so only her skirt is visible. White scarf around her neck.
- C7: The traditional Japanese Goddess costume. White with gold trim. Looks similar to Mai Shiranui's (KOF series) dress.

\* Pressing Y when selecting C1 gives Kasumi her braided hairdo from C2/C5/C6.

#### Ayane

- C1: Dark purple strapless dress with a red bow in the back. Purple coverings on her arms.
- C2: Orange outfit with a big purple bow on the back. Big, sash-like purple sleeves.
- C3: Purple Ninja outfit, similar to Kasumi's C3 and C4.
- C4: School outfit. Light blue shirt with a slightly darker vest. Plaid skirt.
- C5: C4 with a dark blue coat and a yellow scarf.
- C6: Purple sleeveless dress with black leather trim. Black stockings and black thigh-boots. Tattoo on her exposed back. I've been told that this costume comes from Tecmo's (Kagero) Deception Series for Playstation.
- C7: Brown leather teddy with the front cut out. 2 cape-like tails hanging from her waist. Purple stockings and black ankle boots.

#### Lei-Fang

- C1: Traditional red Chinese dress.
- C2: White. Similar to C1.
- C3: Black tank top. Green/orange jacket. Green/purple pants.
- C4: Black leather sleeveless top and shorts from DOA.
- C5: Blue Chinese village girl top/pants.
- C6: Black leather-fetish dress.

#### Tina

- C1: Silver vest, unbuttoned silver hotpants, black bra top. Silver tassels attached to her forearms.
- C2: Black jacket with red trim (a bit like the X-men uniform from the movie), orange zipper top, jeans.
- C3: Black pussycat costume from DOA.
- C4: The one people refer to as "the rape outfit." Gray tattered clothing, white stockings, leopard skin panties, red high-heels. There've been a lot of controversy over this outfit. In addition to being the "rape outfit", it's also been called the "shipwreck outfit" and the "female wrestler's outfit". Personally, I think it has more to do with Tina's career as an actress. It's probably an outfit from one of her action movies \*.
- C5: Blue wrestling outfit (sports bra and bike shorts), similar to the one in DOA.
- C6: Red leather teddy with black straps. Feathered armband around her right arm and left ankle (probably a link to Bass's C4)

\* According to the Japanese Tecmo webpage, Tina's C4 is referred to as "Shadowman's Girlfriend." This is a link to Zack's C5 (added 12.Nov.2000).

#### Helena

- C1: Her normal red coat with white leotards.
- C2: Bluish white coat (similar to C1), white stockings.
- C3: Blue Spanish bull-fighter uniform
- C4: C2 in black.
- C5: Yellow shirt, unbuttoned to her sternum. Tight purple jeans. Boots.
- C6: Black leather body suit with red trim. No sleeves.

#### Gen-Fu

- C1: Black Chinese tunic with red trim. Black and white striped legs and arms.
- C2: Blue and black Chinese kung-fu outfit with black accessories. Black hat with tassels.
- C3: Green outfit. Typical prison-wear in China.
- C4: C1 but in white with red trim.
- C5: White Chinese kung-fu long tunic.
- C6: Black version of C5.

#### Jann-Lee

- C1: Black kung-fu outfit with gold trim. Dragon on the back.
- C2: Similar to C1, but with a white top and black pants, blue trim. Dragon on the back.
- C3: He looks a bit like Eiji from Battle Arena Toshinden. Black undershirt, red/white jacket, black/white shorts and a black head band.
- C4: Topless with blue kung-fu pants.
- C5: "Reservoir Dogs" look. Black suit, black tie, white shirt (probably what he wears as a body guard).

#### Ein (Hayate)

- C1: Black leather jacket, leather pants, boots. Bronze and black Lizard-skin T-shirt.
- C2: White T-shirt. Jeans and a denim jacket with the sleeves cut off.
- C3: Topless. Red pants. Broken chains on each wrist (after escaping from Project Epsilon?)
- C4: White shirt, unbuttoned to sternum. Black leather pants. Necklace and wristbands.
- C5: White karate-gi with black belt. Wrapped wrists.

#### Zack

- C1: White shorts with a white sports bra-like top. Green hair and green goatee.
- C2: Green vest with black leather straps. Green and black pants. His green and yellow Mohawk makes him look like a rooster on acid.
- C3: Metallic wet-suit with a Teletubbie antennae (when you use Taunt, the light at the tip of the antennae turns red)
- C4: Bald with a green goatee. Yellow life-jacket like vest. Denim shorts with leather,

bikini briefs on top.

C5: This has been called the "Shadowman" look (from the Acclaim game). Bald, wire-frame glasses, red vein-like tattoos along his spine and arms. Mask-like crest on his chest. When you use "Taunt", his eyes and the crest on his chest glow fiery blue.

#### Hayabusa

C1: A black ninja outfit with white trim.  
C2: Same as C1 but white with black trim.  
C3: Traditional ninja suit, no sleeves. Dark gray.  
C4: Traditional black ninja suit with sleeves.  
C5: Arab bandit look. Brown with a long, yellow vest. Long face cover.

#### Leon

C1: Turban. Unbuttoned desert camouflage shirt with beige pants.  
C2: White turban with white Aladdin uniform.  
C3: Black top with long red jacket. White pants.  
C4: Shades. Black undershirt. Red pants.

#### Bass

C1: Cowboy/outback uniform.  
C2: Black leather biker look.  
C3: Wrestler's body suit. Black.  
C4: Red tattoo on right eye (in the shape of a wing?). Black uniform with feathers around the shoulders. A Championship belt.

#### Bayman

C1: Green T-shirt, orange vest, gray camouflage pants, red beret.  
C2: Brown T-shirt, brown camouflage pants, green beret.  
C3: Black T-shirt, blue vest, green camouflage pants, blue beret.

#### Tengu

C1: Brown skin. Bearded. Feathered wings. Long nose.  
C2: Green skin. No beard. Feathered wings. Spikes all over his torso. Long nose.

A side note: Tecmo was a bit lazy with the costumes. Sure, some characters had 5+ costumes, but most of them were repeats! 3 out of 6 of Helena's are nearly the same except for the colors! And all 3 of Bayman's are almost all the same! As a result, Tina is the character with the most costumes, since her 6 costumes are distinct from each other. What happened to all the great costumes from DOA (French maid, bunny rabbit, skin diver, denim overalls with nothing on underneath...) ?

Here's quick recap of the repeats:

Helena: C1 = C2 = C4

Kasumi: C1 = C2, C3 = C4 (I'm letting C5 and C6 pass, even though they share the same theme. Same goes for Ayane's C4 and C5)

Gen-fu: C1 = C4, C5 = C6

Hayabusa: C1 = C2, C3 = C4 (wow, C4 has no sleeves...)

Bayman: C1 = C2 = C3 (wow, C2 has no vest)

Jann: C1 = C2 (Hell, C4 is just C1 minus the top)

Lei-Fang: C1 = C2

So of the 71 costumes, 12 are repeats. Statistically, that's not bad, but I still would have preferred all unique costumes.

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\* 6. Tag Teams/Throw \*

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Key:

Directions:

f = forward    df = down forward    d = down    db = down back  
b = back      ub = up back            u = up      uf = up forward

Buttons:

P = Punch

K = Kick

F = Free

There are 2 universal movements for tag throws:

f, f + P+K+F (referred to from now on as Tag A)

b + P+K+F (referred to from now on as Tag B)

Some characters have a 3rd tag throw:

d, df, f + P+K+F (referred to from now on as Tag C)

As you know, each player has an Ideal Tag Partner. This partner is automatically highlighted when you choose your first character (it's usually the character in the box above/below). The benefit of the Ideal Partner is that you get to perform special tag throws. In addition, the Opening poses and the Winning poses are usually special. The exception is Tengu. Tengu's default partner is Ein, but choosing Ein or any other character as Tengu's partner results in the same tag throws and Opening/Winning poses.

Below is a brief explanation of the types of tag partners.

(Character's Name)

Ideal Tag Partner: Self explanatory.

Opening/Winning Pose Partner: A partner with whom there's a special Opening and/or Winning animation.

Tag Throw Partner: A partner with whom the character has a special tag throw.

Note 1: In some cases, the order of the team members makes a difference in the Opening/Winning pose. For example, Helena and Gen-fu have 2 opening poses, depending on who is the starting character. And Leon and Zack have different Winning poses, depending on who won the round. So when trying out different partners, be sure to try out different starting/ending orders.

Note 2: Some tag throws have slightly different animations when performed near a wall. Ex: Leon's Tag C with Bass, Jann Lee's Tag B with Lei Fang.

Kasumi

Ideal Tag Partner: Hayabusa

Opening/Winning Pose Partner: Hayabusa

Tag Throw Partner: Hayabusa (Tag A), Ayane (Tag A), Ein (Tag A), Helena (Tag A)

Ayane

Ideal Tag Partner: Ein

Opening/Winning Pose Partner: Ein

Tag Throw Partner: Ein (Tag A), Kasumi (Tag A), Jann Lee (Tag A), Hayabusa (Tag A)

Lei-Fang

Ideal Tag Partner: Jann Lee

Opening/Winning Pose Partner: Jann Lee, Helena, Tina,

Tag Throw Partner: Jann Lee (Tag A, C), Tina (Tag A), Helena (Tag A)

Tina

Ideal Tag Partner: Bass

Opening/Winning Pose Partner: Bass, Lei Fang, Zack

Tag Throw Partner: Bass (Tag A, C, Tag A while facing her opponent's back),  
Hayabusa (Tag A), Kasumi (Tag A), Bayman (Tag A),  
Zack (Tag A), Leon (Tag A).

Helena

Ideal Tag Partner: Gen Fu

Opening/Winning Pose Partner: Gen Fu, Kasumi, Lei Fang

Tag Throw Partner: Gen Fu (Tag A), Lei Fang (Tag A), Kasumi (Tag A),  
Hayabusa (Tag A)

Gen-Fu

Ideal Tag Partner: Helena

Opening/Winning Pose Partner: Helena

Tag Throw Partner: Helena (Tag A), Lei Fang (Tag A), Kasumi (Tag A), Zack (Tag A),  
Leon (Tag A), Bayman (Tag A), Hayabusa (Tag A)

Jann-Lee

Ideal Tag Partner: Lei Fang

Opening/Winning Pose Partner: Lei Fang, Ein

Tag Throw Partner: Lei Fang (Tag A), Ein (Tag A, C), Gen Fu (Tag A),  
Bayman (Tag A), Leon (Tag A), Hayabusa (Tag A)

Ein

Ideal Tag Partner: Ayane

Opening/Winning Pose Partner: Ayane, Jann Lee, Hayabusa

Tag Throw Partner: Ayane (Tag A), Jann Lee (Tag A), Hayabusa (Tag A),  
Kasumi (Tag A), Bass (Tag A)

Zack

Ideal Tag Partner: Leon

Opening/Winning Pose Partner: Leon, Bayman, Tina

Tag Throw Partner: Leon (Tag A), Bayman (Tag A), Tina (Tag A), Lei Fang (Tag A),  
Bass (Tag A)

Hayabusa

Ideal Tag Partner: Kasumi

Opening/Winning Pose Partner: Kasumi, Ein

Tag Throw Partner: Kasumi (Tag A), Gen Fu (Tag A), Ein (Tag A), Ayane (Tag A),  
Bayman (Tag A), Leon (Tag A), Bass (Tag A)

Leon

Ideal Tag Partner: Zack

Opening/Winning Pose Partner: Zack, Bass

Tag Throw Partner: Zack (Tag A), Bass (Tag A, C), Bayman (Tag A), Tina (Tag A),  
Gene (Tag A).

Bass

Ideal Tag Partner: Tina

Opening/Winning Pose Partner: Tina, Leon, Bayman

Tag Throw Partner: Tina (Tag A, C), Leon (Tag A), Bayman (Tag A),  
Zack (Tag A, C), Ayane (Tag A).

Bayman

Ideal Tag Partner: Leon

Opening/Winning Pose Partner: Zack, Bass

Tag Throw Partner: Zack (Tag A), Gen Fu (Tag A), Tina (Tag A), Leon (Tag A),  
Bass (Tag A, C)

Tengu



Ideal Tag Partner: None.

Opening/Winning Pose Partner: None.

Tag Throw Partner: None.

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\* 7. Taunts \*

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Every character has at least 1 taunt. There are 2 universal movements for taunting:

f, b, f + P+K+F (referred to from now on as Taunt A)

b, f, b + P+K+F (referred to from now on as Taunt B)

In most cases, Taunt A and B are the same. Some characters have a third taunt movement:

d, d + P+K+F (referred to from now on as Taunt C)

Here's a list of taunts for each character.

Kasumi

Taunt A: She spins in a circle with leaves trailing her.

Taunt B: Same as A.

Ayane

Taunt A: Steps back, gestures with her arms.

Taunt B: Same as A.

Taunt C: The "You suck" taunt: hands on hips, turns her head away.

Lei-Fang (She's got 4 different ones!!!!)

Taunt A: Jumps up (a'la Chun Li). "Yosh!"

Taunt B: Kung Fu pose.

Taunt C: Puts her hands to the side of her face and curtsies.

Taunt D: (b, b, P+K+F) Hops and flaps her arms.

Tina

Taunt A: She gestures with her hands and says "Come on"

Taunt B: Same as A.

Taunt C: Punches the sky (if her opponent is airborne, she can hit them with the punch)

Helena

Taunt A: Kung Fu pose. Ends in her crouched position.

Taunt B: Same as A.

Gen-Fu

Taunt A: He sits down in the lotus position and slaps his knee.

Taunt B: Same as A.

Taunt C: Same as A.

Jann-Lee

Taunt A: He bends his knees, leans back, and howls.

Taunt B: Same as A.

Ein

Taunt A: He makes a "come here" wave with his arm.

Taunt B: Same as A.

Taunt C: He makes a "go away" sweep with his arm.

Zack

Taunt A: He waves his arms and says "Easy"

Taunt B: Same as A.

Taunt C: He puts his hands to his forehead, and then swings them down to his sides.  
Note: If you do these taunts in his C3 and C5 costumes, parts of the costumes begin to glow (see: 5. Description of the costumes)

#### Hayabusa

Taunt A: Steps back and makes a ninja pose.  
Taunt B: Same as A.  
Taunt C: "Go-men!" Kneels and bows.

#### Leon

Taunt A: Thumbs down gesture.  
Taunt B: Same as A.

#### Bass

Taunt A: He stomps his foot, makes weird noises and acts like a baboon.  
Taunt B: Same as A.  
Taunt C: Same as A, but says something different.  
Note: When he plays against Tina, he rants something different.

#### Bayman

Taunt A: Moves his thumb across his neck, in a "you're dead" gesture.  
Taunt B: Same as A.  
Taunt C: Says "Bingo". One arm is raised in front, the other is pulled back in a "YES!" movement.

#### Tengu

Taunt A: Crosses arms.  
Taunt B: Same as A.  
Taunt C: Crouches down and gestures with arms.

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\* 8. Stages \*

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Stage Name (# levels in the stage)

The White Storm (2) (since when did it snow on Easter Island?)  
The Death Valley (2)  
The Danger Zone (1)  
The Great Opera (infinite)  
The Demon's Church (2)  
The Burai Zenin (2)  
The Aerial Garden (infinite)  
The Miyama (1)  
The Spiral (infinite)  
The Dragon Hills (4) (The last one is inside the temple)  
The Biolab (1)  
The L's Castle (2)

Press R-trigger when selecting The Aerial Garden to get the night-time version (complete with fireflies).

On the White Storm level, there are spots of fragile snow that cave in if enough heavy blows/throws are done. These spots are near to the edges. To find one, play Versus mode with Tengu VS Tengu. Let P1 Tengu hit P2 Tengu with P+K. This knocks P2 Tengu to the right. Move P2 Tengu to the edge of the cliff, and move P1 Tengu over to him until they're close. Hit P1 Tengu with P+K and then run towards him. The snow covered floor should start to cave in, and you'll both fall to the ice cavern below.

A second feature of the White Storm level is that if you play Story Mode using Ayane, you'll face Kasumi on this level. There are actually 2 different endings that you can get. In the normal ending, Ayane simply looks at the fallen Kasumi and snorts "You runaway shinobi." However, if you win and have at least a 10 foot distance from Kasumi, you'll see the cut scene from the introduction, where Ayane shoots an energy blast at Kasumi. This happens regardless of whether you're on the upper snow level or in the ice cavern below. The easiest way to do this is to defeat Kasumi using d, df, f + F+K. Ayane will do a spin kick which knocks Kasumi far away. For added distance, quickly press back on the control stick after the hit connects and Ayane will take a few steps back.

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\* 9. Background Stories \*  
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In this section, I hope to answer some questions involving the story line of the DOA universe. Tecmo has been rather cryptic with some of the background stories so this section may seem a bit incomplete. Most of the following stories were obtained from 3 main sources: the instruction manual that came with the game, the doaonline website (see Credits for the URL), and English/Japanese translations by Ms. Kakashi, a fellow game player.

#### 1. Who is Ein/Hayate?

Ein is the lost brother of Kasumi. His actual name is Hayate and his story is very jumbled. In Kasumi's background story in the original DOA, Hayate was supposed to lead his clan, the Mugen Tenshin Ryuh Ninja, but was crippled by some assailant. Kasumi was slated to replace Hayate but instead, she ran away from the clan to avenge her brother. Apparently, this was her reason for entering the DOA tournament, which seems to indicate that Raidou (the final boss) was the one responsible for injuring Hayate.

By DOA2, Hayate had suddenly vanished and Kasumi was determined to find him. When she found him, he went by the name Ein and had somehow fully recovered from his injuries. His recovery seems to have something to do with Project Epsilon.

Hayate was possibly forced to participate in Project Epsilon, which apparently involved brain washing/mind control. My guess is that Project Epsilon was some sort of Manchurian Candidate-type experiment involving martial artists. He was found near death in the forests of Germany. Since "Ein" is German for "One", "Ein" was probably Hayate's code name. Perhaps he was their primary experiment/test subject. Hayate most likely escaped from the Project because his C3 costume has broken chains on his wrists. These are very likely the bonds that held him captive at Project Epsilon.

The only unanswered question is why Hayate has memories of Tengu. If you play as Ein in Story Mode, you'll see that he has flashbacks of Tengu while inside "The Demon's Church" stage. Did they meet before he was captured?

#### 2. Why does Ayane hate Kasumi?

Ayane is Kasumi's half sister (they share the same mother). Kasumi and Hayate's parents are Shinden and Ayame. Ayane's parents are Raidou and Ayame (Raidou is Kasumi's and Hayate's uncle). I'm not clear on whether Raidou and Ayame had an affair or if Raidou forced himself on her.

For all her life, Ayane has been overshadowed by her older sister and this has caused much resentment. I think that Ayane hates Kasumi for always being more accepted than her and always being the "heroine". There's also the insecurity issue, since Ayane is an illegitimate child.

3. Why are Helena and Gen-fu Ideal Tag partners? What's the relationship between them?

Not much, other than their styles of fighting. Chinese martial arts can be divided into Northern and Southern styles, and both Gen and Helena use similar styles of Southern arts.

Gen Fu uses Xin Yi Liu He Quan, which translates directly as "Heart Will Six Together Fist." If I remember correctly, Akira in the Virtua Fighter series also uses this style of fighting. It differs from many Chinese martial arts in that it's a very direct, hard hitting form and uses very little feints and posing, as opposed to styles such as "Drunken Fist" or "Five Form Fist" (animal fist).

Helena uses Pi Qua Quan ("Chop Hang Fist"), a Shaolin discipline. As its name indicates, this is a "hard" style involving chops and thrusts.

Many people have said that Lei Fang would have made a good partner for Gen Fu. In my opinion, I prefer Gen Fu partnering up with Helena. Besides the fact that Lei Fang already has a partner, her style (Tai Chi) is very thematically different from Gen-fu's. Xin Yi Liu He Quan puts more emphasis on the "hard" movements whereas Tai Chi is a "soft" art. There's a Chinese expression which captures the essence of Tai Chi: "Use 8 taels to move 1000 catties" (taels and catties are units of measure; I think 8 taels = 0.304 kg and 1000 catties = 608 kg). The expression loses a lot in the translation but the main idea is that Tai Chi allows you to exert maximum force using minimum strength. The goal is to use your opponent's strength, weight and momentum against them. So Tai Chi is more of a defensive style. Xin Yi Liu He Quan and Pi Qua Quan however, are more offensive in nature, making them a better pair. However, Team Ninja must have considered the relation between all 3 styles since Gen-Fu, Helena and Lei Fang all share special Tag Throws.

Have any other questions? E-mail them to me at 100111110@excite.com

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\* 10. Clean Pause \*  
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Usually, when you press Start during a game, it pauses and a Selection Menu is displayed. To remove this Menu, press X+Y. This will give you a clean Pause Screen.

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\* 11. Bugs? \*  
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I've noticed a slight bug that sometimes occurs during the Replay after a game. After winning a round, press and hold the R trigger (the C button on the arcade stick) before the replay starts. Once the replay starts, you can either continue to hold on to the R trigger/C button or release it and press it repeatedly and strange effects will occasionally happen. The 2 most common effects that I've seen are:

1. Portions of the Replay are played backwards.
2. The characters freeze but the camera rotates around them.

As I said, this only happens OCCASIONALLY, and there doesn't seem to be a logic behind it. I've tried repeating this bug using the same characters on the same stages and each time, the results vary.

Update: There's a Rewind feature that you can do during Replay. After winning a round, just before Replay starts, press and hold Free + Kick. During the Replay, press and hold Punch to rewind. Releasing Punch will stop the rewinding.

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\* 12. Credits \*  
\*\*\*\*\*

I don't want to sound arrogant, but the secrets in this FAQ were all found by me after hours of play (actually, it's more pathetic than arrogant). However, I would like to commend WindMaster X for his excellent DOA website at

<http://www.doaon.com/>

as well as Gamefaqs:

<http://www.gamefaqs.com/>

for providing such a great forum for players to comment and share ideas on games. Chances are you probably got this FAQ from either of these sites.

Updates: Thanks to...

GFBRIZ for correcting me on the number of levels in The Burai Zenin stage.  
Kakashi for a load of Tag Throws, background stories and info on Tina's C4.  
deffty for the Tina/Bass Tag Throw A (opponent's back).  
rueyama for the Ayane Story Mode cut scene tip.  
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