

Dead or Alive 2 Ryu FAQ

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Dead or Alive 2

Ryu Hayabusa

Version 1.51

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A. Before you continue reading...

I created this guide after a lot of hassle, several continues, giving J40 to the nice people at Game, a few hours on Notepad and various other things too stupid to mention. You can use this guide for your own purposes but it would be better if you'd e-mail me at ldriver.kasumi@merseymail.com and ask for my permission. Also could you give me credit if you do use this guide for that purpose. ThanX

And before I get various E-mails from US gamers I am from the UK somewhere so don't winge if the details are wrong as they are correct for the PAL version although they might work for the US/NSTC version.

The FAQ was originally made for the DC version. Now I don't know why people

come and have a look when they have a PS2 HOWEVER I may be entiled to think that the same strategies will work for the PS2 version. so try them and e-mail me with what happened! If you do have the PS2 version could you please E-Mail me the DEFAULT controller setup for the game so it will help other people who have the PS2 version

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This guide should be on the following web sites:

<http://DreamCastStuf.homestead.com/faqs.html>

<http://www.GameFAQs.com>

<there's another one that I cant remember! {e-mail me with where it is and i'll get it sorted}>

If it is on another site then e-mail me and I will sort it out

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1. General Advantages + Disadvantages

Hayabusa is one of the characters you might want to play with after a few goes with the sparring mode. He is one of the characters who has a superior countering ability. He is similar to Ein although he has more speed than strength. One of the fastest men in the game.

Unfortunately his lack of speed means he has to use powerful attack or attacks which result in a critical hit to get the advantage.

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2. What I think

Hayabusa is a specialist character. You may need to practise with him and master his attacks. His throws like the Izuna and his punch counters when mastered can be devastating.

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3. Some Useful Advise

Use some of the shortcut buttons which allow you to press 2 buttons, yet you're only pressing one button(i.e. the B button which is defaultly set as F+P - the throw button)

Although it isn't much use keep the R trigger as F+P+K - It's essential especially in Tag mode (F+P+K tags you're partner in and is part of the tag throw attack)

If you are using the standard DC pad, use the analogue stick for free movement rather the D-Pad + L Trigger so then you can...

...Configure the L trigger as another attack - I'd recommend P+K or F+K

If you are using the Arcade Stick keep one button as free movement and make sure you can keep hold of it whilst you are pressing other buttons

It is best to remember this: Throws beat holds beat blows beat throws (remember that stone paper scissors game?)

If you get stuck in a throw or combo throw perform a throw maneuve of your own to get out of it (F+P works most of the time)

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4. Key to what to do with attacks

u,t,d,b - Press up, forwards (Towards opponent), Down or Back (away from opponent) A capital indicates a longer press (if needed)

ut - Up + Towards Diagonal

dt - Down + Towards Diagonal

db - Down + Back Diagonal

ub - Up + Back Diagonal

QCB - Quarter Circle Back. This is usually in a bracket - use the direction given before the bracket.

QCF - Quarter Circle Forward. This is usually in a bracket - use

the direction given before the bracket.

HCF - Half Circle Forward. This is usually in a bracket - use the direction given before the bracket.

HCB - Half Circle Back. This is usually in a bracket - use the direction given before the bracket.

360 - Rotate the joystick in a circle. This is usually in a bracket - use the direction given before the bracket.

P - Punch (Default = X button)

K - Kick (Default = Y button)

F - Free (Default = A button)

F+P+K - The Free, Punch Kick Button (Default = R Trigger)

F+P - The Throw button (default = B Button)

Wall(Face) - Wall throw that needs you to be facing the wall.

Wall(behind) - Wall throw that needs you to have your back to the wall

Back - You must be behind your opponent

Low - You and your opponent must be ducking (or in AofP in Helena's case)

Recover - You must have been floored before you can do this.

Movement - Results in enemy with back turned or you move by using them (like a throw)

Handstand - Results in handstand

Handstand(MBI) - Must Be In Handstand

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5. Hayabusa's Costumes

NOTE: These are for the PAL version - so don't moan

C1: black outfit

C2: Exactly like C1 only it's white

C3: Blue ninja outfit

5.1. How to get his costumes

NOTE: This is how I managed to get them - You may have to do something else in order to get the other costumes. You can use any difficulty unless specified

C1: Default (already have it)

C2: Default (already Have it)

C3: Complete story mode with either C1 or C2

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6. Attacks

NOTE: All attacks or throws damage is only done as a normal attack and not as a Counter or High Counter also a dash between attacks mean a pause.

6.1. General Blows

Attack	Command	Damage	Notes
Rengeki	PPP	24	
Kusen	PPbPtP	28	
Mekki	PPtPK	36	
Renki	PPKKK	20	
Jinpuren	PPdK	25	
Hatou	PKK	28	
Hatotsu	tPKK	25	
Raishin	ttP	28	
Tentotsu	uP	18	
Kushin	bPtP	28	
Hayou	bPK	30	
Eiuchi	ubP	24	

Jisen	DBPK	25	
Garyo	d(QCF)P	28	
Jaki	KP	26	
Dansha	KK	36	
Nichirin	utK	35	
Hagen	uKK	30	
Tenrin	ubK	40	
Onibishi	K	29	Recover
Rijiso	dtKdK	24	
Haja	tKK	25	
Jisuberi	ttK	28	
Jinpugeki	dbKDK	25	
Jinren	dbKdbKDK	25	
Riei	tbK	17	
Korin	bK	33	
Maikiri	d(QCF)K	34	
Soku	P+K	25	
Gao	bP+K	42	
Rekku	dtP+K - K	28	
Kikoku	F+K - KK	30	
Jisho	bF+K	32	
Jinkyaku	dF+K	25	
Zamma	dtF+K	40	

6.1A. Handstand Attacks

Attack	Command	Damage
Kotensei	P	10
Senjin	KK	45
Tenpou	P+K	35
Busou	F+K	25

6.2. Throws

NOTE: Damage for ALL throws (including combo throws) is total amount of damage

Throw	Command	Damage	Notes
Jui	F+P	40	
Kubikiri	tF+P	45	
Shoro	tF+P	55	Wall (face)
Shiho	dtF+P	48	
Yama	bF+P	56	
Hayabusa	ttF+P	50	
Genei	btF+P	00	Movement
Rakujinsho	d(QCB)F+P	60	
Uranage	F+P	52	Back
Kandachi	bF+P	55	Back
Rakuryu	ttF+P	58	Back
Zanshu	dF+P	55	Low
Hane	dbF+P	62	Low
Takitsubo	dF+P	37	Low, Back

6.2A. Combo Throws

Throw	Command	Damage
Izuna	b(HCF)F+P - d(HCF)F+P - b(360)F+P	110

6.2B. Handstand Throws

Throw	Command	Damage
Kirimomi	F+P	48

6.3. Down Attacks

Name	Command	Damage
Naraku	uP+K	18
Koga	dP	10

6.4. Defensive Holds

Hold	Command	Type	Damage
Sen Izuna	ubF - d(HCF)F - t(360)F	High Punch	110
Rekko	bF - d(HCF)F - t(360)F	Mid Punch	110
Yoko	dbF - d(HCF)F - t(360)F	Low Punch	110

6.5. Taunts/Special Behaviour

Name	Command	Notes
Nin	btbF+P+K	
Rin	fbfF+P+K	
Rei	ddF+P+K	
Tenchi	dP+K	Handstand
Koten	d	Handstand(MBI)
Urakaze	dtP	
Korobi	bb	Handstand(MBI)
Asuka	t	Wall (Behind)

7. Hayabusa Vs...

These tactics work in any mode

7.01. Bass

Bass has a difficult time dealing with Hayabusa's tremendous speed and quick-hitting attacks. However you can't just attack at random as Bass' countering ability is far above average. Make sure you don't commit yourself too much to any particular multi-hit combination attacks. Use hard-hitting quick attacks, especially Hayabusa's various kicking attacks that span the range of attack heights. Stay out of Bass' throw range and wait patiently to deliver a strong blow when he's out of position.

7.02. Ein

Ein and Hayabusa share extremely similar styles, but Ein is stronger whilst Hayabusa is faster. Each character can dominate the other for short periods of time. With a slight speed advantage Hayabusa is in a better position to dictate how the fight unfolds. Keep your distance from Ein, look for any openings or weaknesses in his defences, and then use your speed to fly in and take advantage of them.

7.03. Gen-Fu

Hayabusa's ability to utilise abrupt attacks with increased range can leave Gen-Fu stunned, making it difficult for him to use his normal battle plan. Don't let Gen-Fu bring the fight into close quarters, because his attacks in this case are broad and escape is futile. You will have to counter Gen-Fu's attacks which are in the mid and high ranges. If you can't counter his attacks or block them. You may be powerless to escape his Iron Fist.

7.04. Helena

Helens's speed is superior even to Hayabusa's so you will be overwhelmed by her superior agility and quick attacks if you're not prepared. Keep your distance from Helena and whittle her down. Hayabusa's explosive attacks such as the Gao and the Kushin can catch her off guard, especially if she's trying to advance onto you. Helena is fast enough to counter or avoid almost anything, so be willing to gamble a little. If Helena catches you out of position, reestablish a safe distance and continue to follow the same strategy.

7.05. Jann-Lee

Jann-Lee's incredible speed and comparable power make this a difficult match but Hayabusa's superior countering ability can give you the winning edge. Jann-Lee is slightly predictable in his attacks. Your Rekko counter hold is very effective and can put distance between the two of you.. Otherwise you're going to be stuck predicting what Jann-Lee will do giving him a chance to overwhelm you with his potent arsenal. As long as you don't get too far behind you will always have a chance of winning. Even if Jann-Lee is remotely vulnerable to attack. Just make things quick and simple.

7.06. Kasumi

She is quite adept at landing long strings of multi-hit combination attacks, so avoid getting caught up in the whirlwind. Kasumi is also very good at mixing up her attack ranges, so don't just stay in one position or she'll quickly adjust and pummel you accordingly. Forget about speed on this one and use very powerful blows to establish control. Also your punch counters; the Rekko, Sen Izuna and Yoko, are useful and can make difference between a win and a loss.

7.07. Lei-Fang

Lei-Fang style is to turn yours on it's head (well your head) repetitively. She is fast enough to attack you at unexpected angles and create general havoc with your offence. Your aim in this match up is to at least get a few planned attacks without getting countered. Most of her best attacks are in the high or middle range so try to nail her once you have finished blocking a barrage. Also watch out for her very nasty throws. If you get too concerned with blocking, you'll end up being a standing target. A perfect target for Lei-Fang's sneakiest part of her fighting style.

7.08. Leon

With power greater than Hayabusa and with reasonable mobility he can really put the screws to you if you get caught out of position. Once Leon gets his hands on you it's pretty hard to get out of his grasp. Use your superior mobility to stay out of his reach and launch an attack as a counterattack his advances. Low attacks are the safest to use as they're fast but no attack is 100% safe against Leon's superior grappling ability. Keep mixing up your attack range and be ready to unleash your strongest and quickest ones when he messes one of his throws and multi-hit attacks.

7.09. Ayane

Ayane can easily dispatch Hayabusa with her amazing arsenal of quick and powerful attacks. Because of her amazing countering ability, you may find yourself on the wrong end of one of your own attacks. To survive against Ayane you must counter at least one of her attacks during a match. Otherwise, her speed and variety of attacks will overwhelm you. If nothing seems to be working in your favour block or counter her attacks. Ayane is always trying something offensive so if you get her in the middle of an attack you can start

a combo of your own.

7.10. Tengu - Story mode only

The biggest challenge is to stay away from Tengu's throws. If he catches you more than once and/or counter one of your attacks you're done for. Stay a moderate distance from Tengu and let him bring the fight to you. If Tengu jumps use the Tenrin to tag him before he even scratches you. Keep your approach simple and act quickly.

7.11. Tina

Tina likes to throw but it is more difficult for her because of his superior speed. However Tina uses other moves to soften you up so be prepared to handle her offensive barrages. Keep your distance and counter her relatively slow conventional attacks, especially her low kicks, which can be a real pain. Use quick attacks that knock her of her throw attempts. Take your time and play a smart game.

7.12. Zack

Zack and Hayabusa are almost evenly matched. All the almost is is that Hayabusa doesn't have the quick-hitting and unconventional moves that are Zack's trademark. You will have to turn Zack's speed against him and countering his long strings of kick attacks are probably easy to concentrate on. If you can Land one Rekko Counter you might win. Don't count on Zack to give you that opportunity. Try to mount an offence on your own and use your handstand attacks to help. But don't overuse it.

8. Tag Teams

8.1. Best Tag Teams

Hayabusa Works effectively with the following characters as partners
Kasumi - obviously his opposite number she is good at doing floater combos then letting Hayabusa have a go to mop any remaining energy.
Ayane - One of my personal favourite tag teams. And is much the same as Kasumi.
Ein - He is fast and strong. Can start a juggle and keep it going. He is much the same as Hayabusa.

8.2. Hayabusa's Tag Attacks

NOTE the character with a * after their name must be in the ring fighting or it won't work

Attack	Command	Damage	Tagged with
Kazaguruma	ttF+P+K	70	Kasumi
Yougeki 2	ttF+P+K	70	Ayane
Ayase 2	bbF+P+K	64	Ayane
Oboro 2	bbF+P+K	64	Kasumi
Sen Izuna	ttF+P+K - d(HCF)F+P - t(360)F+P	110	Anyone*
Sen Izuna	bbF+P+K - d(HCF)F+P - t(360)F+P	110	
Everyone*			

B. Contacts

If you want to contact me about this guide - or perhaps something else DOA2 related you can E-mail me at ldriver.kasumi@merseymail.com my E-Mail account is active so I will answer you're queries within a few days at least. Please make sure your query is DOA2 related or I will probably not answer! If you are a member of IGN you can find me posting messages at <http://boards.ign.com/> sticking up for DOA2! Also I have A Dreamcast Exclusive Web site at

<http://DreamCastStuf.homestead.com/index.htm> It is sorta a good place to look.
if your a DC user with Jet Set (Grind) Radio you can download some graffitti!

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Legal Stuff

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One last thing...

If I have in any way copied any one else's work on the FAQ's page (and I hope I haven't) I will have to thank those people so I will. Thank you anyone who thinks I copied their work!

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The Final Farewell...

Good Bye from the L00niest of all Drivers!

L_Driver

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