

# Dead or Alive 2 Kasumi FAQ

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Dead or Alive 2

Kasumi

Version 1.51

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A. Before you continue reading...

I created this guide after a lot of hassle, several continues, giving ¢40 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](mailto: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The FAQ was originally made for the DC version.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 entitled 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

Kasumi is a great choice for the beginner in DOA2. She has speed superlative to any other character in the game and can pull off some combos of a multitude of hits which can end up being a quite spectacular replay and finisher if you can pull it off successfully. she also has a lot of attacks which can be pulled off if you're good enough. However she has to rely on her combo chains as she isn't very powerful and like the weakest link those chains can be broken with a well timed hold or counterattack. She also has to rely on Critical Hits, Counters and High Counters to help in the effort of K.O.ing everyone. She also doesn't stand up very well to low attacks very well.

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2. What I think

Although I might be a little biased at this as she is my favourite and most used character (300+ times) Kasumi is one of those characters who can 'float (and look) like a butterfly (well - I think butterflies are attractive! Got a problem with that?), sting like a bee' and although I have not mastered all of her combo attacks all her others are impressive to watch. If you can get the opponent stuck near the wall hit them with one of your best combos. Her combos especially certain ones can KO people very quickly. And also she can cause a floating combo rather easily.

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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

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)

EWBT - End With Back Turned

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 you're opponent must be ducking (or in AofP in Helena's case)

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5. Kasumi's Costumes

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

C1: Blue costume with the Japanese writing on the back

C2: Exactly like C1 only it's white and sleeveless

C3: Evil Kasumi's outfit

C4: As C3 but Black

C5: Jap Schoolgirl outfit has platted pony tail as opposed to the normal ponytail she has with the other costumes (factoid: The ponytail was part of her C1 and C2 in America/Japan versions)

C6: As C5 but she has a coat on.

5.1. How to get her 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

C4: Complete story mode with C3

C5: Complete story mode with any costume on Hard difficulty

C6: Complete story mode with C5 on Hard difficulty

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6. Attacks

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

6A. Basic Combos

Osen, Osen, Osen (repeat until K.Od or Held)

PPPP, PPPP, PPPP etc.

Osen, Geshu, Geshu, Ibara

PPPP, tKK, tKK, ttF+P - dF+P

Osen, Gokyaku

PPPP, KKK

6.1. General Blows

Attack	Command	Damage
Tenryu	u+tK	30
Hiryu	uK	25
Getsurin	u+bK	45
Futen	uP	12

Hiten	bP	11
Rengou	PPKKK	25
Renjin	PPKd+tK	24
Renji	PPKdK	22
Osen	PPPP	15
Gessai	PPu+bK	35
Rishu	PPtPKK	32
Kyoshu	PPtPKdK	28
Tenshu	PPtPtK	30
Genraku	PPtPdK	24
Engetsu	PPtKK	32
Getsuro	PPtKdK	26
T. Rengou	PKKK	25
T. Renjin	PKd+tK	24
T. Renji	PKdK	22
S. Rishu	tPKK	32
S. Kyoshu	tPKdK	28
S. Tenshu	tPtK	30
S. Genraku	tPdK	24
K. Osen	d+tPP	20
K. Ogen	d+tPdK	24
Gokyaku	KKK	25
Jinkyaku	KdtK	24
Jikyaku	KdK	22
Muei	ttPdK	25
Geshu	tKK	32
Roshu	tKdK	26
Roga	ttK	30
Sen	P+K	26
Sitten	F+K - K	32
Sitsuro	F+K - dK	28
Fukasen	dF+K	25
Senka	dtF+K	24
Mugen	dtdtP	22
Nagi	bF+K	30
Busen	dtdtK	26
Hakuro	bKK	35
Tenbu	utPK	40

## 6.2. Throws

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

Throw	Command	Damage	Notes
Kahen	F+P	40	
Kegon	tF+P	42	
Youshi	tF+P	55	Wall (Face)
Tenryu	bF+P	45	
Adachi	bF+P	55	Wall (Behind)
Oboro	dtdtF+P	68	
Rogai	QCBF+P	60	
Hakko	F+P	50	Back
Urahein	uF+P	57	Back
Urahein	utPF+P	57	Back
Hiryu	tF+P	55	Back
Himatsu	dF+P	55	Low
Enshu	dbF+P	60	Low

### 6.2a. Combo Throws

Throw	Command	Damage
Ibara	uF+P - bF+P	119
Ibara	utF+P - bF+P	119

### 6.3. Down Attacks

Name	Command	Damage
Oga	uP+K	20
Kawara	dP	10

### 6.4. Taunts/Special Behaviour

Name	Command
Matoi	btbF+P+K
Matoi	tbtF+P+K
Uragake	ubP
Tenbu	utP

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## 7. Kasumi Vs...

These tactics work in any mode unless specified

### 7.1. Bass

Bass certainly has the size and strength advantage in this match but the lack of speed gives Kasumi a good shot at taking him down. While Bass may land one or two huge attacks, Kasumi can play a hit and run game, whittling Bass down slowly. In addition, Bass makes a huge target for Kasumi's quick-hitting, multi-hit combo attacks, allowing her to hit him in the air multiple times, even if the attacks are not properly coordinated. Soften up Bass' defence with unpredictable, quick attacks and then get him in the air and let loose with as many hits as you can. If you can build up a significant lead, the fight will well be under you're control.

### 7.2. Ein

Well I know that brothers and sisters fight but this is ridiculous! Ein's attack speed can be blinding and you'll quickly find yourself face down on the canvas if you don't counter. Counters and holds can make the difference in this fight. Hold back your attacks until you can see an opening, then let loose with your most damaging multi-hit combo.

### 7.3. Gen-Fu

You will have to play a smarter game against Gen-Fu, Which isn't easy as he can hurt you pretty badly with just a few attacks. Even in close range it's better to let him throw you than to have him pummel you by his powerful, well coordinated attacks. Use your superior agility to run rings 'round him so he will take shots that will miss. Then whilst he's out of position strike quickly then go back on the defensive. If Gen-Fu starts to get in your face too much throw him out of the way.

### 7.4. Helena

Helena's skill in battle are almost equal to Kasumi's. The major difference between them is Helena's ability to switch between 3 distinct stances (normal, back and AofP) so her moves can get more confusing than Kasumi's. Watch what she's doing carefully and don't think she's vulnerable when she isn't. Helena is quite adept at mixing up her attacks and, with speed only slightly slower than Kasumi, can turn the tables on you very sharpish. Land as many hard-hitting, multi-hit combo attacks as you can and limit her ability to trap you by keeping as much space between you and her as you can.

#### 7.5. Jann-Lee

Jann-Lee's speed isn't as great as Kasumi's, but he can still wreak havoc with his strength advantage. Jann-Lee's attacks are often focused on your midsection, so look for easy hold opportunities and take full advantage of them. Jann-Lee becomes even more aggressive when your back is turned so, unless you have a cunning plan that will almost surely work, don't let him catch you in this position. He doesn't miss when given this sort of opportunity.

#### 7.6. Kasumi X (Herself) - Story mode only

Kasumi X doesn't fight as well as Kasumi does, although she has all the same moves. Explore your own weaknesses, as what most of what you can do to Kasumi X can be done to you if you are not fighting at top form. Make the most of it to finish your evil clone once and for all.

#### 7.7. Lei-Fang

Lei-Fang doesn't have much of an advantage against you but if you are careless she can defeat you easily. Lei-Fang doesn't win with flash - she wins with finesse, superior positioning and deft countering. This works directly against your style of fighting, so be incredibly careful on how you approach Lei-Fang. If you abuse Kasumi's signature multi-hit combination attacks you'll get countered left, right and centre. Stick with abrupt one- or two-hit moves that can stun Lei-Fang and give you a chance to launch some additional attacks before she can recover. Be patient and go after the opportunities you can safely take advantage of.

#### 7.8. Leon

Leon is a traditional grappler, meaning that he'll tend to abandon more traditional punches and kicks for a damaging combo throw attack. However Leon still has a mean punch or two that can knock your lights out in short order. Although countering Leon is a priority he likes using quick hitting attacks of two or three hits so, by the time you catch on, it may be too late. Do your best to ding into Leon as much as possible, using your speed to create unpredictable attack angles, and exploit any major weaknesses with a strong multi-hit combination attack.

#### 7.9. Ryu Hayabusa

Despite his desire to protect you it appears that he has to put his foot in that promise in this situation. Hayabusa is quick - but you're even quicker - Use this to your advantage if Hayabusa leaves a small opening to exploit. However, attacking too often will get you into trouble. Hayabusa is very good at countering repetitive (or unwise) attacks, so mix up your attack range. If all else fails use your speed or a move like the Uragake to give yourself a chance to regroup.

#### 7.10. Tengu - Story mode only

While Tengu can close the door on virtually any attack that Kasumi can muster, She can interrupt some of Tengu's most feared attacks. Like when he is charging up his Tornado attack, Kasumi can close the gap and drop Tengu cold with her Tenbu or Tenru attacks. Once Tengu starts these manoeuvres he cannot stop, giving Kasumi a free shot if he's not too far away. But nothing comes easy with Tengu. Look for opportunities to counter long combo attacks, especially those that would lift you in the air and put you in his mercy. Also try to get up without putting yourself back into Tengu's attack range or you

may find yourself back there.

#### 7.11. Tina

She likes to use her grappling ability to perform combo throws, and getting out of these before she can complete them could make the difference between winning and losing. If you do get caught by one of her combo throws, get out of it before she can fully capitalise on it. Tina likes to mix up her attacks and counter yours when you least expect it. You must surprise Tina in order to defeat her. If you can defend her attacks successfully, she will almost certainly be open to a counterattack, so don't be too anxious to knock her down in the middle of her multi-hit attacks. She's also one of the slowest characters. Use that to your advantage!

#### 7.12. Zack

Zack's reliance on quick kicking attacks presents you with lots of counter opportunities - take advantage of them. However, being overzealous when it comes to countering can turn into a big advantage for Zack. His throws are underrated and a missed counter usually results in Zack tossing you flat on your face. Zack is more vulnerable to low attacks than high attacks so sweep him if he's out of position. If you can block at least some of Zack's moves and counterattack intelligently, you'll have a much better chance of winning than if you just let loose offensively and hope for the best like he does.

#### 7.13. Ayane

Ayane has a lot of attack and combo attacks and with speed nearly equal to Kasumi's you are in for a tough fight. Don't let her get you in the air or she'll attack like crazy. Try to keep her at a distance with throws and attacks that will send her flying. Don't be afraid to counter or even hold one of her barrages even if you are predicting where the attack might hit. As long as you have more energy than Ayane you'll be fine and don't panic as if you do she'll overwhelm you. Kasumi's fighting style is similar to Ayane's and so what you can do to her can be done to you if you are not paying attention.

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### 8. Tag Teams

#### 8.1. Best Tag Teams

Kasumi Works effectively with the following characters as partners

Hayabusa - obviously her opposite number he is good at doing floater combos then letting Kasumi have a go to mop any remaining energy.

Gen-Fu - Although the old man isn't easy to work with again he can start a floater chain easily, let Kasumi get in for more hits then finishing the chain off with a move like the Side Bodycheck.

Leon - Because of Kasumi's Superlative speed Leon as the similar effect with strength. Unlike bass, who is stronger than him he can start a juggle and carry on with the combo letting Kasumi in to keep the floater going with an attack like the Getsurin. Also she can carry on with the attack.

Ayane - My personal favourite team and also my most used (about 200+ times) have more speed than an F1 car. quite literally they can pummel anyone who gets in their way quite sharpish.

Ein - A combination of what I have said with Leon and of Ayane as he is fast and strong. If you play your card's right you can have a chain of 20 + hits with the brother\sister combination.

Bass - Like Leon he can start off a juggle unfortunately he cannot keep one up for long. At that time you should switch to Kasumi as she's kinda great at Juggling

#### 8.2. Kasumi's Tag Attacks

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

Name	Command	Damage	Tagged with
Oborofluate	ttF+P+K	70	Hayabusa
Yougeki	ttF+P+K	70	Gen-Fu*
Oboro 2	ttF+P+K	64	Anyone Else*
Oboro 2	bbF+P+K	64	Everyone*

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9. Strange Kasumi's going on

Black ninja outfit.

If you complete the game in story mode once as Kasumi you'll get her C3 (the clone's outfit). Play story mode in this outfit and get to the part where you fight the clone. Hmm... That's strange she's wearing a black outfit!  
Complete the rest of story mode and you'll get that outfit as Kasumi's C4.

Kasumi Nude!

NOTE: This DOES NOT work for the PS2 Version of DOA2 so stop complaining to me!! Thanks to BollYellza for telling me (I hope I spelled name right!!)

You really need to be good with any character because you have to do survival mode and get into the top 5 (remember it's score that counts so go for combos, taunts and keep your health at Max the health Ups turn into points if you are at maximum health) and enter your name as REALDEMO. Save the game, restart and leave the game to go into demo mode. Instead of Tengu doing his manoeuvres (one of Ein's cutscenes) you'll see Kasumi in all her glory - topless and pantyless! ^\_^

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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](mailto: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 you're query is DOA2 related or I will 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 Website 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



