

QCF : D,DF,F HCF : B,DB,D,DF,F

WS : While leaving crouch or D,* (used for Ein)

The number of damage points is listed to the right of the combo.

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: 03) COMBO SYSTEM :
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- * Most combos start with a move that stuns, like everyone's jump, P or a standing move like Zack's U+K.
- * When a certain damage level is reached, your opponent falls down and only juggle moves will continue the combo.
The damage level for normal combos is 40, or 60 for a HI COUNTER.
- * Most launch moves, like Kasumi's U+K, only launch a stunned opponent or on a counter hit.
- * Some will launch outside of a combo or counter, but will knock your opponent too far away if used in a combo, like Bass' U+K.
- * A regular COUNTER will end a long combo earlier, while a HI COUNTER (anti-throw/air) will allow extra hits in combos and more damage.

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: 04) KASUMI :
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- (5) MID KICK REVERSAL - U+K - P,P,P,P 80
- (6) (P,P),P,P - F,F+P - DF,DF+K - F,F+P - UB+K 90
- (7) DF+P,P - F,F+P - DF+P - DF,DF+K - F,F+P - UB+K 104
- (9) COUNTER DF+P,P - P - DF,DF+K - dash - P,P,F+P,K,D+K 113
- (10) COUNTER D+K - DF+P - P+K - P - DF,DF+K - dash - P,P,F+P,K,D+K 113
- (10) U+K - P,P - P - DF,DF+P - P,P,F+P,K,D+K 100
- (10) Jump, P - P,P,P,P - U+K - P,P,P,P 73
- (10) U+K - P,P - P - DF,DF+K - dash - P,P,F+P,K,D+K 102
- (10) DF+K+Free - P,P,P - DF,DF+K - dash - P,P,F+P,K,D+K 102
- (10) HI COUNTER F,F+P - P,P - F,F+P - P - U+K - P,P,F+P,F+K 129
- (10) DF+P,P - F,F+P - DF+P - DF,DF+K - dash - P,P,F+P,K,D+K 122
- (12) (corner) last 2 hits of P,P,P,P - P,P,P,P - D+P - U+K - P,P,P,P 87

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: 05) ZACK :
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- (6) U+K - DF,DF+K - P,P,P,K 80
- (7) (corner) U+K - P,P,K,K,K,K 77
- (8) Jump, P - P,P,P - DF,DF+K - P,P,P,K 89
- (8) U+K - P,P - DF,DF+K - P,P,P,K 90
- (8) (corner) HI COUNTER DF,DF+K - DF,DF+K - P,P,hold D+K,K,K,K 110
- (9) COUNTER DF+P - P,P - P - F,F+K - P,P,P,K 101
- (10) Jump, P - P,P - P,P - DF,DF+K - P,P,P,K 85
- (11) HI COUNTER Jump, P - P,P - Jump, P - P,P - DF,DF+K - P,P,P,K 125
- (13) Jump P - P,P - P,P - dash - P - DF,DF+K - P,P,hold D+K,K,K,K 86
- (17) (corner) HI COUNTER D+P - P,P - P,P - D+P - P,P - P,P - DF,DF+K - P,P,hold D,K,K,K,K 121

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: 06) LEON :
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- (TH) U+P - DB+Free+P > D+Free+P 93
- (TH) U+P - D+Free+P > D+Free+P > D,D+Free+P 102
- (4) F,F+P - U+P - P - F+P+K 72
- (6) F,F+P - U+P - P - P,P,K / F+P,P,P 79/80
- (6) F+K - DF+P - DF+P - P,P,K 74
- (6) B+P - F+K - DF+P - P,P,K 75
- (7) F,F+P - DF+P - QCB+P - DF+P - P,P,K 95
- (7) QCB+P - P - QCB+P - DF+P - P,P,K 93
- (7) F+K - P,P - QCB+P - DF+K - P,P,K 92
- (10) Jump, P - P - Jump, P - P,P>QCB+P - DF+P - P,P,K 95
- (11) HI COUNTER Jump, P - P,P - Jump, P - P,P>QCB+P - DF+P - P,P,K 137

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: 07) GEN-FU :

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- (TH) QCF+Free+P - dash - D+P+K - D+K 62
- (6) COUNTER B+P+K - dash - D+P+K - F+P,P,P+K 106
- (7) Jump, P - P,P - Jump, P - P,P,P 56
- (7) B+P+K - DF+P - D+P+K - F+P,P,P+K 100
- (7) K+Free - P+K - D+P+K - F+P,P,P+K 100
- (7) COUNTER P+K - F+P - dash - D+P+K - F+P,P,P+K 109
- (7) COUNTER Hold F,K - F+P - dash - D+P+K - F+P,P,P+K 109
- (8) Jump, P - P - Jump, P - P - Jump, P - DF+P - P,P,P 72
- (8) F+K - P - DF,DF+P - D+P+K - F+P,P,P+K 100
- (8) Hold F,K - P - DF+P - D+P+K - F+P,P,P+K 100
- (8) COUNTER DF+P - P - DF+P - D+P+K - F+P,P,P+K 109
- (8) COUNTER DB+P - DF+P - dash - P - D+P+K - F+P,P,P+K 109
- (9) U+P - DF+K,P - dash - P - D+P+K - F+P,P,P+K 100
- (9) Hold DF,P - P,P - dash - P - D+P+K - F+P,P,P+K 100
- (9) COUNTER D+K - DF+P - P - DF+P - D+P+K - F+P,P,P+K 109

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: 08) HELENA :

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- (4) (Low Stance) - P+K - P,P,P 60
- (7) F+K,P - F+K,P - P,P,K 90
- (7) Jump, P - P,P - U+K - P,P,P 58
- (8) COUNTER UF+P,Free* - P - dash - UF+P,Free* - F+K,P - P,P,K 100
- (8) U+P - UF+P,Free* - dash - P - F+K,P - P,P,K 92
- (8) COUNTER B+P,P,Free* - UF+P,Free* - F+K,P - P,P,K 100
- (9) UF+P,Free* - P - dash - UF+P,Free* - P - F+K,P - P,P,K 92
- (9) COUNTER DF+P - P - UF+P,Free* - dash - P - F+K,P - P,P,K 100
- (9) Jump, P - P - Jump, P - P - Jump - P - U+K - P,P,P 70
- (9) COUNTER DB+P,P,P,P - UB+K - P,P,B+P,P 86
- (12) HCF+P - F+P,P - HCF+P - P+K - P,P,P 115
- (12) COUNTER QCF+P - F+P,P,P - DF+P - F+K,P - P,P,K 127

* move cancel

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: 09) BASS :

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- (3) U+K - DF+P+K - P 63
- (4) U+K - P,P,P 62
- (5) Jump, P - P,P - P,P,P 55
- (6) Counter DB+K - DF+K - DF,DF+P - P,P,K 86
- (6) P+K - DF+P - DF,DF+P - B+P,P,P+K 91
- (6) DF+P+K - DB+K - DF,DF+P - B+P,P,P+K 90
- (9) Jump, P - P,P - P,P - DF,DF+P - P,P,K 84
- (10) HI COUNTER Jump, P - P,P - P,P - DB+K - DF,DF+K - P,P,K 123

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: 10) TINA :

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- (6) UF+P - DB+P - F+K - F+P,P,P 80
- (6) DF,DF+K - P - Free+K - F+P,P,K 83
- (7) Jump, P - P,P,P - P,P,K 60
- (7) UF+K - P - DB+P - F+K - F+P,P,K 89
- (7+) B+K - P,Free - F+P - F+K - F+P,P,K - D+P 86+12
- (7+) COUNTER DF+P - P - DF+P - Free+K - F+P,P,K - D+P 97+12
- (8) Jump, P - P,P,P - UF+K - P,P,K 75
- (8) Jump, P - P,P,P,K - P,P,K 75
- (9) HI COUNTER DF+P - P,P - P,P - Free+K - F+P,P,K 125

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: 11) AYANE :

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- (5) DB+Free+K - P,P,P - P,P,P 65
- (7) F,F+K - P,P,P - P,P,P 71
- (7) Jump, P - P,P - P,P,K,K 61
- (7) MID KICK REVERSAL - U+P - P,P,F+P - P,P,F+P - Free+K 109
- (9) D+Free+K / back tunred D+P - P,P,F+P,P - dash - P,P,F+P,P 95/98
- (9) U+K / D+K+Free - DF+P - D+K - F+P,P - dash - P,P,F+P,P 100
- (10) COUNTER D+K - F+K - P,P - D+K - F+P,P - dash - P,P,F+P,P 107
- (12) (corner) HI COUNTER Jump, P - P,P - P,P - P,P - U+K - P,P,F+P,P 124

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: 12) EIN :
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- (5) F+P - UF+K - P,P,P 57
- (6) COUNTER F+P - DF+K - DF,DF+K - F+K,K,F+K 101
- (7) F+P - DB+K - DF+P - DF,DF+K - F+K,K,F+K 92
- (7) UF+K - P - F+P - DF, DF+K - F+K,K,F+K 92
- (7) COUNTER (U+P or DF+P) - P - DF+K - DF,DF+K - F+K,K,F+K 101
- (7) COUNTER DF+K - dash - P - DF+K - DF,DF+K - F+K,K,F+K 101
- (8) COUNTER F,F+P - P,P - DF+K - DF,DF+K - F+K,K,F+K 101
- (8) COUNTER DB+K - DF+K - dash - P - DF+K - DF,DF+K - F+K,K,F+K 101
- (8) COUNTER F+P - DF+P - WS+K - DF+P - P,P,F+P,K 106
- (9) Jump, P - P,P - P,P - B+K - P,P,P 75
- (9) Jump, P - P - Jump, P - P - Jump, P - DF+P - P,P,P 71
- (9) COUNTER (U+P or DF+P) - P - DF+P - WS+K - DF+P - P,P,F+P,K 106
- (9) COUNTER DF+K - dash - P - DF+P - WS+K - DF+P - P,P,F+P,K 106
- (9) F+P - DB+K - DF+P - WS+K - DF+P - P,P,F+P,K 97
- (9) UF+K - P - F+P - WS+K - DF+P - P,P,F+P,K 97
- (9) UF+K - P,P - P , UB+K - P,P,D+K,K 83
- (10) COUNTER DB+K - DF+P - dash - P - DF+P - WS+K - DF+P - P,P,F+P,K 106
- (10) COUNTER F,F+P - P,P - DF+P - WS+K - DF+P - P,P,F+P,K 106
- (11) HI COUNTER Jump, P - P,P - DF+P - P,P - DF,DF+K - DF+P - P,P,P 123
- (11) HI COUNTER DF+P - P,P - DF+P - P - WS+K - DF+P - P,P,F+P,K 141

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: 13) JANN-LEE :
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- (6) UF+K - P,D+P,P - UF+K,K 70
- (6) UF+K - P,P,P - UF+K - P+K 66/86
- (7) UF+K - B+K - UB+K - P,P,P,F+P 84
- (7) B+P - UF+K - P,P,F+P - UF+K,K 76
- (7) COUNTER B+P - UF+P - dash - UB+K - P,P,P,F+P 98
- (7) COUNTER DF+P - P - DF+P - UB+K - P,P,P,F+P 98
- (8) MID PUNCH REVERSAL - B+P - F+P - dash - P - UB+K - P,P,P,F+P 109
- (8) B+P - F+P - dash - P - UB+K -P,P,P,F+P 89
- (9) UF+K - P,P,P - UF+K - P,P,P,F+P 86/106
- (10) COUNTER D+K - P,P,P - DF+P - UB+K - P,P,P,F+P 98
- (10) MID PUNCH REVERSAL - P,F+P - P,P - B+K - UB+K - P,P,P,F+P 119
- (10) P,F+P - P,P - B+K - UB+K - P,P,P,F+P 99
- (10) Jump, P - P,P,P - P,P - DF+P - P,P,P 65
- (10) HI COUNTER DF+P - P,P - DF+P - P - UF+K - P,P,P,F+P 127
- (11) P,F+P - P,P - P,P,F+P - P,P,P,F+P 91
- (11) Jump, P - P,P,P - P,P,F+P - P,P,P,F+P 83
- (11) P,F+P - P,P,P - P - UF+K - P,P,P,D+K 86
- (13) HI COUNTER D+K - P,P,P - P,P,P - P - UF+K - P,P,P,F+P 127

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: 14) LEI-FANG :
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- (6) F+K - P,P - P,P,P 62
- (7) F+K - DF+K - F,F+K - DF+P,K,K,D+K 94
- (7) D,D+K - U+P - F,F+K - DF+P,K,K,D+K 98
- (7) QCF+P - F+P - F+P,K - P,DF+P,P+K 102
- (8) D,D+K - U+P - dash - P - F+P,K - P,DF+P,P+K 101

- (8) COUNTER U+P - F+P - DF+P - F+P,K - P,DF+P,P+K 109
- (8) COUNTER DB+P,Free - F+P - DF+P - F+P,K - P,DF+P,P+K 109
- (8) QCF+P - F+P - F,F+K - DF+P,K,K,D+K 98
- (8) D,D+K - U+P - dash - P - F,F+K - DF+P,K,K,D+K 97
- (8) COUNTER U+P - F+P - DF+P - F,F+K - DF+P,K,K,D+K 107
- (8) COUNTER DB+P,Free - F+P - DF+P - F,F+K - DF+P,K,K,D+K 107
- (9) F+K - P,P - dash - P - F+P,K - P,DF+P,P+K 102
- (9) F+K - P,P - dash - P - F,F+K - DF+P,K,K,D+K 98
- (10) Jump, P - P,P - P,P - DF+P+K - P,P,K,K 92
- (11) Jump, P - P - U+P - P,P - F+P,K - P,K,D+K 102

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 : 15) HAYABUSA :

- (7) COUNTER UB+P - DF+P - QCF+K - P,P,B+P,K 102
- (8) Jump, P - P,P - P,P,K,K,K 60
- (8) COUNTER DF+P - P - DF+P - QCF+K - P,P,B+P,K 102
- (9) U+P - P,P,P - QCF+K - P,P,B+P,K 94
- (9) COUNTER D+K - DF+P - UB+P - P - QCF+K - P,P,B+P,K 101
- (10) Jump, P - P,P,P - U+K - P,P,K,K,K 85
- (10) HI COUNTER DF+P - P,P - DF+P - P - QCF+K - P,P,B+P,K 134

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 : 16) TAG TEAM COMBOS :

To do "tag combos", stun or launch your opponent and then IMMEDIATELY tag in your partner. These are the hardest combos in the game to do, and with good reason.

LEON / ZACK

- (11) HI COUNTER Jump, P - P,P - Jump P - P,P>QCB+P - Zack - P,P,P,K
- (14) (Zack) Jump P - P,P - P,P - dash - P - DF,DF+K - P,P,F+P,P - Leon - P,P,K

HELENA / KASUMI*

- (18) HCF+P - F+P,P - HCF+P - D+P+K - B+K,K - Kasumi* - P,P,UB+K - Helena - D+P+K - P,P,K

* Sub Jann-Lee and P,P,F+P, or for 19 hits Zack's P,P,F+P,P.

JANN-LEE / ZACK

- (17) HI COUNTER D+K - P,P,P - P,P,P - P - UF+K - Zack - P,P,F+P,P - Jann - P,P,P,F+P

ZACK / KASUMI

- (20) HI COUNTER Jump, P - P,P - P,P - dash - P,P - DF,DF+K - Kasumi - P,P,UB+K - Zack - P,P,F+P,P - Kasumi - P,P,F+P,K,D+K

KASUMI / HAYABUSA

- (9) U+K - Hayabusa - P,P - Kasumi - P - Hayabusa - HCF+K - Kasumi - DF,DF+P - D+P - (Hayabusa) - D,B+K - P+K

EIN / KASUMI

- (8) UB+K - Kasumi - P,P,UB+K - Ein - P,P,F+P,D+K
- (13) DB+K,P - P,P - DB+K,P - Kasumi - P,P,UB+K - Ein P,P,F+P,D+K
- (13) Jump, P - P,P - Jump, P - P - UB+K - Kasumi - P,P,UB+K - Ein - P,P,F+P,D+K
- (13) Jump, P - P - Jump, P - P - Jump, P - UB+K - Kasumi - P,P,UB+K - Ein - P,P,F+P,D+K

KASUMI / EIN

- (9) U+K - P,P - P - DF,DF+P - Ein - P,P,F+P,D+K
- (12) U+K - P,P - P - DF,DF+P - P,P,UB+K - Ein - P,P,F+P,D+K
- (12) Jump, P - P - Jump, P - P - Jump, P - Ein - P,P,F+P,K/D+K
- (13) Jump, P - P,P,P,P - DF,DF+P - P,P,UB+K - Ein - P,P,F+P,D+K

HAYABUSA / JANN-LEE

- (20) U+P - Jann - P,P - Hayabusa - P,P - Jann - UF+K - Hayabusa - P,P,B+P - Jann - P,P,F+P - Hayabusa - FC,B+K - Jann - P,P,F+P - Hayabusa - FC,B+K - Jann - P,P,F+P - Hayabusa - UB+K

HAYABUSA / EIN

(Hayabusa) U+P - Ein - P,P - Hayabusa - P,P- Ein - UB+K - Hayabusa then...
(12) ...P,P,B+P - Ein - P,P,P 89/106
(10) ...P,P,B+P,K 93/113
(13) ...P,P,B+P - Ein - P,P,F+P,D+K 93
(13) ...P,P,B+P - Ein - P,P,F+P,K 94/111
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