

# Fighting Vipers 2 (Import) FAQ/Move List

by Fenix

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Fighting Vipers 2 for Dreamcast FAQ / Moveslist, revision 0.30 (see "Whats New" for details)

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1. Whats New

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:3-6-01: Rev .30

-(Section 3) Added a note about wall juggling.

-(Section 5e) Finished "Emi" Character section.

-(Section 5f) Added "Grace" Character section.

-(Section 5) Changed "Landing Punt" to 'Flare Toe' for most of the characters.

-(Section 6) Added Suggestions on un-locking the hidden characters.

:2-27-01: Rev .20

-(Section 2) Modified a bit, less verbose.

-(Section 3) Added a few new attack conventions for some of Charlie's moves.

-(Section 3) Added a few new attack conventions for some of Del Sol's moves.

-(Section 4d) Added a touch about the armor color gauge.

-(Section 5c) Added "Charlie" Character section.

-(Section 5d) Added "Del Sol" Character section.

-(Section 5e) Started "Emi" Character section.

:2-21-01: Rev .10

-(Section 2) Added shameless request. . .

-(Section 3) Added a few new attack conventions for some of B.M.'s moves.

-(Section 4) Divided into sections (a,b,c,. . . etc.)

-(Section 4a) Updated a bit.

-(Section 4b) Updated a bit.

-(Section 5a) Slight Updates / Modifications to Bahn's moveslist and profile.

-(Section 5b) Added "B.M." Character section. Charlie is next.

-(Section 8) Revised a bit.

-(Section 9) Added new credit.

:2-19-01: Rev .01

-Uhm, everything. . . this being first revision.

2. Fenix's Introduction

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I'm not the strongest Fighting Vipers2 player (I never even played the arcade FV2), I only know what I hear from the winds, and what I find on my own, since I live in a small cave secluded from humanity. I am writing this faq primarily because there are almost no other information sources for the Fighting Vipers series on the net. It's not much, but please don't steal my crap, feel free to put it on your page, put it in your strategy guide, put it in your magazine, put it in whatever, just make sure my name and e-mail address finds it's way there too. That is all I ask, and without further ado; here goes nothing. If anyone wants to send an ascii art, or something to help spruce this thing up, I'd be much obliged and give full credit.

### 3. FAQ Key / Legend

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Move Descriptions are as thus:

Input - Attack Name [Flags]

#### Input Conventions:

f = Tap Forward  
F = Hold Forward  
b = Tap Backward  
B = Hold Backward  
u = Tap Up  
U = Hold Up  
d = Tap Down  
D = Hold Down  
df = tap Down + Forward  
DF = Hold Down + Forward  
uf = tap Up + Forward  
UF = Hold Up + Forward  
n = Neutral, press no direction  
N = Neutral, press no direction or button

QCF = Quarter Circle Forward Motion, press d,df,F.

QCB = Quarter Circle Back Motion, press d,db,B.

HCF = Half Circle Forward Motion, Press b,db,d,df,F.

HCB = Half Circle Backward Motion, Press f,df,d,db,B.

P = Punch

K = Kick

G = Guard

[ = Hold previous button down while doing this

] = Release button currently being held

, = A pause between button presses

+ = Press these buttons together

[Close] = Characters must be touching each other

[Opp] = Indicates enemy character must be in a particular condition

[You] = Indicates your character must be in a particular condition

-Left = Must be facing opponents left side

-Right = Must be facing opponents right side

-Duck = Must be crouching

-Back = Must have back to the opponent

-Wall = Must have back to the wall

-Down = Laying prone on the ground

-Air = Must be in the air

#### Attack Name Conventions:

-> = One move that leads into another, not necessarily a combo.

"" = A name I've homemade for a move, official name unknown.

?? = A move whose name / description I do not know.

#### Flags Conventions:

[S] = A move that stuns the opponent.

[J] = A move that launches the opponent into the air long enough for juggling.

NOTE: Up against the wall, almost any attack that knocks down the opponent, will launch high enough to juggle.

[A] = A move that will bust a piece of armor off if it hits.

[G] = This move will automatically guard non-[A] attacks without stopping.

[!] = This move is unblockable.

#### 4. Basic Gameplay

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a. Movement

b. Attack

c. Defense

e. The Wall

f. Super KO Attacks

##### 4a. Movement:

Fighting Vipers 2 is a 3d fighter, but unlike most 3d fighters, there is no basic sidestep, only sidestepping attacks. Basic movement is restricted to forward, and backward, jumping and crouching. Players can jump forwards, and backwards, or straight up. Dashing can be accomplished by tapping forward or backward twice rapidly, holding it on the second press. Characters will automatically start to dash after the controller is held in a particular direction for a few steps. The fighting area is encased in a giant ring however, that restricts movement beyond it's boundaries. When knocked down, you can roll forward, backward, away from the camera, or towards the camera by pressing that respective direction on the controls. In the air, there is no 'control' like Soul Calibur, but each character can execute an 'Air Recovery' to right him/herself when damaged in the air.

##### 4b. Attack:

Fighting Vipers 2 has two main attack buttons, (P)unch (which punches, usually) and (K)ick (which kicks, usually). Used in conjunction with the other buttons, directions, dashing, jumping, etc, each of these buttons can produce a variety of attacks, the specifics of which will be covered later. Pressing Punch and Guard simultaneously will make your character reach out for a 'throw'. Throws are not blockable, but they can be avoided, either by jumping, or crouching, or simply smacking the enemy while he's reaching for you. Most characters have additional throws which have other parameters and benefits, which will be covered shortly.

##### 4c. Defense:

All attacks (except throws) can be blocked by holding the (G)uard button. High, and Air attacks will all be blocked in this manner, but Low attacks must be blocked low, by guarding and holding down on the controls. By blocking an attack, you take no damage, but you cannot attack while blocking, and after blocking an attack, you will stun for a brief moment which may allow the opponent to force you to block more. Another more advanced block is done by pressing all 3 buttons (P,K,and G) simultaneously. This will cause your character to do his / her blocking animation for a second or so, but with a small energy shield over them. If the opponent hits you during this brief period of time, you will suffer no block stun, and be awarded a free second or so to counterattack the opponent. Lastly, if you are launched into the air by your opponent, you can recover from falling by pressing all 3 buttons (P,K and G) in mid air. This will cause your character to flip over and land on his or her feet rather than on their back. Warning: There is no defense in the air, recovery or no, sometimes doing the air recovery will leave you more vulnerable

to attack than if you'd just fallen to the floor.

#### 4d. Armor:

Each character in FV2 wears armor. Armor covers the entire body in two spots, the higher portion, and lower. Everytime a character is hit, wether it be high or low, armor takes damage. When a part of your armor has taken enough damage it begins to flash green on the armor picture next to your life bar. This means that if you are hit with an [A] attack in that piece of armor, it will explode off of you and be lost for the rest of the match. Once you have lost a part of your armor, that part of your body will take more damage and that part of your body on the armor picture will be flashing red. Also, the less armor you have, the further you will be launched into the air if hit by a [J] move. Some characters (Sanman) have stronger armor than others (Candy). Eventually, I'll put in a table here indicating the strength's of each characters armor. One important thing to note, is that you cannot do your character's Super KO attack unless all of your armor is gone (IE: Armor picture is flashing blue, and your character is mostly nekkid). I suppose that is included so that a character without armor can score a thrilling comeback victory. Each character can remove all his / her armor in an instant by pressing f,b,f,b+P+K+G. This can do a small amount of damage to the opponent, and if the opponent is killed with it, it has the same effect as a Super KO attack. Note that after your Super KO has been used, your Armor picture turns to red instead of blue.

#### 4e. The Wall:

As mentioned before, the entire fighting arena is enclosed within an inescapable wall. When a character is hit or thrown against the wall (several attacks do nothing but launch the opponent into the wall) he / she will take damage. In addition, up against the wall, you can hit the opponent with your mightiest attack and not worry about them flying away from you, thus allowing more powerful hits in a juggle combo. The wall can also be jumped off of, by merely pressing the opposite direction of the wall while you are jumping in it's direction. Lastly, some characters have the ability to leap to the top of the wall, and come down from an exceptional height at will. Another interesting fact about the wall, is that the killing blow, or any subsequent blows after the killing blow can shatter the wall to pieces or launch the loser up over the edge of the wall, sometimes with surprising results.

#### 4f. Super KO Attacks:

Every character in FV2 is armed with a 'Super KO Attack'. The effectiveness and name of these attacks vary from character to character but the effect is always the same. Use this attack as the final blow to any given round, and your opponent will be flung through the wall, while the screen fades out. When it fades back in, he or she will fall victim to a horrible fate, such as being eaten by a dinosaur, or falling into a city that is about to be hit by a massive meteor or something to that effect. The actual event that takes place is dependent on what stage you are battling on. Eventually I will put up a table listing all the stages and what the Super KO Effect is (As soon as I see them all). A few notes however. Killing the opponent with a Super KO attack counts as 2 rounds, so if you are playing best 2 out of 3, and you Super KO the opponent in the first round, you win the entire match just like that. A Super KO attack can only be done when you have no armor on at all. Lastly, you get only 1 Super KO per match. After losing all your armor, the words 'Super KO' will appear over your life bar. This means that it can be performed. Once it is used (wether you hit, miss, get blocked, are interrupted, or whatever) the words disappear, and you are without it until the next match. Also, the strength and speed of the Super KO Attack vary from character to character as well. B.M. for instance, has a very fast and powerful Super KO, will Grace's Super KO is super slow, and does pathetic damage. To execute the Super KO, lose your armor, and press f+P+K+G.

## 5. Character Info

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- a. Bahn
- b. B.M.
- c. Charlie
- d. Del Sol
- e. Emi
- f. Grace
- g. Honey
- i. Jane
- j. Kuhn
- k. Mahler
- l. Picky
- m. Raxel
- n. Sanman
- o. Tokio

### 5a. Bahn

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#### :Profile:

Bahn is the butt-whooping 'Ryu' of this game. That is to say, he is the staple of Fighting Vipers, no one can claim they know what FV is if they've never seen the shoulder pads and hat that this man wears. I'd say he's definately one of the better in FV2, it seems he's a bit stronger in comparison to his FV1 performance, but he seems to have lost some speed, and some of his moves don't launch / juggle like they used to. His strength lies in hitting the opponent hard, not necessarily fast, seeing as he has no button mash combos. Personally, he's my second favorite.

#### :Basic Techniques:

P	- One's Fist	
f+P	- "Elbow"	
F+P	- Super Straight	[A]
f,f+P	- "Stepping Elbow"	
f,f+P,f+P	- "Stepping Elbow" -> "Elbow"	
f,f+P,b,f+P+K	- "Stepping Elbow" -> "Shoulder Tackle"	[A]
d+P	- One's Sitting Fist	
df+P	- "Uppercut"	[J]
b+P	- "Power Elbow"	[A] [G]
db+P	- "Sweeping Arm"	[A] [G]
db,d,df+P	- "Power Sweeping Arm"	[A]
b,f+P	- "Dodging Elbow"	
f,d,df+P	- Dragon Upper	
f,d,df+P,f,d,df+P	- Double Dragon Upper	
b,d,db+P	- "Uppercut"	[A] [G]
b,d,db+P,P	- "Uppercut" -> Dragon Upper	[A] [G]
b,d,db+P,f,d,df+P	- "Uppercut" -> Super Straight	[A] [G]
D,df+P	- "Crouching Upper"	[J]
D,n+P	- Standing Upper	
P+K	- Super Hook	[A]
P+K,G,P	- Super Hook Feint -> "Sweeping Arm"	
P+K,G,K	- Super Hook Feint -> "Hook Kick"	
b+P+K	- Back Elbow	
f+P+K	- Pit of the Stomach	[S]
df+P+K	- "Launching Shoulder"	[J]
db+P+K	- "Spinning Elbow"	
db+P+K,P	- "Spinning Elbow" -> Pit of the Stomach	
d+P+K	- "Headbutt"	
d+P+K,P	- "Headbutt" -> "Rising Fists"	[J]

b,f+P+K - "Shoulder Tackle" [A]  
b,f,f+P+K - "Steeping Shoulder Tackle" [A]  
K - Kick  
f+K - "Kick"  
df+K - Yakuza Kick  
d+K - Low Kick  
f,f+K - Swift Kick [J]  
K+G - "Hook Kick"

:Throw Techniques:

[You -Left][Close] P+G - ??  
[You -Right][Close] P+G - ??  
[Close] P+G - "Irish Whip"  
[Close] P+G,b,b+P+G - "Irish Whip" -> Moment Risk  
[Close] f+P+G - Excitement  
[Close] db+P+G - Vacuum  
[Close] b+P+G - Knocking Down  
[Close] b,f,f+P+G - Large Minded Frank [J]  
[Opp -Duck][Close] df,df+P+G - ??  
[Opp -Wall][Close] f+P+G - Excitement  
[Opp -Wall][Close] P+G - Wholesale  
[You -Wall][Close] P+G - Tag Hand Wall Crash  
[Opp -Back][Close] P+G - Pelvis Crack

:Jumping Techniques:

u+P - Knuckle Hammer  
u+K - Rolling Sobat  
uf+K - Rolling Sobat  
U+P - Knuckle Hammer  
U+K - Jumping Toe [J]  
u,K - Jump Toe Kick  
u,d+K - Low Cutting Kick  
U,n,K - Air Rolling Sobat  
U,N,K - Flare Toe [J]  
U,n,d+K - Air Diving  
U,N,d+K - Flare Kick  
U,f+K - Reception Desk Air Kick  
U,b+K - Backing Air Kick  
U,P - Knuckle Hammer

:Dash Techniques:

f,F,P - Dash Straight [S]  
f,F,K - Dash Knee  
f,F,d+K - Sliding Kick [A]  
f,F,P+G - Running Tackle [A]  
f,F,P+K - "Dash Shoulder" [A]  
f,F,uf+K - Running Jump Kick [J]

:Back Turned Techniques:

[You -Back] P - Turn Knuckle  
[You -Back] d+P - "Turning Low Knuckle"  
[You -Back] K - Turn Roll Kick  
[You -Back] d+K - Turn Sirloin Pin Kick  
[You -Back] u+K - Turn Sobat

:Down Techniques:

[Opp -Down] d+P - "Down Punch"  
[Opp -Down] d+P,P - Requiem  
[Opp -Down] d+K - "Bitch Kick"  
[Opp -Down] u+P - Suicide Attack

:Super KO Technique:  
f+P+K+G - Great Canon

5b. B.M.

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:Profile:

B.M. ('Big Mahler' or Big Maul as I like to call him) is the proverbial 'boss' of Fighting Vipers 2. He's fast, powerful, and has some really long strings that combo from the first hit. I consider him and anyone who uses him religiously 'cheap'. Most of this is okay, because he's the final boss of the game, which means he should be tough, and he has to be unlocked to become playable. Anyways, unlike the original Fighting Vipers he and Mahler (The 'normal' version of him) are relatively different from each other in effectiveness. B.M. must be unlocked to be used, please see Section 6 (Secrets).

:Basic Techniques:

P	- Iron F.I.S.T.	
P,K	- "PK Combo"	
P,K,P	- Iron Bomber	[J]
P,P	- "PP Combo"	
P,P,f+P	- Switch Upper	[S]
P,P,P	- Strong Upper	[J]
P,P,K	- "PPK Combo"	
P,P,f+K	- Attack Combo I	
P,P,f+K,K	- Metal Crash	
P,P,f+K,P	- Attack Combo II	
P,P,f+K,P,f+P	- Attack Combo III	[S]
P,P,f+K,P,f+P,HCF+P	- Mad Ceremony	[A]
d+P	- Low Fist	
d+P,K	- "Low PK Combo"	
f+P	- Heavy Blowing Out	
f+P,P	- Blowing Out Combo I	
f+P,P,K	- Barret Style	
f+P,P,K,P	- Heavy Barret	[J]
f+P,P,P	- Blowing Out Combo II	
f+P,P,P,f+P	- Blowing Out Combo III	[S]
f+P,P,P,P	- Non-Stop F.I.S.T.	[J]
f+P,P,P,K	- "Blowing Out PPK Combo"	
f+P,P,P,f+K	- Barret Combo I	
f+P,P,P,f+K,K	- Army Bruise	
f+P,P,P,f+K,P	- Barret Combo II	
f+P,P,P,f+K,P,f+P	- Barret Combo III	[S]
f+P,P,P,f+K,P,f+P,HCF+P	- Seven Pistols	[A]
b+P	- "Power Fist"	[A][G]
b,f,f+P	- Big Viper	
HCF+P	- Death's Finale	
K	- High Kick	
K,P	- High Smash	
K,P,K	- High Blur Iku	
K,P,K,P	- Full Blake	[J]
K,P,P	- Machine Gun March	
K,P,P,f+P	- Wild Charge	[S]
K,P,P,P	- Machine Gun Rush	
K,P,P,K	- "KPPK Combo"	
K,P,P,f+K	- "K Attack Combo I"	
K,P,P,f+K,K	- "Organ Breaker"	
K,P,P,f+K,P	- "K Attack Combo II"	
K,P,P,f+K,P,f+P	- "K Attack Combo III"	[S]

K, P, P, f+K, P, f+P, HCF+P	- Cancer Cascade	[A]
K, K	- High Double Kick	
f+K	- Cancer Fire	[S]
df+K	- Twister Leg	
df+K, K	- Underground Twister	
df+K, K, K	- Gracious Twister	
df+K, K, K, P	- Splitter Ruined I	
df+K, K, K, P, P	- Splitter Ruined II	
df+K, K, K, P, P, P	- Splitter Ruined III	[J]
df+K, K, K, P, P, P, f+P	- Twister Combo	[S]
df+K, K, K, P, P, P, P	- Twister Rush	
df+K, K, K, P, P, P, f+K	- Dancing Murder I	
df+K, K, K, P, P, P, f+K, K	- "Chronics Typhoon"	
df+K, K, K, P, P, P, f+K, P	- Dancing Murder II	
df+K, K, K, P, P, P, f+K, P, f+P	- Dancing Murder III	[S]
df+K, K, K, P, P, P, f+K, P, f+P, HCF+P	- Endless Pain	[A]
df+K, K, K, P, P, K	- Cancer Parade	
df+K, K, K, P, P, K, K	- Over Blood	
df+K, K, K, P, P, K, P	- Cancer Parade II	
df+K, K, K, P, P, K, P, P	- Cancer Parade III	[S]
df+K, K, K, P, P, K, P, P, P	- Blood Sea	[A]
db+K	- Showtime	[A] [G]
b+K	- Sedona Impact	[A] [G]
u, d+K	- Guillotine Leg	
u, d+K, K	- Roll Free Leg	[J]
u, d+K, K, P	- Crack Combination	
d+K	- Stan Kick	
[You -Wall] b, b+K+G	- Turn Escape	
b+K+G	- SPETSNAZ Knee	[A] [G]
db+K+G	- Viper Tail	
db+K+G, K	- Viper Fang	
db+K+G, K, P	- Viper Rance I	
db+K+G, K, P, P	- Viper Rance II	
db+K+G, K, P, P, P	- Viper Rance III	
db+K+G, K, P, P, P, f+P	- White F.I.S.T.	[S]
db+K+G, K, P, P, P, P	- Black Nail	[J]
db+K+G, K, P, P, P, f+K	- Dragon Tail I	
db+K+G, K, P, P, P, f+K, K	- Hydra Combo	
db+K+G, K, P, P, P, f+K, P	- Dragon Tail II	
db+K+G, K, P, P, P, f+K, P, f+P	- Dragon Tail III	[S]
db+K+G, K, P, P, P, f+K, P, f+P, HCF+P	- Salamander Combo	[A]
db+K+G, K, P, P, K	- Iron Beast I	
db+K+G, K, P, P, K, K	- Wild Soldier	
db+K+G, K, P, P, K, P	- Iron Beast II	
db+K+G, K, P, P, K, P, P	- Iron Beast III	[S]
db+K+G, K, P, P, K, P, P, P	- "Hangregolgonz"	[A]
d+K+G	- Snake Tail	
d+K+G, d+K	- Twin Head	
d+K+G, K	- Snake Fang	

:Throw Techniques:

[Close] P+G	- Baring Slowness	
[You -Right][Close] P+G	- Frank Slum	
[You -Left][Close] P+G	- Frank Drop	
[Close] d+P+G	- Brain Buster	
[Close] b, f, b+P+G	- Bridge Destroyer	
[Close] HCB+P+G	- Power Twister	
[Close] HCF+P+G	- Back Bone Crusher	
[Opp -Wall][Close] P+G	- Giant Weight	
[You -Wall][Close] P+G	- Iron Cage	



[Opp -Back][Close] P+G - "Back Drop"  
[Opp -Duck][Close] df,df+P+G - Face Crusher

:Jumping Techniques:

u+P - Jump Hammer  
u+K - Rolling Sobat  
U+P - Thrust Punch Air  
U+K - Jumping Toe [J]  
u,K - Pogo Kick  
u,d+K - Low Cutting Kick  
U,n,K - Air Rolling Sobat  
U,n,d+K - Air Diving  
U,N,d+K - Flare Kick  
U,N,K - Flare Toe [J]  
U,f+K - Reception Desk Air Kick  
U,b+K - Backing Air Kick  
U,P - Jumping Hammer  
U,P+K+G - Down Hammer

:Dash Techniques:

f,F,P - Running Straight [S]  
f,F,K - Running Knee  
f,F,d+K - Sliding Kick [A]  
f,F,P+K - Run Heavy Straight [S]  
f,F,P+G - Dynamite Tackle [A]  
f,F,K+G - Running Knee Press  
f,F,P+K+G - Running Knee Attack

:Back Turned Techniques:

[You -Back] P - Shadow F.I.S.T.  
[You -Back] P,P - Reverse Mode I  
[You -Back] P,P,K - Reverse Mode II  
[You -Back] P,P,K,P - Reverse Mode III [J]  
[You -Back] P,P,P - Shadow Blowing Out  
[You -Back] P,P,P,f+P - Shadow Switch Upper [S]  
[You -Back] P,P,P,P - Shadow Strong Upper [J]  
[You -Back] P,P,P,K - Black Combo  
[You -Back] P,P,P,f+K - Shadow Style I  
[You -Back] P,P,P,f+K,K - "Denjaras Shadow"  
[You -Back] P,P,P,f+K,P - Shadow Style II  
[You -Back] P,P,P,f+K,P,f+P - Shadow Style III [S]  
[You -Back] P,P,P,f+K,P,f+P,HCF+P - Black Monster [A]  
[You -Back] d+P - Under Nail  
[You -Back] d+P,K - "Under PK Combo"  
[You -Back] K - High Shadow Kick  
[You -Back] d+K - Shadow Stan Kick

:Down Techniques:

[Opp -Down] u+P - False Start Devil  
[Opp -Down] d+K - "Bitch Kick"

:Super KO Technique:

f+P+K+G - "Restless Raven"

5c. Charlie

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:Profile:

Charlie is one of the new guys introduced in Fighting Vipers 2. He wields a little bike, that he wears on his back, oddly enough. As strange as this sounds, it is still not as strange as Emi's 'weapon' (one of the other new

characters). Despite the fact that it looks a bit peculiar to fight a guy whose riding around on a bike, Charlie is one of the better characters, and has a lot of very effective attacks, and strings.

:Basic Techniques:

[Off Bike]

P - Beat 1  
P,P - Beat 2  
P,P,P - Acid Beat  
P,P,P,K - Acid Beat -> Knee  
F+P - Acid Jab  
P,f+P - Double Rush  
P,n,f+P - Double Rush  
P,f+P,P - Triple Rush  
P,f+P,P,K - Triple Rush -> Heel Drop [S]  
P,f+P,P+K+G - Rush -> [You -Back]  
f+P - Elbow  
f+P,P - Double Elbow  
f+P,P,K - Double Elbow -> Knee [J]  
f+P,P,f+K - Bar Hop -> [On Bike]  
f+P,P,b+K - Bar Hop Flip -> [You -Back][On Bike]  
df+P - Upper [J]  
df+P,K - Funky Heel  
d+P - Sit Jab  
b+P - Block Upper [A][G][J]  
D,n+P - Standing Upper  
K - High Kick  
K,K - High Time [J]  
f+K - Reception Desk Kick  
df+K - "Fluke"  
df+K,K - "Fluke 2"  
df+K,K,P - "Fluke 2" -> Elbow  
df+K,K,d+K - Double Reception Desk Kick -> Sirloin Pin Kick  
d+K - Beat  
d+K,K - Low [J]  
db+K - Block Blake [A][G]  
b+K - Block Knee [A][G]  
ub+K - "Somersault" -> [On Bike] [J]  
u+K - Coin  
u,d+K - Heel Drop [S]  
QCF+K - High Spin Kick  
D,n+K - Stand Heel  
D,n+K,K+G - Stand Heel Drop [S]  
d+P+K - Tumbling [S]  
d+P+K,d+K - Fakie Tumbling  
b+P+K - Club Elbow  
P+K - Swing Charlie  
P+K,P - Double Swing Charlie  
P+K,P[n,n] - "Uncle Death" [!]  
K+G - Funky Knee [J]  
b+K+G - Backing Flip [J]  
db+K+G - Backing Flip -> [On Bike] [J]  
d,d - [On Bike]

[On Bike]

P - Ride Jab  
d+P - Tail Hop  
f+P - 360  
df+P - Wrecking Hammer  
K - Burley -> [Off Bike] [J]

K[n,n,n] - Wheelie -> Burley -> [Off Bike] [J]  
 f+K - Reception Desk Hop Boomerang  
 b+K - Backing Hop Boomerang  
 P+K - "Big Wheel"  
 d+P+K+G - Sprint Position  
 P+K+G - Caboose  
 P+K+G,P - Low Caboose Footer -> [Off Bike]  
 P+K+G,f+P - Crazy Hitchhiker -> [Off Bike]  
 P+K+G,f+P,P - "Over Za Head" -> [Off Bike]  
 P+K+G,f+P,P,P - Overhead Swing Charlie -> [Off Bike]  
 P+K+G,f+P,P,P[n,n] - "Overhead Uncle Death" -> [Off Bike]  
 P+K+G,K - Caboose Attack -> [Off Bike]  
 P+K+G,d+K - Caboose Bottom Attack  
 [You -Back] b+K - Hang Glider  
 [You -Back] b+K,K - Double Hang Glider

:Throw Techniques:

[Close] P+G - Wall Slowness  
 [You -Left][Close] P+G - ??  
 [You -Right][Close] P+G - ??  
 [Close] d+P+G - Gyro Driver  
 [Close] b+P+G - Flip Screwdriver  
 [Close] QCF+P+G - 180 Screwdriver  
 [Close] HCB+P+G - Circus Charlie  
 [Opp -Duck][Close] df,df+P+G - Stinger Slowness  
 [Opp -Duck][Close] df,df+P+G,P+K+G - Stinger Obtaining  
 [On Bike][Opp -Wall][Close] P+G - Evil Wheelie  
 [Opp -Wall][Close] P+G - Wall Press  
 [You -Wall][Close] P+G - Shoulder Press  
 [Opp -Back][Close] P+G - Can Can  
 [You -Air][Opp -Air][Close] b+P+K+G - Rocket Air

:Jumping Techniques:

u+P - Jump Hammer  
 U+P - Jump Hammer  
 U+K - Jumping Toe [J]  
 u,K - Pogo Kick  
 u,d+K - Low Cutting Kick  
 U,n,K - Air Rolling Sobat  
 U,N,K - Flare Toe [J]  
 U,N,d+K - Flare Kick  
 U,n,d+K - Air Diving  
 U,f+K - Reception Desk Air Kick  
 U,b+K - Backing Air Kick  
 U,P - Jump Hammer

:Dash Techniques:

f,F,P - Running Straight [S]  
 f,F,K - Running Knee  
 f,F,d+K - Slider Drift [A]  
 f,F,P+G - Running Tackle [A]

:Back Turned Techniques:

[You -Back] P - Turn Beat  
 [You -Back] d+P - Turn Elbow  
 [You -Back] K - Turn Kick  
 [You -Back] K,K - Turn Knee  
 [You -Back] d+K - Sirloin Pin Kick Turn  
 [You -Back] u+K - Turn Sobat

:Down Techniques:

[Opp -Down] d+K - Twist Stamp  
[Opp -Down] d+K,K - Double Twist Stamp  
[Opp -Down] d+K,K,K - Stamping Back Roller  
[Opp -Down] u+P - "Sin Turn"

:Super KO Technique:

f+P+K+G - Superman

5d. Del Sol

-----

A hidden character in the truest sense of the word. His demeanor is that of a Mexican Wrestler of some sort (I beleive Del Sol means 'the sun' in spanish), but unfortunately he shares a lot of moves / strategy with Mahler and B.M.. Not that he doesn't have plenty of it's own, I was just expecting a slightly more 'interesting' character from a guy who wears a Sun on his head. Del Sol must be unlocked to be used, please see Section 6 (Secrets).

:Basic Techniques:

P - Strong Fist of the Sun  
P,P - Body Blowing out of Gust  
P,P,P - Uppercut of Thundercloud [J]  
P,P,f+P - Uppercut of Dark Clouds [S]  
P,P,K - High Drizzle Combo Kick  
P,K - Spring Rain Change Attack  
P,K,P - Switch Upper of Downpour [J]  
d+P - Low Fist of Spring Water  
f+P - Gust Elbow  
f+P,P - Gale Elbow  
f+P,P,P - Gust Tornado -> [You -Back]  
df+P - Strong Upper of Night Sky  
HCF+P - The Sun Fist  
HCF+P[n,n] - The Sun Fist [MAX]  
b+P - Blocking Straight in the Earth [A] [G]  
P+K - Rock Hook  
P+K - Hook Upper of Taiki [J]  
b+P+K - Slow Hook in Ridge Line  
b+P+K,P - Range of Mountains Style Uppercut  
b+P+K,P,P - Range of Mountains Double Upper  
K - High Kick  
f+K - Rotation of Satelite -> [You -Back]  
f+K,f,b+P+G - Revolution in Fixed Star  
K,P - Change Combo I in Gold Mine  
K,P,P - Change Combo I in Mine  
K,P,P,P - Change Combo III in Snow Mountain [J]  
K,P,P,f+P - Change Combo IV in Volcano [S]  
K,P,P,K - Attack Dance of Takebayashi  
K,P,K - Attack Combo I in Jungle  
K,P,K,P - Attack Combo II in Sea of Trees [J]  
K,K - High Sidekick of Large River  
df+K - Accelerator Roll in Rapid Stream  
df+K,K - High Double Acceleration of Swift Current  
d+K - Low Kick of Riverbed  
d+K,K - High Kick Combo in the Bottom of a Lake  
db+K - Block Blake of Ebb Tide [A] [G]  
K+G - Joke Rake Kick of Moonlight Night [J]  
f+K+G - Heel Dropkick of Shooting Star  
f+K+G,d+K - Kick Combo in Star Hollow  
f+K+G,d+K,K - High Kick Combo I in Mercury  
f+K+G,d+K,K,K - High Kick Combo II in Venus

f+K+G,d+K,K,df+K - High Kick Combo III in Jupiter  
df+K+G - Spin Sidekick at New Moon  
f,f+K+G - Strong Leg Canon in the Wilderness  
db+K+G - Low Spin Kick of Shimizu  
d+K+G - Body Press of Desert -> [You -Back]

:Throw Techniques:

[Close] P+G - "Push to Wall"  
[You -Right][Close] P+G - Light Turn Steiner of Young Leaves  
[You -Left][Close] P+G - ??  
[Close] f+P+G - Problem Blee Car of Grove  
[Close] db+P+G - Front Suplex of Plain  
[Close] d+P+G - Large Cataract Brainbuster  
[Close] QCF+P+G - Peanut Crash of Lightning  
[Close] d,d+P+G - Jump Suplex of Meadow  
[Close] b+P+G - Spin Suplex of Snowfield  
[Close] b,f,b+P+G - Arm Bonn Bar in Precipice  
[Close] HCB+P+G - Windbreaker in Ravine  
[Close] HCF+P+G - Headlock of Comet  
[Close] HCF+P+G,u,d+P+G - Roll German in Mars  
[Close] HCF+P+G,u,d+P+G,f+P+G - Acrobat German in Saturn  
[Opp -Duck][Close] df,df+P+G - Coconut Crash of Thunder  
[Opp -Wall][Close] P+G - Strong Head of Quartz  
[Opp -Wall][Close] b,f+P+G - "Suplex of the Ocean"  
[Opp -Wall][Close] b,f+P+G,QCB,ub,u+P+G - "Suplex of Hell"  
[You -Wall][Close] P+G - Black Arm in Valley  
[You -Wall][Close] b+P+G - Back Wall Spin Bomb of Mountain Range  
[Opp -Back][Close] P+G - German Suplex of Full Moon  
[Opp -Back][Close] b+P+G - Back Suplex of Thaw  
[Opp -Down][Close] HCF+P+G - Immoral Spin of Drift Ice  
[You -Air][Opp -Air][Close] b+P+K+G - Jumping Crunch of the Sky

:Jumping Techniques:

u+P - Jump Hammer of Morning Mist  
u+K - Rolling Sobat of Uncultivated Field  
U+P - Thrust Punch Air of Fine Rain  
U+K - Continental Jumping Toe [J]  
u,K - Pogo Kick of Brook  
u,d+K - Low Cutting Kick of Fallen Leaf  
U,n,K - "Air Rolling Sobat of Something"  
U,n,d+K - Air Diving of Ice Needles  
U,N,d+K - Flare Kick of Silver Thaw  
U,N,K - Flare Toe of Icicle" [J]  
U,f+K - Reception Desk Air Kick of Snow Mountain  
U,b+K - Backing Air Kick of Sacred Mountain  
U,P - Jump Hammer of Blue Sky  
U,P+K+G - Down Hammer at Midnight Sun

:Dash Techniques:

f,F,P - Running Straight in Ocean [S]  
f,F,K - Running Knee of Tidal Wave  
f,F,d+K - Sliding Kick Eddying Current [A]  
f,F,P+G - Running Tackle of Red Tide [A]  
f,F,uf+K - Running Jump Kick of Climax

:Back Turned Techniques:

[You -Back] P - Turn F.I.S.T. at Dark Night  
[You -Back] d+P - Rolling Turn Fist of Cloudy Weather  
[You -Back] K - High Turn Kick of Cave  
[You -Back] d+K - Stalagmite Down Kick

[You -Back] u+K - Turn Sobat

:Down Techniques:

[Opp -Down] d+P - Elbow Drop of Meteorite

[Opp -Down] d+K - Strike Stamp of March

[Opp -Down] u+P - Wrecking Dive of Isolated Island

:Super KO Technique:

f+P+K+G - Final Message of this Star

5e. Emi

-----

Emi is one of the new characters in Fighting Vipers 2. She's replaced Picky as the youngest of the Vipers, and she wears a massive bear on her back that assists her in a lot of her moves. It should also be noted that when her armor is damaged, the bear is revealed to be an odd sort of robot. Anyways, I'm normally against the 'little girl' character type that has been appearing in fighting games as of late, of the fact that Emi has a laser blasting, rocket boosting robot on her back gives her a few cool points.

:Basic Techniques:

[Standing]

P	- Pulsar
P,P	- Repulse
P,K	- Locomotive
P,K,P+K+G	- Locomotive -> [Laying Down]
P,P,P	- Crackdown
P,P,P,K	- Action Fighter
P,P,P,K,P+K+G	- Action Fighter -> [Laying Down]
P,P,P,d+K	- Crackdown -> Sundance -> [You -Back]
P,P,P,d+K,P+K+G	- Crackdown -> Sundance -> [You -Back][Laying Down]
f+P	- Dunk Shot
f+P,P	- Hard Dunk
f+P,P,P+K+G	- Hard Dunk -> [Laying Down]
F+P	- K.O. Punch
[A]	
df+P	- G-LOC
[J]	
df+P,P+K	- Strike Fighter
df+P,P+K+G	- Strike Fighter -> Gain Playground
df+P,P+K+G,P	- "Tummy Crawl"
df+P,P+K+G,P,P	- "Tummy Crawl Extend"
b+P	- Block Slap
[A][G]	
d+P	- Barret
f,f+P	- Angel Kids
f,f+P,P	- Angel Kids -> Strike Fighter
[J]	
f,f+P,P,P+K	- Angel Kids -> Sky Target
f,f+P,P,P+K+G	- Strike Fighter -> Gain Playground
f,f+P,P,P+K+G,P	- "Tummy Crawl"
f,f+P,P,P+K+G,P,P	- "Tummy Crawl Extend"
D,n+P	- Standing Upper
[J]	
K	- "High Spin Kick"
K,P+K+G	- "High Spin Kick" -> [Laying Down]
df+K	- Clutch Hitter
ub+K	- Freak
[J]	
b+K	- Block Gal

[A] [G] [J]  
d+K - Free Kick  
[J]  
d+K,K - Ace Attacker  
d+K,K,K - Triple Attack  
D+K - Sundance -> [You -Back]  
[S]  
D+K,P+K+G - Sundance -> [You -Back][Laying Down]  
[S]  
D+K,K - Tail Gunner  
db+K - Block Blake  
[A] [G]  
uf+K - Frogger  
uf+K,P+K+G - Frogger -> [Laying Down]  
uf+K,K - Frogs  
uf+K,K,P+K+G - Frogs -> [Laying Down]  
uf+K,K,K - Ribbit  
D,n+K - Swat  
[J]  
D,n+K,K - E Swat  
P+K - Locomotive  
P+K,P+K - Super Locomotive  
f+P+K - ASTRO Flash  
[S]  
[You -Wall] b+P+K - Afterburner  
[J]  
K+G - Passing Shot  
[J]  
d+K+G - Tail Gunner  
f+K+G - Shadow Dancer  
f+K+G,K - Shadow Dancer -> Tail Gunner  
[You -Wall] b,B+K+G - Wall Jump  
[You -Wall] b,B+K+G,K - Wall Jump Kick  
[You -Wall] b,B+K+G,P+K+G - Wall Jump Cancellation  
db+P+K - Head On  
db+P+K,P+K+G - Head On -> [Laying Down]  
[J]  
u+P+K+G - Space Harrier  
u+P+K+G,u+P - Moonwalker

[Laying Down]  
P - Flash Gal -> [Standing] [A] [J]  
P,P - Tupper -> [Standing]  
K - "Borenti"  
K,P+G - Hang On -> [Standing]  
b+K - Grand Crossing -> [You -Back]  
P+K+G - Hot Rod -> [Standing]  
P+K+G,P+K+G - Hot Rod -> [Laying Down] [J]  
[You -Back] K - Royal Ascot -> [Standing]  
[You -Back] K,K - Royal Ascot II -> [Standing]  
[You -Back] P - Chop Lifter -> [Standing] [J]  
[You -Back] P,P+K+G - Chop Lifter -> [Laying Down] [J]  
[You -Back] P,P - Chop Lifter 2 -> [Standing]  
[You -Back] P,P,P - Chop Lifter 3 -> [Standing]  
[You -Back] P,P,P,P - Chop Lifter 4 -> [Standing]  
[You -Back] P,P,P,P,P - Chop Lifter 5 -> [Standing]  
[You -Back] d+P - Sanda Braid -> [Standing] [J]  
P+K - Jump Bug  
P+K,P+K - Jump Bug 2

:Throw Techniques:

[Close] P+G - "Rock Embark"  
[You -Right][Close] P+G - R360 (Wind War)  
[You -Left][Close] P+G - R360 (Rad Rally)  
[Close] d+P+G - "Swinging DDT"  
[Close] db+P+G - Shinobi  
[Close] b+P+G - Wall Slowness  
[Close] HCB+P+G - Sports Fishing  
[Close] HCB+P+G,f+P+G - Getting Bus  
[Close] HCF+P+G - Galaxy Force  
[Close] u,d+P+G - UFO Catcher  
[Opp -Duck][Close] df,df+P+G - Stinger Slowness  
[Opp -Back][Close] P+G - Princess Ninja  
[Opp -Wall][Close] P+G - Scramble Spirit  
[You -Wall][Close] P+G - Tag Hand Wall Crash  
[You -Air][Opp -Air][Close] b+P+K+G - Air Rescue

:Jumping Techniques:

u+P - Knuckle Hammer  
u+K - Rolling Sobat  
U+P - Alec Skid  
U+K - Hopper Robo  
u,K - Pogo Kick  
u,d+K - Low Cutting Kick  
U,n,K - Air Rolling Sobat  
U,N,K - Flare Toe [J]  
U,N,d+K - Flare Kick  
U,n,d+K - Air Diving  
U,f+K - Reception Desk Air Kick  
U,b+K - Backing Air Kick  
U,P - Knuckle Hammer

:Dash Techniques:

f,F,P - Running Straight [S]  
f,F,K - Counter Orchis  
f,F,d+K - Power Drift [A]  
f,F,d+K - Super Blake Opening [A]  
f,F,P+G - Running Tackle [A]

:Back Turned Techniques:

[You -Back] P - Turn Punch  
[You -Back] P,P - Turn Double Punch  
[You -Back] d+P - Rolling Turn Punch  
[You -Back] K - Turn Kick  
[You -Back] d+K - Tail Gunner  
[You -Back] b+K - Flash Point [A][G][J]  
[You -Back] u+K - Turn Sobat  
[You -Back] K+G - Opa Opa [J]

:Down Techniques:

[Opp -Down] d+P - Tetris  
[Opp -Down] d+K - D.D. Crew  
[Opp -Down] u+P - Arabian Fighting Spirits

:Super KO Technique:

f+P+K+G - UFO Soldier

5f. Grace

-----

Grace seems to have been designed a bit younger and more 'hip' this time



around. She doesn't always sound like it tho. Her technique is basically the same this time around, abusing her excessive speed, and scoring quick easy hits in juggles. Not the most powerful character by a long shot, but those who thrive on lots of defense, and a fast offense will love her.

:Basic Techniques:

P	- Single Beat
P,P	- Double Beat
P,P,P	- Triple Beat
P,P,P,P	- Quadra Beat
P,P,P,P,P	- Balkan Beat
P,K	- High Beat Kick
P,K,K	- Beat Turn Leg
P,P,K	- Beat Blockbuster
[A][G]	
P,d+K	- Beat Sirloin Pin
d+P	- Sit Beat
d+P,K	- Sit Beat Spin
b+P	- Block Slap
[A][G][J]	
f,f+P	- Tip Slap
[J]	
D,n+P	- Standing Upper
K	- Ice Leg
K,P	- Leg Beat
K,P,P	- "Leg Double Beat"
K,P,P,P	- "Leg Triple Beat"
K,P,P,P,P	- "Leg Quadra Beat"
K,P,P,P,P,P	- "Leg Balkan Beat"
K,P,K	- "Leg High Beat Kick"
K,P,K,K	- "Leg Beat Turn Leg"
K,P,P,K	- "Leg Beat Blockbuster"
[A][G]	
K,P,d+K	- "Leg Beat Sirloin Pin"
K,K	- Turn Leg
K,K,K	- Balkan Leg
K,K+G	- "Leg Launching"
df+K	- Camel Leg
df+K,K	- Camel Spin
df+K,K,K	- Camel Spin Cutter
[S]	
d+K	- Sit Camel
db+K	- Block Blake
[A][G]	
b+K	- Blockbuster
[A][G]	
ub+K	- Somersault Kick
[J]	
u+K	- Coin
u+K,ub+K	- "Coin Somersault"
f,f+K	- Blade Spin
[S]	
f,f+K,K	- Blade Spin 2
f,f+K,K,d+K	- Blade Spin -> Blade Slash
[S]	
f,f+K,u+K	- Blade Spin Coin
f,f+K,u+K,ub+K	- "Blade Spin Coin Somersault"
f,d,df+K	- "Blade Launching"
u,d+K	- Blade Slash
[S]	

u,d+K,K - "Blade Slash 2"  
 u,d+K,K,d+K - High Slash Slash  
 [S]  
 u,d+K,u+K - Reverse Slash  
 u,d+K,u+K,ub+K - Reverse Slash Somersault  
 P+K - Black Ice  
 K+G - Crossing Kick  
 K+G,K - Crossing Step  
 K+G,K,K - "Cross Step Launching"  
 [J]  
 K+G,df+K - Crossing Blade  
 K+G,df+K,K - "Cross Blade Launching"  
 [J]  
 K+G,K+G - Double Cross Kick  
 K+G,K+G,d+K - Double Cross Slash  
 K+G,K+G,u+K+G - Double Cross Reverse Coin -> [You -Back]  
 K+G,K+G,f+K+G - Double Cross Kick -> Reverse Crossing Kick  
 K+G,K+G,P+K+G - Double Cross Kick -> [You -Back]  
 f+K+G - Long Axis  
 f+K+G,K - Long Axis Turn  
 d+K+G - Sit Spin  
 d+K+G,K - Sit Spin 2  
 d+K+G,K,K - Sit Spin 3  
 d+K+G,K,K,K - Sit Spin 4  
 d+K+G,K,K,K,K - Sit Spin 5  
 d+K+G,K+G - Sit Spin -> Crossing Kick  
 d+K+G,K+G,K - Sit Spin -> Crossing Step  
 d+K+G,K+G,K,K - Sit Spin -> "Cross Step Launching"  
 [J]  
 d+K+G,K+G,df+K - Sit Spin -> Crossing Blade  
 d+K+G,K+G,df+K,K - Sit Spin -> "Cross Blade Launching"  
 [J]  
 d+K+G,K+G,K+G - Sit Spin -> Double Cross Kick  
 d+K+G,K+G,K+G,d+K - Sit Spin -> Double Cross Slash  
 d+K+G,K+G,K+G,u+K+G - Sit Spin -> Double Cross Reverse Coin -> [You -Back]  
 d+K+G,K+G,K+G,f+K+G - Sit Spin -> Double Cross Kick -> Reverse Crossing  
 Kick  
 d+K+G,K+G,K+G,P+K+G - Sit Spin -> Double Cross Kick -> [You -Back]  
 f,f+K+G - Reverse Blade Spin  
 f,f+K+G,K+G - Double Acceleration Sirloin Pin  
 f,f+K+G,P+K+G - Accelerator Dodge  
 [You -Wall] b,B+K+G - Wall Slide  
 [You -Wall] b,B+K+G,K - Wall Slide Edge  
 [You -Wall] b,B+K+G,P+K+G - Wall Slide Cancellation

:Throw Techniques:

[You -Right][Close] P+G - Mary Steiner  
 [You -Left][Close] P+G - Mary Steiner  
 [Close] P+G - Wall Slowness  
 [Close] f,b+P+G - Ice Nemesis  
 [Close] db+P+G - Hunting Edge  
 [Close] b,df+P+G - Ice Maiden  
 [Close] b,f+P+G - Edge Catapult  
 [Opp -Duck][Close] df,df+P+G - Cascade Slicer  
 [Opp -Wall][Close] P+G - Scratch Heart  
 [You -Wall][Close] P+G - Tag Hand Wall Crash  
 [Opp -Back][Close] P+G - Back Suplex  
 [You -Air] d+P+K+G - Frankensteiner

:Jumping Techniques:

u+P - Knuckle Hammer  
U+P - Knuckle Hammer  
U+K - Jumping Toe [J]  
u,K - Pogo Kick  
u,d+K - Blade Cutter  
U,n,K - Air Rolling Sobat  
U,N,K - Flare Toe [J]  
U,N,d+K - Shin Slice  
U,n,d+K - Air Blade Slash [S]  
U,f+K - Reception Desk Air Kick  
U,b+K - Backing Air Kick  
U,P - Jumping Hammer

:Dash Techniques:

f,F,P - Running Beat [S]  
f,F,K - Dash Blade  
f,F,d+K - Sliding Kick [A]  
f,F,P+G - Flick Flack [A]  
f,F,K+G - Dash Coin

:Back Turned Techniques:

[You -Back] P - Turn Beat  
[You -Back] d+P - Rolling Turn Beat  
[You -Back] K - Turn Kick  
[You -Back] d+K - Sirloin Pin Kick Turn  
[You -Back] u+K - Turn Sobat

:Down Techniques:

[Opp -Down] u+P - Smart Diving  
[Opp -Down] d+K - Cutting Board

:Super KO Techniques:

f+P+K+G - Under Lady Arm Turn

## 6. Secrets

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The only secrets I've found so far, are the 3 hidden characters. (I'm fairly sure it's three because Sega's site only mentions these 3, and the 'rankings screen' only has spots for 3 characters) They are, B.M (Big Mahler), Kuhn, and Del Sol, a random opponent in Random Mode. From the pictures and what I can read of the translated text on the official site, I think there's some hidden outfits, backgrounds, and other junk, but I'm yet to get to all that. (=

### Hidden Characters:

Unlock "B.M." - To Unlock B.M. defeat him in arcade mode with your Super KO Attack.

[Fenix's Suggestions: B.M. can be quite difficult to beat, and even after you figure out how to beat him (not that hard in the end), it's nearly impossible to get the time to Super KO him. I suggest using a character who has a [A][J] or [A][G][J] move like Raxel, or Grace. Beat him down to relatively low life, wait for him to attempt one of his strings, use the attack to parry his attack and launch him in the air. He will more than likely air recover (provided you didn't accidentally kill him), hit him with your Armor Break (f,b,f,b+P+K+G) or if you already have no armor, use your Super KO (f+P+K+G), to finish him while he's helpless in the air.]

Unlock "Kuhn" - Reach the bonus stage by defeating 'Mahler' in Stage 7 of arcade mode with no more than 5'50" on the clock [On 2 of 3 rounds], and more than half of your strength. Then face Kuhn, and defeat him.

[Fenix's suggestions: At first, this task may seem daunting, but remember that

the Super KO counts for 2 rounds. Play on two rounds, and for the first 6 opponents, use the method I listed above for Super KO'ing B.M. This should get you to Mahler with a relatively large amount of time left on the clock. This will give you enough time to play a very defensive game against Mahler, so that you don't lose life. Once he is beaten, you will face Kuhn. Kuhn is a very strong opponent, and his defense is exceptionally high. You will have to fight hard (I suggest Bahn, or B.M. since they have the most power for their speed, I'd say Sanman, but his strong attacks are way too slow. Wether you beat Kuhn, or lose, your next fight will be against B.M. If you beat Kuhn, beat B.M. however you like and voila, Kuhn is unlocked. If you lost to Kuhn, you will have to try it all over again regardless, so you might as well reset the game if you lose.]

Unlock "Del Sol" - He randomly appears as your opponent in random mode. Defeat him, and then go on to finish Random Mode.

[Fenix's suggestions: In random mode, your opponents are 'random' for the most part. But, in Del Sol's case, he will always appear as the same opponent, if you are going to fight him. That is to say, when using Tokio, if you are going to face Del Sol, he will be your first opponent, for Sanman he will always be your first opponent in the 'top' section, and so on. I advise using Tokio (since Del Sol will be his first fight) and if when the first battle loads it is not Del Sol simply reset the game, and try again. Another thing of note, this is unfounded but it seems that Del Sol is more likely to appear (for any character) after you've just beaten the game, so, play through random mode once before you start searching for Del Sol, and you'll probably have better luck.]

After you put in your initials, you'll notice the character's name fly by in the background. Next time you play, you'll notice the name in the list on training mode, or off the side of the screen in Arcade / Random / Survival mode.

## 7. Whats Next

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- Finishing up all the moveslists.
- Adding in all the secrets, and extras in the game.
- Getting the profile information for all of the characters
- Getting the (proper) translations for as many moves as possible.
- Move descriptions, combos and strategy. . the sky's the limits.

## 8. About this Faq

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It has come to my attention that several people will regard this FAQ as little more than the moveslists put up on <http://www.sega-rd2.com/fv2/> ran through the [www.elingo.com](http://www.elingo.com) translator, and then outfitted with a few of my own additions. Altho I feel it is quite a bit more than that, I realize some may regard this as plagurism. And if that is how you feel, I am fully willing to give / cite credit to whoever or whatever I must to vanquish this claim. Altho the content itself is mostly borrowed from the Offical FV2 site, 100 percent everything in here has been tested, and executed by myself, and painstakingly organized here. To find the latest version of this faq, head to: <http://www.gamefaqs.com>. If you want to submit something to the faq, get something added/removed from the faq, or even suggest something to me feel free to drop me an e-mail ([drkfenix@aol.com](mailto:drkfenix@aol.com)). This may not be the best FAQ, but hey, obviously someone's reading it. Please don't steal my crap, feel free to put it on your page, put it in your strategy guide, put it in your magazine, put it in whatever, just make sure my name (Fenix will do) and e-mail address ([drkfenix@aol.com](mailto:drkfenix@aol.com)) finds it's way there too.

## 9. Credits

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Sega AM2 ([www.sega.com](http://www.sega.com) / [www.sega-rd2.com/fv2/](http://www.sega-rd2.com/fv2/)) - For making Fighting Vipers and FV2, and putting up the moves / game info on their website.

Gamefaqs.com ([www.gamefaqs.com](http://www.gamefaqs.com)) - For being home to FAQs of all kind, and the forum that lead me to this decision.

The guys on the Gamefaqs FV2 Forum - For keeping the FV2 dream alive, and ultimately convincing me to make this FAQ.

E-Lingo ([www.elingo.com](http://www.elingo.com)) - For being my main resource for the translations of the moves from the Sega RD2 FV2 site.

My dad - For finding this file on his computer, when I lost it on mine (=.

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