

Fighting Vipers 2 (Import) FAQ/Move List

by falsehead

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***** FIGHTING VIPERS 2: FAQ/MOVELIST *****

Dreamcast Fighting Game released 2001 UK (PAL)

FAQ/MOVELISTS (Final Version) 05/01/2003

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***** INTRODUCTION/REVISIONS *****
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INTRODUCTION - Fighting Vipers 2 was released in Japan in 1998 and in the UK in 2001. It was a sequel to a Saturn Game - Fighting Vipers. I have had some trouble making this movelist as the UK version does not include a movelist in the in-game training mode. The only movelists available are on Sega's official Fighting Vipers 2 Japanese site. So in order to provide the English versions of the names I have had to run the site through some translation software. Where this has failed I have used my best judgment to give the move a name of my own. But you can rest assured that all the actual commands listed are accurate! So if you are interested, the official site is located at:

<http://www.sega-rd2.com/fv2/>

translation software is available at:

<http://babelfish.altavista.com/translate.dyn>

I am also indebted to DrkFenix who kindly allowed me to use move names from his Fighting Vipers 2 FAQ for the characters Bahn, Charlie, Emi, Gracie, B.M and Del Sol.

So to clarify, the following guide is written using the UK PAL version. But I have had to translate moves from the Japanese versions website. If anyone out there can provide better ones than I have managed, that would be super-cool. In the meantime the actual meat of the movelists, i.e. the move commands are all accurate. I hope you find them helpful.

The character profiles and plot introduction are taken from the Official UK Game manual. There are unfortunately no profiles available for the three secret characters, not in the manual or on the Official Sega site.

REVISIONS - Version 1. Started 21/10/01. First version. Contains unlocking info and secrets. Character profiles. Movelists. And a basic guide to fighting in the game in general.

This is I hope the more-or-less comprehensive version of this FAQ. Future revisions may see some character strategy and possibly more accurate names for the moves if I can find them.

Well, uh.. only over a year since I first posted the guide. I was pretty sick of it frankly by the time I had done version 1. Then I lost my save, and it wasn't until recently when I started playing Fighting Vipers on the Saturn that I revisited this game. Basically I have added some comments and strategy to finish each characters section off. Then no more!

If you are having trouble winning the secret characters then you can get a fully unlocked VMU game save from the excellent site www.gamesaves.de Its a German site but is in English and has one of the largest collection of all format gamesaves on the net. Japanese and EU saves only available for Fighting Vipers 2.

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***** 2) STORY INFO AND CHARACTER PROFILES *****
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THE STORY...

"The Vipers fought the hot battles at the City Tower. Despite the conspiracy of the City Mayor, B.M., everyone thought that they had won with his own power [Original Fighting Vipers, in a tourney arranged by B.M.]. 2 years has past...

The City is still under the dictatorship of the mayor B.M. With growing hatred against the Vipers who stood against him, he proposed a municipal bylaw for the "Viper Hunt", and enforced it. Many vipers were arrested and thrown into jail, the rest who escaped, hid themselves and removed their armours.

But, there were few who would not give in to the mayor's oppression, and would continue to fight.

Here begin the hot battles of the last Vipers..."

(I apologise for the grammar of the above quote and some of the ones below, the UK manual has not been translated very well. Although each character is on some kind of quest, I cannot tell you how the story works out, as there are no unlockable endings. Once you complete Arcade or Random mode you get a ranking and the end credits. Bah)

CHARACTER PROFILES

a) BAHN

"High School Leader with full of Obligation and Humanity"

Gender Male
Age 19
Height 185cm
Weight 82kg
Occupation High School Student
Speciality Single Punch Attacks
Hobby Karate
Personality Hot-blooded, with obligation and humanity
Fave. Music Japanese Rock

History - 2 years ago he came to Armstone City in search of his father who had deserted his mother. He left, but came back again and got caught up in the Viper Hunt. He learned that B.M. still ran the city and decided to fight him again to end the madness.

b) CHARLIE

"High Schooler Viper with BMX"

Gender Male
Age 17
Height 188cm
Weight 67kg
Occupation High School Student
Speciality Attacks with BMX
Hobby BMX
Personality Hot-tempered and easily gets into fights, hates to be a loser
Fave. Music Funk, acid Jazz

History - He is a student attending high school in Armstone City (the same as Picky). He has no family as his parents deserted him when he was very little. He is raised by a sister at church. He is an expert on the BMX, but as his long time rival Picky became a viper, he decided to become a viper as well.

c) EMI

"Super Elementary Pupil in search of her Grandfather"

Gender Female
Age 12
Height 153cm
Weight 44kg
Occupation Elementary School Student
Speciality Rolling around and behaving violently
Hobby Collecting 8 bit games
Personality Energetic and insolent, cool and smart
Fave. Music Techno Music

History - She is a pupil of a well-known private school in Armstone City. Special family circumstances have forced her to live with her grandfather, a specialist of robotic study. One day someone kidnapped him. By hacking into the city's computer she finds out her grandfather was taken to B.M's establishment, located on the prison island. With "TEDDY MECH" given to her by her grandfather, she decided to become a viper and go to the island and rescue him.

d) GRACE

"Beautiful Model with Sorrowful Past"

Gender Female
Age 21
Height 178cm
Weight 56kg
Occupation Fashion Model
Speciality Kick Combos
Hobby Travelling
Personality Cool Appearance, with passion inside
Fave. Music R&B

History - In the past she dreamed of becoming a figure skater. But her coach, who was also her boyfriend betrayed her and she left the skating world. To break away from her past for good she decided to learn to fight. She appears cool and intelligent, but inside the flame of anger burns, giving her the power to fight. After the crackdown on Vipers began, mysterious workplace harassment has taken place. She decides to find out why...

e) HONEY

"A Girl with Love for Costumes"

Gender Female
Age 18

Height 160cm
Weight unknown
Occupation Trainee Stylist
Speciality Jumping Attacks
Hobby Wearing Costumes
Personality Cute
Fave. Music Neo Acoustic

History - A girl who dreams of becoming an apparel designer. When she dresses in her self-made rubber-dress armour [!] she becomes a radical viper. She fights to show off her dress and herself. Even the Viper Hunt is an opportunity to show off her dress and herself! There is a rumour that she is in love with Sanman... but maybe she is just teasing him?

f) JANE

"Woman with Body of Steel"

Gender Female
Age 20
Height 168cm
Weight 68kg
Occupation Truck Driver
Speciality Tornado Punch
Hobby Weight Training
Personality Hot-tempered, unyielding
Fave. Music American Rock

History - Dreaming of joining the Marines, she has muscles of steel from hard training during her high school years. But with her hot temper she was involved in an incident resulting in injuries to others. So she was refused by the marines. In the past she has worked on subway construction, but currently she drives a truck. She has yet to give up her dream of joining the marines and so became a Viper to test her strength and continue to fight.

g) MAHLER

"Mysterious Man Fighting for Justice"

Gender Male
Age 22
Height 182cm
Weight 72kg
Occupation Pro-wrestler
Speciality Wrestling Moves
Hobby Wind surfing
Personality Reticent with strong sense of justice
Fave. Music Classic

History - Mysterious man rumoured to be related to B.M. the mayor. He is on a mission to stop B.M and bring back justice to the municipal government. Hr has concealed himself from the fight for 2 years. Rumours have it that he has been training himself by becoming a masked pro-wrestler outside of Armstone City. When the Viper hunt is declared he returns to deal with B.M once and for all...

h) PICKY

"High School Kid with Skateboard"

Gender Male
Age 16
Height 168cm
Weight 55kg
Occupation High School Student
Speciality Skateboard Techniques
Hobby Skateboarding

Personality Hates to be a loser
Fave. Music Anything popular now

History - He began skateboarding to attract a classmate. As street fighting became more popular he converted to a Viper. He fights with skateboard techniques and continues to fight to be the best he can be.

i) RAXEL

"Guitarist with Rage"

Gender Male
Age 20
Height 177cm
Weight 53kg
Occupation Guitarist/Vocalist with rock band
Speciality Attacks with Guitar
Hobby Band
Personality Cool and narcissistic
Fave. Music UK Rock

History - e is a guitarist/vocalist with the rock band "Death Crunch". Due to his good looks he has many female fans. He dropped out of high school and left home after a dispute with his father who is one of the assemblymen of the city. He became a viper to sell his name and this has led to his band becoming very successful. Unfortunately the Viper Hunt means he cannot perform live in the city, so to be able to perform again he grabs his guitar and gets fighting.

j) SANMAN

"Man with Passion for Bike and Number 3"

Gender Male
Age unknown
Height 185cm
Weight 121kg
Occupation unknown
Speciality Throws
Hobby Bike
Personality Taciturn. Usually gentle, but scary when loses his poise
Fave. Music Punk Rock

History - A mysterious man who does not say a word. Nobody knows his true identity. What is know is that he drives a large modified scooter and loves the number 3. Fighting is the only way he can express himself. Picky sometimes uses him as a means as travel, but they aren't really friends.

k) TOKIO

"Lone Wolf who fights for his Fellows"

Gender Male
Age 18
Height 175cm
Weight 66kg
Occupation Part time worker
Speciality Spinning Kicks
Hobby Fighting games
Personality Strong sense of justice
Fave. Music House, Hip-Hop

History - Born and raised in strict family of Kabuki actors. When he was fourteen he joined a juvenile gang called 'Black Thunder'. He became the leader, but after the death of a member he felt responsible and left. He became a viper in search of something 'hot'. After the city-hosted tournament 2 years ago he left the fighting stage. But as his former viper mates were

sent to the prison island because of the Viper Hunt, he returns to fight for their freedom.

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***** 3) GENERAL FIGHTING GUIDE *****
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a) ARMOUR

Each character has protective armour on their upper and lower body. As you receive damage your amour will weaken. The armour gauge will show the state of your armour (actually this isn't so useful as it doesn't register the damage until the armour is broken). When the armour is broken there will be new effects on the character.

1) INCREASE IN DAMAGE

If you are hit where your armour is gone you will take 1.25 times the normal amount in that area. If both upper and lower armour is destroyed you will take more damage all over.

2) THE WEIGHT LIGHTENS

When armour is lost the character becomes lighter on their feet. They become a bit faster. But if you are hit you will fly further and higher and will be vulnerable to more follow up attacks.

3) CHANGE IN ATTACKS THAT HIT

After your armour is destroyed some attacks may land that wouldn't normally. For example after losing all armour if you are attacked by Raxel, all his right hand combo will hit (f+P,P,P).

b) GUARDING AND COUNTERS

Guard and Attack (G&A) is a technique that means you can counter while guarding an opponent's attack. There are two types, High and Low. High G&A can be used against high and middle attacks. Low G&A against low attacks. A guard & attack move usually is accompanied by a light blast. However it can lead you open to throws and also an opponent can reverse you G&A by performing a G&A of the same attribute and deal damage back to you.

- b+P or b+K - High G&A
- db+P or db+K - Low G&A

c) TECH GUARDS

The Tech Guard (TG) is a technique that not only guards against an opponents attack but also interrupts their combos. There are two types of TG, high TG against high/middle attack and low TG against low attacks.

After a TG you can not only counterattack quickly with P and K buttons, you can also move round to the side of an opponent. Here you can perform a side throw.

- P+K+G - High Tech Guard
- db+P+K+G - Low Tech Guard

If successful you can do the following -

- P or K - Counterattack
- u+P+K+G - Move to the Far Side
- d+P+K+G - Move to the Near Side

d) HOW TO FALL

If you enter a special command when you are knocked flying you can "take" the fall and recover much quickly. It is important to get used to doing this as many vicious attacks can be launched at you when you are lying prone. Also it will lessen damage from colliding with a wall.

P+K+G (air) - Fall in the Air

After recovering in the air quickly press a direction of the d-pad to steer your landing. Up will make you stay airborne longer, down to land quickly.

P+K+G - Normal Fall
u or d+P+K+G - Roll to the side
b+P+K+G - Roll to the back

Which fall you take depends on where you wish to recover. Take the best one for the situation.

e) SUPER K.O's

When you have lost all your armour you can perform the Super K.O move. Each character has a unique move, which is listed, at the bottom of their movelist. If you win with a Super K.O you will be awarded two points. You are limited to one Super K.O per bout and if it is countered or misses it still counts and you cannot perform one again.

Super K.O's also take a while to charge up and can be difficult to land. But they are a good last-ditch measure if you have lost all your armour. You can disable the Super K.O moves in the OPTIONS setting of the Main Menu.

You can also perform a manoeuvre to get rid of your armour voluntarily so you can perform a Super K.O when you wish.

f,b,f,b,P+K+G - Remove Armour
f+P+K+G - Super K.O

f) CONTROLLER SET-UP

I recommend you assign one of the DC rear triggers so it will register P+K+G as one button push. This will make performing Super K.O's and fall recoveries easier. The other should be P+G for the Throw command. You can do this in the CONTROLLER settings of the Main Menu or in-fight pause menu.

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***** 4) DEFAULT CHARACTERS MOVELISTS *****
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When discussing moves in detail I will use abbreviations like qcb and qcf. These stand for d-pad or analogue stick moved a "quarter circle forward" or "quarter circle back", - ie. From down, down-forward, forward (qcf) or down, down-back, back (qcb). Hcf and hcb mean "half circle forward" and "half circle back". "fcf" and "fcb" mean a full circle of the d-pad forwards or backwards. A small "n" means leave the d-pad in neutral as you perform the button press.

Here is a lovely rendition of the d-pad positions:

o o o
 \ | / --o means "forward"


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O--  --O          \
                    O means "down-fowards"

 /  |  \
O   O   O          O-- means "back" (etc.)

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- A capital F or D or U means press and HOLD that button while performing the rest of the button presses.
- Dashing attacks are performed only when running. Tap f,f or b,b to step quickly back and forwards. Tap f, then press and hold F to run. When you get close to an opponent hold d+K to do a sliding attack.
- Attacks FROM crouch are performed only when the character is rising from the crouching position, before they stand up straight.
- Downed Enemy Techniques are attacks performed when the enemy is lying on the ground.
- Wall attacks are performed when either you or the enemy is close to the wall area.
- All throws must be performed up close to the enemy.
- Super K.O Moves can only performed when you have lost all Armour.

Unlike Tekken, Virtua Fighter or even the Street Fighter games, Fighting Vipers has a rather simplistic fighting engine. Characters do not really possess very different fighting styles. Although they all have some signature moves, much of the fighting is really a case of stringing together ever-longer combinations of basic punches and kicks.

Fights tend to be very quick and brutal affairs and because the longer chain attacks can be so devastating it's important you learn the deflections and guard breaker moves common to each character. The lack of dodge or sidestep moves make this doubly important as it is easy to be pinned quickly against a wall and juggled into a KO within a few seconds.

Although faster characters have an initial advantage, the slower characters tend to be able to take more punishment and so long as you have brushed up on your defensive techniques you should be fine with any fighter. Once you have learned the timings for the lengthy combo inputs you can transfer this to other characters with little needing to be changed.

There are some unbalanced characters, as you would expect secret characters B.M and Kuhn are easy to win with, and nasty to play against. Big and slow or small and weak ones like Picky and Sanman also require extra effort if you are to be successful. However don't let initial defeat put you off some, persist with the likes of Charlie or Emi and you'll find characters that are devastating and effective.

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***** a) BAHN *****
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***** Basic Techniques *****

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- P - Iron Fist
- f+P - Iron Elbow
- F+P - Super Straight
- f,f+P - Steel Elbow
- f,f+P,f+P - Steel Elbow -> Iron Elbow
- f,f+P,b,f+P+K - Steel Elbow" -> Reverse Elbow
- d+P - Seat Fist
- df+P - Fist of Fire

b+P - Elbow Gun
 db+P - Justice Arm
 db,d,df+P - Fighting Justice Arm
 b,f+P - Nature Elbow
 f,d,df+P - Dragon Upper
 f,d,df+P,f,d,df+P - Double Dragon Upper
 b,d,db+P - Intense Bullet
 b,d,db+P,P - Fire Bullet
 b,d,db+P,f,d,df+P - Wind Bullet
 D,df+P - Fist of Blooming Fire (from crouch)
 d,n+P - Soaring Destruction (rising from crouch)
 P+K - Super Hook
 P+K,G,P - Super Hook Feint -> Fire Bullet
 P+K,G,K - Super Hook Feint -> Roadside Kick
 b+P+K - Reverse Side Elbow
 f+P+K - Dove Tail
 df+P+K - Dragon Shoulder Tackle
 db+P+K - Foolish Elbow
 db+P+K,P - Reverse Side Elbow -> Dove Tail
 d+P+K - Head Assault
 d+P+K,P - Head Assault -> Iron Shoulder
 b,f+P+K - Iron Shoulder
 b,f,f+P+K - Rising Iron Shoulder
 K - Basic Kick
 f+K - Front Kick
 df+K - Ogre Pain Kick
 d+K - Low Kick
 f,f+K - Swift Kick
 K+G - Roadside Kick

***** Throwing Techniques *****

P+G - Tile Breaker (enemies left side)
 P+G - Plain Throw (enemies right side)
 P+G - Wall Throw
 P+G,b,b+P+G - Wall Throw -> Moment Fall
 f+P+G - Intense Carry
 db+P+G - Vacuum Throw
 b+P+G - Falling Down
 b,f,f+P+G - Openhearted
 df,df+P+G - Crouching Throw (enemy must be in crouch)
 f+P+G - Excitement (you must be near wall)
 P+G - Wholesale Gold (you must be near wall)
 P+G - Tag Hand Wall Crash (enemy must be near wall)
 P+G - Pelvis Crunch (you must be behind the enemy)

***** Jumping Techniques *****

u+P - Demon Hammer Knuckle
 u+K - Punishment Kick
 uf+K - Punishment Kick
 U+P - Demon Hammer Knuckle
 U+K - Jumping Toe
 u,K - Jump Ogre Toe
 u,d+K - Low Cutting Wolf Kick
 U,n,K - Sky Punishment Kick
 U,N,K - Flare Toe
 U,n,d+K - Air Diving Kick
 U,N,d+K - Flare Kick
 U,f+K - Front Air Kick

- U,b+K - Back Air Kick
- U,P - Demon Hammer Knuckle

***** Dash Techniques *****

- f,F,P - Running Straight
- f,F,K - Running Knee
- f,F,d+K - Sliding Kick
- f,F,P+G - Running Tackle
- f,F,P+K - Running Iron Shoulder
- f,F,uf+K - Running Jump Kick

***** Back Turned Techniques *****

- P - Turning Knuckle
- d+P - Turning Osamu Knuckle
- K - Turning Roll Kick
- d+K - Turning Roast Pin Kick
- u+K - Turning Punishment Kick

***** Downed Enemy Techniques *****

- d+P - Stopping Punch
- d+P,P - Pulling
- d+K - Anti Kick
- u+P - Special Attack

***** Super KO Technique *****

- f+P+K+G - Great Cannon

COMMENTS: Bahn is pretty much the Paul Phoenix or Ryu of Fighting Vipers. Powerful offensively with a good turn of speed, his defensive skills are weak and he lacks variety but he is the easiest fighter to get to grips with for a beginner.

 ***** b) CHARLIE *****

***** Basic Techniques *****

(Starting Off the 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
- P,f+P,P+K+G - Rush -> (end in back turned position)
- f+P - Elbow
- f+P,P - Double Elbow
- f+P,P,K - Double Elbow -> Knee
- f+P,P,f+K - Bar Hop -> (Get On Bike)
- f+P,P,b+K - Bar Hop Flip -> (End back turned on Bike)
- df+P - Upper
- df+P,K - Funky Heel

d+P - Sit Jab
 b+P - Block Upper
 D,n+P - Standing Upper
 K - High Kick
 K,K - High Time
 f+K - Front Kick
 df+K - Hukey
 df+K,K - Hukey 2
 df+K,K,P - Hukey 2 -> Elbow
 df+K,K,d+K - Double Front Kick -> Roast Pin Kick
 d+K - Beat -> Low Row
 d+K,K - Beat -> Low/High
 db+K - Block Break
 b+K - Block Knee
 ub+K - BMX Ride -> (Get On Bike)
 u+K - Coin
 u,d+K - Heel Drop
 QCF+K - Steel Spin Kick
 D,n+K - Stand Heel
 D,n+K,K+G - Stand Heel Drop
 d+P+K - Tumbling
 d+P+K,d+K - Fake Tumbling
 b+P+K - Groove Elbow
 P+K - Swinging Charlie
 P+K,P - Double Swinging Charlie
 P+K,P(hold) - Ankle Death
 K+G - Funky Knee
 b+K+G - Back Flip
 db+K+G - Back Flip -> (Get On Bike)
 d,d - (Get On Bike)

(Performed On the Bike)

P - Ride Jab
 d+P - Tail Hop
 f+P - 360
 df+P - Wrecking Hammer
 K - Burley -> (gets off bike)
 K[n,n,n] - Wheelie -> Burley -> (gets off bike)
 f+K - Front Hop Boomerang
 b+K - Back Hop Boomerang
 P+K - Wheelie
 d+P+K+G - Sprint Position
 P+K+G - Caboose
 P+K+G,P - Low Caboose Footer -> (gets off bike)
 P+K+G,f+P - Crazy Gee Hitchhiker -> (gets off bike)
 P+K+G,f+P,P - Over The Head -> (gets off Bike)
 P+K+G,f+P,P,P - Overhead Swing Charlie -> (gets off Bike)
 P+K+G,f+P,P,P[n,n] - Overhead Death -> (gets off bike)
 P+K+G,K - Caboose Attack -> (gets off bike)
 P+K+G,d+K - Caboose Bottom Attack
 b+K - Hang Glider (end with back turned)
 b+K,K - Double Hang Glider (end with back turned)

***** Throwing Techniques *****

P+G - Wall Slow
 P+G - Neck Driver (on enemies left side)
 P+G - Shoulder Blade (one enemies right side)
 d+P+G - Gyro Driver
 b+P+G - Flip Screwdriver

QCF+P+G - Thornbacks Tea Screwdriver
 HCB+P+G - Circus Charlie
 df,df+P+G - Slow Stinger (enemy must be crouching)
 df,df+P+G,P+K+G - Stinger Catch (enemy must be crouching)
 P+G - Evil Wheel (on bike, near wall)
 P+G - Wall Press (enemy near wall - facing it)
 P+G - Shoulder Press(enemy near wall back to it)
 P+G - Can Can (behind the enemy)
 b+P+K+G - Rocket Air (both of you in the air)

***** Jumping Techniques *****

u+P - Jump Hammer
 U+P - Jump Hammer
 U+K - Jumping Toe
 u,K - Hopping Kick
 u,d+K - Low Cutting Kick
 U,n,K - Air Roll
 U,N,K - Flare Toe
 U,N,d+K - Flare Kick
 U,n,d+K - Air Diving
 U,f+K - Front Air Kick
 U,b+K - Back Air Kick
 U,P - Jump Hammer

***** Dash Techniques *****

f,F,P - Running Straight
 f,F,K - Running Knee
 f,F,d+K - Slider Drift
 f,F,P+G - Running Tackle

***** Back Turned Techniques *****

P - Turn Beat
 d+P - Turn Elbow
 K - Turn Kick
 K,K - Turn Knee
 d+K - Roast Pin Kick Turn
 u+K - Rolling Turn

***** Downed Enemy Techniques *****

d+K - Twist Stamp
 d+K,K - Double Twist Stamp
 d+K,K,K - Stamping Back Roller
 u+P - Turning Stamp

***** Super KO Technique *****

f+P+K+G - Superman

COMMENTS: Charlie is definitely a character who excels at a range. His in close attacks are limited, but with his bike he is much better keeping his distance. To begin with it is better that you don't try attacking from the bike. Learn his bike swinging attacks and pokes. Then once you are confident you can mount and dismount without leaving yourself open to attack, start mixing that into your battles. For his funniest move, when your opponent is backed against the wall, press P+G to see Charlie flip them over his shoulder and then reverse wheelie over their prone body!

***** c) EMI *****

***** Basic Techniques *****

(Standing Attacks)

P	- Pulsar
P,P	- Lee pulse
P,K	- Locomotive
P,K,P+K+G	- Locomotive -> (drops to ground)
P,P,P	- Crackdown
P,P,P,K	- Action Fighter
P,P,P,K,P+K+G	- Action Fighter -> (drops to ground)
P,P,P,d+K	- Crackdown -> Sundancer -> (back turned)
P,P,P,d+K,P+K+G	- Crackdown -> Sundancer -> (drops to ground)
f+P	- Dunk Shot
f+P,P	- Hard Dunk
f+P,P,P+K+G	- Hard Dunk -> (drops to ground)
F+P	- K.O. Punch
df+P	- G-LOC
df+P,P+K	- Strike Fighter
df+P,P+K+G	- Strike Fighter -> Gain Ground
df+P,P+K+G,P	- Gain Ground
df+P,P+K+G,P,P	- Gain Ground (extended)
b+P	- Block Slap
d+P	- Barret
f,f+P	- Angel Kids
f,f+P,P	- Angel Kids -> Strike Fighter
f,f+P,P,P+K	- Angel Kids -> Sky Target
f,f+P,P,P+K+G	- Strike Fighter -> Gain Ground
f,f+P,P,P+K+G,P	- Gain Ground
f,f+P,P,P+K+G,P,P	- Gain Ground Extended
D,n+P	- Standing Upper
K	- Regulus
K,P+K+G	- Regulus -> (drops to ground)
df+K	- Clutch Hitter
ub+K	- Freakout
b+K	- Block Gal
d+K	- Free Kick
d+K,K	- Ace Attacker
d+K,K,K	- Triple Attack
D+K	- Sundancer -> (back turned)
D+K,P+K+G	- Sundancer -> (drops to ground)
D+K,K	- Tail Gunner
db+K	- Block Break
uf+K	- Flogger
uf+K,P+K+G	- Flogger -> (drops to ground)
uf+K,K	- Frogs
uf+K,K,P+K+G	- Frogs -> (drops to ground)
uf+K,K,K	- Ribbit
D,n+K	- Swat
D,n+K,K	- E Swat
P+K	- Locomotive
P+K,P+K	- Super Locomotive
f+P+K	- ASTRO Flash
b+P+K	- Afterburner (repeat for two shots)
K+G	- Passing Shot
d+K+G	- Tail Gunner

f+K+G - Shadow Dancer
 f+K+G,K - Shadow Dancer -> Tail Gunner
 b,B+K+G - Wall Jump (must be near wall)
 b,B+K+G,K - Wall Jump Kick (must be near wall)
 b,B+K+G,P+K+G - Wall Jump Cancellation (must be near wall)
 db+P+K - Head On (repeat for second shot)
 db+P+K,P+K+G - Head On -> (drops to ground)
 u+P+K+G - Space Harrier
 u+P+K+G,u+P - Moonwalker

(Attacks from the Ground - Head towards Opponent)

P - Flash Gal -> (Stands)
 P,P - Tapper -> (Stands)
 K - Rising Kick -> (Stands)
 K,P+G - Hang On -> (Stands)
 b+K - Ground Cross -> (standing in back turned)
 P+K+G - Hot Rod -> (Stands)
 P+K+G,P+K+G - Hot Rod

(Attacks from the Ground - Head away from Opponent)

K - Royal Ascot -> (Stands)
 K,K - Royal Ascot II -> (Stands)
 P - Chop Lifter -> (Stands)
 P,P+K+G - Chop Lifter
 P,P - Chop Lifter 2
 P,P,P - Chop Lifter 3
 P,P,P,P - Chop Lifter 4
 P,P,P,P,P - Chop Lifter 5
 d+P - Thunder Blade
 P+K - Jump Bug
 P+K,P+K - Jump Bug 2

***** Throwing Techniques *****

P+G - Rock Throw
 P+G - R360 (Wind War) (on enemies right)
 P+G - R360 (Rad Rally) (on enemies left)
 d+P+G - Swinging Throw
 db+P+G - Shinobi
 b+P+G - Wall Slow
 HCB+P+G - Game Fishing
 HCB+P+G,f+P+G - Get Bus
 HCF+P+G - Galaxy Force
 u,d+P+G - UFO Catcher (enemy crouching)
 df,df+P+G - Slow Stinger (behind enemies back)
 P+G - Ninja (enemy near wall)
 P+G - Scramble Spirit (enemy near wall)
 P+G - Tag Hand Wall Crash (you near wall)
 b+P+K+G - Air Rescue (Both in the Air)

***** Jumping Techniques *****

u+P - Knuckle Hammer
 u+K - Roll Throw
 U+P - Alex Kid
 U+K - Robot Hop
 u,K - Hopping Kick
 u,d+K - Low Cutting Kick
 U,n,K - Air Roll
 U,N,K - Flare Toe

- U,N,d+K - Flare Kick
- U,n,d+K - Air Diving
- U,f+K - Front Air Kick
- U,b+K - Back Air Kick
- U,P - Knuckle Hammer

***** Dash Techniques *****

- f,F,P - Running Straight
- f,F,K - Counter Run
- f,F,d+K - Power Drift
- f,F,d+K - Super Break Opening
- f,F,P+G - Running Tackle

***** Back Turned Techniques *****

- P - Turn Punch
- P,P - Turn Double Punch
- d+P - Rolling Turn Punch
- K - Turn Kick
- d+K - Tail Gunner
- b+K - Flash Point
- u+K - Turn Sobat
- K+G - Opa Opa

***** Downed Enemy Techniques *****

- d+P - Tetris
- d+K - D.D. Clue
- u+P - Arabian Fighting Spirits

***** Super KO Technique *****

- f+P+K+G - UFO Soldier

COMMENTS: Ahh if ever a character needed a side-step its Emi. She is designed to be played defensively, with a move that will drop her to the ground and launch attacks from there. Unfortunately to be effective in this style she really needs to be able to dance around an opponent in the manner of Ling Xiyau (Tekken). Still, she can be a killer, she is the fastest fighter in the game and her punches and kicks come out lightning fast. Shame they aren't more damaging. The key to Emi is learn to anticipate a big attack from an opponent and drop to the ground, then launch yourself into their face from there.

 ***** d) GRACE *****

***** 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
- P,d+K - Beat Roast Pin
- d+P - Sit Beat

d+P,K	- Sit Beat Spin
b+P	- Block Slap
f, f+P	- Tip Slap
D, n+P	- Standing Upper
K	- Ice Leg
K,K	- Turn Leg
K,K,K	- Balkan Leg
K,K+G	- Leg Launcher
K,P	- Leg Beat
df+K	- Camel Leg
df+K,K	- Camel Spin
df+K,K,K	- Camel Spin Cutter
d+K	- Sitting Camel
db+K	- Block Break
b+K	- Blockbuster
ub+K	- Somersault Kick
u+K	- Coin
u+K, ub+K	- Somersault Kick
f, f+K	- Blade Spin
f, f+K,K	- Blade Spin 2
f, f+K,K, d+K	- Blade Spin -> Blade Slash
f, f+K, u+K	- Blade Spin Coin
f, f+K, u+K, ub+K	- Blade Spin Coin Somersault
f, d, df+K	- Blade Launcher
u, d+K	- Blade Slash
u, d+K,K	- High Blade Slash
u, d+K,K, d+K	- High Slash
u, d+K, u+K	- Reverse Slash
u, d+K, u+K, ub+K	- Reverse Slash Somersault
P+K	- Black Ice
K+G	- Cross Kick
K+G,K	- Cross Step
K+G,K,K	- Cross Step Launcher
K+G, df+K	- Cross Blade
K+G, df+K,K	- Cross Blade Launcher
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
K+G,K+G, f+K+G	- Double Cross Kick -> Reverse Crossing Kick
K+G,K+G, P+K+G	- Double Cross Kick -> (back turned)
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 -> Cross Kick
f, f+K+G	- Reverse Blade Spin
f, f+K+G,K+G	- Double Acceleration Roast Pin
f, f+K+G, P+K+G	- Accelerator Dodge
b, B+K+G	- Wall Slide (near wall)
b, B+K+G,K	- Wall Slide Edge (near wall)
b, B+K+G, P+K+G	- Wall Slide Cancellation (near wall)

***** Throwing Techniques *****

P+G	- Mary Steiner (on right of enemy)
P+G	- Mary Steiner (on left of enemy)
P+G	- Wall Slow

- f,b+P+G - Ice Nemesis
- db+P+G - Hunting Edge
- b,df+P+G - Under Ice
- b,f+P+G - Edge Catapult
- df,df+P+G - Cascade Slicer (enemy crouching)
- P+G - Scratch Heart (enemy near wall)
- P+G - Tag Hand Wall Crash (you near wall)
- P+G - Back Suplex (behind enemies back)
- d+P+K+G - Frankensteiner (both in the air)

***** Jumping Techniques *****

- u+P - Knuckle Hammer
- U+P - Knuckle Hammer
- U+K - Jumping Toe
- u,K - Pogo Kick
- u,d+K - Blade Cutter
- U,n,K - Air Roll
- U,N,K - Flare Toe
- U,N,d+K - Tin Slice
- U,n,d+K - Air Blade Slash
- U,f+K - Front Air Kick
- U,b+K - Back Air Kick
- U,P - Knuckle Hammer

***** Dash Techniques *****

- f,F,P - Running Beat
- f,F,K - Dash Blade
- f,F,d+K - Sliding Kick
- f,F,P+G - Flick Kick
- f,F,K+G - Dash Coin

***** Back Turned Techniques *****

- P - Turn Beat
- d+P - Rolling Turn Beat
- K - Turn Kick
- d+K - Sirloin Pin Kick Turn
- u+K - Turn Kick

***** Downed Enemy Techniques *****

- u+P - Smart Diving
- d+K - Cutting Board

***** Super KO Technique *****

- f+P+K+G - Ready Underarm Turn

COMMENTS: Like Jane, Grace is another female who is better as a power character than a speed one. She fights in a similar style to Tokio, though with not quite the same turn of speed. However her roller bladed feet give her probably the best kicking range in the game and combined with her good punch combos she is great for both in-close and push back fighting.

***** Basic Techniques *****

P - Cat snap
P,P - Cat pad
P,P,P - Cat scratch
P,P,P,K - Triple Punch and High Kick
P,P,P,d+K - Triple Punch and Low Kick
P,K - Snap High kick
f+P - Ha Ni - Swing
f+P,P - Honey one two
f+P,P,P - Honey triple
f,f+P - Cat slap
df+P - Cat upper
df+P - Cat upper (while crouching)
P+K - Side Chop
P+K,P+K - Side Chop, Booty Shove
P+K,P+K,u+P - Side Chop, Booty Shove -> Moon Monkey
P+K,P+K,u+P,K+G - Side Chop, Booty Shove -> Moon Monkey, Leg Slicer
P+K,P+K,P - Slap Cat Upper
P+K,P+K,df+K - Side Chop, Booty Shove, Scorpion Attack
f+P+K - Booty Shove
f+P+K,P+K - Double Booty Shove
f+P+K,P - Booty Shove * Cat Upper
f+P+K,u+P - Booty Shove * Moon Monkey
f+P+K,u+P,K+G - Booty Shove * Moon Monkey, Leg Slicer
d+P - Roast Nap
d+P,K - Low Punch, Low Kick
f,d,df+P - Rising Cat Upper
f,d,df+P,G,P - Rising Cat Upper * Cat Snap
f,d,df+P,G,K - Rising Cat Upper * Cat Tail
f,d,df+P,G,K,K - Rising Cat Upper * Cat Tail High
df,P+K - Roll cat * upper
df,P+K,P - Roll dipping
df,P+K,P(n)P - Roll dipping * scratch
df,P+K,P(n)P,P+K+G - Roll dipping * rolling upper
df,P+K,P,d+P - Roll dipping * rolling dipping
df,P+K,P,d+P,d+P - Roll cat * triple dipping
df,P+K,P,d+P(n)P - Roll cat * double dipping * scratch
df,df+P - Dipping * the * leg
df,df+P(n)P - Dipping * scratch
df,df+P(n)P,P+K+G - Dipping * rolling upper
df,df+P(n)P,d,P+K+G - Dipping * rolling dipping
df,df+P,d+P - Double dipping
df,df+P,d+P(n)P - Double dipping * scratch
df,df+P,d+P,d+P - Triple dipping
b+P - Block slap
df+P - Block dipping
K - High kick
K,K - Flip
f+K - High kick
df+K - Scorpion attack
d+K - Cat tail
d+K,K - Cat tail high
db,P+K - Tweet the cheer tack/tuck
db,P+K,P+K - Double tweet the cheer tack/tuck
K+G - Jack-knife kick
f,K+G - Moon monkey -> Stamp
f,K+G,K - Moon monkey -> Tap
b,K+G - Block summer
d,K+G - Leg slicer

f, f, K+G	- Slide Kick
b+K	- Block Bonn bar
ub+K	- Cat summer
b, b, K+G	- Wall jump (back against wall)
b, b, K+G, P	- Flying Cat (back against wall)
b, b, K+G, P+K+G	- Wall jump cancel (back against wall)
D+K	- Low kick
D+K, K	- Double low kick
D+K, K (n) K	- Leg beat
D+K, K, d+P	- Double low kick & dipping
D+K, K, d+K	- Low leg beat
K, K+G	- Toe kick cat heel
K, ub+K	- Toe kick cat summer

***** Throwing Techniques *****

P+G	- Throwing Mary Right (from enemies right)
P+G	- Throwing Mary Left (from enemies left)
P+G	- Wall slow
d, P+G	- Folk song
d, b, P+G	- Cat wheel
db, f, P+G	- Splits Head Smash
b, df, P+G	- Back wall slow
uf, P+G	- Piggy Back Punches
df, df, P+G	- Cat Chair (while enemy is crouching)
P+G	- Wet the Crow (enemy near wall)
P+G	- Tag hand wall crash (you near wall)
P+G	- Drop Smash (you behind enemy)
B, P+K+G	- Honey Aerial (both in the Air)
b, P+G	- Trip Up (you behind enemy, near wall)

***** Jumping Techniques *****

u+P	- Knuckle hammer
u+K	- Jump Kick
U+P	- Cat hammer
U+K	- Jump toe
U, K+G	- Flick
u, K	- Hopping kick
u, d+K	- Low cutting kick
U, K	- Flare toe
U, d+K	- Flare kick
U, f+K	- Front air kick
U, b+K	- Back air kick

***** Dash Techniques *****

P	- Running straight
K	- Running tweet the cheer tack/tuck
d+K	- Sliding kick
d+P	- Dipping the Leg
P+G	- Running tackle
uf+K	- Running jump kick

***** Back Turned Techniques *****

P	- Turn Snap
d+P	- Low Turn Snap
K	- Turn Kick
d+K	- Spit Kick

- K+G - Tap
- u+K - Turning High Kick

***** Downed Enemy Techniques *****

- u+P - Thornback
- u+P,P - Thornback, thornback
- u+P,P,P - Thornback, thornback, thornback
- u+P,P,P,P - Thornback, thornback, thornback, thornback
- u+P,P,P,P,P - Thornback, thornback, thornback, thornback,
- thornback
- d+K - Spit kick
- u+P - Spin landing

***** Super KO Technique *****

- f,P+K+G - Shoot the Moon

COMMENTS: It's the knicker flashing character that all Japanese fighting games MUST have by LAW! Grace is another character that relies on a barrage of small poking attacks rather than all out power. She has some useful roll moves that can get her in and out of an opponents face at speed and her kick reach is good and long. Prioritise her kick combos over her punches and she is at her most effective.

 ***** f) JANE *****

***** Basic Techniques *****

- P - Jab
- P,P - One-Two
- P,P,P - One-Two, Stomach Punch
- P,P,K - One-Two, High Kick
- P,P,d+K - One-Two, Low Kick
- P,P,f+K - One-Two, Knee
- P,P,b+P - Triple Assault
- P,K - Knuckle High Kick
- P,K,P - Knuckle High Kick, Uppercut
- K - Smart kick
- f+K - Cutting knee
- df+K - Spin kick
- df+K,P - Spin -> Power Hook
- d+K - Roast Pin Kick
- d+K,K - Leg spiral
- d+K,K,P - Leg spiral -> power hook
- d+K,d+K - Tub Lu Tail Buster
- d+P - Low knuckle
- d+P,K - Low knuckle spin
- f+P - Body blow
- f+P,P - Down Hook
- f+P,P,P - Double Down Hook
- f+P,df+P - Body Blow Upper
- f+P,hcf+P - Body Blow Tornado
- f+P,P+K+G - Body Blow -> Power Straight
- f,f+P - Down Hook Combo
- df+P - Toss upper
- df+P - Toss upper (while crouching)
- P - Standing upper (while rising from crouch)

b+P - Block straight
 db+P - Block Swing
 df, P+K - Swing Upper
 d, P+K - Crouching Blow
 P+K - Power Hook
 P+K - Power Shoulder (rising from crouch)
 d, K+G - Power Heel
 hcf+P - Tornado punch
 hcf, d+P - Crawl tornado punch

***** Throwing Techniques *****

P+G - Blurring Squid (from enemies right)
 P+G - Four Head Blurring Squid (from enemies left)
 P+G - Clinch Punch
 P+G, b+P - Double Clinch punch
 P+G, f+K - Clinch Strike Knee
 K+G - Clinch Knee
 f, d, P+G - Flinging Rise Blurring Squid
 f, b, P+G - Neck Slam
 f, df, P+G - Ready ASA
 hcf, K+G - Clinch Knee Grab
 hcf, K+G, d, f+K - Clinch Power Assault
 b, f, P+G - Hanging Niran Char
 df, df, P+G - Face Crusher
 P+G - Wall Scratch (both near wall)
 K+G - Wall Strike Knee (both near wall)
 K+G, K+G - Double Wall Strike Knee
 P+G - Tag hand wall crash(enemy against wall)
 P+G - Breaking neck driver (from behind the enemy)
 b, P+G - Driving Smash (from behind the enemy)

***** Jumping Techniques *****

u+P - Jump Hammer
 u+K - Kick Stomp
 U+P - Sky Jump hammer
 U+K - Jump Toe
 u, K - Hopping kick
 u, d+K - Low cutting kick
 U, K - Flare toe
 U, d+K - Flare Kick
 U, f+K - Front air kick
 U, b+K - Back air kick

***** Dash Techniques *****

P - Running Knuckle
 K - Running Knee
 d+K - Sliding Kick
 P+G - Running Tackle
 uf+K - Running Jump Kick

***** Back Turned Techniques *****

P - Turn Knuckle
 d+P - Low Blow
 K - Turn Kick
 d+K - Roast Pin Kick Turn
 u+K - Snap Kick

***** Downed Enemy Techniques *****

d+P - Knuckle Bat
d+K - Spit Kick
u+P - Knuckle Diving

***** Super KO Technique *****

f+P+K+G - Blurring Evening CANON

COMMENTS: This is a refreshing change! Jane is a female character that fights with brute power rather than being the stereotypical fast, but weak one. She can dish out a lot of damage with basic combos of kicks and punches and fights more-or-less like a female version of Bahn. Like him she doesn't have a huge variety of attacks and no long combination attacks, which makes her ideal for the beginner.

***** g) MAHLER *****

***** Basic Techniques *****

P - Strong fist
P,P - Extreme Blow
P,P,P - Extreme Upper
P,P,f+P - Extreme Straight
P,P,K - Extreme High Kick
P,K - Fist & High Kick
P,K,P - Extreme Switch Upper
d+P - Low Blow
f+P - Elbow
f+P,P - Slip elbow
f+P,P,P - Double Slip Elbow
df+P - Strong Upper
hcf+P - Hurricane Punch
b+P - Block Straight
P+K - Hook
P+K,P - Hook Upper
b,P+K - Down Hook
b,P+K,P - Down Hook -> Upper
b,P+K,P,P - Down Hook -> Double Upper
K - Strong high kick
f+K - Strong high kick
K,P - High Kick and Fist
K,P,P - High Kick and Extreme Blow
K,P,P,P - High Kick and Extreme Upper
K,P,P,f+P - High Kick, Extreme Upper and Shove
K,P,P,K - High Kick, Extreme Blow, High Kick
K,P,K - High Kick, Fist, High Kick
K,P,K,P - High Kick, Fist, High Kick, Elbow
K,K - High Side Kick
df+K - Accelerator Roll
df+K,K - High Double Accelerator
d+K - Revolution One
d+K,K - Revolution Two
db+K - Block Break
K+G - Slice Kick
f,K+G - Reverse Spin Heel Drop

f,K+G,d+K - Heel Drop -> roast pin
f,K+G,d+K,K - Heel Drop -> roast pin high kick 1
f,K+G,d+K,K,K - Heel Drop -> roast pin high kick 2
f,K+G,d+K,K,df+K - Heel Drop -> roast pin middle kick
df,K+G - Reverse spin side kick
b,K+G - Storage heel drop
f,f,K+G - Leg CANON
db,K+G - Reverse pin low kick
d,K+G - Knee Lu kick
b,b,K+G - Wall Walker (must have back against wall)

***** Throwing Techniques *****

P+G - Wall Slow
P+G - Frank Slum (on enemies right)
P+G - Frank drop (on enemies left)
f,P+G - Neck whip
db,P+G - Death valley bomb
d,P+G - Head Drop
qcf,P+G - Peanut Crash
d,d,P+G - Jumping Head Crush
b,P+G - Wall Crusher
b,f,b,P+G - Black Rainbow
hcb,P+G - Dark Stall Blurring Squid
df,df,P+G - Hang Up (enemy must be crouching)
P+G - Wall Glass Star (both near wall)
b,f,P+G - Extreme Death Driver (both near wall)
b,f,P+G,qcb,ub,u,P+G - Final Death Driver (both near wall)
P+G - Wall Attack Backdrop (enemy against the wall)
b,P+G - Extreme Wall Crusher (enemy against the wall)
P+G - Rear Drop (behind enemy's back)
b,P+G - Neutron Bomb (behind enemy's back)
qcf,P+G - Dead Man Face Crusher (enemy floored, feet towards you)
b,P+K+G - Black hole (both in the air)

***** Jumping Techniques *****

u+P - Jump hammer
U+P - Thrust punch air
U+K - Jump toe
u,K - Hopping kick
u,d+K - Low cutting kick
U,K - Sky Flare Kick
U,d+K - Air diving
U,f+K - Front Air Kick
U,b+K - Back Air Kick
U,P+K+G - Down hammer

***** Dash Techniques *****

P - Running straight
K - Running knee
d+K - Sliding kick
P+G - Running tackle
uf+K - Running Jump Kick

***** Back Turned Techniques *****

P - Turn Fist

- d+P - Low Smash
- K - Turn High Kick
- d+K - Donkey Kick
- u+K - Punishment Kick

***** Downed Enemy Techniques *****

- d+P - Elbow Drop
- d+K - Strike Stamp
- u+P - Wrecking Diving

***** Super KO Technique *****

- f+P+K+G - Knock Over Hell

COMMENTS: Mahler is a quiet cheesy character, he is extremely powerful and fast and if you master his large range of throws he can be devastating. Outside of the Boss characters he is probably the most powerful fighter in the game, but some of his attacks have quite long wind-up and recovery times so he can be vulnerable to some of the more persistent pokers. Especially as he lacks any long combos and his power throws are easily whiffed (dodged or anticipated).

 ***** h) PICKY *****

***** Basic Techniques *****

- P - Boarder Punch
- P,P - Double Boarder Punch
- P,K - Punch Coin
- P,K,K - Punch Coin Double
- P,d+K - Punch Somersault
- P,P,P - Double Punch and Board Smack
- P,P,f+P - One-Two Upper
- P,P,f+P,K - One-Two Upper High
- P,P,f+P,f+K - One-Two Upper Mid
- P,P,K - One-Two Coin
- P,P,K,K - One-Two Coin Double
- P,P,f+K, - One-Two Knee
- P,P,f+K,K - Jumping Knee
- P,P,d+K - One-Two Toe Kick
- P,P,d+K,K - Jumping Knee & high kick
- P,P,D+K,K+G - Jumping Knee & heel drop
- df+P - Upper
- df+P,K - Upper High-Speed Steel Pin
- df+P,f+K - Upper-Middle Spin
- d+P - Low Punch
- d+P,K - Low Punch Tail Kick
- b+P - Block Upper
- b,f+P - Board Slap
- ub,df+P - Jumping Board Slap
- f,d,df+P - Corkscrew Punch
- f,d,df+P,K - Corkscrew * ????
- f,d,df+P,K+G - Corkscrew * Tail Break
- f,d,df+P,K+G,f+P+K+G - Corkscrew * Head Spring
- f,d,df+P,K+G,b+P+K+G - Corkscrew * Back Roll
- K - Standing Knee
- K,K - Knee & High-Speed Steel Pin

f+K	- Stepney
df+K	- Middle Spin Kick
d+K	- Tail Kick
b+K	- Block Knee
db+K	- Block Break
u+K	- Coin
u+K,K	- Double Coin
D+K	- Toe Kick
D+K,K	- Toe & High Kick
D+K,K+G	- Toe & Heel Drop
u,d+K	- Heel drop (1)
u,d+K	- Heel drop (2)
qcf+K	- High-Speed Steel Pin Kick
P+K	- Hook
P+K,P	- Double Hook
P+K,P,P	- Triple Hook
P+K,P,P,P	- Hook Combo (4)
P+K,P,P,P,P	- Hook Combo (5)
P+K,df+P	- Hook Upper
P+K,P,P,df+P	- Triple Hook Upper
P+K,P,d+K	- Twin Hook Leg Slow
P+K,P,P,P,d+K	- Stomach Punch * Leg slow
P+K,P,P+K+G	- Dodge
P+K,P,P+K+G,P	- Dodge * Hook
P+K,P,P+K+G,P,P	- Dodge * Twin
P+K,P,P+K+G,df+P	- Dodge * Upper
P+K,P,P+K+G,P,d+K	- Twin * Dodge * Leg Slow
P+K,P,P+K+G,P,P+K+G	- Twin * Dodge & Dodge
K+G	- Hopping Knee
d+K+G	- Roast Pin Kick
d+K+G,f+K+G	- Roast Pin Kick Jump Knee
db+K+G	- Tail Break
db+K+G,b+P+K+G	- Tail Break * Back Roll
db+K+G,f+P+K+G	- Head Spring * Kick
f,f,K+G	- Cart Wheel
f,f,K+G,K+G	- Cart Wheel -> Turtle
f,f,K+G,d+K+G	- Cart Wheel * Roast Pin
f,f,K+G,b+P+K+G	- Cart Wheel * Back Roll
qcf+K+G	- Turtle
b,K+G	- Rocket Missile
b,b,K+G	- Wall sliding
b,b,K+G,P	- Front Slide
b,b,K+G,P+K+G	- Wall Sliding Cancellation

***** Throwing Techniques *****

d,P+K+G	- Skate Punk Throw (while jumping close to enemy)
P+G	- Throwing Stomach Right (on enemies right)
P+G	- Throwing Stomach Left (on enemies left)
P+G	- Wall Slow
f,b,P+G	- Blurring in Twister
d+P+G	- Folk Song
d+P+G,b+K	- Folk Song Kick
b,f+P+G	- Overhead CANON
b,df+P+G	- L Moth Rio
df,df+P+G	- Face Crusher and Knee (enemy must be crouching)
P+G	- Wall DDT (close to wall)
b,f,K+G	- Dead Ended Double Knee (close to wall)
P+G	- Tag Hand Wall Crash (enemy backed against wall)
P+G	- Rear Assault (from behind the enemy)

b+P+K+G - Air Grab (both in the air)

***** Jumping Techniques *****

U+P - Jump Kick
U+P - Jump Toe
u,K - Hopping Kick
u,d+K - Low cutting kick
U,K - Flare Toe
U,d+K - Flare Kick
U,f+K - Front Air Kick
U,b+K - Back Air Kick
U,P - Skater Dive

***** Dash Techniques *****

P - Running Board Slap
K - Running Knee
d+K - Sliding kick
d+K,K - Flip Kick 1
d+K,d+K - Flip Low Kick 1
K+G - Dash Air
K+G,K - Flip Kick 2
K+G,d+K - Flip Low Kick 2

***** Back Turned Techniques *****

P - Turn Punch
P,P - Turn Double Punch
d+P - Low Punch
K - Turn kick
d+K - Roast Pin Kick Turn
u+K - Turn Hop Kick

***** Downed Enemy Techniques *****

d+P - Stomp
d+K - Foot Stamp
d+K,K - Double Stamp
d+K,K,K - Triple Stamp
u+P - Flying Dolphin Attack

***** Super KO Technique *****

f+P+K+G - Super Backspin

COMMENTS: Along with Sanman, probably the worst fighter in the game Picky suffers from short range attacks, even with his skateboard in hand and diabolical lack of power. Although he can cover distance over the ring back and forth with great speed his fighting in close is poor and due to his short reach is hard to be effective from a distance. You can try hit and run techniques but its unlikely you'll defeat a good opponent before they take you down.

***** h) RAXEL *****

***** Basic Techniques *****

P - Jab

P,P	- Light/Write Spin
P,K	- Jab High Kick
P,P,P	- Light/Write Through
P,P,K	- Lux KILL!
f+P	- Elbow Cutting
f+P,P	- Knuckle Black Crow
f+P,P,P	- Right Hand
f+P,K	- Knuckle Crow kick
f+P,K,P	- Turn Punch
f+P,K,P,f,K+G	- Turn Punch -> Guitar Smack
f+P,K,P,d,K+G	- Turn Punch -> Guitar Smack, Guitar Sweep
df+P	- Upper
df+P,P	- Double Upper
b+P	- Lightning Upper
f,d,df+P	- Death Spin Upper
f,d,df+P,f,f+P	- Death Spin Upper -> Guitar Thrust
P	- Standing Upper (rising from crouch)
K	- High Kick
f+K	- Back off Kick
K,K	- Back off Double Kick
K,K,K	- Back off Double Kick and Spin
bf+K	- Middle Kick
df+K,P	- Motor Clue
df+K,P,f,K+G	- Motor Clue, Guitar Smack
df+K,P,d,K+G	- Motor Clue, Guitar Sweep
d+K	- Low Side Kick
db+K	- Block Break
b+K	- Blockbuster
u+K	- Hop Kick
ub+K	- Somersault Kick
K	- Standing High Kick (rising from crouch)
P+K	- Slicer
df+P+K	- Sweep
df+P+K,P	- Sweep -> Flying V
d+P+K	- Guitar Hammer
d+P+K,P	- Double Guitar Hammer
d+P+K,P,d+P	- Double Guitar Hammer, Guitar Sweep
d+P+K,K	- Guitar Hammer, Kick
d+P+K,K,P	- Guitar Hammer, Kick, Guitar Uppercut
d+P+K,K,K	- Guitar Hammer, Double Kick
d+P+K,K,P+K	- Guitar Hammer, Kick, Guitar Sweep
d+P+K,K,P+K,P+K	- Guitar Hammer, Kick, Guitar Uppercut, Jump Kick
d+P+K,d+K	- Guitar Hammer and face Kick
db+P+K	- Guitar Uppercut (back against wall)
f,f,P+K	- Guitar Thrust
df,df+P+K	- Logger Ro Accelerator
b,f+P+K	- Pulling Off
K+G	- Guitar Smack
f+K+G	- Death Spin Kick
f+K+G,P	- Death spin kick -> Jab
f+K+G,P,P	- Death Spin Kick ->Light/Write Spin
f+K+G,P,P,P	- Death Spin Kick ->Light/Write Through
f+K+G,qcf+K	- Death Spin Slash
f+K+G,qcf+K,qcf+K	- Death Spin Roller
d+K+G	- Sliding Kick
u+P+K+G	- Flap Jack
u+P+K+G,u+P	- Flap Jack Attack

P+G - Magnet & Neck (on enemies right)
P+G - Stylus Backbone (on enemies left)
P+G - Wall Slow
f, f, P+G - Death CANON
b, f, P+G - Neck Crack
df, b, P+G - Parachute Flare
f, db, P+G - Black Colour
u, d, P+G - The Detroit Lock Down
df, df+P+G - Cascade Crack (enemy must be crouching)
P+G - Scapegoat Hanging (near wall)
f+P+G - Scapegoat Driver (both near wall)
P+G, b+P+G - Chalking Hammer
P+G - Tag Hand Wall Crash (enemy backed against wall)
qcf+P+G - Progressive Noise
qcf+P+G, u, d+P+G - Blues Mosquito
qcf+P+G, u, d+P+G, f+P+G - Rolling Stone
P+G - Death Drop (from behind enemies back)

***** Jumping Techniques *****

U+P - Hammering
U+P, P - Hammering on
U+K - Jump Toe
u, K - Hopping Kick
u, d+K - Leg Killer
U, K - Flare Toe
U, d+K - Flare Kick
U, f+K - Front Air kick
U, b+K - Back Air kick
U, P - One-Handed

***** Dash Techniques *****

P - Running Straight
K - Running Knee
d+K - Sliding Kick
uf+K - Running Jump Kick
P+G - Running Tackle

***** Back Turned Techniques *****

P - Turn Punch
d+P - Low Punch
K - Turn Kick
d+K - Roast Pin Kick Turn
u+K - Turn Jump Kick

***** Downed Enemy Techniques *****

d+P - Guitar Crash
d, d+P - Gray Bu Post
d+K - Spit Kick
u+P - Flying Task

***** Super KO Technique *****

f+P+K+G - Burning Rock Star

COMMENTS: Raxel is good fun to use and like Charlie, works best keeping

opponents out of his face with his long guitar based attacks. From a successful and powerful strike with his guitar he can then be taken through some good combo attacks. But his weakness is the obvious nature of these attacks and the slight delay they have in landing, which makes them easily anticipated. So don't over use the guitar.

***** j) SANMAN *****

***** Basic Techniques *****

- P - Basic Punch
- P,P - One two punch
- P,P,P - One two hammer
- P,K - Punch and Kick
- P,P,K - Double Punch and Butt Smack
- P,df+P - Punch, Uppercut
- P,df+P,K - Boost Kick
- b,f+P - Power Knock
- b,f+P,P - Double Power Knock
- df+P - Double Power Knock, Uppercut
- df+P,P - Double Upper
- df+P,P,K - Double Upper, Butt Smack
- f+P - Ignition Punch
- f+P,P - Generator Punch
- f+P,P,P - Fire Generator Punch
- f+P,P,P,P - Atomic Generator Punch
- f+P,P,P,P,P - Fusion Generator Punch
- f+P,P+K - Punch, Turn Punch
- f+P,P+K,P - Punch, Turn Punch, Stomach Hammer
- f+P,P+K,P,df,df+P+G - Generation Piston Driver
- db+P - Block Swing
- d+P - Low Punch
- u+P - Belly Flop
- f,f+P - Power Down Hook
- K - Face Kick
- f+K - Straight Kick
- df+K - Side Stomp
- b+K - Block Bonn Bar
- d+K - Low Kick
- d+K,P - Low Kick, Middle Hook
- d+K,P,df,df+P+G - Low Kick, Middle Hook, Piston Driver
- d+K+G - Leg Slow
- f+K+G - Giant Kick
- f+K+G,K - Giant Stamp
- b,b+K+G - Roll Wheel (back to wall)
- P+K - Jack-knife Slow
- f+P+K - Duster Hand
- f+P+K,P - Duster Hand Reverse
- f+P+K,P,P - One Two Upper
- d+P+K - Power Hammer
- d+P+K,P - Double Power Hammer
- d+P+K,P+K - Round Trip -> Hammer Slow
- db+P+K - Butt Smack
- db+P+K,P+K - Double Butt Smack

***** Throwing Techniques *****

- P+G - Side Slot Drop (on enemies right)

P+G	- Sanman Side Throw (on enemies left)
P+G	- Floor Smash
b,df+P+G	- Shoulder Mill
f,b+P+G	- Bear Hug
f,b+P+G,b,b+P+G	- Elephant Hug
f,b+P+G,b,f+P+G	- Seal Lion Hug
f,b+P+G,b,b+P+G,qcf+P+G	- Strike Hunter
db+P+G	- Backbone Crack
qcf+P+G	- Giant Swing
df,df+P+G	- Pile Driver (enemy must be crouching)
d+P+G	- Power Hunting (enemy close to wall & crouching)
P+G	- Spark Scratch (both close to wall)
P+G	- Tag hand wall crash (enemy backed against wall)
P+G	- Back Break (from behind enemies back)
qcf+P+G	- Giant Swing (enemy on back, feet nearest)
qcb+P+G	- The MAX Trip (enemy on back, head nearest)
qcf+P+G	- Drugged Dead Man (enemy face down, feet nearest)
qcf+P+G	- Overdrive
b,f,f+P+G	- Over blowing
u,d+P+G	- Animal howling
fcf+P+G	- Final Overdrive
u,d+P+G	- Fish Tail Buster
u,d+P+G,u,d+P+G	- Hydro lag ride
u,d+P+G,b,f+P+G	- Electra gliding
u,d+P+G,f,b+P+G	- Super gliding
qcf+P+G	- The MAX CANON
b,f,P+G	- Head CANON
b,f+P+G,b,f+P+G	- Ultra Twin CANON

***** Jumping Techniques *****

u+P	- Belly Flop
u+K	- Hop Kick
U+P	- Jump Toe
U+K	- Hopping Kick
u,K	- Leg Blurring Squid
u,d+K	- Rider Kick
U,d+K	- Air Diving
U,K	- Flare Toe
U,f+K	- Front Air Kick
U,b+K	- Back Air Kick

***** Dash Techniques *****

P	- Belly Bounce
P,P	- Generator Punch
K	- Running Butt Smack
uf+K	- Running Jump Kick
d+K	- Sliding Kick

***** Back Turned Techniques *****

P	- Turn Knuckle
d+P	- Low Knuckle
K	- Turn Kick
d+K	- Roast Pin Kick Turn
u+K	- Punishment Kick

***** Downed Enemy Techniques *****

d+P - Head Bomb
d+K - Megaton Stamp
u+P - Flying Butt Crash

***** Super KO Technique *****

f+P+K+G - ATOMIC "3"

COMMENTS: Euch. The slowest fighter in the game and one of the least rewarding to get to grips with. Like Mahler he has large range of throws available to him to make up for his small amount of kick and punch combos. Unlike Mahler he lacks speed making them even easier to anticipate. Meaning you either have to be very good at pulling them off and timing when to do them, or you end up using his more limited combo attacks. Boring.

***** k) TOKIO *****

***** Basic Techniques *****

P - Justice Jab
P,P - Open Chest
P,K - Opening Spin
P,K,K - Open Double Spin
P,K,d+K - Open Double Spin low/row
P,K,K,K - Double Spin Darts
P,P,P - Open Arm
P,P,K - Open Roll
f+P - Open Elbow
f+P,P - Elbow Blow
f+P,P,P - Opening Arm Blow
f+P,P,K - Berkeley Hop
f+P,P,d,f+P - Lightning Arrow
df+P - Opening Upper
d+P - Stomach Punch
d+P,P - Stomach One-Two
d+P,P,qcf+P - Lightning Bolt
P+K - Break Opening
P+K,P - Open Straight
f,f+P - Twister -> light/write
f,f+P,K - Twister
f,f+P,K,K - Double Twister
f,f+P,K,K,K - Triple Twister
f,f+P,K,K,d+K - Double Twister -> Sweep
f,f+P,K,K,f+K - Double Twister -> Toe Kick
f,f+P,K,K,P+K+G - Ground Zero
f,f+P,K,K,P+K+G,K - Ground Zero -> Toe Kicks
f,f+P,K,K,P+K+G,K,K - Ground Zero -> Twin Darts
f,f+P,K,K,P+K+G,K,d+K - Ground Zero -> Heel Whips
f,f+P,K,K,P+K+G,d+K - Ground Zero -> Heel Whips, Sweep
K - Roll Kick
f+K - Cutting Kick
K,P - Reactor
K,P,K - Roll Kick Edge
K,P,P - Roll Kick Reactor
K,P,P,K - Roll Kick Maxi Edge
K,P,P,ub+K - Roll Kick Maxi Edge, Hop Kick
K,P,P,P - Roll Kick Reactor Plus
K,P,P,P,K - Roll Kick Vent Edge

K,P,P,P,ub+K	- Roll Kick Vent Edge, Hop Kick
K,P,P,P,d+K	- Roll Kick Vent Edge, Sweep
K,K	- Spin Toe
K,K,K	- Twin Darts
K,K,f+K	- Heel Whip
f+K	- Snap Knee
df+K	- Middle Kick
df+K,K	- Clutch Step
df+K,K,f+K	- Double Clutching kick
d+K	- Low Kick
db+K	- Block Break
b+K	- Blockbuster
ub+K	- Hop Kick
K	- Standing Toe Kick (rising from crouch)
K,K	- Standing Twin Darts (rising from crouch)
K,d+K	- Standing Heel Whip(rising from crouch)
u,d+K	- Heel Drop
K+G	- Spin Off Kick
K+G,K	- Spin Off sunrise
K+G,K,K	- Spin Float
K+G,d+K	- Spin Kick & Sweep
df+K+G	- Professional Dancer
df+K+G,f+K	- Starlight Dancer
d+K+G	- Roast Pin Kick -> (backturned)
d+K+G,P	- Spiral Start
d+K+G,P,P	- Spiral Double Jab
d+K+G,P,P,P	- Spiral Triple Jab
d+K+G,P,K	- Spiral Side Kick
d+K+G,P,P,K	- Spiral Maxi Edge
d+K+G,P,P,ub+K	- Spiral Maxi Edge, Hop Kick
d+K+G,P,P,P,K	- Spiral Vent Edge
d+K+G,P,P,P,ub+K	- Spiral Vent Edge, Hop Kick
d+K+G,P,P,P,d+K	- Spiral Vent Edge, Sweep
d+K+G,K	- Roast Pin High
d+K+G,K,K	- Roast Pin Mid
d+K+G,K,d+K	- Roast Pin high -> Leg Break
d+K+G,d+K,	- Roast Pin low/row
d+K+G,d+K,K	- Triple Roast Pin
b+K+G	- Flip Tail -> (backturned)
b+K+G,K	- Flip Tail Darts -> (backturned)
f,d+P+K+G	- Very The Flap (drop to ground)
P	- Very Flap Punch (after Vary the Flap)
K	- Very Flap Kick (after Vary the Flap)
b,b+K+G	- Moon Monkey -> Back Flip

***** Throwing Techniques *****

P+G	- Barrel Roll (from enemies right)
P+G	- Sidewinder (from enemies left)
P+G	- Wall Slow
db+P+G	- Ground Accelerator
f,b+P+G	- Shoulder Throw
b+P+G	- Snap Stall
b,f+P+G	- Poison Ivy
b,df+P+G	- Spin Stall
hcb+P+G	- Neck Stall
df,df+P+G	- Face Crusher Knee
P+G	- Back Wall Rush (both near wall)
b,f+K+G	- Dead Ended Double Knee (both near wall)
P+G	- Tag Hand Wall Crash (enemy backed against wall)

P+G - Neck Pile Driver (from behind enemy)

***** Jumping Techniques *****

- u+P - Jump Hammer
- u+K - Hopping Kick
- uf+K - Middle Hop Spin Kick
- U+P - Thrust Punch Air
- U+K - Jump Toe
- u,K - Hopping Kick
- u,d+K - Low Cutting Kick
- U,K - Flare Toe
- U,d+K - Flare Kick
- U,f+K - Front Air Kick
- U,b+K - Back Air Kick
- U,P - High Jump Hammer

***** Dash Techniques *****

- P - Running Straight
- K - Fire Darts
- d+K - Sliding Kick
- uf+K - Running Jump Kick
- P+G - Running Tackle

***** Back Turned Techniques *****

- P - Turn Punch
- d,d+P - Low Sweep Punch
- d+P - Leg Scoop
- K - Back Flip Kick
- K,d+K - Back Flip Kick -> Heel Drop
- K,P - Back Flip Hand
- K,P,P - Back Flip Jab
- K,P,P,P - Back Flip Rush
- d+K - Flip Roast Pin Kick
- d+K+G - Flip Low Cutting
- db+P - Flip Upper
- u+K - Turn Punishing Kick

***** Downed Enemy Techniques *****

- d+K - Split Kick
- u+P - Eagle Landing

***** Super KO Technique *****

- f+P+K+G - Atomic Fire Darts

COMMENTS: If Bahn is the Paul Phoenix of Fighting Vipers, then Tokio is the Marshall Law. His kicks are his best offence and most of his long attack combos revolve around spinning and flying kick attacks. His punches are also fast and effective and mix it up nicely. He is a more all out offensive character than most, lacking any real dodge, duck or evasive skills, so its important you master the general defensive techniques in case he fall foul of a good combo breaker player.

See section 2 for unlocking information.

***** a) DEL SOL *****

***** Basic Techniques *****

P - Strong Fist of the Sun
P,P - Body Blowing out of Gust
P,P,P - Uppercut of Thundercloud
P,P,f+P - Uppercut of Dark Clouds
P,P,K - High Drizzle Combo Kick
P,K - Spring Rain Change Attack
P,K,P - Switch Upper of Downpour
d+P - Low Fist of Spring Water
f+P - Gust Elbow
f+P,P - Gale Elbow
f+P,P,P - Gust Tornado -> (end in back turned)
df+P - Strong Upper of Night Sky
HCF+P - The Solar Fist
HCF+P[n,n] - The Solar Fist (MAX)
b+P - Blocking Straight in the Earth
P+K - Rock Hook
P+K - Hook Upper of Taiki
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 Satellite -> (end with back turned)
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
K,P,P,f+P - Change Combo IV in Volcano
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
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
K+G - Joke Rake Kick of Moonlight Night
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 -> (end with back turned)

***** Throwing Techniques *****

P+G - Light Turn Steiner of New Leaves (on enemy's right)
P+G - Light Turn Steiner of Dark Green (on enemy's left)
f+P+G - Pobably Car of Grove

db+P+G - Front Suplex of Plain
d+P+G - Large Cataract Brainbuster
QCF+P+G - Peanut Crash of Lightning
d,d+P+G - Jump Suplex of Meadow
b+P+G - Spin Suplex of Snowfield
b,f,b+P+G - Arm Bonn Bar in Precipice
HCB+P+G - Windbreaker in Ravine
HCF+P+G,u,d+P+G - Roll German in Mars
HCF+P+G,u,d+P+G,f+P+G - Acrobat German in Saturn
df,df+P+G - Coconut Crash of Thunder (enemy in crouch)
P+G - Strong Head of Quartz (near wall, in front enemy)
b,f+P+G - Suplex of the Sea (near wall, in front enemy)
b,f+P+G,QCB,ub,u+P+G - Suplex of Hell(near wall, in front enemy)
P+G - Black Arm in Valley(near wall, to rear of enemy)
b+P+G - Back Wall Spin Bomb of Mountain Range (near wall,
to rear of enemy)
P+G - German Suplex of Full Moon (you behind enemy)
b+P+G - Back Suplex of Thaw (you behind enemy)
HCF+P+G - Immoral Spin of Drift Ice (enemy downed)
b+P+K+G - Jumping Crunch of the Sky (both in Air)

***** Jumping Techniques *****

u+P - Jump Hammer of Morning Mist
u+K - Rolling Sobat of Uncultivated Field
U+P - Thrust Punch Air of Drizzle
U+K - Continental Jumping Toe
u,K - Ogawa Hopping Kick
u,d+K - Low Cutting Kick of Fallen Leaf
U,n,K - Air Rolling Sobat Ice Hole
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"
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
f,F,K - Running Knee of Tidal Wave
f,F,d+K - Sliding Kick Eddying Current
f,F,P+G - Running Tackle of Red Tide
f,F,uf+K - Running Jump Kick of High Tide

***** Back Turned Techniques *****

P - Turn Fist. at Dark Night
d+P - Rolling Turn Fist of Cloudy Heaven
K - High Turn Kick of Cave
d+K - Stalagmite Down Kick
u+K - Stone Pillar Sobat

***** Downed Enemy Techniques *****

d+P - Elbow Drop of Meteorite
d+K - Strike Stamp of Quagmire
u+P - Wrecking Dive of Isolated Island

***** Super KO Technique *****

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

COMMENTS: This guy is pure brawler. He fights pretty much like Mahler. However, rather than using his admittedly large range of throws this guy excels with fast, in-close punch combinations. You should get in an opponents face with Del Sol and then pound it with your fists to get the best from him. Mix in a few kicks if you need to push back and wind up a throw, but I find him better as a boxer rather than a wrestler.

***** b) KUHN *****

***** Basic Techniques *****

- P - Knights Tongue Straight
- P,P - Aragonite one two attack
- P,P,P - Steel Fists
- P,P,P,K - Steel Fist and knee
- P,P,P,ub+K - Steel Assault
- d+P - Rubellite low/row
- db+P - Diamond Side Edge
- db+P,P - Diamond Double Edge
- b+P - Sapphire Straight
- f+P - Sapphire Elbow
- f+P,K - Emerald Knee
- f+P,ub+K - Emerald Assault
- b,f+P - Pyrite Punch
- df+P - White Metal Pause
- df+P,P - Ferris
- df+P,P,P - Ferris Upper
- df+P - Chrome Spear (while crouching)
- df+P,P - Bronze Spear (while crouching)
- P - Iron spinal (while rising from crouch)
- f,f+P - Reptile Charging Elbow
- b,df+P - Kersey
- df,df+P - Marbled Long Hook
- df,df+P,P - Marble Assault
- db,d,df+P - Strong Rubellite
- K - Graphite leg
- d+K - Emerald Size
- d+K,K - Emerald double size
- d+K,K+G - Emerald tornado
- db+K - Emerald big size
- df+K - Alabaster kick
- ub+K - Bull knight Moon Assault
- f,f+K - Emerald Back Size
- P+K - Tin Knuckle
- P+K,P - Tin Assault
- d,P+K - Chestnut Soviet bell * kick I
- d,P+K,K - Chestnut Soviet bell * kick II
- d,P+K,K,K - Chestnut Soviet bell * kick III
- d,P+K,K,K,K - Chestnut Soviet bell * kick IV
- d,P+K,K,K,K,K - Chestnut Soviet bell * kick v
- b,P+K - Opal * spin I
- b,P+K,P - Opal * spin II
- b,P+K,P,K - Opal * spin III

db, P+K - Crystal Knee
db, P+K, K - Crystal I
db, P+K, K, K - Crystal II
db, P+K, K, K, K - Crystal III
db, P+K, K, K, K, K - Crystal IV
db, P+K, K, K, K, d, K - Crystal V
f, P+K - Beryl Dance elbow
df, P+K, P - Pearl spear
b, f, P+K - Aquamarine Impact
K+G - Pegmatite Attack
K+G, P - Pegmatite Attack I
K+G, P, P, P+K - Pegmatite Assault

***** Throwing Techniques *****

P+G - Sand Rose (from enemy's right)
P+G - Inca Rose (from enemy's left)
P+G - Crazy Race
b, P+G - Magic Chart
f, P+G - Cross Stone Rush
db, f, P+G - Diamond Head
u, d, P+G - Iron Crusher
P+G - Deep Red Garnet (near wall, enemy facing)
P+G - Cubic Zirconium (near wall, wall behind enemy)
df, df, P+G - Lead Beryl (enemy in crouch position)
P+G - Atomic Splitter (you behind enemy's back)

***** Jumping Techniques *****

u+P - Diamond Upper
uf+K - Iron Kick
u+K - Steel Jump
U+K - Flying Crystal
u, K - Crystal kick
u, d+K - Thane Low Kick
U, K - Air Graphite
U, d+K - Air Parasite
U, f+K - Front * Turquoise
U, b+K - Back * Turquoise
U, P - Love Red Light
U, d+P - Marble Spear

***** Dashing Techniques *****

P - Mosquito Arrow
K - Crystal Arrow
d+K - Emerald arrow
P+G - Steel tackle
uf+K - Running Graphite Kick

***** Back Turned Techniques *****

P - Shadow Knights Tongue
P, P - Zebra stripe
d+P - Rubellite Shadow
K - Graphite Shadow
d+K - Emerald Shadow
u+K - Diamond Shadow

***** Downed Enemy Techniques *****

- d+P - Mount Gong Byte
- d+K - Ground Spear
- u+P - The MAX Conundrum

***** Super KO Technique *****

- f+P+K+G - Electric Blue

COMMENTS: Eek! Scary character. Don't let Kuhn's all silver or gold appearance fool you into thinking his armour is permanent. When it breaks, it will break all in one revealing a disturbing pink underneath. However, to make up for this, he is THE fastest, THE nastiest fighter in the whole game. His attack strings can destroy an energy bar in seconds and if you do manage to knock his armour off his speed and power become even higher! If you fight as Kuhn don't give your opponent a moment to catch their breath and take your armour off, if you fight against Kuhn its time to make sure you know your defensive strategies and how to do your best and most powerful combos. You don't tend to get a second chance if you miss an opportunity to take him down.

***** c) B.M. *****

***** Basic Techniques *****

- P - Iron F.I.S.T.
- P,K - PK Combo
- P,K,P - Iron Bomber
- P,P - PP Combo
- P,P,f+P - Switch Upper
- P,P,P - Strong Upper
- 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
- P,P,f+K,P,f+P,HCF+P - Mad Ceremony
- 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
- f+P,P,P - Blowing Out Combo II
- f+P,P,P,f+P - Blowing Out Combo III
- f+P,P,P,P - Non-Stop F.I.S.T.
- 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
- f+P,P,P,f+K,P,f+P,HCF+P - Seven Pistols
- b+P - Power Fist
- 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
K, P, P	- Machine Gun March
K, P, P, f+P	- Wild Charge
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
K, P, P, f+K, P, f+P, HCF+P	- Cancer Cascade
K, K	- High Double Kick
f+K	- Cancer Fire
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
df+K, K, K, P, P, P, f+P	- Twister Combo
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
df+K, K, K, P, P, P, f+K, P, f+P, HCF+P	- Endless Pain
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
df+K, K, K, P, P, K, P, P, P	- Blood Sea
db+K	- Showtime
b+K	- Sedona Impact
u, d+K	- Guillotine Leg
u, d+K, K	- Roll Free Leg
u, d+K, K, P	- Crack Combination
d+K	- Stan Kick
b, b+K+G	- Turn Escape (when trapped near wall)
b+K+G	- SPETSNAZ Knee
db+K+G	- Viper Tail
db+K+G, K	- Viper Fang
db+K+G, K, P	- Viper Lance I
db+K+G, K, P, P	- Viper Lance II
db+K+G, K, P, P, P	- Viper Lance III
db+K+G, K, P, P, P, f+P	- White F.I.S.T.
db+K+G, K, P, P, P, P	- Black Nail
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
db+K+G, K, P, P, P, f+K, P, f+P, HCF+P	- Salamander Combo
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
db+K+G, K, P, P, K, P, P, P	- Hangregolgonz
d+K+G	- Snake Tail
d+K+G, d+K	- Twin Head
d+K+G, K	- Snake Fang

P+G	- Baring Slowness
P+G	- Frank Slum (on enemy's right)
P+G	- Frank Drop (on enemy's left)
d+P+G	- Brain Buster
b, f, b+P+G	- Bridge Destroyer
HCB+P+G	- Power Twister
HCF+P+G	- Back Bone Crusher
P+G	- Giant Weight (both near wall)
P+G	- Iron Cage (enemy backed against the wall)
P+G	- Back Drop (from behind the enemy)
df, df+P+G	- Face Crusher (enemy must be crouching)

***** Jumping Techniques *****

u+P	- Jump Hammer
u+K	- Rolling Sobat
U+P	- Thrust Punch Air
U+K	- Jumping Toe
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
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
f, F, K	- Running Knee
f, F, d+K	- Sliding Kick
f, F, P+K	- Run Heavy Straight
f, F, P+G	- Dynamite Tackle
f, F, K+G	- Running Knee Press
f, F, P+K+G	- Running Knee Attack

***** Back Turned Techniques *****

P	- Shadow F.I.S.T.
P, P	- Reverse Mode I
P, P, K	- Reverse Mode II
P, P, K, P	- Reverse Mode III
P, P, P	- Shadow Blowing Out
P, P, P, f+P	- Shadow Switch Upper
P, P, P, P	- Shadow Strong Upper
P, P, P, K	- Black Combo
P, P, P, f+K	- Shadow Style I
P, P, P, f+K, K	- Dangers Shadow
P, P, P, f+K, P	- Shadow Style II
P, P, P, f+K, P, f+P	- Shadow Style III
P, P, P, f+K, P, f+P, HCF+P	- Black Monster
d+P	- Under Nail
d+P, K	- Under PK Combo
K	- High Shadow Kick
d+K	- Shadow Stan Kick

***** Downed Enemy Techniques *****

u+P - False Start Devil
d+K - Bitch Kick

***** Super KO Technique *****

f+P+K+G - Restless Raven

COMMENTS: Cheese alert! Ok so Kuhn may be the best fighter overall (in my opinion), but BM is Mister cheese. Again he is blessed with the long attack strings Mahler lacks, a range of devastating throws and unlike Mahler, less time needed to wind up big attacks. Easy to win with, but dare I say.. a tad dull for both fighter and opponent?

***** 5) SECRETS *****

Unlock BM

Defeat B.M. in arcade or random mode with a Super K.O.

Unlock Del Sol

Successfully complete the game after defeating Del Sol in random mode. TIP: Del Sol will only appear randomly and may not appear at all. But he will appear in the same place for each character. Tokio encounters him on Stage one. So if he is not there, restart until he does.

Unlock Kuhn

Defeat Kuhn in the bonus stage in arcade mode. To access this stage defeat Mahler in arcade mode before the timer gets to 5:50, and either have more than half your energy or finish your opponent with a Super K.O. Continue on and finish the game successful to gain access to Kuhn. To get to fight Mahler you should also make sure you do not lose a round to Sanman, in the previous fight. You must also defeat Kuhn without continuing, as he will not be unlocked until you do.

Clean pause screen:

Press Start to pause game play, then press X + Y.

Alternate costumes

Highlight a fighter and press Up or Down at the character selection screen.

'Nurse' Honey costumes

Successfully complete arcade or random mode with a total of six or more Super KO finishes. Hold the R Trigger when selecting Honey at the character selection screen for a pink (1P) or blue (2P) costume.

Original Colour Kuhn

Hold the R Trigger when selecting Kuhn to get a different colour.

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for

loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

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***** THE END *****
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