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1 ***** INTRODUCTION *****

Guilty Gear X is a Dreamcast fighting game produced by Arc System Works and published by Sammy. The original Guilty Gear on the Playstation caused a stir by including a real-time decompression system that improved the quality of the graphics massively compared to Playstation games of that era. Guilty Gear X takes a similar step in the Dreamcast era by running in full VGA resolution.

THE LIMITED EDITION:

Some copies of Guilty Gear X are "limited edition". These copies contain a very small audio-CD with a single music track on them, and the GD-ROMs in these copies have a cool colour illustration of Sol and Ky. There is no other difference between the versions. There is no extra cost for the limited edition - Sammy just produced a certain number of them at the beginning of the run, and if your importer happened to get one, so will you.

2 ***** LEGEND *****

These are the abbreviations which will be used throughout this FAQ, especially in describing moves.

P The PUNCH button (X by default)
K The KICK button (A by default)
W The WEAK SLASH button (Y by default)
H The HEAVY SLASH button (B by default)
S Either the WEAK SLASH or HEAVY SLASH button - which you choose will determine the strength of the attack
T The TAUNT button (RESPECT in menu, R by default)

7 8 9 Numbers represent joypad directions: refer to your computer's
4 5 6 numeric keypad or the diagram on the left. 5 is the centre of
1 2 3 the joypad; look at the direction of the number from there.
All moves are given as if your opponent is on your right. When the opponent is on your left, all moves are reversed left-to-right. Hence, 6 means "towards the opponent"; 4 means "away from the opponent".

Note: A direction followed by a direction means "do these in sequence", but a direction followed by a button means "push this way while pressing this button", and a button followed by a button means "press all these buttons at once". So PK means "press punch and kick at once", not "press punch then press kick". In the following entries, a "motion" is either a direction or a direction+button(s) together:

[] Do any one of the motions within the brackets
+ Hold the previous motion for a little while before moving on

In move lists, the following notation is additionally used:

- .. Do this move only after the previous move at the same level of indentation
- a This move may be done in the air
- A This move *MUST* be done in the air
- * This move is an Overdrive (50% Tension consumed)
- D This move is a Destroyer (see 3, Ichigeki Hissatsu)
- ! This move is new to Guilty Gear X. Note that all the Destroyers are changed from the original GG, but these aren't marked, because only the animation changes - the basic effect is the same (ie, they're still Destroyers)

3 ***** ENGINE *****

- Dash -

All characters except Potemkin can dash with the motion 44+ or 66+. They can also air dash by performing the same command while in the air.

- Super Jump -

All characters can jump with [789]. They can also Super Jump with 2[789]+.

- Throws -

Throws are performed with 6H or 4H, depending on where you want the opponent to be after the throw. Most characters will throw the opponent in the direction you're facing with 6H and backwards with 4H. Some are the other way around.

- Ichigeki Hissatsu -

Yes, the Ichigeki Hissatsu ("One-hit certain kill") moves from the original Guilty Gear are back. Also known as "Destroyed" or "Destroyer" moves, these moves will kill your opponent in a single hit.

UNLIKE the original Guilty Gear, you can't just do them whenever you feel like.. they've been made a good deal harder to do. Also unlike the original GG, destroying the opponent will NOT end the entire fight: it will just win you the current round.

To perform an Ichigeki Hissatsu in GGX, first you need to have some energy in your Tension gauge. Once you have some, hit all four attack buttons at once and your Tension gauge will be transformed into an "Attack meter" which runs down. You've got until the meter runs out to do your Ichigeki Hissatsu. If you let the meter run out, you will not be able to do the move.. and you will *not* gain any more tension while the attack meter is showing. You can restore the tension gauge from the attack meter by hitting all four buttons again (and you can do this at any time, even if the meter isn't empty).

So, once you've got the attack meter, you must do the motion for the Ichigeki Hissatsu, and it must hit the opponent. If it misses, or gets blocked, YOUR TENSION BAR WILL SHUT DOWN - you CANNOT do any more Awakenings, Ichigeki Hissatsu, Dead Angle Attacks, or Roman Cancels for the remainder of the round.

Now, if despite all the risks, you still want to go for Ichigeki Hissatsu, be my guest. Good luck. :)

- Dust Attack -

A "dust attack" is performed by pressing WH (both at once). Your

character will brace themselves for a second and then perform a big attack that will send your enemy flying into the air. You can press [89] quickly after the attack to jump up after them and attack them. When you begin to attack, a big flame wave will start to appear in the background. This is just a visual effect, though.

- Sweep -

All characters can perform a standard sweep move, to knock the opponent down, by pushing 2WH.

- Fortress Defence -

The fortress defence can be performed by pressing PK+ while blocking. A green ring will surround your character and you will avoid taking block damage. This reduces your tension gauge. You will stop the fortress defence when 50% of your tension gauge has been spent.

- Overdrives -

Overdrives are the standard super moves of Guilty Gear X. You may perform an Overdrive any time your tension bar is above 50%, and it will consume 50% of a full tension bar to perform the move.

- Dead Angle Attack -

This is a form of counter usable by any character. To perform it, block an opponent's hit and then press forward and any two buttons. It costs 50% of a full tension gauge.

- Roman Cancel -

This is "the most interesting new feature of GGX" (Arc Systems' words!) Hit any three buttons at once while performing a move to immediately abort the move and recover instantly. Costs 50% of a full tension gauge. Also, the Roman Cancel can only be done AFTER the move has made contact with the opponent. If you whiff, you can't Cancel.

You can buffer in the command for a move you want to do after the Roman Cancel while the move you're going to Cancel is occurring.

Note that it is very hard to actually hit three buttons on the standard DC controller. Several possibilities for getting around this exist. First, you can get away with all four buttons - you can't prepare an Ichigeki Hissatsu while you're in the middle of a move, so this will do just as well and is easier to enter (just push your thumb in the middle of the button diamond). You could try using a programmable pad. Or you could play with your fingers rather than your thumb on the buttons.

- Survival mode -

Guilty Gear X's survival mode is a bit different from the norm. You will still face a string of opponents with a single lifebar, gaining a bit of life after each one. However, every few hits you will gain a "survival level". This increases the difficulty of opposing characters. Whenever you gain a survival level, you'll hear the announcer say "Let's Rock" very quickly and quietly.

When you reach Survival level 20 you will fight Testament, and when you reach Survival level 30 you will fight Dizzy. These characters jump in to your existing battles ("HERE COMES DARE DEVIL"), so you DON'T get to gain health before you fight them. However, if you beat them, you gain a LOT more health than other people. Also, beating them in this way will unlock them for you to play in all modes other than Arcade.

- Medal Mode -

Medal Mode can be turned on in the Options menu. If switched on, score for hits will be given in the form of medals that drop from the opponent

when you hit them. You must pick the medals up for the score to count.

- Damage Scaling -

The Damage levels listed in the move list and combo below are approximate due to the scaling that is performed by the game. The following factors are used to scale damage:

- * Opponent. You will do different amounts of damage depending on whom you're hitting. As an example, Sol's standing H deals 38 to Potemkin, 43 to another Sol, 51 to Baiken, and 53 to Millia.
- * Opponent's life left. You appear to actually do less damage based on the opponent's remaining life. As long as they have 50% of their life bar, you do full damage, but once they're below 50%, you actually do less and less damage as they lose life.
- * Combo scaling. Moves done later in a combo do less damage. As an example, May's W deals 33 on its own, but as the second hit of a combo, it deals 29, then 26, then 23. Here the difference is flatly fixed at 3 or 4 but it's different for other moves and I haven't found a clear proportion rule yet.

- Secret Characters -

The characters Testament and Dizzy are "secret"; they are bosses in the normal game and you will not be able to play them yourself until you unlock them.

The characters can be unlocked in Arcade or Survival mode. In Survival mode, you can unlock Testament by reaching level 20 and Dizzy by reaching level 30.

By the way, to get the secret characters out on the arcade version, have your operator put the machine in Test mode, go to the password option, and type the password MISOSOUP (from the Arcsystem web page).

- Background -

The full background can be read at guiltygearx.com. A brief summary:

A Gear is a biological creature made into a weapon. A Gear must blindly follow any orders given to it by its commander; when it has no orders, it acts like the creature it was before it became a Gear. Several years ago a powerful Gear called Justice took control of all the other Gears and fought against mankind, but Justice was defeated (at the end of the previous Guilty Gear game). As well as taking over all the other Gears, Justice erased their memories. So when Justice was killed, all the other Gears had not only no orders, but also no memory of their old forms, and so become completely dormant, unable to even keep themselves alive, and were easily eliminated by mankind.

Now the news has arisen that a new Gear has been discovered which is somehow still functioning normally. The Gear has not harmed any innocent people, not even by accident, but mankind is still terrified of the Gears and fears that the new Gear could be another Justice. Several attempts have been made to eliminate the Gear, but they have all failed. So it has been announced that there is a \$500,000 "world dollar" bounty on the Gear's head. Several people are interested...

[I hope a world dollar's worth a lot. Hey, you can get \$1m by answering 15 questions.. sounds a lot easier than duelling and killing a bio-engineered combat machine for half the price.]

- Character Selection -

The following characters are back from GG1: Potemkin, Sol, Baiken, Millia, Chipp, Axl, Zato, May, Ky, Dr. Baldhead (as Faust), and Testament.

The following characters are new to GG2: Anji, Venom, Jam, Johnny, and Dizzy.

Kliff and Justice are lost from GG1.

The layout of the character selection screen is as follows:

	Potemkin	Sol	Baiken	
	Anji	Millia	Chipp	
	Axl	Random	Venom	
	Jam	Zato	May	
[Dizzy]	Johnny	Ky	Faust	[Testament]

4 ***** CHARACTERS *****

4.1 SOL BADGUY (Returner, Weapon: Sword)

- Ganfureimu 236P Gun Flame
- Sol creates a series of fiery bursts up from the ground.
The range has been reduced from GG but the "missile's" area is wider. (50 damage)
- a Vorukanikkuviapaa 623S Volcanic Viper
- Sol's fire uppercut move. W is short range (53 damage),
H is long (56 damage).
- ! Tsuikakougeki ..214K Following additional attack
- After H Volcanic Viper, you can add this to do a kick at the end. (brings total to 76 damage)
- ! Gurandovaipaa 214W Ground Viper
- Sol charges in low and then performs a Volcanic Viper up from the ground. (58 damage if the whole thing hits)
- Bandittorivoruvaa 236K Bandit Revolver
- Sol flips over, kicking the opponent twice in the process.
(36 if the last kick hits, 57 if they both do)
- Raiottosutanpu 214K Riot stomp
- Sol flies off to the edge of the screen and then charges the opponent with his foot. (40 damage)
- ! Bukkirabouninageru 623K Brusque Throw
- Throw. Sol grabs the opponent and throws them over his shoulder, bouncing them off the floor in the process.
(66 damage)
- * Doragoninsutooru 214214W Dragon Install
- Sol.. uhh.. installs a dragon. In himself. He will start to glow and remain so for a little while. While he is glowing, all H Volcanic Vipers will be massive fire streaks that deal about 13 hits (174-182 damage) if they fully connect. Also, all Sol's moves will be much, much faster. When the charge runs out, Sol is briefly stunned.
- * Tairanreibu 632146H Tyrant Wave
- Sol creates a massive wave of energy. It has relatively little actual range, though. The wave does 73 damage, and if Sol hits the opponent while he's creating it, the total damage rises to about 140.

D Napaamudesu 236236H Napalm Death
- Sol dives upwards propelled by a large wave of fire. If it hits the opponent, they are thrown back and DESTROYED.

4.2 KY KYSKE (Returner, Weapon: Sword)

a Sutanejji 236W Stun Edge
- Ky creates a small arrow of electricity and throws at at the enemy. 42 damage.

! Sutanejji Chyajiatakku 236H Stun Edge Charge Attack
- Ky charges up the arrow before launching it, making it bigger and making it deal more hits. Damage: 21-18-16 for a total of 55. There is no damage dealt while the arrow charges.

a Veipaasurasuto 623S Vapour Thrust
- Ky's uppercut: an upward slash with his sword. Button determines height. Damage: W 44, H 52.

Sutandippa 236K Stun Dipper
- Ky performs a slide kick and then slashes low with his sword. The two hits do not combo. The sword deals 37 damage and the slide 12.

! Kureshentosurasshu 214K Crescent Slash
- Ky flips over, towards the opponent, and performs a weird upwards Vapour Thrust. 37 damage and a launch.

* Raido*Za*Raitoningu 632146H Ride*The*Lightning
- Ky surrounds himself with an epicycloid of lightning balls and charges the opponent. 140 damage if the whole thing hits.

D Raijingu*Foosu 236236H Raging*Force
- Ky does a huge stab with his sword, surrounding it in energy in the process. If it hits, they are DESTROYED.

4.3 MAY (Returner, Weapon: Anchor)

! Irukasan! Yoko 4+ 6S Mr. Dolphin! Horizontal
- May's dolphin appears and she rides it towards the opponent. Button determines distance. 52 damage, regardless of button.

! Irukasan! Tate 2+ 8S Mr. Dolphin! Vertical
- May's dolphin appears and she rides it up a parabolic arc and down again. Button determines distance. 52 damage, regardless of button.

a Resutiburooringu 623W W Restive Rolling
- May spins onto her anchor and rolls upwards in the air. While she's in the air, you can change her direction by moving the pad in the new direction you want and hitting W. 31 damage if you hit in the initial jump, 25 any other time.

! Hokushudemukaetekudasai 41236any Please come out and recieve the applause!
- May's dolphin appears and does a little dive at some point on the screen. 23 damage. The button chooses which point the dolphin appears at:
P - On top of May.
K - Directly in front of May.
W - About one May's-width in front of her.
H - About two May's-widths in front of her.

If you are too near the edge of the stage for the dolphin to appear, it will appear at a variable location. (I think the distance measurement bounces off the stage edge, but I'm not sure)

Oobaaheddo*kissu 463214 K Overhead*Kiss

- Special throw. May grabs the opponent and flips backwards. 63 damage.

!A (no official name) 2H Anchor Ride

- May dives out of the air with her anchor below her.

*! Kyuukyoku no Dadakko 63214 H Ultimate Unmanageable Child

- May swings her anchor in front of her. If it hits, she goes into a frenzy with it. 133 damage if done very close, but could go as low as 31 because the frenzy strikes have less range than the first one.

*! Gureeto Senta Attakku 236236 W Great Whale Attack

- A whale dives across the screen, hitting the opponent. 115 damage.

D Mei to Yukai na nakamada 4123641236H The enjoyable arrival
of May's friends

- This is almost impossible to do - not only is the motion harder than everyone else's, it must be done at THROW range. If you get it, May throws the opponent over and jumps up. The entire crew of her ship runs across the screen, trampling on the opponent. At the end, a fat cook runs across, and then a little girl behind the cook falls over. The cook turns around to help the girl and trips over the opponent, landing heavily on them and DESTROYING them. As in the original GG, "DESTROYED" appears in rainbow-coloured bubble letters instead of the normal ones.

4.4 MILLIA-RAGE (Returner, Weapon: Hair)

Rasutosheikaa WWWWW.. Lust Shaker

- Millia goes into a flurry of strikes with her hair. Unlike GG she is now smart enough to LEAN FORWARD while doing it, giving her much more range. Damage depends on number of hits: damage seems to go 22-25-16-14-13-11..

Tandemutoppu 236S Tandem Top

- The Condemn Top from GG renamed and without the cute dash cancel bug. Millia flicks her hair around herself creating an energy ring. 40 damage.

A! Baddomuun 236P Bad Moon

- Millia wraps her hair in a sphere-like shape around herself and barrels down on the opponent (if you pause, you can see the shape is actually a crescent moon, complete with man-in-the-moon face) 82 damage if all hits connect.

A! Kousokurakka 236K High speed fall

- Millia shoots down abruptly from the air. This deals no damage but brings millia to the ground fast.

Zenten 214K Forward Roll

- Millia rolls along the ground. She can pass through the opponent this way.

! Aianseibaa 214P Iron Sabre

- Millia wraps her hair into a missile on which she rides, and flies at the opponent. 40 damage.

! Shiikurettogaaden 214H Secret Garden

- Millia charges up and creates a ball of energy, which comes out above her and flies to the right. While she's charging, you can enter commands for the ball of energy to follow by moving the joypad in any direction and pressing H - this will cause the energy ball to move in that direction. So if you do

214H6H2H, the energy ball will move right once (for the start of the move), right again (for your 6H) and then down (for the 2H). The energy ball deals 30 damage. You can enter up to 4 commands, but you must be very quick if you want all 4.

- *! Uingaa 2141236H Winger
- Millia sprouts wings and flies up into the air, then down about a characters width in front of her, hitting the opponent. 80 damage if she hits on the way down; up to 154 damage if she hits on the way up.
- *! Emerarudorein 236236W Emerald Rain
- Millia creates 3 tandem tops. If the opponent is nearby they'll be caught, and even if they're not, the energy rings created by this move fly across the screen to hit them. Damage: 36 for the first Tandem top, 31 or so for the second and 16 for the third.
- D Aianmeiden 236236H Iron Maiden
- Range is about one character width away. Millia plants her hair on the ground, and strands of it fly upwards, juggling the opponent. Then two huge, spiked ponytails tear into the opponent and DESTROY them.

[Yes, the Living Lancer is GONE!]

4.5 BAIKEN (Former Secret Character, Weapon: Sword)

- a Tatamigashi 236K Straw-mat change
- Baiken stamps her foot on the floor, and a tatami mat appears in front of it, which hits for 42 damage if it hits as it pops up (only way the ground version works), or 21 if it hits as it falls down.
- ! Zakuro 412P Kill unlucky carriage
- ! Mawarikomi 412K Rotation mixture
- ! Sakura 412W Tear gauze
- All of these moves must be done as counters - the 4 guard must block an opponent's attack. Then, the P (Zakuro) will have Baiken twirl her sword in front of her; the K (Mawarikomi) will have Baiken charge forward through the opponent (doing no damage), and the W (Sakura) will fire a short blast of energy.
- Suzuran 63214K Peerage run
- Baiken charges in, and.. uh.. doesn't do anything...??
- A Youzansen 623W Attractive murder fan
- Baiken flips over, spinning her sword with her. 46 damage.
- * Tsuramitowata 236236W Crossing three connected roads
- Baiken performs three hard slashes with her sword. No range at all, but good damage and priority. 168 total damage.
- *! Shiba*Ki 463214P Bind*Turtle
- *! Shiba*Rin 463214K Bind*
- *! Shiba*Ryuu 463214W Bind*Dragon
- *! Shiba*Hou 463214H Bind*Phoenix
- These are also counters, and I've never managed to do them.
- D Garyoutensei 236236H Picture dragon point eye
- Baiken runs at the opponent. If the hits, the view changes to show Baiken and the opponent behind a screen. Baiken doesn't move, but the opponent is messily DESTROYED.
-

4.6 JAM KUADOBERI (New, Weapon: Being able to stand on one leg
for huge amounts of time)

- ! Asanagi no kokyuu 22[KS] Breath of the morning calm
- Jam concentrates for a moment. If you use the K button, Jam will gain a Dragon Icon. If you use the S button, she will gain a Grace Icon. You can have up to 3 of each type of Icon.
- a! Ryuujin 236K Dragon Edge
- Jam performs a fast kick forward with long range. 75 damage. If Jam has any Dragon Icons, one will be consumed, and this move will pass through projectiles and deal 110 damage.
- a! Gekirin 214K Reverse fish scale
- Jam arcs into the air and then comes down with a fire-powered axe kick. 42 damage.
- a! Kenroukaku 623K Blade high Tower
- Jam flips into the air, hitting multiple times directly above her, doing 4 hits and 51 damage. If Jam has any Grace Icons, one will be consumed, and this move will do 3 extra hits and a total of 90 damage. Don't forget to tag a Gekirin on the end.
- ! Bakushuu 236S any Bursting kick
- Jam charges towards the opponent low. Hit any button while she's doing this to have her do one of these:
P - A quick jink forward which can pass through the opponent.
K - A low slide kick. (31 damage)
W - A fire energy ball attack (not a missile). (48 damage)
H - A fire energy ball attack from behind. 69 damage.
- ! Hochifu 214W Exorcising axe
- A counter of some kind.
- A! Houeikyaku 2K Young Hawk Leg
- Jam kicks down at an angle. If she hits, she starts stomping on the opponent. The initial kick deals 16, the first stomp deals 8, and each subsequent stomp deals 1 less.
- *! Renhoukyaku 632146H Darling destroyer girl
- Jam creates a huge fireball around herself. 122 damage if the whole thing hits. But you've gotta use this just for the name.. :)
- *! Choukyahoukoushou 632146W Trillion Leg Phoenix Couple Rise
- Jam rushes in at the opponent and pounds them for a while, then summons a large dragon for the last few hits. 149 damage if the whole thing hits.
- D! Gasenkotsu 236236H Self covet admire
[ie, "Aren't I wonderful?"]
- Jam rushes in, and the screen whites out and shows several poses of Jam doing karate moves and characters. Finally we see Jam doing a huge kick in front of a sunset, DESTROYING the opponent.

[Did Jam mean to go to Variable Geo and get off at the wrong stop?
She even works in a restaurant...]

Also note that reading Jam's name in the regular Japanese order with the last name first makes her name refer to a preserve, although I'm not sure what - "Cranberry Jam"?

One last thing. Her 6H/4H throw shows her to be a graduate of the Naga-Kodachi School Of Evil Female Laughter.]

4.7 CHIPP ZANUEF (Returner, Weapon: Sword)

-
- a Alphabureedo 236P Alpha Blade
 - Chipp crouches and rushes across the screen instantaneously, hitting the opponent along the way. 52 damage.
 - a Betabureedo 623W Beta Blade
 - Chipp does a hard uppercut with his knife. 2 hits, 33-24 (57 total) damage.
 - Gammabureedo 41236H Gamma Blade
 - Chipp sends out an image of himself which performs an Alpha Blade. 33 damage.
 - Tsuyoshishikiteni 22 any Form change move
 - Chipp teleports to a location depending on the button:
 - P: Forward of his present location.
 - W: Back from his present location.
 - H: Into the air in front of the opponent.
 - K: Behind the opponent if you're fairly close, otherwise in front of them.
 - Tsuyoshishikimeisai 214K Form illusion camouflage
 - Chipp turns semi-invisible.
 - ! Genrouzan 41236K Phantom haze murder
 - Chipp jumps forward and vanishes in a flutter of leaves. He lands as if he'd just performed a small jump. If he lands on the opponent, he deals 87 damage.
 - ! Resshou 236W Cold palm
 - ! ..Rokusai ..236W Mountain foot break
 - ! ..Senshuu ..236K Drill ?
 - ! ..Senshuu ..236K Drill ?
 - Chipp rushes forward with two fire attacks and a kick. You can abort to the kick early if you wish; the kick is an overhead attack. The first Resshou does 18; Rokusai does 21. Senshuu does 31 whenever you do it, but doesn't combo with the others.
 - A! 2K Spinning top kick
 - Chipp spins directly down from the air, hopefully onto the opponent's head. The first hit deals 16, and every further hit deals 2 less.
 - *! Zanseirouga 632146H Murder star wolf fang
 - Chipp performs a series of Alpha blades back and forth, higher and higher, and then slams down on the opponent. 183 if the whole thing hits. The final slam deals 61. The Alpha Blades deal 31, 28, 24, 21, 18.
 - * Bankimessai 236236K Ten thousand devil destroy break
 - Chipp charges in with an automatic combo ending with a Beta Blade. 139 damage if the whole thing hits.
 - D Dieruta*Endo 236236H Dieter*End
 - Chipp jumps in the air and turns into five fireballs. If any of them hit the opponent, they are sucked into the centre, where the five fireballs shoot out lines to form a pentagram that DESTROYS the opponent.

4.8 ANJI (New, Weapon: Fans)

- ! Shitsu 236P Rapidity
 - Anji swings his fan and creates a butterfly that flies at the opponent. 18 damage.
- ! Fuujin 236S Wind soul
 - Anji does a tiny dive forward surrounded by a blue energy wave.

This deals 42 damage if it hits. Even if it doesn't, you can follow up with..

- ! Nagiha ..P Calm Edge
 - Anji jumps into the air and throws some sticks down at the opponent. First stick to hit does 9, later ones do 1 less.

- ! Shin*Nishiki ..K Stinger*Style Two
 - Anji jumps into the air and creates an energy field. This deals 71 damage.

- ! Shin*Ichihiki ..W Stinger*Style One
 - Anji swipes low with his fan. This is the only followup that combos, and brings the total damage to 70.

- ! On 623H Shadow
 - Anji jumps up to try and catch the opponent in the air. If he succeeds, he traps them in a huge fan and shocks them for 86 damage.

- ! Kai 214P/K Commandment
 - Anji jumps forward and performs a stomp. P is short range, K is long. 25 damage.

- A! Shin*Nishiki 214P Stinger*Style Two
 - Performs the energy wave that Anji does as the K follow up to the 236S. Better damage potential though: 81 if all hits connect.

- *! Ichitsuseiougai*Sai 632146H One true heart honour*paint
 - Anji spins a fan horizontally in front of him. If it hits, it whacks the opponent a few times and then snaps shut around them. 138 damage.

- D! Zetsu 236236H Terminate
 - Anji turns into an energy ball and flies backwards off the screen, then comes back on riding a dragon that DESTROYS the opponent if it touches them.

4.9 POTESKIN (Returner, Weapon: Being Big)

Poteskin cannot dash or air dash.

- Megafisuto Mae 236P Megafist Front
 - Poteskin jumps into the air and extends his fists downward. 52 damage.

- Megafisuto Ushiro 214P Megafist Back
 - Same as above, but he jumps backwards. 52 damage again.

- Suraidoheddo 236W Slide head
 - Poteskin headbutts the floor (!). If Poteskin hits the opponent he will do 42 damage, otherwise the floor will shake and the opponent will be knocked down.

- ! Hanmafooru 4+ 6H Hammer fall
 - Poteskin charges in on the opponent and hits them with a scissor fist. 63 damage.

- Pochomukinbasutaa 632146P Poteskin Buster
 - Special throw. Poteskin grabs the opponent in a fire-powered backbreaker. 137 damage.. ouch!

- ! Hittonakkuru 623H Heat knuckle
- ! ..Hittoekusutendo ..63214H ..Heat extend
 - Poteskin grabs the opponent in the air and sets them on fire. 54

damage. If you throw the Heat Extend in, they get one extra big flame, and the total damage becomes 94.

*! Gaigantaa 632146H Gigantor

*! ..Gaigantikkuburiddo ..4123641236P ..Gigantic breed

- Potemkin creates a mirror-like field of energy in front of him briefly. If the mirror hits the opponent, it does 52 damage. If you perform the Gigantic Breed and the mirror hits, Potemkin does another big charge on the opponent, bringing total damage to 200!

*! Hebenriipochimukinbasutaa 236236W Heavenly Potemkin Buster

- Potemkin jumps into the air to grab the opponent and give them a Potemkin Buster. 180 damage.

D Magunamuopera 236236H Magnum Opera

- Short range. Potemkin throws the opponent up in the air, kisses his fist, and DESTROYS them with a colossal punch.

4.10 ZATO-1ONE (Returner, Weapon: Shadow)

Invaitoheru 22S Invite hell

- Zato creates a shadow drill up from the floor. The button determines the position of the drill. 48 damage.

Bureiku*za*rou 214K+ Break*the*law

- Zato shrinks into his shadow and stays there as long as you hold the K button. You can move the shadow left and right during this move.

! Edi Shoukan 236any Eddy Recall

- Zato has brought along a stan... uh, shadow pet with him. I'm not sure if it's actually called Eddy, or if I'm mistranslating it, but I'm going to call it Eddy for a laugh anyway. :)

Anyway, doing this move takes control of Eddy and also makes him do the move corresponding with the button you pressed (except for H - you'll just take control of him in that case). Once you do the move, you will then control Eddy *as well* as Zato until you do this move again.

There is an "Eddy bar" underneath Zato's life. The bar goes down all the time you're in control of Eddy, and when it runs out, Eddy will vanish and you cannot use him again until it fully recharges. If you stop controlling Eddy the bar will start to go up again. If the Eddy bar is not visible, it acts as if it's full. If the opponent whacks Eddy, the Eddy bar will empty immediately.

Eddy has one move for each button, plus an Overdrive. Eddy cannot cancel his moves at all. Eddy will ignore moves done while he is busy, but Zato will still perform the appropriate move for the button.

Shoukougeki P Small attack

- Eddy does a little close bite attack. (18 damage)

? Sorakougeki W ? sky attack

- Eddy does an uppercut. (101 damage if all 3 hits connect)

Idoukougeki K Motion attack

- Eddy turns into a shadow wheel and rolls at the opponent. (78 damage if all hits connect)

Dorisupesharu H Drill Special

- Eddy turns into a mine. If the opponent hits the mine or

a time limit runs out, it will turn into a huge shadow drill.
The Eddy Bar will immediately empty when you use this move.
(129 damage)

* Megarisuheddo 632146W Mega Rise head

- Yes, an Overdrive that must be done while in control of Eddy! Eddy does an Amorphous which inflicts 158 damage and empties the Eddy bar.

Dorankaasheido 214W Dranker Shade

- Zato creates a shield of shadow in front of himself.

! Damudofangu 623W Damned Fang

- Throw range. Zato wraps his opponent in a shadow sphere, jumps out of it, and stabs the opponent inside. 102 Damage.

A! (no official name) 8+ Fly

- Zato's shadow wraps around him in the air, and he turns into a winged shadow demon, that flies for a while.

A*! Iguzekyuutaa 236236W Executor

- Zato turns his shadow into a sword and turns in place to bring the blade onto the opponent. First hit deals 19, each subsequent deals one less.. damage about 120 can be gotten.

*! Amorufasu 632146H Amorphous

- Zato creates a big wave of shadow directly in front of him. It deals 192 damage.

D Burakku*In*Maindo 236236H Black*In*Mind

- Throw range. Zato grabs the opponent, and the image of a beautiful woman appears, who transforms into a skull and the opponent is DESTROYED.

4.11 AXL LOW (Returner, Weapon: Scythes)

Bentenkari 623S Braid Sky Reap

! Tsuika Akuserubonbaa ..623H Following Additional Axel Bomber

- Axl readies his scythes and is surrounded with a flash of energy. With the H version, he also throws his scythe out upwards, inflicting 29 damage if the opponent hits it.

Rensengeki 4+ 6W Scythe Flash Attack

- Axl throws out his scythe on the end of a chain incredibly fast. This hits low for 54 damage. As it returns, do..

Kyokusageki ..8+ Curve Chain Attack

- Axl flicks the chain up as his scythe returns to him, letting it hit in the air for 38 extra damage.

! Sensageki ..2 Rotation Chain Attack

- Axl twirls his scythe on the end of the chain when it comes back.

! Rashousen 4+ 6H Gauze chime rotation

- Axl throws a scythe at his opponent. If it hits, it catches the opponent, and Axl runs over and pulls the chain over some pulley hidden above the top of the screen. He then pulls his end of the chain, hanging the opponent, and calls "Yes." 79 damage.

Tenhouseki 214P Sky release stone

- Axl readies his scythes to counter an attack.

! Raieisageki 63214S Thunder Shadow Chain Attack

- W: Axel jumps up to middle height and then dives down with a scythe. 60 damage.

H: Axel jumps offscreen, then lands waving his scythes below him. 3 hits for 64 total damage. You can steer Axl during this move, even when you can't see him.

A! Akuserubonbaa 623H Axel Bomber

- Axl creates a diagonal burst of fire. This will boost his jump and also inflict 72 damage on an opponent.

* Byakuerenshou 2363214H Hundredfold scythe burning
- Axel sets his scythe alight, spins it around, and then throws it. The throw does 119 damage. The spin deals 136 damage. It is very unlikely that both will hit as the spin will lift the opponent up.

! Midaregami 236236H
- Medium range. Axl throws a series of scythes which carry the opponent higher and higher up. Near the top, a huge number of scythes all appear at once, tying the opponent up in chain, and then the opponent explodes and is DESTROYED.

4.12 VENOM (New, Weapon: Snooker Equipment (!!!))

! Sutingaaeim 4+ 6S Stinger aim
- Venom hits a cueball out of the air at the opponent. The button used determines how fast it moves. W does 36 damage, H does 50.

! Kaakasuraido 2+ 8S Ka-ka slide
- Venom hits the cueball into the edge of the screen where it bounces off. W makes him hit it down so it bounces once and heads off a long way. H makes him hit it at a tight angle so it bounces twice but doesn't actually go as far. W does 43 damage. H does 60 damage.

! Booruuseijyou 63214any Ball life create
- Venom summons a cueball. If Venom hits any cueballs with his cue, they will head off in the appropriate direction; they will also cause harm if the opponent hits them in place. Venom can have up to four cueballs in the air at a time, but you can only summon ONE with each button on the controller. (So if you want all four, you must use each button once in turn.) As well as summoning a new ball, any existing balls will also change formation based on which button you press, as follows:

- P - Diagonal line up and away from Venom.
- H - Diagonal line down and away from Venom.
- W - A fin-like shape in front of Venom.
- K - A diamond of four balls.

The formation change will happen without a new ball being summoned if you already have four balls in the air or you have already summoned one with the button you choose. If you press the button for the formation that's already active, the move will do nothing at all. Cueballs vanish after a certain time. Being hit with a cueball does the opponent 46 damage.

! Daburuhedomoobitto 623S Double head move it
- Venom rushes at the opponent spinning his cue in the air. W will make him spin straight away; H will make him charge in with the cue held up and spin when he gets nearer the opponent. W does a maximum of 66 damage; H does a maximum of 86.

A! Maddosutoraguru 236S Mad struggle
- Venom dives down from the air, stabbing madly with his cue. If you use H, venom does a flip at the end. W does about 46 damage; H does about 68.

! 623K

- Venom teleports into the air.

*! Daakuenjeru 2141236W Dark angel

- Venom throws a large ball, with an eyeball in the centre, toward the opponent. It hits continuously. If it passes over the opponent completely it does 175 damage.

A*!Reddoheiru 236236H Red hail

- Venom creates a fountain of balls from the end of his cue. The first ball does 31 and later ones do 2 or 3 less than the last one. Average damage is about 154 if many balls hit.

D! Deimubugaa 236236H Dame Booger?

- Normal move range. The opponent turns into a ball. Venom walks over and creates a series of other billiard balls surrounding the "opponent-ball" and a cueball for himself. He then hits the cueball into the balls, and each one of them circles into the air and smashes into the opponent-ball, DESTROYING them.

4.13 FAUST (Kinda-Returner, Weapon: Scalpel and weird stuff)

[Note: I'm sure Faust says "Iku wa yo" a few times..]

Rerere no tsuki 41236K Rerere Thrust

- Faust sticks out his scalpel and stabs the opponent with it. Long range. 36 damage.

Hikireishi ..4 Pull backwards

- Faust pulls the opponent in with his scalpel.

! Oissu! ..236P Oisu! (grunt)

- Faust launches the opponent in the air from the end of the scalpel. 29 damage.

! Koe ga chiisai ..236P Voice is small

- Faust jumps up to meet the opponent in the air.

! Mouchou Oissu! ..236P Oisu! (grunt) for good measure

- Finally, Faust slaps his opponent with a hard chop in the air. (61 damage.. total chain damage 126.)

! Nani ga deru ka na? 236P What will come out?

- Faust throws a random item in the air. The following items are possible - which one you get is random.

- Faust Doll - harms the enemy if it lands on them. If it doesn't, walks along the floor to get them for 30 damage.

- Bomb - lies on the floor and blows up with a VERY large explosion when anyone touches it or a timer expires. Faust can be caught in the blast too, and it WILL hurt him. If it lands on the opponent, it will probably hurt you both. 96 damage to anyone in it.

- Food - anyone who touches it gains life. If it lands on the opponent, you give them free life.

- Hammer - hits the opponent for damage, but only if it lands on them from the initial throw. If it misses, the hammer disappears. 53 damage.

Soutenenshinranbu 236W Lance point centrifuge dance

- Faust props himself up on his scalpel. From here, you can ONLY do the follow-up moves listed below. As Faust props himself up he sways forward, dealing 53 damage.

Zenkata idou ..66 Forward Movement

Goukata idou ..44 Backward Movement

- Faust leans forward, bending his scalpel and moving forward or back while propped on it. He will do 48 damage to the opponent if he hits them.
- Kubibiyoon ..P Neck exercise
- Gurooingufurawaa ..K Growing flower
- Faust does various weird attacks with his head.
- (no official name) ..2 Dismount
- Faust hops off his scalpel and returns to normal mode.
- ! Gooingumaiuei ..H Going my way
- Faust performs a Going My Way from the top of the Scalpel. He will return to normal mode after doing so. About 82 damage.
- A Gooingumaiuei 236H Going my way
- Faust turns into a weird kind of sideways whirlwind and flies at the enemy. About 70 damage.
- Metta kiri 214H Meta Murder
- Faust twirls his scalpel in a circle near to him. Does about 100 damage.
- ! Mae kara ikimasu yo 214W Go from above
- ! Ushiro kara ikimasu yo 214K Go from behind
- ! Ue kara ikimasu yo 214P Go from the front
- Faust disappears under a blanket and appears from one of three places. For W, he appears above the opponent and lands on them. For P or K, he appears through a door in front of or behind the opponent, hitting them with the door as he comes in. W deals 46 damage, whereas K and P deal 53.
- A! (no official name) 2K Scalpel Straddle Spin
- Faust does a dhalsim-style drill attack with his scalpel. 42 damage.

- *! Shigekiteki Zetsumeiken 236236W Stimulating Deathfist (!!!!)
- Faust swims along the floor. If he touches the opponent, he does 36 damage, and four treasure chests appear. The opponent can press a button to choose one. If they choose one with a grim reaper inside, Faust stabs them for a further 163 damage! If they choose one with an angel inside, Faust gets blown up, and FAUST takes damage.
- *! Nanananani ga deru ka na! 236236P W-W-W-What will come out?
- Faust throws four random items as described above.

- D Konjyuu no YAMABA 236236H This week's Yamaba
- Faust charges in and grabs the opponent. He then drops the opponent on an operating table where he's left a big bomb nearby to kill them. He pushes the plunger on the bomb, but it doesn't go off, so he tries again a few times, then gets annoyed and goes to see what's wrong. The bomb goes off when he gets near it, DESTROYING the opponent and injuring Faust (don't worry, he'll be alright for the next match).

4.14 JOHNNY (New, Weapon: Sword)

- ! Misutofainaa 236[PKW] Mist Finer
- Johnny readies his sword and strikes. The button chosen determine the height: P for high, K for middle, W for low. You can delay the sword strike by holding down the button. While the strike is being delayed you can still move Johnny left and right. You can abort the strike by hitting H.
- When you do this move, a "Level" will be shown at the bottom of the screen. Normally this will be Level 1, but you can improve

it by doing Glitter*Is*Gold. At Level 2, the strike will do more damage, and at Level 3, Johnny will do a whole series of them. Damage is as follows:

	Level	1	2	3
Height P		32	71	115
K		29	71	110
W		26	71	117

- ! Guritaa*Izu*Goorudo 236H Glitter*Is*Gold[1]
- Johnny throws a coin at the opponent. If it hits, the level of the next Mist Finer will be increased. Johnny has a limited number of coins available (shown above the Tension bar) and when it runs out, you can't use this move anymore. The coin does 10 damage.
- ! Bakkasusai 214P
- Johnny creates a cloud of mist which envelops the opponent. I'm not quite sure what else it does.
- A! Deibainbureido 236W Divine Blade
- Johnny fires a streak of fire down from the air. 51 damage.
- ! Deibainbureido 623WW Divine Blade
- Johnny jumps forward quite low; on the second W, he does the aerial Divine Blade from where he is. 51 damage again.
- *! "Sore ga ore no namae da" 632146H "That's my name"
- Johnny slashes with his sword, and if successful, he carves a letter J into the opponent, which explodes. 131 damage.
- D! Jookaatorikku 236236H Joker trick
- Johnny throws a card. If it hits, the opponent is turned into a Joker card, and Johnny cuts it in half with his sword. Note: don't use this on Baiken - the card will fly right over her head!
(And possibly May's..)

[1] I think this is "Glitter is Gold", but it might be a pun on "Greater Is Good."

4.15 TESTAMENT (Returner, Boss, Weapon: Scythe)

[Note: I'm *NOT* going to risk guessing at Testament's gender. I mean, the picture on the loading screen is clearly female, but the in-fight graphic and the voice are male. I think that perhaps Testament is two spirits mixed together - one male and one female (the female one being the "white woman" that appears in the Ichigeki Hissatsu and in one of Testament's victory poses), but I'm not sure. So, Testament's an It. End of story.]

[Arc System works says he's a he. End of supplement.]

[Also, I have no official names for Testament's moves. These names are my guesses based on the ones from the previous GG game.]

- (no official name) 236[PK] Phantom soul seal
- Testament throws a skull, which meanders across the screen. The button determines its initial height. If it hits, it does 15 damage and a seal will be created around the opponent, and the raven that flies near Testament will attack the opponent from time to time with missiles or a dive. The seal will break after a little while, and it will also break immediately if the opponent hits

Testament. The raven's missiles do 5 damage, and its dive does 40. If you are close and the opponent's still, the Raven will do the Enchantress attack which does 51.

(no official name) 214P Grave digger

- Testament charges forward and slams down the scythe for 61 damage.

(no official name) 41236S Exe Beast

- Testament creates an alligator-like beast. W behind H in front.

Either way deals 40 damage.

(no official name) 214W

- Testament opens his own defence. If an opponent strikes him, he will teleport to the other side of the opponent. His teleport rising can hit for 12 damage.

* (no official name) 632146H Poison Wind

- Testament creates a seal, and a blast of gas comes out of it which deals 61 damage and poisons the opponent.

D (no official name) 236236H Enchantress Harlequin

- Normal move range. A bed appears with the opponent laying on it. A white-coloured woman reaches over and touches the opponent's chest, which bursts into blood, DESTROYING them.

4.16 DIZZY (New, Boss, Weapon: Having a Demon and an Angel sticking out of her back)

! (no official name) 236W Death spirit hammer

- Dizzy's demon wing throws a hammer, which bounces down then upwards. 53 damage if all 3 hits connect.

! (no official name) 236H Life spirit freeze

- Dizzy's angel wing creates an ice spike out of the ground about a characters length away. 61 damage.

! (no official name) 421W Life spirit shock

- Dizzy's angel wing throws an electric ball upwards that turns into a spike and flies down at the opponent. 56 damage.

! (no official name) 214any Life spirit new birth

- Dizzy's angel wing creates a small creature. Its behaviour is determined by the button you choose:

P: The creature will move across the screen, biting occasionally.

K: Same as P, but the creature moves longer between bites.

W: The creature will float next to Dizzy for a while, and if the opponent comes near, will go in for a bite. It can bite twice before it is dispelled.

H: The creature will fly over toward the opponent and fire a beam at them.

A bite from the creature deals 25 damage, and the beam does 46.

*! (no official name) 632146W Death spirit inferno

- Dizzy's demon wing creates a series of fire explosions. 20 damage per explosion.

*! (no official name) 34123646P Death spirit counter arch

- A seal shoots up in front of Dizzy. If it captures the opponent, they are locked in a coffin, and the demon wing shoots a bow and arrow which splits into energy and hits them. 157 damage total.

*! (no official name) 64641236H Gigacheese laser: the revenge

- Dizzy's demon wing shoots the opponent with a beam from his hand, then

a beam from both hands, then a HUGE energy blast that's so powerful it knocks Dizzy over. Does about 301 damage, hence the name.

[Dizzy has no Ichigeki Hissatsu. Also, check out her bizarre Dust Attack.]

5 ***** COMBOS *****

In combo descriptions, the following notation is used to indicate linkages between moves:

- , No cancellation required.
 - Just do moves one after the other.
- .. System followup
 - The second move is a follow-up move as specified in the move list, so no cancellation is really needed.
- > Use button chaining
 - Press the second button during the move initiated by the first.
- XX Special move cancellation
 - Perform the special move while your character is in the process of performing the previous move. The previous move will abort early and the special move will hit as a combo.
- /\ Chase jump
 - Hold UP after the first move to jump into the air. The first move will launch the opponent so you will be following them.
- _ Landing
 - Perform the move on the opponent as they land after the previous move.
- !xX Roman cancel
 - Perform a Roman Cancel (press three buttons) after the number of hits indicated by x. You must enter the next move very quickly after the cancel.
- { } Buffering
 - This is a trick you can use to make it easier to perform combos. When you are entering a special move, the game does not care if you press extra buttons in the process. It also does not care what your character's doing while you enter the command as long as they're able to do the move when you FINISH it. Because of this, you can hit a button partway through entering a special move command and have the normal move for that direction a button still come out, yet still be able to do the special. The curly brackets will surround a number of moves to indicate that by doing the earlier moves, you are preparing the buffer for the move named at the end.

The classic example for this is charge moves, for example the following combo for Ax1:

{4K -> 4W -> 4H XX Scythe Throw}.. Curve Chain

After the 4K -> 4W -> 4H, you would never be able to charge up a Scythe Throw (4+ 6W) and execute it before the opponent fell over and the combo ended. But, since you are holding 4 on the earlier moves anyway, you can count this towards charging up the Scythe Throw, and when time comes to do the Scythe Throw, all you need to do is the 6W. The motion for this would look like:

[hold 4] K, W, H, [release 4] 6W

(73 damage - more an example of Roman Cancelling, really, as it's not
worth the level) P -> K -> Bandit Revolver !1X W Volcanic Viper
(87 damage) P -> K (2 hits) -> W -> H Volcanic Viper
(97 damage) H Volcanic Viper !2X H Volcanic Viper
(125 damage) P -> K (2 hits) -> W -> Tyrant Wave

5.2 KY KYSKE (Returner, Weapon: Sword)

(90 damage) Crescent Slash /\ P -> W XX Stun Edge
(95 damage, corner) P -> W -> H XX Stun Edge

5.3 MAY (Returner, Weapon: Anchor)

(135 damage) Restive Rolling !1X -> air {2H XX H Irukasan! Tate}
_ 6H
{ Start the estive Rolling near the opponent and hit with the opening
roll. Roman cancel immediately into the anchor dive and hold 2 down
to charge for the Irukasan! Tate which must start as soon as May
hits the floor. When the opponent reels back, smack'em with the
anchor with 6H. This combo also looks really cute. :) }

5.4 MILLIA-RAGE (Returner, Weapon: Hair)

(75 damage) P -> K -> W (2 hits) -> H
(81 damage) P -> K -> W (2 hits) -> 6P (2 hits)
{Go very quickly from W to 6P after the 2nd hit.}
(161 damage) Winger !4X P -> Bad Moon
{Cancel the Winger only when Millia's about to come down again - do
it too early and the Bad Moon will whiff.. probably not worth the
50% level.}

5.5 BAIKEN (Former Secret Character, Weapon: Sword)

Nothing interesting..

5.6 JAM KUADOBERI (New, Weapon: Can you tell these banners are
just cut'n'pasted out of Characters yet?)

(69 damage) P -> K (3 hits) -> W -> H (2 hits) {Multihit normal milking!}
(112 damage) P -> K (3 hits) -> W -> H (1 hits) XX Ryuujin
(117 damage) Ryuujin XX Kenroukyaku (3 hits) XX Ryuujin
{Guaranteed to get the opponent in the corner, too. This WON'T WORK
if you have Dragon Icons only. If you have Dragon Icons and Grace
Icons, you can do the first two bits for 176 damage but NOT the
final Ryuujin. Actually, there is SOME way of doing the final
Ryuujin (I've got 200+ damage with 2 Dragons and 1 Grace), but I
couldn't reproduce it.}

5.7 CHIPP ZANUEF (Returner, Weapon: Sword)

(80 damage) P -> K -> W -> W XX Resshou.. Rokusai
{After Resshou.. Rouksai, you can Roman Cancel and do Resshou..
Rokusai AGAIN, but it's not worth the bar..}

5.8 ANJI (New, Weapon: Fans)

None yet.

5.9 POTEKIN (Returner, Weapon: Being Big)

(138 damage) Hammer Fall !1X 6H

{Yes, I know what you're thinking. You're thinking Hammer Fall !1X Potemkin Buster. Doesn't work, I'm afraid.}

5.10 ZATO-1ONE (Returner, Weapon: Shadow)

Not many, but I'd like to explore the potential of

P Eddy Shouken -> P -> {H (Eddy turns into mine) !2X Amorphous}, Drill Special.

You can cancel into the Amorphous from the H, but if you do, the opponent lands too early. I'm wondering if allowing a few moe hits on the H and then Romanning to get the Amorphous will sort this out..

5.11 AXL LOW (Returner, Weapon: Scythes)

{4W XX Scythe Throw}

{This is how the computer seems to throw the scythe twice, I think..}
(153 damage) {4K -> 4W -> 4H XX Scythe Throw}.. Curve Chain

5.12 VENOM (New, Weapon: Snooker Equipment (!!!))

{107 damage, corner} P -> K -> 4W -> 4W -> 4H XX H Stinger Aim

[The last two must be cancelled very quickly. If you are too late on the H, it will whiff. If you are too late on the Stinger Aim, it won't combo.]

5.13 FAUST (Kinda-Returner, Weapon: Scalpel and weird stuff)

?

5.14 JOHNNY (New, Weapon: Sword)

?

5.15 TESTAMENT (Returner, Boss, Weapon: Scythe)

?

5.16 DIZZY (New, Boss, Weapon: Having a Demon and an Angel sticking out of her back)

(102 damage) P -> P -> 6K -> 6W (4 hits) XX Life spirit freeze
{6W should make Dizzy's angel fire a beam. If Dizzy hits the

opponent instead, do *another* 6W before Life Spirit Freeze.}

6 ***** CREDITS *****

Since this is the first version I am the only direct contributor so far, but big thanks go out to Arc System Works for making this groovy game, and to Jim Breen for JDIC/EDICT.

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