

# Guilty Gear X (Import) FAQ and General Battle Guide

by Kain

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FAQ and General Battle Guide for  
Guilty Gear X on the  
Sega Dreamcast (and arcade consoles) by  
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No one is to use this FAQ on any site without my express permission. Mail it, and you should get it, so I don't foresee any problems there. ^\_^

This FAQ is best viewed in WordPad.

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Some notes and ramblings :

1. I don't usually write FAQs for fighting games, but this time I'll make an exception? Why?  
Because I like Guilty Gear. ^\_^ It's one of the few fighting games I'm actually GOOD at - what's more, I like the music, I like the art (it's rare to see nice anime-style art in a fighter these days; the cheesy stuff in Street Fighter doesn't count, and KOF just isn't it) the character design, while weird at times, is still good, and well, it's just a good game. Hence the FAQ.
2. That being said, I'm NOT a crazy fighting-game player. Of course, I have some level of skill (which is why I'm writing this FAQ) and I'm pretty good at Guilty Gear, but if you're looking for one of those people who whip out infinites in a non-Marvel game, then you're looking for the wrong guy. I'll just tell you what I know, but this is basically a disclaimer to prove that I am not a fighting-game god. (Like one of my friends, but that's a different story...)
3. With regards to combos, I focus on ease of performance and damage. That's it. Hits and style are not my concern. While I will have some of those variety, I care more about stuff which is actually useful.
4. This is again a preliminary version. I will be updating as I see fit later on...

That's about it for now...

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Basic Hints and Tips :

If you've read any of my other FAQs, you'll recognize this section. Yes, I skip the entire system explanation totally because - one, it's easy enough to figure out and two, other FAQs cover it in more detail. So I hope you'll forgive that omission. In any case, here's the actual information :

1. The four basic moves are broken down as such =

Kicks - Fast, okay range, used primarily to stop attacks, has some combo potential

Punches - Used to stop combos, interrupt close attacks

Weak Slash - Used for range, poking and combo filler

Heavy Slash - Used for damage and combo filler

These categories vary greatly from character to character and move to move, but they're a useful

general guideline. Don't get stuck on these points, though, because you have to be flexible with

move use as you get better in the game.

2. Since not only can you juggle, but OTG as well in this game, no combo is finished with just a normal ground attack. Always know the finishing move of each combo you use well so you can tack

on extra hits in the air and on the ground. Even if you absolutely CANNOT move in to hit again,

you should be able to rush and OTG at least once. In some cases, juggling and OTGing can even win

you the entire round.

3. Press the offensive. Since Guilty Gear X actually penalizes turtles, you're going to have to

attack quite regularly. While this is more essential with some characters (Sol, Chipp) than

others (Venom) it's something to remember. If you keep up a steady enough assault, you might be

able to dizzy your opponent and go for a quick Instant Kill.

4. While we're on the subject of Instant Kills, you should learn how to use each one. By themselves, they're not too useful, but once you've learnt the properties of each Instant Kill,

they become truly deadly - some can be used as counters, some tacked on to combos etc. I'm still researching this myself, and will update with info once I'm done, but it makes sense to

try to master them yourself anyway.

5. The Roman Cancel, while incredibly useful in the correct circumstances, can be a sheer waste

of Tension Gauge energy if used needlessly. When constructing a lengthy combo which uses Roman

Cancelling, think about whether the extra energy is really needed or would be better used as

another Super move. Remember, having 50% of your bar filled keeps your opponent on the edge as

he/she knows you can throw out a Super when needed - and furthermore, Supers in GGX are quite

deadly.

6. Learn how to double jump and air dash. These techniques can move you around the

battlefield

FAST, and action in Guilty Gear is nothing if not that. They can prove quite a challenge to master at first since most fighting games don't come with them, but they will prove useful later on.

7. Don't rely on the more powerful combos each character can use - chances are that in a pitched battle, you will only get to use them if the opponent makes a serious mistake, which is rare. Instead, use less-damaging combos with more reach and less recovery; sure, they won't hurt as much, but they will prevent you from making tactical errors and perhaps eating another combo in return. This doesn't mean you should neglect the longer combos entirely - in fact, you should still practice them as hard as possible so as to be able to whip them out at will - but you should know when to use each one.

8. Recover, recover, RECOVER. It's one of the essential survival skills of this game. As mentioned above, because almost every attack leaves you open for either a juggle or OTG, you NEED to learn how to recover well, or you will get your ass owned. When do you recover? Here are some tips :

1. At the apex of a jump. This usually lets you land far away from the opponent, but since your fall is so long, he/she can still attack you - watch out. Still, you can always guard or counterattack on the way down, and most importantly, you have lots of time to do so, so it's a good choice.

2. Just before the enemy attacks. This will ensure that you bounce out of the range of his/her attack and will be safe. Requires good timing, though.

3. The moment you can. Experienced players can hit you when you do this, so be careful, but generally, if you recover fast enough, no one will be able to get you.

9. Now that you know how to recover, you have to deal with the enemy's recovering. There is no simple way around this - for each combo you use often, learn what to do when the enemy does and does not recover. If he doesn't, rush in for more hits. If he does, learn how and when he/she recovers so you can jump after them and attack. With practice, you will get so good at "reading" the enemy's recoveries that when they recover, it'll basically be more hits for you - remember, "recover" does not equate to "escape without chance of being hit" So learn how all your moves function so you can anticipate and capitalize on your enemy's recovery.

More to come...

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Character Section :

(very unfinished)

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KY KISKE

Story : The young leader of the Holy Knights, he seeks this new Gear after Justice's demise.

Evaluation : Ky, while technically being the "Ryu" of this game, isn't very similar to our favorite Shotokan exponent. Sure, he has an uppercut, and a fireball but then again, so do a ton of other characters.

No, Ky's true strength lies in his ability to shift from total offense to total defense in a split second. His moves are all perfectly balanced in the middle, so Ky can basically play any kind of game and adapt to any situation. While lacking the sheer power of Sol or the blinding speed of Chipp, his adaptive ability allows him to fight in any situation.

Of course, not just anyone can do this. Playing a good Ky means mastering all the different aspects of his moves - Ky, more than anyone else in the game, must be studied in order to be truly effective. Sure, you can just counter air assaults with Vapor Thrust, throw some Stun Edges and pull out a Stun Dipper or two, but that's not truly tapping his capabilities. Once learnt, Ky is quite formidable indeed.

If playing against the Holy Knight, though, then you'll have to use another strategy - mainly, doing one thing, and doing it well. Though Ky can handle both offense and defense equally well, he's not so good against an opponent who specializes in one. The easiest case in point would have to be Sol - if the Sol player is good enough and the Ky unskilled, the former can blast through the latter's defenses with ease. Also, try to use your character's unique abilities to keep him back; Ky can respond to most situations, but not everything.

-against a weak Ky-

Just rush him. He won't be experienced enough with Ky's moves to be able to put up a decent defense. As long as you can get past the Stun Edges, Vapor Thrusts and the occasional Stun Dipper, you will kick his ass.

-against a mediocre Ky-

This gets harder. By this time, your opponent knows how to use the majority of Ky's moves, so a straight-out attack, while possible (for instance, if you're using Sol and you're good enough,

you can just plow right through him) is risky. Play a waiting game and catch him offguard; then press your attack. Alternatively, be very defensive and wait for him to come to you - that also works.

-against a master Ky-

There is no easy way out of this one. As stated above, Ky is capable of playing both offensively and defensively, so a true master of Ky probably won't even give you time to breathe. Learn how your chosen character works and use his/her special abilities to break through the chinks in Ky's armor, then let him have it. Don't lose your cool - as well-rounded as Ky is, he can't deal with everything.

---Move Analysis---

\*Normal Moves\*

-Standing-

Heavy Slash : Ky flicks his sword over his head and downwards.

Faster than it was in Guilty Gear, it's still a pretty good move - it can't beat Johnny's in terms of speed, but it has a pretty wide arc. Mix it up with your normal moves for surprise factor. Doesn't really work that well on it's own.

When rushing, it turns into Ky's attack from Guilty Gear. Then it becomes as slow as hell, but great to combo from. Can be used as a fakeout, but doesn't really do that much damage.

Weak Slash : Ky lunges forwards with a two-handed thrust.

Personally, my favorite normal move of Ky's. It's fast, has good priority and it's has good range to it - heck, it's doesn't even suffer from the lag it had in the first GG! You can use this to poke or to counter ground assaults.

When done up close, it becomes a fast, two hit combo. IMHO, this is Ky's best combo starter since it's got some range to it unlike his Punches and Kicks. You can link a LOT from this, but there's one basic thing to remember - whenever you're going to end a combo with this, tack a Stun Dipper on to it for 2 extra hits and free knockdown.

Punch : Ky thrusts his hand out.

Basic combo starter. Comes out fast, can hit multiple times. Works basically the same as it did in Guilty Gear. Try to get close when using it, if not you WILL eat a poke.

When rushing, Ky does a variant of the punch which carries him a little farther than the Standing version. Is nothing spectacular - the thing you should remember is that you MUST immediately go into a Weak Slash after it connects (and from there into a Stun Dipper) if not, the lag will cause you to be hit.

Kick : Ky does a kick to the shin area.

Not too good. Doesn't have much range, and cannot combo at ALL in this game. Still, it has okay priority, but you should stick with the other moves more.

-Jumping-

Heavy Slash : Ky does a powerful two-handed overhead swing.

Remains exactly the same as it was in Guilty Gear. Wide arc, high priority. A bit harder to combo from now, but that's about the only problem. As long as you make sure it comes out before your opponent's move (it's a bit slow) you should win most air battles. This is superior to his Weak Slash when attacking ground targets.

Weak Slash : Ky slashes in a wide arc forwards.

Again, the same. Used mainly for anti-air, since it's arc makes it tough to hit ground opponents, though it can. If you hit with this, immediately go for a Heavy Slash for a quick two-hit combo. You CAN use it on ground targets - chain immediately with a Punch for best results.

Punch : Ky does a punch outwards.

Lousy range, okay priority. Use in air battles where speed is of the essence. Can combo up to 3 times, but you should really not use it that much and stick to his Slashes instead. Still, it's speed is a plus factor.

Kick : Ky does a kick sideways with his leg out at an angle.

Should be used as a substitute for the Weak Slash as it comes out faster. Less priority, though, and it cannot combo like the Weak Slash can. Still, decent.

-Crouching-

Heavy Slash : Ky brings his sword up in a scything motion.

It's back! I'm sure everyone remembers Ky's two-hitter from the original. Well, it still retains most of it's old characteristics - does less damage now, but still works as anti-air and it quite multi-purpose. You can combo a fair amount of stuff off this baby, too, including a Weak Slash and

of course, Ride the Lightning.

Weak Slash : Ky does a low version of his Standing Weak Slash with one hand.

Basically a crouching version of the same. Nothing much to say about it, other than the fact that it fits in surprising well in combos and can be used as a poking variant. Throw it out once in a while to keep your opponent guessing. Has some lag, though, so be careful.

Punch : Ky does a low punch.

Basically a crouching version of his Standing Punch. Functions in exactly the same way.

Kick : Ky does a low kick.

Read the above. ^\_^

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\*Special Moves\*

Stun Edge : Ky sends a small blast of electrical energy out from Fuuraiken.

Fast, but does little damage. Good to use for keep-away and for surprise factor. Can be put into many a combo, but there's much better stuff to use. Don't underestimate the use of this move, though - a fast projectile is not something to overlook.

It's air variant is again exactly the same as in GG. Again, it's very useful for pushing your opponent back and winning air battles. Execution is quick, so make use of that.

Stun Edge Charge Attack : Ky forms an orb of blue light in front of him, from which a massive blast of lightning emerges.

Now you don't even need to charge it. ^\_^ BE CAREFUL when starting this thing up - any halfway decent player can air dash over it and whack you, or just outright dash and attack. Still, it has it's uses - does three ticks of damage, good damage if it connects, and it takes up a fair bit of the screen. It's also good for stopping rush-ins. If you get the timing down right, you can fake out a lot of assaults as well; people tend to assume it will take longer to come out than it does. It's main purpose, I find, is pushing people to the corner - opponents will instinctively shy away from a fireball that big and get pushed back. If they have the sense to jump over it, Ky can deal with THAT in a variety of ways.

The second major use of this is setting up some big combos. ^\_^ It causes considerable hit stun,

so you can rush right in and let loose with your combo of choice, provided you are fast enough.

The timing for rushing is a bit weird, so I'd advise you sticking with the simple Weak Slash to Stun Dipper until you're more certain of yourself. Of course, if you hit with it while close, you can practically do whatever you want.

In the air, this releases a blast at roughly a 60 degree angle...which can be hard to aim, but is invaluable for keeping your opponent in the corner and attacking ground targets. Combine this with the Weak version for versatility and you will bolster your defense by quite a bit.

Vapor Thrust : Ky launches himself upwards and whips his sword from left to right in what has to be one of the most stylish uppercuts I've ever seen. ^\_^

An uppercut move. That's all I have to say. It can be done in the air, and has a Heavy variant which hits in wider arc but has more recovery. Well, basically...it's an uppercut move, like I said. Nothing much to talk about. ^\_^

Crescent Slash : Ky flips himself forwards in a somersault, lashing out with Fuuraiken in a upwards motion.

This is the latest addition to Ky's arsenal, and I have to say I like it. Why? Firstly (and this is something people tend to overlook) Ky is basically invulnerable during the opening frames of this move; very few things will hit him out of it, as he flips forwards. Secondly, it can't be blocked low, which is always a nice thing for a move to have.

On the down side, it has some startup (not much, but it can be exploited, especially by a fast opponent) and it has recovery too. On the whole, though, the pluses outweigh the minuses since this move is basically a mobile uppercut - it allows you to move forwards and attack at the same time. Mix this up with Vapor Thrusts and air/ground Stun Edges and you basically can own the screen. Once you connect with it, it launches, so follow it up with a quick Vapor Thrust before your opponent can recover.

Stun Dipper : Ky slides forwards, then slashes with Fuuraiken.

Ah, the trusty Stun Dipper, mainstay of almost all of Ky's combos. While it is undoubtedly a good move, it does suffer from shortcomings, chief among them being - it doesn't always combo. :(I've yet to figure out exactly when it doesn't, but it seems to be related to the distance from the enemy, so try to get in close when using it. Also, if blocked (has to be blocked low) it has



enough recovery to let your opponent hit you - they probably (unless they're damn good) won't be able to combo, but you will suffer a retaliation.

However, it has lots of good points. Firstly, it hits low, and anything that hits low is good in my book. Let's face it - how many of you remember to block low all the time? So it can be used as a surprise attack. Secondly, it comes out fast enough to punish most missed moves. Thirdly, it forms the meat of Ky's combos. The main thing to remember (along with the stuff above) is NOT to overuse it, because it can become very predictable with time.

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#### \*Supers and Instant Kills\*

Ride the Lightning : Ky goes into a crouch as mystic sigils and a whole lotta electricity covers him, then he slides forwards, surrounded by an orb of crackling azure energy.

Believe it or not, this move is one of the main reasons I use Ky - it's so damn cool! ^\_^  
Not only does it look good, it's pretty multi-purpose as well. Let's list the uses :

1. It combos off the Crouching Heavy Slash for an easy 7-hit combo that does good damage.
2. It ticks five times. Well, okay, maybe this isn't so good but it could come in useful.
3. It has so little recovery that if you're fast enough, you can even throw your opponent after it!
4. It comes out fast enough to punish most failed assaults.
5. Because of it's priority, it will rip right through most of what your opponent is using.

So basically, there is no reason not to like this move. It only has three weak points - you CAN hit after it, you can hit people out of it - and this is the killer - you can jump over it. The first two can only be done if you're fast, but the third is...not good for you. So, try to only use RtL in corners, in combos and to counter enemy assaults, if not a skilled opponent WILL jump over it.

Raging Force : Ky swings Fuuraiken back, then suddenly lunges forwards with it as a HUGE blast of blue energy blows his opponent away.

This is probably one of the best Instant Kills in the game, owing to it's speed. As long as your opponent misses a move - boom, he's dead. Basically, the strategy to use to go into Instant Kill mode, pressure your opponent (or go briefly defensive) and try and trick him/her into making a

mistake. Once he/she does, go for the kill. Because this process might take some time, ensure that you have a quite full Tension Gauge.

Also note that while fast, Raging Force doesn't exactly have incredible speed - it CAN be blocked in a pinch. So when using it, wait for a laggy move before doing the motion, since you only get one shot. Make use of it's range, too - it's a little under half a screen wide, but take note of the fact that the very tip of the blast will not register as a hit; only the blade and main area.

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\*Combos\*

-Ground Combos-

1. Punch, Punch, Punch, Weak Slash X 2, Stun Dipper.

Easy 7-hit. This is Ky's stock combo, and should be used whenever the opportunity presents itself.

With this and all later versions, do NOT use the Stun Dipper if the first hits fail. (You might want to toss one out occasionally for surprise value, but don't make a habit of it.)

You can also substitute Stun Edge for Stun Dipper anywhere, but you'll have to be quite fast and close.

2. Rushing Punch, Weak Slash X 2, Stun Dipper.

A variation of the above, used when you need to get in close.

3. Weak Slash X 2, Stun Dipper.

An even safer variant. You need to be close enough for the slashing, not lunging, Weak Slash to come out.

4. Rushing Heavy Slash, Weak Slash X 2 (on second hit of RHS), Stun Dipper.

The fakeout variant. Still good, does good damage.

5. Punch (or Rushing Punch) Weak Slash, Low Weak Slash, Stun Dipper

Good for confusing enemies.

-Low Combos-

1. Low Kick, Low Weak Slash, Stun Edge.

Okay damage, easy to do.

2. Punch X 3, Standing Weak Slash X 2, Stun Dipper

The low stock combo. ^\_^

### 3. Low Weak Slash, Low Heavy Slash, Stun Dipper

A variation of the above.

#### -Air Combos-

#### 1. Air Weak Slash, Punch X 2, Weak Slash X 2, Stun Dipper

You have to hit quite deep with the Air Weak Slash for the whole combo to connect.

#### 2. Air Punch, Punch X 3, Weak Slash X 2, Stun Dipper

Same here, but it's easier to connect with the Punch...riskier, though.

3. (in air) Weak Slash, jump again, Weak Slash, Heavy Slash, Vapor Thrust (if the guy doesn't recover, you can continue this on the ground with a Crouching Heavy Slash, but it's unlikely. You can also substitute a Stun Edge for the Vapor Thrust.)

Standard air-to-air combo. Does pretty good damage.

#### 4. (in air) Punch or Kick, Heavy Slash, Stun Edge.

Easier to connect with, but also quite standard.

#### -Super Combos-

#### 5. Crouching Heavy Slash, Ride the Lightning.

Standard Super combo. Easy to do, good damage.

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SOL BADGUY (now is that a stupid last name or what?)

Story :

Evaluation : Sol is the "Ken" to Ky's "Ryu". Yeah right. ^\_^ If Ken was as good as Sol is, everyone would use him instead. Sol is basically an offensive powerhouse, plain and simple. He CAN be played defensively, but frankly, that's a waste of his talents. He (along with Chipp) is possibly the bane of beginner GGX players; in the hands of a skilled and experienced player, Sol is truly frightening to behold.

So how DO you play Sol? Simple - never let up the attack. Just keep on hammering, moving forwards, and hitting some more until you win. Avoid his laggy attacks and be sure you know how to combo Tyrant Wave. Remember that most of Sol's attacks have extreme priority, so keep on using them to move ahead. This strategy is so simple that even though I want to say more about it, I can't. ^\_^

Fighting against Sol is tougher, though. There are two ways to go about it - either push him

away from you (recommended for long-range characters like Faust and Axel) or exploit his weaknesses if and when he makes a mistake. Most Sol players, by virtue of being highly offensive, WILL make mistakes now and then, so catch them when they do.

-against a weak Sol-

There are lots of ways to go about this. You can jump around and try to confuse him, you can go totally on the defensive, or you can attack him yourself. An unskilled Sol is unlikely to know how to press his offensive advantage, so you can attack him every which way.

-against a mediocre Sol-

You can still handle this if you know what to do. It all depends on how the Sol plays - is he a corner gamer, or does he like to counter you? Or go for big combos? Most Sols tend to stick to one style, so once you know what it is, you can adapt to it.

-against a master Sol-

Now THIS is hard. A master Sol will likely be hitting you from every direction at once, so you have little or no chance to retaliate. In this situation, you can either guard like crazy, waiting for an opening, or attack in return - both are risky solutions, but the only ways out. Alternatively, try jumping around and fighting in an unorthodox manner - chances are you will confuse your opponent, which is always helpful.

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\*Normal Moves\*

-Standing-

Heavy Slash : Sol strikes out with his sword in an upwards arc.

One of Sol's laggier moves. Personally, I would just stick with the Weak Slash and only use this in a combo, as it's a lot faster. It does have greater range and damage going for it, though.

If done while pressing forwards, we get Sol's old Heavy Slash from GG, which remains mostly the same - slower now, but possessing incredible damage potential and priority. It's an excellent way to stop assaults and keep people in the corner.

Weak Slash : Sol strikes out with his sword in the opposite motion from his Heavy Slash. If done at close range, he does another strike which looks basically the faster but is even faster.

This is as fast as hell, and combos very well too. You can basically do anything off this if the first close hit connects.

Kick : Sol kicks over his head.

Again, identical to his move from GG. This is probably the only kick in the game that actually combos well. It also hits twice and takes a little long to come out, but it's got more range than his Punch.

Punch : Sol pushes the hand holding his sword forwards.

Now does this look like a miserable excuse for a punch or what...anyway, this combos well (much like most Punches) but it has BAD range. If done while rushing, though, it turns into a stomach blow that knocks back and upwards - very good for pushing people into the corner (Sol's friend) and for following up.

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-Jumping-

Heavy Slash : Sol um....sticks his sword between his legs? ^\_^

At the risk of being lewd here, it REALLY looks like he's humping his sword. Really. I'm not kidding. Go see for yourself.

Lewd or not, though, it's a damn good move. Not only does it have good priority, come out fast, and hit twice (bad range though) it also makes an ideal air-to-ground assault weapon.

Weak Slash : Sol strikes downwards in an arc.

Can the man do no wrong? Yes, it's another good move from Sol Badguy. Good range and priority, acts as BOTH anti-air and air-to-ground. Is easier to set up long combos with than the Heavy Slash.

Kick : Sol does an attack which is identical to Ky's Jumping Kick.

Yes, it does look exactly the same. They behave the same too.

Punch : Sol does a quick punch downwards.

Because of the angle, doesn't work as anti-air all the time, but is still good in a pinch. (Actually, you already have this Air Weak Slash, which should fulfill all your anti-air needs.)

-Crouching-

-Ground Combos-

1. Punch X 3, Weak Slash X 2, Heavy Slash

Does this look familiar? It should. ^\_^ Does more damage than Ky's version, equally easy to hit with. You may substitute a Kick for the Punches.

2. Rushing Punch, Weak Slash X 2, Light Volcanic Viper.

Used to get in close. This is the "lite" version, used if your opponent recovers. If not, use a Heavy Slash to hit him as he comes down and then a Forwards Heavy Slash to OTG for even more damage.

3. Rushing Punch, Weak Slash, Heavy Slash, Low Heavy Slash, Light Volcanic Viper

Variation of the above, looks a lot more stylish. If your opponent fails to recover, switch in a Forwards Heavy Slash instead of the Light Volcanic Viper.

4. Weak Slash X 2, Low Weak Slash, Low Heavy Slash

Alternate this with 1 and 2 to keep your opponent guessing.

. (with Dragon Install) Weak Slash X 4, Heavy Slash

This doesn't really showcase the true power of the Dragon Install, but it's good quick combo to use anyway.

. (with Dragon Install) Heavy Slash, Heavy Volcanic Viper

Basically, this is just a quick way to ensure your Volcanic Viper hits. Still, once you see the damage, I don't foresee any complaints. ^\_^

-Air Combos-

1. Air Heavy Slash (2 hits), Weak Slash X 2, Heavy Slash.

Easy to do, combos well, good damage. More evidence of Sol's cheapness. ^\_^ The Air Heavy Slash has to hit quite deep, though.

2. Air Light Slash, Weak Slash X 2, Heavy Slash

Even easier to do!

3. (in air) Weak Slash, jump again, Heavy Slash (2 hits), Volcanic Viper

Standard air-to-air. Much the same as Ky's.

4. (in air) Air Punch or Kick, Weak Slash, Heavy Slash, Volcanic Viper

Variation of the above.

-Low Combos-

4. Low Heavy Slash, Heavy Volcanic Viper, Kick, Kick, Kick, Kick, Kick, Kick...(you'll need to dash

forwards to sustain the Kicks)

Here it is, the sickest combo in the game. ^\_^ No, I'm NOT sure whether this is an infinite or not...the game seems to make falling bodies fall faster the longer they stay up in the air, so the most I've been able to get is 23 hits. Technically speaking, if you're fast enough and can get Sol's leg to connect in the same place all the time, you should be able to extend this indefinitely. However, anybody can get at least 10 hits with a minimum of effort, so this is still a pretty damn sick combo. I'd advise NOT using this when playing with people you don't know. ^\_^

-Super Combos-

1. Rushing Punch, Weak Slash X 2, Tyrant Wave (corner only)

Easy to set up, pretty easy to execute too. Use this often enough and you will see why Sol is cheap.

^\_^

2. Rushing Heavy Slash, Tyrant Wave

You must be damn close and fast for this to work, but work it does.

3. Weak Slash X 2, Heavy Slash, Tyrant Wave (corner only)

The timing is tighter than 1, but it does even more damage!