Vampire Chronicle For Matching Service FAQ

by Richard Uyeyama   Updated to v1.0 on Oct 10, 2000

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Vampire Chronicle for Matching Service (Capcom, 2D Versus Fighting, DCast)
Secrets FAQ (Frequently Asked Questions)
V1.0  10/10/00

Written by: Richard Uyeyama (ru e ama best com)*

* Instances of the letter "y", the "at" symbol, and all periods have been
  removed (replaced with spaces) from the above e-mail address in order to
  prevent unscrupulous UCE (unsolicited commercial e-mail) bot processes
  from adding to the amount of e-mail I already get...

The latest version of this file can be found at:
  A Chronicle of the Darkrealm
  http://www.best.com/~ruyeyama/dcast/acotd.html
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"Koumori, te... nezumi ni niteru to omowanai?"

                              -- Felicia (Pocket Fighter)

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0. Document History

V1.0: 10/10/00
      Launch version
  (8/10/00: Vampire Chronicle for Matching Service now on sale)

I. Basic Stuff

I.1 What is this document?

This document is an English language informational resource for
Vampire Chronicle for Matching Service (which I shall hereafter refer to
as simply "Vampire Chronicle" (or "VChronicle"), for the sake of brevity),
a 2D versus fighting game by Capcom.
        In this document, I'll be covering codes, secrets, details,
clarifications, and other such information which may be of interest to
Vampire Chronicle fans. This is a Secrets FAQ (side note: I'm using "faq"
herein with its more colloquial definition of "document of organized
information", rather than its more traditional definition, which implies
organizational headings in the form of questions...), and not a moves list
or strategy guide, btw, so I won't be including a complete moves/combo
list, or detailed character strategies, or anything like that in this
document...
        This document was written for the J version (currently the only
version available) of Vampire Chronicle.
        Vampire Chronicle for Matching Service (DCast, J) basic info:
            1 Disc (T-1235M)
            1-2 Players
            Works with: Arcade stick, VMU (3 blocks), PuruPuru Pack, VGA Box,
                        DCast Keyboard, DCast Modem.
            4800 (y)en

I.2 What is Vampire Chronicle for Matching Service?

        Vampire Chronicle is a game in Capcom's Vampire ("DarkStalkers" in
the US) series of 2D versus fighting games. Vampire Chronicle is heavily
based upon Vampire Savior, but incorporates elements from all previous (to
VChronicle) Vampire games (Vampire, Vampire Hunter, Vampire Savior,
Vampire Hunter 2, Vampire Savior 2). Vampire Chronicle is *not*, however,
a compilation disc, but rather a (single) new game, in which you get to
select both the game's rules (Mode) and your character's style (Type).
So, similar to Street Fighter Zero 3 ("Street Fighter Alpha 3" in US), it
is possible to have two characters of different Types fighting against
each other. =)
        Aside from being able to select Modes and Types, the biggest addition
to the game is its netplay capability, which allows people to play each
other over a network (this is what "for Matching Service" refers to),
without necessarily being in the same room. =) Unfortunately, though,
use of the network seems to require a registration process (and fees, I
think), which seems limited to Japan only.

        Note on NETWORK MODE: I haven't played any games in NETWORK MODE, so
consequently, there will be very little information pertaining to it in
this Secrets FAQ. It is, however, possible (I can't say for sure, of
course) that some of the secrets which work in other MODES of the game may
(may) also work in NETWORK MODE.

        Note on VChronicle sales: Capcom, for reasons I'm not entirely sure
of, decided to make Vampire Chronicle available for purchase *only* via
Dreamcast Direct (www.d-direct.ne.jp). Unfortunately, Dreamcast Direct
does not, as far as I can tell, take foreign (to Japan) orders... which,
for people outside of Japan, makes the game significantly harder to get.
So if you've been having trouble (or had trouble) finding this game,
that's probably why. =/

I.3 Modes and Types

        Mode Select: After selecting ARCADE or VERSUS MODE, you will be

presented with a Mode Select screen, where you will be given the following
choices: Vampire, Hunter, Savior. The Mode will determine the rules of
the game, as follows:
       Vampire Mode - Vampire rules.
          Life bar: Life bars are reset after each round.
          Super rules unique to Vampire Mode: Super meters are reset after
             each round. The Super meter can hold only 1 Super, which will
             disappear if it is not used within a certain time limit;
             during this time (when the Super meter is flashing), the next
             EX or Special attack done will automatically use the Super (a
             Special attack will become an ES attack), and reset the meter.
          Other: All CPU opponents in ARCADE MODE will be Vampire Type.
       Hunter Mode - Vampire Hunter rules.
          Life bar: Life bars are reset after each round.
          Super meter: Super meters are *not* reset after each round. The
             Super meter can store up to 99 Supers.
          Other: All CPU opponents in ARCADE MODE will be Hunter Type.
       Savior Mode - Vampire Savior rules.
          Life rules unique to Savior Mode: Life bars are *not* reset
             after each round (damage that the winner has taken carries
             over to the next round). Damage is partially recoverable
             (avoid getting hit (or blocking any attacks) for a while, and
             your health will gradually recover, up to an indicated
             maximum).
          Super meter: Super meters are *not* reset after each round. The
             Super meter can store up to 99 Supers.
          Other: Every CPU opponent in ARCADE MODE will be either Savior
             Type or Savior2 Type.

     (Side notes: Life bars and Super meters are, of course, reset after
each match, regardless of which Mode you select. TRAINING MODE seems
always to be in Savior Mode.)

     Type Select: In ARCADE, VERSUS, or TRAINING MODE, after selecting
your character (and your game speed, if you have the Game Speed option set
to a "Free" setting), you will be presented with a Type Select menu, where
you will be given the following choices: Vampire Type, Hunter Type, Savior
Type, Savior2 Type. Your character Type will determine your character's
moves and abilities, as follows:
       Vampire Type - Vampire moves and abilities.
       Hunter Type - Vampire Hunter moves and abilities.
       Savior Type - Vampire Savior moves and abilities.
       Savior2 Type - Vampire Savior 2 moves and abilities.

     (Side note on Hunter2 Type: fyi, for those of you wondering where
"Hunter2 Type" is, I've actually seen Savior2 Type referred to as
"Savior2/Hunter2 Type" on the Capcom (Japan) webpages. I haven't played
either VHunter2 or VSavior2 (neither was released in the US, as far as I
know...), but I'm guessing from this that the character moves and
abilities were probably pretty much the same in these two games. I guess
"Savior2/Hunter2 Type" just got shortened to "Savior2 Type" for reasons of
brevity. ^^)

     Note on older versions of newer characters: It is indeed possible to
play an "earlier" version of a character, even if that character wasn't in
the earlier Vampire games. Such characters have been retro-adjusted for
those character Types, by adjusting their moves and abilities in an
appropriate way.
     Using Vampire Type Lilith as an example (Lilith wasn't a playable
character in Vampire), these are some (but not all) of the changes made

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(comparing to Savior Type):
        - Her Super Jump is gone, but she now has an Air Dash (forward).
        - Luminous Illusion is now her only EX move.
        - Soul Flash now goes a lot further (LP goes about halfway across
          the screen, MP goes about 3/4 across, and the HP version goes
          almost all the way across the screen).
    For more information on retro-adjusted characters, see a more general
FAQ or Moves List(s) for Vampire Chronicle.


I.4  Note on name differences

    Between the Japanese and U.S. versions of the Vampire series of
games, some of the character names (as well as the game names) have been
changed.  In this document, I shall refer to the characters (and games) by
their original (J version) names.  For reference purposes, here are the
original names, and what each was changed to for the US versions:
        Vampire            DarkStalkers
        Vampire Hunter     NightWarriors
        Vampire Savior     Vampire Savior (Arc) or DarkStalkers 3 (PSX)
        Aulbath            Rikuo
        Bulleta            Baby Bonnie Hood
        Gallon             Jon Talbain
        Lei-Lei            Hsien-Ko
        Phobos             Huitzil
        Zabel Zarock       Lord Raptor
    Also note that Anita (Donovan's ward) was changed to "Amanda"; also,
I think Lin-Lin (Lei-Lei's sister) may have been renamed, but if so, I'm
not sure what her US version name would be, so...


I.5  Terminology, notation, and stuff

    Mode vs. MODE: In order to avoid any potential confusion, note that,
in this document, I shall be referring to the main menu MODES (ARCADE,
VERSUS, TRAINING, NETWORK, OPTION) in FULL CAPS, in order to distinguish
them from the gameplay Modes (Vampire Mode, Hunter Mode, Savior Mode).

    Buttons: When referring to the six attack buttons, I shall use the
following designations: light/medium/hard punch, light/medium/hard kick.
On the Arcade Stick, as in the arcade versions of the Vampire series
games, the standard layout of these six buttons is as follows:
        LP  MP  HP
        LK  MK  HK

    In denoting d-pad positions and movements, I'll be using the
following notation:
    n   neutral              Here's a visual chart:
    u   up
    d   down                           u                       u
    f   forward             ub    uf              uf    ub
    b   back              b    n    f            f    n    b
    df  down-forward          db    df              df    db
    db  down-back               d                       d
    uf  up-forward
    ub  up-back           (facing right)        (facing left)

    And here follow some of the other standards of notation I may use in
this document:
        P       Any Punch button (LP/MP/HP)
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            K      Any Kick button (LK/MK/HK)
            PP     Any 2 Punch buttons (LP+MP / LP+HP / MP+HP)
            KK     Any 2 Kick buttons (LK+MK / LK+HK / MK+HK)
            PPP    All 3 Punch buttons
            KKK    All 3 Kick buttons
            +      at the same time as
            ,      then
            /      or
            x(y)   press y while holding x
            >=     greater than or equal to
            <=     less than or equal to
            360    spin joystick/d-pad 360 degrees (1 complete circle)
            720    spin joystick/d-pad 720 degrees (2 complete circles)
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II. Characters and Stuff

II.1 Hidden Characters

     There are three hidden characters in Vampire Chronicle: Oboro
Bishamon, Shadow, and Marionette.

II.1.A Oboro Bishamon

     Oboro Bishamon is a variant of Bishamon, with a slightly different
set of moves and abilities. The easiest way to tell Bishamon and Oboro
apart (visually) is by the fact that Bishamon has spirit flames hovering
around him, and Oboro does not.
     To play as Oboro, simply hold the START button down when selecting
Bishamon. This works in ARCADE, VERSUS, and TRAINING MODE (and probably
in NETWORK MODE as well). Oboro is automatically assigned Savior2 Type.
     Oboro is considered a unique character (he has his own high score
listing) in ARCADE MODE, but not in VERSUS MODE (he shares statistics with
Bishamon), for some reason. Finishing ARCADE MODE with Oboro will earn
you an ending and credits, just like any normal character.

     Oboro notes: Oboro does not appear in the "Random Select" lineup. To
get Oboro via Random Select, hold the START button down when selecting
your character, and if you get Bishamon as your selection, you'll get to
play Oboro instead (note: this also works in conjunction with the Shadow
code (hold down the 5th START when selecting your costume color), but not,
it seems, with the Marionette code (even in mirror matches)).

II.1.B Shadow

     Shadow is a large, uh, shadowy creature that takes over the body of
his (?) opponent after he defeats him/her/it. So, after defeating an
opponent, he essentially becomes that character (after discarding his
current host) for his next battle.
     To play as Shadow, move your character select cursor to the Random
Select box (marked by a "?"), then press the START button 5 times, and
press a P or K button (or PP/KK) to select your initial costume color.
This code seems to work only in ARCADE MODE (side note: if you want to
play as Shadow against human opponents, just start an ARCADE MODE game
with Shadow, and have your opponent come in as a Challenger).
     Shadow does not have a high score listing (at the end of the end
credits sequence). Shadow will be listed as "?" in the ARCADE MODE top 5
lists ("SCORE RANKING" and "VS RANKING"). Shadow does not get an ending

in ARCADE MODE, but does get a special end credits sequence (same as
Marionette's), with different music, and monochromatic (shades of brown)
character portraits shown during the credits.

      Pre-select Shadow's first host: Move the character select cursor to
the character you want, then press the START button 3 times. Now move the
select cursor to the Random Select box, enter the Shadow code, and select
your costume. The character you pre-selected should appear as Shadow's
first host.

      Shadow notes: The first character Shadow plays as will be assigned
randomly (by the "Random Select" process), unless you use the pre-select
code (see above) previous to entering the Shadow code. Also note that,
while you can select character Type and costume color for the first
character Shadow plays as, for every match after the first, the character
Type and costume color will have been determined by the opponent you just
defeated (this also results in Shadow himself sometimes (usually) changing
color between matches...). Finally, note that, while playing Shadow, you
cannot select your win pose for the match-winning round (it's
predetermined for every character, as Shadow's "old host discard"
sequence).

II.1.C Marionette

      Marionette is a, um, marionette. At the beginning of each match, she
animates a duplicate (same character and Type) of her opponent.
      To play as Marionette, move your character select cursor to the
Random Select box (marked by a "?"), then press the START button 7 times,
and press a P or K button (or PP/KK) to select a costume color. This code
seems to work only in ARCADE MODE (side note: if you want to play as
Marionette against human opponents, just start an ARCADE MODE game with
Marionette, and have your opponent come in as a Challenger).
      Marionette does not have a high score listing (at the end of the end
credits sequence). Marionette will be listed as "?" in the ARCADE MODE
top 5 lists ("SCORE RANKING" and "VS RANKING"). Marionette does not get
an ending in ARCADE MODE, but does get a special end credits sequence
(same as Shadow's), with different music, and monochromatic (shades of
brown) character portraits shown during the credits.

      Marionette notes: When you select Marionette, you also get to select
a Type for her. However, being that Marionette always duplicates the
character *and* Type of her opponent, this is almost always a pointless
select process. In fact, the only case I've noticed where Marionette's
Type selection comes into play is for Marionette vs. Marionette battles,
where both Marionettes will end up with the Type that the Challenger
selects.
      Possible Marionette bug: In ARCADE MODE, after Marionette defeats a
(player-controlled) Challenger, then returns to play against her next CPU
opponent, her character Type will, for some reason, be the same as it was
during her last match (the challenge she defeated), regardless of what
Type her current opponent is!

II.2 Hidden Battles (ARCADE MODE)

      There are 7 stages in ARCADE MODE (side note: Jedah will be your
Stage 7 (final) opponent, regardless of which character, Type, and/or Mode
you play). There are, however, two extra battles which can be earned, as
follows:

II.2.A CPU Challenger

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     Before Stage 6 ("Iron Horse, Iron Terror" (train stage)) begins, if
you have fulfilled the following conditions, a CPU challenger will appear
before your next opponent (note: the challenge will occur on the same
stage as your next opponent):

     1) No continues or challengers.
     2) Get a COMPLETE or PERFECT designation on all match-winning
        rounds.
     3) Get >= 3 EX and/or Dark Force Finishes.


     Notes on condition 1: Since scoring is done in increments of 100, the
last two digits (tens and ones digits) of your score are actually used
only to keep track of now many "credits" have been used during your game;
they start out at 00, and go up by 01 each time you continue or are
challenged (by a human player)...  (side note: The CPU Challenger does not
increase the "credits" tally, and so will not count as a "challenge", for
the purposes of any conditions that prohibit continues/challenges.)
     Notes on condition 2: In Savior Mode, in order to get a "PERFECT"
designation (message appears after "YOU WIN"), you can't have lost any
lives.  In Vampire and Hunter Modes, however, even if you lose any
previous rounds (which negates the "COMPLETE" designation (no rounds/lives
lost)), it is still possible to get a "PERFECT" on your match-winning
round...
     (Side notes on condition 2: I suspect the original intention was a
"don't lose any rounds" condition, but due to the way the condition was
programmed (based upon VSavior, and thus, Savior Mode), when the condition
was applied to Vampire and Hunter Modes, a possibly unintentional loophole
appeared, allowing you to lose a round, so long as you get a PERFECT on
the match-winning round...)
     Notes on condition 3: Any three instances of either an EX Finish or a
Dark Force finish will do (i.e. you don't necessarily have to get three of
one type).  Even if more than one effect is active when you defeat your
opponent, you'll only get credit for one (for example, if, while playing
Savior2 Type Morrigan, you do an Astral Vision (EX), then a Savior2 Dark
Force (DF), then finish off your opponent with a Cryptic Needle (EX) while
the first two effects are still active, you'll still only get credit for
one EX/DF finish (in this case, the Dark Force Finish, I think).  Also
note that finishing an opponent off with block damage will count as a
"Cheap Finish", and thus will not count towards the EX/DF Finish
condition, even if it was an EX move or DF effect that finished off the
(blocking) opponent.
     Notes on Savior Mode, in regards to condition 3: In Savior Mode, only
the match-winning "round" counts as a Finish.  Thus, regardless of how
long you've set your matches to ("DAMAGE GAUGE" in the Game Options menu),
you can only earn one Finish per opponent in Savior Mode.


     Here are the CPU challengers that appear for each character (Mode and
Type don't seem to affect these):

     Character          CPU Challenger
       Anakaris           Q-Bee
       Aulbath            Felicia
       Bishamon           Victor
       Bulleta            Donovan
       Demitri            Bishamon
       Donovan            Bulleta
       Felicia            Morrigan
       Gallon             Anakaris
       Jedah              Demitri
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        Lei-Lei          Zabel
        Lilith           Morrigan
        Morrigan         Demitri
        Phobos           Felicia
        Pyron            Phobos
        Q-Bee            Anakaris
        Sasquatch        Aulbath
        Victor           Lilith
        Zabel            Lei-Lei
        Oboro Bishamon   Victor
        Shadow           varies (random?)
        Marionette       varies (random?)
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     Note: Since Vampire Type Phobos and Vampire Type Pyron seem to have
no EX moves (and since Vampire Type has no Dark Force), it looks like
there's no way to get a CPU challenger when playing as Vampire Type
Phobos/Pyron.

II.2.B Oboro Bishamon battle

     If, upon defeating Jedah, you have fulfilled certain specific
conditions, you will get to fight an additional battle, against Oboro.
The battle will occur on the alternate color version of Bishamon's stage
(ABARAYA), with different BGM ("Abaraya 2" in the Sound Test section of
OPTION MODE). You may not continue against Oboro, but the game ending and
credits will be the same as normal (i.e. same as if you didn't get the
Oboro battle), whether you win or lose...
     Here are the conditions:

     1) No continues or challengers.
     2) Get a COMPLETE or PERFECT designation on all match-winning
        rounds.
     3) Don't use AUTO blocking.
     4) Get >= 2 of a specific EX Finish (listed below), anytime
        before the match-winning round against Jedah.

     Notes on condition 1: (see condition 1 notes for CPU challenger)
     Notes on condition 2: (see condition 2 notes for CPU challenger)
     Notes on condition 3: If you have the AUTO GUARD option in the Game
Options menu set to OFF, you won't be allowed to select AUTO blocking. If
the AUTO GUARD option is set to ON, then after selecting your character,
you'll be given an AUTO choice (or choices, if the Game Speed option is
set to one of the "FREE" options); so just don't select AUTO, if you're
trying to get the Oboro battle. =)
     Notes on condition 4: If more than one effect is active when you
defeat your opponent, you'll only get credit for one; so even if you
finish your opponent with the proper EX move, if another effect (Dark
Force, for example) is active, and takes precedence, the EX move won't
count towards the EX Finish condition (so if you want to be on the safe
side, just don't activate any other effects besides the proper EX move,
just before finishing your opponent... =)). Also note that finishing an
opponent off with block damage will count as a "Cheap Finish", and thus
will not count towards the EX Finish condition, even if it was the proper
EX move that finished off the (blocking) opponent. Finally, note that,
for some reason I'm not entirely sure of, the match-winning round against
Jedah will *not* count towards the EX Finish condition, even if you finish
him off with the proper EX Finish... so make sure to complete this
condition *before* your final round against Jedah!
     Notes on Savior Mode, in regards to condition 4: (see Savior Mode
condition 3 notes for CPU challenger)

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     Here are the EX moves (name, command, and character Type(s) that can
use each (V=Vampire, H=Hunter, S=Savior, s2=Savior2)) which will fulfill
condition 4, for each character:
     (note on [bracketed] command notes: a "2" or "3" after the command
listing means the EX move requires/uses 2 or 3 (respectively) charges on
the Super meter; an "A" means the move may be done on the ground or in the
air; a "C" means the move must be done close to the opponent (within
throwing distance); a "D" means the move must be done right after the
opponent has been knocked down (hit by Bishamon/Oboro's crouching HK
attack, for example))


     Character      EX move                 Type(s)  Command

     Anakaris       Pharaoh Salvation    ..Ss2   HK,MP,d,MK,HP  [2,A]
                 or Pharaoh Decoration   ..Ss2   HK,MP,LK,d,LP,MK,HP  [3,A]
     Aulbath        Aqua Spread          V...    f,df,d+(PPP/KKK)
                                         .HSs2   f,df,d+(PP/KK)
     Bishamon       Togakubi Sarashi     ..Ss2   d,d+PP  [D]
     Bulleta        Beautiful Memory     V.Ss2   b,db,d,df,f+KK
     Demitri        Midnight Pleasure    V...    d,f,df+PPP
                                         .H..    d,f,df+PP
                                         ..Ss2   LP,MP,f,MK,MK  [2]
     Donovan        Change Immortal      VHSs2   MP,LP,b,LK,MK
     Felicia        Please Help Me       .HSs2   b,db,d,df,f+KK
     Gallon         Moment Slice         ..Ss2   LP,MP,f,LK,MK
     Jedah          Prova=Di=Servo       VHSs2   b,db,d,df,f+KK,  K
     Lei-Lei        Chuukadan            ..Ss2   b,db,d,df,f+PP
     Lilith         Gloomy Puppet Show   ..Ss2   b,db,d,df,f+KK  [2]
     Morrigan       Darkness Illusion    V...    LP,LP,f,LK,HP
                                         .HSs2   LP,LP,f,LK,HP  [A]
     Phobos         Final Guardian Beta  ..Ss2   f,d,df+KK
     Pyron          Cosmo Disruption     .HSs2   b,db,d,df,f+(PP/KK)
     Q-Bee          +B (Plus B)          VHSs2   b,db,d,df,f+KK  [A]
     Sasquatch      Big Sledge           ..Ss2   720+KK  [C]
     Victor         Geldenheim 3         ..Ss2   720+KK  [C]
     Zabel          Hell Dunk            .HSs2   f,d,df+PP
     Oboro          Togakubi Sarashi     ---s2   d,d+PP  [D]
     Shadow         (same as current host)
     Marionette     (same as current form)


     Some character-specific notes: Anakaris - You can do 2 of one, two of
the other, or even one of each.  Aulbath - The K version is auto-aim; the
P version is manual (hold the P buttons, then let go when you want to
trigger the attack).  Bulleta - For Savior2 Type, which pair of K buttons
you use will affect how quickly the attack starts (LK+MK is the quickest).
Felicia - For Savior and Savior2 Type, which pair of K buttons you use
will affect the initial attack path.  Jedah - After starting the move with
KK, you still have to hit a K button (timing is important) to grab your
opponent.  Lei-Lei - The bomb can damage you too, so be careful!  Lilith -
If the hat hits, a minimum amount of damage will always occur, but if you
time the puppet moves correctly, a whole lot more damage will be inflicted
upon your opponent; improper timing is marked by bluish speech, while
proper timing is marked by orangish speech.  Pyron - The K version will
center further away from you than the P version; hold the buttons down to
charge up a stronger attack.  Sasquatch - All that's actually necessary is
a 630 degree motion (1.75 revolutions); this can start from f/b/u/d and go
in either direction (clockwise or counter-clockwise, regardless of which
side you're on); unfortunately, it looks like you have to jump to execute
this move properly (upon landing). (side note: similarly, for the 360
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degree commands, all that's really necessary is 270 degrees (starting at
f/b/u/d, and going in either direction); f,df,d,db,b,ub,u+command and
b,db,d,df,f,uf,u+command can actually be done without jumping, if you do
them quickly, btw...) Victor - (see Sasquatch notes) Shadow and
Marionette - Just do the proper EX for Shadow/Marionette's current
host/form, on two or more occasions.

     Since some character Types don't have the necessary EX move, some
character Types won't actually be able to get the Oboro battle. Here's a
quick reference chart showing for each character, which character Types
can and cannot get the Oboro battle:
     (O = can, x = cannot)

     Character   V H S s2

       Anakaris   x x O O
       Aulbath   O O O O
       Bishamon   x x O O
       Bulleta   O x O O
       Demitri   O O O O
       Donovan   O O O O
       Felicia   x O O O
       Gallon   x x O O
       Jedah   O O O O
       Lei-Lei   x x O O
       Lilith   x x O O
       Morrigan   O O O O
       Phobos   x x O O
       Pyron   x O O O
       Q-Bee   O O O O
       Sasquatch   x x O O
       Victor   x x O O
       Zabel   x O O O
       Oboro   - - - O
       Shadow   (depends upon which characters you face)
       Marionette (depends upon which characters you face)

     Tips for Shadow: Selecting Savior or Savior2 Type will allow you to
play as a Savior/Savior2 Type character for your first match, even in
Hunter or Vampire Mode. You can even pre-select your first host for
Shadow (see Shadow section of this document for more information) to make
things easier for you.

II.3 "Random Select"

     The Random Select process in Vampire Chronicle (random character
select (ARCADE/VERSUS/TRAINING MODE), random stage select (VERSUS MODE))
isn't actually random. If you look closely, you'll notice that it's
simply scrolling quickly through the selections in a repeating pattern.
So if your eye is quick enough, and your timing is just right, you can
actually select any character/stage you want, via the Random Select...
     Oboro notes: Hold the START button down when selecting your random
character, and if you get Bishamon as your selection, you'll get to play
Oboro instead (note: this also works in conjunction with the Shadow code
(hold down the 5th START when selecting your costume color), but not, it
seems, with the Marionette code (even in mirror matches)).

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III. Costumes, Poses, and Stuff
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III.1  Costume/color select

     For each character, there are 10 possible costumes/colors you may
select for him/her, as follows:
        6 attack buttons
        PP and KK
        2 AUTO mode colors

     If you select an AUTO block option for your character, it seems that
the costume/color will change into one of two costume/colors (which I'm
designating Auto1 and Auto2), as follows:
        LP, MK, HP, or PP  becomes  Auto1
        LK, MP, HK, or KK  becomes  Auto2


III.2  Win poses

     Each character has up to 6 win poses, which can be selected simply by
holding down one of the 6 attack buttons, as the win pose is loading (if
you hold down more than one button, the buttons seem to be prioritized as
follows (descending order of priority): LP,MP,HP,LK,MK,HK).  Note that in
Savior Mode, only the match-winning round will have a win pose...
     Further notes: For some characters, specific Finishing effects or
moves may affect their win poses.  Here are some (but probably not all)
examples of these:
        - Anakaris will have different win poses, depending upon whether he
          gets a normal/Special Finish, an ES/EX Finish, or an EX Finish with
          one of his (non-Vampire-Type) Pharaoh EX moves.
        - Bulleta will have a slightly different set of win poses for her
          match-winning round.
        - Felicia has a special win pose for PERFECT victories (this can be
          overridden, however, so don't hold any buttons down, if you want to
          see it).
        - For Shadow, the match-winning round is pre-determined (i.e. not
          selectable).


III.3  Opening poses

     Some (but not all) characters have more than one match-initial
opening pose/sequence.  Unfortunately, I don't think there's any way to
choose your opening pose, but if anybody finds a method of doing so, do
let me know... =)
     Further notes: Some character combinations will produce special
opening poses/sequences.  Here are some (but perhaps not all) examples of
this:
        - Anakaris vs. Felicia (won't happen for player Felicia vs. CPU
            Anakaris in ARCADE MODE, it seems)
        - Bishamon vs. CPU Oboro (Oboro battle in ARCADE MODE)
        - Bulleta vs. Gallon ("My, what big teeth you have!")
        - Donovan vs. CPU Jedah (Jedah battle in ARCADE MODE)
        - Zabel vs. Lei-Lei
        - Zabel vs. Bulleta


III.4  Taunts (Friendships)
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A Savior or Savior2 Type character may Taunt (side note: the game
calls them Friendships, but since most people are familiar with the
concept being called a "Taunt", I'll be calling them Taunts in this
document) up to 16 times per round.
    Since the Dreamcast controller has only seven buttons, and all seven
have assigned functions in-game (6 attack buttons, and Pause), the Taunt
has been made a two-button command. The default command for a Taunt is:
A(START). (START(A) and A+START will also work, btw, though the risk of
accidentally Pausing the game is a lot higher with those... ^^;)
    If you want, you can assign the Taunt function to another command,
simply by changing the "Friendship" setting in the "Button Config."
section of OPTION MODE.
    (Side note: Because of the Taunt command, if the A button is being
held down, the Pause function normally assigned to the START button will
be disabled (until the A button is released).)

    Most characters have only one Taunt, but some characters do have more
than one. If a character has more than one Taunt, it seems that one will
be chosen at random (or semi-random), each time the character Taunts
(exception: Demitri, it seems, will go through his Taunts in a particular
(repeating) order). Here are some (but perhaps not all) of the characters
that have more than one basic Taunt: Bishamon/Oboro (2), Demitri (4),
Lilith (7), Victor (5), Anakaris (2, though the second (mummy) seems to be
a lot less frequent).
    Felicia has a secondary Taunt, which is a Taunt-grab (Taunt, when
close (within throwing distance)). Felicia's Taunt-grab, like any normal
grab or throw move, can miss (this will earn you Felicia's standard
"missed throw" animation). The Taunt-grab does no damage, but does count
(if it hits) as an attack for purposes of the "First Attack" message.
(side note: Felicia's "perch on opponent's head" move (Savior and Savior2
Type) will also count as an attack, even though it does no damage...)
    Anakaris also has a secondary Taunt, which is done by holding all
three Punch buttons down while executing the normal Taunt command.
Additionally, in mirror matches (same character on both sides), while one
Anakaris is doing the secondary Taunt, the other Anakaris will have
alternate Taunts for his normal and secondary Taunts...

    Further notes: Lei-Lei's Taunt can last indefinitely, if you keep
holding the Taunt command (instead of immediately letting go). A
character's Taunt (or selection of Taunts) may differ, depending upon who
his/her opponent is (for example: Zabel's Taunt vs. Bulleta/Lei-Lei)...

IV. Other Codes and Stuff

IV.1 EX Options

    At the Main Menu, hold the Z button or L trigger down, select OPTION
MODE with A/C/START, and continue to hold Z/L as the Options Menu loads,
and instead of the normal Options Menu, you'll get the EX OPTION screen
instead.
    Technical notes: Technically, a more accurate statement of the
process above would be: "be holding down the Z button or L trigger while
the Options Menu is loading". It's not actually necessary that you be
holding down the button when you *select* OPTION MODE, just when it starts
loading, almost immediately after. ^^; (i.e. if you select OPTION MODE
(with A/C/START), then *immediately* press and hold Z/L, you can still get
the EX Options screen; similarly, if you're holding Z/L when you select

OPTION MODE, but then immediately let go, you *won't* get the EX Options
screen) It's also possible to "split" the code between two different
controllers (i.e. if you hold the L trigger down on the P1 controller, and
select OPTION MODE by pressing A/C/START on the P2 controller, the EX
Options screen will still load).

     Clarifying note on "Staff Credit" and "Opening Demo" options: The
"Staff Credit" and "Opening Demo" options do not, as one might at first
assume, change the Vampire Chronicle opening movie (OP) or end credits
(ED). Rather, they are options that simply allow you to play back (and
watch) the OPs and EDs for the listed games (just press the A (or C)
button to play back the selected OP/ED).

IV.2 Staff Roll 2 BGM

     If you've browsed through the Sound Test section of OPTION MODE,
you've probably noticed a BGM track called "Staff Roll 2", and wondered if
it's actually used in the game anywhere... It is.
     On the EX OPTION screen (see above), on the Staff Credit option, hold
the joystick/d-pad left, up-left, or down-left while the Savior, Hunter2,
or Savior2 credits are loading, and instead of the normal BGM (Staff Roll
1), a more upbeat BGM (Staff Roll 2) will play during the credits.
     Note: This code will not work for the Chronicle credits playback in
EX Options. Nor will it work for the credits at the end of ARCADE MODE,
it seems...

IV.3 VERSUS MODE Stage color variants

     If you hold down the START button when you select your stage in
VERSUS MODE, you will get an alternately colored version of that stage
instead.
     Technical notes: This code can be "split" between two different
controllers. So if you hold down the START button on the P1 controller,
and select the stage with the P2 controller, you'll still end up with the
alternate color version of the selected stage...

IV.4 5-button reset

     The standard Dreamcast 5-button reset (A+B+X+Y(START)) will, from
either controller, reset the game back to the main title screen. From
there (or from anywhere else in attract mode), if you input the reset
command again, you'll exit the game entirely, back to the main Dreamcast
system menu...

V. Miscellany

V.1 Official Moves Lists

     Complete (I think) moves lists for all VChronicle characters (and
Types) can currently be found on Capcom's official VChronicle site, which
you can get to via the "Vampire Home Page" option in NETWORK MODE (note:
if you need help configuring Dream Passport 3 to your ISP, consult a Dream
Passport FAQ). Or just jump to:
        http://www4.capcom.co.jp/chronicle/info/waza/index.html

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        The moves lists are in .GIF format.

        Note on Aulbath's moves list: Although it's not mentioned on the
moves list, do note that Aulbath's "Direct Scissors" EX move (d,d+PP) will
work *only* with his LP and MP costumes (no, I don't know why).  Of
course, that particular EX uses 3 charges on the Super meter, is fairly
slow, and doesn't do nearly enough damage (imho) to make up for these two
facts, so you probably won't be using it all that much (if at all)
anyway...


V.2  What determines the BGM

        Here's what determines the stage BGM in each MODE:
          ARCADE MODE - CPU opponent, or (human-controlled) Challenger.
          VERSUS MODE - The P2 character, or, if you select the CONTINUE
            option, the character who is challenging (i.e. the character who
            lost the previous match).
          TRAINING MODE - Your practice character.
        Note: Shadow and Marionette will be treated as their current
host/form, for the purposes of BGM determination.

        If the BGM-determining character (see above) is Savior or Savior2
Type, the BGM will be the default BGM for the current Stage.  If the
character is Vampire or Hunter Type, the BGM will be the Vampire or
Vampire Hunter (respectively) BGM for that character... unless the
character didn't exist in that game, in which case the default BGM for the
current Stage will be used instead.
        For example: In VERSUS MODE, if P1 selects Vampire Type Felicia, and
P2 selects Hunter Type Bulleta, then the Stage BGM will be the default BGM
for whatever Stage is selected (Bulleta didn't exist in Vampire Hunter, so
the BGM becomes the default selection).  If Felicia loses the match, then
instead of reselecting characters (the "SELECT" option), an immediate
rematch is done (the "CONTINUE" option), the BGM would then be Felicia's
Vampire BGM (Felicia, having lost the previous match, is now considered
the Challenger).

        EXCEPTION to the above: The BGM for the Train stage ("Iron Horse,
Iron Terror") will *always* be the default BGM for that Stage.

        Here's a quick reference chart showing for each character, whether
he/she has unique BGM for Vampire and/or Hunter Type (i.e. whether the
character was in each game (side note: Phobos and Pyron were not playable
characters in Vampire, but did have their own Stages and BGMs, so...)):
        (O = has unique BGM, x = doesn't have unique BGM)
        Character      V H
          Anakaris     O O
          Aulbath      O O
          Bishamon     O O
          Bulleta      x x
          Demitri      O O
          Donovan      x O
          Felicia      O O
          Gallon       O O
          Jedah        x x
          Lei-Lei      x O
          Lilith       x x
          Morrigan     O O
          Phobos       O O
          Pyron        O O
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        Q-Bee       x x
        Sasquatch   O O
        Victor      O O
        Zabel       O O
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     Winning BGM (the BGM played during the screen that has a quote and
picture of the winning character) is determined by the character Type of
the winning character. If the character didn't exist in the game
equivalent to that Type (see above list), then the winning BGM will
default to the Savior Type Winning BGM for that character.

V.3 ARCADE MODE Endings

     There are, alas, only 2 actual endings in the game, regardless of
Mode or Type played:
      1) Jedah is triumphant (win with Jedah)
      2) Jedah has been defeated (win with any character besides Jedah,
         Shadow, or Marionette)
     The final picture shown in each is sometimes different; I don't think
there's a way to choose which is shown. The two picture variations are:
a) a Donovan and Bulleta picture, and b) a Morrigan and Lilith picture.

     Shadow and Marionette have no ending, but do have a special end
credits sequence, with different music, and monochromatic (shades of
brown) portraits of some of the characters (Bulleta, Demitri, Victor,
Zabel, Morrigan, Anakaris, Felicia, Bishamon, Q-Bee, Lei-Lei, Lilith,
Donovan, Pyron, Phobos, and Jedah (in that order)) shown during the
scrolling credits.

V.4 Screensaver function

     The standard "dim the screen" screensaver will darken the screen
after 5 minutes of idle time (no inputs from any controller, and no
reading from the disc). And in case anybody's interested, CD spin stop
activation time is 1 hour (of idle time).

     There is also a screensaver in the web browser (Dream Passport 3)
included with the game (to get to DP3, just select NETWORK MODE, then
after saving your game status (or not) to your VMU, select the "Vampire
Home Page" option). The screensaver seems to be based upon pictures of
the VChronicle characters, and will apparently choose one at random, and
take it through one of a few simple screensaver effects.
     Once you're running DP3 (you don't necessarily have to be connected
to your ISP), screensaver activation time is 5 minutes (of idle time).
Approximately every five minutes thereafter, the screensaver will reset,
choosing a new character portrait, and possibly a new effect to run...

VI. Thanks and Stuff

Thanks to:
   Kao Megura's SSat Vampire Savior FAQ
      (found at http://i.am/kao/ (KM's webpage), http://www.gamefaqs.com/
      (GameFAQs)), for information on the Oboro battle character-specific
      EX requirements, Anakaris' secondary Taunt command, Felicia's
      secondary Taunt (Taunt-grab), a couple EX move names, the costume
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          restriction for Aulbath's Direct Scissors EX move, and for pointing
          me in the right direction on the Oboro Bishamon code, the Shadow
          code, the CPU Challenger conditions, the Oboro battle conditions,
          the "pre-select Shadow's first host" code, the EX Options screen
          code, and the VERSUS MODE Stage color variation code.
     Kao Megura's SSat NightWarriors (VHunter) FAQ
          (found at http://i.am/kao/ (KM's webpage), http://www.gamefaqs.com/
          (GameFAQs)), for pointing me in the right direction on the Staff
          Roll 2 code.
     Neil's PSX DarkStalkers 3 (VSavior) Secrets FAQ
          (found at http://www.gamefaqs.com (GameFAQs)), for pointing me in
          the right direction on the Marionette code.

Recommended Reading:
     For more information on Vampire Savior (a lot of which you should be
able to apply to Savior Mode and Savior Type characters in VChronicle), I
would highly recommend Kao Megura's Vampire Savior FAQ, which I've
personally found to be a great source of information (similarly, his
NightWarriors FAQ would probably be equivalently useful, in regards to
information which may be applicable to Hunter Mode and Hunter Type
characters...).




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The latest version of this file can be found at:
  A Chronicle of the Darkrealm
  http://www.best.com/~ruyeyama/dcast/acotd.html
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