

Guilty Gear X FAQ/Move List

by AnotherGamer

Updated to v1.6 on May 1, 2003

This walkthrough was originally written for Guilty Gear X on the GBA, but the walkthrough is still applicable to the DC version of the game.

Guilty Gear X FAQ

GameBoy Advance version

Version 1.6 (05/01/03)

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1.Disclaimer

Use for whatever you want, as long as money isn't involved and I'm credited as the maker of this FAQ.

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3.Legend

Legend

U=Up (jump)

D=Down(crouch)
F=Forward
B=Backward, hold to block opponent's attack, hold B and D to block low attacks
P=Punch
K=Kick
S=Slash
HS=Heavy Slash
+=Press together
/=Or
Tap=Press rapidly
QCF=Quarter circle forwards, press down to forward
HCF=Half circle forward, press back to down to forward
QCB=Quarter circle backwards, press down to back
HCB=Half circle backward, press forward to down to back
DP= Dragon Punch motion, press forward, then down, down-forward
RDP= Reverse Dragon Punch motion, press back, then down, down-back
QCD= Quarter circle down, press back to down
cB-F=Hold back for 2 seconds, then press forward
cD-U=Hold down for 2 seconds, then press up
*=Signifies an Overdrive move; requires half of the Tension Gauge to perform, unless noted otherwise
#=Signifies a Destroy Move; these moves will always KO the opponent instantly and win you the round if they connect, but they can only be performed when you're in Rage Mode. Furthermore, if you don't connect with it, you lose your Tension Gauge and thus any abilities that use it for the rest of the round. Dizzy doesn't have a Destroy Move.

4.General moves

F, F: Dash. Self-explanatory. Can be also be performed during regular jump and High Jump. Potemkin cannot Dash. Jumping while dashing greatly increases the lenght of the jump.

F, hold F: Run. Mostly self-explanatory. Covers much more ground than Dash. Johnny cannot run.

B, B: Backhop. Mostly self-explanatory. Seems to have a brief invincibility period at start that allows you to pass through some moves if timed right. Can also be performed during regular jumps and High Jumps, not sure if you're momentarily invincible then, though. Finally, even though you leave the ground during this move, you can't perform any special moves while backhopping.

U again when in midair: Double Jump. Jump again in midair. Mostly self-explanatory.

D, U: High Jump. You cannot use Double Jump during High Jump.

F/B+HS next to opponent: Throw. All throws are unblockable, but they can be only performed on standing or crouching opponents.

S+HS: Dust Attack(?). A slow attack that knocks the opponent high up into the air. If it connects, you can hold U to jump after them and combo them before they fall back to the ground.

D+S+HS: Sweep. A general move that always knocks down the opponent.

F+any 2 buttons when blocking: Dead Angle Attack. Your character flashes while, and performs a quick attack that knocks the opponent down. Consumes half of the Tension Gauge.

Any direction+2 buttons when knocked up in the air: Recovery. Your character flips out of the attack, allowing them to block any attacks your opponent was going to use on you while you'd be airborne.

Any 2 buttons when blocking, except S+HS: Faultless Defense. You take no guard damage, and the opponent is pushed farther than normal. Consumes varying amounts of Tension Gauge depending on how long you use it.

Any 3 buttons simultaneously when performing any move: Roman Cancel. Cancels the move being performed, allowing you to follow up with something else while the opponent is still reeling. Also used to power up moves in Original Mode: this will be discussed in further detail in character movelists. Consumes half of the Tension Gauge to perform.

All 4 buttons simultaneously, or the button assigned as "Extra" when using 3-button mode: Rage Mode. You can perform your Destroy Move when you have Rage Mode active. Slowly consumes whatever Tension Gauge you have, and when you run out, depletes your energy meter slowly. You cannot die from this, though. If you change your mind and don't want to perform a Destroy Move after all, input the command again to deactivate it.

QCF+HS+K in Tag Mode: Tag. Used to change characters in mid-match when in Tag mode. Unlike in other games with the Tag feature, there's no actual interaction between the characters when you change them: a flash of light covers your character, he/she disappears, and your other character appears in his/her place. Consumes half of the Tension Gauge.

5. Character movelists

Note: All movelists are for the Normal version of the character in question, using the 4-button layout. Extra and GG Mode changes are listed in sections 6.3.1 and 6.4.1.

Note 2: If I don't know the real name for a move, I'll use a made-up name instead. Made up move names have a . before the name.

Note 3: All special moves that can be performed in midair can be performed while standing as well: to do so, input the move command (minus the attack button at the end) and quickly press UF/U/UB+the attack key used to perform the move. For example, if you want to perform Millia's Bad Moon while standing, you'd input QCF, UF/U/B+P: this'll cause her to jump and perform the move as soon as she leaves the ground.

5.1 Sol Badguy

Throw: Sol grabs the opponent and headbutts them, knocking them down.

-A basic throw, nothing much to say about it. It might be possible to follow it up with some moves.

QCF+P: Gun Flame. Sol scrapes the ground with his sword, causing several pillars of fire to erupt in front of him.

-Nothing much to say, his basic long-ranged move.

DP+S/HS: Volcanic Viper. Sol turns around, leaping high into the air with his sword covered in flame.

-A pretty basic anti-air move. Pressing QCB+K just after the flames disappear causes him to flip forward and kick the opponent back to the ground for some extra damage. HS version rises higher. Can be performed in mid-air.

Original Mode powerup: The HS version hits the opponent repeatedly for a grand total of 10 hits. You can still perform the kick followup, but it'll never hit, since the opponent will be out of range by the time you can perform it, and by the time they'll be low enough for it to hit, you can no longer perform it.

QCB+S: Grand Viper. Sol crouches down and charges forward while trailing flames. He then performs the first hit of Bandit Revolver, and finishes off with a mid-air Volcanic Viper.

-Useful as a counter move due to its' speed and range. And no, you can't use the QCB+K followup with this move. Can go under most fireballs. Tap any 2 buttons and wiggle the pad left and right to increase the number of hits.

QCB+K: Riot Stamp. Sol leaps to the wall behind him, bounces off it and flies forward, hitting the opponent with a flaming kick.

-If it hits, the opponent bounces off the wall behind them, allowing you to follow up with just about anything.

QCF+K: Bandit Revolver. Sol leaps forward knee first, hitting the opponent, spins around, and kicks the opponent back to the ground.

-Knocks down only if the knee hits. If only the second hit connects on a grounded opponent, you can use it to start a combo if you're fast enough. Can be performed in mid-air.

DP+K when close: Wild Throw. Sol grabs the enemy with one arm, spins around, and slams the opponent against the ground, bouncing them back up.

-Since Sol recovers before the opponent hits the ground again, you can follow it up with most moves, although Volcanic Viper is usually the best choice. Unblockable.

*HCB, F+HS: Tyrant Rave. Sol punches forwards with his fist covered in flame. The flame turns into a stationary fireball, which Sol bats forward with an upwards swing of his sword.

-Bounces the opponent off the back wall like Riot Stamp, but due to increased recovery time, it's hard to follow up with anything.

*QCB, QCB+S: Dragon Install. Sol rears back while spreading his arms, causing the ground to shake and flames to rise up near his feet.

-After performing his move, Sol glows red for about 10 seconds.

During this time, he moves faster and all his normal moves recover quicker, allowing him to perform combos he couldn't do normally.

His ground version of HS Volcanic Viper is also powered up: it goes as high as the screen, leaves behind a huge wake of flames, and does a lot more damage and hits than normal. The drawback is that once the effect wears out, he becomes momentarily stunned, leaving

him open for a beating.

#QCF, QCF+HS: Napalm Death. Sol crouches down, and then leaps upwards, causing 3 large pillars of flame to rise up around him. If the opponent is hit, they are instantly KOd.

-Doesn't seem to have much range, but it appears to be an effective anti-air move.

5.2 Ky Kiske

Throw: Ky climbs on the opponent, flips forward, and strikes the opponent down with a powerful electric jumping slash.

-Leaves the opponent right in front of you, allowing for easy followups.

QCF+S: Stun Edge. Ky crouches down briefly, then slashes with his sword horizontally, creating an arrow of electricity that travels towards the opponent.

-A basic projectile. Can be performed in mid-air and travels downwards at a 60 degree angle when done so.

Original Mode powerup: Ky fires a projectile identical to the one he uses in his Destroy Move. This projectile hits the opponent repeatedly until it goes out of the screen or the opponent is pushed too far away. This version of this move can't be performed in mid-air.

QCF+HS: Stun Edge Charge Attack. Ky crouches down for a longer period of time with electricity crackling at the tip of his sword, then slashes horizontally, creating a large projectile that travels towards the opponent.

-Longer delay, more hits and damage. Can also be performed in mid-air, but in this case, it's identical to a normal Stun Edge and travels downwards at a 20 degree angle.

DP+S/HS: Vapor Thurst. Ky leaps upwards while slashing an arc of electricity over his head with his sword, doing a backflip before landing.

-Another basic anti-air. Can be performed in mid-air. HS version rises higher.

QCF+K: Stun Dipper. Ky does a sliding kick, followed by an electric slash at opponent's feet that knocks down.

-The 2 hits combo only if Ky hits the opponent late with his slide kick.

QCB+K: Crescent Slash. Ky turns around and flips forward while moving towards his opponent, performing an upward slash with his sword.

-Since Ky recovers before his opponent, you can use this move to start juggles.

*HCB, F+HS: Ride The Lightning. Ky surrounds himself with a field of electricity and charges towards the opponent.

-The field might protect him from projectiles, not sure though.

#QCF, QCF+HS: Rising Force. Ky gathers energy on his sword and stabs forward with it, briefly creating a large field of energy on it. If this move hits, the opponent is instantly KOed.

-A medium-ranged Destroy Move. Not very flashy, but gets the job done.

5.3 May

Throw: May grabs the opponent, and throws them far behind her while flipping backwards.

-Doesn't really allow for any followups unless you're cornered and the enemy is right in front of you.

cB-F+S/HS: Mr. Dolphin! (Horizontal). A dolphin appears and May flies in a low horizontal arc while riding it. If it hits, she bounces off the enemy.

-Quite a basic rush-in move. S reaches around half a screen while HS has almost full-screen coverage.

cD-U+S/HS: Mr. Dolphin! (Vertical). A dolphin appears and May flies in a vertical arc while riding it. If it hits, she bounces off the enemy.

-An anti-air version of the above move. This move can hit either on ascending or descending phase: in either case, she still bounces off. S does a low leap while HS leaps almost as high as the screen.

DP+S: Restive Rolling. May holds her anchor briefly above her head, and then spins diagonally upwards with it extended.

-Appears to be an anti-air move, but there's more to it than that. Once she stops in mid-air, you can make her go into another spin by pressing any direction (diagonals included)+tapping S. You can do this up to 3 times.

HCF+S/HS/P/K: Applause For The Victim. May puts her anchor on the ground and raises her hand, causing a hoop to appear in mid-air. A splash of water rises up near the hoop, and moments after, her dolphin jumps through it, hitting the enemy.

-This is quite an interesting move. First of all, the button used determines where the hoop will appear:

S: around 2 character lengths away from the opponent

HS: right next to the opponent

P: right above May

K: around 2 character lengths away from May

Furthermore, holding the button in question will delay the move: you still see the splash of water, but the dolphin won't jump through the hoop until you release the button, so you can use the move either as a combo starter, extender or ender. Mind you, you can only have one hoop active at a time.

Original Mode powerup: Mostly same as above, except this time, 6 dolphins jump through the hoop one by one instead of just one.

They don't jump fast enough to combo by themselves, but you can attack while they're jumping to create quite a nasty combo.

HCB+K when close: Overhead Kiss. May grabs the opponent, leaps into the air with them, and backflip-kicks them across the screen.

-Very hard to follow up even when cornered, since the opponent bounces off the wall. Unblockable.

*HCB+HS: Ultimate Whiner. May hits downwards with her anchor.

If she connects, she spins it around repeatedly for multiple hits, eventually knocking the opponent down.

-An auto-combo move of sorts, although if it hits an airborne opponent, they're juggled repeatedly.

*QCF, QCF+S: Great Yamada Attack. May rears back as a huge purple whale flies through the screen, hitting the opponent and bouncing them off the wall.

-Looks like it has good priority over most things, although I've yet to test it.

#HCF, HCF+HS when close: May And The Jolly Crew. May grabs the opponent and leaps high while holding them. She throws them back to the ground, where they're trampled by the entire (female?) crew of Mayship. The opponent is finished off by what appears to be a huge, fat female chef. She stops on the opponent, starts to turn back the way she came, but trips on the opponent and falls on them, KOing them instantly.

-Quite a funny sight to see the first time you witness it. Notice how the "Destroyed" text is displayed with colorful little floating balls with a dolphin in one of them, instead of the regular orange-yellow font that takes up most of the screen. Unblockable.

5.4 Millia Rage

Throw: She quickly teleports past the opponent while grabbing them with her hair: she then quickly yanks it, knocking them down.

-Hard to tell what she's actually doing, so sorry for the possibly inaccurate description. Anyways, what's interesting about this throw is that both characters end up having their backs turned towards each other: this can be advantageous to Millia since they might end up performing a wake-up attack while turned to the wrong direction, leaving them open for a beating.

F, F/B, B twice when in mid-air: Double Air Dash. Millia does two air dashes.

-This is Millia's special ability: she can do 2 air-dashes per jump, or do an Air Dash during a Double Jump.

QCF+S/HS: Tandem Top. Millia spins around and whips with her hair, creating a green spinning circle of energy.

-The circle stays stationary and disappears after a set amount of time: S version lasts for around 1 second, while HS version lasts for around 2 seconds. Most likely absorbs projectiles.

QCB+P: Iron Saber. Millia hops backwards and turns her hair into a sword: she then rides it forward along the ground.

-A fast rushing move, needs to be blocked low.

Original Mode powerup: Hits several times, and Millia doesn't hop backwards before she does it.

QCB+HS: Secret Garden. Millia turns towards the screen with her arms spread, creating a ball of energy that floats straight up and continues forwards for a while before disappearing.

-Quite an interesting move. When Millia is posing, you can determine where the energy ball will move by pressing U/D/F/B+HS before the ball appears. It'll still first move as described above before it'll start moving according to your commands. You can input up to 3 (possibly 4 if you're really fast) commands which the ball will follow in order, making this quite a versatile

move.

Tap S: Lust Shaker. Millia tilts her head forwards slightly and rapidly stabs the opponent with her hair.

-Generic button mashing special. Nice range, though, and pretty easy to combo.

QCB+K: Forward Roll. Millia rolls forward (duh!).

-Just what it says. Can pass though the opponent. Not sure if she's invincible during the roll or not.

QCF+P while jumping: Bad Moon. Millia covers herself with her hair, turning into a spinning moon crescent.

-Good damage, and surprises opponents nicely.

QCF+K while jumping: Maximum Velocity Fall. Millia pauses momentarily, then dives downwards VERY quickly at a 45 degree angle.

-Doesn't hit, and has no built-in followups I know of. Still, it can be quite useful if you notice that it was a mistake to jump and want to get down ASAP or as a means of covering ground quickly.

*QCB, HCF+HS: Winger. Millia turns her hair into a pair of wings, flies up, hitting the opponent, and then charges downwards.

-Bounces the opponent against the wall, allowing for some followups.

*QCF, QCF+S: Emerald Rain. Millia whips with her hair like in Tandem Top, but this time she does it 3 times, each whip firing out a large disc of energy.

-Each disc knocks down and bounces the opponent against the wall. It's impossible or at least very hard to get all 3 discs to connect: either they're too high for the 3rd disc to connect, or the 2nd disc misses while the 1st and 3rd hit.

#QCF, QCF+HS: Iron Maiden. Millia bends down and thrusts her hair into the ground. A pillar of light appears where the opponent is, with countless strands of hair flying up it. If they're hit, they'll get suspended in mid-air while being constantly hit by the strands of hair, until they're finally KOed by 2 huge strands that slash through them in a X formation.

-A homing Destroy Move...nice, eh? It goes on for quite a while as well, which is good if they mistakingly happen to jump in the wrong direction, as the KO effect doesn't happen until the last hit.

5.5 Zato-1

Throw: Zato turns into his demon form, slashing at the opponent's throat.

-Works pretty much the same way as Sol's throw, including possible followups.

U when jumping: Flight. Zato starts flapping his wings.

-Instead of having a regular double jump, Zato can actually fly, thanks to his winged demon form. You can control him freely in any direction while he's flying. He stops flying if he gets hit, performs a jumping attack or after around 3 seconds.

D, D+S/HS: Invite Hell. Zato raises his fist upwards, causing a shadow drill to pop up from the ground.

-S causes the drill to pop up from around 2 character lengths away

from him, HS pops up a bit more than half a screen away.
Original Mode powerup: 3 drills pop up in a line instead of just one.
If the first one hits the opponent, they can combo, although it's hard to get all 3 to connect, and even if the last one does, it'll always hit the opponent when they're on the ground, greatly reducing the amount of damage done.

QCF+P/K/S/HS: Summon Eddie. Zato raises his hand briefly, summoning a small shadow demon that crawls along the ground.
-Quite a complicated move. After you've summoned Eddie, you'll notice a counter of sorts located in the lower part of screen on your side of the screen (whichever side your energy meter is located on). This counter steadily counts up to 100, at which point Eddie will disappear. After he disappears, the counter starts counting back to 0: you can't summon him again until it has done so.
Now, as for what Eddie can do:

B/F: .Crawl. Eddie crawls backwards/forward.
-His movement speed is noticeably faster than Zato's walk, but not as fast as his dash.

P: Small Attack. Eddie charges forwards, hitting the opponent with his sharp beak.
-Not much damage, but can be used as a quick surprise attack.

K: Moving Attack. Eddie turns into a spinning saw blade and charges towards the opponent.
-Quite a nice move, keeps the opponent stunned for a good amount of time, allowing for some easy combo opportunities.

S: Anti-Air Attack. Eddie claws upwards, extending his claw to make it reach almost as high as the screen.
-Executes quickly and has good vertical reach. An useful reactionary anti-air when you have Eddie active.

HS: Drill Special. Eddie first turns into a puddle, but after 3 seconds, he turns into a huge drill that hits multiple times, disappearing afterwards.
-Bad delay, good damage. Notice that performing move instantly brings the counter to 100 where it starts counting down, meaning you can only perform this move once per summon.

-Finally, the button used to summon Eddie will determine which one of the moves described above he'll perform before you gain control of him, except in case of Drill Special: if he's summoned with HS, he does nothing.

QCB+S: Drunkard Shade. Zato rears back and then brings his arms forward, causing his shadow to briefly rise up in front of him as a barrier of sorts.
-The appearance of move suggests it's used to reflect projectiles, still need to confirm it, though. It can also hit for minor damage when used next to the opponent.

QCB+K: Break The Law. Zato sinks into his shadow.
-He's invincible to most everything while in this form, although he can't attack either. You can extend the time he spends as a shadow by holding K, although only lasts up to 4 seconds. You can also move him around when he's a shadow by pressing F/B.

DP+S when close: Damned Fang. Zato envelops himself and his opponent in a black bubble. He then appears outside of it and punches through the bubble, popping it and damaging the opponent.

-Can only be followed up in the corner. Unblockable.

*HCB, F+HS: Amorphous. Zato motions upwards with both hands, causing a huge wolf's head to pop up from the ground.

-Knocks the opponent up pretty high, may be possible to follow up.

*QCF, QCF+S when in mid-air: Executor. Zato turns into a huge sword that flies forwards, dragging the opponent with him until they're slammed against the wall.

-Does more hits the farther away the opponent is from the corner, although those extra hits only do 1 pixel of damage.

*HCB, F+S when Eddie is summoned: Megalith Head. Eddie turns into a huge head that bites the opponent.

-Like in Drill Special, Eddie disappears instantly after this move.

#QCF, QCF+HS: Black In Mind. Zato rears back and spreads his arms vertically, somehow hitting the opponent. If it connects, they're instantly KOed as a huge woman's head appears. Moments after, the head turns into a horned skull.

-Not much range, but executes pretty much instantly.

5.6 Potemkin

Throw: Potemkin grabs the opponent with one arm and throws them over his head.

-Again, you can only follow it up if you're cornered.

QCF+P/QCB+P: Mega Fist. Potemkin leaps into the air and comes down punching downwards with both fists.

-QCF+P makes him leap forwards, while QCB+P makes him leap backwards. It might be possible to use this to jump over some projectiles.

QCF+S: Sliding Head. Potemkin rears back and does a huge headbutt that makes him fall over on his stomach.

-If the enemy isn't jumping when Potemkin falls over, they're knocked down by an unblockable earthquake that does no damage.

cB-F+HS: Hammer Fall. Potemkin charges forward and squashes the enemy between his knuckles.

-Quite a basic charge move. Knocks down.

Original Mode powerup: Potemkin slams his knuckles together 3 times, amounting for extra damage.

DP+HS: Heat Knuckle. Potemkin reaches upwards with his hand while a shell casing is ejected from his iron knuckles. If he connects, he uses his iron knuckle to hit the opponent with some fiery blasts before blowing them away with explosion.

-Anti-air grab, and as such, it's unblockable.

HCB+HS just after the 3rd hit of Heat Knuckle: Heat Extend. Instead of blowing the opponent away with an explosion, Potemkin supports his arm with his other hand and opens a hatch on his iron knuckle, revealing a bow-like device. An outline of a heart with an arrow through it appears on top of his hand, and he then proceeds to blast

the opponent with a bigger explosion.

-A built-in followup to Heat Knuckle. Obviously you should try to use this every time you're able to connect with a Heat Knuckle. If you're having trouble with the timing, you can always try to press HCB+HS constantly after you connect with Heat Knuckle.

HCB, F+P when close: Potemkin Buster. Potemkin grabs the enemy, lifting them above his shoulders. With his hands flaming, he leaps high into the air, momentarily off the screen and comes down, slamming the opponent on his shoulders, causing some major back injuries.

-A command throw, and a pretty damn strong one at that. Hard to follow up unless your opponent is in the corner. Unblockable.

*HCB, F+HS: Giganter. Potemkin rears back, then brings his hands together, creating a wall of electricity that travels forward around 1/3th of the screen.

-Dizzies if it connects, allowing you to follow it up with just about anything. However, you shouldn't get too creative, because...

*HCF, HCF+P just before Potemkin releases the Giganter: Giganter Bullet. Potemkin crosses his arms, spreads them, setting them ablaze, and then proceeds to charge forward with a huge yellow aura surrounding his fists and most of his body.

-...the built-in followup is usually the best choice. Around 50% damage, and pretty damned hard to avoid, considering the Giganter dizzies the opponent. Most likely has huge priority as well. Doesn't use any extra Tension Gauge, since it's a built-in followup. Pretty hard to perform, though: my method is to input HCF+P constantly right after the HCB, F+HS command for Giganter.

*QCF, QCF+S: Heavenly Potemkin Buster. Potemkin leaps into the air, hands first. If he connects, he grabs the opponent like in normal Potemkin Buster, but this time, he turns upside down, plants his feet against the ceiling, and kicks off it, turning around in mid-air and slamming the opponent against his shoulders upon landing.

-Quite a nice anti-air throw. Use if you can time it right so you won't miss the grab: personally, I can't do it too well. Unblockable.

#QCF, QCF+HS: Magnum Opera. Potemkin poses with both arms spread while looking away. If the opponent touches any part of his body, they're knocked sky-high. If this happens, Potemkin's iron knuckles and neck collar disintegrate. He then kisses his fist, causing a heart to appear on it. Finally, he rears back and annihilates the falling opponent with a huge straight.

-Quite a nice Destroy Move, as it seems to work both as a reversal as well as a nice way to make the opponent pay dearly for simply getting too close.

5.7 Chipp Zanuff

Throw: Chipp trips the opponent and hits them with a elbow drop.

-Can't be followed up due to the fact that the enemy will be standing before anything can connect.

U during Double Jump: Triple Jump. Chipp jumps up to 3 times in a row.

-Mostly self-explanatory, except you can't use it during High Jump.

QCF+P: Alpha Blade. Chipp rears back while crouching. He then disappears, slides forward and does a blindingly fast slash at the opponent's feet that knocks down.

-A very quick move with great range, very good at punishing mistakes. Can be performed in mid-air.

DP+S: Beta Blade. Chipp does a jumping uppercut with blue energy trailing from his fist.

-A basic Shoryuken clone. Still good at what it's supposed to be used for. Can be performed in mid-air.

Original Mode powerup: Chipp performs the move twice in a row, efficiently doubling the amount of hits and damage done.

HCF+HS: Gamma Blade. Chipp bends forwards, creating a shadow duplicate of himself that charges forwards.

-Sort of a demi-projectile. Moves quite quickly.

QCF+S: Ressho. Chipp charges forwards with a flaming fist.

-Comes out and moves quickly.

QCF+S after Ressho: Rokusai. Chipp performs a flaming sweep.

-Hits low.

QCF+K after either Ressho or Rokusai: Senshu. Chipp flips forwards, hitting the opponent with a flaming heel.

-A nice mix-up game: the opponent has to decide which way to block after Ressho, and if they choose wrong, they get hit, due to fact that Senshu is an overhead and must be blocked high. Knocks down.

HCF+K: Genro Zan. Chipp leaps forwards, disappearing in a moving cloud of leaves: if the opponent is in the path of the leaves, Chipp appears on their back, slashing at their throat.

-The CPU just LOVES to get hit by this move, but that's hardly surprising when you consider how easy the AI is to beat in this game even on the hardest difficulty level. Anyways, it's a pretty damned good move; it might be possible for Chipp to avoid some attacks when he disappears. Unblockable.

D, D+P/K/S/HS: Tsuyoshi-Shiki Teni. Chipp teleports to a different location.

-As usual, the button pressed selects where Chipp will teleport:

HS: Air, just behind the opponent

S: Air, 2 character lengths away

P: Ground, 3 character lengths forward

K: Ground, a bit more than half a screen forward

Notice that you can still use jump attacks when using either air teleport.

QCB+K: Tsuyoshi-Shiki Meisai. Chipp turns partially invisible.

-Lasts for around 5 seconds. As usual, good on human opponents if you don't lose track of him, bad for CPU.

*QCF, QCF+K: Banki Messai. Chipp rears back, then charges forward and pummels the opponent with a wide variety of attacks, ending in a powered-up Beta Blade.

-Due to its' speed, very easy to combo. Looks nice too.

*HCB, F+HS: Zansei Roga. Chipp poses for a second, and then

disappears, hitting the opponent with flying slashes as he bounces across the screen, knocking them high up in the air. If they all connect, he appears above the floating opponent with his fist raised. He then does a huge slash while diving downwards that leaves a huge slash mark, finally letting the opponent fall.

-Chipp's movement is pretty much instant, making this move an ideal mistake punisher. Huge recovery, though.

#QCF, QCF+HS: Delta End. Chipp rises up in the air, poses while floating and sets his body ablaze. He then splits in five images that turn into fireballs. If the opponent touches one of the fireballs, they're sucked in middle of them. A five-pointed star is then drawn around the opponent, using the fireballs as the points. Finally, a kanji letter appears in middle of the star: it explodes as Chipp drops out of it, but the opponent is KOed instantly.

-Executes pretty slowly, but Chipp is invincible during most of the move.

5.8 Faust

Throw: Faust jumps on the opponent, licks their face, and then jumps back down, knocking the opponent down by shoving them with his butt.

-Like all "hit" throws, this one can only be followed up in the corner.

Hold F or B while crouching: .Crawl. Faust crawls slowly forward/backwards while crouching.

-Faust's unique ability. Not sure if it's a bug (most likely), but this also allows him to drag the opponent with him as well if they're standing in the opposite edges of the screen and he's not cornered.

HCF+K: Thurst. Faust does an extremely long-ranged thurst with his huge scapel.

-Quite possibly the longest-reaching non-projectile move in the game. Not very useful if done alone, though.

Hold B after Thurst: Pull. Faust pulls the opponent in with his scapel.

-If you're thinking about following this up with something and have it combo, sorry: it can't be done. It's good to use this if your opponent isn't good at battling in the close quarters, though.

QCF+P (up to 3 times) after Pull: Hello! Faust swipes upwards with his hand, knocking the opponent sky-high. He then jumps after them, bends back, and knocks them down with a huge downward slap.

-Depending on how many times you input QCF+P determines how many parts of the above he actually does: input QCF+P once to have him just slap the enemy sky-high, again to have him jump after them, and if you want him to perform the slap-down finish, input it once more. Unfortunately, you'll recover too slowly to follow the second part with an air combo, so that's out of the question.

QCF+P: What's Next? Faust raises his hand, and throws a random object upwards.

-These objects include, in no particular order:

Miniature Faust: Drifts downwards on a balloon in a zigzag pattern.

Upon reaching the ground, crawls forward slowly, doing minor damage if it touches the opponent.

Bomb: Lands on the ground and sits there for a few seconds before exploding. The explosion takes up the most of the lower part of the screen, and can hit Faust as well.

Hammer: Hits the opponent. Notice it only does so before the first bounce: if it touches the ground, it can no longer hit.

Rock: Nothing happens initially, but after around 5 seconds, a cluster of flaming meteorites comes falling down. If they hit the opponent, you can see that miniature Faustus ride on them.

Ring(?): Nothing, a failure item.

Chocolate(?): As above, but takes a longer amount of time to disappear.

All in all, what you get is mostly random, so use at your own risk.

QCF+S: Souten Enshin Rambu. Faust sticks his scapel into the ground and climbs on it.

-The part where he swings forward can hit the opponent and bounces them against the wall if it connects.

Original Mode powerup: Faust swings back and forth several times, hitting the opponent repeatedly.

Now, while he's sitting on his scapel, you can do following moves:

HS: Going My Way. Faust throws himself forwards while spinning, although his head somehow remains stationary.

-If you have the right distance, you can use this as a nice followup for the initial forward swing.

F, F/B, B: Move Forward/Backward. Faust swings himself forward/backward, moving in that direction.

-Unlike with the initial swing, this doesn't knock down.

P: Neck Periscope. Mostly what it says: Faust extends his head downwards to hit the opponent.

-Only hits jumping opponents, or possibly Potemkin. Not that useful.

K: Growing Flower. A flower momentarily pops up from Faust's head.

-No use whatsoever. Still, it's a nice taunt, which is what it was meant to be used for.

D: ,Dismount. Faust drops down from his scapel.

-Mostly self-explanatory.

-Note that Souten Enshin Rambu ends if you use Going My Way or ,Dismount or don't press anything for around 5 seconds.

QCB+HS when close: Shower Hack. Faust slices up the opponent by twirling his scapel around.

-A nice command throw with a simple command. Not hard to follow up either. Unblockable.

QCB+P: In Your Face! Faust raises his hand up, covers himself with a piece of cloth, and disappears. A huge door then appears in front of

the opponent and Faust opens it, slamming the opponent against the wall.

-One of Faust's mix-up moves: they all look the same when he starts them, but the opponent must decide which way to block in order to avoid getting hit.

QCB+K: Watch Your Back! Faust raises his hand up, covers himself with a piece of cloth, and disappears. A huge door then appears behind the opponent and Faust opens it, slamming the opponent against the wall.

-Like above, but from behind.

QCB+S: From On High! Faust raises his hand up, covers himself with a piece of cloth, and disappears. He then appears above the opponent, knocking them down by diving on them elbows first and flipping away if he connects.

-As above (pun unintended), although it's best to use it against projectiles.

*QCF, QCF+P: Super What's Next? Faust throws 4 random objects, one after another.

-Like with normal What's Next?, the objects are random. It also uses the same objects as the normal What's Next?, so it'd be pointless to list them again here.

*QCF, QCF+S: Gamble Attack. Faust crouches down, and somehow swims along the ground, scapel first. If he connects, the opponent is stunned, while Faust lurks in a puddle of water, with his head and the tip of the scapel poking out.

-At this point, 4 treasure chests appear, and the opponent must pick one of them by pressing P, K, S or HS. If the opponent doesn't pick anything within 5 seconds, a chest will be picked randomly. Depending on what the chest contains, there are 2 possible outcomes:

Grim Reaper: 3 out of 4 chests contain this. If opponent picks a chest with this, Faust shoves his scapel up the opponent's rear as the screen turns to negative colors: the amount of damage done can be either around 30, 40 or 50%, depending on which chest the opponent picked.

Angel: The remaining chest contains this. If the opponent picks this, the move fails: an explosion throws Faust out of the puddle, resulting in minor damage, while the opponent escapes (mostly) unharmed.

#QCF, QCF+HS: This Week's Climax! Faust slides forwards on one leg and attempts to poke the opponent. If he connects, the opponent is set on a hospital bed with a bomb under it as Faust dives on them like in From On High! He bounces off, and pulls out a detonator, attempting the blow up the enemy. He pushes the plunger, but nothing happens: he tries again, still nothing. He pushes it repeatedly, STILL nothing. A question mark appears on his head and he walks over to the opponent to see what's wrong, and obviously enough, the bomb blows up just then, KOing the opponent and giving Faust a nice ride.
-Good range, and despite being cliched, still looks pretty damn funny.

5.9 Baiken

Throw: Baiken trips her opponent, impales them with her sword, and

kicks them away.

-Yet again, can only be followed up in the corner, but it's very easy to do so there.

QCF+K: Tatami Gaeshi. Baiken stomps the ground, causing a green plank to pop up from the ground and then fall over.

-Opens the opponent up for juggles if it hits. Can be performed in mid-air, and will fall downwards after falling over: this can still hit the opponent, but it obviously doesn't knock down and does less damage.

Original Mode powerup: Baiken stomps the ground thrice, causing 3 planks to pop up simultaneously. Air version works as described above.

QCD+P when blocking: Zakuro. Baiken turns around as a spinning blade pops out of her sleeve.

-Anti-air guard reversal. Quite useful if you have the reflexes to use it. Hits only jumping enemies.

QCD+K when blocking: Mawarikomi. Baiken dashes through the opponent, ending up behind them.

-If you blocked a laggy move, this leaves them open for a huge combo.

QCD+S when blocking: Sakura. Baiken stabs forwards with her sword.

-A generic close range guard reversal. Knocks down.

HCB+K: Suzuran. Baiken runs forward.

-She blocks any attacks thrown her way with her sword while still running forwards, making this a safe way to close in safely.

DP+S when jumping: Yozansen. Baiken flips backwards while slashing with her sword.

-Not quite sure on this one...possibly a high-priority air-to-air attack?

*QCF, QCF+S: Sanzu Watashi. Baiken charges forwards, performing 3 powerful slashes that each shake the screen and cause a kanji character to pop up.

-A basic Overdrive with nice comboability. Doesn't knock down for some weird reason, though.

*B, HCB+P when blocking: Baku KI. Baiken poses, then points her hand towards the opponent, causing a kanji character to pop up and hit the opponent.

-This and the other 3 guard-reversal Overdrives do next to no damage, but they incapacitate the opponent in various ways. This one disables the opponent's jumps until the effect wears off.

*B, HCB+K when blocking: Baku RIN. Baiken poses, then points her hand towards the opponent, causing a kanji character to pop up and hit the opponent.

-Makes the opponent unable to perform special moves and overdrives until the effect wears off.

*B, HCB+S when blocking: Baku RYU. Baiken poses, then points her hand towards the opponent, causing a kanji character to pop up and hit the opponent.

-Makes the opponent's attacks do less damage until the effect wears off.

*B, HCB+HS when blocking: Baku HOU. Baiken poses, then points her

hand towards the opponent, causing a kanji character to pop up and hit the opponent.

-Makes the opponent take more damage from Baiken's attacks until the effect wears off.

#QCF, QCF+HS: Garyutensei. Baiken runs forward. If it connects, the view switches to a flashback on Baiken's training: she kills her training partner brutally. The opponent takes their place, and is instantly KOed afterwards.

5.10 Jam Kuradoberi

Throw: Jam throws the opponent upwards and flips back; she then kicks upwards with both legs, hitting the opponent.

-Easy to follow up, assuming the opponent doesn't flip out of it.

D, D+K/S/HS: Breath Of Asanagi. Jam brings her hands together and poses as a sphere of energy appears around her upper body.

-Once you perform this move, you'll notice a symbol located in the lower part of screen on your side of the screen (whichever side your energy meter is located on) as well as a number next to it. This represents a powerup for one of Jam's moves when it's used for the next time. You can have up to 3 powerups per move in stock at a time. Performing the move with HS powers up Kenrokyaku, S powers up Gekirin and K powers up Ryujin.

QCF+K: Ryujin. Jam performs a slightly diagonal flying kick with a dragon-shaped flame on her foot.

-A nice rush-in move, can avoid low attacks.

BOA powerup: More damage.

QCB+K: Gekirin. Jam leaps forward, doing a flaming heel drop.

-Useful for hopping over low attacks as well. Has a large hitframe as well.

BOA powerup: Extra hit and damage.

DP+K: Kenrokyaku. Jam flies upwards while kicking repeatedly.

-A DP-type move. Not too fast, though.

BOA powerup: Extra hits and damage.

QCB+S: Hochifu. Jam swipes upwards slowly with her arm.

-A parry. If the opponent hits her before she has raised her arm completely, their attack is blocked, and Jam is usually free to move while they're still recovering from their attack.

QCF+S: Bakushu. Jam charges forwards quickly, causing the screen to shake.

-Doesn't hit by itself. While she's charging, you can perform any of these followups:

P: Mawarikomi. Jam takes a pose with her arm held low.

-Not sure, I'm assuming it's a low reversal or parry.

K: Ashibarai. Jam stops where she is and hits the opponent with an energy-charged sweep.

-Hits low.

S: Hyappo Shinsho. Jam charges forward some more, and hits the

opponent with a multi-hitting energy-charged punch.

-Loads of range and comes out quick.

Original Mode powerup: Extra hits and damage

HS: Senri Shinsho. Jam charges forward even further, and hits the opponent with a multi-hitting energy-charged punch.

-The nice thing about this move is that the initial charge allows her to pass through the opponent, forcing them to block the energy punch from behind.

D+K when jumping: Hoeikyaku. Jam pauses momentarily, and then dives downwards with a kick. If it connects, she kicks the opponent some more before landing.

-A nice surprise move. Can't be followed up when you land, though.

*HCB, F+S: Chokyaku Houousho. Jam poses, then charges forward: if she connects, she beats up the opponent with a multitude of hits, ending in a flaming upward kick with flame pillars and a phoenix in the background.

-Not as fast as Chipp's version: still useful in combos, though.

*HCB, F+HS: Renhoukyaku. Jam gathers power and creates a huge orange sphere of energy that hits multiple times.

-Doesn't usually do full damage unless the opponent is in the corner.

#QCF, QCF+HS Gasenkotsu. Jam charges forwards. If she connects, the screen shows her doing a variety of attacks in still frames as kanji letters appear on the sides of screen. After 7 attacks, Jam finishes off the opponent with a flying kick with a sun in the background: both Jam and the opponent are then shown falling back towards the ground in slow motion.

-Definately gets my award for the most stylish Destroy Move. Good range. According to Kailieann Raia, "the kanji from Jam's Destroy are as follows:

Ten - Jou - Ten - Ka
Yui - Ka - Doku - Son

Which roughly translates as:

In heaven and earth,
I am all that is holy"

5.11 Johnny

Throw: Johnny grabs the opponent with one arm and throws them upwards.

-Easy to follow up, but equally easy to flip out of as well.

QCF+S/P/K: Mist Finer. Johnny does a quick Iai-slash with his sword.

-Johnny's main form of offense. S does a low slash that must be blocked low, P does a high anti-air slash and K does a mid-level slash. Holding down the button allows Johnny to move backwards or forward slowly with his back turned prior to executing the slash.

QCF+HS: Glistering Gold. Johnny throws a gold coin at the opponent.

-You can use Gilstering Gold up to 8 times per round, as indicated by the coin counter visible on the screen. Connecting with a coin will allow the next Mist Finer to do extra damage, and in case

of S Mist Finer, knocks the opponent higher up in the air. However, if you manage to connect with 2 coins before using Mist Finer the next time, the powerup effect will be much greater: Johnny will perform 9 Mist Finers in a row at varying heights, comboing the opponent for loads of damage.

QCB+P: Bacchus Sigh. Johnny raises his sword over his head and unsheathes it slightly, causing several clouds of mist to appear on him.

-If you get close to the opponent while the mist is lingering on you, it will be transferred over to the opponent. While they have the clouds of mist on them, the next Mist Finer you perform on them will be unblockable.

DP+S, S: Divine Blade. Johnny leaps towards the opponent with his fist raised.

-When you press S again, he punches downwards, shooting a pillar of fire straight down.

Original Mode powerup: Punches downwards 3 times, shooting down 3 pillars of fire.

QCF+S when jumping: Aerial Divine Blade. Johnny punches downwards, shooting a pillar of fire straight down.

-As above, minus the telegraphing leap. Reaches all the way down, allowing for nice surprise attacks.

Original Mode powerup: See above

*HCB, F+HS: Johnny Special. Johnny does an upward slash: if he connects, he follows it up by slashing downwards and diagonally upwards again, drawing the letter J on the opponent. He then spins his sword around before sheathing it: an explosion hits the opponent soon afterwards.

-Not much range, but comes out quick. Might work as an anti-air as well. Notice how Johnny always ends up on the left and the opponent always ends up on the right side: this was done to ensure that the letter J would always look the way it's supposed to.

#QCF, QCF+HS: Joker Trick. Johnny throws a card forwards. If the opponent is hit, they're transformed into a card and teleported next to Johnny. Johnny then slashes the card in half, efficiently KOing the opponent instantly.

-The only projectile-based Destroy Move. Not too quick, though.

5.12 Axl Low

Throw: Axl grabs the opponent with his chain, slamming them behind him.

-Not too hard to follow up.

DP+S/HS: Benten Gari. Axl slashes with his scythes in a circle around him, creating an image of a woman with a guitar.

-Protects Axl from all directions, which is always good. HS version adds an upwards slash with his scythe.

DP+HS from HS Benten Gari or when in mid-air: Axl Bomber. Axl leaps upwards slashing with his scythe, creating a burst of fire in front of him.

-An anti-air that can only be used in mid-air or as a followup...weird. Still, it's a nice move. It's kinda hard to perform from HS Benten

Gari, you need to input it just as the upward scythe slash hits. Like with all the moves with tricky followups, I prefer to just input DP+HS constantly after performing HS Benten Gari.

Original Mode powerup: More hits and damage

cB-F+S: Rensen Geki. Axl throws his scythe forwards, leaving behind a green trail.

-Axl's long range move. Travels fast.

Hold U during Rensen Geki: Kyokusa Geki. Axl motions upward slightly, causing the scythe to change direction and travel diagonally upwards towards Axl.

-An easy to do followup to the above. Useful at long range.

Hold D during Rensen Geki: Sensa Geki. Axl twirls the scythe around after it returns.

-Does more damage than the other followup, but has less reach.

cB-F+HS: Rasho Sen. Axl rears back, and then throws a spark forwards. If it connects, the opponent is suspended in mid-air as Axl slides next to them on his knees. He then jumps straight up and lands a bit further away from the opponent, causing the opponent to rise higher in the air. He then poses and shouts out "Yes!" as the opponent gets hit by an explosion.

-I think he's supposed to be lifting them higher up in the air by a wire, but they either forgot to put one there or they thought it wouldn't look good enough on a GBA. Your guess is as good as mine. Anyway, it's a great move, since it appears to be unblockable. Naturally, it has long startup time and the projectile doesn't travel that far.

HCB+S: Raiei Sageki. Axl leaps forwards quickly. Once he reaches the apex, he stops and slashes diagonally downwards behind him with his scythe.

-A nice mix-up move, since it hits the opponent from behind 90% of the time.

HCB+HS: .Giant Stomp. Axl flies straight up off the screen. After around 3 seconds, he comes back down with what appears to be a huge foot.

-While he's off the screen, you can control where he'll fall by holding down F/B. I can't see what this move is used for, though: it does next to no damage, and has pathetic recovery time, allowing the opponent to get up before Axl does even if it hits. Not to mention Axl is considered to be standing when he's lying on the ground, allowing the opponent to hit him with anything they wish and have it connect fully. Considering this move's appearance, maybe it was meant to be a taunt of sorts?

QCB+P: Tenhou Seki. Axl takes a defensive stance with his scythes spread: if the enemy hits him physically when he's posing, he blocks the attack and retaliates by throwing the opponent, yelling "Yes!" afterwards.

-As the throw can't be avoided, this is a guaranteed reversal. A great move.

*QCF, HCB+HS: Hyakue Renshou. Axl does a Benten Gari with flames around him, knocking the enemy down: he then follows up by throwing a flaming scythe at them that hits multiple times.

-Comes out quick, and the scythe has long reach and any

part of it will hit the opponent.

#QCF, QCF+HS: Midare Gami. Axl faces the screen and shoots his scythes in both directions along the ground: if it connects, the opponent is repeatedly juggled by wires that zigzag all over the screen before finally being hit by an explosion and KOed instantly.

-Has quite nice range and hits on both sides of Axl, making jumping over him pointless. Seems to dizzy the already-KOed opponent quite often, which looks pretty funny when it happens.

5.13 Anji Mito

Throw: Anji trips the opponent with his fan.

-Quite easy to follow up.

QCF+P: Shitsu. Anji swipes downwards with his fan, creating a ball of energy that travels forwards.

-A projectile with an interesting property: if it's blocked, the outer shell of the projectile shatters, and the mass of energy inside the projectile takes the shape of a bird, trying to land on the opponent for a surprise hit.

QCF+S/HS: Fujin. Anji charges forwards, tackling the enemy as a burst of water rises from under him.

-S version comes out quicker, but has less range. HS version has longer range and knocks down, but has slower startup.

Original Mode powerup: S version does 2 Fujins in a row, the second one of them knocking down the enemy. Unfortunately, this makes most followups harder to connect: you can still perform a followup after the first Fujin, but doing this cancels the powerup.

S after Fujin is blocked or connects: Nagiha. Anji swipes low with his fan.

-Must be blocked low.

P after Fujin is blocked or connects: Shin Ichishiki. Anji jumps up and throws many closed fans at the opponent.

-Easiest followup to hit with. Can hit grounded opponents.

K after Fujin is blocked or connects or QCB+P when jumping:

Shin Nishiki. Anji jumps up and creates a field of energy on his palms, minus the jump part if you do it while in midair.

-Usually the best followup to use after HS Fujin.

P during autoguard: Kou. Anji leaps upwards while swiping with his fans.

-Has limited uses, although it's best to use when you manage to autoguard a jumping attack. As for what "autoguard" is: well, Anji can block attacks during certain parts of his attacks, most notable ones being F+P and F+K.

DP+HS: On. Anji leaps up to grab a jumping opponent. If he connects, he spreads his fan wide open and uses it to electrocute the enemy.

-Unblockable.

QCB+P/K: Kai. Anji leaps forward, spins around, and stomps

downwards with both feet.

-P version has less range and is harder to connect with, but executes quicker and does more damage, while the K version has more range and is easier to force the opponent to block in the wrong direction, but does less damage and is overall slower.

Can hit grounded opponents.

*HCB, F+HS: Issei Ougi "Sai". Anji rears back, and throws a huge spinning fan. If the opponent is hit, it hits them repeatedly until it finally knocks them up, snaps shut on them, folds together and disappears.

-Easy to follow up with, although nothing does more than 1 point of damage after it.

#QCF, QCF+HS: Zetsu. Anji turns into a glowing ball of energy and flies off the screen: he then returns riding a huge dragon made out of electricity, which KO's the opponent instantly if it connects.

-Good priority and fills most of the screen, but has horrid recovery time.

5.14 Venom

Throw: Venom raises his hand, turning the opponent into a cue ball.

-Quite an interesting throw. If you hit them with any normal attack when they're turned into a ball, you'll hit the ball forwards, hitting it against the wall. You can also follow up the wall hit with another move.

cB-F+S/HS: Stinger Aim. A ball appears in mid-air and Venom shoots it forwards with his pool cue.

-Quite a basic projectile, one of the rare full-screen ones in this game. S shoots the ball slow, while HS shoots it fast.

Original Mode powerup: Instead of a cue ball, Venom shoots a small black hole-like projectile that hits multiple times.

cD-U+S/HS: Carcass Raid. A ball appears in mid-air and Venom shoots it diagonally downwards with his pool cue.

-An anti-air version of the above. S bounces the ball off the floor at a 45 degree angle, while HS shoots the ball at a 80 degree angle and the ball bounces back and forth between the floor and the ceiling before flying off-screen.

Original Mode powerup: Same as above

DP+S/HS: Double Head Morbid. Venom charges forward while spinning his pool cue around.

-A multi-hit rush-in move. S version only goes forward a step or 2, while HS version covers most of the screen, and he doesn't start spinning the cue around until he gets close enough for it to hit.

HCB+P/K/S/HS: Ball Formation. Venom raises his hand, creating a cue ball that floats in mid-air.

-Quite a complicated move. Depending on which button you use, the ball appears in a different position. You can have up to 4 balls floating at a time, although you can only use each button once. In addition to creating the balls, each time you input the command, it changes the formation the balls are in:

P: Diagonally upward line

K: Diagonal square
S: A tilted number 7 of sorts
HS: Diagonally downward line

After you're satisfied with the amount of balls you've created, you can hit them with any move to make them fly towards your opponent. Depending on which direction Venom strikes them from, they can either fly straight forward, diagonally or straight up.

DP+K: Warp. Venom teleports and reappears in mid-air.
-The location where he ends up is above where the Ball Formation is. If there's no balls present, Venom teleports a step behind from where he used it.

QCF+S/HS in mid-air: Mad Struggle. Venom pauses, and dives diagonally downwards, pool cue first.
-You can follow up the S version with some quick moves. HS version ends in a backwards cue-vault flip kick that knocks down.

*QCB, HCF+S: Dark Angel. Venom creates a large red projectile with an eye on it. It flies forwards slowly, but accelerates its' speed as it moves.
-One of your best friends in Survival Mode. It does a ridiculous amount of hits, and is almost a guaranteed dizzy if you run behind it and push the opponent into it.

*QCF, QCF+HS in mid-air: Red Hail. Venom points his pool cue downwards, repeatedly shooting cue balls from it.
-Since he shoots them downwards, they bounce off the ground if they don't hit at first. A nice air-to-ground super.

#QCF, QCF+HS: Dim Bomber. Venom swipes with his cue. If the opponent is hit, they're transformed into a small cue ball (the ball's appearance varies depending on the opponent). 8 other colored balls appear around the opponent-ball in a diagonal square formation, and Venom shoots the opponent-ball with a cue ball. The cue ball then flies straight up, and the colored balls converge on the opponent. They then spread up, and proceed to hit the opponent, one by one. After the final colored ball strikes the opponent-ball, the cue ball drops back down, causing an explosion that KOs the opponent instantly.
-A bit of a lag, but it's quite a sight to watch. Wonder if it could be used as an anti-air?

5.15 Testament

Throw: Testament grabs the opponent with one arm, lifts them up, pierces them with his claws and throws them away.
-Quite hard to follow up, due to bad recovery.

QCF+P/K: Phantom Soul. Testament points his hand towards the opponent, creating a skull that floats towards the opponent.
-P version arches downwards at first, then rises upwards slowly before disappearing, while K version does the opposite. If it connects, a purple circular symbol appears on the opponent, indicating that raven attacks are active. These include:

,Scythe Attack: The raven flies above the opponent and turns into a blue-skinned woman with a scythe, who then proceeds to hit the opponent with it.

-The most damaging raven attack. Knocks down.

,Dive Attack: The raven dives down, hitting the opponent with its' beak.

-Comes out the quickest. Medium damage.

,Feather Attack: The raven shoots several feathers at the opponent.

-A nice projectile assist move.

The raven attacks happen randomly for as long as the symbol stays on the opponent, which is around 10 seconds or so.

QCB+P: Grave Digger. Testament leaps forward and slashes down with his scythe.

-Nice damage and range, but has kinda bad recovery.

Original Mode powerup: Testament does a second, lower slash that works like a Dust Attack, meaning you can jump after them and combo them if it hits.

HCF+S/HS: Exe Beast Alpha/Omega. Testament bows towards the screen as a head rises up from the ground, moves forwards, bites the opponent and disappears.

-S version (Alpha) appears behind the opponent, forcing them to block backwards, while HS version (Omega) appears in front of Testament and moves forward around 3/4 of the screen before disappearing.

QCB+S: Violent. Testament faces the screen and shrugs. If he's hit during this time, he turns into a mass of blood, teleports behind the opponent, and hits them with a geyser of blood.

-If this move connects, the opponent flashes purple and is poisoned, meaning their life meter will slowly drop. They can't die from this, though, and if Testament gets hit, the effect will be nullified. Other than that, the opponent will remain poisoned for about 5 seconds.

*HCB, F+HS: Nightmare Circular. Testament raises his hand, causing a purple pentagram to appear in front of him. A bloody skull pops out of the pentagram, followed by a blast of blood.

-If the opponent is hit, they'll be poisoned, like in Violent.

#QCF, QCF+HS: Seventh Sign. Testament does a low slash, like in powered up Grave Digger. If he connects, the opponent appears on a bed. The human form of his raven then appears on the bed as well and slashes at the opponent's throat, KOing them.

-Quite slow startup. Very hard to use in Original Mode.

5.16 Dizzy

Throw: Dizzy's demon side grabs the opponent and hits them with a mass of spikes.

-Not that hard to follow up.

U during Double Jump: ,Triple Jump. Dizzy jumps up to 3 times in a row.

-Like Chipp, Dizzy can jump up to 3 times in a row. You STILL can't perform it after a High Jump.

F, F/B, B twice when in mid-air: ,Double Air Dash. Dizzy does two air dashes.

-The fact that she can air-dash around like Millia AND can jump 3 times in a row like Chipp easily makes her the most mobile character in the game.

QCF+HS: ,Ice Geyser. Dizzy's angel side appears and motions towards the opponent, causing a huge icicle to pop up from the ground.

-Can be used as an anti-air if you time it right.

QCF+S: ,Demon Scythe. Dizzy's demon side appears and shoots a blue spinning scythe out of its' sleeve.

-The scythe curves downwards at first and then flies upwards, making it another nice anti-air.

Original Mode powerup: The demon side shoots out 3 scythes simultaneously.

RDP+S: ,Ice Dagger. Dizzy's angel side throws a ball upwards, which then turns into a dagger that flies towards the opponent.

-The ball toss can hit the opponent if close enough, allowing the 2 hits to combo.

QCB+P/K/S/HS: ,Ice Pirahna. Dizzy's angel side creates a blue pirahna-like creature that attacks the opponent.

-Depending on what button you press, the pirahnas do different things:

P: ,Short Bite. The pirahna flies forwards, chomping 3 times before disappearing.

-The bites combo if close enough. Reaches around half the screen.

K: ,Long Bite. The pirahna flies forwards, chomping 3 times before disappearing.

-Same as above, except it's got longer range and the bites don't combo.

S: ,Pirahna Guardian. The pirahna follows Dizzy around. If you get close enough to the opponent, the pirahna attacks them once, disappears briefly and then attacks again.

-A nice way to extend your combos, as well as generally annoy the opponent.

HS: ,Pirahna Laser. The pirahna flies in a sideways S pattern, shooting a laser out of it's mouth after chomping once.

-A good instant long-range attack.

*HCB, F+S: ,Ground Explosion. Dizzy spreads her arms, causing several fiery explosions to shoot up from the ground.

-Does more damage and hits if you're cornered.

*DF, HCF, B, F+P: ,Death Archer. Dizzy holds her head as a purple glyph appears in front of her. If the opponent is standing where it appears, it opens up and dumps the opponent in while Dizzy's demon side takes her over completely.

He does an arm motion, creating a bow, while the opponent falls back down from above, encased in a decorated stone coffin. The demon side then draws his bow, shooting several

orbs of energy at the coffin. The shots converge on the coffin, hitting the opponent several times, as the demon form fades away and Dizzy regains her form.

-A pretty damn nasty move, considering the amount of damage it does as well as the fact it's unblockable. It seems to do varying amounts of damage: sometimes it does around 35% damage, while at other times it does as much as 50%. The command isn't the easiest to input, though.

*F, B, F, HCF+HS: ,Death Laser. Dizzy faces the screen with her arms crossed. Her demon side appears, and shoots the opponent with a thin laser and continues by shooting them with a double laser from his both hands. A beast's head then appears out of his sleeve as another Overdrive flash appears. The head then proceeds to shoot out a massive laser beam that does a huge amount of hits and knocks Dizzy down as well.

-A great way to punish the opponent's mistakes, considering the laser comes out instantly. Very hard to avoid and does tons of block damage. The drawback is that it takes an entire Tension Gauge to perform.

6. Secrets

The part you've been waiting for. So far, the FAQ hasn't been very different from the others written for this game, if the more accurate move descriptions don't count, but that's about to change. Let's start, shall we?

6.1 Secret Colors

To select your 5th color, select your character by pressing Start.

To select your custom color (the one you've edited in Color Edit), press Select.

There seems to be 6 pre-made colors in all, as well as the golden color Daredevils use, but only the first 5 default colors seem to be selectable. Any info on how to select the 6th color as well as the golden color used by Daredevils (assuming it's possible for the latter) would be appreciated.

6.2 Unlocking Testament and Dizzy

There are 2 ways to do this:

1)Simply beat the game. You'll fight them as your second-to-last and last opponents, and will be able to select them once you beat them.

2)Get to level 20 in Survival Mode and a golden Testament will challenge you. Notice that he has infinite Tension Gauge, as do all Daredevils. Beat him (should be easy) and you'll unlock him. Now play until you get to level 30 and you'll be challenged by a golden Dizzy. Beat her as well, and you'll have them both.

6.3 Unlocking Original Mode

Original Mode is unlocked by unlocking Testament and Dizzy and reaching a certain level in Survival Mode. Additional info on what level you need to reach is welcome.

6.3.1 Original Mode differences

If you turn on Original Mode from the Options menu, it'll cause a few gameplay changes. Here's what it does:

-Rage Mode doesn't exist: this means that you can use your Destroy Move any time you want, with the usual penalties (loss of Tension Gauge). However, Destroy Moves can be only used as counter moves: in other words, if the opponent isn't in middle of an attack when you perform one, it'll pass through them harmlessly, and you still lose your Tension Gauge.

-When your energy meter drops down to around 25% or so, it starts to flash. When it's flashing, you have infinite Overdrive moves.

-After using Roman Cancel, one of your moves becomes powered up the next time you use it. These are discussed in each character's movelist in greater detail.

6.4 Unlocking Extra Mode

Unlocking Extra Mode is done on a per-character basis. After you beat Testament and Dizzy, continue fighting in Survival Mode. Now, starting from level 40, a new Daredevil will challenge you: beat them, and you'll unlock that character's Extra mode. The order of the Daredevils seems to be fixed. In order, they are: Testament, Dizzy, Chipp, Potemkin, Baiken, Faust, Venom, Millia, Zato, Johnny, Sol, May, Axl, Anji, Jam and Ky. If you lose, you'll have to start all over again, fighting through the Daredevils you've already fought. Sounds fun, doesn't it? Fear not, though, as the AI is pretty easy. If you're having trouble, refer to section 6.6 for some useful tips.

6.4.1 Extra Mode differences

So then, you've unlocked an Extra mode for your favourite character, but you've no idea what the damn thing does, right? Fear not, this section will explain the changes that particular character undergoes when chosen to be played in Extra Mode.

Note: All the differences are found by yours truly, so there's bound to be loads of stuff missing. If you find any new moves I hadn't listed here before, be sure to inform me.

Note 2: If not otherwise mentioned, Original Mode powerups work the same way as they do in Normal Mode.

Note 3: All movelists are compared to the Normal version of the

character in question. "Lost moves" are moves the character used to have in Normal Mode but no longer has here, "Changed moves" are what I consider to be moves that look the same way they do in Normal Mode, but act somewhat differently. Finally, "New moves" are just that: moves that are completely new in both looks (even if it uses recycled sprites, which almost every new move does) and behaviour. Notice that I still consider a move "new" even if it's similliar to another existing move as long as it's performed via a different command and acts differently. Remember, I'm only human, so don't be too surprised if you see moves under "Changed moves" that should be under "New moves" and vice versa.

6.4.1.1 Sol Badguy

Lost moves:

Grand Viper (QCB+S)

*Tyrant Rave (HCB, F+HS)

*Dragon Install (QCB, QCB+S)

Changed moves:

-Bandit Revolver no longer knocks down on either hit, allowing you to use it in juggles without knocking the enemy too far away: the kick also hits airborne opponents up to three times, this includes juggles.

New moves:

*QCF, QCF+S: .Infernal Viper. Sol does an extra-high Volcanic Viper with a huge trail of flames trailing from it.

-Basically a Dragon Installed Volcanic Viper, except you can use it any time you want.

*HCB, F+HS: .Wild Explosion. Sol takes a step forward and tries to grab the opponent. If he succeeds, he throws them away like in Wild Throw.

-If it connects, the opponent starts burning, and once they have burned for around 6 seconds, they are hit by an unavoidable explosion. Quite useful in combos. Despite the fact it's a throw, it can be blocked.

6.4.1.2 Ky Kiske

Lost moves:

Stun Edge Charge Attack (QCF+HS)

Stun Dipper (QCF+K)

Changed moves:

-Not really moves, but more his animations. He has new stand, walk, run, crouch and dash animations. He seems to walk and backhop slower than normally, but his dash seems to be faster than normal, and the fact that he crawls when walking makes it easy to avoid many attacks when advancing on the enemy.

-Ride The Lightning hits only once, but does more damage.

New moves:

QCF+HS: ,Stun Barrier. Ky rises his fist and then brings it down while crouching, creating a blue barrier of electricity in front of him.

-Covers most of the screen vertically, and has relatively good horizontal coverage as well. A nice anti-everything move.

QCF+K: ,Violent Dipper. Ky charges forward quickly and does a quick low slash while facing the screen.

-A very good way to punish mistakes, as it covers lots of ground quickly. Can pass through the opponent if they're close enough, making it hit them from behind. Hits low.

*QCF, QCF+S: ,Reach For The Thunderclouds. Ky crouches down briefly, and then flies straight up, covered in electricity.

-Basically an upward Ride The Lightning. Good anti-air.

*F, B, F, HCF+HS: ,Thunder Beam. Ky brings his hand in front of his face briefly and then swipes downwards with it, shooting a laser beam from his eyes.

-Like Dizzy's overdrive, except less flashy and requires only half of the Tension Gauge to perform. Great universal mistake punisher, as it comes out instantly. May miss short characters completely, though.

6.4.1.3 May

Lost moves:

Mr. Dolphin! (Vertical) (cD-U+S/HS)

Changed moves:

-You can no longer perform the followup direction change after Restive Rolling.

-Ultimate Whiner is now a special move instead of an Overdrive attack, and it always executes fully without the need to hit the opponent on the first hit: obviously, it does less damage.

New moves:

None.

6.4.1.4 Millia Rage

Lost moves:

,Double Air Dash (tap F, F/B, B in mid-air twice)

Secret Garden (QCB+HS)

Bad Moon (QCF+P in midair)

*Emerald Rain (QCF, QCF+S)

Changed moves:

-Both versions of Tandem Top move forward slowly before disappearing, instead of staying where they are.

-Using Winger only performs the first part: however, it does more damage.

-To perform the second part of Winger, press QCF, QCF+HS in mid-air. Notice that this is a separate Overdrive attack and requires half of the Tension Gauge to perform.

New moves:

None.

6.4.1.5 Zato-1

Lost moves:

Drill Special (HS when Eddie is summoned)

Break The Law (QCB+K)

*Megalith Head (HCB, F+S when Eddie is summoned)

Changed moves:

-Executor is now a special move. Instead of charging diagonally downwards for a short moment and then flying forward horizontally, it only goes diagonally downwards. Performed by inputting QCB+S when in mid-air.

-Summon Eddie works differently. Summoning him will make him perform an attack corresponding to that button, but he disappears immediately afterwards. This makes using him more flexible, as you can summon him at any time, but for only 1 attack.

New moves:

None.

6.4.1.6 Potemkin

Lost moves:

None

Changed moves:

-Gains the ability to dash and run like all other characters, adding a new element of gameplay to him.

-Sliding Head comes out and recovers quicker, but no longer causes the earthquake that knocks down.

New moves:

None.

6.4.1.7 Chipp Zanuff

Lost moves:

Gamma Blade (HCF+HS)

Genro Zan (HCF+K)

Senshu (QCF+K after either Resso or Rokusai)

Changed moves:

-Resso hits multiple times and knocks down

-Rokusai is now a standalone move and hits multiple times. It's performed by pressing QCB+S.

-Banki Messai looks different: it starts with many F+Ps that increase in speed and finishes off with 3 grounded Beta Blades into a powered up Beta Blade.

New moves:

None

6.4.1.8 Faust

Lost moves:

What's Next? (QCF+P)

Shower Hack (QCB+HS)

*Super What's Next? (QCF, QCF+P)

Changed moves:

None

New moves:

QCB+HS: .Below You! Faust raises his hand up, covers himself with a piece of cloth, and disappears. He then appears below the opponent, knocking them high up in the air by flying straight up, elbows first.

-Since he can now pop up from 4 different directions, the opponent will be even more confused about which way to block. Can be used as an anti-air as well.

*QCF, QCF+P: .Tongue Troop. Faust extends his tongue as many mini-Fausts leap down from it and crawl towards the enemy.

-All of them combo if you're close enough to the corner, but they're more useful in generally harassing the opponent.

6.4.1.9 Baiken

Lost moves:

Suzuran (HCB+K)

Changed moves:

-All of her guard-reversal-only specials and Overdrives can be performed at any time, greatly increasing her offensive and defensive abilities. Command changes to HCF+P/K/S for her specials, Overdrive commands remain the same.

New moves:

None

6.4.1.10 Jam Kuradoberi

Lost moves:

Breath Of Asanagi (D, D+K/S/HS)

Bakushu (QCF+S)

Mawarikomi (P during Bakushu)

Changed moves:

-Ashibarai is now a standalone move: to perform it, press D, D+K.

-Hyappo Shinsho and Senri Shinsho are no longer followups, but stand-alone moves. To perform Hyappo Shinsho, press QCF+S, and to perform Senri Shinsho, press QCF+HS.

New moves:

None

6.4.1.11 Johnny

Lost moves:

Low Mist Finer (QCF+P)

High Mist Finer (QCF+S)

Glistering Gold (QCF+HS)

Bacchus Sigh (QCB+P)

Changed moves:

-Middle Mist Finer can no longer be delayed prior to release.

-Gains the ability to run, opening up new tactical possibilities.

-His F+K is now a special move: this makes it possible to combo into it from normal moves. To perform it, press QCB+K.

New moves:

*HCB, F+S: ,Blinding Flash. Johnny charges forwards. If he connects,

the screen goes white for a second: when it returns to normal, it shows Johnny behind the opponent with his sword drawn, apparently having slashed through them.

-Fast and has good range, and does more damage than Johnny Special. A good move. Easy to follow up with just about anything, and if you have a full Tension Gauge prior to performing this, you can do a Johnny Special just after this move for a nice damage total.

6.4.1.12 Axl Low

Lost moves:

Rasho Sen (cB-F+HS)

Tenhou Seki (QCB+P)

Changed moves:

-Sensa Geki is now a standalone move and can't be performed as a Rensen Geki followup. To perform it, press QCB+HS.

-Hyakue Renshou works differently: after performing the flaming Benten Gari, Axl follows it up with Axl Bomber. This makes the move a better anti-air.

New moves:

None

6.4.1.13 Anji Mito

Lost moves:

None.

Changed moves:

-Shin Ichishiki can now only be performed when standing, as opposed to after Fujin and while jumping. The command is RDP+S.

-Shin Nishiki is now a standalone move. It's performed by pressing DP+S.

-Kai can only be performed in mid-air or as a Fujin followup, as opposed to when standing.

-Kou is now a normal special move: press DP+P to perform it.

-Fujin has different followups: P performs a small jump, during which you can perform any jump attack or special, while K performs Kai. S is still Nagiha, though.

-For some reason, the followup commands are reversed if you use a powered up Fujin and let Anji perform the second Fujin: in this case, P performs Kai and K performs a small jump. Again, this doesn't effect Nagiha, which is still performed by pressing S.

New moves:

None

6.4.1.14 Venom

Lost moves:

Ball Formation (HCB+P/K/S/HS)

Warp (DP+K)

Changed moves:

-HS Mad Struggle works differently: instead of performing a backflip kick at the end, all the hits knock down instead.

New moves:

DP+K: ,Insane Resistance. Venom uses his pool cue to vault himself into a backflip kick.

-HS Mad Struggle's followup as a standalone move. A nice anti-air. Can be used in mid-air.

QCB+S while jumping: ,Red Shower. Venom shoots a cue ball downwards.

-A special move version of Red Hail. Again, the CPU seems to have great difficulty countering it, so abuse it in Survival.

6.4.1.15 Testament

Lost moves:

None

Changed moves:

-Since he loses his raven, all Phantom Skulls do is to act as a weak projectile.

-Violent is no longer a counter, he does the blood teleport as soon as you input the command.

-Exe Beast acts differently: S (Alpha) version goes forward around 2 character lengths, while the HS (Omega) version goes forward the full screen, biting several times.

New moves:

None

6.4.1.16 Dizzy

Lost moves:

,Ice Pirahna (QCB+P/K/S/HS)

*,Death Archer (DF, HCF, B, F+P)

*,Death Laser (F, B, F, HCF+HS)

Changed moves:

-,Demon Scythe flies straight forward, instead of curving upwards.
When powered up, does more hits and damage.

New moves:

*QCB, QCB+S: ,Ice Pirahna Assault. Dizzy jumps into the air as her angel side appears and creates countless blue pirahnas that home into the opponent and bite them.

-Very hard to avoid, and does quite a bit of block damage. Takes a full Tension Gauge to perform.

6.5 Unlocking GG Mode

Like Extra Mode, unlocking GG Mode is done on a per-character basis as well. Unfortunately, it's far harder to do. After you've beaten all different Daredevils during a single Survival session (you'll be at level 180 or so at that point), they'll challenge you for the second time, and this time, they'll use their 6th color instead of being gold; they'll still have infinite Tension Gauge, though. Beat them, and you'll unlock that character's GG mode. The order for them is Jam, Axl, Sol, Millia, Anji, Testament, May, Faust, Chipp, Zato, Johnny, Potemkin, Baiken, Ky, Venom and Dizzy. Once you reach level 330 or so, you should've unlocked both modes for all characters and can safely lose on purpose and save your progress. For tips on how to get this far in Survival, see section 6.6.

6.5.1 GG mode differences

Like the name implies, GG Mode mimics the moves the characters had in the first Guilty Gear game (obviously this only applies to characters who actually were in the first GG game). Since I'll list the moves in the same way as in the Extra Mode section, the same notes apply here as well.

6.5.1.1 Sol Badguy

Lost moves:

Wild Throw (DP+K)

Changed moves:

-Tyrant Rave does more hits, and has more range. It also looks a bit different: Sol skips the flaming punch, and does only the upward slash. Doesn't bounce off the wall unless only the first few hits connect.

New moves:

K while running: .Slide Stamp. Sol hits the opponent with a sliding kick.

-Quite a long range. Must be blocked low.

6.5.1.2 Ky Kiske

Lost moves:

Stun Edge Charge Attack (QCF+HS)

Crescent Slash (QCB+K)

Changed moves:

-Since he doesn't have Stun Edge Charge Attack, pressing QCF+HS will simply shoot the Stun Edge faster than with S. Both buttons can be used to fire the powered up version as well.

New moves:

HCB+K: Needle Spike. Ky flips forward, slashing with his sword, and then comes down, hitting the opponent with his knees.

-Useful for hopping over low attacks.

6.5.1.3 May

Lost moves:

Mr.Dolphin! (Horizontal) (cB-F+S/HS)

Mr.Dolphin! (Vertical) (cD-U+S/HS)

Applause For The Victim (HCF+P/K/S/HS)

*Ultimate Whiner (HCB+HS)

*Great Yamada Attack (QCF, QCF+S)

Changed moves:

None

New moves:

QCF+S: Aqua Rolling. May holds her anchor briefly above her head, and then spins forward with it extended.

-Blanka who? Bounces off if blocked.

HCF+S: Parabolic Rolling. May holds her anchor briefly above her head, and then spins diagonally upward in an arc with it extended.

-Like the name says, she flies in a wide parabolic arc that spans the entire screen. Can be used either as an anti-air or a surprise attack on turtlers.

HCF+HS: Mr. Dolphin! May spins her anchor in front of her, causing a dolphin to appear and fly forward in an arc.

-Useful for harassing the opponent.

Original Mode powerup: 6 dolphins fly in an arc instead of just one. Unlike in Applause For The Victim, they can and will combo by themselves.

QCB+S: Mist Finer. May spins her anchor in front of her.
-Protects a wide area in front of May. Tap S to make her keep spinning the anchor.

*B, HCB+HS: May Dynamic. May leaps into the air and dives into the ground anchor first, creating a large explosion.
-The actual dive doesn't hit, it's the explosion that does the damage. Can be useful for evading some attacks.

6.5.1.4 Millia Rage

Lost moves:

Secret Garden (QCB+HS)
*Winger (QCB, HCF+S)
*Emerald Rain (QCF, QCF+S)

Changed moves:

-Tandem Top is performed by pressing DP+S, and there's only one version of the move.

-Lust Shaker looks a bit different, and also seems to fail randomly: when this happens, the move will have much less range.

New moves:

QCF/QCB+S: Living Lancer. Millia bends forwards and whips with her hair, creating a small yellow spike that flies forwards for a while and then stops in mid-air spinning.

-After the spike stops, you can send it into any direction by pressing a direction+S. Performing the move with QCB+S will cause Millia to send the spike diagonally upwards instead of straight forward.

*QCF, HCB+HS: Iron Maiden. Millia bends down and thrusts her hair into the ground, causing countless strands of hair to fly up in front of her. If the opponent is hit, they'll get suspended in mid-air while being constantly hit by the strands of hair.

-Basically, it's her Destroy Move turned into an Overdrive. If you perform this move when there's a Living Lancer in the screen, it will change where the strands of hair will rise up from: with QCF+S version, they'll rise up from the opposite corner of the screen, and with the QCB+S version, they rise up 2 character lengths away from the corner.

6.5.1.5 Zato-1

Lost moves:

,Flight (U when jumping)
Summon Eddie (QCF+P/K/S/HS)
Damned Fang (DP+S)
*Amorphous (HCB, F+HS)
*Executor (QCF, QCF+S when in mid-air)
*Megalith Head (HCB, F+S when Eddie is summoned)

Changed moves:

-Invite Hell can be performed in mid-air. Still, the powered up version can only be performed while standing.

New moves:

*HCF, HCF+S: Dark Sentinel. Zato turns into a huge shadow demon and charges at the opponent.

-Lots of priority and nice damage.

6.5.1.6 Potemkin

Lost moves:

Hammer Fall (cB-F+S)

Heat Knuckle (DP+HS)

Heat Extend (HCB+HS during Heat Knuckle)

*Giganter (HCB, F+HS)

*Giganter Bullet (HCF, HCF+P during Giganter)

*Heavenly Potemkin Buster (QCF, QCF+S)

Changed moves:

-Potemkin flashes white whenever he performs a HS attack: this would suggest he has autoguard active during this period, although that doesn't seem to be the case. Any information on what the flash does would be appreciated.

-Sliding Head can now be powered up: when powered up, several fiery explosions rise in front of Potemkin as he falls down.

New moves:

*HCB, F+HS: Gigantic Piston. Potemkin rears back, and does a huge flaming punch forwards.

-Good range. Strangely enough, leaves the opponent standing.

6.5.1.7 Chipp Zanuff

Lost moves:

Ressho (QCF+S)

Rokusai (QCF+S after Ressho)

Senshu (QCF+K after either Ressho or Rokusai)

*Zansei Roga (HCB, F+HS)

Changed moves:

-Chipp only has one version of Tsuyoshi-Shiki Teni available here, it teleports him right behind the opponent. To perform it, press QCF+S.

-Alpha Blade knocks the opponent up in the air, and Chipp stops right in front of the opponent, allowing you to use this move as a juggle starter.

New moves:

None

6.5.1.8 Faust

Lost moves:

What's Next? (QCF+P)

In Your Face! (QCB+P)

Watch Your Back! (QCB+K)

From On High! (QCB+S)

*Super What's Next? (QCF, QCF+P)

*Gamble Attack (QCF, QCF+S)

Changed moves:

-Going My Way can be performed as a standalone move by pressing QCB+S. It can be also performed in mid-air and arches downwards when done so.

-Shower Hack is no longer a throw and advances forwards when executed. To perform it, press DP+S.

New moves:

*QCF, HCB+HS when close: Mad Operation. Faust lays the opponent on a table, operates them with various instruments and finally blows them away with an explosion.

-A nice super throw. Unblockable.

6.5.1.9 Baiken

Lost moves:

Zakuro (QCD+P when blocking)

Mawarikomi (QCD+K when blocking)

Sakura (QCD+S when blocking)

Suzuran (HCB+K)

*Baku KI (B, HCB+P when blocking)

*Baku RIN (B, HCB+K when blocking)

*Baku RYU (B, HCB+S when blocking)

*Baku HOU (B, HCB+HS when blocking)

Changed moves:

-Yozansen can be performed when standing.

New moves:

HCF+HS: Kamaitachi. Baiken extends a claw from her sleeve. If it connects, she drags the opponent in, and slashes them away with her sword.

-A nice long-ranged attack.

6.5.1.10 Jam Kuradoberi

Lost moves:

Ryujin (QCF + K)
Gekirin (QCB + K)
Kenrokyaku (DP + K)
Ashibarai (K during Bakushu)

Changed moves:

-Breath Of Asanagi can only be performed by pressing D, D+P and it's used to enable one of Jam's new moves. As usual, you can store up to 3 uses of her new move.

New moves:

Tap P: ,Hyakuretsuken. Jam hits her opponent quickly in a flurry of punches.
-Useful in combos. Good priority.

QCF+P after Breath Of Asanagi: ,Dairyudan. Jam punches forwards, shooting a dragon-shaped energy beam.
-Comes out almost instantly and does a nice amount of damage. Useful.

6.5.1.11 Johnny

Lost moves:

Glistering Gold (QCF+HS)
Bacchus Sigh (QCB+P)

Changed moves:

-All versions of Mist Finer can no longer be delayed by holding down the button.

New moves:

*QCF, QCF+S: ,Mist Slaughterer. Johnny performs 9 Mist Finers in a row at varying heights.
-Identical to a fully powered up Medium Mist Finer. Notice how Johnny performs the first slash before the Overdrive pause.

6.5.1.12 Axl Low

Lost moves:

Benten Gari (DP+S/HS)
Axl Bomber (DP+S after Benten Gari or while in mid-air)
Sensa Geki (Hold D after Rensen Geki)
Rasho Sen (cB-F+HS)
Raiei Sageki (HCB+S)

Changed moves:

-,Giant Stomp is now performed by pressing HCF+K.

New moves:

DP+S: Benten Gari. Axl throws his scythe diagonally upwards, leaving behind a green trail.

-Despite the name, this is a different move, as you can see from the above description. Hits only jumping opponents.

Original Mode powerup: Extra hits and damage.

QCB+K: Dototsu. Axl charges forwards shoulder first.

-If it connects, it launches the opponent, allowing you to jump after and combo the opponent.

*HCF, HCF+K: ,Ransenrenbu. Axl runs forwards. If he gets next to the opponent, the Overdrive pause happens, and he attacks the opponent with a variety of attacks, ending in Dototsu.

-Since the Overdrive pause doesn't occur until he reaches the opponent, this move can be used to fake them out quite nicely. Also, since the move ends in Dototsu, you can jump after the opponent and combo them, although all attacks do only 1 point of damage at that point.

6.5.1.13 Anji Mito

Lost moves:

Shin Ichishiki (K after Fujin)

Shin Nishiki (P after Fujin)

Changed moves:

-Both versions of Fujin knock down.

New moves:

*HCB, F+HS: ,Shin Fujin. Anji charges forwards, tackling the enemy as a burst of water rises from under him.

-Like in normal Fujin, you can follow up the move with various attacks; obviously, they're much stronger here. Press S to perform Issei Ougi "Sai", P to perform a more powerful Kou and K to perform a more powerful On.

6.5.1.14 Venom

Lost moves:

Stinger Aim (cB-F+S/HS)

Carcass Raid (cD-U+S/HS)

Ball Formation (HCB+P/K/S/HS)

Warp (DP+K)

Changed moves:

-HS Mad Struggle works differently: instead of performing a backflip kick at the end, all the hits knock down instead.

New moves:

DP+K: ,Insane Resistance. Venom uses his pool cue to vault himself into a backflip kick.

-HS Mad Struggle's followup as a standalone move. A nice anti-air. Can be used in mid-air.

Original Mode powerup: More hits and damage.

QCF+S: ,Single Head Morbid. Venom charges forwards while twirling his pool cue around with both hands.

-Comes out instantly, which is always good. Pressing QCF+S during the move causes him to hit the opponent with a powerful poke that slams the opponent against the wall, while QCB+S performs an upward swipe that knocks down.

*QCF, QCF+P: ,Iron Assault. Venom crouches down as several steel Venoms(?) descend from above and fly forward, exploding as they hit the opponent.

-No, I don't know what the programmers were on when they decided to put this move in. Well, it's a nice move, as the steel Venoms are hard to avoid due to their size.

6.5.1.15 Testament

Lost moves:

Phantom Soul (QCF+P/K)

Violent (QCB+S)

Changed moves:

-Exe Beast has only 1 version, performed with HCF+HS. This time, both heads attack the opponent simultaneously.

-Grave Digger has much longer range, but is harder to hit with. When powered up, hits several times for extra damage. The command changes to QCF+P.

New moves:

DP+S: Panzer Centipede. Testament crouches down and plants a skull into the ground. After 3 seconds or so, the skull flies straight up from where it was planted.

-The planting animation can hit the opponent as well, and if it does, it knocks down.

6.5.1.16 Dizzy

Lost moves:

,Guardian Pirahna (QCB+S)

,Pirahna Laser (QCB+HS)

,Ice Dagger (RDP+S)

,*Death Archer (DF, HCF, B, F+P)

Changed moves:

-Demon Scythe spins in place, protecting Dizzy from attacks. It's no longer a powerup move.

New moves:

QCF+HS when in mid-air: ,Homing Ice Dagger. Dizzy's angel side appears, creating a ball that turns into a dagger and flies towards the opponent. After hitting the opponent, it turns back into a ball and hits the opponent again.

-A great way to pester the enemy while still keeping your distance.

Original Mode powerup: The dagger homes on the opponent 3 times before disappearing.

*DF, HCF, B, F+P: ,Demon Install. Dizzy holds her head and starts to glow red.

-Identical to Sol's Dragon Install, except it lasts longer. No idea if she has a powered up move as well, though.

6.6 Survival Mode tips

-Turn Original Mode on. This way, the CPU will eventually waste their Destroy Move, which will miss you as long as you don't stick out an attack when they're doing one. You'll also be able to cheese the opponent to death with infinite Overdrives.

-The number of opponents you've fought and the level you're currently on have nothing to do with each other. You go up levels faster by defeating opponents quickly and taking little damage. One thing that seems to be especially efficient in raising levels is doing high-hitting combos. If you do nothing but 20+ hit combos on the first opponent, Testament will challenge you during your second match!

-Here's a very effective way of going up levels as fast as possible: Select Venom. Charge up your Tension bar until it's half full, and throw the opponent. As soon as you can move again, perform Dark Angel, and dash after it. The opponent will be hit by it repeatedly, get dizzyed 95% of the time, and take loads of damage. After they get up dizzy, you should have gained back enough Tension to use Dark Angel again. Just throw them again, and repeat the process until they're KOed. This method will gain you several levels per fight up until level 100 or so, and even after that, at least 2 levels per fight.

Any other tricks to make Survival Mode easier? Send them in!

6.7 Unlocking Limited Release and Limited Release differences

I'm not too sure about this one as well, but I think you unlock it by unlocking every character's Extra Mode.

As for what it does, it allows you to throw the opponent while they're still getting hit, basically making throws comboable.

7. Game Modes

Arcade: Your basic arcade mode. Fight 8 opponents, then fight Testament and Dizzy. If you beat them, you'll unlock them, and see your character's ending.

VS: A basic one-on-one match against a human opponent. Since I don't have access to 2 GBAs with GGX and a link cable, I'm not too sure if you can fight your opponent in other modes than normal 1-on-1 VS.

Training: My most used mode. Allows you to try out moves on a stationary opponent. I won't bother to explain the various options, as all of them are self-explanatory. Press L to switch between player and opponent settings, and press Select to reset the round.

Survival: This is where most things are unlocked. Basically, you fight against an unlimited amount of opponents and see how far you get. Depending on how well you do, you get varying amounts of energy back between rounds. Your fighting ability is measured in levels, which increase depending on how good or bad you're doing. Starting on level 20, you'll be challenged by various Daredevils which are usually harder to beat than normal enemies. Beating them is the key to unlock various extra modes for your characters.

Tag Match: You pick 2 characters that you can switch back and forth by inputting the Tag command. The team member that's not currently fighting will slowly regain their energy. Whoever loses both their characters first, loses. You cannot use Destroy Moves in this mode.

3 on 3: You pick 3 characters. Whenever you lose a character, another one takes their place. This continues until one side loses all their characters. No Destroy Moves here either.

Options: This menu selection contains several subtitles:

-Game Option: Mostly self-explanatory. Original Mode and Limited Release are discussed in their respective sections.

-Key Config: Pretty self-explanatory as well.

-Color Edit: You'll be first prompted to select the character whose colors you want to edit. Once you do, you'll see that character in one of their standing frames, as well as several other options:

Edit: Moves the cursor to the character's palette, where you can pick one of their colors and edit it to your liking by increasing or decreasing the R, G and B values for the color in question. Notice that while all characters have at least 14 colors to edit, some characters may have more if their special and Overdrive moves use their own palette.

1-6: These are the character's default colors and can't be changed for obvious reasons. Select one of them to use that color scheme as a template for your work.

Backcolor: Changes the color of the background to allow you to see the characters better.

Cancel: Returns back to the character select menu without saving your custom color changes.

Exit: Returns back to the character select menu and saves your custom color changes.

You can save up to 1 edit per character. To select your custom color for that character, select the character with the Select button.

-Sound Test: Quite self-explanatory as well. Allows you to listen to GGX's (IMO) less-than-ear-pleasing sounds.

-Ranking: Allows you to see your records. Press L and R to change between game modes.

-Data: Allows you to save and load data as well as turn auto save on.

8. Color Edits

First, the rules:

1. I will ONLY accept GOOD color edits. Making a mess of colors that looks like the character crashed headfirst into a shelf full of open paint cans is a good way to nullify any chances that I might even consider posting the edit here.

2. Submit the colors as RGB values for each color, starting from the second color from the top in the leftmost column (since the first color is unused for all characters), going down the column, and continuing into the topmost color of the second column from the left, and going down from there. If there are any unused color slots in between, mark them with "(empty)". Once all colors have been submitted, make up a fitting name (or a description of it) for it and mail it to me to the e-mail address at the top of the document. Finally, make sure you specify what character the edit is for.

If the rules don't make any sense to you, see the example below:

Name of the edit

```
00 00 00
23 12 02
06 31 11
00 00 00
23 12 02
06 31 11
00 00 00
23 12 02
06 31 11
00 00 00
23 12 02
06 31 11
00 00 00
23 12 02
```

(empty)
00 00 00
23 12 02
06 31 11
00 00 00
23 12 02
06 31 11
(empty)
(empty)
(empty)
00 00 00
23 12 02
06 31 11

Got it? Good!

8.1 Sol Badguy

By me:

Cloud from Final Fantasy 7: dark blue pants, dark brown vest, yellow hair

02 02 09
03 03 11
10 05 00
12 06 01
22 14 05
30 19 06
31 25 17
02 02 09
03 03 11
04 04 13
28 28 00
30 30 00
13 13 13
15 15 15
18 18 18

By Kailieann Raia:

Sol with a grey outfit. Nothing special, but it suits him.

04 04 04
09 09 09
10 10 10
16 16 16
21 13 04
29 18 05
31 25 17
12 12 12
15 15 15
19 19 19
11 06 00
18 13 08
11 11 11
22 22 22
30 30 30

8.2 Ky Kiske

By me:

Sephiroth from Final Fantasy 7: black outfit, silver hair

20 12 07
31 19 12
31 27 17
07 07 07
08 08 08
09 09 09
10 10 10
11 11 11
26 26 26
30 30 30
04 04 05
03 03 03
04 04 04
05 05 05
29 31 31

Dante from Devil May Cry: red/black outfit, silver hair

20 12 07
31 19 12
31 27 17
20 03 03
21 04 04
22 05 05
05 05 05
06 06 06
26 26 26
30 30 30
03 03 03
22 22 22
24 24 24
26 26 26
29 31 31

By Kailieann Raia:

Ky with black hair and a purple-on-green outfit

20 12 07
31 19 12
31 27 17
15 07 15
21 14 21
27 21 27
04 12 00
06 19 03
06 06 06
15 15 15
04 04 05
04 12 00
06 19 03
13 14 18
29 31 31

8.3 May

By Kailieann Raia:

May with pink hair and a blue outfit

22 11 04
26 18 09
31 28 23
02 02 19
06 06 27
10 10 31
02 03 02
10 10 10
14 14 16
23 10 14
28 19 21
31 27 27
10 10 10
21 21 21
31 31 31
(empty)
(empty)
(empty)
(empty)
08 09 13
12 13 21
17 18 28
(empty)
08 04 03
23 21 24
30 29 30

8.4 Millia Rage

By Kailieann Raia:

Dark-skinned Millia wih silver hair and a blue outfit

10 05 00
18 10 00
23 15 00
05 12 15
07 14 21
10 17 24
07 06 07
10 09 10
12 11 12
11 10 11
09 08 09
10 08 08
15 13 13
20 18 18
25 23 23
(Empty)
31 29 29
28 26 26
25 23 23

22 20 20
19 17 17

By: Joe Maubach

Medusa Rage: Yes, everyone's favorite Inhuman is now in Guilty Gear!

25 15 10
31 20 16
31 28 16
19 15 20
23 21 23
31 00 31
01 01 01
04 03 04
07 06 07
05 07 10
19 16 24
22 13 02
25 00 00
27 00 00
31 00 00
<empty>
31 00 00
31 06 00
31 11 00
27 00 01
24 00 02

8.5 Zato-1

By me:

Dante from Devil May Cry: red outfit, silver hair, dark blue shadow

17 09 02
24 16 14
31 27 23
14 03 03
17 04 04
20 05 05
23 06 06
26 26 26
30 30 30
19 01 01
28 09 09
01 01 10
02 02 12
03 03 14
31 00 00

By Kailieann Raia:

Symbiosis

Zato with a blue outfit and a red shadow (based on Venom and Carnage from Spider-Man)

17 09 02
24 16 14
31 27 23

02 04 08
02 04 12
02 06 14
06 03 00
10 05 02
14 06 02
27 00 27
20 00 20
06 00 00
14 00 00
10 00 00
00 20 00

By Joe Maubach:

Wabufet-one: I don't know how to spell it, but that stupid big blue
Pok^モon with the little black tail thing. It's Zato kinda...

10 11 16
18 19 23
26 27 31
03 05 10
03 10 17
10 19 27
09 14 20
21 23 26
31 31 31
19 01 01
28 09 09
00 00 00
03 03 04
05 05 06
31 00 00

8.6 Potemkin

By me:

Barret from Final Fantasy 7: dark skin, dark brown gloves and boots,
dark green pants

02 02 02
12 06 03
14 07 03
16 08 04
15 10 00
17 11 00
19 12 00
00 13 00
00 15 00
03 03 03
05 05 05
12 11 00
14 12 00
05 05 05
25 25 25

By Kailieann Raia:

Potemkin's Daredevil palette

31 13 02
31 22 05
31 26 00
31 31 31
31 17 02
31 25 02
31 31 08
31 22 05
31 31 31
25 08 00
27 11 00
31 22 05
31 14 00
31 31 09
30 30 30

By Joe Maubach:

The Incredible Hulk: Yes, Potemkin is Hulk in disguise!
Purple pants and everything!

02 04 02
00 16 02
08 24 08
01 29 06
00 20 00
00 25 06
06 20 00
24 07 24
22 01 22
10 00 06
16 00 12
10 00 06
16 14 12
24 24 08
30 30 30

8.7 Chipp Zanuff

By Kailieann Raia:

Chipp with light-brown hair and a blue outfit

17 10 05
25 16 09
30 26 20
06 06 11
10 10 15
14 14 19
03 02 07
03 02 12
03 02 17
19 06 02
22 09 02
14 02 02
25 04 04
06 06 06

09 09 09

8.8 Faust

By me:

70s Fashion Sense Faust

15 09 04

23 14 09

29 22 14

07 01 01

09 02 02

11 03 03

13 04 04

22 11 00

24 12 00

26 13 00

15 00 00

20 00 00

25 00 00

20 20 00

15 07 00

(empty)

05 15 05

07 18 07

09 21 09

00 00 31

10 00 10

15 00 15

20 00 20

24 24 24

28 28 28

00 27 27

00 31 31

24 24 00

27 27 00

29 29 00

By Kailieann Raia:

Faust with a black outfit and a gold scalpel

15 09 04

23 14 09

29 22 14

02 01 02

04 03 04

05 04 05

07 06 07

04 04 06

06 06 08

08 08 10

05 04 05

24 22 07

30 28 16

17 19 19

24 26 26

(empty)

09 04 00
11 06 00
13 08 00
31 31 00
09 10 11
20 21 22
27 28 29
20 01 00
31 01 00
00 14 06
00 24 06
19 19 17
21 22 21
25 24 24

8.9 Baiken

By Kailieann Raia:

Lotus

Baiken with purple hair, a black kimono, and an emerald katana

26 13 05
27 19 13
28 24 18
03 03 03
08 08 08
11 11 11
15 15 15
21 21 21
25 25 31
11 00 11
19 02 19
14 10 02
24 20 10
10 04 00
00 20 00

8.10 Jam Kuradoberi

By Kailieann Raia:

Blueberry Jam

Jam with blue hair and a blue outfit

20 11 05
26 16 10
31 27 19
00 04 12
03 06 19
07 09 26
12 13 20
12 12 22
22 22 26
08 11 31
10 07 30
01 00 01
08 06 06

01 05 12
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
09 01 26
11 05 26
14 09 27
17 13 28
20 17 29
23 21 30
31 31 24

Strawberry Jam
Jam with red hair and a red outfit

20 11 05
26 16 10
31 27 19
17 04 00
24 06 03
31 09 07
25 13 12
27 12 12
31 22 22
25 05 09
30 07 10
01 00 01
06 06 08
12 05 01
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
26 01 09
26 05 11
27 09 14
28 13 17
29 17 20
30 21 23
31 31 24

Jam with black hair and a green-on-purple outfit

20 16 04
26 20 10
31 31 19
04 12 00

06 19 03
09 26 07
13 20 12
21 14 21
27 21 27
04 04 04
07 07 07
07 99 97
17 06 17
12 05 01
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
(empty)
14 10 26
18 13 21
22 16 24
27 19 23
31 22 26
31 25 27
31 31 24

8.11 Johnny

By Kailieann Raia:

Dark-skinned Johnny with a faded blue outfit and a crimson sword

11 06 00
15 08 01
18 11 04
01 01 08
05 05 12
10 10 17
02 00 02
04 03 04
08 07 08
12 11 12
(empty)
16 15 16
05 03 05
08 07 08
21 00 05

8.12 Axl Low

By Kailieann Raia:

Axl in a purple outfit with gold Kusarigama

17 11 04
24 16 07

31 25 17
19 04 14
27 07 22
06 00 06
10 03 10
12 04 12
05 02 00
11 06 00
18 13 08
09 09 02
13 13 03
21 21 07
31 31 16

By Joe Maubach:

German Axl: He's not a Brit, he holds his allegiance to the
Fatherland.

00 05 04
24 16 07
31 28 17
11 06 01
31 31 03
15 12 00
27 01 00
31 04 04
00 00 00
00 00 00
31 31 22
02 02 02
12 12 12
20 20 20
00 00 00

8.13 Anji Mito

By Kailieann Raia:

Anji with a brown outfit and a black and white fan

20 16 04
26 20 10
31 21 14
31 27 20
08 04 02
12 05 02
16 09 04
23 23 23
31 31 31
02 00 02
08 06 08
24 22 24
30 28 30
26 02 26
31 31 31
(empty)
19 00 00
28 00 04

31 07 12
25 25 25
00 07 21
04 11 24
04 14 31
09 15 31
14 19 31
17 07 17
23 11 23
23 15 23
23 18 23
25 21 25
27 24 27

8.14 Venom

By Kailieann Raia:

Venom with white hair, black (and I do mean black) skin, and a red and blue outfit

04 02 04
08 07 08
00 00 05
00 00 10
00 00 15
14 00 00
24 02 00
20 13 20
23 18 23
26 23 26
29 28 29
13 06 00
18 11 02
21 15 05
26 18 07

8.15 Testament

By Kailieann Raia:

Dark-skinned Testament with purple hair and a purple outfit

10 05 00
16 09 00
20 11 00
09 00 05
15 00 07
12 00 03
04 04 10
09 09 17
03 06 06
26 25 26
30 31 27
10 09 10
13 14 15
02 00 02
06 05 05

By Joe Maubach:

Gundam Deathscythe: Nearly all black/grey with a bright green scythe.
GO DEATHSCYTHE!

10 10 11
05 05 06
08 08 09
01 01 02
02 02 03
12 19 12
18 19 20
18 18 18
10 06 00
25 00 00
28 17 00
00 31 00
00 25 00
10 28 07
15 31 16

8.16 Dizzy

By Kailieann Raia:

Dizzy with black hair and a blue and white outfit

19 11 06
24 18 11
31 27 21
18 18 18
27 27 27
00 00 08
00 00 20
10 06 10
15 12 15
19 00 00
31 00 26
00 31 31
30 30 31
04 02 04
08 06 08
(empty)
00 23 23
00 28 28
27 27 27
06 05 06
10 08 10
15 14 15
08 08 08
15 15 15
22 22 22
05 02 12
10 04 25
03 03 03
06 06 06
09 09 09
14 03 09

Red Dizzy

Dizzy with blonde hair and a red and black outfit (based on some random fan-art)

19 11 06
24 18 11
31 27 21
05 05 05
08 08 08
16 00 00
24 00 00
31 24 13
30 26 19
31 18 19
31 27 27
25 25 25
30 30 30
20 20 20
15 15 15
(empty)
23 23 23
26 26 26
29 29 29
13 13 13
16 16 16
19 19 19
04 04 08
08 08 15
11 11 22
12 00 02
18 02 03
09 09 09
13 13 13
17 17 17
15 00 02

9. Bugs

Like quite many other games, Guilty Gear X has it's share of bugs as well. Thankfully, none of them are game-breaking.

9.1 Mode switch bug

This can only be done in Training Mode, and it's pretty simple to do. Just perform a Destroy Move, and when it connects, pause the game and switch it to Tag. Once the opponent is KOed, you'll notice 2 things:

1. Instead of "Destroyed" sign popping up, the game displays the same thing as it does with any other KO.

2. Once the opponent is KOed, the second character comes in. Depending on the character you used, you may or may not get stuck either in the last frame of your Destroy Move or your victory pose.

If you do get stuck in a Destroy Move pose, a hit from the opponent will get you out of it, but if you get stuck in your winpose, all

the attacks go through you and you've no choice but to reset the battle by pressing Select.

9.2 Iron Saber madness

Millia's Iron Saber (QCB+P) is quite a buggy move indeed. Performing it during certain circumstances may yield some weird results:

1. Stand next to a cornered opponent, run towards them and perform it. You'll hop back, but Millia aborts the move before she lands.
2. Stand in the corner with the opponent next to you. Same as above.
3. Stand half a character length away from the cornered opponent and use the powered up version. Millia aborts the move after 1 hit.

All in all, if you intend to use this move, make sure you don't end up in any of the abovementioned situations or you might be sorry.

10. Credits

-Me, for writing this thing

-???? for informing me that Roman Canceling in Original Mode powers up certain moves

-???? for mentioning the mode switch bug

-???? for telling me about an easy way to gain levels in Survival Mode.

-Mark Green, for most GG Mode new move names, as well as additional info on several moves.

-y3kman, for informing me what each of Baiken's guard reversal overdrives do.

-Kailieann Raia, for her color edits, and telling what Jam's Destroy Move kanji says. Also for reminding me that Extra Jam's Ashibarai is a standalone move.

-Jeff McDonald, for info on Daredevil order and partial confirmation on how to unlock Original Mode.

-tianyuan2k1, for informing me on Extra Venom's new move.

-J. Chia, for the order of the Daredevils I hadn't yet covered, as well as telling me about Anji's Extra Shin Nishiki.

-Maestro, for informing me that the KO sign DOES indeed say "Dash".

-Joe Maubach, for more color edits

11. Revision history

1.0 Initial release

1.1 Some new color edits, fixed a few typos. Most likely the last update before this game is released in the US/Europe.

1.2 Found out what Baiken's guard reversal overdrives do. Some minor corrections.

1.3 A bunch of new color edits, thanks to Kailieann Raia.

1.301 Apparently not only male gamers use this guide, which is only a good thing. Changed some contributor info.

1.4 Some random additions, including a few new moves.

1.5 Got the rest of the Daredevils covered, and removed the remark about what the KO sign reads.

1.6 More color edits.

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