

Guilty Gear X (Import) FAQ/Move List

by LiquidCross

Updated to v1.1 on Feb 20, 2002

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 ADVANCE EDITION (Japanese Import) for Game Boy Advance FAQ

by LiquidCross

www.liquidcross.com

cross (at) liquidcross.com

v1.1 - February 20, 2002

The latest version of this FAQ can always be found at www.GameFAQs.com.

What's New?

v1.1 - Updated info on "Extra" modes, and alternate ways to unlock hidden characters.

v1.0 - The FAQ is up for your perusal. I know it's incomplete...but enjoy!

What's in this FAQ?

1. Introduction
2. Controls
3. Modes
4. Characters/Moves
 - a. Standard Moves
 - b. Characters' Moves
5. Secrets/Unlockables
6. Notes
7. Contact Info
8. Credits
9. Disclaimer

1. INTRODUCTION

For those of you that have a Sega Dreamcast (and for those that don't...shame!!!), a Japanese company called Sammy put out a 2D fighter called Guilty Gear X. Since Capcom and SNK pretty much wrote the book on 2D fighters, no one really thought this one would go anywhere. Think again! Not only was the DC version a fantastic fighting game, the GBA version is great as well. The only downside is the crappy sound, but the tight controls, kickass graphics, and fluid animation more than make up for it.

2. CONTROLS

You can configure the keys anyway you like, in either 4-button or 3-button mode. If you plan on playing a lot of Tag Match games (see "Modes" below), then I suggest 3-button mode. Below are the configurations I like to use personally,

but as stated earlier, you can change them to suit your taste.

Standard Controls:

Forward: Move forward.

Back: Move backward, or block.

Down: Crouch.

Up: Jump.

Start: Pause.

Select: N/A

4-button Mode:

Punch: B

Kick: A

Slash: L

Hi-Slash: R

3-button Mode:

Attack: B

Slash: R

Hi-Slash: A

Extra: L

3. MODES

Arcade: The standard game...fight your way to the final boss!

VS: Link up with a friend and pound on each other.

Training: Practice your moves here.

Survival: Keep fighting until you get demolished.

Tag Match: Team up with another character!

3 on 3: Same as Tag Match, but with 3 characters.

Options: Configure button settings, save settings, colors, etc.

4. CHARACTERS/MOVES

You'll notice I use some shorthand for the D-pad directions. Here's what they mean:

HF = Half-circle forward (Back, Back-Down, Down, Forward-Down, Forward)

HB = Half-circle back (Forward, Forward-Down, Down, Back-Down, Back)

QF = Quarter-circle forward (Down, Forward-Down, Forward)

QB = Quarter-circle back (Down, Back-Down, Back)

QD = Quarter-circle down (Back, Back-Down, Down)

All moves assume that you're facing to the right. If you're facing to the left, just reverse the directions. All moves are listed in 4-button format; if you're using 3-button, substitute the Attack button for Punch or Kick (unless otherwise specified). Some moves can be done in midair as well...try 'em out!

Special Attacks are available when your tension meter (at the bottom of the screen) is fully charged. Hi-Slash Special Attacks, if they connect with your enemy, will kill them instantly! "Destroyed!"

Standard Moves:

These are the basic moves that anyone can do.

Run: Tap Forward twice

Dodge: Tap Back twice

Double Jump: Tap Jump twice

Air Dash: While in midair, tap Forward or Back twice

Grapple: Forward + Hi-Slash (while close to enemy)

Tag (in Tag modes): QF + Kick & Hi-Slash; (3-button mode, use QF + Extra)

Charge (3-button mode): Extra

Characters' Moves:

NOTE: All the move names are in Japanese, obviously. I used a crappy translation program to try to get English names...some worked, some didn't. So I'm sure that I'm WAY off. If you can read Japanese, I'd much appreciate some help...the original move names can be found at www.guiltygearx.com/ggxae/ in the "Characters" section.

SOL BADGUY - Your typical badass with a flame sword.

Normal Moves:

Burning Slash: QF + Punch

Rising Fire: Forward, Down, Forward-Down + Slash (or Hi-Slash)

Flying Kick: QB + Kick

Burning Rush: QB + Slash

Throw: Forward, Down, Forward-Down + Kick (while next to enemy)

Spin Kick: QF + Kick (for 3-button, use HF + Attack)

Special Attacks:

???: HB, Forward + Hi-Slash

Dragon Rage: QB, QB + Slash

Hi-Slash Special Attack:

Napalm Death: QF, QF + Hi-Slash

KY KISKE - He's got an electrical sword, so watch your back!

Normal Moves:

Stun Edge: QF + Slash

Stun Edge 2: QF + Hi-Slash

???: Forward, Down, Forward-Down + Slash (or Hi-Slash)

???: QF + Kick

???: QB + Kick

Special Attacks:

Ride the Lightning: HB, Forward + Hi-Slash

Hi-Slash Special Attack:

Rising Fourth: QF, QF + Hi-Slash

MAY - Mmm...gotta love a pirate chick wielding a giant anchor.

Normal Moves:

Dolphin: Hold Back, then Forward + Slash (or Hi-Slash)

Dolphin 2: Hold Down, then Up + Slash (or Hi-Slash)

???: Forward, Down, Forward-Down + Slash

???: HF + Any attack button

Overhead Kiss: HB + Kick

Special Attacks:

???: HB + Hi-Slash

Great Yamada: QF, QF + Slash

Hi-Slash Special Attack:

May and Friends: HF, HF + Hi-Slash

MILLIA RAGE - This chick brings new meaning to the term "bad hair day."

Normal Moves:

Tandem Top: QF + Slash (or Hi-Slash)

Iron Saber: QB + Punch

Secret Garden: QB + Hi-Slash

Revolution: QB + Kick; (3-button mode, use HB + Attack)

Bad Moon: QF + Punch (in midair)

High Speed Fall: QF + Kick (in midair); (3-button mode, use HF + Attack)

Special Attacks:

???: QB, HF + Hi-Slash

Emerald Lane: QF, QF + Slash

Hi-Slash Special Attack:

???: QF, QF + Hi-Slash

ZATO-1 - This guy looks...well, I won't say how he looks. But watch out for that alien slime thing he hangs out with.

Normal Moves:

???: Down, Down + Slash (or Hi-Slash)

Eddy Summons: QF + Any attack button (the button you press determines the attack)

- Eddy Small Attack (Punch); (3-button, use Forward & Attack)

- Eddy Move Attack (Kick)

- Eddy Anti-Air Attack (Slash)

- Drill (Hi-Slash)

???: QB + Slash

Break: QB + Kick

???: Forward, Down, Forward-Down + Slash (in midair)

Special Attacks:

Amorphous: HB, Forward + Hi-Slash

???: QF, QF + Slash (in midair)

Megalith: During Eddy Summons, use HB, Forward + Slash

Hi-Slash Special Attack:

Black Mind: QF, QF + Hi-Slash

POTEMKIN - Every game's gotta have a big bruiser, and Potemkin's it.

Normal Moves:

Mega Fist (Front): QF + Punch

Mega Fist (Rear): QB + Punch

Slide Head: QF + Slash

Hammerfall: Hold Back, then Forward + Hi-Slash

Heat Knuckle: Forward, Down, Forward-Down + Hi-Slash

Heat Extend: During Heat Knuckle, use HB + Hi-Slash

???: HB, Forward + Punch

Special Attacks:

???: HB, Forward + Hi-Slash

???: HF, HF + Punch

Heavenly: QF, QF + Slash

Hi-Slash Special Attack:

Magnum Opera: QF, QF + Hi-Slash

CHIPP ZANUFF - He's fast, and he can teleport, so be careful.

Normal Moves:

Alpha Blade: QF + Punch

Beta Blade: Forward, Down, Forward-Down + Slash

Gamma Blade: HF + Hi-Slash

???: QF + Slash

- ??: QF + Slash

- ??: QF + Kick

Vision: HF + Kick

Takeshi Transfer: Down, Down + Any attack button; (3-button can also use

Forward, Down, Forward-Down + Attack)

Takeshi Camouflage: QB + Kick

Special Attacks:

10,000 Ogres: QF, QF + Kick

Wolf Fang: HB, Forward + Hi-Slash

Hi-Slash Special Attack:

???: QF, QF + Hi-Slash

FAUST - He wears a suit, and a paper bag over his head. Weird.

Normal Moves:

Pierce: HF + Kick
Pullback: During Pierce, hold Back
???: During Pullback, QF + Punch
Little Voice: During ???, QF + Punch
???: During Little Voice, QF + Punch
???: QF + Punch
Spearpoint: QF + Slash
???: QF + Hi-Slash (in midair, or during Spearpoint)
Front Movement: During Spearpoint, Forward + Forward
Rear Movement: During Spearpoint, Back + Back
???: During Spearpoint, Punch
???: During Spearpoint, Kick; (3-button, use Up + Attack)
Cutter: QB + Hi-Slash
???: QB + Punch; (3-button, use HB + Attack)
???: QB + Kick
???: QB + Slash

Special Attacks:

???: QF, QF + Punch
???: QF, QF + Slash

Hi-Slash Special Attack:

???: QF, QF + Hi-Slash

BAIKEN - Your standard grim female samurai, with a funky-looking arm.

Normal Moves:

???: QF + Kick
Misfortune: While blocking, QD + Punch; (3-button, use QD + Hi-Slash)
Turn: While blocking, QD + Kick
Fissure: While blocking, QD + Slash
Rush: HB + Kick
Fan: Forward, Down, Forward-Down + Slash

Special Attacks:

Styx: QF, QF + Slash
Turtle: Back, HB + Punch; (3-button, use HF, Back + Attack)
???: Back, HB + Kick
Dragon: While blocking, Back, HB + Slash
???: While blocking, Back, HB + Hi-Slash

Hi-Slash Special Attack:

Dragon Point: QF, QF + Hi-Slash

JAM KURADOBERI - Another samurai girl. She looks happier than Baiken, at least.

Normal Moves:

Blade: QF + Kick
Imperial Wrath: QB + Kick
Castle: Forward, Down, Forward-Down + Kick
Breath of Morning: Down, Down + Kick, Slash, or Hi-Slash
Talisman Ax: QB + Slash

Blast: QF + Slash

Turn: During Blast, Punch; (3-button, use Forward + Attack)

Leadfoot: During Blast, Kick

100 Bells: During Blast, Slash

1000 Bells: During Blast, Hi-Slash

Dropkick: In midair, Down + Kick

Special Attacks:

Trillion Legs: HB, Forward + Slash

Crumbling Girl: HB, Forward + Hi-Slash

Hi-Slash Special Attack:

???: QF, QF + Hi-Slash

JOHNNY - This Trigun reject carries a wooden sword to smack you around with.

Normal Moves:

High-???: QF + Punch; (3-button, use HF + Attack)

Mid-???: QF + Kick

Low-???: QF + Slash

Cancellation: During High/Mid/Low, Hi-Slash

???: Forward, Down, Forward-Down, Slash + Slash

Aerial ????: In midair, QF + Slash

???: QF + Hi-Slash

Bacchus Rhinoceros: QB + Punch

Special Attacks:

???: HB, Forward + Hi-Slash

Hi-Slash Special Attack:

Joker Trick: QF, QF + Hi-Slash

AXL LOW - No, not Axl Rose; this is a Briton who fights with chain-scythes.

Normal Moves:

Sarasvati Cut: Forward, Down, Forward-Down + Slash (or Hi-Slash)

Accelerator: Hi-Slash + Sarasvati Cut (with Hi-Slash)

Sickle Flash: Hold Back, then Forward + Slash

Tune Chain: During Sickle Flash, Up (or Forward-Up)

Spin Chain: During Sickle Flash, Down (or Forward-Down)

Bell Spin: Hold Back, then Forward + Hi-Slash

Thunder Chain: HB + Slash (or Hi-Slash)

Heaven Stone: QB + Punch

Accelerator 2: In midair, Forward, Down, Forward-Down + Hi-Slash

Special Attacks:

100 Burning Sickles: QF, HB + Hi-Slash

Hi-Slash Special Attack:

Secret Sickle Flash: QF, QF + Hi-Slash

ANJI MITO - Fear his giant fans! ...Right.

Normal Moves:

???: QF + Punch

Wind God: QF + Slash (or Hi-Slash)

Blade: During Wind God, Slash

Needle System: During Wind God, Punch

Needle System 2: During Wind God, Kick; (3-button, use Forward + Attack)

Needle System 3: In midair, QB + Punch

Shade: QB + Punch

???: QB + Punch (or Kick); (3-button, use QB + Attack, or HB + Attack)

Crimson: While blocking, Punch

Special Attacks:

Genuine Secret: HB, Forward + Hi-Slash

Hi-Slash Special Attack:

Stop: QF, QF + Hi-Slash

VENOM - How can he see with that hair in his face?

Normal Moves:

Stinger Aim: Hold Back, then Forward + Slash (or Hi-Slash)

Carcass Ride: Hold Down, then Up + Slash (or Hi-Slash)

Doubleheader: Down, Forward, Forward-Down + Slash (or Hi-Slash)

Ball Formation: HB, Forward + Any attack button; (3-button, use QB + Attack, or HB + Any attack button)

Instant Movement: Forward, Down, Forward-Down + Kick

Mad Struggle: In midair, QF + Slash (or Hi-Slash)

Special Attacks:

Dark Angel: QB, HF + Slash (or Hi-Slash)

???: In midair, QF, QF + Hi-Slash

Hi-Slash Special Attack:

???: QF, QF + Hi-Slash

TESTAMENT - If the Grim Reaper was an effeminate goth, he'd look like this.

(coming soon!)

DIZZY - A skimpy black leather outfit, a demon, and an angel. I don't know whether to be scared, or turned on.

(coming soon!)

- Beat Arcade Mode to unlock Dizzy and Testament as playable characters; or beat the "golden" versions of Dizzy and Testament in Survival Mode (also called the "Dare-Devil" versions).
- If you beat the "golden" versions of characters in Survival Mode (also called the "Dare-Devil" versions), you'll unlock their "Extra" mode on the character select screen.
- Go through Survival Mode to unlock "Original Mode" in the Options menu.

6. NOTES

- Even though this game is Japanese, the ENTIRE game (except for the obligatory trash-talk after each round) is in English, including the endings! The manual is all in Japanese, though, so that can be a pain to dig through. But come on, it's a fighting game, not an RPG, so you shouldn't have too much trouble figuring it out. :)

7. CONTACT INFO

Know something I don't? Find a hidden secret you're dying to share? Feel free to email me at [cross \(at\) liquidcross.com](mailto:cross@liquidcross.com). Just put "Guilty Gear X Advance Edition" in the subject line. If you give me valid info, I'll credit you in future versions of this FAQ. :)

8. CREDITS

- "Mad props" go out to Sammy for producing an excellent 2D fighter that ISN'T from Capcom or SNK! (Not that I have anything against them.)

9. DISCLAIMER

Feel free to distribute or post this FAQ, but you MUST reproduce it IN FULL, and you must give me credit for it. Reproducing/copying/posting sections of this FAQ is strictly prohibited. Guilty Gear X and all associated materials are the property of Sammy.

This document is copyright LiquidCross and hosted by VGM with permission.