

Bloody Roar: Primal Fury FAQ/Move List

by Adamsguy

Updated to v2.2 on Aug 11, 2002

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***** Bloody Roar Primal Fury FAQ/Move List*****
*****By Gary Adams (adamsguy)*****
*****Started 6/30 ended ??*****
*****Version 2.2*****
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Welcome to my first FAQ. If you have a Gamecube I defiantly recommend this game. The Copyright Law of 2002 says that no recreation of this FAQ will be made unless I give permission. No sales of any kind of this document are permitted. This is property of Gary Adams (Adamsguy). This document is for private and personal use only. If you have any questions email me but PLEASE look through this FAQ first. Contact me at Adamsguy@earthlink.net. So let's look at the table of contents.

Table of Contents

- I. Version History
- II. Introduction
- III. Controller
- IV. Modes
 - a) Arcade
 - b) Versus
 - c) Time Attack
 - d) ect.
- V. Levels
- VI. Characters
- VII. Secret stuff
- VIII.FAQ
- IX. Conclusion / Contact
- X. Credits / Legal Stuff

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I. Version History

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Version 1.0

Started my FAQ, started the characters' moves.

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Version 1.1

Finished the characters' moves and fixed everything.

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Version 1.5

Added a better starting name and redid the whole thing.

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Version 1.6

Added stats. Redid everything.

Version 2.0

FAQ is FINALLY posted. Probably last version. FAQ looks really weird at the website. Fixed that. You can see it at neoseeker.com. Hopefully Gamefaqs.com, too. Put the combo rings for the combo drivers. Redid everything AGAIN.

Version 2.1

Made my FAQ. Redid again. Want to have a full FAQ.

Version 2.2

Trying so hard to finish this version. Its gonna take so long to put all the damage done. Its going along great! Email me anything that I don't already have. Also email me your ranking.

II. Introduction

During the Age of Feuding between humans and Zoanthropes, a New Kingdom was born. Founded upon a dream of peace and equality for both, this new land attracted scores of Zoanthropes from far and wide. However, the kingdom was young and relied heavily upon its Zoanthrope army for security and on its special brigade of Zoanthrope mercenaries for income. Even more troublesome for the infant nation were rumors of cruel experiments being carried out on Zoanthropes to uncover the secret behind their mysterious ability to transform into fighting beasts. Though nearly everyone, Zoanthrope and human alike, strongly opposed these experiments, no one could prove that they were actually taking place, much less who was responsible for them.

In an effort to bring the nation together and show off the power of their Zoanthrope army and mercenary brigade, the kingdom decided to sponsor the ultimate Zoanthrope fighting tournament. The winner would not only earn the title, "Zoanthrope Champion, " but also take home a handsome cash prize. If only the participants knew what was really awaiting them...

Pretty cool, heh. Ow well, the movies are a lot better.

III. Controller

You can either play one or two controllers. Here is a list of controls

Control Stick/Pad

Menu: Moves the cursor, selects the stage.

Game: Moves the character.

START/PAUSE

Menu: Starts a new game, and challenges other player in Arcade Mode.

Game: Pauses the game and displays PAUSE menu.

L Button

Menu: Not used.

Game: Side step out of screen.

R Button

Menu: Not used.

Game: Side step into screen.

Y Button

Menu: Changes character costume when selecting a character and stops music and sound in audio setting menu.

Game: Performs heavy block and throws.

A Button

Menu: Confirms menu selection.

Game: Performs kicks.

B Button

Menu: Exits the current menu.

Game: Performs punches.

X Button

Menu: Not used.

Game: Transforms character into beast form (beastorize) and performs beast attacks while in beast form.

Z Button

Menu: Not used.

Game: Transforms character into Hyper-beast form.

C stick

Menu: Not used.

Game: Resets character position and other settings in Training Mode.

IV. Modes

A) Arcade mode-

Arcade mode is an arcade style, one-on-one fighting mode. The main focus is single-player versus Com (computer) battles, but another player can challenge you in the middle of Arcade mode. But if they do this you cannot fight Kohryu. Choose your character you want to be. To return to the main menu press B. There are two costumes, you can change them by pressing Y. When you are finished choosing your character and costume press A. You can do random characters and costumes by choosing the question mark. After you've selected your character press A to get started. Your opponents will be chosen randomly except for the 7th and 8th stage. If you do not use a continuation till the 5th stage you fight Kohryu. You have endless continuation and doesn't really affect the ending and/or secret that you will get. If you have another controller someone can challenge you.

B) Versus-

This mode is designed for two-player one-on-one fighting. Two controllers

are required to play this mode. Each player will choose its character to use to fight your opponent. Same costume stuff. The first person to choose their character gets to choose the stage, handicap levels, time and number of rounds.

C) Time attack-

See how fast you can beat the game and at the end it gives you a ranking. That's about it.

D) Survival-

Survival mode is a unique mode. You verse sigle player against COM in only one round. You will see how many rounds you can beat without losing once. There are no continuations. Your life gauge will not be recovered fully but up to 50% depending on how much life was left in the other round. You cannot choose the time either. It is fixed at 60-seconds. And at the end it gives you a ranking. It is almost endless. Survival mode is how you get Uranus.

E) Team battle-

Choose three or five characters and verse a team of COM. Each time you lose a round another will begin with your next character. Three characters fight three rounds, five have five rounds. Choose how many people will play in the GAME SETTINGS menu in the OPTIONS menu.

F) Vs Team Battle-

The same as Team Battle except it is with only people. And you can change the level and all that stuff. You need to controllers to play this mode.

G) COM Battle-

See COM battle it out. Choose the characters and let the COM fight. Good for testing out modes and looking for combos.

H) Training-

In training mode you can practice your moves and combos against a COM-controlled dummy. You can change the COM actions by pressing Start. Here is the lists of actions and other settings.

RESUME: Resumes the game.

ACTION: Select the dummy's behavior with the Control Stick. (You'll need to to reset these settings each time you select new characters in Training Mode.)

Stand: The COM stands still.

Crouch: Com crouches.

Jump: Com jumps over and over.

Evade: Performs Guard Escape repeatedly.

Throw: Performs throws repeatedly.

Block; Blocks all blockable attacks.

Com level 1-5: The dummy fights you at a level. The lower the strength the easier. The other settings don't work when this is the action.

Record & Replay Input: Let's the player program the dummy's actions. More later.

Record & Replay Input on Counter: Let's the player program the dummy's counterattack actions.

Manual Control: Lets another person control the dummy's actions using a separate controller.

Block after taking damage: after receiving a hit, the dummy blocks the rest of the attacks.

Other Settings:

QUICK RECOVERY: The Com gets up more quickly.

AIR RECOVERY: This changes the air recovery timing. It will perform an air recovery after one to seven attacks depending on this setting.

ALL/ATTACK-7TH/ATTACK means that the dummy will attack after performing the air recovery.

COUNTER HIT: The dummy will counterattack damage on hits.

BEASTORIZE: The dummy will turn into the beast when it is able.

EVADE THROWS: The dummy will evade throws.

RISING ATTACK: The dummy will perform rising attacks.

GAUGE RECOVERY: The beast Gauge will be auto refilled after beast drives.

BLOCK: Blocks all blockable attacks. You can turn it off or just H. Block.

ALL DISPLAY: You can turn off the on screen info like beast gauge.

INPUT DISPLAY: You turn on all the info on the screen.

SELECT CHARACTERS AND STAGE: Let's you reselect the character and/or stage.

CONTROLLER CONFIGURATION: You can change the controller function.

QUIT: Let's you quit the training and returns you to the main menu.

I) Options-

Let's you change game settings and look at statistics.

GAME SETTINGS: Let's you change the COM and player strength, Time limit, matches AND, Team Members. To change it all to it's default settings choose default settings.

AUDIO SETTINGS: Let's you coose the volume and sterio or monoand let's you listen to the background music and sound effects. There is also default seting again.

STATISTICS: You can look at the mode rankings and character stats.

MEMORY CARD: You can put the memory card on auto save, load or, save.

J) Cheats-

You can win these by beating the game. Cheats help you during the game or give you a laugh.

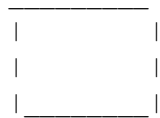
K) Movies-

Beat the game with the characters on Arcade mode to get their movies. The movies show you the story about this game.

V. Levels

Asian Gate-

This stage is based on the beginning of a bridge. The water is on two sides with a brige and a shrine on the other.



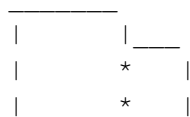
Freeway-

Pretty much a thin long area. It pretty small and its sorrunded by car lanes. Throw your opponent out of the ring at the right time and he gets hit by a car!



Chinese Temple-

A little room in which you can only through your opponent out of the ring in two spots. If you throw your opponent out of the right wall you jump down there and still fight! But there is water pretty much all around the area.



Aircraft Carrier-

A strip of land sorrounded by planes and some biuldings. If you throw your opponent out of the ring at the right place it knock s one of the airline people over!



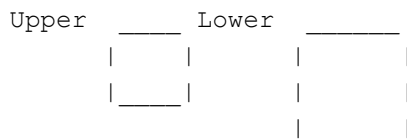
Midnight Rooftop-

A huge arena, if you look at the bottom of the place there is glass. In the glass you can see the aquarium. There are air vent fans on two sides of this level. Many people think you can break the glass but after many tries with Ganesha I came to the conclusion that you CANNOT break the glass!



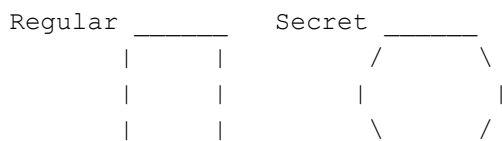
Back Alley-

You start off on top of a little area then if you hit the ground you fall to a place between two buildings, a railroad, and a street. If you time it right and knock your opponent onto the railroad then the train runs them over!



Aquarium-

An area with some water around it. It has another place! On the top side if you knock your opponent out then he'll fall down then you run after him. You'll end up in a huge circular place. Once your down there though you can't knock your opponent out of the ring because your underwater. There are little frog things that there too!



Indian Palace-

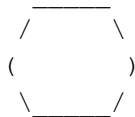
A place with an elephant statue in the background and also people cheering. Has some water. If you knock your opponent out of the ring at the people it slams against the wall.



Evil Laboratory-

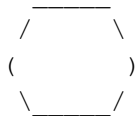
A kind of circular place with an experiment in the background sorounded by

water. It has a blue glow.



Chaos Laboratory-

The same as evil laboratory except it has an orange glow.



VI. Characters Moves

I'll give you some the characters' moves then stats and then movie.

NOTE: Ability Plus are special abilities gained whenever a character goes to Hyper Beast form. The original character moves came from the manual.

Uranus and Koyhru do not have movies.

Initials

^ = Up, v = Down, > = Right, < = Left, / = Diangle, left, \ = Diangle, right, P= Punch, K= Kick, B= Beast Attack,) = v + \ + >, (=v + / + <, duck = v, crouch = vv, Grab = X Button.

First I will give some basic moves that each character has.

BASIC MOVES- Grabs are sometimes different so I didn't post a lot of them

Punch	> Punch	< Punch	^ Punch	v Punch) Punch	(Punch
Kick	> Kick	< Kick	^ Kick	v Kick) Kick	(Kick
Beast attack	> Beast	< Beast	^ Beast	v Beast) Beast	(Beast
Grab	[Behind Enemy] Grab					

Yugo the Wolf-

BASIC COMBOS-

One Two Body Upper:) P < P < P
H. Dmg. 50 B. Dmg. 69

Notes:

Dragon Finish Blow: / P / P
H. Dmg. 14 B. Dmg. 18

Notes:

Silver Wolf Knuckle: (P
H. Dmg. 17 B. Dmg. 24

Notes:

Final Machine Gun Upper: \ P \ P \ P \ P

H. Dmg. 59 B. Dmg. 86

Notes:

Counterblow:) K<P

H. Dmg. 1 B. Dmg. 1

Notes: Counter other damage varies.

Champion Straight Punch: < P < P < P

H. Dmg. 60 B. Dmg. 82

Notes:

Meteor Crash: (B v B

H. Dmg. N.A. B. Dmg. 35

Notes:

BLow & Step In: v K \ K

H. Dmg. 9 B. Dmg. 13

Notes: Yugo kicks them and then ducks for cover.

Clinch:) P K

H. Dmg. 37 B. Dmg. 52

Notes:

Heart Break Blow: > P > P > P

H. Dmg. 35 B. Dmg. 49

Notes:

High Speed Combination: P P P P

H. Dmg. 37 B. Dmg. 52

Notes:

Blind Blow: \ B > P

H. Dmg. N.A. B. Dmg. 58

Notes:

Panther Two: > > K P P

H. Dmg. 66 B. Dmg. 96

Notes:

Claw Twin Knuckle Slash: B P P B

H. Dmg. N.A. B. Dmg. 54

Notes:

Flicker Lightning:) K P P P P > K

H. Dmg. 28 B. Dmg. 40

Notes: Yugo knocks them up and walks under them.

Spiral Kick: K v K

H. Dmg. 24 B. Dmg. 33

Notes:

Leg Slash: P P / P

H. Dmg. 25 B. Dmg. 35

Notes:

Bloody Roar:) B

H. Dmg. N.A. B. Dmg. 41

Notes:

BEAST DRIVE:

Spiral Fang:)) B

H. Dmg. N.A. B. Dmg. 107

Notes:

King of Breaker: ((B

H. Dmg. N.A. B. Dmg. 93

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	6	6
Counter	2	5	8
Speed	6	6	6
Jump	2	7	7
Weight	5	5	5

Ability Plus:

- 1) Consecutive Hit Effect - When an opponent takes a hit, and stumbles back, it becomes easier to land combos.
- 2) Any Cancel "A" - Can cancel any normal attacks.

MOVIE-

Cronos is on his knees while Yugo says, " Get up and show me what you got, Cronos." Then Gado and a lot of soldiers come in the room. Yugo then says, " Thanks, Gado. Leave this to me." Gado dismisses his troops and then Cronos and Yugo run at each other. Then it shows a scratched up Yugo looking at the Indian palace on his motorcycle. He smiles and then leaves.

Alice the Rabbit-

BASIC COMBOS-

Blitz River Throw: P K P v K

H. Dmg. B. Dmg.

Notes:

Sway Kick Combination: < P K

H. Dmg. B. Dmg.

Notes:

Through Punch Upper: < P < P

H. Dmg. B. Dmg.

Notes:

Rabbit Step: \ P P P v K

H. Dmg. B. Dmg.

Notes:

Low Rabbit Knee Rush: v B v B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Leg Beat Combination: \ K K K

H. Dmg. B. Dmg.

Notes:

Somersault: v ^ K

H. Dmg. B. Dmg.

Notes:

Triple Somersault: (K < K < B

H. Dmg. N.A. B. Dmg.

Notes:

Rabbit Spiral:) P

H. Dmg. B. Dmg.

Notes:

Spring Slap: (P

H. Dmg. B. Dmg.

Notes:

Rabbit Slide:) K

H. Dmg. B. Dmg.

Notes:

Somersault Kick: (K

H. Dmg. B. Dmg.

Notes:

Triple Somersault Kick: (K K < B

H. Dmg. N.A. B. Dmg.

Notes:

Squat Combination: v P v K v K

H. Dmg. B. Dmg.

Notes:

Rabbit Flip Chain: \ K K < K

H. Dmg. B. Dmg.

Notes:

Rabbit Blast: \ K K / B

H. Dmg. N.A. B. Dmg.

Notes:

Rabbit Step Hammer: \ P P P ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Low Rabbit Slider Rush: v B v B v K v P

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Bunny Love:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Lifting Star Lane: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	5	10
Counter	1	4	6
Speed	6	6	6
Jump	2	9	9
Weight	5	5	5

Ability Plus:

- 1) Kick Attack Power Up - All her kick attacks gain Guard Break (you can't block against them), and increase in strength.
- 2) Consecutive Hit Effect (Air Combo) - When an opponent takes a hit, it becomes easier to perform Air Combos on them.

NOTE: Alice is a lot more powerful than they make her out to be.

MOVIE-

Long is standing next to Alice and says, " Your performance was most impressive, Alice. Then she looks back and sees Yugo holding an unconscious Cronos. She smiles walks over to him and slaps him. Then screams at him, " Why'd you bring me into this?! We both could have been killed." Yugo puts his hand on her head but then Alice turns away crying.

Long the Tiger- Long is what I call a "combo driver." I don't like combo drivers. And they have a combo ring.

BASIC COMBOS-

Consecutive Strike: P P P [To combo ring]

H. Dmg. B. Dmg.

Notes:

Cross Attack: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Rotation Back Gate Elbow: P K v K > > P

H. Dmg. B. Dmg.

Notes:

Hawk Shoulder Plant: \ P P

H. Dmg. B. Dmg.

Notes:

Consecutive Attack: < > K > B v P

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Course to Heaven:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Ferocious Tiger Laceration: ((B

H. Dmg. N.A. B. Dmg.

Notes:

(Ax Leg) (Break) (Left Kick)
v K <----> P <----> > K
| (Hawk Six-Level Combos Ring) |
> P <----> K <----> v P
(Single Grip) (Right Kick) (Grasp Sun & Moon)
(Low Tiger Blade) (Cross Claw) (Rolling Claw)
< +B <----> +B <----> > +B
| (Tiger Six-Level Combo Ring) |
/+B <----> v+B <----> \+B
(Tiger Attack) (Swallow Kick) (Blade Whipping)
[End of 6] (Back Gate Elbow) > > P (Demolition Attack) < P
[Level Combo] (Cont. Gem Bombardment) v v P (Rotation Kick) > > K
[Ring] (Turn Over Cont. Kick) < K (Fwd. Sweep Illusion) v v K

Stats:

	Human	Beast	Hyper
Attack	1	5	5
Counter	2	5	8
Speed	6	6	6
Jump	2	3	3
Weight	5	5	5

Ability Plus:

- 1) Counter Hit Effect - All attacks are treated as Counter Hits.
- 2) Consecutive Hit Effect - Increases the length of time the opponent is staggering after taking an attack. This makes it easier to connect with consecutive attacks.

MOVIE-

Long walks through a cavern carrying Cronos. He then has a flashback of something that happened in his past. Then it shows Cronos in a tube with Long and some doctor looking at him.

Shina the Leopard-

BASIC COMBOS-

M-VI Stinger: P P P K

H. Dmg. B. Dmg.

Notes:

M-VI Nupperm: P P v K

H. Dmg. B. Dmg.

Notes:

M-VI Nupperm Fake: P P v P

H. Dmg. B. Dmg.

Notes:

Hunting Arrow: > P K

H. Dmg. B. Dmg.

Notes:

Assault Kick Mine: > K K K v K

H. Dmg. B. Dmg.

Notes:

Triple Low Scratch: B B v B

H. Dmg. N.A. B. Dmg.

Notes:

Pile Bunker: < > K

H. Dmg. B. Dmg.

Notes:

Lightning Slash: \ P > B B < B

H. Dmg. N.A. B. Dmg.

Notes:

Hunting Double: > P P P

H. Dmg. B. Dmg.

Notes:

G-III Combination: K K K

H. Dmg. B. Dmg.

Notes:

Assault Kick Bomb: > K > K K

H. Dmg. B. Dmg.

Notes:

Angry Crow Judgment: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Somersault Scratch: ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Fake Mine: > < K

H. Dmg. B. Dmg.

Notes:

Trident Shoot: (K

H. Dmg. B. Dmg.

Notes:

Scramble Snatch:) K

H. Dmg. B. Dmg.

Notes:

G-III General Attack Combination: K K > K K K P P P K

H. Dmg. B. Dmg.

Notes:

Flying Drop:) K v ^ K < > B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Mad Trap:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Cross Blade Zapper: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Shina's 3rd Beast Drive: < / v \ > ^ P B P B B K K

H. Dmg. N.A. B. Dmg.

Notes: I can't do this so. Maybe you can.

Stats:

	Human	Beast	Hyper
Attack	3	6	6
Counter	1	5	8
Speed	6	6	6
Jump	2	6	6
Weight	5	5	5

Ability Plus:

- 1) Counter Hit Effect
- 2) Any Cancel "B" - By inputting the same Command attack multiple times, or using a throw attack, you can cancel all attacks

MOVIE-

Shina and Cronos are both at a party. Then the crowd yells, " congratulations, Shina! Yeah! Three cheers for Shina." Then there is a big toast. Shin is then outside carrying her bag when Cronos confronts her. He then says, "Your strength is tremendous. You must join us in the quest to solve the Zoanthrope mystery." Then Shina says, " I'm sorry, Cronos. But I'm truly honored, but it's time for me to move on..." Then she walks off.

Stun the Insect-

BASIC COMBOS-

Hand Knife Combination: v P K

H. Dmg. B. Dmg.

Notes:

Body Slasher: > > P

H. Dmg. B. Dmg.

Notes:

Shell Slasher: P K P P

H. Dmg. B. Dmg.

Notes:

Lightning Mine: < > P

H. Dmg. B. Dmg.

Notes:

Bio Shock: > < P

H. Dmg. B. Dmg.

Notes:

Shell Rush Guillotine: P P P K

H. Dmg. B. Dmg.

Notes:

Thrust Blow: > K K < P

H. Dmg. B. Dmg.

Notes:

Solid Cutter Combo: K P P

H. Dmg. B. Dmg.

Notes:

Thrust Knee Smash: > K K

H. Dmg. B. Dmg.

Notes:

Thrust Knee Crash: > K v K

H. Dmg. B. Dmg.

Notes:

Chaos Beetle Rush: B B v B v B

H. Dmg. N.A. B. Dmg.

Notes:

Violence Beetle Rush: B B v B \ B ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Grasshopper Leg: (K

H. Dmg. B. Dmg.

Notes:

Spider Drop:) P

H. Dmg. B. Dmg.

Notes:

Antler Bomb: (P

H. Dmg. B. Dmg.

Notes:

Hornet Grab:) K

H. Dmg. B. Dmg.

Notes:

Combination Antler Bomb: > K v K (P

H. Dmg. B. Dmg.

Notes:

Thrust Bug Throw: > v B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

VTOL Basher:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Boosting Burst: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human Beast Hyper		
Attack	1	5	5
Counter	1	5	5
Speed	3	3	10
Jump	2	1	1
Weight	7	10	10

Ability Plus:

- 1) High Speed Movement - All attacks begin faster.
- 2) Power Guard - Neutral Guard gains the same effectiveness as Heavy Guard

MOVIE-

A lot of soldiers surround Stun and King Orion says, " Get ready, men! FIRE! Then through the smoke Stun as an insect wipes out all of the men. Then King Orion says, " I can't believe it..." Then Stun's eye looks at him.

Shenlong the Tiger- Another combo driver

BASIC COMBOS-

Snake Elbow: P P P [To combo ring]

H. Dmg. B. Dmg.

Notes:

Cross Blow Attack: B B > B

H. Dmg. N.A. B. Dmg.

Notes:

Low Rolling Sobat: P K v K

H. Dmg. B. Dmg.

Notes:

Double Cross Crow: ^ P [To combo]

H. Dmg. B. Dmg.

Notes:

Ring Cross Crow: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Enemy Grasp Sun & Moon: (B B B B v B

H. Dmg. N.A. B. Dmg.

Notes:

Snake Attack:) P

H. Dmg. B. Dmg.

Notes:

Rolling Sobat Combination: (P

H. Dmg. B. Dmg.

Notes:

Stride Kick:) K

H. Dmg. B. Dmg.

Notes:

Shadowless Kick: (K

H. Dmg. B. Dmg.

Notes:

BEAST DRIVE:

Tiger Darkness Attack:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Ferocious Tiger Laceration: ((B

H. Dmg. N.A. B. Dmg.

Notes:

(Snake Kick)	(Asian Attack)	(Snake Stride Kick)
v K	<----> P	<----> > K
	(Snake Six-Level Combo Ring for Shenlong)	
> P	<----> K	<----> v P
(Back Blow)	(High Kick)	(Low Bow)
[End Of 6-]	(Ending Blow) > > P	(End of Tiger) < P
[Level Combo]	(Low Double Hand Blow) v v P	(Shadowless End.) > > K
[Ring]	(Rolling Heel Kick) < K	(Circling Kick) v v K

Stats:

	Human	Beast	Hyper
Attack	1	4	4
Counter	3	6	6
Speed	6	6	6
Jump	2	3	3
Weight	5	5	5

Ability Plus:

- 1) Power Guard - Neutral Guard has the same effectiveness as Heavy Guard.
- 2) Any Cancel "B" - Can cancel any attack.

MOVIE-

Shenlong walks out of the temple and looks up at Long who is looking at him and says, " Back for more Long?" Few have been able to survive more than one lesson...' Then Long says, " Your confidence will betray you." Then Shenlong

says, " We'll see won't we!" And then both in mid-air attack!

Xion the Unborn-

BASIC COMBO-

C-A-I-N: P P P P

H. Dmg. B. Dmg.

Notes:

A-B-E-L: P P v P P

H. Dmg. B. Dmg.

Notes:

Lunatic Attack: P P K

H. Dmg. B. Dmg.

Notes:

Crimson Lunatic: P P P K K K K

H. Dmg. B. Dmg.

Notes:

Paradise Lost: > P P B

H. Dmg. N.A. B. Dmg.

Notes:

Moebius: \ P P

H. Dmg. B. Dmg.

Notes:

Spiral Babel: > > K K K K K

H. Dmg. B. Dmg.

Notes:

Velvet Chain: K K K

H. Dmg. B. Dmg.

Notes:

Tyrant: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Darkness Baron: > B B B B ^ K

H. Dmg. N.A. B. Dmg.

Notes:

Crusader: < P P

H. Dmg. B. Dmg.

Notes:

Executioner's Virtue: B K B

H. Dmg. N.A. B. Dmg.

Notes:

Chain Breaker: K K B

H. Dmg. N.A. B. Dmg.

Notes:

Guilty Chain: K K v K K K K K

H. Dmg. B. Dmg.

Notes:

Mystic Slicer: > K K K

H. Dmg. B. Dmg.

Notes:

Mystic Rink: > K P K

H. Dmg. B. Dmg.

Notes:

Striker: v B B

H. Dmg. N.A. B. Dmg.

Notes:

Song to Naught: [when ducking] B B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Outbreak:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Ascension to Heaven: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	1	5	3
Counter	1	5	6
Speed	6	6	6
Jump	2	4	4
Weight	5	5	5

Ability Plus:

- 1) Shave-down Effect - If the opponent is blocking, then you can whittle down their health.
- 2) Any Cancel "A" - Common and Co-op attacks can be cancelled using Command attacks.

MOVIE-

Xion beats Cronos and pulls his head up. Then Long says, " Do you really think more of these cruel experiments will help?" Then Xion turns around with a sword up to Long's neck. Then Long says, " What will stop you of ridding the entire world of Zoanthropes." Then Xion says, " You don't understand, I must solve this mystery." Then Long says, " You are not alone in your quest, Xion." Xion says, " Really?" Long answers, " Practice compassion, Xion." And Xion walks away.

Busuzima the Chameleon-

BASIC COMBOS-

Busuzima Kick: > P K

H. Dmg. B. Dmg.

Notes:

Back Attack: \ P \ P < P

H. Dmg. B. Dmg.

Notes:

Chopping: K v K P P

H. Dmg. B. Dmg.

Notes:

All Open Transparent Kick: P P P K v K

H. Dmg. B. Dmg.

Notes:

All Open Upper Punch: P P P B

H. Dmg. N.A. B. Dmg.

Notes:

Busuzima Head Butt: < > B

H. Dmg. N.A. B. Dmg.

Notes:

Grand Elastic Punch: < B < B < B < B

H. Dmg. N.A. B. Dmg.

Notes:

Heaven Elastic Upper Punch: ^ B ^ B ^ B ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Busuzima Punch Combination: > P > P > P > P > P > P

H. Dmg. B. Dmg.

Notes:

Busuzima Kick Combination: > P > P > P > P K

H. Dmg. B. Dmg.

Notes:

Hooligan Fake Kick Combination: > K > K > P

H. Dmg. B. Dmg.

Notes:

Tongue Lash: > < B

H. Dmg. N.A. B. Dmg.

Notes:

Super Tongue Lash: > < B) B

H. Dmg. N.A. B. Dmg.

Notes:

Busuzima Serious:) K

H. Dmg. B. Dmg.

Notes:

Serious Punch:) K P P P

H. Dmg. B. Dmg.

Notes:

Serious Kick:) K K K

H. Dmg. B. Dmg.

Notes:

Dokujima Exercise: (K K K K K K

H. Dmg. B. Dmg.

Notes:

All Open Hell Attack: P K P P P K < K

H. Dmg. B. Dmg.

Notes:

BEAST DRIVE:

Ultimate Die Through:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Busuzima's Mandala: ((B

H. Dmg. N.A. B. Dmg.

Notes:

STATS:

	Human	Beast	Hyper
Attack	2	5	5
Counter	1	5	5
Speed	6	6	6
Jump	2	3	3
Weight	5	5	5

Ability Plus:

- 1) Invisibility - You can become invisible to your opponent.
- 2) Any Cancel "A" - You can cancel any common attack.

MOVIE-

Busuzima and Stun are both in the laboratory. Busuzima says to Stun who is on the floor, "All brawn and no brain not enough my friend...Not enough, my friend!" He then looks at the viles in his hands and then at the beasts in the tubes and says, "The fruits of the experiments are now mine...These poor beasts have made the ultimate sacrifice... And that big oaf Stun... Ha! Now nothing stands in my way..." Then when he turns around Stun is up and punches Busuzima in the gut.

Jenny the Bat-

BASIC COMBOS-

Passionate Heal Rush: > K K K K K

H. Dmg. B. Dmg.

Notes:

Enamel Blade: \ K K K K

H. Dmg. B. Dmg.

Notes:

Complete Disorder: B B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Nightmare Walking: > B B B

H. Dmg. N.A. B. Dmg.

Notes:

Twisted Explosion:) P K K K K K K K

H. Dmg. B. Dmg.

Notes:

Drill Talon: (B B or P or K

H. Dmg. N.A. B. Dmg.

Notes:

Air Blast: [in the air] B B B

H. Dmg. N.A. B. Dmg.

Notes:

Spiral Talon: [in the air] > B B B

H. Dmg. N.A. B. Dmg.

Notes:

Step Slap: P P

H. Dmg. B. Dmg.

Notes:

Back High-heeled Kick: > K K K < K

H. Dmg. B. Dmg.

Notes:

Sly Kick: v K K

H. Dmg. B. Dmg.

Notes:

Gross Edge: [when ducking] K K

H. Dmg. B. Dmg.

Notes:

Wind Slider: B B B v B

H. Dmg. N.A. B. Dmg.

Notes:

Twist Heel Change:) P K K v K

H. Dmg. B. Dmg.

Notes:

Bat Wing Blade:) B

H. Dmg. N.A. B. Dmg.

Notes:

Enamel Wall Wind: \ K K v K K

H. Dmg. B. Dmg.

Notes:

Slap & Nightmare: P P > K K K > B B B

H. Dmg. N.A. B. Dmg.

Notes:

Slap & Disorder: P P B B B B B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Sky High Tempest:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Crimson Glider: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	8	8
Counter	1	5	7
Speed	8	8	8
Jump	2	7	7
Weight	5	5	5

Ability Plus:

- 1) Energy Drain - Whenever you connect an attack on your opponent, your health goes up a little. Even after they are K.O.'d, any attacks after the fact will increase your health.
- 2) Power Launch - In bat form, even attacks that miss can be linked into larger combos. (I need to double-check on this one)

MOVIE-

It shows Gado kneeling on the floor and Jenny standing ready to fight some more when, Stun's hand comes and grabs Jenny by the throat. Jenny then said, "Huh? Stun!? Gado... Help! Uhhh..." Then went unconscious, a blue Gado then gets up. Then the next scene Jenny awakes to find Gado on beside her outside with holes in him. Jenny says, "Wh...what happened?" Then she sees the holes and says, "Thank you Gado."

Bakuryu the Mole-

BASIC COMBOS-

Spiral Shadow Blade: P P P P >

H. Dmg. B. Dmg.

Notes:

Flowing Shadow Circular Kick: \ P K

H. Dmg. B. Dmg.

Notes:

Gale Crescent Moon Drop: > > K K K

H. Dmg. B. Dmg.

Notes:

Poisonous Claw Machine Gun: > B B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Flying Line Drop: > < P

H. Dmg. B. Dmg.

Notes:

Triple Spiral Kick: P P v K

H. Dmg. B. Dmg.

Notes:

Shadow Bound: [when ducking] P

H. Dmg. B. Dmg.

Notes:

Dragon Sword: [when ducking] B

H. Dmg. N.A. B. Dmg.

Notes:

Sword Drop Blade Kick: P P K K

H. Dmg. B. Dmg.

Notes:

Fang Drop Hammer Moon Shadow: P K K > K < K ^ P

H. Dmg. B. Dmg.

Notes:

Lightning: [when ducking] K K

H. Dmg. B. Dmg.

Notes:

Poisonous Claw Slash: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Snow Light Line Drop:) P

H. Dmg. B. Dmg.

Notes:

Smoke Bomb:) K

H. Dmg. B. Dmg.

Notes:

Smoke Spiral Kick: (K

H. Dmg. B. Dmg.

Notes:

Rising Scrape Up: (B

H. Dmg. N.A. B. Dmg.

Notes:

Poisonous Claw Spiral Shadow Blade: P P P P B B B

H. Dmg. N.A. B. Dmg.

Notes:

Dancing Lunge: > B B B B \ P) B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Double Inferno:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Magic Spear: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	3	3
Counter	1	5	5
Speed	9	9	9
Jump	2	5	5
Weight	3	5	5

Ability Plus:

- 1) Shave-down Increase - Even if an opponent guards against an attack, they still lose health.
- 2) Any Cancel "A" - Can cancel any common attack.

MOVIE-

Yugo falls down and says, " Look who's all grown up. Nice work, Bakuryu." Then fists together Yugo says, " Just don't forget who's the boss around here!" And then gets Bakuryu in a headlock and gives him a noogie!

Uriko the Half Beast- another combo driver. She's the best one but is pretty hard to control.

BASIC COMBOS-

Thunder Dance: P P < P P [to combo ring]

H. Dmg. B. Dmg.

Notes:

Thunderclap Peace:) B B [when hit] B

H. Dmg. N.A. B. Dmg.

Notes:

All Around 1-2-3: P K K ^ K

H. Dmg. B. Dmg.

Notes:

Supreme Penetrating Bow Thigh: > > P K

H. Dmg. B. Dmg.

Notes:

Wings of the Phoenix: (B [then] < B 6x

H. Dmg. N.A. B. Dmg.

Notes:

Double Kick Combination: > K K

H. Dmg. B. Dmg.

Notes:

Thunder Blade: P P v P

H. Dmg. B. Dmg.

Notes:

Rolling Punch: > > P P

H. Dmg. B. Dmg.

Notes:

Dance of the Cat: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Rubbing Nail Piece:) B K

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Surprise Cat Pounce:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Dance of the Phoenix: ((B

H. Dmg. N.A. B. Dmg.

Notes:

(Single Colbalt) (Rebellious Kick) (Cornered Mouse Attack)

P <----> > K <----> > P

| (Phoenix Six-Level Combo Ring) |

K <----> v P <----> v K

(Twin Nail Thigh Drop) (Grasp Sun & Moon) (Grass Piercing Thigh)

(Jaw Buster) > > P (Heaven's Despair) < P

(Cont. Gem Bombardment)v v P (Screen Dream) > > K

(Mt. Fuji Cross0 < K (Und. Snow Cont. Kick) v v K

Stats:

Human Beast Hyper

Attack	1	4	4
Counter	2	5	8
Speed	6	6	6
Jump	2	8	8
Weight	3	3	3

Ability Plus:

1) Counter Hit Effect - All attacks are treated as Counter Hits, and the opponent's state becomes a counter state.

2) Defense Negating Effect - Irregardless of an opponent's defense stat, all attacks deal normal amounts of damage.

MOVIE-

The laboratory is falling apart when a big piece of glass almost falls on top of Uriko and Cronos, when Uriko says, " No!!!," and stops it with her beast power. Then a bright flash, then Uriko says, " It's okay, Cronos. You are safe now." Then Cronos' hand comes out and touches her face. She falls back and says, " Huh!?" Then Cronos says, " Thank you Uriko. Your powers are even greater than I had imagined. You have a great destiny..."

Gado the Lion-

BASIC COMBOS-

Shotgun Combination Drive: P P > K

H. Dmg. B. Dmg.

Notes:

Tomahawk Basher: > P P P

H. Dmg. B. Dmg.

Notes:

Shell Slash: \ P v K

H. Dmg. B. Dmg.

Notes:

Trooper Comb: K K K

H. Dmg. B. Dmg.

Notes:

Shyruncher Strike: > K K K

H. Dmg. B. Dmg.

Notes:

Triple Scratch: B B B

H. Dmg. N.A. B. Dmg.

Notes:

Destroy Scratch: > B B

H. Dmg. N.A. B. Dmg.

Notes:

Absolute Fire: < > P

H. Dmg. B. Dmg.

Notes:

Shotgun Combination Fire: P P > P

H. Dmg. B. Dmg.

Notes:

Spinning Strike: < P P

H. Dmg. B. Dmg.

Notes:

High Command Edge Combination: K K > K K K

H. Dmg. B. Dmg.

Notes:

Heat Capture Middle Kick:) P [when hit] K

H. Dmg. B. Dmg.

Notes:

K Heat Capture Low Kick:) P [when hit] v K

H. Dmg. B. Dmg.

Notes:

Bloody Ridge: ^ B) B

H. Dmg. N.A. B. Dmg.

Notes:

Heat Blaster Double Claw: K < P P B B

H. Dmg. N.A. B. Dmg.

Notes:

Talk to the Fist: v ^ P

H. Dmg. B. Dmg.

Notes:

Heat Blast Skyruncher Strike: K < P P B > K K K

H. Dmg. N.A. B. Dmg.

Notes:

Pressure of Tyrant: (K < > P) P (P

H. Dmg. B. Dmg.

Notes:

BEAST DRIVE:

G-Bomber:)) B

H. Dmg. N.A. B. Dmg.

Notes:

G-Cannon: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	5	5
Counter	2	5	5
Speed	6	6	6
Jump	2	4	4
Weight	7	7	7

Ability Plus:

- 1) All Guard Break - All attacks become Guard Break attacks.
- 2) Any Cancel "A" - You can cancel any common attacks.

MOVIE-

Gado and King Orion are talking at a peace conference when King Orion says, "Peace for humans and Zoanthropes will now be your job to insure." Then they

both get up and shake hands. Then King Orion says, " You must remember, humans are not evil, they are just afraid of your power. Tread with care, Gado." And they both wave to the crowd when a dark figure in the back smiles evilly.

Cronos the Phoenix- the secret characters' moves I figured out on my own

BASIC COMBOS-

Up, Down, All Around: K K K

H. Dmg. B. Dmg.

Notes:

Flip Kick: ^ K

H. Dmg. B. Dmg.

Notes:

One-Two: v P K

H. Dmg. B. Dmg.

Notes:

Elbow Thrust: > P P P

H. Dmg. B. Dmg.

Notes:

Punch a lot:) P

H. Dmg. B. Dmg.

Notes:

Punch Drive:) P > P

H. Dmg. B. Dmg.

Notes:

Jump on Over: (P

H. Dmg. B. Dmg.

Notes:

Handstand: [while ducking] K

H. Dmg. B. Dmg.

Notes:

Peck: B B B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Drill Up: ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Roll Peck: v B

H. Dmg. N.A. B. Dmg.

Notes:

Knee Pecker: / B

H. Dmg. N.A. B. Dmg.

Notes:

Drop Kick: > B B B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Headbutt:) B

H. Dmg. N.A. B. Dmg.

Notes:

Rollin: [while ducking] B

H. Dmg. N.A. B. Dmg.

Notes:

Flamer: [while hyper] \ B

H. Dmg. N.A. B. Dmg.

Notes:

Fly: [while hyper] (B

H. Dmg. N.A. B. Dmg.

Notes:

Flame Pouncer: [while hyper] ^ B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Snowboard:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Absorb Power: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Cronos's 3rd Beast Drive: [Hyper] > \ v \ > [3x] B P B B K K

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	3	3	6
Counter	2	8	8
Speed	6	2	8
Jump	2	3	6
Weight	5	5	5

Ability Plus:

- 1) Individual Motion - In Hyper Beast form, you can use B-button attacks which differ from the Beast (penguin) form.
- 2) Partial Speed Up - The motion of all attacks get a bit faster.
- 3) Any Cancel "B" - Can cancel any attack

MOVIE-

Cronos is behind his father King Orion when, King Orion says, " I've ordered a new round of experiments..." Then Cronos with a knife in hand says, " That's insane! You'll have to do it alone!" King Orion swings around while saying, " No!!!" and knocks the knife out of his hand. Then says, " If humans and

Zoanthropes are to live in peace, then the research must continue." Then Cronos on his hands and knees says," Humans...Zoanthropes...In peace..." Then him and his father are outside looking down on the people greeting them.

Ganesha the Elephant-

BASIC COMBOS-

Stomp: ^ K

H. Dmg. B. Dmg.

Notes:

Low Kick: [while crouching] K

H. Dmg. B. Dmg.

Notes:

Uppercut: [while crouching] P

H. Dmg. B. Dmg.

Notes:

Come Here:) B

H. Dmg. N.A. B. Dmg.

Notes:

Upper Trunk: ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Spin Kick: \ K

H. Dmg. B. Dmg.

Notes:

Roll Away: [while crouching] B

H. Dmg. N.A. B. Dmg.

Notes:

Full Punch: < P

H. Dmg. B. Dmg.

Notes:

Suplex: (Throw

H. Dmg. B. Dmg.

Notes:

Ultimate Throw: () Throw 360 Throw

H. Dmg. B. Dmg.

Notes:

Butt Slam:) Throw < > Throw

H. Dmg. B. Dmg.

Notes:

Ultimate Throw Combo: () Throw v v Throw ^ v ^ Throw

H. Dmg. B. Dmg.

Notes:

Beast Drive:

Belly Bounce:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Butt Slam: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	6	6
Counter	2	6	6
Speed	4	4	4
Jump	2	1	1
Weight	7	10	10

Ability Plus:

1) Super Armor - Shortens the amount of time stunned when an opponent's attack connects.

2) Any Cancel "B" - Cancels any attack.

MOVIE-

Ganesha sets Cronos down and says, "Sorry it had to come to this, Cronos. Someday you'll..." Then Cronos as a phoenix gets up. And Ganesha looks at him and try's to reach him then, it gets all blurry.

Kohryu the Iron Mole- Kohryu is a clone of Bakuryu so for more moves look at Bakuryu's

BASIC COMBOS-

Flip: ^ P

H. Dmg. B. Dmg.

Notes:

Spin Flip: [while crouching] K

H. Dmg. B. Dmg.

Notes:

Elbow Thrust: \ P P

H. Dmg. B. Dmg.

Notes:

One, Two: P P K K

H. Dmg. B. Dmg.

Notes:

Power Punch: (P

H. Dmg. B. Dmg.

Notes:

Arm Throw:) B

H. Dmg. N.A. B. Dmg.

Notes:

Slice n Dice: B B B \ B B B

H. Dmg. N.A. B. Dmg.

Notes:

Driller: > > B

H. Dmg. N.A. B. Dmg.

Notes:

Punch Mechagnism: > B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Concentration Blast:) ^ B

H. Dmg. N.A. B. Dmg.

Notes:

Disappear:) P

H. Dmg. B. Dmg.

Notes:

Hop: ^ B

H. Dmg. N.A. B. Dmg.

Notes:

BEAST DRIVE:

Concealment:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Missile Strike: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	4	4
Counter	1	4	4
Speed	9	9	9
Jump	2	5	5
Weight	7	8	8

Ability Plus:

- 1) Power Launch - If you strike an opponent with a launching attack, it will increase the chance to do lots of damage using combos.
- 2) Any Cancel "B" - Cancels all attacks.

Uranus the Chimera-

BASIC COMBOS-

Trip: [while crouching] K

H. Dmg. B. Dmg.

Notes:

Mega Hit: P P P P K K K K K K

H. Dmg. B. Dmg.

Notes:

Electric Grab: < P

H. Dmg. B. Dmg.

Notes:

Kicking: K K K K K K K K

H. Dmg. B. Dmg.

Notes:

In the Air: > P P > P > P

H. Dmg. B. Dmg.

Notes:

Transfer: ^ P

H. Dmg. B. Dmg.

Notes:

Knock Up: v B B ^ B B B B

H. Dmg. N.A. B. Dmg.

Notes:

Grab:) B

H. Dmg. N.A. B. Dmg.

Notes:

Purple Wave:) P

H. Dmg. B. Dmg.

Notes:

Electric Blast: (P

H. Dmg. B. Dmg.

Notes:

Teleport: (K

H. Dmg. B. Dmg.

Notes:

Low Teleport: / P

H. Dmg. B. Dmg.

Notes:

BEAST DRIVE:

Kicking Butt:)) B

H. Dmg. N.A. B. Dmg.

Notes:

Electric Pounce: ((B

H. Dmg. N.A. B. Dmg.

Notes:

Stats:

	Human	Beast	Hyper
Attack	2	5	3
Counter	2	1	10
Speed	10	10	10
Jump	10	4	6
Weight	3	8	3

Ability Plus:

- 1) Individual Motion - In Hyper Beast form, the seal is broken, and you can use any attack.
- 2) Counter Hit Effect - All attacks are treated as Counter Hits.
- 3) Any Cancel "B" - All attacks can be cancelled by Command Attacks.

VII. Secret Stuff

How to get all of the secret characters. All of the secret characters come with a level except Kohryu.

Ganesha with Indian Palace- Beat the game once in arcade mode. Sounds easy, it's harder than you think.

Cronos with Evil Laboratory-Beat game again in arcade mode.

Kohryu- beat up to level 5 in arcade mode without using a continuation and then face him, then beat him and finish the game.

Uranus with Chaos Laboratory- Beat level 16 in survival mode. An easy way to do this is to put Eliminate all wall mode and maybe no blocking, then choose Long or Shenlong. Do your grab at the beginning and it insures an easy win.

Other stuff and modes. Beat the game in arcade mode with everyone to get everything or beat it with some people. (But there are 16 people and to get everything you need to beat it 16x. Saves time in getting the movies too.)

Movie player-beat once

COM battle-beat it twice

Cheat menu-beat it 3 times

Kid mode-4x

Super buff mode-5x

Eliminate all walls-6x

Weaken Walls-7x

Break walls-8x

Low speed-9x

High speed-10x

No blocking-11x

Max difficulty-12x

Knock down battle-13x

Human-14x

Beast-15x

Hyper Beast-16x

VIII. FAQ

Q. What is a "combo driver"?

A. It is what I call characters that your friends always play with and never let up. In other words the people that pretty much have endless combos.

Q. Who is the best character?

A. It is whoever you think it is. No one person is better than another. It depends on whom you're better with.

Q. Who is your favorite character?

A. Tie, between Xion and Uranus.

Q. Who do you think is the hottest female character?

A. Well, it's a tie between Jenny and Uranus.

Q. What's the difference between Hyper and Regular beast mode?

A. Hyper can do as many Beast Drives as you want but has a time limit, it also takes away health if your beast gauge isn't blinking red. Regular beast mode has no time limit and only goes away if a person takes a lot of your health away. You can only do one beast drive and once you do it you turn back to human. And can turn into it if the words beast change is above your beast gauge.

Q. What's the difference between Primal Fury and Extreme?

A. Well, Extreme was in Japan and Primal Fury is here, and Extreme has an extra character, Fang. And rumors say that there was this position in Extreme that had a lot controversy over.

Q. Should I even get this game?

A. Well if you have a Gamecube then yes. Unless you want to wait for the next one which will only take a couple YEARS!

Q. Who's Fang?

A. Well Fang was in Primal Fury Extreme. You can earn him as an extra costume for Yugo.

Q. Help. My friend beats me too much. What do I do?

A. Practice okay. Just practice and try to memorise some of these moves. And if your friend is like mine and uses the combo drivers, get really good with Uranus so you can beat him (except for when he uses the combo drivers) and tell him that he cant use them anymore but you cant use Uranus. And after you make that deal get good with the combo drivers and beat his TAIL! Well it worked with my friend!

Q. Why isn't your FAQ as good as the one for PS2?

A. Because I don't want to waste my time making a HUGE faq. I'm working on it but because of school now it'll be a while before it is completely finished.

IX. Conclusion / Contact

In conclusion this game ROCKS! But seriously, if I were you I would get this game. If I had to rank this game it would be 8.9. It's kind of short. You'll get everything in less than 3 or 4 hours. (That is if you're not so good at this game). Have your friends over and see who's the real animal.

Contact me at adamsguy@earthlink.net. But look through my FAQ first. Or if you have any extra info to help out. Especially if you have the guide to this game. If you give me a lot of info I'll thank you.

X. Credits / Legal stuff

Special thanks to:

- * Everyone at bloody roar message board
- * TO RedHot Yamada for the ability plus and stats.
- * Hudson and Activision for making this game.
- * Thanks to neoseeker.com and gamefaqs.com for first posting my FAQ.

I did use the manual for some parts.

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