

Rave Master: Special Attack Force! Item FAQ

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Rave Master

Item FAQ

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I. Introduction

Hey folks! Welcome to my Item FAQ for Rave Master! This is a harrowing tale of a young man and his friends as they embark on a quest for humanity's salvation. Rave Master Haru and his crew of good guys will have to face down a multitude of wily foes before they can restore peace and tranquility to their world, and you'll be right there beside them. However, the path to salvation can be a confusing and twisted one, fraught with several weapons and pickups strewn along the way. This guide is to serve as an explanation as to how these are used to ensure your success.

II. Controls and Basics

Controls:

Control Stick: Press the Control Stick to change the direction of your character. The walking and running speed of your character depends on how far you push.

A Button: Press to perform a strong, single-hit attack that does more damage than a B Button Combo Attack. If a weapon or item is

equipped, it may make your foe drop their weapon.

B Button: Press to perform a series of weak attacks that can create an attack combo. Inflicts minor damage, but good for keeping foes off balance.

L Button: Press to guard against attacks. Press immediately before an enemy attack to perform a Power Guard. Power Guard can't be used after the Groove Gauge is depleted far enough.

R Button: Press to perform Groove Attacks (GA).

L+R Buttons: Press simultaneously to perform an Ultimate Groove Attack (UGA).

X Button: The X Button serves several purposes in battle, but is basically Used for jumping vertically. Certain combinations include:

Moving Jump: Press Control Stick + X Button.

Double Jump: Press X Button during a jump.

Wall Kick: When next to a wall, press the Control Stick towards the wall and press X Button.

Evasion: When thrown into the air as a result of an enemy attack, press X Button before reaching the full height of your ascent.

Evasion: Just before going down, press X Button and the Control Stick. You'll roll away as soon as you land.

Y Button: Press to use a Special Attack from a Rave or Shadow Stone.

Z Button: Press to pick up/equip weapons, Rave/Shadow Stones, or items.

Basics:

Rave/Shadow Stones: These pickups come in a variety of colors. Red Stones correspond to Offensive Type Stones. Blue Stones refer to Defensive Type Stones. Yellow Stones refer to special attacks. Some attacks (but not all) consume the energy from your Groove Gauge.

Groove Attacks: Every weapon comes with its own Groove Attack (GA). Groove Attacks can be used by any character that equips the corresponding weapon. It can only be performed if you have enough energy stored in your Groove Gauge.

Groove Weapons: Each character has their own Groove Weapon (GW), be it an actual weapon or a Rave/Shadow Stone. If the character has their GW equipped, they can access to a special attack more powerful than a GA.

Ultimate Groove Attacks: As the name suggests, an Ultimate Groove Attack (UGA) is more powerful than the average GA. There are three basic criteria to executed:

- The character's GW is equipped.
- The proper Rave/Shadow Stone is equipped
- The Groove Gauge is completely filled.

Each character has their own signature UGA.

III. Weapons, Rave/Shadow Stones, and other Items

A. Weapons

Beast Sword: A silver sword with a guarded hilt.

GA and Effect: Fang of Specter: The illusion of a massive beast/monster appears.

Dancing Wolf: A short sword that has a pistol-like hilt and the ability to extend like a whip.

GA and Effect: Dancing With Wolves: Creates a ball of energy that bounces around the screen and tracks enemies.

Decalogue: A dark broadsword, basically the evil version of the TCM.

GA and Effect: Sword Dance-One Blade Beyond Resilient: Creates a shock wave of energy that shoots straight forward.

Knife: A knife, nothing special.

GA and Effect: Knife Toss Rhapsody: Barrages enemy with throwing knives.

Rupa: A short sword with gold hilt.

GA and Effect: Draw of the Blade: Blade is quickly drawn and causes widespread damage.

Silver: A long spear, but only when equipped by Musica. Otherwise, it's a ball of silver.

GA and Effect: Spinning Silver Flower: Creates a massive tornado, but only when equipped by Musica. Otherwise, nothing happens.

Sunya: A long, silver sword with a silver hilt.

GA and Effect: Three Strike Form: Slash forward with three powerful attacks.

Ten Commandments (TCM): A silver broadsword with red hilt.

GA and Effect: Sword Art-One Blade Beyond Resilient: Creates a shock wave of energy that shoots straight forward.

Tonfa Blasters: Thin wooden sticks with handles.

GA and Effect: Tonfa Wild Blasting: Fire bullets while quickly spinning around.

Thunder Hammer: A large, brown wooden hammer/mallet.

GA and Effect: Magnitude Buster: Create shock waves by smashing the ground.

B. Rave/Shadow Stones

Offensive Type (Red): -Effect- -Groove Gauge Reduced-

Angry Blitz: Lightning attack that freezes enemies for a moment. No

Monster Prison: Character's attack power is increased. No

Real Moment: Adds attack range/reach of your equipped weapon. No

Shiba's Rave Stone: Adds explosion each time your weapon hits a foe. No

Valsyar Flame: Sets enemies on fire when hit. Lasts only a few seconds. No

Defensive Type (Blue): -Effect- -Groove Gauge Reduced-

Apocalypse: Groove Gauge gradually fills up. No

Full Metal: Turns character into metal, increases defense. No

Rave of Knowledge: Life Gauge gradually refills. No

Smoke Bar: Turns character into smoke when jumping, brief invincibility. Yes

Spatial Warp: Evasion is automatically performed. No

Special Attack Type (Yellow): -Effect- -Groove Gauge Reduced

Black Zenith: A large ball of black energy rolls into the foe. Yes

Geocon Flare: Plant an invisible bomb for your foe to detonate. Yes

Glue Tear: Throw a glob of sticky stuff, pinning the foe in one place. Yes

Needle Pain: A proximity trap that damages the enemy with spikes. Yes

Rave of Combat: Plue rams into the enemy. Yes

C. Other Items

1-Up: A large bubble with "1-UP" writing inside.
 Effect: Character's stock/life is increased by one.

Elixir: A large medicine/water bottle.
 Effect: Recovers half of the character's Life Gauge

Groove Jewel: A large green gem shaped like a diamond.
 Effect: Recovers half of the character's Groove Gauge.

IV. Special Combinations and Character Specialties

As you may have noticed, some weapons only have affinities to certain characters. As mentioned above, each character has a Groove Weapon (GW) that is essential in performing their Ultimate Groove Attack (UGA). The proper combination of Rave/Shadow Stones is also needed to perform UGAs. Here's a breakdown of GWs, and their corresponding characters, Stones, and powers:

Beast Sword:
 GW Affiliation: Lance
 Potential UGA: Hundred Fangs: Multiple beasts/monsters attack foes.
 Requires Real Moment Stone to activate.

Dancing Wolf:

GW Affiliation: Rosa

Potential UGA: It's Time to Dance!: Causes all male foes to start dancing. Requires Angry Blitz Stone to activate.

Decalogus:

GW Affiliation: King

Special Note: The Decalogus can change its form depending on the types of Stones you pick up. Here are its alternate forms:

D-Explosion: The sword turns red, adds explosion to each hit that connects with a foe. Requires Monster Prison to be equipped.

D-Silfarion: Sword turns silver and shorter. Increases Speed, but reduces offensive power. Requires Apocalypse, Rave of Combat, and Shiba's Rave to be equipped.

D-Rune Save: The sword turns purple. Siphons Groove Gauge but reduces offensive power. Requires Rave of Knowledge and Black Zenith to be equipped.

D-Blue Crimson: Dual-Wield two swords with fire and ice Elemental attacks. Requires Monster Prison and Apocalypse to be equipped.

Potential UGA: Explosion Sword Art: Desperado Bomb
Requires Monster Prison Stone, or any other blend of Stones that change the Decalogus into its D-Explosion form.

Glue Tear:

GW Affiliation: Pasha

Potential UGA: Omega Rain: Ensnarers foes and leaves them open to attack. Requires only the Glue Tear Stone to be equipped.

Rupa:

GW Affiliation: Gale

Potential UGA: Secret Sword of the Heavens- Air Sheath Slash: Massive attack boost. Requires Shiba's Rave, Rave of Knowledge, and Rave of Combat.

Silver:

GW Affiliation: Musica

Special Note: Musica can convert the Silver into a spear. If another character picks it up, nothing happens.

Potential UGA: Gospelian Silver: Creates a large tornado that attacks Foes. Requires at least two of the following: Shiba's Rave, Rave Of Knowledge, and Rave of Combat.

Sunya:

GW Affiliation: Shuda

Potential UGA: Incoming Inferno: A massive fireball engulfs fighters. Requires Valsyar Flame of Geocon Flare.

Ten Commandments (TCM):

GW Affiliation: Haru

Special Note: The TCM can change its form depending on the types of Stones you pick up. It has the following forms:

Explosion: Sword turns red and fiery. Causes explosion when It connects with enemies. Requires Shiba's Rave to be equipped.

Silfarion: Sword turns silver and shorter. Increases speed, but lacks offensive power. Requires Rave of Knowledge to be equipped.

Rune Save: Sword turns green. Weak offensive power, but siphons your foe's Groove Gauge with each hit. Requires Rave of Combat to be equipped.

Blue Crimson: Dual-wield two swords. One sword has fire elemental attacks, and the other has ice. Requires Shiba's Rave and Rave of Combat/Needle Pain OR Rave of Knowledge and Rave of Combat to be equipped.

Potential UGA: Blade of Combustion- Dance of the Berserker
Requires Shiba's Rave, which turns it into its Explosion Form.

Tonfa Blasters:

GW Affiliation: Elie

Potential UGA: Stupid!!!: Upgraded/more powerful version of Tonfa Wild Blasting Groove Attack. Requires Shiba's Rave, Rave of Knowledge, or Rave of Combat to be equipped.

Thunder Hammer:

GW Affiliation: Go

Potential UGA: Thunder Dunk Fest: Lightning bolts materialize and zap foes. Requires Angry Blitz to be equipped.

V. Conclusion

Well folks, there it is. Lurking deep within this seemingly simple fighting game is a myriad of weapons, pickups, and items just waiting to be discovered and used against your hapless foes. I hope this guide helps you, as because giving all of these combinations takes a ton of time when you're doing it trial by error. I also hope that you enjoyed reading through this, for what it's worth. In the meantime, keep those controllers firmly in your grasp, and may your gaming sessions be long and enjoyable.

VI. Copyrights and Other Legal Stuff

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VII. Contact Information

People who send me useless emails tick me off. Thus:

- Considering that this is my first FAQ, I will gladly suggestions and/or constructive criticism for making this guide better. Be sure to include "Rave Master FAQ" somewhere in the title of the email.
- I will accept any information that I may have missed in this version.
- Do NOT send me spam/chain letters/ whatever other junk that might seem funny.
- You can reach me at: [discoinferno84<at>gmail.com](mailto:discoinferno84@gmail.com)

VIII. Credits and Special Thanks

- Konami for making a decent fighting game for the Gamecube, as well as providing a mulititude of information regarding characters, weapons, etc.
- Gamefaqs for providing a wealth of information for gamers such as myself.
- The folks at the Contributor Boards, whose insights are always useful.
- Schmendricks Folly and RemoteBomber01 for inspiring me to dabble in FAQ writing.

--THE END--