

Revenagers of Vengeance FAQ/Move List

by James Paulson

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| Revenagers of Vengeance FAQ |
|           v2.6F             |
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1. Game Information

Platform : Sega CD
Publisher : Extreme Entertainment Group
Genre: Fighting/Role Playing/Action (mainly fighting)
Release: 1994 (USA)

2. Controls

D-Pad Left	Move to the Left
D-Pad Right	Move to the Right
D-Pad Up	Jump
D-Pad Down	Crouch
Button A	Strong Attack
Button B	Medium Attack
Button C	Weak Attack
Start Button	Pause/Unpause Game

3. Game Modes

- 1) Tournament:

- * Pure fighting, Best of three rounds
 - * Player 1 vs Computer or Player 1 vs Player 2
 - * Can choose both combatants
- 2) Arena of Death
- * Create and save your own custom made revengers
 - * Up to 8 Characters
 - * Fight with custom characters
 - * Player 1 vs Computer or Player 1 vs Player 2
 - * Can choose both combatants
- 3) Quest to Destroy Venum
- * Fight other revengers for gold and experiance
 - * Visit the town
 - * Build levels
 - * Buy weapons and items
 - * Go on guild missions (vertical shooter mini-game)
 - * Must win within 365 days

4. Characters' Moves

Barko

- * Tooth Sinker ... In Close, TOWARD
- * Fire Hydrant Kick ... Hold DOWN + C
- * Ankle Tear ... Hold DOWN + A
- * Tail Chaser ... Hold DOWN + B
- * Swift Side Claw ... Hold AWAY, TOWARD + A or B or C
- * Deadly Dog Leg ... Hold Down, UP + A or B
- * Smash Mouth ... C
- * Slice and Dice ... Repeatedly Tap A or B

Algos

- * The Pendulum ... C
- * Gut Ripper ... DOWN + C
- * Skull Splitter ... In Close, TOWARD + C
- * Brain Crusher ... In Close, TOWARD + B
- * Disembowelment Roll ... DOWN TOWARD + C
- * Freakish Fist Frenzy ... Hold AWAY, TOWARD + A
- * Rock Grenade Toss (Short) ... DOWN, TOWARD + A
- * Rock Grenade Toss (Medium) ... DOWN, TOWARD + B
- * Rock Grenade Toss (Long) ... DOWN, TOWARD + C

Organa

- * Ghosts of Vengeance ... Hold AWAY + A, TOWARD + B
- * Screaming Fire Child ... Hold AWAY + A, TOWARD + C
- * Pummel and Split ... In Close, TOWARD + C
- * Foe Throw ... In Close, TOWARD + B
- * Coronation of Death ... TOWARD, TOWARD UP + C
- * Rain of Steel ... Tap A Rapidly
- * Calf Cutter ... DOWN + A

Talon

- * Claw Toss ... In Close, TOWARD + C
- * Quills of Death ... DOWN, DOWN AWAY, AWAY + C
- * Vertical Roundhouse ... DOWN, DOWN TOWARD, TOWARD + C
- * Spread Eagle Spin ... UP, C
- * Wing Slap ... AWAY + B
- * Chicken Toe ... AWAY + C
- * Colonel's Extra Spicy Kick ... JUMP, AWAY, TOWARD, AWAY TOWARD + A

Logan

- * Spine Toss ... In Close, TOWARD + C
- * Back Breaker ... In Close, TOWARD + B
- * Don't Ever Chain ... B
- * Thunder from the Skye ... TOWARD, TOWARD UP + C
- * Fire Sticks ... Hold AWAY, TOWARD, A
- * Double Pig Sticker ... UP, DOWN + B
- * Throat Slicer ... DOWN + C

Psybart

- * Two-Fisted Uppercut ... C
- * Glad the Impaler ... In Close, TOWARD + C
- * Rag Doll Suplex ... In Close, TOWARD + B
- * Swan Dive of Death ... Jump, DOWN + B
- * Raging Bull ... Hold AWAY, TOWARD, A
- * Knee Capper ... DOWN + B
- * Slap Upside the Head ... DOWN + C

Daktar

- * Hot Foot ... DOWN, AWAY, B
- * Deadly Crescent ... DOWN, DOWN TOWARD, TOWARD, C
- * Slap of Degradation ... In Close, TOWARD + B
- * Crystal Tower ... TOWARD, DOWN, AWAY + A
- * Globe of Pestilence ... AWAY, DOWN, TOWARD + B
- * Globe of Invisibility ... AWAY, DOWN, TOWARD + A
- * I Sing the Body Electric ... Tap B Repeatedly

Fuchida

- * Hidden Mace ... Hold TOWARD + C
- * Round Castle ... DOWN + C
- * Rolling Fireball ... Hold AWAY, TOWARD + C
- * Sting of Justice ... DOWN, DOWN TOWARD, TOWARD + C
- * Electric Shuriken ... DOWN, DOWN TOWARD, TOWARD + B
- * Lightning of the Gods ... Hold DOWN, UP + A
- * Tumbling Fury ... Jump, DOWN + A

Magnus

- * Neck Buster ... In Close, TOWARD + B
- * One-Hand Body Slam ... In Close, TOWARD + C
- * Flying Clothesline ... Hold AWAY, TOWARD + C
- * Cross Check ... Hold AWAY, TOWARD + A
- * Atomic Elbow ... DOWN, TOWARD, UP + A
- * Heart Punch ... DOWN + B
- * Uppercut ... DOWN + C

Sara

- * Scissor Flip ... In Close, TOWARD + C
- * Handstand Decapitation ... DOWN + C
- * Atomic Knee Blast ... In Close, TOWARD + B
- * Fist of Flying Fire ... AWAY, DOWN, TOWARD, B
- * Reverse Overhead Kick ... AWAY + B
- * Shin Splitter ... DOWN + B
- * Heli-Chopper (Close) ... DOWN, DOWN AWAY, AWAY, A
- * Heli-Chopper (Far) ... DOWN, DOWN AWAY, AWAY, C

The Inn - Restore your HP & stress or save your game
Town Hall - Change your name or move saved data
Game Center - Can choose to quit game(NO SAVE!) and go to main menu
The Guild - At the Guild you can go on quests to gain gold and experiance
Each quest is a mini game of the vertical scrolling shooter type
The Pub - Buy a drinks to gain information to help you on your quest
Fortune Lady - Must talk to her to gain your levels, can also ask for advice
The Gym - Improve your skills, training increases stress
fencing -> offensive power
invisibility -> foot speed
fight -> defensive power
magic -> luck
learning -> intelligence
manners -> charisma
meditation -> stamina

House of Temp Items - Item shop (left of the guild)
Emporium of Death - Weapon & Armor shop (right of the pub)
Gifts of the Magi - Magic Item shop (right of the inn)
*all shops have random items that change when you:
fight, go on a guild mission, or leave the town

6. Items

Gifts of the Magi

250	BHA	HP + 10, ST - 5
950	Book	Dispel Magic
250	Fortune Card	LUCK + 10
650	Magic Shoes	SPD + 15
550	Medicine (Red)	ANY + 5, 10, 15, or 20
650	Medicine (Yellow)	Reverse D-Pad Controls
150	Puzzle Rings	INT + 20, ST + 5
650	Ring (Red)	Turns Revenger and Opponent Invisable
650	Scroll (Red)	Changes Revenger into different Revenger
650	Scroll (White)	Randomly Switches 2 of Revenger's Values
550	Staff	Turns Opponent Invisable

Emporium of Death

850	Dress	CHR + 20, Def - 5
450	Feather Broach	JUMP + 30
750	Iron Sandals	STA + 30
350	Magic Book	INT + 30
350	Magic Boots	SPD + 20, ST - 5
850	Magic Vest	DEF + 30
850	Perfume	CHR + 20, STR - 15
550	Staff	STR + 10, ST - 10
450	Sword	STR + 15
850	Sword	STR + 30

House of Temporary Items

100	Medical Herb	HP + 5
100	Medicine	HP + 10, ST - 10
250	Necklace	Luck + 10
550	Necklace	CHR + 15 (TEMP)
150	Ring	LV + 1 (TEMP)
250	Ring	Regain HP

150 Scroll Accelerate Time
300 Scroll Silent Opponent

7. The Guild

Tips

- 1) use your rapid fire weapon on all but the boss enemies and traps.
- 2) use the barriers as shields, enemy fire will not pass through the barriers.
- 3) for the bosses, charge your weapon to full then shoot the boss, then run to the side to avoid attacks, charge your weapon and attack again.
- 4) use your fully charged weapon to take out enemies and traps beyond barriers.
- 5) use your fully charged weapon to take out enemies slightly to your side.

Destroy the Dragon

Cost: 0 GP
Reward: 1000 GP
Offered by: Tiger-man

Castle of the Ice Wraith

Cost: 1000 GP
Reward: 2000 GP
Offered by: Old Hag

Manor of Traps

Cost: 2000 GP
Reward: 4000 GP
Offered by: Old Hag

The Wizards Staff

Cost: 1000 GP
Reward: 2000 GP
Offered by: Young Lady

The Underground Maze

Cost: 2000 GP
Reward: 4000 GP
Offered by: Young Lady

8. Miscellaneous

Play Black Hole Assault (6 button controller only)

At the title screen press and hold A Z and Y all together at the same time. You should see a new title screen that says black hole assault. Its like a mix of Pong and Arkanoid.

credit Black Hole Assault code contributed By: MWarren

Q: How are experience and gold for fights calculated?

A: Gold is 100 if you lose. If you win, you will get a set amount, based on which character you have beaten. Experience is calculated from Life points and Time points. Time points are the number of unused seconds left in the rounds you have played (win or lose). Life points are based on the total amount of time elapsed in the Rounds you have played (you only get life points if you win).

Q: What is stress?

A: Stress is a gauge for determining how much training will benefit your character, the higher the stress value, the greater the results you will get when you train.

9. Copyright

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