

# Eternal Champions FAQ/Move List

by AlaskaFox

Updated to vFinal on Jun 29, 2004

```
=====
--          E T E R N A L   C H A M P I O N S          ==
=====
--          Eternal Champions FAQ/Move List            ==
--                For Sega Genesis                    ==
--                By: AlaskaFox(Ronan Murphy)          ==
--                Created: June 11, 2001               ==
--                Date last Updated: September 19, 2002 ==
--                Version Final                        ==
--                Home Page: http://tbns.net/deltablue/ ==
--                Gamefaqs CRP:                       ==
-- http://www.gamefaqs.com/features/recognition/7818.html ==
--                                                    ==
--                Post your Questions/Suggestions on:  ==
--                http://denim.bbboy.net/alaskafox-viewforum?forum=9 ==
=====
```

## Disclaimer

=====

This Game Guide / FAQ is created for personal use only. You must not use it for anything that gains profit. Specifically Magazines, Game Guides, Commercial Web Sites, unless you have my written permission.

You are also not allowed to rip off part/s of this Game Guide / FAQ and put it on your own Game Guide / FAQ. Anyone doing this is guilty of plagiarism", the act of stealing and passing off of ideas and words of another as one's own without crediting the source.

You also cannot use this Game Guide / FAQ as a guide for you to make your own Game Guide / FAQ, you must do everything there is to do in the game yourself or have others give info about your game and give them proper credit. You can copy the layout though.

You can put this Game Guide / FAQ on your non-commercial or non-profit web site provided that not a single character has been edited or removed and you MUST have permission from me in order to do so. You can also, print a copy of the entire FAQ / Guide or a part of it, provided you only use it for personal purposes.

Remember "You don't have to steal, just ask." - B.O.F.III

## Questions/Suggestions

=====

If you wish to ask me a question or make a suggestion, go to:

<http://denim.bbboy.net/alaskafox-viewforum?forum=9>

and post a message, stating your query. I will try to get to it as soon as possible. If I get an email regarding Eternal Champions, it will be ignored and deleted.

## Updates

=====

The latest version of this FAQ can, and always will be found at:  
www.gamefaqs.com

Current Progress:

-----  
Guide: 100% complete  
File Size: 33K

Version Final (Started: September 19, 2002)

- - Overkills Updated  
- File Size: 33k

Version 1.4 (Started: September 17, 2002)

- - Layout Updated to match newer FAQs  
- Removed email address  
- Use my message board instead  
- Fatalities section renamed to Overkills  
- Overkills section updated  
- File Size: 32k

Version 1.3 (Started: February 20, 2002)

- - Fatalities Added  
- Updated Layout  
- File Size: 28.5k

Version 1.2 (Started: August 29, 2001)

- - Game Genie Codes Added  
- File Size: 28.3k

Version 1.1 (Started: July 01, 2001)

- - 7 Move Lists Added  
- Added Ascii Art at the bottom  
- File Size: 17.1k

Version 1.0 (Started: June 11, 2001)

- - 2 Move Lists Added  
- Disclaimer, Email Notice Added  
- Outro, Credits Added

Contents

=====

- i) Move List
  - a) Blade
  - b) Jetta
  - c) Larcen
  - d) Midnight
  - e) Rax
  - f) Shadow
  - g) Slash
  - h) Trident
  - i) Xavier
- ii) Game Genies Codes
- iii) Overkills
- iv) Outro

-----  
-- INTRODUCTION --  
-----

Throughout this FAQ you will see the words "Index Number" and "Search Field". These are to help you locate certain sections of the FAQ, as listed in the index. Use Ctrl + F on most Word Processors and in Internet Explorer to use the Find/Locate command.

Example: If you are looking for the section "Move List - Blade", type 'i-a' into the Find box. 'i' is the Index Number and 'a' is the section number. This will take you to the beginning of the section.

-----  
-- MOVE LIST --  
-----

Index Number: i

Note:

=====

U : Up  
D : Down  
T : Towards/Forward  
Bk : Back  
HoldBk : Hold Back for a certain length of time  
+ : Use the two buttons together  
, : Press in a sequence, first button, then second, then third etc...

Default Moves:

=====

Block : Hold Back  
Taunt: X + Z  
Throw: T + Y/Z

-----  
-- Blade --  
-----

Search Field: i-a

Normal Moves:

=====

Kick	A
Lunge Kick	B
Spin Kick	C
Jumping Side Kick	U + A
Jumping Crouch Kick	U + B
Jumping Spin Kick	U + C
Power Spike Dive	UT + C
Crouching Kick	D + A
Double Crouch Kick	D + B
High Kick	D + C
Punch	X

Reverse Punch	Y
Overhead Combo Punch	Z
Jumping Punch	U + X
Jumping Chop	U + Y
Jumping Long Punch	U + Z
Crouching Elbow Smash	D + X
Crouching Double Fist Punch	D + Y
Crouching Palm Thrust	D + Z

Special Moves:

=====

Stun Beam	HoldBk, T + Z
Personal Shield	X + Y + Z
Tracking Blade	HoldBk, T + X + Y
Straight Blade	HoldBk, T + Y + Z
Projectile Containment Field	A + B
Wild Fury Attack	A + B + C
Backfire	A + C
Power Drain	HoldBk, T + C

=====

-- Jetta --

=====

Search Field: i-b

Normal Moves:

=====

Medium Kick	A
Low Kick High	B
Somersault	C
Jumping Low Kick	U + A
Jumping Vertical Spin Kick	U + B
Jumping Medium Kick	U + C
Flying Toe Kick	UT + C
Spring Back then Forward	D + A
Crouching Kick	D + C
Punch	X
Palm Thrust	Y
Uppercut	Z
Jumping Chop	U + X
Jumping Punch	U + Y
Flying Spin	U + Z
Flying Double Fist Pull	UT + X
Ceiling Dive	UT + Z
Flip Away	D + X
Crouching Double Fist Pull	D + Y
Uppercut	D + Z

Special Moves:

=====

Flying Choke Hold	HoldBk, T + Z
Phase	X + Y + Z
Resonate	A + C (do while Phased)
Ricochet Left	D, U + A
Ricochet Right	D, U + C

Bladerang	HoldBk, T + X(single hit) HoldBk, T + Y(double hit)
Ceiling Grab	D, U + Y
Death Dive	C (do after Ceiling Grab)
Moving Cork Screw	A + B/B + C

```

=====
--                Larcen                --
=====

```

Search Field: i-c

Normal Moves:

```

=====
Advancing Kick (low kick)      A
Medium Kick (high kick)       B
High Kick (low kick)          C
Jumping Kneel Kick            U + A
Jumping High Kick             U + B
Jumping Reverse Kick          U + C
Flying Knee Smash             UT + A
Flying Leg Jab                UT + B
Flying Toe Kick               UT + C
Grappling Hook Attack         D + A
Undercut Kick                 D + B
Sliding Undercut Kick         D + C
Punch                         X
Uppercut (straight punch)     Y
Straight Punch (dbl uppercut) Z
Jumping Straight Punch        U + X
Jumping Low Punch             U + Y
Jumping High Punch            U + Z
Flying Knuckle Sweep          UT + Z
Crouching High Punch          D + X
Crouching Hard Punch          D + Y
Crouching Uppercut           D + Z

```

Special Moves:

```

=====
Ceiling Crawl                 D, U + C
Ceiling Drop                  D + Y
Air Sweep                     A + C
Long Distance Sweep           HoldBk, T + Z
Power Sweep                   A + B + C
Reflect Back Projectiles      HoldBk + X
Sai Throw                     HoldBk, T + Y
Swinging Hammer Fist         X + Y + Z

```

```

=====
--                Midnight                --
=====

```

Search Field: i-d

Normal Moves:

```

=====
Medium Kick                   A

```

Advancing High Kick	B
High Kick	C
Jumping High Kick	U + A
Jumping Spin Kick	U + B
Flying Leg Jab	UT + A
Flying Spin Kick	UT + B
Flying Power Leg Jab	UT + C
Crouching Low Kick	D + A
Back Roll Twirl Kick	D + B
Tornado Attack	D + C
Punch	X
Palm Strike	Y
Arm Sweep	Z
Shoulder Slam Throw	T + Z
Jumping Medium Punch	U + X
Jumping High Punch	U + Y
Jumping Downward Arm Sweep	U + Z
Flying High Punch	UT + X
Flying Boxing Punch	UT + Y
Flying Downward Thrust	UT + Z
Crouching Double Punch	D + X
Crouching High Punch	D + Y
Crouching Uppercut	D + Z

Special Moves:

=====

Life Drain (Close)	T + X + Y + Z
Ceiling Ram (Close)	D, U + C
Bedazzle	X + Y + Z
Dispel	A + B + C
Mist Attack	A + C
Flying Wall Smash	HoldBk, T + Z
Overhead Stomach Punch (Close)	T + A + B + C

-----  
 -- Rax --  
 -----

Search Field: i-e

Normal Moves:

=====

Medium Leg Sweep	A
Medium Kick	B
Power Kick	C
Jumping Medium Kick	U + A
Jumping Reverse Kick	U + B
Jumping Burners	U + C
Flying Knee Smash	UT + A
Flying Leg Drive	UT + B
Flying Afterburner Drive	UT + C
Undercut Kick	D + A
Foot Sweep	D + B
Afterburner Thrust	D + C
Light Punch	X
Medium Punch	Y
Hard Punch	Z
Body Slam	T + Z

Jumping Medium Punch	U + X
Jumping High Punch	U + Y
Vertical Twirl	U + Z
Flying Medium Jab	UT + X
Flying Powered High Punch	UT + Y
Flying Downward Hit	UT + Z
Crouching Medium Punch	D + X
Crouching High Punch	D + Y
Powered Forward Thrust	D + Z

Special Moves:

=====

Lock and Load	A + B
Air Jets	D, U + B
Cyber Punch	X + Y + Z
Cyber Kick	A + B + C
Jet Knee Smash	HoldBk, T + C
Overload	A + C
Turbine	HoldBk, T + A

```

=====
--          Shadow          --
=====

```

Search Field: i-f

Normal Moves:

=====

Fast Kick	A
Medium Kick	B
Reverse Kick	C
Jumping High Kick	U + A
Jumping Low Kick	U + B
Jumping 360 Kick	U + C
Flying Powered Twirl Kick	UT + A
Flying Leg Jab	UT + B
Flying High Kick	UT + C
Fast Undercut	D + A
360 Leg Sweep	D + B
Tumbling Attack	D + C
Fast Punch	X
Medium Punch	Y
Hard Punch	Z
Jumping Medium Jab	U + X
Jumping High Punch	U + Y
Jumping Low Punch	U + Z
Crouching Fast Punch	D + X
Crouching Medium Punch	D + Y
Tumbling Hard Punch	D + Z

Special Moves:

=====

Shadow Mode	A + B + C
Twirling Fan Attack	HoldBk, T + A(1 spin)/B(2 spins) /C(3 spins)
High Jump Angle Kick	D, U + B
Smoke Screen (re-appear at opponent)	X + Y + Z

Smoke Screen (re-appear at left)	X + Y + Z, A + B
Smoke Screen (re-appear at right)	X + Y + Z, B + C
Ninja Shuriken	HoldBk, T + X(slow)/Y(fast)
Ninja Knife	HoldBk, UT + X(slow)/Y(fast)
Ninja Smoke Bomb	HoldBk, DT + X(slow)/Y(fast)
Flying Mine Uzume-Bi	HoldBk, T + Z
Flying Step Tobi Ashi (short)	A + B
Flying Step Tobi Ashi (medium)	B + C
Flying Step Tobi Ashi (super)	A + C

```

=====
--                Slash                --
=====

```

Search Field: i-g

Normal Moves:

```

=====
Low Kick                A
High Kick               B
Tumble Forward         C
Jumping Leg Lift       U + A
Jumping Leg Extend     U + B
Jumping Foot Drive     U + C
Flying Pounce          UT + A
Flying Club Ram        UT + B
Flying Foot Drive      UT + C
Crouching Toe Jab     D + A
Crouching Low Kick    D + B
Crouching 360 Club Swing D + C
Upward Club Swing     X
Downward Club Swing   Y
Horizontal Club Swing Z
Throw Straight Up     T + Z
Jumping Upward Club Swing U + X
Jumping Downward Club Swing U + Y
Jumping Horizontal Club Swing U + Z
Flying Claw Scratch   UT + X
Flying Overhead Club Swing UT + Z
Crouching Finger Jab  D + X
Crouching Club Jab    D + Y

```

Special Moves:

```

=====
Massive Club Swing     X + Y + Z
Double Footed Swing Kick A + C
De-Claw               HoldBk, T + Z
Power Thud Club Swing Y + Z
Spinal Crush (be close) T + Y
Running Head Butt     HoldBk, T + C
Bat Back Projectile    X + Y

```

```

=====
--                Trident                --
=====

```



Search Field: i-h

Normal Moves:

=====

Side Kick	A
High Kick	B
Double High Kick	C
Jumping High Kick	U + A
Jumping Trident Jab	U + B
Jumping Foot Jab	U + C
Flying Leg Jab	UT + A
Flying Toe Drive	UT + B
Flying Double Leg Strike	UT + C
Crouching Side Kick	D + A
Crouching Heel Thrust	D + C
Fast Trident Jab	X
Medium Trident Jab	Y
Trident Sweep	Z
Leg Grab Throw	T + Z
Jumping Upward Trident Sweep	U + X
Jumping Downward Trident Sweep	U + Y
Jumping Vert. Trident Thrust	U + Z
Flying Medium Punch	UT + X
Flying Upward Trident Sweep	UT + Y
Flying Downward Trident Sweep	UT + Z
Crouching Hard Punch	D + X
Crouching Trident Jab	D + Y
Defensive Roll	D + Z

Special Moves:

=====

Depth Charge Field	X + Y
Bio-Drain Field	Y + Z
Bio-Stun Field	A + B
Repulser Field	B + C
Spinning Trident	X + Y + Z
Sliding Spinning Trident	HoldBk, T + Y
Plasma Bolt	HoldBk, T + Z
Liquid Mode	A + B + C

-----  
--                  Xavier                  --  
-----

Search Field: i-i

Normal Moves:

=====

Low Kick	A
Cane Strike	B
Double Leg Kick	C
Jumping Double Leg Kick	U + A
Jumping High Kick	U + B
Jumping Power Kick	U + C
Fast Toe Sweep	D + A
Cane Propelled Slide	D + B

Powerful Toe Sweep	D + C
Fast Cane Strike	X
Powerful Cane Strike	Y
Boomerang Cane Throw	Z
Cane Throw	T + Z
Jumping Low Cane Strike	U + X
Jumping Medium Cane Strike	U + Y
Jumping Overhead Cane Twirl	U + Z
Flying Forward Cane Attack	UT + Z
Crouching Double Cane Attack	D + X
Crouching 360 Cane Attack	D + Y
Crouching Combo Cane Attack	D + Z

Special Moves:

```

=====
Dragon Trap                HoldBk, T + Z
Snap Back                  HoldBk, T + X
Identity Change            X + Y + Z
Midas Touch                HoldBk, T + Y
Attract & Smack            A + B + C
Swap Spell                 X + Y
Confusion Spell            A + C

```

```

-----
==                          GAME GENIE CODES                          ==
-----

```

Index Number: ii

General Codes

=====

BEHT-GAD4    In a 2-player game, either player can choose  
the Eternal Champion with the left button.

9THT-HCP4 & In a 1-player game, Player 1 plays  
BEHT-GAF6    as the Eternal Champion (can select any character,  
but will then play as Eternal Champion).

ACNT-LAE0    Insult uses no inner strength  
GCNT-LAE0    Insult uses more inner strength  
RGZT-L6XA    Inner strength is restored very quickly

Blade's Codes

=====

GWGA-JAFT    Blade starts with 1/2 energy  
ATRA-NAHA    Blade's snap when farther away does no damage  
ATRA-PASA    Blade's snap when farther away does more damage  
ATVA-NAHJ    Blade's snap when close in does no damage  
ATVA-PASJ    Blade's snap when close in does more damage  
G2RA-NAFN    Blade's thrust when farther away does no damage  
G2RA-PAPN    Blade's thrust when farther away does more damage  
AYVT-NAA6    Blade's thrust when close in does no damage  
AYVT-PAJ6    Blade's thrust when close in does more damage

ANVT-NACT	Blade's wheel when close in does no damage
ANVT-PALT	Blade's wheel when close in does more damage
A2RA-NADN	Blade's wheel when farther away does no damage
A2RA-PAMN	Blade's wheel when farther away does more damage
AETT-NAFT	Blade's straight when close in does no damage
AETT-PAPT	Blade's straight when close in does more damage
AJVA-NABA	Blade's lunge when close in does less damage
AJVA-PAKA	Blade's lunge when close in does more damage
ANVA-NAF6	Blade's swing when close in does no damage
ANVA-PAP6	Blade's swing when close in does more damage
FYPT-NADA	Blade's swing when farther away does less damage
FYPT-PAMA	Blade's swing when farther away does more damage

Jetta's Codes

=====

GVYA-JAEW	Jetta starts with 1/2 energy
ATET-NAE8	Jetta's snap when farther away does no damage
ATET-PAN8	Jetta's snap when farther away does more damage
ATKA-NAFG	Jetta's snap when close in does no damage
ATKA-PAPG	Jetta's snap when close in does more damage
FYKT-NAA0	Jetta's thrust when close in does less damage
FYKT-PAJ0	Jetta's thrust when close in does more damage
AYET-NAB4	Jetta's thrust when farther away does no damage
AYET-PAK4	Jetta's thrust when farther away does more damage
A2LA-NAC8	Jetta's wheel when close in does no damage
A2LA-PYL8	Jetta's wheel when close in does more damage
A2EA-NAG0	Jetta's wheel when farther away does less damage
A2EA-PAR0	Jetta's wheel when farther away does more damage
AEJT-NADR	Jetta's straight when close in does no damage
AEJT-PJMR	Jetta's straight when close in does more damage
AEDT-NADC	Jetta's straight when farther away does no damage
AEDT-PLMC	Jetta's straight when farther away does more damage
AJDT-NAGG	Jetta's lunge when farther away does no damage
AJDT-PARG	Jetta's lunge when farther away does more damage
AJJT-NAGG	Jetta's lunge when close in does no damage
AJJT-PWRG	Jetta's lunge when close in does more damage
ANEA-NAA8	Jetta's swing when farther away does no damage
ANEA-PAJ8	Jetta's swing when farther away does more damage
ANKA-NACR	Jetta's swing when close in does no damage
ANKA-PALR	Jetta's swing when close in does more damage

Larcen's Codes

=====

GVYA-LACY	Larcen starts with 1/2 energy
AWDT-NAEE	Larcen's snap when farther away does no damage
AWDT-PANE	Larcen's snap when farther away does more damage
ERDT-NAF2	Larcen's thrust when farther away does no damage
ERDT-PAP2	Larcen's thrust when farther away does more damage
EWGT-NAA6	Larcen's wheel when close in does no damage
EWGT-PAJ6	Larcen's wheel when close in does more damage
ELGA-NADA	Larcen's snap when close in does no damage
ELGA-PAMA	Larcen's's snap when close in does more damage
A0GA-NAGE	Larcen's thrust when close in does no damage
A0GA-PARE	Larcen's thrust when close in does more damage
A4EA-NAAT	Larcen's wheel when farther away does no damage
A4EA-PAJT	Larcen's wheel when farther away does more damage

AGGT-NADY	Larcen's straight when close in does no damage
AGGT-PAMY	Larcen's straight when close in does more damage
ALHA-NAAN	Larcen's swing when close in does less damage
ALHA-PAJN	Larcen's swing when close in does more damage
F0JT-NAH2	Larcen's Swinging Hammer Fist does less damage
F0JT-PAS2	Larcen's Swinging Hammer Fist does more damage

#### Midknight's Codes

=====

GXKT-JADW	Midknight starts with 1/2 energy
AT8T-NAEJ	Midknight's snap when farther away does no damage
AT8T-PANJ	Midknight's snap when farther away does more damage
FY8A-NAHY	Midknight's lunge when farther away does no damage
FY8A-PASY	Midknight's lunge when farther away does more damage
A28A-NAD2	Midknight's wheel when farther away does no damage
A28A-PAM2	Midknight's wheel when farther away does more damage
FY7T-NADJ	Midknight's lunge when farther away does no damage
FY7T-PAMJ	Midknight's lunge when farther away does more damage
FZCT-NAGJ	Midknight's lunge when close in does less damage
FZCT-PARJ	Midknight's lunge when close in does more damage
FZDA-NAC6	Midknight's swing when close in does less damage
FZDA-PAL6	Midknight's swing when close in does more damage
AN7T-NAFJ	Midknight's swing when farther away does no damage
AN7T-PAPJ	Midknight's swing when farther away does more damage

#### Rax's Codes

=====

GTST-LAH0	Rax starts with 1/2 energy
AVVT-NAHJ	Rax's snap when farther away does less damage
AVVT-PASJ	Rax's snap when farther away does more damage
AVZT-NACN	Rax's snap when close in does no damage
AVZT-PALN	Rax's snap when close in does more damage
AZVT-NAEE	Rax's thrust when farther away does no damage
AZVT-PANE	Rax's thrust when farther away does more damage
AZZT-NAEN	Rax's thrust when close in does no damage
AZZT-PANN	Rax's thrust when close in does more damage
DZZT-NAG2	Rax's wheel when close in does no damage
DZZT-PAR2	Rax's wheel when close in does more damage
A3VT-NAAJ	Rax's wheel when farther away does no damage
A3VT-PAJY	Rax's wheel when farther away does more damage
AFTT-NAFN	Rax's straight when farther away does no damage
AFTT-PAPN	Rax's straight when farther away does more damage
AFZA-NAC6	Rax's straight when close in does no damage
AFZA-PNL6	Rax's straight when close in does more damage
AKTT-NAHN	Rax's lunge when farther away does no damage
AKTT-PNSN	Rax's lunge when farther away does more damage
AKZA-NAFJ	Rax's lunge when close in does no damage
AKZA-PRPJ	Rax's lunge when close in does more damage
APZT-NAAA	Rax's swing when close in does no damage
APZT-PAJA	Rax's swing when close in does more damage
APVA-NACE	Rax's swing when farther away does no damage
APVA-PALE	Rax's swing when farther away does more damage

## Shadow's Codes

=====

GWEA-LAFJ	Shadow starts with 1/2 energy
ACXT-LAC6	Shadow's High Jump Angle Kick uses no inner strength
GCXT-LAC6	Shadow's High Jump Angle Kick uses more inner strength
AWSA-NAFR	Shadow's Snap when close in does no damage
AWSA-PAPR	Shadow's Snap when close in does more damage
AWMT-NABL	Shadow's Snap when farther away does no damage
AWMT-PAKL	Shadow's Snap when farther away does more damage
AOSA-NAHR	Shadow's Thrust when close in does no damage
AOSA-PASR	Shadow's Thrust when close in does more damage
AOMT-NAD0	Shadow's Thrust when farther away does no damage
AOMT-PAM0	Shadow's Thrust when farther away does more damage
A4ST-NAER	Shadow's Wheel when close in does no damage
A4ST-PANR	Shadow's Wheel when close in does more damage
A4MT-NAGC	Shadow's Wheel when farther away does no damage
A4MT-PARC	Shadow's Wheel when farther away does more damage
FLVT-NAAR	Shadow's High Jump Angle Kick does no damage
FLVT-PAJR	Shadow's High Jump Angle Kick does more damage
EGWT-NAAG	Shadow's Short Slide does less damage
EGWT-PAJG	Shadow's Short Slide does more damage
EGWT-NAAW	Shadow's Medium Slide does less damage
EGWT-PAJW	Shadow's Medium Slide does more damage
ALNA-NAE0	Shadow's lunge when farther away does no damage
ALNA-PAN0	Shadow's lunge when farther away does more damage
ALTA-NABG	Shadow's lunge when close in does no damage
ALTA-PAKG	Shadow's lunge when close in does more damage
ARNT-NAAG	Shadow's swing when farther away does no damage
ARNT-POJG	Shadow's swing when farther away does more damage
ARTA-NAD8	Shadow's swing when close in does no damage
ARTA-PAM8	Shadow's's swing when close in does more damage

## Slash's Codes

=====

GVDA-LAHL	Slash starts with 1/2 energy
AZ5A-NAC8	Slash's snap when farther away does no damage
AZ5A-PAL8	Slash's snap when farther away does more damage
AV7T-NADG	Slash's snap when close in does no damage
AV7T-PAMG	Slash's snap when close in does more damage
AZ7T-NAE4	Slash's thrust when close in does no damage
AZ7T-PAN4	Slash's thrust when close in does more damage
BK5A-NAEW	Slash's thrust when farther away does less damage
BK5A-PANW	Slash's thrust when farther away does more damage
A35A-NAH0	Slash's wheel when farther away does no damage
A35A-PAS0	Slash's wheel when farther away does more damage
AK7T-NAGN	Slash's wheel when close in does no damage
AK7T-PARN	Slash's wheel when close in does more damage
AF8A-NAAC	Slash's straight when close in does no damage
AF8A-NAAC	Slash's straight when close in does no damage
AF8A-PAJC	Slash's straight when close in does more damage
AK8A-NAB0	Slash's lunge when close in does no damage
AK8A-PAK0	Slash's lunge when close in does more damage
AP8A-NAD0	Slash's swing when close in does no damage
AP8A-PAM0	Slash's swing when close in does more damage
AK9A-NAB4	Slash's Massive Club Swing does less damage
AK9A-PAK4	Slash's Massive Club Swing does more damage

ALAT-NAB4 Slash's Spinal Crush does less damage  
ALAT-PAK4 Slash's Spinal Crush does more damage

Trident's Codes

=====

GX9T-JAHA Trident's starts with 1/2 energy  
AZKA-NAA8 Trident's thrust when farther away does no damage  
AZKA-PAJ8 Trident's thrust when farther away does more damage  
A3JT-NACC Trident's wheel when farther away does less damage  
A3JT-PALC Trident's wheel when farther away does more damage  
A3RA-NACG Trident's wheel when close in does less damage  
A3RA-PALG Trident's wheel when close in does more damage  
AFHT-NAE8 Trident's straight when farther away does no damage  
AFHT-PAN8 Trident's straight when farther away does more damage  
AKHT-NAH0 Trident's lunge when farther away does no damage  
AKHT-PAS0 Trident's lunge when farther away does more damage

Xavier's Codes

=====

GW2A-JABA Xavier starts with 1/2 energy  
BJ4A-NAB0 Xavier's snap when close in does less damage  
BJ4A-PAK0 Xavier's snap when close in does more damage  
AY4A-NAFW Xavier's thrust when close in does less damage  
AY4A-PAPW Xavier's thrust when close in does more damage  
AE3A-NAF0 Xavier's straight when close in does less damage  
AE3A-PAP0 Xavier's straight when close in does more damage  
ANYT-NADW Xavier's swing when farther away does no damage  
ANYT-PAMW Xavier's swing when farther away does more damage  
EE6T-NAER Xavier's Attack and Smash do no damage  
EE6T-PANR Xavier's Attack and Smash do more damage

-----  
--= OVERKILLS =--  
-----

Index Number: iii

If someone could give me in the instructions on how to do these, it would be a great help. Which overkill you do depends on which level you are on, i.e. Blade's overkill means the overkill used on Blade's level.

Thanks to Ollie16319 for providing descriptions.  
Thanks to Chuck Moore for Midnight's description.

Blade

-----

Throw opponent into fan

Jetta

-----

Ground opens up and swallows opponent

Larcen

-----

A 'drive by' will happen, and your opponent will be killed

Midknight

-----

A HUEY helicopter flies over and napalm bombs the opponent.

Rax

---

Opponent gets disintegrated and vacuum sucks up remaining pieces

Shadow

-----

Opponent will be thrown into lights and electrocuted

Slash

-----

Dinosaur will eat the opponent

Trident

-----

Vines will rip opponent apart

Xavier

-----

Opponent will be burned at the stake

How to do the Overkills

=====

You have to hit the opponent into the correct position on the screen at the end of the fight. If done correctly, the life bars will disappear, and the Overkill will be performed.

Thanks to Chuck Moore for pointing out that the centre of the screen works for most overkill's, with the exception of Slash's.

Blade's Overkill

-----

(by Mark DeHora)

Easiest way is to hit your opponent with a heavy attack when they are standing right beside the fan. I find the best way is with Rax's Multi Face Kick.

Larcen's Overkill

-----

(by Victor Gambino)

To do it, you need to kill the opponent in front of one of the doors. I found it easy to do by beating them to near death, and then killing them in front of it with a fireball or something similar. You should now get the Overkill.

Midknight's Overkill

-----

(by Mark DeHora)

Finish off your opponent so that they land in front of the bull at the side of the screen.

Rax's Overkill

