Shaq-Fu FAQ/Move List

by Goh_Billy   Updated to v1.0 on Jun 27, 2018

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                                Shaq Fu
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                            Version #: 1.0
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==============================================================================
1. Legend
==============================================================================


  ub  u  uf        f - Forward        FP - Fast Punch      P - Any Punch
    \ | /           b - Back          PP - Power Punch     K - Any Kick
  b--   --f         u - Up            FK - Fast Kick       + - And
    / | \           d - Down          PK - Power Kick      / - Or
  db  d  df                           MB - Move Boost      , - Then
                                      T - Taunt / Kata
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===============================================================================
2. System
===============================================================================


**************
* 2.1 Basics *
**************


Block High              b                       will not block low attacks
Block Low               db                      will not block overheads or
                                                   jumping attacks


Throw                   f + MB close            Rajah, Beast, Colonel, and
                                                   Auroch don't have throws
Dash                    f + MB far              availability of dashes change
                                                   on character chosen and how
                                                   far are they from the
                                                   opponent
Backdash                b + MB


Taunt                   T


Stun Recovery           press the attack
                           buttons rapidly when
                           you see stars
                           circling around your
                           character (pressing
                           the directions don't
                           help whatsoever)
Energy Shield           d + MB




*******************
* 2.2 Game Modes  *
*******************


Duel Mode  = This mode acts as both an arcade mode (if playing alone) and a
             versus mode (if a human player joins in as a 2nd player).  Should
             you play alone, this begins the arcade mode where you have to
             fight the entire cast until you fight Sett (he's always fought
             last) and when you defeat him, you are treated to your character's
             unique ending.  You have 4 lives during the entire arcade mode so
             if you are defeated 4 times, it's game over.  If you lose, after
             the "today's best fighters" screen, the game shows you the command
             for one of your character's special attacks (some attacks will not
             appear in this screen).  If the player who's prompted in the duel
             menu presses start, it turns into versus mode, which is
             self-explanatory.


Story      = The main mode, where you only get to use Shaq, is basically your
             average story mode from a fighting game with some dialogue thrown
             in before and after a fight.  You must fight all the characters
             from this game, with Beast and Sett being the semi-final/final
             boss respectively.  The characters you can fight are separated
             into 4 islands. In each island the order in which you fight them
             is up to you.  As soon as you defeat all the enemies in the
             current island, the next one will be made available to you via a
             bridge.  The first island is comprised of Diesel, Voodoo, Leotsu,
             Rajah, Auroch, and Mephis.  On the second island your opponents
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will be Kaori, Colonel, and Nezu. On the third island you only
fight Beast. The fourth island (Tombstone Island) is the final
one, with Sett being your last opponent. After defeating Sett you
get to (enjoy?) the ending, the credits and then back to the main
menu afterwards.

Tournament = A(n) 3/8-man tournament mode, with each fight being ft1 (the first
             to win the match advances in the tournament). This mode can only
             be played with 2 human players (too bad). You can start the
             tournament with 3-7 characters being chosen and then press start
             (if you pick all 8 the game automatically starts the tournament).

****
* 2.3 Move Boost *
****

  One of the highlights of the game (outside of Shaquille O' Neal) is the Move
Boost button (button A by default). This button has multiple functions and
they are the following:

Dashing   = Done by holding f + MB, your character will dash forward
              (teleport in some cases) and will continue to do so until you
              stop holding either f/MB or just as you're near the enemy. The
              dash cannot be performed close to the opponent but said
              restriction varies on character (Voodoo, for example, needs to
              be very far away to perform her dash, but Sett can use it even
              when he's very close to the opponent).

Backdash   = By holding b + MB, your character will either teleport (some
              characters) or do a backflip. Unlike the normal dash, the
              backdash has no distance restriction but the maneuver itself has
              very little use.

Throws   = When you are extremely close to the opponent, press f + MB and
              your character will throw the opponent to the opposite side that
              you're facing. Rajah, Beast, Colonel, and Auroch don't have
              throws. Throws will not work if the enemy is blocking (i.e.
              walking backwards) or crouching. Throws do work if the enemy is
              using the energy shield. Except for Mephis' throw, a successful
              throw will lead into a stun (refer to section 2.8 for more info
              on stuns).

Forward Jump = Normally activated by holding/pressing uf. An alternative to
               perform this is by holding u + MB (why does this exists, I don't
               know).

Writer's Note - Worth noting that you can hold MB down and alternate directions
                to switch between many of these maneuvers on the fly. For
                example, you can hold f + MB to run, release f while still
                holding MB, then press and hold b to backdash.

****
* 2.4 Blocking *
****

  There are two types of blocking in this game as explained below:

*The first way to block is the usual in fighting games, holding b/db, with the
 former (standing) defending you against overheads or jumping attacks but
 leaving you vulnerable to low attacks, and the latter protecting you against
 those low attacks but you're vulnerable to overheads and jumping attacks

*The second way of blocking is the energy shield, activated by holding d + MB
 which will protect you, etc. The energy shield can only he held up for a few
 seconds (the exact amount is different depending on the character) before it
 disappears or until it blocks 2 attacks. When the energy shield is
 activated, your hurtbox is bigger (the hurtbox is the invisible "graphic"
 that represents the area where your characters needs to be struck for him to
 be damaged).


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* 2.5 Attack Canceling *
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  Most likely caused by the many bugs of this game (I'll get to those in the
"Miscellaneous" section) is the attack cancel system. Special attacks can be
canceled into another one (or into the same special attack) during their
recovery frames by simply doing the motion required for the special attack you
want (not all characters can do it and not all special attacks are cancelable)
effectively reducing the time it would take for you to perform another special
attack if you did it the normal way. This tactic can also be used with normal
attacks canceling into each other (very few have this ability/bug and it seems
that it only works with standing attacks) or into special attacks. Do note
that canceling normal attacks into each other work differently by taking away
the recovery frames of the canceled attack and putting your character back in
neutral state. An example is Beast's standing power punch's recovery frames
can be canceled by pressing any attack button as soon as the attack starts and
you'll see how the attack's recovery frames won't happen (won't work with
Beast's fast punch, even though it's the same attack, further proving that this
whole canceling mechanic is merely a bug).


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*********************
* 2.6 Taunts / Kata *
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  Activated by pressing the taunt button, your character will taunt the enemy
with no discernible effect other than waste precious time. An alternate taunt
is available by pressing d + Taunt but only Shaq, Rajah, Beast, Nezu, Sett,
Mephis, Colonel, Diesel, and Auroch can do it. The alternate taunt is
basically the same animation your character does when starting a round. Though
Diesel has an alternate taunt motion, just like his "round start" animation, it
doesn't do anything.

Writer's Note - Kata is a combination of positions and movements (as in karate)
                performed as an exercise. The only character who sort of does
                something that resembles it would be Shaq (his alternate taunt,
                though) since the others are merely taunts (Beast roaring
                hardly has anything to do with katas or Sett reanimating his
                corpse). Also, the "kata" part is only mentioned in the SNES
                manual but not in the Sega one, hmm...

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*******************
* 2.7 Fury Meter *
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   Located below your life meter is an usually black meter that represents the
fury meter. Each time you are damaged it will be filled with a red color, and
once it's full your character enters fury mode. The damage of the attack will
dictate how much of the fury meter is filled, as well as how fast the meter
would naturally fill with each attack (check the list below). The red part of
the meter will slowly drain itself very fast (the speed at which it drains is
dependent on how fast the character's fury meter would fill) and it won't stop
doing so even if you are knocked down. Once the red meter is full and you see
the FURY text in all caps, during the next 4-5 seconds your character will do
extra damage on the enemy. The amount of red meter you deal with each attack
is not increased if you are in fury mode. Fury mode's duration is not affected
if you are knocked down so it's always around 4-5 seconds. If the character
that entered "I have fury" mode is damaged at any moment, it will cause the
4-5 seconds' duration to reset. During fury mode, your character is immune to
stun from attacks (throws will still cause stun, though). If the next attack
is about to stun the enemy as well as to make him enter fury mode, fury mode
will take priority and activate and protect him from being stunned. Not all
characters fill their fury meter at the same speed so here's the list to
understand better (from fastest to slowest):

*Beast (this guy is going to spend his entire day in fury mode, literally)
*Diesel / Auroch
*Shaq / Kaori / Rajah / Nezu / Sett / Mephis / Colonel / Voodoo
*Leotsu (he'll never have enough meter filled to enter fury mode)

   Each time a character that has part of their fury meter filled attacks (and
connects) or throws the enemy, a bit of their fury meter is reduced (this acts
independently of the natural meter drain). You'll notice this more with
characters like Beast who fill their meter very fast (Beast draining his meter
faster with each attack than Shaq would, for example).


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*******************
* 2.8 Life Regen *
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   As soon as your character is damaged, approximately every 3 seconds, you will
recover a tiny bit of life (1 pixel worth of damage, more or less). The life
regen will work even if you are knocked down. The life regen's timer is
constantly working so if you are damaged, for example, as soon as the round
starts, with 2 seconds having passed, the next second you will recover your
life a bit instead of having to wait 3 seconds (this applies to the rest of
the round as well). Not relevant to the life regen per se, but, all characters
have the same life value (yes, Nezu is as resilient as Beast, figure that out).


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*************
* 2.9 Stun *
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   Caused by doing big damage to the opponent in a short period of time (usually
around 25% of damage in less than a second) will knock them down to the ground
with stars circling around them. During this period, the stunned character is

vulnerable to pursuit attacks (refer to section 2.10 for more info). The
invisible stun meter recovers very fast, more than likely needing 1 second or
so to fully recover. The stun meter recovers even when the opponent blocks
attacks (be it him using a normal block or the energy shield). Some special
attacks won't fill the stun meter. If the next attack is going to cause a stun
but it has the knockdown property, the knockdown takes priority and won't stun
the enemy. Another way to cause a stun is by throwing the opponent, which
automatically stuns them. To recover from a stun simply press all the attack
buttons rapidly (unlike most fighting games' stuns, mashing the joystick
doesn't help in any way).

****
* 2.10 Pursuit Attacks *
****

  While you are stunned, you are vulnerable to being damaged in 2 ways. The
first one is the "universal" pursuit attack which is activated by holding any
attack button when the opponent is stunned (not all characters have it) which
does some damage to them while also making them recover from the stun
immediately. The "universal" pursuit attack maneuver can't be activated until
the opponent is stunned. The second way to damage the opponent while they are
stunned is by using any special attack that has the "pursuit attack" property
(check the characters' movelist to find out which ones have it) while also
making them recover from the stun instantly.

==
3. Characters
==

Note regarding the attacks' motions - Due to this game's input leniency/buffer
                                       being extremely bad, I decided to write
                                       down the attacks' motion in the most
                                       optimal way, so if you perform the
                                       attacks in the way that they are
                                       described below, you'll have no problems
                                       using them (which is one of the main
                                       "complaints" of this game, and
                                       personally, I think this game's faults
                                       lie elsewhere instead of the motions
                                       being one of them, even though I admit
                                       they are annoying).

Note regarding win quotes/endings   - The win quotes and endings were written
                                       down like they appear ingame, including
                                       the grammar errors.

****
* 3.1 Shaq   *
****
Profile   Colors
-------   ------
Height: 7'1   Default: Navy Blue shirt w/ White and Blue shorts
Weight: 301   Alternate: Purple shirt w/ White and Orange shorts
Age: 22
Origin: USA   Story: A dominating force on and off the hoops court,
Stage: Dragon's Pass   rookie of the year, perennial all star and

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                              founder of Shaqido...an extremely lethal
                              martial art form.



Throw
-----
Layback Toss              f + MB close          stuns opponent



Basic Moves
-----------
Jab                      P                     whiffs on a crouching
                                                 opponent (except on Leotsu)
Shaq Style               FK                    whiffs on a crouching
                                                 opponent (except on Leotsu
                                                 and Diesel)
High Kick                PK                    whiffs on a crouching
                                                 opponent (except on Kaori
                                                 in the corner, Rajah, Sett,
                                                 Mephis, Colonel, and
                                                 Diesel)
Shaq Fury                hold any attack button  pursuit attack
                           while the enemy is
                           stunned



Jumping Attack
--------------
Flying Kick              K during a forward    whiffs on a crouching
                           jump                   opponent



Command Moves
-------------
No Hook                  f + FP                whiffs on a crouching
                                                 opponent
Shaq Fist                u + FP                whiffs on a crouching
                                                 opponent
Spinning Backfist        b/f + PP              whiffs on a crouching
                                                 opponent
Side Kick                f + K                 whiffs on a crouching
                                                 Leotsu
Ground Side Kick         d + PK                can be blocked standing; must
                                                 press d + PK at the same
                                                 time or else a normal
                                                 crouching kick will happen
ShaKick O'Neal           run for about 0.3     hits low; knockdown
                           seconds, stop
                           holding MB (but keep
                           holding "f") then
                           hold FP/FK



Special Moves
-------------
Inferno Kick             d, f, PK              can't stun with it; whiffs on
                                                 a crouching opponent
                                                 (except on Kaori, Rajah if
                                                 they are in the corner,
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```
                                    Nezu, Sett, Mephis,
                                    Colonel, and Diesel)
Shaq-uriken              f, b, f, MB        will collide with other
                                    projectiles and both will
                                    be destroyed; must be
                                    blocked with the "Energy
                                    Shield"
Freestyle Shaq-uriken    hold MB instead of  can move the "Shaq-uriken"
                         doing a single press with the controller; can be
                                    used as a pursuit attack if
                                    done low enough; the button
                                    can be held indefinitely;
                                    the "Shaq-uriken" will
                                    disappear if it goes past
                                    the corner or above the
                                    screen; if you press any
                                    button, the "Shaq-uriken"
                                    will go either left or
                                    right depending on the last
                                    direction it was moved;
                                    Shaq will continue in his
                                    "Shaq-uriken" throw
                                    animation, regardless if
                                    the projectile is still
                                    on-screen, until you stop
                                    holding MB, you are damaged
                                    or win/lose the round
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Win Quotes
----------
~To Shaq    - Go home... I'll beat you one-on-one every time
~To Voodoo  - Who voodoo'd who?! / Sorry, I didn't mean to hurt you. / Go play
               with your dolls!
~To Rajah   - Sharpen your blades next time! / Nice mushroom hat for your
               mushroom head. / Your hypnotic style won't work on me.
~To Mephis  - You're nothing but toothpicks now, bra! / I didn't need sticks or
               stones to break your bones, fool. / Go in peace, bra.
~To Diesel  - Take your sorry act home! / You need to work out, bra! / You call
               yourself Diesel! Ha Ha Ha !
~To Auroch  - You look like a bull pig! / See ya, wouldn't want to be ya! / You
               just got crushed, rockhead!
~To Leotsu  - I'll let you fight my grandpa next time. / I just schooled you,
               pops! / I rocked your chair, Grandpa!
~To Kaori   - Cats can't live in this dog world. / This is a fighter's world,
               sit down! / Your cat-like quickness is slow.
~To Colonel - Should I call an ambulance or a repair truck for you? / I always
               recycle plastic! / Machines are fragile!
~To Nezu    - I think I hear your mom calling you! / Come back when you're 5
               feet tall kid. / Go back one exit, you passed Kiddie Land!
~To Beast   - Tell your boss I said 'Hi.' / Get up Beast, get up! / This beauty
               beat the Beast!
~To Sett    - Your wrap is whack, bra! / See ya later... bedspread man! / I
               felt like I was fighting curtains.


Ending
------
   Your incredible display of fighting proves you are ready to conquer the
Story.  Good Luck.

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*****************************************************************************
* 3.2 Kaori                                                                 *
*****************************************************************************
Profile                 Colors
-------                  ------
Height: 5'3             Default:   Blue costume w/ Green scarf
Weight: 123             Alternate: Fuchsia costume w/ Azure Blue scarf
Age:    23
Origin: Cimotha         Story: Forced to obey Sett's will by the power of an
Stage:  Catwalk Falls          enchanted ring, Kaori is the martial arts
                               champion of an alien feline race.




Throw
-----
Layback Toss            f + MB close          stuns opponent



Basic Moves
-----------
Paw of Fury             PP                    whiffs on a crouching Leotsu
Standing Kick           PK                    whiffs on a crouching Leotsu



Jumping Attacks
---------------
Cimotha's Champion      P during a neutral    whiffs on a crouching
                          jump                  opponent (except on Leotsu,
                                                Mephis, and Colonel)
Wildcat                 P during a forward    whiffs on a crouching
                          jump                  opponent except on Leotsu
Tornado                 b + FP/FK during a    whiffs on a crouching
                          neutral or back jump  opponent (except on Mephis
                                                and Diesel)



Command Moves
-------------
Cattack                 f + FP                overhead; whiffs on a
                                                crouching Leotsu (except if
                                                he's in the corner) Kaori,
                                                Beast, and Diesel
Side Kick               f + K
Back Turning Kick       b + PK                whiffs on a crouching
                                                opponent (except on Rajah,
                                                Sett, Mephis, Colonel, and
                                                Auroch)
Slide Kick              run for about 1       hits low; knockdown
                          second, stop
                          holding MB (but keep
                          holding "f") then
                          hold FK



Special Moves
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-------------
Cat's Claw                d, b, FK                  will collide with other
                                                    projectiles and both will
                                                    be destroyed; must be
                                                    blocked with the "Energy
                                                    Shield"
Cyclone                   d, b, PK                  pursuit attack; must be
                                                    blocked with the "Energy
                                                    Shield"
  Uncontrollable Cyclone  hold PK from previous     can move left/right by
                            motion                  holding said direction;
                                                    pursuit attack; must be
                                                    blocked with the "Energy
                                                    Shield"
Energy Bomb               b, d, f, FK               hits low; knockdown; pursuit
                                                    attack; while being thrown,
                                                    it nullifies any projectile
                                                    and still hits the enemy
                                                    afterwards
Teleport Kick             b, d, f, PK               pursuit attack (except on
                                                    Leotsu, Kaori, Rajah, Nezu,
                                                    Voodoo, and Diesel)
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Win Quotes

~To Shaq   - I'm the baddest cat around here. Don't come back! / Go home...
              I'll beat you one-on-one every time
~To the rest- I've had mice put up a better fight against me! / I slapped you
              around like a ball of yarn. / You've got more bruises than I have
              lives.

Ending

  After her amazing victory, Kaori returns to Cimotha to roam the wild. Her
freedom reclaimed, she keeps a fierce guard against uninvited guests.


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********************************************************************************
* 3.3 Beast                                                                   *
********************************************************************************
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Profile   Colors
-------   ------
Height: 6'10   Default: Red skin
Weight: 410   Alternate: Navy Blue skin
Age: Eternal   Bonus Fight: Dark Blue skin
Origin: Unknown
Stage: Dragon's Pass   Story: Created by Sett from his own shadow, Beast is
                               the mightiest of of Sett's servants.

Throw

N/A

```
Basic Moves
-----------
Hell Hath No Fist          P                        overhead; whiffs on a
                                                    crouching opponent (except
                                                    on Leotsu, Mephis, and
                                                    Colonel)
Hell Unleashed             hold any attack button   pursuit attack
                             while the enemy is
                             stunned


Jumping Attacks
---------------
Mighty Claw                P during a neutral        whiffs on a crouching Shaq,
                             jump                       Leotsu, Kaori, Beast, and
                                                        Diesel
Divine Punishment          K during a neutral        whiffs on a crouching Leotsu,
                             jump                       Kaori, Beast, and Diesel


Command Moves
-------------
Bestial Swipe              f + FP                    overhead
Spinning Backclaw          b + PP                    overhead
Side Kick                  f + K
Forward Dash               f + MB far in Fury        can only dash when he's in
                             mode                       FURY mode but the
                                                        cpu-controlled Beast can
                                                        dash whenever it feels like
                                                        it


Special Moves
-------------
From Hell It Came          b, d, f, b, MB            3 hits and instantly stuns
                                                        the enemy if all hits
                                                        connect (except on Kaori);
                                                        the first hit whiffs on a
                                                        crouching Leotsu; the
                                                        second hit whiffs on a
                                                        crouching Shaq, Kaori,
                                                        Rajah, Beast, Nezu, Sett,
                                                        Colonel, Voodoo, Diesel,
                                                        and Auroch; must be blocked
                                                        with the "Energy Shield";
                                                        Beast can go past any
                                                        attack during the teleport
                                                        (doesn't work if done up
                                                        close)
Sonic Roar                 f, d, b, f, PK            can't stun with it; pursuit
                                                        attack; must be blocked
                                                        with the "Energy Shield"
Spitfire                   d, f, FK                  can't stun with it; can be
                                                        charged for a few seconds
                                                        but doesn't add any effect
                                                        to it; pursuit attack
                                                        (except on Leotsu); will
                                                        collide with other
                                                        projectiles and both will
                                                        be destroyed; must be
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                                         blocked with the "Energy
                                         Shield"
Thermal Blast             d, b, FK       overhead; 2 hits and
                                         instantly stuns the enemy
                                         if all connect; if the
                                         attack is done close but
                                         doesn't connect with the
                                         enemy, it pushes him back a
                                         bit (bug)


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Win Quotes

~To Shaq   - I'm the Beast...you can't defeat me, wimp! / You can't hang in my
              league, buddy! Go away!
~To the rest- Next time will be even more painful! / Get serious, weakling! I
              will never let you beat me! / Stay down, I am the best fighter of
              all!

Ending

  Liberating himself from the evil Sett, Beast returned to the Lost Jungle,
recruiting an army of fearless fighters to serve his wild kingdom.

****
* 3.4 Sett   *
****
Profile   Colors
-------   ------
Height: 6'10   Default: Brown wrapping w/ Silver shoulder armor
Weight: 212   Alternate: Charcoal wrapping w/ Gold shoulder armor
Age: 3000   Bonus Fight: Black wrapping w/ Fuchsia shoulder armor
Origin: Unknown
Stage: Tombstone Island Story: An entity of ancient evil, Sett was defeated
                                 and entombed in another dimension ages ago.

Throw

Layback Toss   f + MB close   stuns opponent

Basic Moves

Curse of the Mummy   FP   overhead; whiffs on a
                                             crouching opponent (except
                                             on Leotsu, Rajah, Voodoo,
                                             and Diesel)
Tomb Raid   PP   overhead; whiffs on a
                                             crouching Leotsu
Alive and Kicking   FK   whiffs on a crouching Leotsu

Jumping Attacks

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Mystical Power   P during a neutral or   whiffs on a crouching
                          back jump   opponent
Spinning Wrapping   K during a neutral or   whiffs on a crouching
                          back jump   opponent (except on Mephis)

Command Moves

Tomb Raid   f + P   overhead; whiffs on a
                                                   crouching Leotsu
Side Kick   f + K
Slide Teleport   f + MB far   can go past any attack when
                                                   he teleports during the
                                                   half part of its animation
                                                   (won't work if done close
                                                   to the enemy)

Special Moves

Cosmic Missile   d, b, PK   will collide with other
                                                   projectiles and both will
                                                   be destroyed; pursuit
                                                   attack (except on Leotsu,
                                                   Rajah, Voodoo, and Diesel);
                                                   must be blocked with the
                                                   "Energy Shield"
Multi-Dimensional Reach f, b, d, f, PK   2 hits and instantly stuns
                                                   the enemy if both connect;
                                                   pursuit attack; the 2nd hit
                                                   whiffs on a standing
                                                   Leotsu; must be blocked
                                                   with the "Energy Shield"
Mummy Wrap   f, d, b, FK   pursuit attack; whiffs on a
                                                   crouching Kaori, Beast, and
                                                   Diesel; must be blocked
                                                   with the "Energy Shield"
Wedge Charge   f, d, f, MB   pursuit attack (except on
                                                   Leotsu and Rajah)
Air Wedge Charge   u/ub, then f, d, f, MB
                         before landing


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Win Quotes
----------
~To Shaq    - My wrap is better than your rap. / I am the center of attention
              around here!
~To the rest- Go back and train with the others! / I can't believe you work for
              me. / I will always be superior to you.


Ending
------
  His power restored, Sett summoned unworldly energies to transform his
identity.  He stalks the First World incognito, anxious to reclaim his throne.




*********************************************************************************
```

```
* 3.5 Colonel                                                          *
***********************************************************************
Profile                 Colors
-------                 ------
Height: 6'4             Default:   Silver metallic parts w/ Army Green pants
Weight: 357             Alternate: Taffy metallic parts w/ Red pants
Age:    42
Origin: Bio Corp        Story: A celestial champion.  Battered, shattered,
Stage:  The Lab                and almost dead, Colonel was found by Beast on
                               an obscure battlefield, the sole survivor of a
                               fierce struggle.




Throw
-----
N/A




Basic Moves
-----------
Metallic Arm            FP                      whiffs on a crouching
                                                  opponent (except on Leotsu,
                                                  Rajah, and Sett)
Robo-Fist               PP                      whiffs on a crouching
                                                  opponent (except on Leotsu,
                                                  Rajah, and Sett)
Robo-Kick               K                       whiffs on a crouching Leotsu,
                                                  Kaori, Beast, Nezu, Voodoo,
                                                  and Diesel
Metal Gear              hold any attack button  pursuit attack
                          while the enemy is
                          stunned




Jumping Attack
--------------
Energy Beam             P while jumping         the forward jump version
                                                  whiffs on a crouching
                                                  opponent




Command Moves
-------------
Advanced Robo-Fist      f + FP                  whiffs on a crouching
                                                  opponent (except on Leotsu
                                                  if he's in the corner)
                                                  Rajah, Sett, and Mephis
Spinning Backfist       b + PP                  whiffs on a crouching
                                                  opponent (except on Leotsu
                                                  and Mephis)
Push Kick               f + K
Double Kick             b + PK                  2 hits; first hit whiffs on a
                                                  crouching Leotsu, Kaori,
                                                  Beast, Nezu, and Voodoo;
                                                  both hits whiff on a
                                                  crouching Diesel
Slide Kick              run for about 0.5       hits low; knockdown
                          seconds, stop
                          holding MB (but keep
```

```
                              holding "f") then
                              hold FK



    Special Moves
    -------------
    Bionic Burst            d, f, FK              2 hits; can't stun with it;
                                                  whiffs on a crouching
                                                  opponent (except on Leotsu,
                                                  Rajah, Sett, and Mephis);
                                                  must be blocked with the
                                                  "Energy Shield"
    Heavy Metal             d, f, b, FK           6 hits against Beast, 4 hits
                                                  on Kaori (5 if she's close)
                                                  and Voodoo, 3 hits on Nezu,
                                                  2 hits on Leotsu and
                                                  Diesel, and does 5 hits
                                                  against the rest of the
                                                  cast (instantly stuns the
                                                  enemy if all 5 hits
                                                  connect); whiffs on a
                                                  crouching opponent (except
                                                  on Mephis and it hits him
                                                  once); must be blocked with
                                                  the "Energy shield"
    Missile Launch          d, b, f, MB           only 3 missiles can be active
                                                  at a time (this can only
                                                  happen using the attack
                                                  canceling bug/mechanic)
                                                  will collide with other
                                                  projectiles and both will
                                                  be destroyed; the missile
                                                  won't connect if done close
                                                  and the enemy is crouching;
                                                  must be blocked with the
                                                  "Energy Shield"



    ``````````````````````````````````````````````````````````````````````````
    Win Quotes
    ----------
    ~To Shaq    - A great offense is the best defense! / Would you like my
                  autograph?
    ~To the rest- You ought to get yourself some bionics. / I could have beat you
                  with my real arms. / Technology is the key to victory.


    Ending
    ------
      After defeating Sett, the Colonel leaves the second world.  He rejoins his
    scientist brother, and they plot conquests at the hands of his cybernetic
    might.




    ****************************************************************************
    * 3.6 Diesel                                                              *
    ****************************************************************************
    Profile                 Colors
    -------                 ------
```

```
Height: 6'1           Default:   White shirt w/ Dark Blue pants
Weight: 205           Alternate: Yellow shirt w/ Coffee pants
Age:    30
Origin: USA           Story: A longshoreman from the San Francisco docks,
Stage:  Yasko Mines          he spends more time brawling than handling
                             cargo.



Throw
-----
Layback Toss            f + MB close          stuns opponent



Basic Moves
-----------
High Kick               PK                    whiffs on a crouching Leotsu,
                                                Kaori, Beast, and Diesel
Overtime                hold any attack button pursuit attack
                          while the enemy is
                          stunned



Jumping Attacks
---------------
Slam City               P during a neutral    whiffs on a crouching
                          jump                   opponent (except on Leotsu,
                                                 Rajah, Sett, Mephis, and
                                                 Colonel)
Aerial Fist             P during a forward    whiffs on a crouching
                          jump                   opponent (except on Leotsu)



Command Moves
-------------
Dockhand                f + FP                overhead
Spinning Backfist       b + PP                overhead; whiffs on a
                                                crouching opponent (except
                                                on Colonel)
Side Kick               f + K
Back Turning Kick       b + PK                whiffs on a crouching Diesel



Special Moves
-------------
Crate Crusher           b, d, b, FK           overhead
Dash Upper              d, f, FK              can't stun with it; overhead;
                                                can go past any attack when
                                                he teleports (won't work if
                                                done close to the enemy);
                                                whiffs on a crouching
                                                Leotsu, Kaori, Beast, Nezu,
                                                Voodoo, Diesel, and Auroch
Dockside Dagger         b, f, FK              can't stun with it if done up
                                                close; overhead; will
                                                collide with other
                                                projectiles and both will
                                                be destroyed; whiffs on a
                                                crouching Diesel (except if
                                                he's right in front of
```

```
                                        you); if done right in
                                        front of the enemy, instead
                                        of being an overhead, it
                                        must be blocked with the
                                        "Energy Shield"


`````````````````````````````````````````````````````````````````````````````
Win Quotes
----------
~To Shaq    - I brought you down like a glass backboard! / I'll slam on you all
              day long!
~To the rest- You should run home and cry! / What a wimp you turned out to
              be! / I didn't even break a sweat!

Ending
------
   Tired of busting kneecaps and breaking jaws, Diesel begins a new life as a
hermit in the forest of the second world.




*******************************************************************************
* 3.7 Leotsu                                                                  *
*******************************************************************************
Profile                 Colors
-------                 ------
Height: 5'4             Default:   Blue costume
Weight: 118             Alternate: Green costume
Age:    500
Origin: Far East        Story: The last grand master of an ancient martial
Stage:  North Gate             art, one that remains a mystery to the other
                               masters.




Throw
-----
Layback Toss            f + MB close          stuns opponent


Basic Moves
-----------
One-Armed Punch         FP                    overhead; whiffs on a
                                                crouching opponent (except
                                                on Rajah, Sett, Mephis, and
                                                Colonel)
Spinning Backfist       PP                    overhead; whiffs on a
                                                crouching Leotsu (except if
                                                he's in the corner)
Farewell to Arms        PK                    whiffs on a crouching Beast
                                                (except if he's in the
                                                corner)
Guardian of the Planes  hold any attack button pursuit attack; if you throw
                          while the enemy is    the enemy to the corner and
                          stunned               use this attack, it won't
                                                connect
```

```
Jumping Attack
--------------
Master of the Mountain    FP during a neutral    whiffs on a crouching
                           jump                    opponent




Command Moves
-------------
Karate Master            f + FP                  overhead; whiffs on a
                                                  crouching opponent (except
                                                  on Shaq, Rajah, Sett,
                                                  Mephis, Colonel, and
                                                  Auroch)
Push Kick                f + K
Flash Teleport           f + MB far              can go past any attack when
                                                  he teleports (won't work if
                                                  done close to the enemy)




Special Moves
-------------
Blast Kai                d, b, f, FK             must be blocked with the
                                                  "Energy Shield"
Bo Kai                   d, f, FK                2 hits; can't stun with it;
                                                  pursuit attack; must be
                                                  blocked with the "Energy
                                                  Shield"
Flash Kai                f, d, f, PK             pursuit attack; must be
                                                  blocked with the "Energy
                                                  Shield"


``````````````````````````````````````````````````````````````````````````````

Win Quotes
----------
~To Shaq    - You fight like a darn rookie! / You can't stick me. Go home!
~To the rest- Your pain will lessen with time, weak one! / I will teach you to
              fight if you pay me! / I am too smart for your foolish style.


Ending
------
   Weary of the dangers that almost destroyed Nezu, Leotsu becomes the Eternal
Guardian of the second world.
```

```
*******************************************************************************
* 3.8 Rajah                                                                   *
*******************************************************************************
Profile                 Colors
-------                 ------
Height: 5'11            Default:   Peanut costume w/ Purple pants
Weight: 210             Alternate: Green costume w/ Black pants
Age:    38
Origin: 2nd World       Story: A young mystic and skilled swordsman, Rajah
Stage:  Vagabond Temple        submitted to Sett's sorcery while exploring
                               the netherplanes with his spirit.
```

```
Throw
-----
N/A


Basic Moves
-----------
Jab                      FP                       whiffs on a crouching Leotsu
                                                     (except if he's in the
                                                     corner)
Double Scimitar Stab     PP                       whiffs on a crouching Leotsu
                                                     (except if he's in the
                                                     corner)


Jumping Attacks
---------------
Flying Kick              K during a forward       whiffs on a crouching
                           jump                     opponent; can be used
                                                     multiple times by holding K
                                                     (or pressing it
                                                     continuously)
Jumping Scimitar Stab    PP while jumping         pursuit attack; the forward
                                                     jump version whiffs on a
                                                     crouching opponent


Command Moves
-------------
One, Two                 f + FP                   2 hits; overhead
Crouching Punch          d + FP                   hits low; whiffs on a
                                                     crouching Leotsu (except if
                                                     he's in the corner)
Magic Blast              d + PP                   hits low; whiffs on a
                                                     crouching Leotsu (except if
                                                     he's in the corner)
Long Kick                f + K                    whiffs on a crouching Leotsu
                                                     (except if he's in the
                                                     corner)
Lightning Kicks          b + PK                   can extend the attack by
                                                     holding both b/PK; 2 hits
                                                     (4 if extended and
                                                     instantly stuns the enemy
                                                     if all hits connect);
                                                     pursuit attack (must extend
                                                     the attack for it to
                                                     connect)
Leaping Strike           run for about 0.5        the rising part of the attack
                           seconds, stop            is unblockable but the rest
                           holding MB (but keep     hits low; knockdown;
                           holding "f") then        pursuit attack; Rajah will
                           hold PP                   do 2 flips before the leap
                                                     unless the enemy is in the
                                                     corner (will do 1 in this
                                                     situation)


Special Moves
-------------
```

```
Scimitar Spiral          f, d, b, FK          will collide with other
                                              projectiles and both will
                                              be destroyed; must be
                                              blocked with the "Energy
                                              Shield"
Sword Shockwave          b, d, b, PK          hits low; knockdown; pursuit
                                              attack
Thunder Clap             f, d, f, FK          can't stun with it; pursuit
                                              attack (except on Leotsu,
                                              Kaori, Rajah, Voodoo, and
                                              Diesel); must be blocked
                                              with the "Energy Shield"


```
``````````````````````````````````````````````````````````````````````````````

Win Quotes
----------
~To Shaq    - You should retire early, buddy! / You should take up another
              sport before you get hurt!
~To the rest- I'm amused by your fighting skills! / I am the greatest swordsman
              ever! / Thanks for the good laugh... do come again!

Ending
------
  Pleased with his victories, Rajah relaxes at his rich palace.  He practices
his lethal arts faithfully, always ready for the next tournament.




*******************************************************************************
* 3.9 Nezu                                                                    *
*******************************************************************************
Profile                 Colors
-------                 ------
Height: 4'6             Default:   Tan costume
Weight: 77              Alternate: Silver costume
Age:    12
Origin: Far East        Story: Kidnapped by Beast to free Sett.  Nezu is
Stage:  South Gate             uncontrollable when angered.  Although small,
                               Nezu is agile, swift, and cunning.




Throw
-----
Layback Toss             f + MB close         stuns opponent



Basic Moves
-----------
Double Fist Thrust       FP                   whiffs on a crouching Leotsu
Spinning Backfist        PP                   whiffs on a crouching Leotsu
High Snap                FK                   whiffs on a crouching Rajah
                                              (except if he's in the
                                              corner), Leotsu, and Diesel
Back Turning Kick        PK                   whiffs on a crouching Diesel
                                              and Leotsu
```

```
Jumping Attacks
---------------
I Kid You Not            P during a neutral     whiffs on a crouching Leotsu
                           jump                    and Diesel
Jump Kick                K during a neutral     whiffs on a crouching
                           jump                    opponent (except on Rajah,
                                                   Sett, Mephis, and Colonel)



Command Moves
-------------
Karate Kid               f + FP                 2 hits; overhead
Low Flurry               d + P                  2 hits; hits low
Push Kick                f + K



Special Moves
-------------
Eno Blast                d, b, f, PK            hits low; knockdown; pursuit
                                                   attack; can collide with
                                                   certain projectiles and
                                                   both will be destroyed; the
                                                   mine will stay there
                                                   indefinitely until the
                                                   opponent touches it; only 1
                                                   mine may be active at a
                                                   time
Eno Flip                 d, b, PK               unblockable; knockdown; the
                                                   mine will explode as soon
                                                   as Nezu finishes the flip;
                                                   if Nezu is attacked while
                                                   he's doing the flip the
                                                   mine will instantly explode
                                                   and damage the character
                                                   that attacked him
  Manual Eno Flip        just as Nezu is        pursuit attack; unlike the
                           finishing the flip,    normal "Eno Flip", this one
                           use "Eno Flip" again   will explode only when you
                                                   do the motion again; the
                                                   mine will stay there
                                                   indefinitely; to go back to
                                                   the normal "Eno Flip", end
                                                   the round or let the mine
                                                   vanish from sight
Eno Shot                 b, d, f, FK            can't stun with it; will
                                                   collide with other
                                                   projectiles and both will
                                                   be destroyed; must be
                                                   blocked with the "Energy
                                                   Shield"
Time Vault               f, b, d, MB            unblockable; during the next
                                                   3 seconds, the opponent
                                                   cannot perform any actions;
                                                   the net will continue
                                                   on-screen as long as the
                                                   opponent is touching it but
                                                   won't have any effect
                                                   whatsoever on him; Nezu can
                                                   push the opponent out of
                                                   the net and it will cause
```

```
                                        for it to end; doesn't work
                                        if done very close to the
                                        opponent; should "Time
                                        Vault" collide with another
                                        projectile, both will
                                        disappear but the effect of
                                        "Time Vault" still happens
                                        regardless of how close/far
                                        said situation happened
                                        (bug)


`````````````````````````````````````````````````````````````````````````````
Win Quotes
----------
~To Shaq    - The bigger they are, the harder they fall. / So much for your
              size, ya' big baby.
~To the rest- I may be small, but you just lost big! / Try picking on someone
              your own size! / I am much too fast for someone like you.


Ending
------
   Freed from the evil Sett, Nezu prepares himself for his rightful throne by
learning ancient disciplines from his grandfather, Leotsu.




*******************************************************************************
* 3.10 Mephis                                                                 *
*******************************************************************************
Profile                 Colors
-------                 ------
Height: 5'7             Default:   Green skin w/ Brown cloak
Weight: 165             Alternate: Persian Blue skin w/ Moss cloak
Age:    Unknown
Origin: Unknown         Story: A mighty undead sorcerer who was once Sett's
Stage:  Gargoyles' Peak        apprentice thousands of years ago.




Throw
-----
Sorcerer Blast          f + MB close


Basic Moves
-----------
Jab                     FP                      whiffs on a crouching Leotsu
                                                  (except if he's in the
                                                  corner) Kaori, Beast, and
                                                  Diesel
Karate Kick             FK                      whiffs on a crouching Leotsu
Jump Spin Kick          PK                      whiffs on a crouching Kaori,
                                                  Beast, Nezu, Voodoo, and
                                                  Diesel
Death Mark              hold any attack button  pursuit attack
                          while the enemy is
                          stunned
```

```
Jumping Attack
--------------
Crazy Kick              K during a neutral      whiffs on a crouching Leotsu,
                          jump                     Kaori, and Beast


Command Moves
-------------
Sorcerer Chop           f + FP                  overhead; whiffs on a
                                                  crouching Kaori, Beast,
                                                  Nezu, Voodoo, and Diesel
Side Kick               f + K


Special Moves
-------------
Burning Touch           d, b, FK                will destroy other
                                                  projectiles and still do
                                                  damage; if the enemy is
                                                  crouching, sometimes it
                                                  becomes an unblockable; it
                                                  can hit up to 3 times; it
                                                  hits twice on a crouching
                                                  opponent (once on Diesel)
Lightning Arc           b, d, f, PK             can't stun with it; must be
                                                  blocked with the "Energy
                                                  Shield"; some characters
                                                  can avoid it by dashing or
                                                  jumping; whiffs on a
                                                  crouching Kaori, Beast,
                                                  Nezu, Voodoo, Diesel, and
                                                  Auroch
Lightning Fury          f, d, b, PK             will collide with other
                                                  projectiles and both will
                                                  be destroyed; must be
                                                  blocked with the "Energy
                                                  Shield"; 2 hits and
                                                  instantly stuns the enemy
                                                  if all hits connect; only
                                                  hits once on a crouching
                                                  Shaq, Rajah, Nezu, Sett,
                                                  Mephis, Colonel, Voodoo,
                                                  and Auroch; whiffs on a
                                                  crouching Kaori, Beast, and
                                                  Diesel
Lightning Jaws          d, f, FK                can't stun with it; can be
                                                  charged for a few seconds
                                                  but doesn't add any effect
                                                  to it; will collide with
                                                  other projectiles and both
                                                  will be destroyed; pursuit
                                                  attack; must be blocked
                                                  with the "Energy Shield"


`````````````````````````````````````````````````````````````````````````````

Win Quotes
----------
~To Shaq   - You should stick with hoops! / I've beat real fighters twice your
```

```
                    size.
~To the rest- You should stand clear when lightning strikes / Try again. Maybe
               I can beat you even faster. / You can't dish it out, but you sure
               can take it!

Ending
------
   His eternal enemy destroyed, Mephis' marks of death fade.  His rage left
behind, he teaches centuries of wisdom to his daughter, Voodoo.




*****************************************************************************
* 3.11 Voodoo                                                              *
*****************************************************************************
Profile                  Colors
-------                  ------
Height: 5'8              Default:   Red costume w/ Purple hair
Weight: 143              Alternate: Pine costume w/ Black hair
Age:    27
Origin: Haiti            Story:  Many have fallen prey to Voodoo's ancient
Stage:  Lost Jungle              magic.  She uses her power to hunt Sett's
                                 enemies.




Throw
-----
Layback Toss             f + MB close           stuns opponent



Basic Move
----------
Voodoo Punch             FP                     whiffs on a crouching Leotsu
                                                   and Diesel



Jumping Attack
--------------
Flying Kick              K while jumping        the forward jump version
                                                   whiffs on a crouching
                                                   opponent (except on Leotsu
                                                   and Colonel); the neutral
                                                   version whiffs on a
                                                   crouching opponent (except
                                                   on Leotsu, Mephis, and
                                                   Colonel)



Command Moves
-------------
Hoodoo Punch             f + FP                 overhead; whiffs on a
                                                   crouching Leotsu (except if
                                                   he's in the corner)
Spinning Backfist        b + PP                 overhead; whiffs on a
                                                   crouching Leotsu
Side Kick                f + K                  whiffs on a crouching Leotsu
Deceptive Shin Kick      d + FK                 won't hit the opponent 99% of
                                                   the time unless done right
```

```
                                                in front of them and they
                                                are in the corner; must be
                                                blocked low
Back Turning Kick        b + PK                 whiffs on a crouching Kaori,
                                                Beast, and Diesel
Jungle Beast Transform   hold f + MB            unblockable; pursuit attack;
                                                sometimes the attack won't
                                                activate



Special Moves
-------------
Eagle Claw               b, d, f, FK            overhead; will collide with
                                                other projectiles and both
                                                will be destroyed; the
                                                eagle can move up/down by
                                                holding said direction once
                                                he's on-screen; the eagle
                                                won't damage the enemy if
                                                the attack is done close to
                                                the enemy
Earthquake               f, d, f, MB            pursuit attack; must be
                                                blocked with the "Energy
                                                Shield"
Voodoo Doll              d, b, PK
  Voodoo Doll Stab       at any moment when     pursuit attack; must be
                          Voodoo has the doll    blocked with the "Energy
                          in her hands (or       Shield"
                          before) hold P/K



``````````````````````````````````````````````````````````````````````````````
Win Quotes
----------
~To Shaq    - You've got no skills! Go practice! / My magic is better than your
              magic.
~To the rest- Don't come back or I'll use my doll on you. / You're lucky I
              didn't turn you into a pig. / You are no match for my powerful
              magic.

Ending
------
  Discovering that her real father is Mephis, Voodoo restored his health with
ancient elixirs.  She now studies his vast knowledge of magic.




********************************************************************************
* 3.12 Auroch                                                                  *
********************************************************************************
Profile                  Colors
-------                  ------
Height: 5'11             Default:   Fuscia and Tortilla costume
Weight: 456              Alternate: Red and Green costume
Age:    170
Origin: 2nd World        Story: A simple outlaw that fights for pleasure.
Stage:  The Wasteland           Auroch taunts anything that crosses his path.
```

```
Throw
-----
N/A


Basic Moves
-----------
Knock You!               FP                whiffs on a crouching Leotsu
                                              (except if he's in the
                                              corner) Kaori, Beast, Nezu,
                                              Voodoo, and Diesel
Jaw-Dropping             PP                whiffs on a crouching
                                              opponent (except on Leotsu)
Stretch Kick             FK                whiffs on a crouching Leotsu
                                              (except if he's in the
                                              corner) Kaori, Beast, and
                                              Diesel
Far Kick                 PK                whiffs on a crouching Diesel


Jumping Attacks
---------------
Aerial Slam              P while jumping   the forward version whiffs on
                                              a crouching opponent; the
                                              neutral version whiffs on a
                                              crouching Kaori, Beast, and
                                              Diesel
Spiked Ball              K while jumping   the forward version whiffs on
                                              a crouching opponent
                                              (except on Leotsu, Rajah,
                                              Sett, Mephis, and Colonel);
                                              the neutral version whiffs
                                              on a crouching opponent
                                              (except on Mephis)


Command Moves
-------------
Mercenary Charge         f + FP            overhead; whiffs on a
                                              crouching Leotsu
Spinning Backfist        b + PP            overhead; whiffs on a
                                              crouching Leotsu
Headbutt                 f + K             whiffs on a crouching Leotsu
                                              (except if he's in the
                                              corner)
Hop In                   f + MB            it's just a hop


Special Moves
-------------
Ball and Pain            f, d, b, PK       2 hits; overhead; pursuit
                                              attack (only against Nezu
                                              and Auroch)
Boomerang                b, f, FK          will collide with other
                                              projectiles and both will
                                              be destroyed; must be
                                              blocked with the "Energy
                                              Shield"
Teleport Upper           b, d, b, FK       overhead; Auroch can go past
```

```
                                         any attack during the
                                         teleport (doesn't work if
                                         done up close)


````````````````````````````````````````````````````````````````````````````````
Win Quotes
----------
~To Shaq    - I hope you kept your day job! / You should have blocked my shots!
~To the rest- I am not one to be messed with! / I'll beat you black and blue
              if you come back! / Think twice before you fight me again!

Ending
------
   Auroch earned a small fortune fighting for money and now devotes himself to
recruiting warriors for his new tournament palace.




===============================================================================
4. Miscellaneous
===============================================================================


*************************
* 4.1 Story Mode Script *
*************************

Writer's Note - The following text includes all grammar errors, should there be
                any (like the wrongly spelled uppercase "i" that you'll see a
                lot down here).

(Shaquille O'Neal standing in the streets, next to a "Kung Fu" sign")

Shaq = It's downtown Tokyo and I'm checkin' out the local sights on the day of
       my all star charity game when...

(Shaq in front of the window of a small building)

Shaq = ...I stumbled upon a small Kung Fu dojo with an old man inside...

(Unknown Japanese man addressing Shaq)

Unnamed Old Man = Greetings big warrior.  You are the one from the stars, I
                  presume?  I thought I'd never live to see the day!

(Shaq standing in front of the counter of the dojo)

Shaq = I'm an all star if that's what you mean?  We have a game tonight...
       would you like to come?  It's going to be quite a battle even though
       it's for charity.

(Same picture of the unnamed man from before)

Unnamed Old Man = Oh no, young warrior, I'm too old to be fighting!  But I wish
                  you well... you must hurry now if you are to save the little
                  boy, Nezu.  That is, if you really are the magic one?

(Same picture of Shaq standing in the counter)
```

Shaq = I'm not sure what you mean?  I'm just sightseeing before my game.  What
       are you talking about?

(Unnamed old man pointing to a mysterious-looking door behind him)

Unnamed Old Man = No time to explain!  Go through this portal - find Nezu - and
                  save him before it's too late.

(Lost Jungle / Pre-Battle Dialogue)

Shaq = Where is Sett Ra?  Your magic can't hurt me, girlfriend!

Voodoo = My magic has never lost a match and i'm not your girlfriend!

(Lost Jungle / Post-Battle Dialogue)

Voodoo = I should turn you into a little frog but since you won honorably, I
         will let you pass!

(Vagabond Temple / Pre-Battle Dialogue)

Shaq = Be careful, prince.  You might hurt yourself with those swords.

Rajah = My swords will make you think twice about that comment.

(Vagabond Temple / Post-Battle Dialogue)

Rajah = You may have gotten past my swords but the Colonel will teach you a
        lesson, fool.

(Gargoyles' Peak / Pre-Battle Dialogue)

Shaq = Tell me where the boy, Nezu, is before I beat it out of you.

Mephis = Yeah right, I'll whisper it in your ear after I slap you silly!

(Gargoyles' Peak / Post-Battle Dialogue)

Mephis = Your courage is praiseworthy!  Beware the Beast, he is as lethal as he
         is ugly!

(Yasko Mines / Pre-Battle Dialogue)

Shaq = You call yourself Diesel, ha ha ha!

Diesel = We'll see who has the last laugh!

(Yasko Mines / Post-Battle Dialogue)

Diesel = I could have beat you back home on the docks!

(The Wasteland / Pre-Battle Dialogue)

Shaq = Do you know where I can find Sett and the boy?

Auroch = GRRRR!

(The Wasteland / Post-Battle Dialogue)

Auroch = Next time I'll squash you like a bug!

(North Gate / Pre-Battle Dialogue)

Shaq = I'm gonna rock your chair, grandpa.

Leotsu = You have much to learn, young man!

(North Gate / Post-Battle Dialogue)

Leotsu = You are skilled beyond your years.  Save my grandson, Nezu!  But look
         out - Sett hypnotized him and he will try to defeat you!

(Picture of some beings dressed in purple cloaks around Beast, who's casting
some spell on a skeleton)

Narrator = Somewhere in the Second World, Beast brings his skeleton soldiers to
           life.

(Catwalk Falls / Pre-Battle Dialogue)

Shaq = What's up, cat woman?  Can you tell me about the little boy, Nezu?

Kaori = My name is Kaori and I'm gonna do some serious damage to your body!

(Catwalk Falls / Post-Battle Dialogue)

Kaori = At last!  I am freed from Sett Ra's mind control ring.  Nezu is being
        held on Tombstone Island but you must get by Sett Ra's loyal army
        first.

(The Lab / Pre-Battle Dialogue)

Shaq = What's up with the plastic head gear, bra?

Colonel = My bionic equipment will overpower you!

(The Lab / Post-Battle Dialogue)

Colonel = You were lucky! But you will need more than luck to challenge Sett.

(South Gate / Pre-Battle Dialogue)

Shaq = Are you NEZU?

Nezu = There is no Nezu anymore, I will fight you to the finish!

(South Gate / Post-Battle Dialogue)

Nezu = You have freed me from the dark master, Sett!  Go now and face him while
       he is still weak...

(Dragon's Pass / Pre-Battle Dialogue)

Shaq = You are one ugly creature! Who are you?

Beast = I am Beast, Sett Ra's greatest servant.  I will beat you senseless!

(Dragon's Pass / Post-Battle Dialogue)

Beast = I will travel through time to fight you again some day!  Sett Ra will

not let you take the boy. You will never succeed!

(Cutscene of a sarcophagus opening and revealing a mummy, who's most likely
none other than Sett Ra)

(Tombstone Island / Pre-Battle Dialogue)

Shaq = Hand over the boy, mummy man, or I'll unravel you!

Sett = I am Sett Ra, you should have never come this far.  After I beat you...
       I will wreak havoc upon the human race.

(Tombstone Island / Post-Battle Dialogue)

Sett = You are a man of great power but mark my words... I'll be back!

(Picture of Shaq and Nezu leaving through the door/portal that the unnamed old
man of the kung fu dojo was pointing to in the intro)

Nezu = Thanks Shaq!  You just saved my life.

(Picture of Shaq entering the basketball court with Nezu and the unnamed old
man behind him)

Shaq = Sorry I'm late, boys!  Let's just say I had to fight some traffic to get
       here.

(Picture of Shaq being surprised to see Beast standing in the court playing
with a basketball, next to 3 basketball players who are totally not surprised
themselves to see an otherworldly red creature with nasty-looking claws being
there)

Shaq = Oh no... not you again!!  I hope you play hoops better than you can
       fight, Beast.

(Game's credits rolling in while also having Shaq and Sett fighting in Mephis'
stage, which is lacking some objects, and the background being covered in a
pitch-black color)



************
* 4.2 Bugs *
************

Universal Bugs
``````````````


*The start button can be used not only to pause, but has the same functions as
 the A button (that means it acts like an extra "Move Boost" button).

*If you throw a projectile while another one you sent already is still present,
 the 2nd one will automatically disappear.

*The whole attack canceling system is probably a bug, considering that only a
 few attacks (standing attacks only) are "cancelable."

*Regardless of certain attacks hitting multiple times, there are NO combos in
 this game (not even Colonel's "Heavy Metal" is a combo, even though it hits
 multiple times instantly, and you can block any of the 5 possible hits at any

time).

*If a knocked down enemy is attacked just as he's about to wake up, his
 standing up animation is skipped completely.

*If you try to throw the enemy while he's jumping, sometimes he'll be damaged
 (most likely caused by the game not being programmed well enough to check for
 throw immunity during jumps) This is easier to trigger during neutral jumps
 but if the enemy does a horizontal jump, you can try to grab the enemy just
 as he's falling down and the bug will activate.

*The cpu sometimes can make his attacks happen/end faster (this can happen with
 dashes and backdashes, too) This seems to happen at random after the cpu is
 damaged (most likely this has something to do with the buggy attack cancel
 system) Once i had Sett using his "Multi-Dimensional Reach" and hitting me
 instantly!

*If both characters strike at the same time, player 1 will always win (that
 means there's no "trade" system like other fighting games).

*Not a bug "per se" but the cpu is literally immune to stun since he recovers
 as soon as he touches the ground (bad, bad programming).


Character-Specific Bugs
`````````````````````````

*If Shaq is crouch-blocking and you attack him with an attack that's not an
 overhead, he'll stop blocking for a few frames (leaving him vulnerable to
 attacks!) then he'll go back to crouch-blocking, leading to an easy infinite
 "combo" by just spamming fast low attacks.

*If you perform Shaq's alternate taunt and continue to hold both "Down +
 Taunt", he'll stay in the final frame of the animation indefinitely.

*Kaori seems to be a bit more resistant to stun for unknown reasons (no other
 character than her can take all 3 hits of Beast's "From Hell It Came" and not
 be stunned, for example).

*Voodoo's crouching fast kick is impossible to hit the enemy with unless he's
 in the corner and Voodoo is literally right in your face.

*During certain frames, if you press "Up" to jump with Auroch, he won't do so
 (this happens during the first frames of his standing animation).

*Colonel can make "Heavy Metal" startup even faster by pressing an additional
 attack button after pressing FK in the motion.

*Colonel can also cancel the recovery frames of "Missile Launch" by pressing
 any attack button a few frames after he starts the attack.

*The bug with Nezu's "Eno Flip" as described in his movelist, that makes the
 properties of that special attack to change completely.

*If Nezu's "Time Vault" collides with another projectile, they both disappear,
 but the game makes "Time Vault" freezing effect to take place, regardless if
 you destroy it just as soon as Nezu uses it, and that means you are frozen
 even if you are standing in the corner when said situation happens!

*If Beast uses "From Hell It Came" and holds down an attack button while he

does it, he will perform his "Hell Unleashed" pursuit attack during the last
part of the former attack's animation (the pursuit attack won't damage the
enemy, though).




***********************
* 4.3 Cheats / Secrets *
***********************


Bonus Fight   = Accessible only in the first and second island (story mode's
                world map) are 2 bonus fights that are cleverly hidden, and
                also a bonus stage.

Bonus Fight 1 = In the first island, look below Gargoyle's Peak for some stairs
                leading to a black cave. Go down the stairs (you may need to
                move left/right while walking down) reach the black hole and
                press Start/C to enter (you'll see no text prompt unlike the
                other stages) and you'll fight a dark blue-colored Beast in
                Diesel's stage. Beating him (or losing) has no benefits or
                disadvantage (you don't lose a continue if you lose) so this
                bonus fight is merely to "train" against Beast for the later
                match against him.

Bonus Fight 2 = In the second island, below South Gate, you'll see a little
                fence between two pillars. Position yourself in front of the
                fence and press Start/C to fight a black-colored Sett in
                Mephis' stage. Just as the first bonus fight, this serves no
                purpose other than to train a bit for the real Sett match later
                on.

Bonus Stage   = Cleverly hidden above Catwalk Falls, go to the top right corner
                (not where the two trees are but that lonely corner above it)
                and press Start/C to fight against an infinite horde of
                skeletons (one at a time).  The bonus stage lasts for 30
                seconds, and if you defeat 20 skeletons before the time's up,
                you are rewarded with an extra continue.  The skeletons won't
                attack, will stand in their place for about 4 seconds before
                leaving (and replaced by another) and you only need 1 hit to
                destroy one of them (throws work too).

-------------------------------------------------------------------------------

Blood Code    = Go to the options menu, press "A, B, C, C, B, A" and the screen
                should flash. After that, you'll see a little bit of blood
                every time an attack connects (very little indeed, this is no
                Mortal Kombat, mind you).

-------------------------------------------------------------------------------

Play as any character in the story mode = Go to the options menu, choose any
                                          number in the music test (which
                                          number represents who will be listed
                                          below) up to 12 then do the following
                                          code "Up, Down, B, Left, Right, B"
                                          and the screen should flash.  Now,
                                          when you play the story mode, instead
                                          of using Shaq, you'll play as the
                                          character represented from the music
                                          test number.  You still see Shaq's

sprite in the world map and the
pre/post battle quotes (but the
sprite of the character you chose
will replace Shaq's) and ending are
the same but you're not forced to
play as the man himself.

1 = Mephis
2 = Sett
3 = Nezu
4 = Kaori
5 = Beast
6 = Auroch
7 = Voodoo
8 = Colonel
9 = Diesel
10 = Leotsu
11 = Rajah
12 = Shaq (using the code in music test 12/off is the same as not doing the
     code at all)

--------------------------------------------------------------------------------

Stage Select Code = Done in duel mode by holding B and pressing left/right
                    (only works in duel mode).

--------------------------------------------------------------------------------

*The handicap setting can be modified by holding C and pressing left/right
 which makes each successive dot give bonuses to both life and damage to either
 player 1 or player 2 depending which side is the handicap dot standing on
 (duel mode only).  The furthest the dot is to the neutral slot (7 possible
 places) the bigger the life and damage bonus that player will have. The
 handicap setting will affect the time it takes for you to recover life with
 the life regen mechanic (slower regen due to bigger life pool).

--------------------------------------------------------------------------------

*Some characters have an extra ko animation depending on how you hit them.

*Mephis' whole body dissolves into some sort of shards (as if his body was like
 a ghost) This animation won't happen if you attack him while he's jumping, you
 throw him or use an attack that has the knockdown property.

*Auroch's whole body turns into stone then shatters into pieces. Just like
 Mephis, this won't happen if Auroch is defeated while jumping, he's thrown or
 with an attack that has the knockdown property.

*Sett will drop to his knees, smoke (either smoke or his spiritual essence)
 coming out of his head then falls down to the floor, with his whole body
 seemingly dissolved, only leaving his armor pieces behind. This finisher is
 triggered if he's defeated using a standing punch attack (if Sett is standing)
 or with any attack if he's crouching, but remember also the universal rule of
 him not jumping, not being thrown or be defeated with an attack that has the
 knockdown property or else the special finisher won't happen.

*Contrary to some statements, the blood code is not necessary to be activated
 for the above finishers to happen.

*Rumor = Supposedly Voodoo, Colonel, and Beast have an unused finisher with

Voodoo fading into smoke and leaving only her clothing behind, Beast literally
 rotting and leaving an skeleton behind and Colonel having one of his bionic
 arms exploding (further explaining why his defeated artwork has one of his
 bionic arms broken).

*Though i can't confirm it myself (i forgot how to do the sprite-viewing stuff
 in emulators) those animations are contained within the game's files so they
 are technically unused.

*Regarding Beast's finisher... Like more than a decade ago, i could swear that
 I've seen it happening at least once while i was playing but it's a fuzzy
 memory so take this info with a grain of salt (the Beast finisher "happened"
 in the SNES version, which was the first one I played).

--------------------------------------------------------------------------------

*Allegedly there's a code to play as the skeleton from the bonus stage but I
 highly doubt it since he isn't shown to have attack animations or being able
 to be thrown (you can throw him but the skeleton dies before the throw
 animation happens).  The code is the following = Go to the options menu and
 press "A, A, A, C, C, A, A, B, C, B" (I tried it, but nothing happens, so go
 ahead and try it yourself).

--------------------------------------------------------------------------------

*Even though it may be obvious, I'll write it too = All stages except Rajah,
 Auroch, Leotsu, Nezu, and Sett's have either 2, 3 or 4 different variations in
 the background, like Kaori's stage being at night or the middle of the day
 (unknown if they can be triggered manually).

--------------------------------------------------------------------------------

*Probably something that no one noticed is that each time there's a draw, like
 other fighting games, you fight in an extra round (if it happened in the last
 round of the match, the next round is usually called extra round, final round
 or even sudden death sometimes) but in this game, unlike others, you can play
 up to 99 rounds, and if there's a draw in that round, the game sends you back
 instantly to the main menu (unlike games where I've only seen up to 9 rounds
 and that's it).

*************************
* 4.4 Trivia / Questions *
*************************

Trivia
``````
*Voodoo's doll has different sprites (a bit hard to notice but they are) for
 each of the characters (nice to see that they bothered to do that).

*When you defeat Rajah in the SNES version, he says "Voodoo's magic will teach
 you a lesson, fool." but in the Sega version he says "Colonel will teach you
 a lesson, fool." (makes sense due to Colonel not being present in the SNES
 version and is the only dialogue that's edited for the Sega version).

*The prototype version of the game (only seen in magazines) has Shaq enter the
 second world through a book instead of a door.

*The name of the characters were present in the battle, located where the fury

meter would be in the final release of the game.

*The SNES and Sega versions came bundled with a cd single exclusive for the
 game, called "Stand and Deliver."

*Leotsu is a pun on the ancient Chinese philosopher Laozi's name (also known
 as Lao Tzu).

*Diesel is actually the name of Shaquille O'Neal's debut cd as a rapper, Shaq
 Diesel.

*His second cd, Shaq Fu: Da Return was released a month later after the game.


Questions
`````````
*Why did a company known for 2 amazing platformer games decided to make a
 fighting game (of all things!) featuring a very well-known basketball player
 like Shaquille O'Neal instead of making a, you know, basketball game?  Same
 thing happened to Michael Jordan, too.

*What's that "bird-thing" at the main menu screen?  It's located at the left
 corner, next to Beast.

*Why does Shaq not have a single normal or special attack that had something to
 do with basketball, which is where he's mostly known from?

*Why are Shaq's costume colors in the main menu the same (as it should be) but
 the actual sprite has his pants having different colors?

*How does Shaq know of Sett Ra's name if the old man in the dojo never
 mentions him?

*Why is Shaq not even surprised to see Diesel in the second world?  He's more
 amused at the fact that he has the same name as his first rap album.

*Why is Shaq the only character with 2 special moves?  This is quite
 troublesome, honestly.

*Why does Shaq use Beast's stage for his own instead of using North/South
 Gate?  Using the North/South Gate would make 10 times more sense.

*How and when did Diesel enter the second world?

*Supposedly, the old man from the kung fu dojo is Leotsu himself, so why does
 he looks completely different from his ingame version?

*If Leotsu is the same guy from the intro, why does he says "i'm too old to
 fight" yet when you fight him he's clearly anxious to fight?

*If he's not the same guy, then who is he?

*Why does Leotsu fight you in the second world instead of helping you?

*Kaori was mind-controlled by Sett using a ring but no ring is ever present in
 her artwork.

*Colonel is mentioned to be a "celestial champion" but he's only a human with
 a scientist brother who gave him the bionic implants, so what's this nonsense
 about celestial beings?

*If Nezu is the catalyst (he has to be sacrificed) for Sett's return to his
 full power and to end his exile from the second world, why did he make him
 fight Shaq and not do the ritual before?

*Nezu is "hypnotized" by Sett yet for Kaori he used a mind control ring, so why
 didn't he hypnotize both? or is there only one mind control ring?

*Beast says he'll time travel to fight Shaq "one day" but said "fight" happens
 not just 5 minutes later after Sett is defeated so what was he talking about?

*If he can time travel, why doesn't he go back to the time where Sett was
 originally defeated?  Or as soon as he's defeated, go back 5 minutes back in
 time and defeat Shaq?

*How exactly did he find Nezu, anyways?

*Why doesn't he kidnap Nezu's mother, father or any of his ancestors?  No
 mention of his family is ever made, outside of Leotsu being his grandfather.

*Why is Beast the one with time travel, anyways?  Shouldn't Sett be able to do
 that, too?  The same with Beast having powers of necromancy.

*His ending has him being free (and happy about it, it seems) of Sett's
 influence, but why didn't that happen when Sett was defeated by Ahmet, Leotsu
 the Wise and the group of wizards?

*If Beast wants his own freedom, why doesn't he defeat Sett himself (or not
 spend years to find his tomb after being defeated by Ahmet and the others)
 if he's weakened?

*Why are Beast's skeletons from the bonus stage hidden?  If it weren't for that
 bonus stage, their mention in that one cutscene would make no sense (like it
 doesn't if you play the SNES version, where the skeletons are non-existent).
 I would have made them obligatory to fight as soon as you step in the first
 bridge and that would've been much better.

*Why don't Beast's skeletons attack?

*Why is Sett Ra mentioned by his full name only in the cutscenes?

*Why is he the only one with a surname (probably he fused with Ra like Amon
 would do in Egyptian mythology)?

*If Sett doesn't arise until after you defeat Beast, how did he hypnotize Nezu?

*Beast was created from Sett's own shadow yet he still has a shadow ingame.

*If anyone (Diesel being the best/worst example) can switch between the first
 and second world, why doesn't Sett sends his soldiers to the first world
 instead of doing one-on-one fights?

*Sett's ending has him being able to finally enter the first world, and the
 first thing he does is (like he did in the past) to travel the world
 "incognito"... What is he waiting for... the sequel?




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 5. Conclusion
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 5.1  What's Missing/Needed
 -Clean up and corrections
 -If you have anything to add, any corrections I need to make, please email me
  at billy_kane_32@hotmail.com. Credit will be given for your contribution.


 5.2  Credits
 -Delphine Software International (R.I.P.)
 -Electronic Arts
 -Shaquille O'Neal (who has graced us with a sequel for this game, after 24
  years!)
 -Gamefaqs
 -Giygas for writing this faq
 -Faq presented by me
```