

Killer Instinct Gold Glacius Character FAQ

by General Goat

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KI GOLD: GLACIUS v2.0

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1. INTRODUCTION

Glacius is one of the more powerful characters in KI Gold, he can do serious damage has some good moves and his moves and combos are easier to execute then some of the other characters. This guide is made to help your fighting skills with Glacius improve. It teaches you Glacius's moves, some techniques used and some powerful combos that can be executed for some good damage. When fighting against certain characters there are different strategies that can come into play depending on the character's strengths and weaknesses. In the end I hope this guide teaches you a few things about Glacius and KI GOLD itself.

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2. CHARACTER PROFILE

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____GLACIUS____

Height: Variable
Weight: Variable
Age: Unknown

THE STORY: 2 millenia from now a captured relative earns freedom by slaying a fire being and escaping home. But now in the past, a distress call has been answered. Glacius must free his stranded kin.

I think the fire demon may have been Cinder

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3. GLACIUS

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LEGEND

+ = + = + = + = + = + = + = + =

QP: quick punch
QK: quick kick
MP: medium punch
MK: medium kick
FP: fierce punch
FK: fierce kick

F: forward
D: down
U: up
B: back

UF: up, forward
UB: up, back
DF: down, forward
DB: down, back

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A. BASIC ATTACKS

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After some experience in the game, you should not even use these moves (with the exceptions of the D + FK sweepkick, the top attack and the jump-in moves).

While Standing

FP:

The basic fierce punch attack. Glacius gives his opponent a powerful but slow punch to the face. Useless after you learn special moves.

FK:

The basic fierce kick attack. Glacius gives his opponent a powerful but slow kick to the face. Useless after you learn special moves.

MP:

The basic medium punch attack. Glacius gives his opponent a medium strength, medium speed punch to the face. Useless after you learn special moves.

MK:

The basic medium kick attack. Glacius gives his opponent a medium strength, medium speed kick to the face. Useless after you learn special moves.

QP:

The basic quick punch attack. Glacius gives his opponent a weak strength, fast speed punch to the stomach. Useless after you learn special moves.

QK:

The basic quick kick attack. Glacius gives his opponent a weak strength, fast speed kick to the stomach. Useless after you learn special moves.

Top Attack: B + FP

An attack that is very effective against ducking or blocking opponents as it is unblockable.

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A. BASICS TERMS
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This section will cover the basic fighting terms and how to implement them The advanced section is for more advanced players. I'm just listing what's important so if I missed anything you need to know, please look in your instructions booklet. So lets get started!

Combo: A combo is a string of hits in a row that does more damage then basic fighting skills. To be named a "combo" it must have at least 3+ hits. Each combo has a different name depending on the ammount of hits. A combo can be very basic and very hard depending on the ammount of hits and the difficulty of executing it. Every combo has some type of opener (i.e openers, pressure moves, parrying) More on these moves is covered in the "Move List" section

Openers: An opener is an attack that hits your opponent, without knocking him down and allows you some time to hit him more before he gets a chance to move. There are many kids of openers for Glacius including; Cold Shoulder, Icy Grip, Liquidize Uppercut, his D + FK attack (the sweepkick), parry, pressure move and many more!

Auto-Doubles: An auto-double is an attack that continues a combo. It is usually used after openers, linkers and superlinkers. For example, after you perform an opener you can continue the combo with an auto-double button. The auto-double button depends on one thing, the strength of the attack you just did. The auto-double button is the strength of attack 1 under the attack you performed before it. For example, if you do a quick punch or kick opener or linker it goes to fierce punch or kick. Here is a little something to help you understand.

FP-----	MP, MK
FK-----	MP, MK
MP-----	QP, QK
MK-----	QP, QK
QP-----	FP, FK
QK-----	FP, FK

End Finishers: An end finisher is a special move you use at the end of a combo to finish it. Every character has 5, but the fifth end finisher opens up after you have done the other 4.

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B. ADVANCED TERMS
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This is for more advanced players.

Linkers: A linker is a special move performed after an auto-double or a manual-double, it will not knock your opponent down and gives you a chance at more hits. After a linker you can continue the combo as normal. Linkers for Glacius are Cold Shoulder and Liquidize and uppercut.

Pop-Ups: A pop-up is an attack that launches an enemy into the air. A pop-up for Glacius is the Ice Lance.

Top Attack: A top is performed by doing B + FP (for Glacius). It is an attack that works on blocking and ducking opponents. It can be followed by a manual-double or a pressure-double.

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C. MASTER TERMS
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The section for the masters!

Countering: A counter is performing an attack or special move that bests an attack or special move your opponent has done. For example, Glacius vs. Glacius; Icy Grip beats Liquidize and Uppercut, Liquidize and Uppercut beats Cold Shoulder, Cold Shoulder beats Icy Grip.

Projectile Countering: Every character has a special move where they can pass through a projectile and counter the enemy, in Glacius' case it is the Liquidize and Uppercut.

Air Countering: These counters are done in the air (like when you and your opponent are jumping toward each other. Any fierce attack beats a medium attack, any medium attack beats a quick attack, any quick attack beats a fierce attack

Manual-Doubles: A manual-double can be done after an auto-double and even works as an opener. Manual-doubles are harder to break, and they can extend a combo. To perform a manual-double rapidly press a fierce punch or kick followed by a medium punch or kick. There are 4 possible manual-double combinations.
FP-MP, FP-MK, FK-MP, FK-MK.

Pressure-Combos: A pressure-combo is a combo that is executed on a blocking opponent. This method fills the super-bar VERY quickly but your opponent takes almost no damage.

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D. MOVE LIST

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OPENERS

+ = + = + = + = + = + = + =

Icy Grip: D, DF, F + QP

This move should only be used at close-range. Using this move Glacius grabs his opponent and pulls them toward him. Your opponent will be temporarily stunned, this is your chance to execute a combo!

Cold Shoulder: D, DF, F + MP

This move should be used at close-medium range, if you do the move correctly Glacius charges toward his opponent with his shoulder. The main purpose of this move is to connect quickly and execute a combo (just like other openers). I find this opener the easiest to use, and create combos with. It can also be used as a linker.

Liquidize Uppercut (MEDIUM KICK VERSION): D, DF, F + MK

The difference between using fierce kick or medium, is the medium kick acts as an opener to start combos, the fierce kick pops-up the enemy into the air. Glacius turns into a puddle, moves toward his opponent and delivers an uppercut. It can be used at any range. I don't recommend using this opener too much because it is easily blocked and countered. The only time I use this is to switch up my attacks to be less predictable. (can be used in air) It can also be used as a linker and a parry opener.

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SPECIAL MOVES

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Arctic Blast: D, DB, B + any punch (QP, MP, FP)

Glacius will shoot an ice projectile towards his opponent. The strength of the punch determines how fast the projectile travels (the stronger the punch, the greater the speed). It can be used from any range, but I only recommend this at long-range because if you are too close to your enemy he/she can jump over the projectile and counter with a combo. If this and another projectile collide, they will both disappear.

Ice Lance: D, DF, F + any punch (QP, MP, FP)

Glacius' arm will become a lance and shoot upwards to try and hit his opponent. It works and close-medium range and works best if your enemy is in the air. This is a pop-up attack.

Liquidize Uppercut (FIERCE KICK VERSION): D, DF, F + FK

The difference between using fierce kick or medium, is the medium kick acts as an opener to start combos, the fierce kick pops-up the enemy into the air. Glacius turns into a puddle, moves toward his opponent and delivers an uppercut. It can be used at any range. The only time I use this is to switch up my attacks to be less predictable, because it can easily be countered. (can be used in air) It can be used as a pop-up.

Liquidize: D, DF, F+ QK

Glacius will turn into a puddle and reform himself in a different place. It is basically a teleport move, so, it can be used at any range. It can be used to catch your opponent off-guard and beat on him. For example if your opponent shoots a projectile at you from afar you can liquidize right beside him and beat on him before he recovers. (can be used in air)

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SUPER MOVES

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OTHER MOVES

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Throw: F + FP

Reverse: B + FP

To perform a throw you must be very close to your opponent. The advantage of using throws is it cannot be blocked., although it can be reversed during the throw. If you perform a throw after an auto-double, it will throw your enemy high in the air and gives you a chance to juggle.

Combo Breakers: D, DF, F + any punch (kick moves)

D, DF, F + any kick (punch moves)

A combo breaker is a special move the breaks a combo while it is being executed. Combo breakers can only be performed when the opponent is hitting you with an auto-double or manual-double. If your opponent does a kick auto-double or manual-double do the D, DF, F and press any punch, on the other hand if your opponent does a punch auto-double or manual-double do the D, DF, F and press any kick.

Pressure-Double: F + FK

Glacius' hands turn into axes and thrusts them toward his opponent. It works at close-medium range. It can be used as an auto-double or an opener.

Parry: B + QP (hold)

The parry is a defensive technique that lets you catch an opponent's regular standing attack. It gives you a chance to open up a combo, use a parry opener or make your opponent dizzy!

Air Double: D, DF, F + any kick

An air double is used after you have hit your opponent while you and they are in the air. The strength of the kick you use is 1 under the strength of the attack you used first, it works just like auto-doubles.

Mini-Ultra: D, DB, B + QK

A mini-ultra is possible at the end of the opponents FIRST health bar. Just do the mini-ultra button combination while a combo is being executed. The mini-ultra delivers several hits to your opponent which will kill off the rest of their first health bar. You must have at least done one end finisher during the match to execute a mini-ultra.

Ultra: D, DF, F QK

The ultra combo is performed exactly the same as the mini-ultra except at the end of the opponents SECOND health bar (while it's flashing red). How many hits the ultra does depends on how long your combo was before you performed the ultra. Also, the more end finishers you performed in the match, the more hits!

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4. FIGHTING AGAINST

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JAGO

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Jago is one of the more powerful characters in KI: Gold, he has good special moves and his speed bests that of Glacius. Although he sounds powerful Glacius can take on Jago quite easily. Jago players most commonly use the Windkick for their openers which if used with FK can reach you from on the other end of the screen. Using this knowledge you can do 1 of 2 things 1) counter with a liquidize and uppercut to open a combo 2) block it and try an opener of your own (you can even try the D + FK opener if you know your opponent does not like blocking low). Liquidize and Uppercut should be your main opener for this match, as it counters the most commonly used Jago opener. Do not use it from long-range or it will leave you WIDE open to a counter, if the player is good he will counter with a Ninja Slide and open a combo. Avoid jumping in AT ALL COSTS because Jago can catch you with a Tiger Fury, or even a Super Tiger Fury which can result in massive damage. If Jago jumps in on you, give

him a Super Lance high into the sky. You will win any long-range battles with use of the Super Arctic Blast (which will give your opponent some trouble). If Jago corners you, get out with the Super Liquidize and Uppercut. On top of that, he will be cornered!

Keep pounding him with openers until you can get combos in and anticipate the Windkick which most Jago players use commonly.

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5. ENDING
(SPOILERS!!!)

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Glacius is brought to earth and is dragged into a fight for his life (at this point Glacius stands in the middle of his level and does his victory pose). Glacius emerged victorious against all odds. Glacius frees his stranded kinsmen, this rescue mission was a complete success. (Shows Glacius standing on a cliff that 痴 covered in ice).

END OF SPOILERS!!!!

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6. COPYRIGHT

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