

Cyberbots: Full Metal Madness (import) FAQ/Move List

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Cyberbots

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1. Legend

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ub	u	uf	f - Forward	LA - Light Attack	A - Any Attack
\		/	b - Back	HA - Heavy Attack	+ - And
b--	--f		u - Up	B - Boost	/ - Or
/		\	d - Down	W - Weapon	, - Then
db	d	df			

qcf - quarter circle forward (d, df, f)

qcb - quarter circle back (d, db, b)
hcf - half circle forward (b, db, d, df, f)
hcb - half circle back (f, df, d, db, b)

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2. System
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* 2.1 Basics *

Standard Throw	f/b + A close	refer to the character's movelist for a detailed list of their throws
Dash Forward	f, f / B	consumes Boost Meter
Charge Attack One	LA	
Charge Attack Two	HA	
Long Dash Forward	f, f (and hold f) / hold B	consumes Boost Meter
Charge Attack One	LA	
Charge Attack Two	HA	
Dash Backward	b, b / b + B	consumes Boost Meter
Retreat Attack One	LA	
Retreat Attack Two	HA	
Long Dash Backward	b, b (and hold b)/ hold b + B	consumes Boost Meter
Retreat Attack One LA		
Retreat Attack Two HA		
High Block	b	
Low Block	db	does not block overheads
Air Block	ub/u/uf, b	
Safe Fall	tap B after being knocked down	
Recover Back	hold b after hitting the ground	
Recover Forward	hold f after hitting the ground	
Negative Edge	allows you to perform maneuvers by holding the attack button down, performing the motion, then releasing the attack button	an example would be performing a qcf + P maneuver by instead holding P, qcf, releasing P; this works for specials and supers
Power Charge	hold down LA+HA	charges energy directly into your super meter; if you are hit while charging, you will automatically lose your

Giga Crush	LA+HA when super meter is full	critical part can hit opponent who is on the ground
Hyper Mode	fill the super meter completely	lasts for 10 seconds or ends when a Super or Giga Crush is used; attacks deal slightly more damage during this mode
Super	qcf, qcf + A when super meter is full	the super meter fills when an attack strikes or is blocked

 * 2.2 Boost *

The Boost Meter is located underneath the character's lifebar next to their name. Using dashes or pressing the B button will drain the Boost Meter. Once empty, you must wait for it to auto refill to use a Boost maneuver again.

General Boost Moves:

Dash Forward	B
Dash Backward	b + B
Hover	B in air
Air Dash	f + B in air
Air Back Dash	b + B in air
Boost Climb	u + B in air
Boost Climb Forward	uf + B in air
Boost Climb Back	ub + B in air
Boost Descend Forward	df + B in air
Boost Descend Back	db + B in air
Slow Landing	d + B in air

 * 2.3 Weapon *

The Weapon Meter is located above the character's lifebar labeled with a "W". Using your weapon by pressing the W button will drain the Weapon Meter. The Weapon Meter must be completely full to use a weapon attack, so you must wait for the meter auto refill to use a Weapon maneuver again.

 * 2.4 Critical Part *

Your critical part is the main arm of your robot. Without it, you are unable to perform a variety of attacks and specials. A robot will lose it's critical part after the meter above their lifebar marked with an "A" depletes completely. Every strike you take from the opponent drains the meter. It will auto refill, but if you continue to take strikes the meter will empty completely. Once empty, the main arm of your robot will fly off. To pick it

back up you must walk over the arm piece. If the arm piece is way off screen, the arm will automatically drop from the sky and reattach to your robot. Note that Super-8, Helion, Warlock, and Zero Gouki have no critical parts to lose.

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3. Characters
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* 3.1 Blodia *

Colors

1P - Red

2P - Blue

Throws

Punching Bag	f/b + LA close	shake joystick and tap the attack buttons rapidly for more punches; will not work if you are missing your critical part
Direct Press	d + LA+HA	the timing on this follow up is a little weird so you can try hold d and mashing LA+HA during the Punching Bag maneuver to get it to come out
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + A when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Laser Blade One	HA in air LA	overhead will not work if you are missing your critical part
Two	LA	first part must touch the opponent (blocked or not) for this to come out
Machine Pumper	HA	2 hits

Command Moves

Slide Drill Dash Forward, LA

Retreat Drill	Dash Backward, LA	
Shoulder Charge	Dash Forward, HA	becomes Slide Drill if you are missing your critical part
Retreat Shoulder	Dash Backward, HA	becomes Retreat Drill if you are missing your critical part
Knee Blades	d + HA in air	can perform another air attack after move; overhead; can hit an opponent who's on the floor
Arc Sweep	d + HA	must be blocked low
Quick Pursue	u + A	

Special Moves

Break Shaft	hcf + A	from far, the blades will simply strike you; from close, Blodia will catch and blast the opponent (must connect and NOT be blocked); will not work if you are missing your critical part
Full Metal Charge	f, d, df + A	LA=short, HA=far
Gatling Rod	qcb + A	LA=stationary, HA=slight dash; will not work if you are missing your critical part
Needle Press	d, u + A when opponent is down	pursue attack
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part
Direct Press	f, df + HA close	unblockable; will not work if you are missing your critical part
Giga Burst	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

BIT High Blast	W	
BIT Low Blast	d + W	can hit an opponent who's on the floor
BIT Upward Blast	f + W	
BIT Straight Air Blast	W in air	
BIT Downward Air Blast	d + W in air	can hit an opponent who's on the floor
BIT Upward Air Blast	u + W in air	

Super

Planet Smasher	qcf, qcf + A	dash in must touch the opponent for the entire super to come out; will not work if you are missing your critical part
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 * 3.2 Swordsman *

Colors

1P - Green
 2P - Dark Gray

Throws

Death Cutter	f/b + LA close	shake joystick and tap the attack buttons rapidly for more slashes; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part

Basic Moves

Stretch Treads	HA in air	overhead
Mega Sword Thrust	HA	will not work if you are missing your critical part
Down Slash	LA	will not work if you are missing your critical part
Side Slash	LA	first part must touch the opponent (blocked or not) for this to come out
Sky Slash	HA	Side Slash must touch the opponent (blocked or not) for this to come out
Sky Slash	HA	first part must touch the opponent (blocked or not) for this to come out

Command Moves

Default E Slicer	Dash Forward, d + LA
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Default Retreat E Slicer	Dash Backward, d + LA	
E Slicer	Dash Forward, LA when you are missing your critical part	
Retreat E Slicer	Dash Backward, LA when you are missing your critical part	
Dangerous Roller	Dash Forward, HA	
Trick Roller	Dash Backward, HA	
Giant Drill	d + HA in air	overhead; can hit an opponent who's on the floor
Sneaky Treads	d + HA	must be blocked low
Special Moves		

G Splasher	qcf + A	LA=short, HA=long; move must connect (not blocked) to perform the entire maneuver; if the move is started from very far away and hits, the opponent will only be knocked down; can hit an opponent who's on the floor
Slay Sword	hcb + A (hold A to empower)	LA=short, HA=long; will not work if you are missing your critical part
Photon Splash	b, d, db + A	LA=blasts are all high, HA=blasts are spread (high, mid, low)
Air Photon Splash	b, d, db + A in air	LA=blasts are all high, HA=blasts are all low
Vertical Gears	d, u + HA	
Giga Burst	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon		

Mid Trap Launcher	W	can be destroyed at it's base with low attacks; if move connects (not blocked), it will stun the opponent for a short time
Short Trap Launcher	d + W	can be destroyed at it's base with low attacks; if move connects (not blocked), it will stun the opponent for a short time
Far Trap Launcher	W in air	can be destroyed at it's base with low attacks; if move connects (not blocked), it will stun the opponent for a

Super

Crescent Tornado	qcf, qcf + A	will not work if you are missing your critical part
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 * 3.3 Riot *

Colors

1P - Yellow
 2P - Gold

Throws

Mighty Hand	f/b + HA close	will not work if you are missing your critical part
Pick Up And Slam	f/b + HA when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Flame Wheel	LA in air	overhead
Full Blast	HA in air	overhead

Command Moves

Low Roller	Dash Forward, LA	
Retreat Roller	Dash Backward, LA	
Mighty Drill	Dash Forward, HA	
Trick Drill	Dash Backward, HA	
Landing	d + HA in air	overhead; can hit an opponent who's on the floor
Ground Flames	d + HA	must be blocked low

Special Moves

Dyna Blow	qcf + A	LA=short, HA=long; will not work if you are missing your critical part
Air Dyna Blow	qcf + A in air	LA=short, HA=long; will not work if you are missing your critical part

Riot Strike	f, d, df + A	LA=reappears short, HA=reappears long; can hit an opponent who's on the floor
Super Riot Strike	f, d, df + LA+HA	can hit an opponent who's on the floor
Air Riot Strike	f, d, df + A in air	LA=reappears short, HA=reappears long; can hit an opponent who's on the floor
Super Air Riot Strike	f, d, df + LA+HA in air	can hit an opponent who's on the floor
Death Bolt	hcb + A	LA=fast, HA=slow; must be blocked low; can hit an opponent who's on the floor
Flame Grip	b, d, db + LA	will not work if you are missing your critical part
Death Grip	b, d, db + HA	move must connect (not blocked) to perform the entire maneuver; there are some cases (such as when the opponent is just getting off the ground, trying to use this in a combo, etc.) that you will not get a throw, but instead a Flame Grip that deals more hits; special will not work if you are missing your critical part
Violent Squeeze	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more squeezes; unblockable; will not work if you are missing your critical part or if your opponent is missing their critical part
Giga Burst	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon		

Pulse Laser Rain	W	can hit an opponent who's on the floor
Sky Pulse Laser	f + W	
Ducking Pulse Laser	d + W	can hit an opponent who's on the floor
High Pulse Laser Rain	W in air	can hit an opponent who's on the floor

Super

		attack after move; overhead; can hit an opponent who's on the floor
Energy Chop	d + HA	
Special Moves		

Violence Wind	hcf + LA	
Violence Winds	hcf + HA	move must connect (not blocked) for entire maneuver to come out
Risky Nail	f, d, df + A	HA version grounds opponent; will not work if you are missing your critical part
Satellite Force	qcb + A/LA+HA	LA=beams appear short, HA=beams appear medium, LA+HA=beams appear far; will not work if you are missing your critical part; can hit an opponent who's on the floor
Dunk	d, d + A close	unblockable; will not work if you are missing your critical part; will also work on a downed opponent
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or your opponent is missing their critical part
Giga Rain	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon		

Thin Laser Cannon	tap W	
Thick Laser Cannon	W	
Thin Low Laser Cannon	d + quick tap of W	
Thick Low Laser Cannon	d + W	
Thin Air Laser Cannon	tap W in air	
Thick Air Laser Cannon	W in air	
Super		

Full Verniern Hurricane	qcf, qcf + A	dash in must connect (not blocked) for entire super to come out

* 3.5 Lightning *

Colors

1P - Pale Purple w/ Purple trim

2P - Yellow w/ Dark Gray trim

Throws

Shock Punch	f/b + LA close	shake joystick and tap the attack buttons rapidly for more punches; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + A when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Grinding Treads	LA in air	all hits are overheads
Stretch Treads	HA in air	overhead
Heavy Jolt	HA	will not work if you are missing your critical part
Quick Shock	LA	will not work if you are missing your critical part
Punch	LA	first part must touch the opponent (blocked or not) for this to come out

Command Moves

E Slicer	Dash Forward, LA	
Retreat E Slicer	Dash Backward, LA	
Tread Smash	Dash Forward, HA	
Retreat Tread	Dash Backward, HA	
Giant Drill	d + HA in air	overhead; can hit an opponent who's on the floor
Sneaky Treads	d + HA	must be blocked low
Upward Heavy Jolt	f + HA	will not work if you are missing your critical part

Special Moves

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Sparkle Laser          qcf + LA          stuns opponent for a
                      short while; will not
                      work if you are missing
                      your critical part

Upward Sparkle Laser  qcf + HA          will not work if you are
                      missing your critical
                      part

Rolling Gear          Charge d for 1 second,
                      u + A          LA=straight, HA=upwards;
                      can hit an opponent
                      who's on the floor

Air Rolling Gear      Charge d for 1 second,
                      u + A in air    LA=straight, HA=upwards;
                      can hit an opponent
                      who's on the floor

Thunder Rain          d, d + A          LA=quick, HA=lasts long;
                      will not work if you
                      are missing your
                      critical part; can hit
                      an opponent who's on
                      the floor

Vertical Gears        d, u + HA
Disassemble           f, df, d + A close  shake joystick and tap
                      the attack buttons
                      rapidly for more pulls;
                      unblockable; will not
                      work if you are missing
                      your critical part or
                      the opponent is missing
                      their critical part

Giga Rain             LA+HA when super meter is
                      full          can hit an opponent who's
                      on the floor

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Weapon

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Missile Launcher      W
Ducking Missiles     d + W
Air Missiles          W in air

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Super

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Thunder Shaking       qcf, qcf + A      will not work if you are
                      missing your critical
                      part; must touch
                      opponent (blocked or
                      not) to perform the
                      entire super

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* 3.6 Jackal                                               *
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Colors

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1P - Dark Gray
2P - Blue-Green

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Throws

Cross Whip	f/b + LA close	shake joystick and tap the attack buttons rapidly for more whips; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + HA when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Whip Slash	LA	will not work if you are missing your critical part
Punch	LA	first part must touch the opponent (block or not) for this to come out

Command Moves

Multi Driller	Dash Forward, LA	
Retreat Driller	Dash Backward, LA	
Jet Slide	Dash Forward, HA	
Trick Jet Slide	Dash Backward, HA	
Quad Spikes	d + HA in air	overhead; can hit an opponent who's on the floor
Ducking Whip	d + HA	will not work if you are missing your critical part

Special Moves

Heat Grapple	qcf + LA	whip must connect (not blocked) to perform entire maneuver; will not work if you are missing your critical part
High Heat Grapple	qcf + HA	must connect whip (not blocked) to perform entire maneuver; will not work if you are missing your critical part
Dizzy Boomerang	qcb + A	LA=short, HA=far
Air Dizzy Boomerang	qcb + A in air	LA=short, HA=far
Jackal Stamp	Charge down for 1 second, u + A	LA=4 hits, HA=6 hits; overhead; must connect

		(not blocked) to perform the entire maneuver; can hit an opponent who's on the floor
Whip Sting	tap A rapidly	LA=quick, HA=lasts longer
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part
Giga Rain	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

BIT High Blast	W	
BIT Low Blast	d + W	can hit an opponent who's on the floor
BIT Upward Blast	f + W	
BIT Straight Air Blast	W in air	
BIT Downward Air Blast	d + W in air	can hit an opponent who's on the floor
BIT Upward Air Blast	u + W in air	
Laser Screen High	qcf + W	
Laser Screen Low	f, df, d + W	if projectile hits (not blocked) the opponent will be stunned for a short period of time

Super

Assault Bits	qcf, qcf + A	whip must connect (not blocked) for entire super to come out; will not work if you are missing your critical part
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 * 3.7 Fordy *

Colors

1P - Yellow
 2P - Pink

Throws

Punching Bag	f/b + LA close	shake joystick and tap
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		the attack buttons rapidly for more punches; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + A when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Buzzsaw	HA in air	all hits are overheads; can hit an opponent who's on the floor
Flame Upper	HA	will not work if you are missing your critical part
Punch	LA	will not work if you are missing your critical part
Quick Energy	LA	first part must touch the opponent (blocked or not) for this to come out
Mega Upper	HA	Quick Energy must touch the opponent (blocked or not) for this to come out
Mega Upper	HA	first part must touch the opponent (blocked or not) for this to come out

Command Moves

Ground Saws	Dash Forward, LA	
Retreat Drill	Dash Backward, LA	
Matrix Ball	Dash Forward, HA	
Trick Matrix Ball	Dash Backward, HA	
Hidden Gear	d + HA in air	this is NOT an overhead; can hit an opponent who's on the floor
Dangerous Wheels	d + HA	must be blocked low

Special Moves

Iron Nail	qcf + A	HA version hits twice; will not work if you are missing your critical part
Sunrise Blade	f, d, df + A	LA=short, HA=far
Drill Anchor	Charge b for 1 second, f + LA	chain must connect (not blocked) to perform the entire move; will not

Spiral Anchor	Charge b for 1 second, f + HA	work if you are missing your critical part chain must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Fordy Beat	LA, W, HA	
Fordy Break	LA, W, HA, LA	must connect (not blocked) for the entire move to come out
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part
Giga Strike	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon		

Homing Missile	W	tracks opponent slightly; can hit an opponent who's on the floor
Low Homing Missile	d + W	tracks opponent slightly; can hit an opponent who's on the floor
Air Homing Missile	W in air	tracks opponent slightly; can hit an opponent who's on the floor
Dual Homing Missile	qcf + W	tracks opponent slightly; can hit an opponent who's on the floor
Dual Air Homing Missile	qcf + W in air	tracks opponent slightly; can hit an opponent who's on the floor
Super		

Nebulous Dream	qcf, qcf + A	

* 3.8 Tarantula *

Colors

1P - Orange

2P - Off White

Throws

		work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Upward Wrecker	qcf + LA+HA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Air Powered Wrecker	qcf + LA in air / f, df, d + LA in air	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Air Diagonal Wrecker	qcf + HA in air	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Air Diagonal Down Wrecker	f, df, d + HA in air	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Air Upward Wrecker	qcf + LA+HA in air	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Air Downward Wrecker	f, df, d + LA+HA in air	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
Wrecker Slam	P	
Wrecker Missiles	qcb + A	
Rising Tornado	f, d, df + A	LA=long and low, HA=short and high
Falling Winds	b, d, db + A	LA=short and steep descent, HA=long and straight across
Tarantula Stamp	Charge down for 1 second, u + A	LA=4 hits, HA=6 hits; overhead; must connect (not blocked) to perform the entire maneuver; can hit an opponent who's on the floor
Disassemble	f, df, d + A close	shake joystick and tap

Giga Strike	LA+HA when super meter is full	the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part can hit an opponent who's on the floor
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Weapon

Missile Launcher	W
Missile Rain	d + W
Air Missiles	W in air

Super

Falling Destroy	qcf, qcf + A	jump in must connect to perform the entire super; the jump in is unblockable; will not work if you are missing your critical part
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* 3.9 Killer Bee * *

Colors

1P - Off White w/ Red trim
2P - Light Blue w/ Orange trim

Throws

Death Cutter	f/b + LA close	shake joystick and tap the attack buttons rapidly for more slashes; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + HA when close to downed opponent	will not work if you are missing your critical part
Air Toss	any direction except u + A close in air	will not work if you are missing your critical part

Basic Moves

Flame Wheel	LA in air	overhead
Full Blast	HA in air	overhead
Down Slash	LA	2 hits; will not work if you are missing your critical part
Side Slash	LA	first part must touch the opponent (blocked or not) for this to come out
Mega Sword Thrust	HA	Side Slash must touch the opponent (blocked or not) for this to come out
Mega Sword Thrust	HA	first part must touch the opponent (blocked or not) for this to come out
Heavy Down Slash	HA	2 hits

Command Moves

Low Roller	Dash Forward, LA	
Retreat Roller	Dash Backward, LA	
Roller Hop	Dash Forward, HA	
Trick Roller Hop	Dash Backward, HA	
Landing	d + HA in air	overhead; can hit an opponent who's on the floor
Low Flame Wheel	d + LA	must be blocked low
Ground Flames	d + HA	must be blocked low

Special Moves

Killer Screw Straight	qcf + LA	can hit an opponent who's on the floor
Extend Straight	f + A	can hit an opponent who's on the floor
Extend Diagonal	uf + A	
Extend Upward	u + A	
Killer Screw Diagonal	qcf + HA	
Extend Straight	f + A	
Extend Diagonal Down	df + A	can hit an opponent who's on the floor
Extend Downward	d + A	can hit an opponent who's on the floor
Killer Screw Upward	qcf + LA+HA	
Extend Straight	f + A	
Extend Diagonal Down	df + A	can hit an opponent who's on the floor
Extend Downward	d + A	can hit an opponent who's on the floor
Air Killer Screw Straight	qcf + LA in air	
Extend Straight	f + A	
Extend Diagonal Down	df + A	can hit an opponent who's on the floor
Extend Downward	d + A	can hit an opponent who's on the floor

Air Killer Screw Diagonal	qcf + HA in air	can hit an opponent who's on the floor
Extend Straight	f + A	can hit an opponent who's on the floor
Extend Diagonal Up	uf + A	
Extend Upward	u + A	
Air Killer Screw Downward	qcf + LA+HA in air	can hit an opponent who's on the floor
Extend Straight	f + A	can hit an opponent who's on the floor
Extend Diagonal Up	uf + A	
Extend Upward	u + A	
Killer Bee Strike	f, d, df + A	LA=reappears short, HA=reappears long; can hit an opponent who's on the floor
Slay Sword	hcb + A (hold A to empower)	LA=short, HA=long; will not work if you are missing your critical part
Killer Eye	Charge b for 1 second, f + LA	
Killer Eye Trio	Charge b for 1 second, f + HA	
Giga Strike	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon		

High Mine Launch	W	if opponent touches the mine it will explode; if not, the mine will land on the ground and explode one second later; the ground mine will also explode if the opponent walks over it
Far Mine Launch	f + W	if opponent touches the mine it will explode; if not, the mine will land on the ground and explode one second later; the ground mine will also explode if the opponent walks over it
Ducking Mine Launch	d + W	if opponent touches the mine it will explode; if not, the mine will land on the ground and explode one second later; the ground mine will also explode if the opponent walks over it
Air Mine Launch	W in air	if opponent touches the mine it will explode; if not, the mine will

land on the ground and
explode one second
later; the ground mine
will also explode if
the opponent walks over
it

Super

Delta Blast	qcf, qcf + A	will not work if you are missing your critical part
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* 3.10 Guldin *

Colors

1P - Green

2P - Blue

Throws

Lifting Press	f/b + LA close	shake joystick and tap the attack buttons rapidly for more hits; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + A when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Tread Fire	HA in air	this is NOT an overhead; can hit an opponent who's on the floor
One	LA	will not work if you are missing your critical part
Two	LA	first part must touch the opponent (blocked or not) for this to come out
Double Hammer	HA	Two must touch the opponent (blocked or not) for this to come out
Double Hammer	HA	first part must touch the

		opponent (blocked or not) for this to come out
Hidden Spike	HA	2 hits
Command Moves		

Low Tread Blades	Dash Forward, LA	
Retreat Tread Blades	Dash Backward, LA	
Crunch Charge	Dash Forward, HA	
Trick Crunch Charge	Dash Backward, HA	
Mega Drop	d + HA in air	can perform another air attack after move; overhead; can hit an opponent who's on the floor
Mid Tread Blades	d + HA	
Special Moves		

Gul Lariat	qcf + LA	will not work if you are missing your critical part
Double Gul Lariat	qcf + HA	will not work if you are missing your critical part
Gul Wheel	f, d, df + LA	can juggle opponent after move connects (not blocked)
Double Gul Wheel	f, d, df + HA	
Sky Gul Lariat	qcb + A	LA=low, HA=high; will not work if you are missing your critical part
Heavy Dive	B in air, d + HA	
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part
Giga Ring	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

Flame Thrower	W
High Flame Thrower	W when opponent is in air
Flame Thrower Rise	press and hold W
Flame Thrower Lower	press and hold W when opponent is in air
Low Flame Thrower	d + W
Duck High Flame Thrower	d + W when opponent is in air
Low Flame Thrower Rise	hold d and press and hold W

Duck Flame Thrower Lower hold d and press and hold
W when opponent is in
the air

Air Flame Thrower W in air

Air High Flame Thrower W in air when opponent is
in air

Air Flame Thrower Rise press and hold W in air

Air Flame Thrower Lower press and hold W in air
when opponent is in air

Super

Gul Burning qcf, qcf + A

* 3.11 Vise *

Colors

1P - Purple
2P - Gamboge

Throws

Punching Bag	f/b + LA close	shake joystick and tap the attack buttons rapidly for more punches; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Slam	f/b + HA when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Grinding Treads	LA in air	all hits are overheads
Spiked Wheel	HA in air	overhead
Quick Claw	LA	will not work if you are missing your critical part
Poke	LA	first part must touch the opponent (blocked or not) for this to come out
Claw Uppercut	HA	Poke must touch the opponent (blocked or not) for this to come out
Claw Uppercut	HA	first part must touch the

		opponent (blocked or not) for this to come out
Straight Claw	HA	2 hits
Command Moves		

E Slicer	Dash Forward, LA	
Retreat E Slicer	Dash Backward, LA	
Claw Upper	Dash Forward, HA	becomes E Slicer if you are missing your critical part
Retreat Claw Upper	Dash Backward, HA	becomes Retreat E Slicer if you are missing your critical part
Giant Drill	d + HA in air	overhead; can hit an opponent who's on the floor
Sneaky Treads	d + HA	must be blocked low
Special Moves		

Capture Device	qcf + LA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E Typhoon	qcb + A	
Diagonal Capture Device	qcf + HA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E Typhoon	qcb + A	
Upward Capture Device	qcf + LA+HA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E-Typhoon	qcb + A	
Charge Capture	hcf + LA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E Typhoon	qcb + A	
Charge Diagonal Capture	hcf + HA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E Typhoon	qcb + A	
Charge Upward Capture	hcf + LA+HA	claw must connect (not blocked) to perform the entire move; will not work if you are missing your critical part
E Typhoon	qcb + A	

Body Scrap	f, d, df + A close	unblockable; will not work if you are missing your critical part
G Splasher	qcb + LA	move must connect (not blocked) to perform the entire maneuver; can hit an opponent who's on the floor
E Pressure	qcb + HA	move must connect (not blocked) to perform the entire maneuver; can hit an opponent who's on the floor
Vertical Gears Disassemble	d, u + HA f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part
Giga Ring	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon -----		
Homing Missile	W	tracks opponent slightly; can hit an opponent who's on the floor
Low Homing Missile	d + W	tracks opponent slightly; can hit an opponent who's on the floor
Air Homing Missile	W in air	tracks opponent slightly; can hit an opponent who's on the floor
Dual Homing Missile	qcf + W	tracks opponent slightly; can hit an opponent who's on the floor
Dual Air Homing Missile	qcf + W in air	tracks opponent slightly; can hit an opponent who's on the floor
Super -----		
G Typhoon	qcf, qcf + A	claw must connect to perform the entire super; the claw grab is unblockable; will not work if you are missing your critical part

Colors

1P - Blue

2P - Green

Throws

Drilling	f/b + LA close	shake joystick and tap the attack buttons rapidly for more drills; will not work if you are missing your critical part
Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + HA when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Chain Spike Smasher	LA+HA in air	overhead
Quick Drill	LA	will not work if you are missing your critical part
Drill Swipe	LA	first part must touch the opponent (blocked or not) for this to come out
Final Drill	HA	Drill Swipe must touch the opponent (blocked or not) for this to come out
Final Drill	HA	first part must touch the opponent (blocked or not) for this to come out

Command Moves

Low Helicopter	Dash Forward, LA	
Retreat Helicopter	Dash Backward, LA	
Jet Slide	Dash Forward, HA	
Trick Jet Slide	Dash Backward, HA	
Quad Spikes	d + HA in air	overhead; can hit an opponent who's on the floor
Containment Blast	d + HA	must be blocked low

Special Moves

Drill Cannon	qcf + LA (hold A to delay and empower)	will not work if you are missing your critical part
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High Drill Cannon	qcf + HA (hold A to delay and empower)	will not work if you are missing your critical part
Air Drill Cannon	qcf + LA in air	will not work if you are missing your critical part
Down Air Drill Cannon	qcf + HA in air	will not work if you are missing your critical part; can hit an opponent who's on the floor
Hyper Death Drill	f, b, f + A	will not work if you are missing your critical part
Drill Power Cyclone Stamp	tap A rapidly Charge down for 1 second, u + A	LA=4 hits, HA=6 hits; overhead; must connect (not blocked) to perform the entire maneuver; can hit an opponent who's on the floor
Giga Ring	LA+HA when super meter is full	can hit an opponent who's on the floor
Weapon -----		
High Mines Launch	W	if opponent touches the mines they will explode; if not, the mines will land on the ground and explode one second later; the ground mines will also explode if the opponent walks over them
Ducking Mines Launch	d + W	if opponent touches the mines they will explode; if not, the mines will land on the ground and explode one second later; the ground mines will also explode if the opponent walks over them
Air Mine Launch	W in air	if opponent touches the mine it will explode; if not, the mine will land on the ground and explode one second later; the ground mine will also explode if the opponent walks over it
Far D3 Bomb	qcf + W	
Short D3 Bomb	qcb + W	

Super

Octopus Jr. Crawler	f, d, df + LA	opponent) must be blocked low; can hit an opponent who's on the floor
Octopus Jr. Swimmer	f, d, df + HA	can hit an opponent who's on the floor
Octopus Jr. Stinger	f, d, df + LA+HA	can hit an opponent who's on the floor
Devil X	d, u + LA	must be blocked low; can hit an opponent who's on the floor
Final Omicron	d, u + HA	can hit an opponent who's on the floor
Giga Laser	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

Missile Barrage	W / d + W	
Air Missile Barrage	W in air	
Hell Delta 1	hcf + W	
Hell Delta 2	qcf + W	
Hell Delta 3	f, d, df + W	
Super Gamma	d, u + W	if move connects (not blocked) the opponent will be stunned for a short period of time

Super

Death Satan Sigma	qcf, qcf + A	missiles will either explode on contact, or 1 second after being thrown from Super-8; can hit an opponent who's on the floor
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* 3.14 Gaits *

Colors

1P - Gray
2P - Green

Throws

Punching Bag	f/b + LA close	shake joystick and tap the attack buttons rapidly for more punches; will not work if you are missing your critical part
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Overhead Toss	f/b + HA close	will not work if you are missing your critical part
Pick Up And Toss	f/b + A when close to downed opponent	will not work if you are missing your critical part

Basic Moves

Saw Blades	LA in air	all hits are overheads
Blast Boots	HA in air	this is NOT an overhead
Blast Away	tap HA rapidly in air	this is NOT an overhead
Punch	LA	will not work if you are missing your critical part
Down Punch	LA	first part must touch the opponent (blocked or not) for this to come out

Command Moves

Jawing Punch	Dash Forward, LA	becomes Energy Kick if you are missing your critical part
Trick Jawing Punch	Dash Backward, LA	becomes Trick Energy Kick if you are missing your critical part
Energy Kick	Dash Forward, HA	
Trick Energy Kick	Dash Backward, HA	
Plate Bounce	d + HA in air	can perform another air attack after move; overhead

Special Moves

Ikki Touden	qcf + A	LA=small projectile that travels far, HA=large projectile that travels short; if projectile hits (not blocked) the opponent will be stunned for a short period of time; projectile will slightly track the opponent; can hit an opponent who's on the floor
Air Ikki Touden	qcf + A in air	LA=small projectile that travels far, HA=large projectile that travels short; if projectile hits (not blocked) the opponent will be stunned for a short period of time;

Mondou Muyou	f, d, df + A	projectile will
Ichimou Dajin	qcb + A close	slightly track the
Shogyou Mujou	Charge b for 1 second, f + A	opponent LA=low, HA=high unblockable teleports behind opponent; can cancel this move directly into another special
Short Shogyou Mujou	Charge b for 1 second, f, b + A	LA=far, HA=short; teleports in front of opponent; can cancel this move directly into another special
Air Shogyou Mujou	Charge b for 1 second, f + A in air	teleports behind opponent
Disassemble	f, df, d + A close	shake joystick and tap the attack buttons rapidly for more pulls; unblockable; will not work if you are missing your critical part or the opponent is missing their critical part
Giga Split	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

Double Missile Barrage	W / d + W
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Super

Kuuzen Zetsugo	qcf, qcf + A
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* 3.15 Helion *

Colors

1P - Green
2P - Light Blue

Throw

Full On Laser	f/b + A close
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Basic Moves

Eagle Dive	LA in air	all hits are overheads
Helicopter Fire	HA in air	this is NOT an overhead; can hit an opponent

Bird Shot HA

Command Moves

Robo Slaps	Dash Forward, LA	
Retreat Robo Slaps	Dash Backward, LA	
Dash Laser	Dash Forward, HA	
Retreat Laser	Dash Backward, HA	
Flight Down	d + HA in air	overhead
Terrain Swipe	d + LA	must be blocked low
Ground Laser	d + HA	

Special Moves

Gott Kugel	qcf + A	LA=short bomb, HA=long bomb; opponent can be struck by either the bomb itself, or the explosion wave it creates when it hits the floor; can hit an opponent who's on the floor
Flugel Bogen	hcb + A	HP version hits 3 times
Himmel Fangel	qcb + A in air	must connect with opponent (not blocked) to perform the entire move
Giga Spin	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

Retreat Bombing	W in air	can hit an opponent who's on the floor
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Super

Schlachtfeld Kaval	qcf, qcf + A	
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* 3.16 Warlock *

Colors

1P - Black w/ Red trim
2P - Bistre w/ Yellow trim

Throw

Thrust Aside f/b + A close

Basic Moves

Explosive Toss	LA in air	this is NOT an overhead; opponent can be hit by either the explosive itself or the explosion clouds that run across the floor when it hits the ground; if this move is attempted again while the explosion clouds are still active, you will get a Rapid Digger attack instead; can hit an opponent who's on the floor
Rapid Digger	HA in air	all hits are overheads
One Two	LA	2 hits
High Laser Kick	HA	

Command Moves

Claw Upper	Dash Forward, LA	
Retreat Claw Upper	Dash Backward, LA	
Cross Cutter	Dash Forward, HA	
Retreat Cross Cutter	Dash Backward, HA	
Low Digging	d + LA	
Blade Extend	d + HA	must be blocked low

Special Moves

Sacred Stare	qcf + A	the blade must connect (not blocked) with the opponent with the blade just touching them to perform the entire move (any other distance and the blade will just smack the opponent); if the opponent still has their critical part, Warlock will use this move to try to pry it loose
Forbidden Force	Charge b for 1 second, f + A	LA=long and straight, HA=short and high; LA version can hit an opponent who's on the floor
Air Forbidden Force	Charge b for 1 second, f + A in air	LA=short and down, HA=long and straight; LA version can hit an opponent who's on the floor

Energy Drain	360 + A close	unblockable
Imitation Alpha	b, b + B, f, f + B	motion must be done particularly fast; doppelganger lasts for 8 seconds
Imitation Beta	f, LA, HA, LA, b	doppelganger lasts for 8 seconds
Giga Rising	LA+HA when super meter is full	can hit an opponent who's on the floor

Weapon

Vulcan Cannon	W	can hit an opponent who's on the floor
Short Vulcan Cannon	d + W	can hit an opponent who's on the floor
Far Vulcan Cannon	f + W	can hit an opponent who's on the floor
Ascension Black	qcf + W	can hit an opponent who's on the floor

Supers

Final Sacrifice	qcf, qcf + A	can hit a ground opponent (only 1 hit)
Air Final Sacrifice	qcf, qcf + A in air	can hit a ground opponent (only 1 hit)

* 3.17 Zero Gouki *

Colors

1P - Brown w/ Orange trim
2P - Blue w/ Red trim

Throws

Quick Toss	f/b + LA close
Overhead Slam	f/b + HA close

Basic Moves

Finger Bursts	LA in air	this is NOT an overhead; can hit an opponent who's on the floor
One	LA	
Two	LA	first part must touch the opponent (blocked or not) for this to come out
Uppercut	HA	Two must touch the

opponent (blocked or not) for this to come out

Uppercut

HA

first part must touch the opponent (blocked or not) for this to come out

Command Moves

Quick Tatsumaki Dash Forward, LA
Retreat Quick Tatsumaki Dash Backward, LA
Forearm Charge Dash Forward, HA
Trick Forearm Charge Dash Backward, HA
Splash d + HA in air

overhead

Special Moves

Go Hadoken qcf + A
Zankuu Hadoken qcf + A in air

LA=slow, HA=fast
LA=slow, HA=fast; can hit an opponent who's on the floor

Go Shoryuken f, d, df + A
Tatsumaki Kyaku qcb + A
Air Tatsumaki Kyaku qcb + A in air

LA=short, HA=far
LA=short, HA=far
LA=a couple of spins, HA=many spins

Shakunetsu Hadoken hcb + A

LA=short laser with 3 hits, HA=long lasting laser with 5 hits

Giga Demon LA+HA when super meter is full

can hit an opponent who's on the floor

Weapon

N/A

Supers

Messatsu Go Shoryu qcf, qcf + A
Messatsu Go Hado qcb, qcb + A
Tenma Go Zankuu qcf, qcf + W in air
Messatsu Go Rasen qcb, qcb + W
Shun Goku Satsu LA, LA, f, W, B

charge in must connect (not blocked) to perform the entire maneuver

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4. Misc. And Easter Eggs
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* Unlock Gaits in VA selection screen *

Beat Arcade Mode with Chiyomaru and Tessen on any difficulty.

* Unlock Helion in VA selection screen *

Beat Arcade Mode with Shade on any difficulty.

* Unlock Super-8 in VA selection screen *

Beat Arcade Mode with Devilotte on any difficulty.

* Unlock Warlock in VA selection screen *

If you have beaten Arcade Mode with Chiyomaru and Tessen, Shade, and Devilotte then Warlock will be unlocked.

* Unlock Zero Gouki in VA selection screen *

Have Gaits, Helion, Super-8, and Warlock all unlocked. Now beat Arcade Mode with any character without continuing on any difficulty.

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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

-Capcom

-Gamefaqs

-Blaze Xth for the correct code to use Super-8 and correction on Super names

-And me for writing this FAQ

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