

# Dead or Alive Lei Fang Character FAQ (JP) Final

by ATadeo

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L E I - F A N G

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Lei Fang Character Guide Final Version  
Dead or Alive for Sony Playstation  
Japanese Version  
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INTRODUCTION

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Hello everyone! Some of you might know me as an RPG game writer. Now, I'll be trying to move on to other types of games. This will be the first time that I'll be writing a guide for a fighting game so please understand. If you see something wrong, just tell me. They're more than welcome. :)

Now, Dead or Alive has been one of the most innovative 3D fighting games for the Playstation. It has this cool danger zone that when you fall there from an attack, you'll bounce off which allows your opponent to do more damage to you. It's really cool especially the girls. Although the animation of the, "you know what", is somewhat exaggerated, it's cool to see them in different costumes. Now, each of the character has his/her own fighting styles and I personally chose Ayane as my favorite. Now, I present to you my Lei-Fang

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UPDATES/REVISIONS  
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Final Version (Started: February 17, 2001)

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- Completed the individual character guide
  - Credits Section Update

Version 1.1 (Started: January 2, 2001)

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- New Moves
  - Individual Character Guide Update
  - Costumes

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GUIDE INFO  
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For this guide, I'll be using these to represent the different movements or positions for the moves.

u = Up	BT = Your back turned (facing away from opponent)
uf = Up and Forward	OC = Opponent is Crouching
f = Forward	P = Punch
df = Down and Forward	K = Kick
d = Down	H = Hold
db = Down and Backward	OD = Opponent is Down
b = Backward	OB = Opponent's Back is Turned
ub = Up and Backward	OBC = Opponent's Back is Turned and Crouching

Now, I'll try to explain the difference between uf+P,P and uf,P,P. In the first one, uf and Punch should be pushed at the same time then press another punch. For the second one, push uf first then press Punch, and then Punch again.

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 SPECIAL MOVES  
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For the description of the moves (as well as the other sections of this guide that has a description column in it), I just invented the names, as of now, because I have a Japanese Version. Although, I do know how to read/write/speak Japanese (Hiragana and Katakana), I'm not knowledgeable to most of the Kanji.

Motion	Damage	Description
uf+P	25	Straight Punch
u+P	25	Short High Elbow
ub+P	25	Palm Attack
b+P	20	Palm Attack
db+P	12	Low Palm Attack
f,f+P	26	Double Palm Attack
f,b+P	28	Head Attack
b,f+P	40	Tackle
d,f+P	20	Low Double Punch
ub+K	30	Jumping Spinning Kick
db+K	15	Low Kick
b+K	30	Roundhouse Kick
d,d+K	25	Short Slide
P+K	25	Knee Attack
H+P+K	20	Power Palm
(OD)u+P	18	Jump
(OD)df+K	7	Stomp
d,db,b+K	15	Middle Kick

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 THROWS/HOLDS  
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To be able to pull off the throws and holds, you must be right beside and as close as possible to your opponents. Remember that, you cannot use the throws without the (OC) if the opponent is crouching and vice versa.

Motion	Damage	Description
b+H+K+P	47	Grab Punch
H+P	50	Palm Throw
d,db,b+P	65	Arm Breaker
f,b+P	50	Push Down
(OB)H+P	60	Simple Throw
f+H	40	Switch Knee
f,f+H	60	Kick Punch
d,df,f+H	30	Arm Grab Punch

(OC)df+H		50		High Knee
(OB)f+H		40		Grab Punch
(OB)f,f+H		60		Tackle
(OBC)df+H		60		Spine Attack

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 COMBOS  
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Combos are a series of moves/special moves that when successfully pulled off, will deal a big amount of damage. Also, it's very fun to watch. Some combos, require skill as some requires only the knowledge of pushing buttons. Some needs timing while some doesn't need.

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Motion		Damage		Description
b+P,P		50		Palm Punch Combo
db+P,P		46		Low Palm Punch Combo
f+P,K		42		Short Palm and Knee Attack
K,K		60		2 Kick Combo
K,d+K		48		2 Kick Combo
b+K,K		50		Double Roundhouse
b+K,K,d+K		61		Triple Roundhouse
uf+K,K		41		Jump Kick
P,P,f+P		42		Simple Punch Combo
P,P,f+P,K		67		3 Punch Kick Combo
P,P,f+P,P		72		Power Punch Combo
P,P,d+K		47		2 Punch and Slide Combo
P,df+P		42		2 Punch Combo
P,df+P,f+P		68		Ultra Palm Attack
f+P,K,d+K		47		Short Palm and Knee Attack plus Low Kick
u+K, d,d+K		35		High Kick and Slide Combo
f,P,u+P		varies		Combo Starter

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\* You can literally do various attacks and combos using this starter. Another Starter is the P+K, the Knee Attack.

Throw/Hold Combos:

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1. d,df,f+H > f,df,d,db,b+H+P		60		Elbow
> f,f+H+P+K		100		Slam Down

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 INDIVIDUAL CHARCATER GUIDE  
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 KASUMI  
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As always, Kasumi is one tough fighter. She is fond of finishing almost all of her combos with a low kick so whenever you see her start a combo, prepare for a low kick all the time. Your best bet is doing Counters for her moves. Good counters include the f+P and the d,f+P attacks. This catches her off guard most of the time. Another good counter is the H+P+K. But, if you want

to finish her off with a nice combo, I observed that ub+P is a good starter.

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TINA

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For Tina, try to stay away from her as she is very fond of throwing her opponent. She is also fond of using her Knee Attacks so watch out. These moves are effective against her, in my opinion and in what I have observed. The b+P,P combo, the Tackle: b+P,f+P, and the H+K. If you are good in poking, it is advisable to stay close to her.

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LEI-FANG

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It's really hard fighting your alter ego. When you face Lei-Fang, try to stay away as she can do lots of things at you when you're close especially throwing. You can use b+P or f+P as counters. If you are fond of blocking the punches and kicks of your opponents, you'll have a very hard time doing it against Lei-Fang.

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AYANE

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As with Tina, the b+P,f+P move is very effective especially when used as a counter attack. Try your best also to block her attacks as she is one of the best attackers in the game. She does various punches and kicks and it's very unpredictable. A good move is the f+P. Most of the time, you'll get her with that one. The same goes for b+P

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HAYABUSA

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Hayabusa is one aggressive fighter. You can counter most of his attacks by using the P+K attack. You can also easily determine and anticipate his attacks so if you're a master of the Hold button, you'll have no problems at all. If you plan to combo him, try to do it as a counter. The most effective combos are those that include low attacks as he is vulnerable in his lower extremities. Finally, if you decide to throw him, you'll have a hard time.

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JANN-LEE

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He's rather easy. But then, he is also very unpredictable. Most of the time, he'll pull off surprising kicks and powerful punches. The best you can do is to just Hold off his attacks and counter with an attack of your own. He also has a low defense in his lower extremities so attack low most of the time. Another good tip for Jann-Lee, you can easily throw him.

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BAYMAN

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This is one tough cookie. He always tries his best to throw you and he oftentimes succeeds. If you stay away from him, he'll charge at you and combo you at once then finishes it off with a very nasty throw. A good attack is

the d,f+P. It catches him off guard most of the time. His attacks can also be easily countered so just stay far from him to prevent the throws, then, counter his attacks or just use Hold. But if you attacked and he was able to Hold them, expect a throw coming in your way.

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ZACK

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Zack likes to throw you a lot. Another hard part is that you'll have a hard time doing combos against him because he can easily hold you or even counter you. Counter him with the uf+K. It'll work most of the time. Another good counter is the H+P+K. Just remember that when you attack him or made a combo and he was able to block it, prepare yourself for a throw.

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RAIDOU

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Although he is the final enemy in the game, he is very easy to defeat than the other characters' level 7 AI. You can throw him easily after you blocked or held his attacks. You can easily do counter combos too. It is also easy to Hold off his attacks. The only thing that you should worry about is when he catches you off-guard. He'll do combos then throw your character to oblivion.

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GEN-FU

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Gen-Fu is really smart and aggressive at the same time. If you plan to combo him, he'll counter you even before you throw your first punch. One good attack against him is the f,f+P attack. f+P is also advisable. If you're planning to throw him, I bet you'll have a very hard time in doing so. His moves varies a lot making it very unpredictable. So, stay just a few distance away and just try to counter his moves.

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BASS

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This character is very annoying. He'll just come at you and when you're near enough, expect a throw. Your advantage is that he is slow, so stay far from him and counter his punches and kicks then do a massive combo against him. If he manages to Hold your combo, it's very likely that he will counter you with another combo and not a throw. There are 2 good counters that work against him. The uf+K and the f,f+P attacks.

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COSTUMES  
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These are just some brief descriptions of Lei-Fang's Costumes.

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- #1: Chinese Fighting Outfit (Light Green and White Motif)
    - acquired when you get Lei-Fang
  - #2: Chinese Fighting Outfit (Orange and Pink Motif)
    - acquired when you get Lei-Fang
  - #3: Black Sleeveless shirt and shorts

- acquired when you get Lei-Fang
- #4: Red Sleeveless shirt and shorts
  - acquired when you get Lei-Fang
- #5: Blue colored Maid Costume
  - acquired when you get Lei-Fang
- #6: Red colored Maid Costume
  - Defeat the game using costume #5
- #7: Chinese Fighting Outfit (Blue Motif)
  - Defeat the game using costume #6
- #8: Radical Green Jeans and a light blue Bra
  - Defeat the game using costume #7
- #9: 2-piece Blue Swimsuit
  - Defeat the game using costume #8
- #10: Orange Oriental Dress
  - Defeat the game using costume #9
- #11: Blue Oriental Dress
  - Defeat the game using costume #10
- #12: Pink colored Nurse Outfit, mini-skirt
  - Defeat the game using costume #11
- #13: White colored Nurse Outfit, mini-skirt
  - Defeat the game using costume #12
- #14: Devilish Purple Outfit. Complete with Tail and Wings
  - Defeat the game using costume #12

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FAQs - FREQUENTLY ASKED QUESTIONS

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1. Where can I find this FAQ?

This FAQ will be updated and posted mainly at <http://WWW.GAMEFAQS.COM> and at [vgstrategies.about.com](http://vgstrategies.about.com)

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2. How often do you update the FAQ?

This is the question, which do not have an exact answer. An update will be made if there are certain infos that need to be included. Like new moves, combos, etc. But, I'll always makesure that if there's a new info, I'll update this walkthrough/FAQ right away.

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GAMEPLAY TIPS

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1. Try to master the Hold Button. Countering an opponent is always a key to winning the battle.

2. Master also the throws. These give off a very big amount of damage to the opponent.

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- Thanks to Tecmo for a very innovative and excellent fighting game. The girls were gorgeous!
- Thanks to the readers of this FAQ. This won't be called such without anyone using it. Thanks very much!
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- Special thanks to Deathspork for his criticism on the guide. I appreciate it very much. =)
- And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CjayC deserves all the credits given to him. Congratulations!

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