

Gekido FAQ/Guide

by Romy N. Junio Jr.

Updated to v2.0 on Aug 26, 2000

```
GGGGGGG  EEEEEEEE  KKKK   KKKKKK  IIIII  DDDDDDDD  OOOOOOO
GGGGGGGG  EEEEEEEE  KKKK   KKKKKK  IIIII  DDDDDDDD  OOOOOOOO
GGG  GGG  EEE     KKKK  KKKKKK  IIIII  DDD   DDD  OOO   OOO
GGG      EEEEE   KKKKKKKKKK  IIIII  DDD   DDD  OOO   OOO
GGG  GGG  EEEEE   KKKKKKKKKK  IIIII  DDD   DDD  OOO   OOO
GGG  GGG  EEE     KKKK  KKKKKK  IIIII  DDD   DDD  OOO   OOO
GGGGGGGG  EEEEEEEE  KKKK   KKKKKK  IIIII  DDDDDDDD  OOOOOOOO
GGGGGGG  EEEEEEEE  KKKK   KKKKKK  IIIII  DDDDDDDD  OOOOOOO
```

-----URBAN FIGHTERS-----

FAQ/Guide by Romy N. Junio Jr.
ver. 2.00 (8/26/00)

This FAQ is made for enjoyment, so feel free to use my FAQ in any way that it can help you. Just don't make money from it or alter its contents. Or I will hunt you down...(just kidding)

Table of Contents

1. Version History
2. Gameplay
3. Controls
4. The Story
5. Wipeout and Rage Move
6. The Characters/ Move List
7. Tips and Tricks
8. Gameshark Codes
9. Credits
10. Next Update
11. For comments, suggestions, tips and help...

1. Version History

Ver. 1.00 (6/27/00)
First Release, and very first FAQ that I ever created.

Ver. 1.25 (7/05/00)

1st update, got caught up in school work, but I got new tricks(arenas and characters unlocked)
for you and guess what?...GAMESHARK CODES!!!
Also, I corrected gamfaqs to gamefaqs on my credits section, sorry... 0_o

Ver. 2.00 (8/26/00)

2nd update...

Hi again!!! I'm sorry that I haven't updated this FAQ for a while, well you see, a lightning crisp fried my Intel Celeron processor and sent it to "processor-heaven", but, that's also

good

'coz my dad bought me a brand new Pentium III processor(last week)... he he he he he...

What's new?

1. New characters and moves (except for the boss, Akujin)
2. Tips
3. minor corrections (check the disclaimer)...

I still don't have the special move for Michelle and Kobuchi, so if anyone knows it, mail me, ASAP...

2. Gameplay and Introduction

This is made by NAPS and Infogrames...

This game is basically, beat 'em up that looks like a mix of Fighting force and Streets of Rage. You can link your combos and sweep all the enemies with a super move. You can also make use of some items(which I will discuss as I go through the game) which incidentally is just lying around, such as boxes, barrels, pipes and even cars.

To get the most out of the game you will need to play almost every mode, with most of the characters.

There are different modes in the game but you will need to beat a certain mode first, I will also discuss this as I go through he game.

Just a reminder, The world of Gekido isn't a nice one.

3. The Controls

Here are a list of the controls(default) in the game.

Button Game(e.g.battles, etc.)	Menu	In-
1. Direction	Highlighting your selection	Character Movement
2. /\ Triangle	Cancel/Back/Exit	Heavy Punch
3. [] Square	N/A	Light Punch
4. X X button	Select/OK	Kick
5. L1	N/A	Jump
6. L2	N/A	Crouch
7. R1	N/A	N/A
8. R2	N/A	Lock-on to the nearest enemy

4. The Story

The story takes place in super modern Tokyo of the not too distant future.

This the story of Angela who was kidnapped by a gang led by a horrible demon named Akujin. Travis, Michelle, Ushi and Tetsuo are sent to get her back.

As the game progresses, they get Gorilla, and Kobuchi (Akujin's henchmens) to join the side of "good" and quest to eliminate Akujin. When Akujin is destroyed, Tokyo is now free and evryone can relax again...

The story really has something to do, on how the plot is laid and which enemy and bosses the player fights, and who they unlock when they complete the quest. As the story really isn't the focus of the game, it's not terribly disappointing. The real story here is...game-play, and lots of it.

5. Wipeout and Rage Moves

The Wipeout Move

The Wipeout Meter is a small red bar that is in the character area on the top of the screen, it slowly increases as the character connects his attack, but it increases rapidly if he/she is being hit by the enemy. Once it full, you can press all of the four shoulder buttons (L1+L2+R1+R2) to perform the wipeout move. Each character has their own wipeout move. Also, in the Urban Fighters mode, the wipeout move is always available, BUT, if you use it without charging the bar to full, it will decrease your life bar. So, you should use it sparingly.

The Rage Move

The RAGE meter is a small blue bar that is also in the character area of the screen. As the meter fills it will light up the three dark blue bars to right. (one at a time, as the rage meter fills, and then starts over)

The rage meter increases with the flow of time, also slowly increases by successfully squashing opponents, and even more quickly increases when player has been squashed by opponents. Once it is fully charged all three dark blue bars at the right will be lit and blinking. However you can use your "rage" at any level from one to three. To use the rage moves, press the circle button on the controller.

1st RAGE Level:

When the player uses it, the player's fist starts to glow for a short time, but it also lets you perform more special move, and when you beat a boss with this, watch for the effects!!!

2nd RAGE Level:

This will cause the player to knock down the enemies close to him, and it will double each hit that is landed against an opponent. (i.e. If you land a 5 hit combo, you will actually land a 10 hit combo)

3rd RAGE Level:

The player becomes invincible(except weapons and special attacks) for a limited time, each combo landed will double the hits, and a special move, can be done, it is like a super

wipeout.

If you use this move though it will use up your rage time instantly. This move will knock down everything on the screen, and cause enormous damage to any enemies

So, it is a good idea to use the super wipeout when there is only a small amount of time, is left for your level three rage.

6. The Characters/ Move List

Here are a few of the characters playable in the game, I have listed this so that you won't hard time recalling their combos once they are available. I will try to update this, for the other characters moves.

6.1. Travis

Travis is a balanced character. He's fast, and depends on punches and his moves are street brawl based. I recommend him for beginners.

STANDARD COMBOS

Jabs: [] , [] , [] (light punch, light punch , light punch)
Kicks: X , X , X (kick , kick , kick)
Heavy Punches: /\ , /\ , /\ (heavy punch , hvy. punch , hvy. punch)
Spinning Punch:L1 + X+ [] (jump + kick+ light punch)
Jump Kick: L1 + X (jump + kick)
Jump Punch: L1 + /\ (jump + heavy punch)
Throw: [] + X (light punch +kick)
Groin Punch: [] + /\ , [] (light punch + heavy punch , lt. punch)

Crouched moves (Keep L2 pressed)

Foot Sweep: X (kick)
Low Heavy Punch: /\ (heavy punch)
Low Light Punch: [] (light punch)

Air moves (press L1 one time)

Jump Kick: X (kick)
Air Punch: /\ (heavy punch)

ADVANCED COMBOS

Punch Combo: [] , [] , [] , /\ , [] , L2 + /\ (light punch , light punch , light punch, heavy punch , light punch, crouch + heavy punch)
Backhand Combo: /\ , /\ , /\ , [] , [] (heavy punch , heavy punch ,heavy punch, light punch, light punch)
Glowing Combo: X , X , X , [] + X , X (kick , kick , kick , light punch + kick, kick)
Whole bunch o' punch combo: /\ , X , /\ , /\ , [] , /\ (heavy punch ,kick ,heavy punch , heavy punch, light punch , heavy punch)
Long round kick: X , X , X , L2 + X, L1 + X (kick , kick , kick, crouch + kick , jump +kick)

SPECIAL MOVE

Quick Round Kick: L2 + /\ + [] , L1 + X (crouch +heavy punch + light punch ,jump +kick

6.2. Michelle

Michelle who can fool you by the way she looks,
Her fighting is military style kicking and punching. Michelle has a move
which allows her to completely jump over opponents. It's her one distinct
advantage over the other characters. Use it!!!! She also reminds me of Cammy in
the Street Fighter II V cartoon.

STANDARD COMBOS:

Jabs: [], [],[] (light punch , light punch ,light punch)

Kicks: X , X , X (kick , kick , kick)

Heavy Punches: /\ , /\ (heavy punch , heavy punch)

Enemy Jump: L1+ X + [] (jump + kick+ light punch)

Throws: []+ X (light punch + kick)

[] + /\ (light punch+heavy punch)

Crouched moves (Keep L2 pressed)

Foot Sweep: X (kick)

Low Heavy Punch: /\ (heavy punch)

Low Light Punch: [] (light punch)

Air moves (press L1 one time)

Jump punch: X (Kick)

[] (light punch)

Angry punch: /\ heavy punch

ADVANCED COMBOS

Punch/Kick combo: [], [], [], X , X (light punch , light punch , light punch , kick, kick)

Lotsa Punches: [], [], [], /\ , L1 + /\ (light punch , light punch , light punch , heavy punch, jump +heavy punch)

Mini-Punch Combo: /\ , /\ , [] (heavy punch, heavy punch, light punch)

Roundhouse: /\ , /\ , L2 + X (heavy punch, heavy punch, crouch +kick)

Angry Kicks: /\ , /\ , L1 + X , L2 + X (heavy punch, heavy punch, jump + kick , crouch +kick)

Kick combo: X , X , X , L1 + X (kick, kick , kick , jump + kick)

Angry Punch/Kick combo: L1 + /\ , L1 + X (jump + heavy punch, jump +kick)

6.3. Tetsuo

Tetsuo is the traditional martial arts character. His attacks mostly consist
of kicks and throws. He focuses on speed but lacks greatly on offense.

STANDARD COMBOS:

Jabs: [], [],[] (light punch, light punch ,light punch)

Kicks: X ,X , X, X (kick , kick , kick , kick)

Heavy Punches: /\ , /\ , /\ (heavy punch, hvy. punch, hvy. punch)

Mini-combo: /\ , /\ ,X heavy punch , heavy punch , kick

Hot-spin: L1 + /\ (jump +heavy punch)

Power punch: L2 + /\ (crouch +heavy punch)

Throw: [] + X (light punch +kick)

Throw-down with Chest crush: [] + /\ , [] (light punch + heavy punch , light punch)
Arm-breaker and throw: [] + /\ ,/\ (lt. punch + hvy. punch , hvy. punch)

Crouched moves (Keep L2 pressed)

Foot Sweep: X (kick)

Crouch punch: [] (light punch)

Air moves (press L1 one time)

Flying Kick: X (kick)

[] (light punch)

ADVANCED COMBOS

Multi-fists: [], [], [], /\ , [] (light punch , light punch ,light punch , heavy punch, light punch)

Smack down: /\ ,/\ , L1 + /\ , L2 + /\ (heavy punch, heavy punch, jump + heavy punch, crouch + heavy punch)

Real combo: /\ ,/\ , X , X (heavy punch, heavy punch,kick,kick)

Power-punch combo: /\ ,/\ , X , /\ (heavy punch, heavy punch,kick,heavy punch)

Multi-power punch: /\ , /\ , /\ , L2 + [] (heavy punch, heavy punch, heavy punch, crouch +light punch)

Serious Power combo: /\ , L2 + /\ , L2 + /\ (heavy punch, crouch + heavy punch, crouch + heavy punch)

SPECIAL MOVE

Driller: L1 + /\ + [] , L2 + /\ (jump + heavy punch + light punch ,crouch + heavy punch)

6.4. Ushi

Ushi is like Zangief dressed neatly. He's big and slow, but he makes up for his high damage moves, use his to your advantage especially when there are cars lying around. Yes, you can throw the car to your enemy!!! Just gotta love this guy!!!

STANDARD COMBOS:

Jabs: [], [], [], [] (light punch, lt. punch , lt. punch , lt. punch)

Bum-rush: X ,/\ (kick , heavy punch)

Heavy Punches: /\ ,/\ (heavy punch , heavy punch)

Brute-force Punch: L1 + /\ (jump + heavy punch)

Throw: [] + X (light punch + kick)

Ear-grab: [] + /\ (light punch +heavy punch)

Crouched moves (Keep L2 pressed)

Foot-sweep: X (kick)

Air moves (press L1 one time)

Flying kick: X (kick)

[] (light punch)

ADVANCED COMBOS

Double-fisted: /\ , /\ , /\ (heavy punch, heavy punch , heavy punch)

Knock 'em up and down: /\ ,L2 + /\ , L2 + /\ (heavy punch , crouch+ heavy punch , crouch + heavy punch)

Big Power Punch: [] , [] , [] , /\ (light punch, light punch, light punch,heavy punch)

Tomahawk: X ,/\, L2 + /\ (kick, heavy punch , crouch+ heavy punch)

Head-butt: /\ ,/\ , X (heavy punch , heavy punch ,kick)

SPECIAL MOVE

The Big-man Spin: L2 + [] + /\ , [] + /\ (crouch + light punch+ heavy punch , light punch + heavy punch)

6.5 Kobuchi

This character is another one of Akujin's henchmen, he is sort of a mix between our pal Wolvie (x-men) and his ex-girlfriend Lady Deathstrike... why? See for your self.

STANDARD COMBOS:

Arm Slashes: /\ , /\ , /\ (heavy punch , hvy. punch , hvy. punch

Strong Left Combo: [] ,[] ,[] (light punch,l. punch, l. punch)

Kicks: X , X (kick , kick)

Throw: [] +X (light punch + kick

Neck Slash: [] +/\ , /\ (light punch +heavy punch , heavy punch)

Crouched moves (Keep L2 pressed)

Long-armed blade foot-sweep: X (kick)

.....or /\ (heavy punch)

Crouched light left jab: [] (light punch)

Air moves (press L1 one time)

Jump kicks: X (kick)

or /\ (heavy punch)

or [] (light punch)

ADVANCED COMBOS

Punch-Donkey Kick Combo: [] , [] , /\ , L1 + X (light punch, light punch,heavy punch, jump +kick)

Flying Guillotine: [] , [] , /\ ,L2 +/\ (light punch, light punch, heavy punch, crouch + heavy punch)

Kick-Donkey Kick Combo: X , X , L1 + X (kick , kick ,jump +kick)

6.6 Kintaro

A mummy, he is also one of Akujin's men. He relies greatly on his mental powers, but he is also a well-balanced character. He has strong moves, great specials. If you're a player who likes to hear your enemies scream, Try Kintaro.

STANDARD COMBOS:

Heavy Punches: /\ , /\ , /\ (heavy punch , hvy. punch, hvy. punch)

Jabs: [] , [] , [] (light punch , light punch , light punch)

Kicks: X ,X (kick , kick)

Lift'em Punch with Knockdown: [] + /\ , /\ (light punch +heavy punch , heavy punch)

Throw: [] + X (light punch +kick)

Crouched moves (Keep L2 pressed)

Foot Slide: X (kick)

Crouched Punches: /\ , [] (heavy punch, lt. punch) [] , /\ (light punch , heavy punch)

Air moves (press L1 one time)

Jump Kick: X (kick)

or... [] (light punch)

Back Flip: /\ (heavy punch)

ADVANCED COMBOS

Punch/Slide Combo: /\ , /\ , /\ , [] , L2 + X (heavy punch , heavy punch , heavy punch , light punch , crouch +kick)

Glowing Skin: [] , [] , [] , /\ , [] (light punch , light punch , light punch , heavy punch , light punch)

Disappearing Act: L1 + /\ + [] (jump + heavy punch + light punch)

SPECIAL MOVE

The Flying Screwdriver: L1 + /\ , /\ (jump + heavy punch, heavy punch)

6.7 Gorilla

A big gorilla (no pun intended), also one of Akujin's men relies mainly on brute force, but much like Ushi, he can also pick up cars. Also, one of my personal favorites.

STANDARD COMBOS:

Slaps: [] , [] , [] , [] (light punch, lt. punch, lt. punch, lt. punch)

Kick: X (kick)

Heavy Swings: /\ , /\ , /\ (heavy punch , hvy punch , hvy punch)

Throw: [] + X (light punch +kick)

Head-butt: [] + /\ (light punch+heavy punch)

Two-Fisted Uppercut: L1 + /\ (jump + heavy punch)

Head-butt with Slap: [] + /\ , [] (light punch + heavy punch , light punch)

Head-butt with Heavy Kick: [] + /\ , L1 + [] (light punch + heavy punch , jump + heavy punch)

Crouched moves (Keep L2 pressed)

Crouched Kick: X (kick)

Crouched Heavy Punch: /\ (heavy punch) Crouched Light Punch: [] (light punch)

Air moves (press L1 one time)

Flying Kick: X (kick)

or /\ (heavy punch)

or [] (light punch)

ADVANCED COMBOS

Ground-Pounder: /\ , /\ , /\ , L1 + /\ , L2 + /\ (heavy punch , heavy punch , heavy punch , jump + heavy punch , crouch + heavy punch)

Crazy Monkey: [] , [] , [] , [] , L1 + X, L2 + X (light punch , light punch , light punch , light punch , jump +kick , crouch +kick)

Knockdown: /\ ,/\ , X (heavy punch , heavy punch , kick)
Easy Crazy Monkey: L1 +[] + X , L1 + X (jump + light punch + kick, jump +kick)
Easy Ground Pounder: L1 + /\ , L2 + /\ (jump +heavy punch, crouch +heavy punch)

SPECIAL MOVE

Heat Feet: L2 +[] + /\ , L1 + [] (crouch +light punch+ heavy punch ,jump +light punch)

6.9 Angela

Drop-dead gorgeous, in the game, when you are about to rescue her, she is under the spell of Akujin. She has long range attacks and strong moves, which makes her a total fox.

STANDARD COMBOS:

Jabs: [] , [], [] (light punch , lt. punch, lt. punch)

Overhead swing: /\ ,/\ (heavy punch , heavy punch)

Kick: X (kick)

Heavy Kick or Uppercut: L1 + /\ (jump + heavy punch)

Super Heavy Kick: L1 + X (jump + kick)

Throws: [] + X (light punch + kick)

 [] + /\ (light punch + heavy punch)

Crouched moves (Keep L2 pressed)

Foot-Sweep: X (kick)

Crouched Heavy Punches: /\ , /\ (heavy punch , hvy punch)

Crouched Jabs: [], [] (light punch , light punch)

Air moves (press L1 one time)

Jump Kick: [] (light punch)

ADVANCED COMBOS

Pitching Punch: [], [], [], /\ , [] (light punch, light punch, light punch, heavy punch, light punch)

Punch/Uppercut Combo: /\ , /\ , L1 + /\ (heavy punch,heavy punch, jump + heavy punch)

Flip Kick Combo: X , L2 + X , L1 + X (kick, crouch +kick, jump +kick)

Long Kick Combo: /\ , X , X , X , L1 + X (heavy punch , kick, kick, kick, jump +kick)

Black-Widow Kicks: X , /\ , [], X , /\ (kick, heavy punch, light punch, kick, heavy punch)

SPECIAL MOVE

Power Storm: L1 + /\ + [] , /\ + [] (jump + heavy punch +light punch,heavy punch + light punch)

7. Tips and Tricks

7.1. When you get a high score use this as the names

BONECRACK --- players are skeletons

DEFORMANIA --- big heads

7.2. Here are other tricks for you to enjoy:

Play as Gorilla

Successfully complete urban fighters mode with Travis and Michelle to unlock Gorilla in all modes.

Play as Kobuchi

Successfully complete urban fighters mode with Tetsuo and Ushi to unlock Kobuchi in all modes.

Play as Kintaro

Successfully complete urban fighters mode with Gorilla to unlock Kintaro in arena battle mode.

Successfully complete urban fighters mode on the hard difficulty setting to unlock Kintaro in urban fighters mode.

Play as Angela

Successfully complete urban fighters mode with Kobuchi to unlock Angela in arena battle mode.

Successfully complete urban fighters mode on the hard difficulty setting to unlock Angela in urban fighters mode.

Play as Akujin

Successfully complete urban fighters mode on the hard difficulty setting to unlock Akujin in all modes.

Alternate costumes

Successfully complete urban fighters mode on the normal difficulty setting three times. Then, hold L1, L2, R1, or R2 while selecting a character at the character selection screen.

Hard mode

Successfully complete urban fighters mode with all characters on the normal difficulty setting to unlock the hard difficulty setting under the options screen.

Shadow fighter mode

Successfully complete urban fighters mode once.

Survival mode

Successfully complete urban fighters mode twice.

Team battle mode

Successfully complete urban fighters mode three times.

Street gang battle mode

Successfully complete urban fighters mode on the hard difficulty setting with Kintaro, Angela, or Akujin.

7.3. When you open up the Arena Battle mode use this codes:

Arena 2

Successfully complete shadow fighter mode with Gorilla to unlock Arena 2 in arena battle mode.

Arena 5

Successfully complete shadow fighter mode with Kobuchi to unlock Arena 5 in arena battle mode.

Arena 7

Successfully complete shadow fighter mode with Kintaro to unlock Arena 7 in arena battle mode.

Arena 8

Successfully complete shadow fighter mode with Angela to unlock Arena 8 in arena battle mode.

Arena 9

Successfully complete shadow fighter mode with Akujin to unlock Arena 9 in arena battle mode.

I will update this once I discover some more...

7.4 In-game tips...

The best time to use a 3rd level special "wipeout move" is at the end of the rage time. (because using the wipeout move, ends the "rage")

When an opponent throws an object at you, you can grab it mid-air using the throw buttons (kick + light punch, or light punch + heavy punch buttons).

You can avoid an object that's being "kicked" at you by jumping .

An object that's been "kicked" at you can be blocked and sent back by hitting the object when it is close to you.

You can beat a special move with a thrown object or another special move.

An opponent's "rage" can be ended throwing an object at them.

It's good to use the "lock" function on the controller, before you kick an object at an opponent. That way no matter which way they jump, you keep facing them. (and so does the item kicked at them)

By picking up the objects in the levels and arenas you will find tons of power-ups.

By picking up the heavy objects you will find weapons.

If you kick objects, you will remove the hidden bonus. This is a real downer, so be sure to kick objects when necessary.

You can counterattack an opponent's throw or combo throw by pressing your own throw combo (kick + light punch, or light punch + heavy punch buttons). This is tricky, because of the short time to do it.

If you stay crouched opponents can't grab you.

Before using your last bullet, check the ground and under objects for ammo.

Picking up enemy bodies will also elicit bonuses.

In the water-flowing-storm canal stage, it's better to throw enemies against the water or to use the wipeout move as much as you can. You will lose a bit of energy but you will have more time to find a way to escape.

Move away from bosses once you've knocked them down. Usually when they get back up, they will use a wipeout move to make sure you're not standing next to them.

To easily crush the bikers you should use the "wipeout" move. The other ways

to beat them are to throw objects at them, or jump kick them off. It takes 2 attempts and you have to be very accurate. Once they knock you down, they will run you over repeatedly. (It's safer to use the wipeout moves)

When the enemy "Martin" (hefty white dressed man) is on the screen, go straight for him. He is always armed with a machinegun.

Dogs take priority over normal enemies. If they latch onto your throat they'll do a lot of damage.

To avoid Ushi's special move, stay crouched.

If a standing opponent shoots at you, crouch. If he crouches, jump at him.

If you are playing a big character(Gorilla or Ushi). Wait until your opponents are on top of a big object (or throw them on top of one), and then pick up the object and throw it.

If you are using a slow character, it's a good idea to use "lock mode" and don't move the joypad. You will block opponents hits when they're doing a fast hit combo on you.

Michelle can jump over normal opponents, and get a cheap shot in their back from behind.

When playing multi-play, let your opponents wear each other down, then take advantage of their weakness.

When playing multi-play, look for "cheap-shot" opportunities. When your opponent is working on his other enemy, attack him from behind and juggle him against the other enemy. (or hit him with objects from across the arena.)

8. Gameshark Codes

Here are some of the codes that are to be used with a gameshark(Action Replay or Interact Gameshark recommended), use them at your own risk, I have used these codes and they worked on my console. Just a reminder, using these codes really ruins the fun of the game so I recommend that you should only use it when you have finished the game a couple of times, and you only want to blow the s#@t out of those annoying enemies. Or simply, you just want to have some fun... ;P

Infinite Lives	800BE164 0009
Press R2 to Refill Health P1	D00B6C52 FDFE 800BE146 0900
Max Rage Gauge P1	800CE486 03E8
Infinite Special Move P1	800CE482 0FFF
Press R2 to Refill Health P2	D00B6C74 FDFE 800BE2E6 0900
Max Rage Gauge P2	800CE5D6 03E8
Infinite Special Move P2	800CE5D2 0FFF

Unlock All Characters	800B7170 FFFF
Unlock Shadow Fighter Mode	800B7220 0001
Unlock Team Battle Mode	800B722C 0001
Unlock Survival Mode	800B7238 0001
Unlock Street Gang Battle Mode	800B7244 0001
Infinite Ammo on Pick-Up	800BFB64 0032
	800C0044 0032
	800C01E4 0032
	800B6C74 0032
	800C0B84 0032
	800BE7E4 0032
	800C0524 0032
	800BE984 0032
	800BFD04 0032
	800C06C4 0032
	800C06C4 0032
	800BF004 0032
	800BECC4 0032
	800BF344 0032
	800BF4E4 0032
	800BFEA4 0032
	800BF824 0032

9. Credits

First, thanks to my mom and dad for buying me a Playstation

Thanks, to NAPS and Infogrames for making a marvelous game.

Thanks to Ka Willy for recommending this game to me.

Thanks to www.gamefaqs.com for posting this FAQ.

Thanks to www.ign.com for lots of important infos...

Thanks to dave@cheatcc.com for letting me use the codes in his site, thanks for the Gameshark codes and how to unlock the characters and arenas.

Thanks to Vittorio Capozzi for the tricks.

and thanks to you... who is reading this up to the end...

10. Next Update

Moves for Akujin.

Weapons tips.

11. For comments, suggestions, tips and help...

If you have anything that can help (especially character moves and profiles), or if you have any comments or suggestions, e-mail me at:

emil41@mailcity.com

Copyright 2000
Romy N. Junio Jr.
emil41@mailcity.com

This document is copyright Romy N. Junio Jr. and hosted by VGM with permission.