

# Makeruna! Makendou 2 FAQ/Move List

by Felipehc188

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Makeruna! Makendou 2: Kimero Youkai Souri

Version 0.9 by Felipehc188

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1. Legal matters. (LGL)
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You may freely use, distribute, and edit this FAQ as you want for the purpose of making it more complete and concise for the people who reads it and want to play this obscure game. I will only ask the readers for preserving the credits in this section.

2. About this game. (ABO)
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Makeruna! Makendo 2 - Kimero Youkai Souri is a fighting game developed by Datam Polystar and released on March 17, 1995, for the Super Famicom (Super Nintendo or SNES here); the game was also ported to the PlayStation 1 by Fill-in Cafe on November 10 of the same year.

This game is a sequel to the Japanese Action game Makeruna! Makendo, which was localized (awfully) as Kendo Rage, by Seta U.S.A. Removing and adapting most of the already wacky story for American audiences and replacing the cover (like Bad Box Art MegaMan).

This game has a prequel in form of an OVA released by OLM on March 25, 1995. The main heroine, Mai Tsurugino, is trying to live as a normal schoolgirl after the events of the first game. But she's constantly pestered by Doro, the detective who recruited there then, who needs her to participate in a youkai tournament. On the other side, Mai's Sister, Hikari Tsurugino, finds herself thrilled to fight in this tournament and (after some struggle with her sister), decides to accept the mission. But it seems that the tournament is hiding something truly evil...

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After pressing start, you will be presented with three options:

\*[Brackets] mean the text is in Romaji (Japanese with latin characters).

(Story Mode) - Starts the game on the 1-Player only Story Mode, here you control only Hikari to fight all the other opponents, plus two Bosses at the middle and at the end of the game. Here, the point system is also an experience one, so you must play as well as possible to gather all the EXP you can and Level Up, this is mandatory to clear the game, as you start with low stats.

(Vs. Mode)

[Taisen Mode] - This mode lets you play as anyone of the other characters in a One versus One match. You can also edit the options and the characters for the battle.

- Upon starting the Vs. mode, you will find the following options, one for each player:

(Character Select)

[Chara Jibun] - Select your character.

(Character (Opponent))

[Chara Teki] - Select your opponent character (only applicable if playing vs. CPU).

(Button Setup)

[Button Settei] - Change your control options.

(Handicap)

[Hande] - Here you can change the strength of each character, from 1 (weakest [yowai]) to 8 (strongest [tsuyoi])

(COM Difficulty)

[COM Nanido] - Adjust the AI of the opponent, from Easy [Henachoko Mode], to Normal [Madamada Mode], Hard [Hidoi Mode], to Very Hard [Mou shinai Mode].

(Stage)

[Suteeji] - Select the stage of the battle, if the players select two different stages, the second player's chosen stage takes priority.

(Time)

[Jikan] - Set the duration of the match, it can be set to 30 seconds, 60 seconds, 99 seconds, or infinite. If there's no clear winner when time runs out, the player with most Health remaining wins.

(VS Mode)

[VS Kirikae] - Selects the match type. You can choose from:

- MAN VS MAN (Two human players).
- MAN VS COM (1P vs. COM).
- COM VS MAN (COM vs. 2P).
- COM VS COM (Two computer players, or "Watch Mode").

(Sound Mode)

[Soundo Mode] - Choose your sound option: Stereo [Sutereo] or Mono

[Monoauraru], if the players choose different options, the second player's choice takes priority.

(End)

[Oshimai] - Confirm all options and start the battle, after you select this option, you can't change it until the battle is over. Note that pressing Start anytime will have the same effect.

(Config Mode) - Enters the config mode. You can change the options for the main mode: adjusting difficulty, battle time, controls, and sound. See above for details. The fourth option is the Sound Test [Soundo Test]. You can hear all the music (first option [kyoku]), sounds and voices in the game here.

#### 4. Fighting basics.

(BAS)

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As every Fighter game, you must use your attacks and Special moves to deplete the Health bar of your enemy until it reaches zero. You must win two of the three rounds to advance to the next fight.

If there's something that is different in this game is the magic system. Your character can use magic, denoted by the green bar below the Health bar, this allows your character to increase attack, defense, and actual Health, or can be used to decrease these same attributes of the enemy. The magic bar can also be used to launch a desperation attack, and if it connects, the results can be devastating. You can't recover your magic until the round ends, so you must plan how do you want to use it.

For the sake of simplicity, I will use the numpad notation to indicate directions (when facing right):

	(up-back)	(up)	(up-forward)	
	7	8	9	
(back)	4	5	6	(forward)
	1	2	3	
	(down-back)	(down)	(down-forward)	

So, if you want to do a Dragon Punch motion (or forward, down, down-forward), the command translates to 6,2,3 (or 623, for further abbreviation).

Punches and Kicks will be denoted as P and K, respectively. Light and Strong attacks will be denoted as L and H, respectively.

By default, the buttons are configured like this:

Y button: LP. X button: HP.

B button: LK. A button: HK.

R button: Magic.

You can do a backstep by pressing back twice. And you can run forward by doing the same forward motion twice.

You can grab an opponent by pressing HP close to the opponent, if you press Back as you do this, you will toss the enemy on the opposite direction of where you are. Some attacks work as grabs and some characters execute their grabs differently. Grab attacks are also unblockable.

Some Special moves require the use of a "Charge" motion, to do this, you

have to press and hold the direction button for a full second, then you have to press the next directional button immediately after.

You can defend yourself from an opponent's attack by pressing the other direction on an incoming attack to block it. But you can only block against attacks that are at your same height (i.e.: you can't defend against a low attack unless you're defending while crouching).

Blocking Special moves will reduce Health by a far smaller amount than receiving an attack at full power, but if your Health is too low, you will lose anyway. Also, some attacks are unblockable and must be evaded by jumping or doing a backstep.

The Desperation Attack can only be used when a character's Health drops to roughly 20%, it requires more than half of the maximum Magic Bar to use. Due to the Magic Bar refilling only between rounds, you have to plan carefully to use either the Desperation Attack OR your other magic attacks.

Upon losing a fight, you have the option of continuing where you left off, without losing your level and EXP. You can continue an infinite number of times, but only before the timer reaches zero, if you don't continue you will be returned to the title screen.

## 5. Character moves. (CH1)

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All commands here are executed when your character is facing RIGHT, so you must invert these when you're facing the other direction.

### \* MAKENDO (Hikari Tsurugino)

The heroine of this game, and the younger sister of Mai Tsurugino, the original heroine of Makeruna! Makendo. Her attacks are balanced and with a good anti-air attack. Her grab is a Shoulder Toss.

#### (Special Moves)

- Kendo Ho: 236 + P. A projectile, the force of the attack determines its length.
- Ren dageki: Press P repeatedly, launches a flurry of punches, if an opponent is very close, you can rack very good combos with this, the HP version is stronger but pushes the opponent farther.
- Makka Dash: 632 + P, anti-air fire attack, her version of the Dragon Punch is faster with the HP button.
- Ko Ren Kyaku: 214 + K, three consecutive kicks that can do a 4-5 hit combo, the HK version is slower.
- = Increase Special Damage: 41236 + M, purple aura, increases the damage dealt by Special attacks.
- = Recover Health: 214 + M, red aura, recovers some Health.
- = Desperation Move: 641236 + M, Hikari powers up and launches a powerful [Mahi Rantou] combo of 15-20 hits that finishes with a grab.

### \* MASOCCER (CH2)

A Soccer football youkai. Relative to one of the bosses of the first game that competes on the Y-league of football (analogue to the real J-league). His grab is a Scissor Throw. Fittingly, all of his non-magic techniques are executed with the K buttons.

#### (Special Moves)

- Magical Shoot: Charge 4, 6 + K, Ball projectile, it's faster with the HK version.
- 100t Head Kick: Charge 2, 8 + K, A powerful anti-air attack, the HK

version covers more distance.

- Tornado Shoot: 2141236 + K, launches towards the opponent with two powerful kicks, but the command is very complicated for either version.
- = Increase Defense: 236 + M, yellow aura, increases defense.
- = Increase Special Damage: 214 + M, purple aura, increases the damage dealt by Special attacks.
- = Desperation Attack: 2141214 + M, launches a Red Card projectile that [Red Card] does devastating damage, expelled!

\* MAKKEY (CH3)

A zombie comedian who looks to make everyone laugh in the next life, as he couldn't in the previous. Looks forward to win the tournament to become the greatest comedian on both worlds...if his jokes were much better...Has two grabs: one is a simple toss, but the other opens his mouth and traps the opponent, dealing more damage.

(Special Moves)

- Rotting Fist: Charge 2, 8 + P, does a "scream" that functions as an anti-air, lasts longer with the HP version.
- Ketsu Patchin: 641236 + K, launches onto the air and does a disco dance, hitting the opponent multiple times in the air.
- Gokkun Cho: 6321478 + P, must be near the opponent, an improved version of his second grab, but does more damage.
- = Reduce defense: 41236 + M, pink aura on opponent, reduces his/her defense to Non-special attacks.
- = Reduce attack: 63214 + M, blue aura on opponent, reduces his/her defense to Special attacks.
- = Desperation Move: 412363236 + M, Makkey launches the Japanese words [Nandeya Cannon] "Nandeya? (Why?)" forward, doing heavy damage.

\* MADONNA (Madonna de Swan) (CH4)

A ballet youkai and primadonna who wants everyone to see her ballet performance and see many dances of the world. She has powerful kicks and her grab lifts the opponent over her head as part of her dance moves.

(Special Moves)

- Magic Waltz: 236 + P, does a spinning firey anti-air, the HP version is quicker.
- Swan Kick: 641236 + K, leaps forward and does an aerial, multi-kick combo on her enemy, the HK version goes farther.
- Madagio: 63214 + P, does a ballet routine made combo, the HP version goes farther.
- = Recover Health: 214 + M, red aura, recovers some Health.
- = Reduce Special Attack: 632 + M, blue aura on opponent, reduces his/her Special Attack damage.
- = Desperation Attack: 21412 + M, does a more elaborate and damaging [Mazuruka] dance close to her opponent to finish her recital.

\* MARIRIN (Kimotta Maririn) (CH5)

A youkai mother who fights for her tribe. Her only normal grab is executed by doing a command grab: 214 + HP.

(Special Moves)

- Puyoyon Attack: 236 + K, leaps high, puffs up, and divebombs the opponents, the HK version leaps higher and faster.
- Oba Samba: 21478 + P, must be near the opponent, grabs the opponent into her bag and slams his/her many times, the HP version slams more times.

- Korokorogoron: Charge 2, 4 + K, shd "Does a Barrel Roll!" to hit the opponent many times, the HK version travels farther and hits more times.
- = Recover Health: 214 + M, red aura, recovers some Health.
- = Increase Special Damage: 4121412 + M, purple aura, increases the damage dealt by Special attacks.
- = Desperation Move: 4646 + M, grabs the opponent, stuffs him/her in her [Oshioki Full Course] bag, and proceeds to violently and quickly slam and cleanse the floor, then finishing him/her with a Puyoyon Attack.

\* MACHO (Mermaid "Macho" Ru Fin) (CH6)

A macho...mermaid that could have come from Cho Aniki. Topping it all, he hates women but wants to have a romantic encounter nonetheless... He does have the most grabs of the other fighters, fitting for someone like him...his first grab is a choke/squeeze on the opponent that depends on the P button used, his other normal throw is a back throw.

(Special Moves)

- Shark Attack: 236236 + P, an anti-air that goes from below the floor, it's hard to predict, there're no differences between either button used.
- Muscle Seduction: Charge 4, 6 + P, launches forward and performs a bearhug on his opponent, squicky if he does to males, pervert if he does to females. The HP version harass him/her more.
- Loving Muscle: 21478 + P, lifts opponent up, then launches him/her on the air and delivers a gut/groin punch, very powerful in either version, no differences in power.
- = Increase Special Damage: 4121412 + M, purple aura, increases the damage dealt by Special attacks.
- = Reduce Special Defense: 236 + M, pink aura on opponent, reduces his/her defense to special attacks.
- = Desperation Move: 632146 + M, must be near opponent, launches him/her [Love Rendevous] in the air and performs the ultimate harassment, bearhugging his opponent many times.

\* MAKENKA (Remodeled Human Makenka) (CH7)

Previously known as Rei Kaimyouji, he was captured and converted into an android by the villain of the OVA, Dr. Mad. Now, hungry for revenge, he decides to enter the tournament for information about the whereabouts of his sworn enemy.

(Special Moves)

- Hand Gun: 236 + P, a standard laser beam, the HP version knocks down the opponent.
- Maximum Burst: 632 + P, delivers a powerful rising kick, the HK version rises higher.
- Super Acceleration: 63214 + K, rushes forward and tackles the enemy, the HK version rushes farther.
- = Reduce Special Attack: 632 + M, blue aura on opponent, reduces his/her Special Attack damage.
- = Increase Defense: 236236 + M, yellow aura, increases defense.
- = Desperation Move: 236 + M, fires a straight powerful laser, due to [Tsuyoshi Handgun] sharing almost the same input with the magic move, and having in general a simpler command, try to be on the same opponent's line.

\* MAKENRO (CH8)

My favorite character! A tennis youkai who was also a boss in the first

Makeruna! Makendo, after she was defeated (in her own game) by Mai and sent to a youkai prison, she heard about the youkai tournament and broke out to have a rematch with Mai (who won't be participating, much to her chagrin). But she was also planning something related to the mysterious youkai that we saw in the opening...Due to she being a tennis youkai, she's the only character in the game with two projectiles. Her grab is a frontal toss.

(Special Moves)

- Rose Shot: 236 + P, her standard service. Either version has the same power, but the HP version knocks down the opponent.
- Ground Rose Shot: 236 + K, her second projectile that targets low. As with the above projectile, same power, but the HK knocks down the opponent.
- Rose Smash: 632146 + P, Makenro rushes towards the enemy and does a double smash with her racket, the HP version is faster.
- = Recover Health: 214 + M, red aura, recovers some Health.
- = Increase Defense: 236236 + M, yellow aura, increases defense.
- = Desperation Move: 2141236 + M, Makenro rushes towards her opponent [Bloody Rose] and performs a bloody 15-hit combo.

==SPOILER ALERT==

\* MAKENPO (Final Boss)

The Final Boss for Makeruna! Makendo 2. In this game, he emerges as the older brother of the Final Boss of the first game (also called Makenpo), when Mai defeated the first Makenpo, he became the new boss of the youkai and is trying to conquer both worlds. He uses a form of Kenpo (Egyptian Kenpo), and his attacks are very powerful.

(Special Moves)

- Judgement Flame: 41236 + P, transforms his head into Anubis' and spits fire, the HP version knocks down the opponent.
- Pharaoh's Harassment: 41236 + K, produces a skull and rushes towards the opponent, the HK version hits up to 10 times.
- Pharaoh's Curse: 632 + P, summons a burning falling skull on his opponent, the only difference between versions is the power.
- Flooding of the Nile: 360 motion+ P, lifts his opponent and pummels him/her repeatedly in the air, this is the ONLY move that requires to spin the controller a full circle (hence the 360 motion) in the game.
- = Recover Health: 214 + M, red aura, recovers some Health.
- = Increase Special Damage: 4121412 + M, purple aura, increases the damage dealt by Special attacks.
- = Desperation Move: 4363214 + M, rushes towards the opponent and [Wrath of God] if it connects, delivers a No-holds-barred-beatdown on him/her, if you thought that the previous move was tedious, this is ALMOST the Pretzel motion, for those familiar with KOF and Geese Howard in general. But this is the most powerful Desperation Move in the whole game.

==END OF SPOILER==

6. Cheat codes.

(CHT)

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These cheat codes will work for the original SFC version. Not sure about the latter PS1 version. Please note that the effects WILL NOT be saved when you shutdown the console.

**\*Play as Makenpo, Versus Only:**

To play as Makenpo, in the title screen (BEFORE you Press Start) press the following buttons in sequence: X, Y, A, B, X, Y, A, B. If you do it correctly, Makenpo will be selectable, albeit only in Versus mode.

**\*Visual Mode:**

Here you can see all the cutscenes of the Story Mode and some other extra material, in the title screen (again, BEFORE you Press Start) press the following buttons: Up, Down, Left, Right, L, R, Up, Down, Left, Right, L, R, then select Story Mode. Then you will be taken to a blue screen (not of the worst kind, don't worry!), select the scene you want to view with Left/Right and press A or Start to view it. Press B to exit this mode and return back to the title screen.

**\*Play as any character on Story Mode:**

To play as any other character in Story Mode, press Select 10 times and then select Story Mode. You will be taken to the Versus interface, but you can only change Character, Button Setup, COM difficulty, Time, and Sound Mode options, press End to Start the game with any other character (Makenpo is also included!). After passing a Screen saying "Sorry for the Bonus!" [Omake no Owabi], press Start to begin. If you lose a fight, you will be taken to the apology screen again, you can press Start to continue (unlike the normal Story Mode, you have an unlimited time to decide) or Select to exit to the title screen.

**7. Special Thanks.**

(THK)

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Thanks to all the people who reads this FAQ and Move List for this rare and obscure game.

Thanks to Datam Polystar and Success for creating a long forgotten but good and crazy game series nonetheless.

And a very special Thank You to masterdericobr for its first FAQ, it helped me very much!