

# Rival Schools FAQ/Move List

by Ryouga

Updated to v1.0 on May 12, 2001

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Rival Schools: United By Fate  
Sony PlayStation, by Capcom (1998)

FAQ v1.0  
Last Updated on May 12 2001  
By Ryouga (ryouga@videogamers.com)

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(II) [Controls]

(III) [Rules]

(IV) [Menus]

(V) [Characters]

(Taiyo High School)

- Batsu                    - Kyosuke
- Hinata                   - Hayato

(Pacific High School)

- Roy                      - Boman
- Tiffany

(Gorin High School)

- Shoma                   - Roberto
- Natsu

(Gedo High School)

- Akira                   - Gan
- Edge                    - Daigo

(Justice High School)

- Hideo                   - Raizo
- Kyoko                   - Hyo

(Tamagawa Minami High School)

- Sakura

(VI) [Lesson Mode]

(VII) [Secrets]

(VIII) [FAQ]

(IX) [Acknowledgments]

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(I) [Introduction]

- Story -

Recently, mysterious and unexplainable have taken place that have rocked the country. In high schools all over, students have been mysteriously disappearing with no clue as to their whereabouts. Furthermore, it appeared that these unspeakable acts were occurring in direct defiance of the school system. These disappearances were taking place in many different locations simultaneously, and many thought that they were being staged by an organized crime ring.

It was also rumored throughout the world that these acts were being plotted by school officials or agents of a rogue foreign government. All government agencies cooperated with each other in the investigation to stop these mysterious events. Despite their good intentions, all of the blame fell onto school officials and nothing was ever resolved.

Parents and police could do nothing and the country was paralyzed with fear! A group of students decided to take matters into their own hands: "We will protect our schools", they cried. Yet the uneasiness still remains. Will the students get to the bottom of these strange occurrences and bring true justice?

The great fight begins.

- Features -

Rival Schools is a 3D arcade fighting game with gameplay based on the Street Fighter series. The game was also released on the Sony PlayStation, which includes two discs: Arcade and Evolution. The Arcade disc contains the true arcade version of Rival Schools, while the Evolution disc is an enhanced version of the game with alternate modes of gameplay.

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(II) [Controls]

- Basics -

LP: Low Punch                      LK: Low Kick  
HP: High Punch                     HK: High Kick

D: Down                             DF: Down-Forward  
U: Up                                DB: Down-Back  
F: Forward                         UF: Up-Forward  
B: Back                             UB: Up-Back

QCF: Quarter-Circle Forward control pad motion.  
(Down, Down-Forward, Forward)

HCF: Half-Circle Forward control pad motion.  
(Back, Down-Back, Down, Down-Forward, Forward)

QCB: Quarter-Circle Forward control pad motion.  
(Down, Down-Back, Back)

HCB: Half-Circle Forward control pad motion.  
(Forward, Down-Forward, Down, Down-Back, Back)

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- Basic Special Moves -

- Blocking -

- Hold Back to block high and mid-range attacks, or hold Down-Back to block low attacks.
- Blocking Special Attacks will cause a minimal amount of damage to the blocker.
- Throws cannot be blocked.

- Super Jump -

- Press Down, then immediately Up-Back, Up, or Up-Forward to perform a Super jump in the corresponding direction. Super Jumps are much higher than normal jumps.

- Step -

- Tap Forward twice to Step Forward.
- Likewise, tap Back twice to Step Backward.

- Characters can run by tapping Forward, then pressing and holding Forward.
- Each character can perform these attacks while dashing or running forward:
  - LP/HP: shoulder tackle
  - LK: sliding kick
  - HK: jumping kick
  
- Rival Launcher -
  - Press DF+HP/HK to launch the opponent into the air.
  - Rival Launchers vary from character to character, and are listed in the [Crouch Attacks] and are marked with a star (\*).
  
- Throw -
  - Press (LP+HP) to grab or throw a nearby standing opponent.
  - Press (D+LP+HP) to grab or throw a nearby crouching opponent.
  - Press (LP+HP) to grab or throw an opponent that is facing away.
  - Opponents that are crouching cannot be thrown from behind.
  - Press (LP+HP) as an opponent throws you to escape their throw.
  - Throws and grabs vary from character to character.
  
- Ditch -
  - Press (LK+HK) to sidestep into the screen.
  - Press (D+LK+HK) to sidestep out of the screen.
  - Ditching is a useful way of dodging attacks.
  
- Taunt -
  - Press Start to Taunt the opponent.
  - Taunting will leave the character defenseless, but increase their Burning Vigor Meter.
  - Taunting can only be done on the Arcade version, not the PlayStation game.
  
- Tardy Counter -
  - Use a Special Move motion when blocking an opponent's attack to counter attack with a Special Move.
  - Tardy Counters can also be done in the air.
  
- Lightning Crush -
  - When both characters hit each other at the same time, a bolt of lightning will strike between them and both characters will receive an extra bar in their Burning Vigor Gauges.
  
- Fall Recovery -
  - Recover from falling by landing on feet while knocked into air or before being knocked down. Press any two buttons before impact with the ground.
  
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- Combos -
  - TextBook Combo System -
    - This is a chain of attacks by pressing any LP/LK twice followed by HP/HK, then ending with F+HP/HK or a Special Move.
  
  - Air Combo System -
    - This launches the opponent into the air and follow up with a chain attack. By pressing DF+HP or HK, the character will launch the opponent into the air. Hold Up to Super Jump into the air to perform Textbook Combos in the air.
  
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- Super Attacks -
  
  - Burning Vigor Attack -
    - The meter at the bottom is the Burning Vigor Meter. It can be accumulated while blocking, attacking, using special moves, etc.
    - Burning Vigor attacks consume one bar of the meter and result in a more powerful Special Attack.
    - Each character has around 2-5 Burning Vigor Attacks, as listed below.
    - Burning Vigor Attacks marked [A] can only be performed on arcade machines and the PlayStation Arcade Disc.
    - Burning Vigor Attacks marked [E] can only be performed on the PlayStation Evolution Disc.
  
  - Team Up Technique -
    - Consumes 2 bars of the Burning Vigor Meter. A combination of the two characters performing an attack or a healing move. The Team Up Technique is dependent on the teammate and NOT the main character. Activated by pressing LP+LK or HP+HK, which produces a single attack which starts of the Team-Up if the attack connects. The activation attack is also dependent on the teammate.
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### (III) [Rules]

- Match Play -
    - Players select a team of two characters.
    - If the two characters are from the same school, the game will proceed into Story Mode, which describes the events between each fight.
    - The first character selected is the active character, while the second is the Team-Up partner.
    - The active character and partner can be switched between rounds.
    - Characters fight until either one runs out of Vitality Gauge, or the timer depletes to zero.
  
  - Winning and Losing -
    - If a character's Vitality Gauge is reduced to nothing, that then character is knocked out.
    - If the Timer reaches zero, then the character with more vitality in their Vitality Gauge is the winner.
    - If a character wins by K.O., then their Vitality Gauge will recover in accordance to the amount of time remaining in the match. If a player wins by Time Over, the character recovers no vitality.
    - If one team loses two rounds, then the opposing team wins.
  
  - Draw Game -
    - A Draw Game occurs when both characters reach zero vitality at the same time. In such a case, both characters are eliminated.
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### (IV) [Menus]

- Lesson Mode - (Evolution)  
Practice basic attack skills and get graded on them. See (V) [Lesson Mode] for more information.
  
- 1P Game - (Arcade/Evolution)  
Play a one-player game against computer opponents

- Cooperate - (Evolution)  
Play a two-on-two, four-player game using a PlayStation Multi-tap with four controllers.
  
- Group - (Evolution)  
Play a two-player Teams versus mode.
  
- Versus - (Arcade/Evolution)  
Play a two-player game versus each other.
  
- League - (Evolution)  
Select 2-6 characters and play a league battle.
  
- Option - (Arcade/Evolution)  
Change game options:
  - CPU Difficulty: Sets the difficulty of the computer opponents (1-8 Stars).
  - Attack Power: Sets the damage dealt by characters in battle. (1-4 Stars).
  - Timer Speed: Sets the speed of the clock in battle (1-4 Stars or Off).
  - Number of Matches (CPU): Sets the number of matches needed to win the battle in 1P Game mode.
  - Number of Matches (VS): Sets the number of matches needed to win the battle in Versus mode.
  - CPU Round Character Change: Set to be able to change active and Team Up characters between rounds in 1P Game mode.
  - Continue Character Change: Set to change characters after continuing in 1P Game mode.
  - Shortcut:
    - Vibration: Sets the Vibration feature of the Dual Shock controller.
    - Key Configuration: Change the button layout of the controller.
    - Sound Test: Several sound option:
      - \*Sound Mode: Set between Stereo and Monaural
      - \*BGM Test: Play any background music from the game.
    - Default: Returns all options to their default settings.
    - Exit: Return to the Main Menu screen.
  
- Tournament - (Evolution)  
Play a tournament with up to 8 players.
  
- Record - (Arcade/Evolution)  
Save and load game data from a Memory Card, as well as enable Auto-Save.
  
- Training - (Arcade)  
Practice against a sparring opponent. Press Start to bring up the Training Menu:
  - Continue Training: Exits the Training Menu.
  - Command List: View the character's Special Moves, Burning Vigor Attacks, and Team Up Technique.
  - Situation Settings: Set the actions of the sparring opponent:
    - Opponent: Makes opponent stand, crouch or jump.
    - Guard: Makes the opponent block attacks or not.
    - Safe Fall: Makes the opponent perform Safe Falls or not if knocked into the air.
    - Exit: Return to the Training Menu.
  - Change Character: Return to the Character Select Screen.
  - Return To Mode Menu: Goes back to the Main Menu Screen.
  
- Extra - (Arcade/Evolution)  
Unlock Special features by playing the game. Those marked [A] appear only on

the Arcade Disc and those marked [E] appear only on the Evolution Disc:

-Movie: View different opening movies.

-Gallery: View different loading screens.

-Watch Mode: Watch Computer characters fight.

[A]-Good Endings: View Good character endings from 1P Game.

[A]-Bad Endings: View Bad character endings from 1P Game.

-Staffroll: View the credits.

[E]-Kyoko's Office: Kyoko will "massage" you via a Dual Shock Controller.

-Exit: Return to the Main Menu screen.

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(V) [Characters]

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(Taiyo High School)

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- Batsu -

"Hot-Blooded Transfer Student"

[Normal Attacks]

Jab: LP

Straight: HP

Elbow Smash: F+HP

Overhead Punch: B+HP

Shin Kick: LK

Thrust Kick: HK

Stepping Roundhouse: F+HK

Axe Kick: B+HK

[Crouch Attacks]

Jab: LP

Overhead Smash: HP

\*Uppercut: DF+HP

Short Kick: LK

Sweep Kick: HK

Upper Kick: DF+HK

[Air Attacks]

Jab Drop: LP

Overhead Smash: HP

Downward Straight: F+HP

Thrust Kick: LK

Roundhouse Spin: HK

Dropkick: F+HK

[Throws]

Trip Takedown: HP+HK

Takedown Pummel: D+HP+HK

Suplex (behind): HP+HK

[Special Attacks]

Guts Bullet: QCF+Punch (air)

-Batsu tosses a blue fireball across the screen, which will travel across most of the screen before dissipating. Using HP speeds up the projectile. This attack can be done in the air to launch a Guts Bullet downward at an angle.

Guts Upper: F,D,DF+Punch

-Batsu dashes forward and performs a flaming uppercut. This is fairly quick and can be worked into the end of a combo.

Crescent Star Kick: QCB+Kick

-A quick turnaround followed by a crescent-shaped kick for up to three hits if used up close. There is a large lag time between the motion and the actual kick, but can be used as an anti-air move.

Shooting Star Kick (air): QCF+Kick

-A diving kick goes almost straight down, hitting up to five times up close. Be careful, if an opponent blocks this, Batsu will be bounced into the air and open to any possible attack.

[Burning Vigor Attacks]

Super Guts Bullet: QCF,QCF+Punch (air)

-A more powerful version of the Guts Bullet, Batsu tosses a large blue fireball that dissipates after crossing most of the screen. This can also be done in the air to throw the Super Guts Bullet at a downward angle.

[A] Rival Launcher: QCB,QCB+Punch (Punch rapidly)

-An uppercut followed by an auto air combo. Press Punch buttons rapidly after the launcher hit to score more hits and damage.

[E] Shooting Comet Kick (air): QCF,QCF+Kick

-A more powerful Shooting Star Kick that hits multiple times. This attack can only be done in the air.

[Team Up Technique]

Double Guts Bullet

-Batsu and his partner charge up two Super Guts Bullets, which they unleash simultaneously on their opponent.

Start-Up: Straight punch.

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- Hinata -

"Whirlwind Schoolgirl"

[Normal Attacks]

Jab: LP

Hook: HP

Straight: F+HP

Shin Kick: LK

Thrust Kick: HK

Backdoor Roundhouse: F+HK

Axe Kick: B+HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Upward Smash: DF+HP

Short Kick: LK

Sweep Kick: HK

\*Backdoor Thrust: DF+HK

[Air Attacks]

Jab Drop: LP

Overhead Punch: HP

Overhead Smash: F+HP

Thrust Kick: LK

Roundhouse Spin: HK

Overhead Spinkick: F+HK

[Throws]

Shoulder Slam: HP+HK

Boston Crab: D+HP+HK

Suplex (behind): HP+HK

[Special Moves]

Rengekiken: QCF+Punch (Punch rapidly)

-Hinata punches rapidly, then finishes with a flaming sphere. Tap Punch rapidly to increase the number of hits and damage that the attack deals.

Shouyouken: F,D,DF+Punch

-Hinata dashes forward and leap into the air with an uppercut. Hinata will sidestep before the punch when using HP, which will also flame opponents when hit.

Enbukyaku: QCB+Kick

-Hinata spins forward with a flaming kick. HK will hit and spin more times than LK.

Renkyakudan (air): QCF+Kick (Kick rapidly)



-Hinata kicks off her shoe downward at her opponent while in mid-air, acting as a projectile. Tap Kick rapidly to shoot up to three shoes. HK makes the shoes travel quicker than LK.

[Burning Vigor Attacks]

Fire Senpuu-Kyaku: QCB,QCB+Kick (air)

-A more powerful version of the Enbukyak, Hinata spins in place with a flaming kick.

[A] Rival Launcher: QCB,QCB+Punch (Punch rapidly)

-An air-launching punch followed by an auto air combo. Similar to Bastu's, just jam on Punch rapidly to rack up the hits and damage.

[E] Super Rengekiken: QCF,QCF+Punch

-A more powerful variation of the Rengikiken, Hinata will punch rapidly nine times, then dash forward with a flaming uppercut.

[Team Up Technique]

Guts & Power

-Hinata runs in and encourages her teammate, which increases their Burning Vigor meter by 5 levels.

Start-Up: Energy Column.

(\*\*Hinata2\*\*)

Hinata2 plays almost identically to Hinata, but cannot use the Rival Launcher and can always use the Super Rengekiken She also has a new Team Up Tehnnique:

[Team Up Technique: Hinata2]

Crossfire Kick

-Hinata2's teammate uppercuts the opponent into the air, then leaps up and smash punches them. After that, both characters cross-kick the opponent.

Start-Up: Close uppercut.

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- Kyosuke -

"Mysterious Comittee of Discipline"

[Normal Attacks]

Jab: LP

Lunging Straight: HP

Stepping Palm: F+HP

Spinning Backfist: B+HP

Shin Kick: LK

Thrust Kick: HK

Roundhouse Kick: F+HK

Arc Axe Kick: B+HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Short Kick: LK

Double Leg Sweep: HK

\*Backdoor Thrust: DF+HK

[Air Attacks]

Jab Drop: LP

Overhead Punch: HP

Uppercut: F+HP

Punt Kick: LK

Downward Thrust: HK

Spin Roundhouse: F+HK

[Throws]

Vertical Suplex: HP+HK

Leg Toss: D+HP+HK

Suplex (behind): HP+HK

[Special Moves]

Cross Cutter: QCF+Punch

-Kyosuke tosses a pair of energy waves, one upward and one downward, that both arc back together and form a larger energy wave. HP send the

projectiles faster than LP.

Shadow Cut Kick: QCF+Kick (air)

-KyoSuke leaps into the air and somersaults backwards with a kick. Using LK will flip in place, while HK moves slightly forward. This attack can also be done in the air at an arc corresponding to KyoSuke's jump.

Lightning Upper: F,D,DF+Punch

-KyoSuke uppercuts and a bolt of lightning rises from the ground. This attack knocks opponents into the air.

Shadow Wave (air): QCF+Punch

-KyoSuke slashes his arms and creates a wave of energy in front of him. This attack can only be done in the air, and has very short range.

Shadow Breaker: QCB+Punch

-KyoSuke hops forward and smashes downward with a punch charged with lightning. HP hits twice up close and travels higher than LP.

[Burning Vigor Attacks]

Super Cross Cutter: QCF,QCF+Punch

-A more powerful version of the Cross Cutter, KyoSuke launches five small energy waves that arc into one giant one.

Double Shadow Cut Kick: QCF,QCF+Kick (air)

-A more powerful variation of the Shadow Cut Kick, KyoSuke somersaults twice in a row, then performs a multi-hitting Shadow Wave. This attack can also be done in the air

[Team Up Technique]

Last Symphony

-KyoSuke leaps onto the screen and both characters perform a series of kick attacks on the opponent finished by a pair of somersault kicks.

Start-Up: Spinning backhand.

+-----+  
- Hayato -

"Burning Teacher"

[Normal Attacks]

Jab: LP  
Overhead Shenai: HP  
Shenai Stab: F+HP  
Shenai Slash: B+HP  
Shin Kick: LK  
Thrust Kick: HK  
Roundhouse Kick: F+HK  
Axe Kick: B+HK

[Crouch Attacks]

Jab: LP  
Shenai Sweep: HP  
\*Shenai Uppercut: DF+HP  
Short Kick: LK  
Sweep Kick: HK

[Air Attacks]

Jab Drop: LP  
Downward Straight: HP  
Shenai Thrust: F+HP  
Punt Kick: LK  
Downward Thrust: HK

[Throws]

Smash Punch: HP+HK  
Takedown Pummel: D+HP+HK  
Suplex (behind): HP+HK

[Special Moves]

Counter Thrust: QCB+Punch

-Hayato will take a defensive stance and charge a sphere of energy around

himself while taking his opponent's hits, then unleash a flaming multi-hit counterattack punch.

Scolding Slash: QCF+Punch

-Hayato will slash repeatedly with his shenai. LP will slash three times, while HP will slash five. This attack can also be done in the air at an arc corresponding to Hayato's jump.

Devastation Kick: QCF+Kick

-Hayato falls onto his back and pushes himself feet-first into the air. Using LK will propel Hayato straight up, while HK will send him slightly forward.

Second Kick: QCB+Kick

-Hayato performs a quick jumpkick forward. He cannot be hit low during this attack.

[Burning Vigor Attacks]

P.E. Smack: QCF,QCF+Punch

-Hayato performs a close-range smack with his shenai. If this hits, then he will knock his opponent to the ground and force them to do several push-ups, and then smack them again with his shenai.

Super Counter Thrust: QCB,QCB+Punch

-A more powerful version of the Counter Thrust, will take a defensive stance and charge a sphere of energy around himself while running forward a couple steps and taking his opponent's hits, then unleash a flaming multi-hit counterattack punch.

[Team Up Technique]

Sphere of Confidence

-Hayato repeatedly smacks his partner with his shenai, which builds up a sphere of energy around them. With a final smack, the active character launches the energy sphere at the opponent.

Start-Up: Close uppercut.

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(Pacific High School)

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- Roy -

"Stouthearted American"

[Normal Attacks]

Jab: LP  
Straight Punch: HP  
Gut Blow: F+HP  
Hop Overhead Smash: B+HP  
Shin Kick: LK  
Thrust Kick: HK  
Stepping High Kick: F+HK  
Backflip Kick: B+HK

[Crouch Attacks]

Jab: LP  
Overhead Smash: HP  
\*Uppercut: DF+HP  
Short Kick: LK  
Sweep Kick: HK

[Air Attacks]

Jab Drop: LP  
Downward Straight: HP  
Backfist: F+HP  
Punt Kick: LK  
Downward Thrust: HK  
Spin Roundhouse: F+HK

[Throws]

Neck Twister Slam: HP+HK  
Powerbomb: D+HP+HK  
Neck Ride (behind): HP+HK

[Special Moves]

Dynamite Straight: QCF+Punch

-Roy slides forward with a lunging punch that knocks opponents far away.  
HP slides farther than LP.

Twister Upper: F,D,DF+Punch

-Roy dashes forward and leaps into the air with a spinning, flaming uppercut.  
Using HP sends Roy higher in the air, and can hit multiple times up close

Touchdown Wave: QCB+Punch

-Roy punches the ground and sends and creates a column of energy. Using LP  
will shoot the column forward before it dissipates, while HP makes the  
column stand still.

Fist Slam (air): QCF+Punch

-Roy will punch downward while in mid-jump, which will smash opponents  
against the ground. This is a fairly close-range attack.

[Burning Vigor Attacks]

Triple Twister: QCF,QCF+Punch

-A more powerful version of the Twister Upper, Roy performs three flaming  
uppercuts in a row.

Super Touchdown: QCB,QCB+Punch

-A more powerful version of the Touchdown Wave, Roy leaps forward and punches  
the ground, creating three columns of energy in front of him.

[Team Up Technique]

Double Rising Tornado

-The active character knocks the opponent into the air, then Roy and his  
partner spin into the air and uppercut the opponent higher into the air.  
Start-Up: Close uppercut.

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- Tiffany -

"Flamboyant Cheerleader"

[Normal Attacks]

Jab: LP  
Hook Punch: HP  
Clap Punch: F+HP  
Straight Punch: B+HP  
Shin Kick: LK  
Thrust Kick: HK  
Stepping High Kick: F+HK  
Axe Kick: B+HK

[Crouch Attacks]

Jab: LP  
Overhead Smash: HP  
\*Uppercut: DF+HP  
Short Kick: LK  
Sweep Kick: HK  
Spilts Kick: DF+HK

[Air Attacks]

Jab Drop: LP  
Right Fist Smash: HP  
Left Fist Smash: F+HP  
Poke Kick: LK  
Downward Thrust: HK  
High Roundhouse: F+HK  
Stomp Kick: D+HK

[Throws]

Neck Twister Slam: HP+HK  
Takedown Pummel: D+HP+HK  
Suplex (behind): HP+HK

[Special Moves]

Beautiful Spin: F,D,DF+Kick

-Tiffany flips onto her hands and pushes herself upward with a spiralling kick. LK sends Tiffany straight up, while HK moves forward slightly.

Groovy Punch: QCB+Punch (charge Punch)

-Tiffany will spin her arm around and charge her punch as long as a Punch button is being held. When it is released, Tiffany will step forward and unleash the punch. At full power, Tiffany will create a rainbow swirl and the punch will knock the opponent across the screen.

Groovy Knuckle: QCF+Punch (charge Punch)

-Tiffany will crouch and spin forward three times as long as the Punch button is held. When it is released, she will perform a backhand, which will knock the opponent down if all three spins have been performed. Using HP will make Tiffany sidestep while spinning, while LP will spin directly forward. Pressing any other attack while Tiffany is spinning will cancel the attack.

Exciting Kick: QCB+Kick (air)

-Tiffany will leap high and back into the air, then perform a diving kick forward. HK leaps higher into the air and performs more hits than LK. This attack can also be performed in the air for the diving kick.

[Burning Vigor Attacks]

Wonderful Kick: QCF,QCF+Kick

-A more powerful variation of the Beautiful Spin, Tiffany will perform two somersault kicks in a row followed by a multi-hitting Beautiful Spin kick upwards.

[A] Rival Launcher: QCB,QCB+Punch (Punch rapidly)

-Tiffany will uppercut her opponent into the air, then Super Jump and combo them for a few hits. Pressing Punch rapidly will have Tiffany end with a multi-hitting Exciting Kick

[E] Wonderful Knuckle: QCF,QCF+Punch

-A more powerful variation of the Groovy Knuckle, Tiffany will perform four spinning Groovy Knuckle hankhands in a row, then a half-charged Groovy Punch. If the opponent is hit by all the Groovy Knuckles, they will be stunned for the Groovy Punch to hit.

[Team Up Technique]

Love & Peace

-Tiffany leaps into her partner's arms and kisses them, restoring some of their Vitality Gauge

(\*\*Tiffany2\*\*)

Tiffany2 plays almost identically to Tiffany, although she cannot use the Rival Launcher and can always use the Wonderful Knuckle. She also has a new Team Up Technique:

[Team Up Technique]

Bridge Drop

-Tiffany2 slides through her partner's legs, kicking them to the ground and leaping high into the air. Then both Tiffany2 and her teammate dogpile onto their opponent.

Start-Up: High axe kick.

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- Boman -

"Fighting Clergyman"

[Normal Attacks]

Jab: LP  
Body Blow: HP  
Stepping Straight: F+HP  
Hop Overhead Punch: B+HP  
Short Kick: LK  
Thrust Kick: HK  
Axe Kick: F+HK

[Crouch Attacks]

Backfist: LP  
Short Uppercut: DF+LP  
Overhead Smash: HP  
\*Uppercut: DF+HP  
Short Kick: LK  
Extended Kick: HK  
Short Slide: DF+HK

[Air Attacks]

Backfist: LP  
Downward Straight: HP  
Straight Punch: F+HP  
Punt Kick: LK  
Roundhouse Spin: HK

[Throws]

Shoulder Drop: HP+HK  
Takedown Pummel: D+HP+HK  
Suplex (behind): HP+HK

[Special Moves]

Great Upper: QCF+Punch (X3)

-Boman will dash forward and uppercut. Repeat the motion three times to have Boman perform a Great Upper, Cross Punch, and Haymaker Straight combo. Using HP will make Boman dash back and sidestep before the Great Upper, while LP will move straight forward.

Haymaker Straight: HCB+Punch

-Boman will execute a powerful straight punch that sends opponent across the screen.

Great Rush: F,D,DF+Punch

-Boman will punch repeatedly into the air. Using LP will punch three times, while HP will punch four and finish with a downward smash punch.

Great Lariat (air): QCB+Punch

-Boman will extend his arms and spin around several times while in mid-air. Using HP will hit twice up close, while LP only hits once.

[Burning Vigor Attacks]

Best Rush: QCF,QCF+Punch

-A more powerful variation of the Great Upper and Haymaker Straight combo, Boman will go into a punching flurry that sends opponents across the screen.

Great Cross: QCB,QCB+Punch

-A more powerful variation of the Great Lariat, Boman will extend his arms and spin straight up into the air, hitting opponent multiple times.

[Team Up Technique]

Double Power Buster

-The active character knocks the opponent into the air, then they and Boman leap up and grab the opponent and slam them on their backs.

Start-Up: Close uppercut.

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(Gorin High School)

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- Shoma -

"Explosive Slugger"

[Normal Attacks]

Jab: LP  
Overhead Bat: HP  
Bat Swing: F+HP  
Overhead Bat Mash: B+HP  
Short Kick: LK  
Thrust Kick: HK  
Double Roundhouse: F+HK

[Crouch Attacks]

Jab: LP  
Uppercut: HP  
\*Bat Uppercut: DF+HP  
Short Kick: LK  
Short Slide: HK

[Air Attacks]

Jab Drop: LP  
Overhead Smash: HP  
Bat Swing: F+HP  
Thrust Kick: LK  
Downward Thrust: HK

[Throws]

Bat Smash: HP+HK  
Piledriver: D+HP+HK  
Suplex (behind): HP+HK

[Special Attacks]

Fast Ball: QCF+Punch (air)

-Shoma throws a high baseball quickly across the screen. Using HP throws the ball faster than LP. This attack can also be done in the air to throw a baseball downward at an angle.

Grand Slam Smash: F,D,DF+Punch

-Shoma spins around with his bat, then swings it. This will hit twice up close.

Homicide Slide: QCF+Kick

-Shoma performs a quick jumpkick forward. He cannot be hit low while performing this attack.

Baseline Shuffle: B+LK+HK

-Shoma slowly sidesteps while taunting. Pressing any direction cancels the move. This can follow into:

[ ]Sliding Kick: LK

-Shoma performs a sliding low kick attack.

[ ]Homicide Slide: HK

-Shoma performs a leaping high kick attack.

Catcher: HCB+Punch

-Shoma thrusts forward with his bat. If this hits, he will lift his opponent into the air and spin them several times, then throw them.

[Burning Vigor Attacks]

Hundred Balls: QCF,QCF+Punch (air)

-A more powerful variation of the Fast Ball, Shoma will throw a flurry of baseballs at a small radius in front of him, which can hit multiple times before the baseballs dissipate after a few steps. This attack can also be done in the air to launch the baseballs at a downward angle.

Homerun Hitter (1,81): QCB,QCB+Punch

-A more powerful variation of the Grand Slam Smash, Shoma will wind up and perform a powerful swing with his bat. Up close, this will launch opponents across the screen. If only the top of Shoma's bat hits, then it will just knock them down.

[Team Up Technique]

Grand Slam

-The active character bops the opponent into the air, then leaps up and smashes them down to Shoma, who smashes them across the screen with his bat.  
Start-Up: Close uppercut.

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- Natsu -

"Powerful Attacker"

[Normal Attacks]

Jab: LP

Slap: HP

Stepping Slap: F+HP

Overhead Slap: B+HP

Short Kick: LK

Thrust Kick: HK

[Crouch Attacks]

Backfist: LP

Uppercut: HP

\*Spinning Uppercut: DF+HP

Short Kick: LK

Sweep Kick: HK

Spin High Kick: DB+HK

[Air Attacks]

Jab Drop: LP

Downward Slap: HP

Overhead Chop: F+HP

Punt Kick: LK

Downward Thrust: HK

Arc Axe Kick: B+HK

[Throws]

Slapfest: HP+HK

Piledriver: D+HP+HK

Neck Ride (behind): HP+HK

[Special Moves]

Jumping Serve: QCF+Punch (air)

-Natsu serves an overhead volleyball forward, which arcs downward towards the ground. Using HP will send the ball farther than LP. This attack can also be used in the air to send a volleyball downward at an angle.

Sliding Receive: F,D,DF+Punch

-Natsu will slide forward and slap upward, then roll along the ground. Only the slap will hit the opponent, and will knock them back into the air.  
Using HP will slide and roll slightly farther than LP.

Rolling Receive: QCB+Punch

-Natsu will roll forward and uppercut will both arms, launching her opponent into the air. This counts as a Rival Launcher and can be followed by an air combo. Using HP will roll slightly farther than LP.

Tokkun Spike (air): QCB+Punch

-Natsu will strike downward while in mid-jump, which smashes opponents into the ground. This close-range attack can hit twice up close.

Set N' Spike: HCB+Kick

-Natsu will perform a close-range uppercut. If this hits, she will knock her opponent into the air twice, then somersault into the air and smash them to the ground.

[Burning Vigor Attacks]

Thousand Spikes: QCF,QCF+Punch



-A more powerful variation of the Jumping Serve, Natsu will float in the air and hit five flaming volleyballs forward, which arc downward towards the ground. Using LP will make the first volleyball land farther while the rest arc closer, and the final one closer. Using HP will make the first volleyball land closer while the rest arc farther out.

Blazing Spike (air): QCF,QCF+Punch

-Another more powerful variation of the Jumping Serve, Natus will serve a multi-hitting, flaming volleyball downward at an angle while in mid-jump. Using HP will send the ball farther than LP.

[Team Up Technique]

Praise & Spirit

-Natsu runs to her teammate and slaps them twice on the shoulders, then slaps their back. This raises their Burning Vigor Gauge by five bars.

Start-Up: Column.

(\*\*Natsu2\*\*)

Natsu2 plays identically to Natsu, with the exception of a different throw and an alternate Team Up Technique:

[Throws]

Shoulder Slam: HP+HK

Piledriver: D+HP+HK

Neck Ride (behind): HP+HK

[Team Up Technique]

Final Spike

-Natsu2's teammate bops the opponent into the air, then leaps up and smashes them toward the ground. Natsu2 slides in and hits them back into the air, then both her and her teammate leap up and smash the opponent together.

Start-Up: Close uppercut.

+-----+

- Roberto -

"Talented Goalkeeper"

[Normal Attacks]

Jab: LP

Overhead Smash: HP

Stepping Straight: F+HP

Short Kick: LK

Thrust Kick: HK

Kick Juggle: F+HK (press HK repeatedly)

Axe Kick: B+HK

[Crouch Attacks]

Jab: LP

Overhead Smash: HP

Short Kick: LK

Sweep Kick: HK

\*Backflip Kick: DF+HK

[Air Attacks]

Jab Drop: LP

Downward Punch: HP

Straight Punch: F+HP

Poke Kick: LK

Downward Thrust: HK

Goal Kick: F+HK

[Throws]

Ground Smashes: HP+HK

Boston Crab: D+HP+HK

Neck Ride (behind): HP+HK

[Special Moves]

Shining Save: QCF+Punch

-Roberto dives forward into the air with glowing hands. If he hits a jumping opponent, he will grab them and smash them into the ground, then kick them. Hitting an opponent that is not jumping will knock them down but deal no damage. Using HP dives farther and higher than LP.

Long Shot: QCF+Kick

-Roberto kicks a soccer ball forward. Using LK will arc the ball upward then fall back to the ground, while HK will make the ball arc diagonally into the air but disappear after a bit.

Rising Kick: F,D,DF+Kick (air)

-Roberto will leap into the air with a knee attack. Using HK will perform a second kick after the knee. This attack can also be performed in the air.

Sliding Kick: QCB+Kick

-Roberto will perform a quick crouching sidestep clockwise, then slide forward with a kick.

Bicycle Kick (air): QCF+Kick

-Roberto will turn around in mid-air and perform a backflip kick which smashes opponents into the ground. Using HK will flip and hit twice up close.

Flash Feint: B+LK+HK

-Roberto will take a quick sidestep counter-clockwise, then take two quicker sidesteps clockwise. If done up close, Roberto will run around to his opponent's back.

[Burning Vigor Attacks]

Victory Goal: QCF,QCF+Kick

-A more powerful variation of the Long Shot, Roberto will kick a flaming, multi-hitting soccer ball forward which arcs slightly into the air. Using HK will cause the soccer ball to raise slightly higher than LK.

Rival Launcher: QCB,QCB+Kick (Kick rapidly)

-Roberto will Backflip Kick his opponent into the air, then Super Jump with them and perform a small air combo. Pressing Kick rapidly will make Roberto perform a Bicycle Kick at the end of the air combo.

[Team Up Technique]

Double Shot

-The teammate will kick the opponent to Roberto, who hits them with his knee into the air, then headbutts them high. Then both characters kick the opponent across the screen.

Start-Up: Forward roundhouse kick.

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(Gedo High School)

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- Akira -

"Kung-fu Rider"

[Normal Attacks]

Jab: LP

Low Palm Strike: HP

Stepping Back Chop: F+HP

Short Kick: LK

[Crouch Attacks]

Jab: LP

Uppercut: HP

\*Stepping Uppercut: DF+HP

Short Kick: LK

[Air Attacks]

Jab Drop: LP

Downward Chop: HP

Poke Kick: LK

Thrust Kick: HK

Thrust Kick: HK

Sweep Kick: HK

Flip Heel Drop: F+HK

Arc Kick & Spin Kick: F+HK, HK

[Throws]

Side Slam: HP+HK

Leg Toss: D+HP+HK

Suplex (behind): HP+HK

[Special Moves]

Gate Elbow: QCF+Punch

-Akira dashes forward and performs a mid-level elbow strike. Using HP will perform a quick sidestep before the dash.

Dancing Cyclone Kick: QCF+Kick (X3)

-Akira will spin forward with a kick attack. Using LK will perform spinning sweep kicks, while HK will perform hopping high spin kicks. In either case, the motion can be repeated three times for three kicks.

Leg Up (throw): QCB+Kick

-Akira grabs her opponent's leg and throws them into the air. This can be followed by an air combo, but it is tricky since a Super Jump will leap over the opponent and a normal jump is too short.

Reflex Stance: QCB+Punch

-Akira gets into Reflex Stance, which can be lead into the following combos:

[]Launch Pad: LP, HP, HK, LK, LK, LK

-Akira will perform tow advancing punches, then a launching flip kick followed by a rapid jumping kick.

[]Bully Beater: LK, LK, LK, LP, HP, HK

-Akira will perform a rapid kick followed by a low palm strike, then a lunging punch, finished with an advancing roundhouse kick.

[]Falter Bash: HP, LP, LK, HK

-Akira will perform a Gate Elbow, followed by high and low Dancing Cyclone Kicks and finished with a lunging palm strike.

[]Air Feast: HK, LK, LK, LK, LP, HP

-Akira will perform a launching flip kick followed by a rapid kick, a downward jab and a straight punch.

[Burning Vigor Attacks]

Skull Aura: QCF, QCF+Punch (air)

-Akira creates a large, rotating skull in front of her that can hit multiple times. This attack can also be performed in the air to create the skull at a downward angle.

Reflex Barrage: QCB, QCB+Punch

-A more powerful version of the 'Bully Beater' Reflex Stance combo, except Akira will perform all of the attacks without needing to perform the Reflex Stance or push the buttons in order.

Aerial Barrage: QCB, QCB+Kick

-A more powerful version of the 'Air Feast' Reflex Stance combo, except Akira will perform all of the attacks without needing to perform the Reflex Stance or push the buttons in order.

[Team Up Technique]

Neo Synchronous Attack

-The teammate grabs the opponent and Akira performs a series of punches and kicks on them. Then the teammate attacks as well and both characters finish with a lunging double punch.

Start-Up: High grab.

(\*\*akira\*\*)

akira plays very similarly to Akira, with a few minor changes. First off, her Gate Elbow attack will perform an uppercut that knocks opponents into the air. Secondly, she has an alternate Team Up Technique:

[Team Up Technique]

Neo Synchronous Attack

-The teammate will knock the opponent into the air, then akira and her partner will backflip twice and uppercut the opponent as they fall, then axe kick them across the ground. Then they both leap into the air and perform a diving kick that drags the opponent across the ground and hits multiple times.

Start-Up: Close uppercut.

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- Edge -

"Bloody Knife"

[Normal Attacks]

Jab: LP

Headbutt: HP

Spinning Knife Slash: F+HP

Short Kick: LK

Thrust Kick: HK

Somersault Heel Drop: F+HK

Roundhouse Spin Kicks: B+HK, HK, HK, HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

\*Knife Uppercut: DF+HP

Short Kick: LK

Sweep Kick: HK

\*Handstand Kick: DF+HK

[Air Attacks]

Jab Drop: LP

Overhead Punch: HP

Punt Kick: LK

Roundhouse Spin: HK

Arc Axe Kick: F+HK

[Throws]

Vertical Suplex: HP+HK

Takedown Pummel: D+HP+HK

Suplex (behind): HP+HK

Reversing Blade Strike: QCF+Punch (X4) (air)

-Edge will toss a spinning knife forward. Using LP will toss the knife low while HP will toss high and spin Edge backwards. Repeating the motion a second time will toss a second knife at the opposite height. Also, it is possible to perform the attack twice with LP and then twice with HP for a total of four knives. This attack can also be performed in the air to throw a knife at a downward angle, in which case HP will throw farther out than LP. The knives will always dissipate after a small distance.

[E] Upward Blade Strike: QCB+Punch (X2)

-Edge throws a spinning knife upward at an angle. Using HP will throw the knife more outward than LP. Performing the attack with LP can chain into the attack with HP to launch a total of two knives into the air.

Destructive Kick: QCF+Kick

-Edge will kick up a cloud of dust that damages opponents. Using LK will kick up a low dust cloud, while HK will make Edge turn around and somersault to kick up a high cloud.

Rising Blade Abuse: QCB+Kick

-Edge dives forward along the ground with his knives extended. LK performs a quick sidestep before the dive, while HK does a quick step back.

[Burning Vigor Attacks]

Bloody Festival: QCF,QCF+Punch

-Edge does a quick sidestep and dashes half way across the screen. If he hits his opponent, he will unleash a flurry of knife slashes finished with a somersault heel drop.

[A] Rival Launcher: QCB,QCB+Punch (Punch rapidly)

-Edge will knife uppercut his opponent into the air, then Super Jump and perform a flurry of kicks on them. Pressing Punch rapidly will perform a Reversing Blade Strike at the end.

[E] Destruction Kick (air): QCF,QCF+Kick

-A more powerful variation of the Destructive Kick, Edge somersaults several times in mid-jump and sprays dust downward at an angle.

[Team Up Technique]

Bloody Nightmare

-The teammate will knock the opponent into the middle of the screen, then they and Edge will dash by several times with slashing attacks.

Start-Up: Spinning high kick.

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- Gan -

"Powerful Juvenile Gang Leader"

[Normal Attacks]

Jab: LP

Smash Punch: HP

Straight Punch: F+HP

Overhead Smash Punch: B+HP

Short Kick: LK

Thrust Kick: HK

Ground Stomp: F/B+HK

[Crouch Attacks]

Backfist: LP

Overhead Smash: HP

\*Uppercut: DF+HP

Short Kick: LK

Thrust Kick: HK

[Air Attacks]

Backfist: LP

Downward Punch: HP

Punt Kick: LK

Thrust Kick: HK

Dropkick: F+HK

[Throws]

Headbutt Slam: HP+HK

Piledriver: D+HP+HK

Back Ride (behind): HP+HK

[Special Moves]

Gun Stabbing: QCF+Punch (2-3X)

-Gan slides forward while slapping twice. If LP is used, the motion can be repeated again for a total of four slaps. If HP is used, the motion can be repeated twice for a total of six slaps.

Rough Wave Stomping: QCF+Kick

-Gan stomps the ground and creates a column of flame. If this hits, it will knock the opponent into the air.

Rock Smashing: F,D,DF+Punch

-Gan will hop forward and smash downward with both fists. Using HP will hop higher and farther than LP.

Clapping Hand Destruction: QCB+Punch

-Gan will clap in front of him, which creates a small shockwave around his

hands. Using HP will cause a bigger delay before and after the clap.

Thunder Clap (throw): HCB+Punch

-Gan grabs his opponent's leg and flails them about before slamming them into the ground. This attack must be done up close and must be blocked low.

Double Pound (air): QCF+Punch

-Gan will smash downward with both fists during mid-jump, smashing opponents into the ground. This is a close-range attack.

Cannon Ball (air): QCF+Kick

-Gan will drop straight down on his butt in mid-jump, creating a splash of flame when he hits the ground. Using HK will drop quicker than LK.

[Burning Vigor Attacks]

Super Gun Stabbing: QCF,QCF+Punch

-A more powerful version of the Gun Stabbing, Gan will slide forward with five slaps that create large waves of energy in front of him. The last slap will send the opponent across the screen.

Concrete Smash (throw): QCB,QCB+Punch

-A more powerful version of the Thunder Clap, Gan grabs his opponent's leg and slam them back and forth several times, then flails them about and slams them into the ground one last time. This attack must be performed up close, and must be unblocked low.

[Team Up Technique]

Active Volcano

-The teammate will grab the opponent and flip them over their head, then Gan grabs them and slams them into the ground. Then both characters grab the opponent's arms and legs and slam them into the ground multiple times.

Start-Up: Low grab.

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- Daigo -

"The Man of Men"

[Normal Attacks]

Jab: LP

Straight Punch: HP

Stepping Straight: F+HP

Overhead Chop: B+HP

Short Kick: LK

Thrust Kick: HK

Lunge Kick: F+HK

Axe Kick: B+HK

[Crouch Attacks]

Backfist: LP

Uppercut: HP

\*High Uppercut: DF+HP

Short Kick: LK

Thrust Kick: HK

[Air Attacks]

Jab: LP

Downward Punch: HP

Punt Kick: LK

Thrust Kick: HK

[Throws]

Shake & Toss: HP+HK

Takedown Pummel: D+HP+HK

Neck Ride (behind): HP+HK

[Special Moves]

Phoenix Fist: QCF+Punch (5X)

-Daigo will step forward and punch with his fist covered in energy. Using HP, the motion can be performed five times in a row to perform a punching combo.

Phoenix Kick: QCF+Kick

-Daigo steps forward while performing a double roundhouse kick. The second kick will knock the opponent down.

Phoenix Fire: QCB+Kick

-Daigo turns his back and creates a brief column of flame around himself. This can hit three times up close and knock the opponent into the air.

Skull Aura (air): QCF+Punch

-Daigo punches forward in mid-jump and creates a brief sphere of electricity. This can hit three times up close.

[Burning Vigor Attacks]

Phoenix Fury: QCF,QCF+Punch

-A more powerful variation of the Phoenix Fist, Daigo will perform a single punch. If this hits, he will crack his knuckles and pummel them with a flurry of punches and kicks, ending with one final punch that sends the opponent across the screen.

Air Rebel Aura (air): QCF,QCF+Punch

-A more powerful version of the Skull Aura, Daigo punches forward in mid-jump and creates a brief sphere of electricity that can hit five times up close.

Super Phoenix Fire: QCB,QCB+Punch

-A more powerful variation of the Phoenix Fire, Daigo turns his back and creates a circle of flame around him as a large dragon appears above him and shortly disappears. This can hit multiple times up close.

[Team Up Technique]

Super Parry

-Daigo jumps in and allows the opponent to punch him several times, then he smashes them up high into the air and walks away as his teammate bows to him.  
Start-Up: Forward push.

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(Justice High School)

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- Hideo -

"Mobile Teacher"

[Normal Attacks]

Jab: LP  
Straight Punch: HP  
Hook Punch: F+HP  
Overhead Punch: B+HP  
Short Kick: LK  
Thrust Kick: HK  
Axe Kick: B+HK

[Crouch Attacks]

Jab: LP  
Uppercut: HP  
\*High Uppercut: DF+HP  
Short Kick: LK  
Sweep Kick: HK

[Air Attacks]

Backfist: LP  
Downward Punch: HP  
Downward Straight: F+HP  
Punt Kick: LK  
Thrust Kick: HK

[Throws]

Shoulder Slam: HP+HK  
Leg Toss: D+HP+HK

Suplex (behind): HP+HK

[Special Moves]

Seihaken: QCF+Punch (air)

-Hideo throws a fireball across the screen. Using HP will throw the fireball faster and slightly farther than LP. This attack can be used in mid-air to throw a fireball downward at an angle. If HP is used, tap HP rapidly to shoot up to three fireballs.

Anti-Air Seihaken: QCB+Punch

-Hideo throws a fireball upward at an angle to hit jumping opponents.

Jicchokuken: F,D,DF+Punch

-Hideo leaps into the air with an uppercut. Using HP will travel higher and slightly farther out than LP.

Shinenkyaku: QCB+Kick

-Hideo spins forward with his leg out, creating a circle of wind while kicking. Using HK will spin and hit three times, while LK spins once.

Raieishuu (air): QCF+Kick (3X)

-Hideo dives forward with a charged kick. This can be performed three times in a row, changing direction each time.

[Burning Vigor Attacks]

Shimazu Seihaken: QCB,QCB+Punch

-A more powerful version of the Seihaken, Hideo throws a larger, multi-hitting fireball across the screen which dissipates most of the way across.

Shimazu Jicchokuken: QCF,QCF+Punch

-A more powerful variation of the Jicchokuken, Hideo will perform a close uppercut followed by a two-hit Jicchokuken that launches the opponent high into the air.

[Team Up Technique]

Shin Seihaken

-The teammate performs a multi-hitting spin kick into the opponent, the Hideo hits them into the air with a Jicchokuken. Then both characters throw multi-hitting Seihakens at the opponent.

Start-Up: Spinning kick.

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- Kyoko -

"Devilish School Nurse"

[Normal Attacks]

Chop: LP

Clipboard Smash: HP

Stepping Slap: F+HP

Short Kick: LK

Thrust Kick: HK

Backdoor Roundhouse: F+HK

Axe Kick: B+HK

[Crouch Attacks]

Backfist: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

\*High Kick: DF+HK

[Air Attacks]

Jab: LP

Downward Clipboard: HP

Punt Kick: LK

Roundhouse Spin: HK

Arc Axe Kick: F+HK

[Throws]

Clipboard & Kick: HP+HK



Boston Crab: D+HP+HK

Suplex (behind): HP+HK

Shussekkikakunin: QCB+Punch

-Kyoko performs a quick spinning sidestep, then lashes out with her clipboard. Using LP will perform a tripping swipe, while HP will perform an uppercut.

Kaishin: QCB+Kick (air)

-Kyoko spins forward while kicking. Using LK will spin and kick once, while HK will attack three times. This attack can also be used in the air to spin straight forward regardless of Kyoko's jump.

Shokushin: QCF+Punch (Kick rapidly)

-Kyoko will dash forward and grab her opponent's arm. Pressing Kick rapidly will perform a rapid kicking attack that can hit up to five times. The grab cannot be blocked, although it does not deal any damage without the Kick buttons being pressed.

One Wing Stance: QCF+Kick

-Kyoko gets into One Wing Stance, which can lead into several attacks:

[ ] Leg Diagnosis: LP

-Kyoko quickly sidesteps, then swings low with her clipboard.

[ ] Pulse Diagnosis: HP

-Kyoko quickly sidesteps, then jabs forward with her clipboard.

[ ] Weight Diagnosis: LK,LK,LK

-Kyoko performs two low rising kicks followed by an axe kick which smashes the opponent to the ground.

[ ] Height Diagnosis: HK, HK, HK

-Kyoko performs three high rising kicks which launch the opponent high into the air.

[ ] Chest Diagnosis: LK,LK, HK

-Kyoko performs two low rising kicks followed by a final rising kick that launches the opponent high into the air.

[ ] ?? Diagnosis: HK, HK, LK

-Kyoko performs two high rising kicks followed by an axe kick which smashes the opponent to the ground.

Pop Quiz: B+LK+HK

-Kyoko flips forward while spinning. If this is performed up close, she will flip to the other side of her opponent. If this is done from a distance, Kyoko's legs can hit the opponent as she brings them down.

Knee Check: F,D,DF+Kick

-Kyoko leaps into the air with a rising knee attack. If the attack is performed with HK, pressing HK a second time will perform a downward axe kick after the knee attack.

[Burning Vigor Attack]

Final Prescription: QCF,QCF+Punch

-Kyoko quickly dashes forward and grabs her opponent, then performs a series of throws. This attack cannot be blocked.

Class Curve Kicks: QCF,QCF+Kick

-A more powerful version of the 'Diagnosis' One Wing Stance attacks, Kyoko leap into the air with four rising kicks followed by an axe kick that knocks opponents to the ground.

[Team Up Technique]

Rest & Relax

-The teammate lies down and Kyoko massages their back to restore some of their Vitality Gauge.

Start-Up: Column.

(\*\*Kyoko2\*\*)

Kyoko2 plays identically to Kyoko, except she does not carry a clipboard and has an alternate Team Up Technique:

[Team Up Technique]

Heart Attack

-Kyoko2 and her teammate hold hands and spin around to create a large several large hearts that they launch at the opponent to knock them across the screen.

Start-Up: Straight kick.

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- Raizo -

"Fierce Principal"

[Normal Attacks]

Jab: LP  
Straight Punch: HP  
Stepping Swipe: F+HP  
Overhead Slash: B+HP  
Short Kick: LK  
Thrust Kick: HK  
Somersault Stomp: F+HK

[Crouch Attacks]

Jab: LP  
Overhead Smash: HP  
\*Scoop Uppercut: DF+HP  
Short Kick: LK  
Sweep Kick: HK

[Air Attacks]

Jab: LP  
Downward Punch: HP  
Uppercut: F+HP  
Punt Kick: LK  
Thrust Kick: HK  
Dropkick: F+HK

[Throws]

Trip Slam: HP+HK  
Piledriver: D+HP+HK  
Neck Ride (behind): HP+HK

[Special Moves]

Yasha-Guruma: QCF+any attack (air)

-Raizo will roll into a ball and propel himself in a direction corresponding to the attack button used:

- []LP: Straight ahead.
- []HP: Straight ahead.
- []LK: Angle up.
- []HK: Straight up.

This attack can also be performed in the air to roll into a ball in a direction corresponding to the attack button used:

- []LP: Straight ahead.
- []HP: Angle upward.
- []LK: Angle downward.
- []HK: Straight down.

Also, hold any direction and press any button for a second roll after the first one.

Kyoujyuu-Reppa: F,D,DF+Punch

-Raizo will charge forward while slashing with his claws. Using LP will slash twice, while HP will slash four times.

Roppu-Zuki: QCB+Punch (charge Punch)

-Raizo gets into a defensive stance for a moment, then runs up to the opponent and slash them. Holding Punch will delay the attack for a moment.

Sekisaiga: HCB+Kick

-Raizo will grab his opponent high, then push them over and leap on them to slash them multiple times finished with a double overhead punch. This attack must be performed up close.

[Burning Vigor Attacks]

Imawano Kyoujyuu-Reppa: QCF,QCF+Punch

-A more powerful version of the Kyoujyuu-Reppa, Raizo will charge forward while slashing with his claws eight times.

Imawano Roppu-Zuki (8,106): QCB,QCB+Punch (charge Punch)

-A more powerful version of the Roppu-Zuki, Raizo gets into a defensive stance for a moment, then runs up to the opponent and slash them. Holding Punch will delay the attack to increase the number of hits and damage it deals.

[Team Up Technique]

Ningen-Taihou

-The teammate knocks the opponent back into the air, then Raizo grabs his partner, swings them over his shoulder, and throws them at the opponent. This carries the opponent a long ways before both characters hit the ground.

Start-Up: High kick.

+-----+  
- Hyo -

"Detestable Madness"

[Normal Attacks]

Jab: LP

Upward Slash: HP

Straight Slash: F+HP

Overhead Slash: B+HP

Short Kick: LK

Thrust Kick: HK

Roundhouse Kick: F+HK

Axe Kick: B+HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

\*Slash Uppercut: DF+HP

Short Kick: LK

Thrust Kick: HK

\*High Kick: DF+HK

[Air Attacks]

Jab: LP

Overhead Punch: HP

Overhead Slash: F+HP

Poke Kick: LK

Thrust Kick: HK

[Throws]

Shoulder Slam: HP+HK

Leg Toss: D+HP+HK

Neck Ride (behind): HP+HK

[Special Moves]

Ichimonji-Giri: QCF+Punch

-Hyo dashes forward and slashes across with his sword. This can follow into the Jyuumoni-Giri below.

Jyuumoni-Giri: (after Ichimonji-Giri) Punch

-After the initial slash of the Ichimonji-Giri, Hyo will perform a second overhead slash with his sword.

Iai-Giri: QCB+Punch

-Hyo will quickly sidestep and spin, then perform a straight slash with his sword.

Kogetsu: (facing away) HP

-Hyo will perform a quick, long-range overhead sword slash using HP if his foe is behind him.

Ouryuu-Zan: F,D,DF+Punch

-Hyo performs a rising slash that sends him into the air. Using HP will send Hyo slightly higher than LP.

Tenrai-Zan (air): QCF+Punch

-Hyo will drop straight down in mid-jump and impale his sword into the ground, creating a splash of energy around him. Using HP will drop quicker than LP.

Genei-Shuu: QCB+Kick (air)

-Hyo will somersault into the air and perform a kick. Using LK will flip in place, while HK moves slightly forward. This attack can also be done in the air with an arc corresponding to Hyo's jump.

[Burning Vigor Attacks]

Ankoku-Genai-Shuu: QCB,QCB+Kick

-A more powerful variation of the Genei-Shuu, Hyo will perform two somersault kicks in a row followed by a multi-hitting Tenrai-Zan sword drop.

Ankoku-Genai-Zan: QCF,QCF+Kick

-Hyo will perform a spinning kick. If this hits, he will create a mirror image of himself behind the opponent which will mimic his attacks as he performs a multi-hitting combo of punches and kicks finished with an Ouryuu-Zan, at which point the mirror image vanishes.

[Team Up Technique]

Zankoku-Zan

-The teammate grabs the opponent and flips behind them, then Hyo slashes the opponent several times, then finishes by slashing both the opponent and his teammate. This can K.O. the teammate if they have little Vitality left.

Start-Up: Straight punch.

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(Tamagawa Minami High School)

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- Sakura -

"Fighting Schoolgirl"

[Normal Attacks]

Jab: LP  
Straight Punch: HP  
Short Uppercut: F+HP  
Overhead Smash: B+HP  
Short Kick: LK

[Crouch Attacks]

Jab: LP  
Uppercut: HP  
\*Upward Smash: DF+HP  
Short Kick: LK  
Sweep Kick: HK

[Air Attacks]

Jab: LP  
Downward Punch: HP  
Downward Smash: F+HP  
Poke Kick: LK  
Down Thrust Kick: HK

Thrust Kick: HK

\*High Kick: DF+HK

Spin Roundhouse: F+HK

Backdoor Roundhouse: B+HK

Flower Kick: F+HK

#### [Throws]

Smash & Kick: HP+HK

Takedown Pummel: D+HP+HK

Suplex (behind): HP+HK

#### [Special Moves]

Hadoken: QCF+Punch (charge Punch)

-Sakura throws a fireball across the screen. Holding Punch will cause Sakura to charge the projectile, which will increase its size but cause it to travel a shorter distance.

Soukku-Hadoken (air): QCF+Punch

-Sakura throws a fireball in the air at a downward angle. This projectile cannot be charged.

Tengyou-Hadoken: QCB+Punch

-Sakura throws a fireball upward at an angle to attack jumping opponents. This projectile cannot be charged.

Shunpuu-Kyaku: QCB+Kick (air)

-Sakura spins forward while kicking, which arcs up the downward. Using LK will spin and kick once, while HK will attack three times. This attack can also be used in the air with an arc according to Sakura's jump.

Shouou-Ken: F,D,DF+Punch

-Sakura will slide along the ground and perform a rising uppercut. Using HP will dash farther than LP and will hit multiple times while doing so, while using LP will only hit once.

#### [Burning Vigor Attacks]

Shinkuu-Hado-Ken: QCF,QCF+Punch

-A more powerful version of the Hadoken, Sakura throws a large, multi-hitting fireball across the screen which dissipates a bit more than halfway across.

Shinkuu Tengyou-Hadoken: QCB,QCB+Punch

-A more powerful version of the Tnegyou-Hadoken, Sakura throws a large, multi-hitting fireball upward at an angle to attack jumping opponents.

Haruichiban: QCB,QCB+Kick

-A more powerful variation of the Shunpuu-Kyaku, Sakura will spin along the ground with a series of four sweep kicks finished with a roundhouse kick that knocks the opponent across the screen.

Midare-Zakura: QCF,QCF+Kick

-A more powerful variation of the Shououken, Sakura performs three rising uppercuts in a row.

#### [Team Up Technique]

Shungokusatsu

-The main character grabs the opponent, then Sakura perform series of attacks on them as the screen flashes white several times.

Start-Up: Straight punch.

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(VI) [Lesson Mode]

In Lesson Mode, you select a character and teammate, then select a Lesson and Category and try to perform the actions narrated by Hayato as quickly as possible. At the end of each Test, you are given a grade based on three factors:

Energy: Standing still causes this to lower. Always stay moving when the clock is ticking!

Accuracy: Getting actions wrong lowers this.

Agility: The speed at which you respond to Hayato's orders influences this.

Grades vary from E (0) to S (100), and anything above a D will earn a Pass and unlock the next category in a lesson. Accumulating S ranks will increase the Mastery Percentage on the Report Card. Lesson Mode data is saved with regular game data to a Memory Card.

The order of actions that Hayato calls are random. Here is a guide to all six lessons:

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- Lesson 1 -

[Category 1: Basic Movement] Forward, Backward.

[Category 2: Jumps] Jump, Crouch.

[Category 3: Punches] HP, LP.

[Category 4: Kicks] LK, HK

[Category 5: Basic Summary] All Categories from Lesson 1.

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- Lesson 2 -

[Category 1: Stepping] Forward Step, Backward Step.

[Category 2: Ditch] Ditch Into Screen, Ditch Out Of Screen.

[Category 3: Jumping Summary] Jump, Crouch, High Jump.

[Category 4: Throws] Throw, Crouch Throw.

[Category 5: Unique Moves Summary] All Categories from Lesson 2.

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- Lesson 3 -

[Category 1: Safe Fall] Get knocked down by Hayato and perform a Safe Fall.

[Category 2: Getting Up] Roll different directions while getting up.

[Category 3: Team Up Technique] Perform a Team Up Technique as Hayato attacks.

[Category 4: Textbook Combo] Perform simple 3-5 Hit combos.

[Category 5: Basic Skills Summary] All Categories from Lesson 3.

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- Lesson 4 -

[Category 1: Rival Launcher] Launch Hayato, Super Jump and hit him.

[Category 2: Get Up Attack] Attack while rolling.

[Category 3: Tardy Counter] Counterattack while blocking.

[Category 4: Burning Vigor Attack] Perform any Burning Vigor Attacks.

[Category 5: Expert Skill Summary] All Categories from Lesson 4.

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- Lesson 5 -

[Category 1: Ditch N' Spin] Ditch as Hayato kicks to spin behind him.

[Category 2: Throw Escapes] Escape Hayato's throws.

[Category 3: Lightning Crush] Counterattack with a normal attack.

[Category 4: B. V. Attack Counter] Counterattack with a Burning Vigor Attack.

[Category 5: The Road To Victory] All Categories from Lesson 5.

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- Lesson 6 -

[Category 1: Movement Summary] All Categories from Lessons 1 and 2.

[Category 2: Unique Moves Summary] All Categories from Lesson 3 and 4.

[Category 3: Major Skills Summary] All Categories from Lesson 5.

[Category 4: Total Summary] All Categories from all Lessons.

[Category 5: Hayato's Challenge] Hit Hayato 30 times as quickly as possible.

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(VII) [Secrets]

(General Secrets)

- Final Chapter Versus Hyo -

Finish Raizo or his partner (Chapter 7) with Team Up Attack in any round.

Hyo will be the last battle; beat him to see your character's Good ending.

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(Arcade Secrets)

- Free Select mode -

-After two weeks of play, characters can be team up freely (but with no Story Mode).

- Evil Color -

-After Free Select mode is enabled, hold Start while selecting a character.

- Unlock Hyo and Raizo -

-After 3 weeks of installation, insert a coin and hold Start. Hyo and Raizo will be selectable.

- Unlock Sakura and 'akira' -

-After 4 weeks of installation, insert a coin and hold Start. There will be two hidden rows above Hyo and Raizo, containing Sakura and akira (without her helmet).

- Free Select Mode Code -

-In Test Mode's Dot Cross Hatch, press:

Player 1: Up, Up, Down, Down, LK, HP.

- Hyo/Raizo Code -

-With Free Select unlocked, in Test Mode's Sound&Voice, press:

Player 2: Up, Up, Down, Down, LK, HP.

- Sakura/Akira with helmet Code -

-With Hyo/Raizo unlocked, in Test Mode's Input, press:

Player 1: Up, Up, Down, Down

Player 2: LK, HP.

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(PlayStation Arcade Disc Secrets)

- Unlock Secret Characters -

All characters are immediately selectable.

- Unlock Movies -

Watch the opening many times.

- Unlock Image Gallery -

Each Loading screen is added to the Image Gallery.

- Unlock Good Endings -

Complete the game with a character's good ending to unlock it.

- Unlock Bad Endings -

Complete the game with a character's bad ending to unlock it.

-Unlock Staff Roll

Complete the game with any character.

- Unlock Watch Mode -

Complete the game with any character.

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[PlayStation Evolution Disc Secrets]

- Unlock Tiffany2, Kyoko2, Hinata2, Natsu2 -

Complete the game with Tiffany, Kyoko, Hinata, or Natsu to unlock their alternate character.

- Unlock Custom Characters -

Complete the game to unlock a new Custom Character each time. There are 24 Custom Characters in total.

- Unlock Extra Options -

Extra Options are unlocked as they are on the Arcade Disc (see above), except for one new option:

Unlock Kyoko's Office by completing the game as Kyoko on the highest difficulty level.

- Unlock Mini-Games -

(Shoma's Home Run Mode): Complete the game as Shoma with Roberto as the teammate on the highest difficulty level.

(Roberto's Target Mode): Complete the game with any team on any difficulty level.

(Roberto's Goal Mode): Complete the game as Roberto with Shoma as the teammate on the highest difficulty level.

(Natsu's Service Mode): Complete the game as Natsu with Shoma as the teammate on the highest difficulty level.



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(VIII) [FAQ]

Q: How do I get a Good Ending?

A: Beat the boss in Chapter 7 in any round with a Team Up Technique to get to the Final Chapter against Hyo. Defeat Hyo to see your main character's Good Ending.

Q: What happen if I defeat the really hard stage in the Story Mode?

A: It depends on who you use, few stages will be skipped and immediately goes to stage 7 or 6. Here is a chart of who you will meet, and where you will end up if defeat the bonus stage.

Taiyo High: Stage 3 (VS Raizo) - Winning skips to Stage 6.

Gorin High: Stage 3 (VS Hideo & Kyoko) - Winning skips to Stage 7.

Pacific High: Stage 3 (VS Hideo & Kyoko) - Winning skips to Stage 7.

Gedo High: Stage 3 (VS other members) - Perfect Win skips to Stage 6.

Justice High: Stage 3 (VS Raizo) - Winning skips to Stage 7.

Hyo & Raizo: Stage 3 (VS other group member) - No difference.

Q: What happened to the School Life mode from the Japanese Rival Schools?

A: Capcom removed it due to the fact there was so much translation to be done. School Life was a mode that allowed you to customize a character and play through a year at the school of your choice. This feature is included in Rival Schools 2, which is only available for the PlayStation in Japan. On the plus side, Capcom did include some Custom Characters in the Evolution disc on the PS. One is unlocked each time the game is beaten.

Here they are, in order:

- |         |          |          |
|---------|----------|----------|
| 1. Rika | 9. Taki  | 17. Judy |
| 2. Will | 10. Amy  | 18. Taro |
| 3. Koji | 11. Goro | 19. Hide |
| 4. Aki  | 12. Yuji | 20. Eri  |
| 5. Jill | 13. Mai  | 21. Ban  |
| 6. Saki | 14. Eric | 22. Beth |
| 7. Ben  | 15. Maya | 23. Hiro |
| 8. Saya | 16. Sho  | 24. Teru |

Q: Sakura's in the game! Any other Street Fighter characters?

A: Ryu makes a cameo appearance during Sakura's Good Ending.

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(IX) [Acknowledgments]

-Capcom, for making this wonderful fighting game.

-Murray, who introduced me to the Rival Schools series.

-CJayC, for making GameFAQs rule.

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