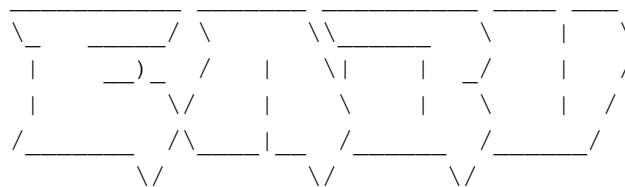
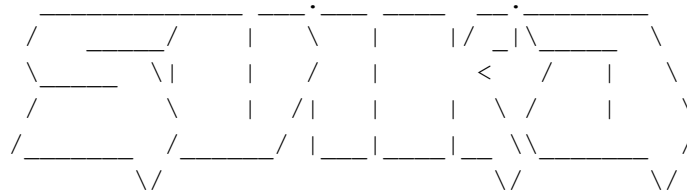


Suiko Enbu FAQ/Walkthrough

by magic knight

Updated to v0.96 on Mar 3, 2015



A non-official FAQ/Move List.

Product ID: SLPS-001.37

There are some releases beyond this one, but I can't get them. There are probably several differences amongst them. Since I can't find the other releases right now, so I can't state them. But, this FAQ/Move List is based on the SLPS-001.37 release.

This document is best viewed with the original display on the net, or with a word processor using fixed-width font style, such as courier series or lucida console. Using some other font styles (example: Arial) will make the tables/maps displayed incorrectly.

This FAQ/Move List contains the basic story and all technical informations inside this game. If this means spoiler to you, then don't read this document.

Lastly, some legal notice:

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Ver. 0.95A -- 12/12/2013

Ver. 0.95B -- 11/1/2014

Ver. 0.95C -- 22/2/2015

Ver. 0.96 -- 3/3/2015

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PROLOGUE. SUIKODEN SERIES NOTE

There is suggested English name instead of Suikoden: It's Water Margin, I'll say it's just Suikoden anyway since the official translation of Gensou Suikoden is only Suikoden, not Water Margin.

Here are the prequels:

1. Dennou Suikoden (J) (??? 1987)

-> I'm not sure about the hardware.

2. Outlaw Suikoden (J) (MSX 1989)

-> I can't get this game.

3. Bandit Kings of Ancient China/Suikoden: Tenmei no Chikai (J) (Ami/DOS/MSX/

There is no vibration in this game.

C. GENERAL TIPS

Learn the moves and discover the combos, and use them at the right time.

The CPU seems to still be able to perform Desperation Moves in Arcade Mode despite your inability to perform them. I only saw one of these though, Chao Gai CPU did the Dark Ki Beam to me.

But, if you want to just see the ending, it's probably stupid to play Hard Mode, because it is 100% the same with the other modes.

D. MOVE LIST

!!

Pre-notes:

1. There are no known official move names for this game, so I will use the available name from other GameFAQs contributors. Shoudn't matter much I think because I'll explain each move. If there is still no name for the move, I have no other choice but to name it by myself. If you think you can name the move better, you may mail me.
2. The intro was written approximately in Chinese Simplified, so that'll be translated by myself.
3. I had a plan to translate all the Winning Quotes because they are quite different with the Saturn translation. But, it was cancelled anyway because it was so hard to translate with my current language knowledge and support. From what I had translated, I didn't find any significant content either.

!!

INTRO:

At 12th century in China when the North Song Dynasty ruled.
In the group of green surrounded by a natural fortress Shui Bo on Liang Shan Bo, 108 heroes of rivers and lakes was gathering like being tied and cuddled by ropes of fate. The warlords are brave and have heroic hearts.
Any who have superb martial arts are truly called the heroic good fellows.
Today, the leader of Liang Shan, Song Jiang, The Welcome Rain, "Yesterday night" receives mandate from heaven to choose the number one good fellow. Brothers' martial arts must have been rusty! Then, let's start the Liang Shan martial arts contest!

In the title screen, if you do not press any buttons, the CPU will play against each other for a round with the same weapon/blood setting with your setting.

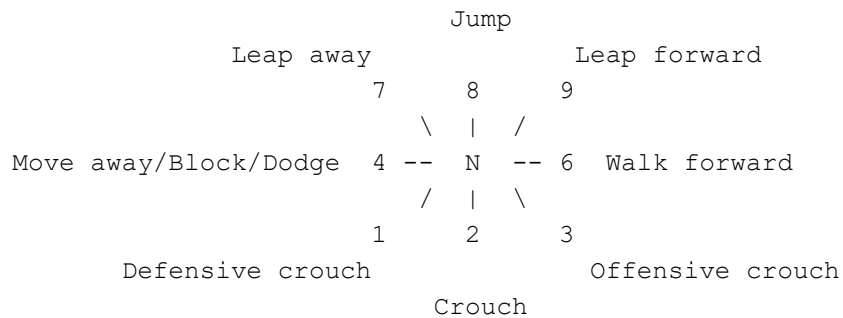
When you select your player, you can use the Quick, Medium, and Fierce Punch and

Kick you have configured earlier to select your player's outfit colour, and while you hold that button, you can press the Directional Button to choose your player's skin colour.

Then, you must be having two buttons left in your standard PS1 digital controller, press them simultaneously will have the (Beginner) symbol appear, and that will tone down the CPU's difficulty level. Of course, you must press and hold them first, then you choose the accessories colour, then the skin colour.

IMPORTANT! THIS IS THE LEGEND FOR SECTION D. MOVE LIST AND SECTION E. COMBO.

All moves are listed when the performer is facing right.



QP - Quick Punch
MP - Medium Punch
FP - Fierce Punch
AP - Attack Power

QK - Quick Kick
MK - Medium Kick
FK - Fierce Kick
HP - I'm not very sure, but it's very common in video games (i.e. RPG). Something about the character's health....

+ = a simultaneous button press.

/ = or

_ = hold the previous direction for about 1 second.

W = you need to have your weapon to execute

w/o = this move can only be performed without your weapon.

throw = you must be within throwing range to execute this.

near = you must be near enough with the opponent. Further than the throwing range, but not that far.

far = you must be far enough but your attack has to be able to connect to the opponent. If nothing is mentioned, then the attack can be performed either near or far.

COMMON MOVES:

Run forward: 66
Run backwards/Leap away: 44
Projectile step: 2 (When above the projectile)

| | |
|---------------------|--|
| Short jump: | (7/8/9) (1/2/3) You cannot attack while short jumping. |
| Taunt: | QP + QK |
| Fake dizzy: | MP + MK |
| Throw weapon: | FP + FK (except Gong Sun Sheng, Chao Gai, and Gou Kou, and Ruan Xiao Er) |
| Wall leap: | 6 + any button (only Hu San Niang, Dai Zong, Gong Sun Sheng) |
| Throw/Various grab: | 4/6 + MP/FP (throw), 4/6 + MK/FK (throw) (Gou Kou only) |
| Mid-air throw: | (7/8/9) (1/3/4/6/7/9) + FP (throw) (Hu San Niang, Dai Zong and Wu Song only) |

THE WEAPON GAUGE:

It is located at the bottom of the screen. It decreases everytime you block with your weapon or if you attack a blocking weapon (more damage to the blocker). When the gauge is empty, your weapon is destroyed in an explosion that leaves your player dizzy.

You can also voluntarily empty the gauge by throwing your weapon which instantly dizzies your enemy if hit. (Note: You'll be weaponless for the rest of the match, except for Gong Sun Sheng and Ruan Xiao Er, the bar recharges over time if it's empty).

Some characters don't have Weapon Gauge, like Chao Gai or Gou Kou, it means they fight bare-handed.

D01. SHI JIN

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Officer.

Body Points: 98.

Strength: 91.

Dexterity: 79.

Wisdom: 45.

Integrity: 74.

Mercy: 69.

Courage: 95.

Nickname: The Nine Dragoned.

Personally, I'd rather these stats are implemented accurately (and described more), but reality says the otherwise, so I won't say much about the implementation of these stats here. The stats like Integrity, Mercy, and Courage is neglected, so easily in a fighting game like this...

Stage: Liang Shan Bo.

Mountain range inside Yun Zhou and Ji Zhou. When the support of the people in these prefectures high enough, you'll unite these areas and get some nice popularity boost. Historically, it was Song Jiang who united these prefectures, and Chao Gai ruled one of these prefectures beforehand.

Shi Jin was said to rule He Zhong prefecture instead.

I'd also like to state the BGM of the individuals, but this game has no BGM....

NORMAL MOVES:

=====

Any attacks AP depends on the opponent's HP. As the opponent's HP decreases, the AP also decreases consequently (usually by 1), and when the opponent's HP is critical/flashing, the AP decreases more significantly.

AP has maximum four values: a,b,c, and d.

d is the AP when opponent's HP is still plenty. As the opponent's HP is lower, then the AP decreases by 1 into c per hit. And when the opponent's HP is lower again, then the AP decreases by 1 once more into b per hit. Then when the opponent's HP is critical, the AP decreases by some points into a. There're still exceptions to this behaviour that will be mentioned separately.

Note that AP can't go lower than 1, so if $d=2$, then $a,b,c=1$. If $d=1$, then a,b , and c all are also 1.

If defended, all normal attacks will not cause any damage, except if you're in "Berserker Rage" Mode, normal attacks will cause 1 damage per hit if defended.

All AP are counted with Handicap = 4.

If an AP value is like: $x+y+z$, it means the attack yields 3 hit combos, the first hit does damage x , the second hit does damage y , and the third hit does damage z . Note that the combos are not officially counted in this game, but the game will start to count your combo in the next game.

In a real battle, sometimes not all the attacks will connect to the enemy. If only the first and the third attack hit the enemy then the AP will be $x+z$ only.

All default AP are counted vs. Shi Jin.

Different character will usually result in different damage. The difference(s) will be mentioned separately:

-b means: AP has no b value (b equals to c and/or d).

-c means: AP has no c value ($c=d$).

+b means: AP has b value.

+c means: AP has c value.

$d=d/+x$ means: d has different value than the default. The value will be equal to default d minus (or plus) variable x. This will usually result in all the other values equal to the default values minus (or plus) variable x too.

Exceptions will be mentioned separately.

$a=d-x$ means: It has been mentioned above that when the opponent's HP is critical, the AP a is not longer reduced by 1 from b, and the reduction varies depending on what's the attack and who is the opponent. This means that the reduction from d is different than the default value, and the reduction is x.

$b=c-x$ means: b is no longer $c-1$ nor $d-2$.

$c=d-x$ means: c is no longer $d-1$.

QK (far)

**AP = 1,3,4,5

QK (near)

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

QP (near)

**AP = 1,4,5,6 (W), 1,2,3 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 4,8,9,10 (W), 1,2,3,4 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 10,14,15,16 (W), 1,5,6,7 (w/o)

MP (near)

**AP = 5,9,10,11 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,5,6,7 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

FK

**AP = 6,10,11,12

2 + FK

**AP = 7,11,12,13

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (near)

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

FP (far)

**AP = 16,20,21,22 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 16,20,21,22 (W), 1+1,2+5,3+6,4+7 (w/o)

7/9 + FP

**AP = 12,16,17,18 (W), 8,12,13,14 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 8,12,13,14 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1
vs. Ruan Xiao Wu: a=d-5, -b, c=d-2
vs. Ruan Xiao Qi: b=c-2, d=d-1
vs. Chao Gai (Normal): -b, d=d-1
vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11
vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 17,21,22 (W), 20,24,25 (w/o)
vs. Lin Chong, Ruan Xiao Er: d=d+1
vs. Hu San Niang, Dai Zong: a=d-4, -b
vs. Li Kui: a=d-4, +b, d=d+2
vs. Lu Zhi Shen: a=d-4, d=d+1
vs. Gong Sun Sheng: +b, d=d+2
vs. Wu Song: 17,21,22,21 (W), 20,24,25,24 (w/o)
vs. Ruan Xiao Qi: a=d-6, +b, d=d+2
vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

If defended, all special attacks (and throw weapon) will cause 1 damage per hit (Except the foothold spear, and the special throws which can't be defended).

Flying Serpent Missile: 236 + QP/MP/FP

**AP = 9,12,13 (QP), 10,13,14 (MP), 11,14,15 (FP)

---Sends flaming dragon head projectile: QP = slow, MP = medium, FP = fast. If you play Special Mode, combined with MP button will also create a bigger projectile. It'll be even bigger with FP button.

Flaming Serpent Sword: 6236 + QP/MP/FP (W)

**AP = 10+2,13+5,14+6 (QP), 10+2+1+3,13+5+2+6,14+6+3+7 (MP), 10+3+1+4,13+6+3+6,14+7+4+7 (FP)

Special Mode by pressing again QP/MP/FP -> 10+2+1+2,13+5+2+5,14+6+3+6 (MP), 10+3+1+3,13+6+3+6,14+7+4+7 (FP)

---Slashes the flaming sword (QP), slashes the flaming sword and does flaming uppercut (MP), slashes the flaming sword and does flaming uppercut higher (FP).

Pressing 6236 + FP after the uppercut connects to the opponent (even if the uppercut is defended) will trigger extra fiery slash to him/her, but you also have to watch for the timing, do it as quick as possible for a bigger connecting chance.

If you play Special Mode, only by pressing QP/MP/FP once again after doing the uppercut with MP will execute the 4th attack if it hits the opponent or the uppercut is blocked. So, the 4th attack is much easier to hit in this mode. If you do the move with FP, the 4th attack will be done automatically if the uppercut connects, but if it is defended, there is no way for you to execute the finisher move.

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Knee Kick: 28 + QK/MK/FK

**AP = 7,11,12,13

vs. Lin Chong: -b
vs. Hu San Niang: a=d-5, -b
vs. Dai Zong: a=d-4, -b, -c, d=d-1
vs. Li Kui: -b, d=d-1
vs. Lu Zhi Shen: a=d-5, -b, d=d-2
vs. Gong Sun Sheng: a=d-5, -b, d=d+1
vs. Wu Song: -b, c=d-2
vs. Ruan Xiao Er: a=d-7, d=d+1
vs. Ruan Xiao Wu: a=d-5, -b, c=d-2
vs. Ruan Xiao Qi: b=c-2, d=d-1
vs. Chao Gai (Normal): -b, d=d-1
vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

---Leaps ahead and attacks with knee: QK = near, MK = medium, FK = far.

Dashing Serpent Punch: 214 + QP/MP/FP (w/o)

**AP = 8,11,12 (QP), 10+1,13+2,14+3 (MP), 12+1,15+2,16+3 (FP)

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Transformed): a=d-5, d=d-2

---Dashes forward and punches: QP = short range, MP = medium, FP = long range.

Pressing 63214 + FP again after doing the move with MP or FP and if the first hit connects to the enemy, then it'll do an extra punch to the opponent.

For Special Mode, simply pressing QP/MP/FP will do it.

DESPERATION MOVES:

=====

It seems that most of the Desperation Moves are done randomly, so even you have pressed the correct button sequence and your health bar is flashing, sometimes you will still fail to perform the desperation move (still in research...because some moves that need multiple rotations are much easier to do with analog stick).

If defended, the desperation attacks will also cause 1 damage per hit.

Rising Dragon: 641236 + QP/MP/FP (W)

**AP = 1+,1+46,1+47

vs. Hu San Niang: +b
vs. Dai Zong: a=d-, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2

vs. Chao Gai (Transformed): a=d-, d=d-2

---Makes some kind of tornado with a rising dragon inside, if it connects to the enemy, Shi Jin will do a mad uppercut towards the enemy.

Berserker Rage: 214214 + FP (w/o)

**AP = All fierce attacks and special attacks (except knee kick) increases the most (~8/9), and all quick attacks increases the least (~4). Throw and Knee Kick inflict the same damage.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Transformed): a=d-5, d=d-2

OR

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

OR

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 17,21,22,21 (W), 20,24,25,24 (w/o)

vs. Ruan Xiao Qi: a=d-6, +b, d=d+2

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-4, d=d-1

---Shi Jin's speed and attack power will be increased, but as the time goes on, Shi Jin's health will be reduced until it reaches the most minimum. You'll have advantage to score more combos with some special and/or quick attacks.

D02. LIN CHONG

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: ???

Body Points: 98.

Strength: 92.

Dexterity: 77.

Wisdom: 54.

Integrity: 100.

Mercy: 61.

Courage: 80.

Nickname: The Leopard Headed.

Stage: Cang Zhou.

Lin Chong was an exile in Cang Zhou in Scenario 2 in 1103 A.D. in Suikoden:
Tenmei no Chikai. Then, he was recruited by Chao Gai, then joined Song Jiang.

NORMAL MOVES:

=====

QK

**AP = 1,2,3

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3,4

QP

**AP = 4,8,9,10 (W), 1,2 (w/o)

2 + QP

**AP = 4,8,9,10 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 4,8,9,10

MP (far)

**AP = 8,12,13,14 (W), 1,4,5,6 (w/o)

MP (near)

**AP = 9,13,14,15 (W), 1,4,5,6 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,4,5,6 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 3,7,8,9 (w/o)

FK

**AP = 5,9,10,11

6 + FK

**AP = 5,9,10,11

2 + FK

**AP = 6,10,11,12

7/8/9 + FK

**AP = 7,11,12,13

FP (far)

**AP = 15,19,20,21 (W), 6,10,11,12 (w/o)

FP (near)

**AP = 1+6,2+10,3+11,4+12 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 12,16,17,18 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 17,21,22,23 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 15,19,20,21 (W), 5,9,10,11 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 20,24,25 (W), 18,22,23 (w/o)

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 20,24,25,24 (W), 18,22,23,22 (w/o)

vs. Ruan Xiao Qi: a=d-6, +b, d=d+2

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Savage Panther Claw: 236 + QP/MP/FP

**AP = 8,11,12 (QP), 9,12,13 (MP), 10,13,14 (FP)

---Releases blue cloud-ish projectile: QP = slow, MP = medium, FP = fast. If you play Special Mode, combined with MP button will also create a bigger projectile. It'll be even bigger with FP button.

Invincible Rapid Fire: QP + MP / MP + FP / QP + FP (W)

**AP = 9,12,13

---Attacks continuously using the spear.

Typhoon Spear: 63214 + QP/MP/FP

**AP = 9+1+1,12+3+3,13+4+4 (QP) (W), 10+1,13+4,14+5 (MP) (W),
11+2,14+5,15+6 (FP) (W), 6+1,9+3,10+4 (QP) (w/o), 7+1,10+4,11+5 (MP) (w/o),
8+3,11+6,12+7 (FP) (w/o)

---Does acrobatic move with the spear, attacks with the foot.

Cartwheel Kick: 6236 + QK/MK/FK (W)

**AP = 13,16,17 (QK), 8+6,11+9,12+10 (MK), 3+6+6,6+9+9,7+10+10 (FK)

---With QK = kicks the enemy only. MK = kicks the enemy, then jumps and attacks with the spear. FK = kicks the enemy, then jumps higher and attacks with the spear.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Foothold Spear: 236 + QK/MK/FK (W)

**AP = 8,12,13,14

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

---Uses the spear as foothold, and kicks the opponent.

DESPERATION MOVES:

=====

Spaz Attack: 63214 + QK/MK/FK (W)

**AP = 1+,1+46,1+47

vs. Hu San Niang: +b

vs. Dai Zong: a=d-, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-, d=d-2

vs. Chao Gai (Transformed): a=d-, d=d-2

---Dashes to the opponent and attacks the opponent with the spear many times.

Berserker Rage: 2141236 + FP (w/o)

**AP = All fierce attacks and special attacks increases the most (~7/8), and all quick attacks increases the least (~3). Throw inflicts same damage.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: $d=d-1$
vs. Lu Zhi Shen, Chao Gai (Normal): $a=d-3, d=d-2$
vs. Gong Sun Sheng: $d=d+1$
vs. Ruan Xiao Wu: $+b, d=d+1$
vs. Chao Gai (Transformed): $a=d-5, d=d-2$

OR

vs. Lin Chong: $-b$
vs. Hu San Niang: $a=d-5, -b$
vs. Dai Zong: $a=d-4, -b, -c, d=d-1$
vs. Li Kui: $-b, d=d-1$
vs. Lu Zhi Shen: $a=d-5, -b, d=d-2$
vs. Gong Sun Sheng: $a=d-5, -b, d=d+1$
vs. Wu Song: $-b, c=d-2$
vs. Ruan Xiao Er: $a=d-7, d=d+1$
vs. Ruan Xiao Wu: $a=d-5, -b, c=d-2$
vs. Ruan Xiao Qi: $b=c-2, d=d-1$
vs. Chao Gai (Normal): $-b, d=d-1$
vs. Chao Gai (Transformed): $a=d-7, -b, d=d-2$

OR

vs. Lin Chong, Ruan Xiao Er: $d=d+1$
vs. Hu San Niang, Dai Zong: $a=d-4, -b$
vs. Li Kui: $a=d-4, +b, d=d+2$
vs. Lu Zhi Shen: $a=d-4, d=d+1$
vs. Gong Sun Sheng: $+b, d=d+2$
vs. Wu Song: 17,21,22,21 (W), 20,24,25,24 (w/o)
vs. Ruan Xiao Qi: $a=d-6, +b, d=d+2$
vs. Chao Gai (Normal): $a=d-3, d=d-2$
vs. Chao Gai (Transformed): $a=d-4, d=d-1$

---Lin Chong's speed and attack power will be increased, but as the time goes on, Lin Chong's health will be reduced until it reaches the most minimum.

D03. HU SAN NIANG

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Lady.

Body Points: 85.

Strength: 68.

Dexterity: 81.

Wisdom: 51.

Integrity: 70.

Mercy: 72.

Courage: 59.

Nickname: The Ten Foot Green Snake.

Stage: Zhu Jia Zhuang.

This area has not been specified.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2 (w/o)

QP (near)

**AP = 2,6,7,8 (W), 1,2 (w/o)

2 + QP

**AP = 3,7,8,9 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK (far)

**AP = 1,5,6,7

MK (near)

**AP = 1,4,5,6

2 + MK

**AP = 1,4,5,6

7/8/9 + MK

**AP = 1,4,5,6

MP (far)

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

MP (near)

**AP = 11,15,16,17 (W), 1,3,4,5 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,3,4,5 (w/o)

7/8/9 + MP

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

FK (far)

**AP = 4,8,9,10

FK (near)

**AP = 4+4,8+8,9+9,10+10

2 + FK

**AP = 3,7,8,9

7/8/9 + FK

**AP = 4,8,9,10

FP (far)

**AP = 6+4,10+8,11+9,12+10 (W), 4,8,9,10 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 1+1,3+1,4+1,5+2 (w/o)

2 + FP

**AP = 13,17,18,19 (W), 4,8,9,10 (w/o)

7/9 + FP

**AP = 13,17,18,19 (W), 7,11,12,13 (w/o)

8 + FP

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 19,23,24 (W), 15,19,20 (w/o)

Mid-Air Throw

**AP = 13,17,18 (W), 21,25,26 (w/o)

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 19,23,24,23 (W), 15,19,20,19 (w/o), 13,17,18,17 (W),
21,25,26,25 (w/o)

vs. Ruan Xiao Qi: a=d-6, +b, d=d+2

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Flaming Jasmine Wave: 236 + QP/MP/FP

**AP = 8,11,12 (QP), 10,13,14 (MP), 11,14,15 (FP)

---Sends an energy wave on the ground. If you play Special Mode, combined with MP button will also create a bigger projectile. It'll be even bigger with FP button.

Samsara Kick: 236 + QK/MK/FK

**AP = 18,21,22 (QK), 13+3,16+6,17+7 (MK), 13+6,16+9,17+10 (FK)

---Kicks forward: QK = once, MK = twice, FK = twice and higher.

Typhoon Slasher: 6236 + QP/MP/FP (W)

**AP = 13,16,17 (QP), 6,9,10 (MP,FP)

---Steps forward, then jumps and slashes upward: QP = jumps a little bit, MP = jumps higher, FP = jumps even higher.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

DESPERATION MOVES:

=====

Vacuum Jasmine Wave: (7/8/9)236 + QP/MP/FP (W)

**AP = 1+,1+46,1+47

vs. Hu San Niang: +b

vs. Dai Zong: a=d-, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-, d=d-2

vs. Chao Gai (Transformed): a=d-, d=d-2

---Creates vacuum energy in the air and sends it to the opponent to trap him/her, then slashes an energy wave toward him/her.

D04. DAI ZONG

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Trader.

Body Points: 88.

Strength: 42.

Dexterity: 73.

Wisdom: 70.

Integrity: 51.

Mercy: 68.

Courage: 30.

Nickname: The Magic Messenger.

Stage: Jiang Zhou

This prefecture is where Dai Zong firstly showed up as Gao Qiu's official.

NORMAL MOVES:

=====

QK

**AP = 1,2,3

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2 (w/o)

QP (near)

**AP = 1,3,4,5 (W), 1,2 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,4,5,6 (W), 1,2,3 (w/o)

MK

**AP = 1,4,5,6

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

MP (near)

**AP = 4,8,9,10 (W), 1,3,4,5 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,3,4,5 (w/o)

8 + MP

**AP = 9,13,14,15 (W), 1,4,5,6 (w/o)

7/9 + MP

**AP = 4,8,9,10 (W), 1,4,5,6 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 4,8,9,10

2 + FK

**AP = 1+1,3+3,4+4,5+5

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

FP (near)

**AP = 13,17,18,19 (W), 6,10,11,12 (w/o)

2 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 5,9,10,11 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 19,23,24

Mid-Air Throw

**AP = 16,20,21 (W), 20,24,25 (w/o)

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui, Ruan Xiao Qi: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 19,23,24,23, 16,20,21,20 (W), 20,24,25,24 (w/o)

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Flaming Ki Punch: 1_6 + QP/MP/FP

(41236 + QP/MP/FP -> Special Mode only)

**AP = 1+12,3+15,4+16 (QP), 1+6+7,2+9+10,3+10+11 (MP), 1+1+14,2+4+17,3+5+18 (FP)

---Jets ki: QP = small ki, MP = medium ki, FP = big ki. You have to be near enough to the enemy for all the three hits to connect (MP and FP).

Ki Bomb: (7/8/9)236 + QP/MP/FP

**AP = 3+4+3+4+3,6+7+6+7+6,7+8+7+8+7

---Fires ki bomb from the air: QP = slow, MP =medium, FP = fast. Can be repeated up to 5x.

Majestic Teleport Attack: 6236 + QP/MP

(6236 + FP -> Special Mode Only)

**AP = 7,10,11

---Teleport above and attack: QP = low jump, MP = medium jump, FP = high jump.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Teleport: 63214 + QK/MK/FK or 641236 + QP/FP

(63214 + QP/MP/FP/QK+MK/QK+FK/MK+FK/QP+MP/QP+FP/MP+FP -> Special Mode only)

(214 + QK/MK/FK/QP/MP/FP/QK+MK/QK+FK/MK+FK/QP+MP/QP+FP/MP+FP -> Special Mode only)

---Teleport: QK = to the back, MK = no change, FK = to the front,

QK+MK/QK+FK/MK+FK = above, QP = above in front of the enemy, MP = above behind the enemy, FP = in front near the enemy, QP+MP/QP+FP/MP+FP = behind near the enemy.

Arcade version 641236 + QP = above in front of the enemy, 641236 + FP = above behind the enemy.

DESPERATION MOVES:

=====

Dark Ki Beam: 632146 + FP (W)

**AP = 23+9+9+9,26+12+12+12,27+13+13+13

---Jets dark ki beam that pierces into enemy.

Shadow Charge: 236 + QK/MK/FK (w/o)

**AP = 25,28,29

---Charges into the enemy.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

D05. LI KUI

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Outlaw.

Body Points: 99.

Strength: 95.
Dexterity: 54.
Wisdom: 15.
Integrity: 59.
Mercy: 24.
Courage: 100.
Nickname: The Black Whirlwind.

Stage: Qing Zhou

Qing Zhou is Prefecture 6 in Suikoden: Tenmei no Chikai, but I don't see any connection between it with Li Kui.

NORMAL MOVES:

=====

QK

**AP = 1,2,3

2 + QK

**AP = 1,2,3

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2,3 (w/o)

QP (near)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK (far)

**AP = 1,4,5,6

MK (near)

**AP = 1,5,6,7

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

MP (near)

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

2 + MP

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

7/9 + MP

**AP = 10,14,15,16 (W), 5,9,10,11 (w/o)

8 + MP

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 8,12,13,14

2 + FK

**AP = 7,11,12,13

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 19,23,24,25 (W), 11,15,16,17 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 19,23,24,25 (W), 10,14,15,16 (w/o)

7/9 + FP

**AP = 15,19,20,21 (W), 11,15,16,17 (w/o)

8 + FP

**AP = 17,21,22,23 (W), 11,15,16,17 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Grab/Throw

**AP = 1 per hit, 2 per hit, 3 per hit (W), 19,23,24 (w/o)

I bet only the CPU can have this grab attack more aggressive. You also can't

do anything to release yourself from all kind of grabs.

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 1 per hit, 2 per hit, 3 per hit, 2 per hit (W), 19,23,24,23 (w/o)

vs. Ruan Xiao Qi; a=d-6, +b, d=d+2

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Mandarin Earth Splitter: 214 + QP/MP/FP/QP+MP/MP+FP

**AP = 21,24,25

---Hits the ground and the earth will arise on specific place:

| QP | QP+MP | MP | MP+FP | FP |
|--------|-------|----|-------|----|
| ^ | ^ | ^ | ^ | ^ |
| | | | | |
| Li Kui | | | | |

Scorching Breath: 6236 + QP/MP/FP

**AP = 16,19,20 (QP), 20,23,24 (MP), 23,26,27 (FP)

---Squares off for a while, then breath huge fire in short range, like Dhalsim's

Yoga Flame: QP = short time/fast, MP = medium, FP = long time/slow.

Black Death Blizzard: 41236 + QP/MP/FP (W)

**AP = 6 per hit, 9 per hit, 10 per hit

---Squares off for a while, then walks forward and spins the burning axes:

QP = short time, MP = medium, FP = long time. Direct attack for Special Mode.

Drop Kick: (7/8/9)236 + QK/MK/FK (w/o) -> Special Mode Only

**AP = 7,10,11 (QK), 11,14,15 (MK), 13+1,16+1,17+1 (FK)

---Kick from above: QK = slow, MK = medium, FK = fast and hits twice. Drop Kick

is only performed while Li Kui's position in the air is high enough.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

DESPERATION MOVES:

=====

Mandarin Death Chop: 4123641236 + QP/MP/FP (W)

**AP = 1+,1+46,1+47

---Does attack combo to the opponent. Defendable.

Atomic Earth Splitter: 2141236 + FP (w/o)

**AP = ,60,61

---Creates big fiery explosion that does big damage, but quite hard to pull off.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2
vs. Chao Gai (Transformed): a=d-, d=d-2

D06. LU ZHI SHEN

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Officer.

Body Points: 100.

Strength: 95.

Dexterity: 68.

Wisdom: 49.

Integrity: 63.

Mercy: 74.

Courage: 88.

Nickname: The Tatted Priest.

Stage: Kai Feng

Kai Feng is the residence of Evil Gao Qiu. WTF Lu Zhi Shen is here?!

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

QP (near)

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

2 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

7/9 + QP

**AP = 5,9,10,11 (W), 1,2,3,4 (w/o)

8 + QP

**AP = 4,8,9,10 (W), 1,2,3,4 (w/o)

MK

**AP = 2,6,7,8

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 2,6,7,8

MP

**AP = 9,13,14,15 (W), 5,9,10,11 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 6,10,11,12 (w/o)

7/8/9 + MP

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 8,12,13,14

2 + FK

**AP = 6,10,11,12

7/8/9 + FK

**AP = 5,9,10,11

FP (far)

**AP = 15,19,20,21 (W), 8,12,13,14 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 14,18,19,20 (W), 8,12,13,14 (w/o)

7/9 + FP

**AP = 16,20,21,22 (W), 9,13,14,15 (w/o)

8 + FP

**AP = 18,22,23,24 (W), 9,13,14,15 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 18,22,23 (W), 19,23,24 (w/o)
vs. Lin Chong, Ruan Xiao Er: d=d+1
vs. Hu San Niang, Dai Zong: a=d-4, -b
vs. Li Kui: a=d-4, +b, d=d+2
vs. Lu Zhi Shen: a=d-4, d=d+1
vs. Gong Sun Sheng: +b, d=d+2
vs. Wu Song: 18,22,23,22 (W), 19,23,24,23 (w/o)
vs. Ruan Xiao Qi; a=d-6, +b, d=d+2
vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Flying Shadow Fist: 1_6 + QP/MP/FP (W)

**AP = 21,24,25 (QP), 22+6,23+9,24+10 (MP), 22+6,25+9,26+10 (FP)

---Hits with dashing punch: QP = near, MP = medium, FP = far.

Pressing 236 + FP once again after doing the move with FP and the first hit connects to the enemy can trigger an extra hit to the opponent.

If you play Special Mode, only by pressing QP/MP/FP will do the extra hit, plus you can do the extra hit with MP.

Manchurian Fang: 41236 + QP/MP/FP

**AP =

QP LV. 1: 1 (far), 9+1,12+1,13+1 (medium), 9,12,13 (near)
QP LV. 2: 1+1 (far), 11+1+1,14+1+1,15+1+1 (medium), 11,14,15 (near)
QP LV. 3: 1+1 (far), 15+1+1,18+1+1,19+1+1 (medium), 15,18,19 (near)
QP LV. 4: 1+1 (far), 21+1,24+1,25+1 (medium), 21,24,25 (near)
MP LV. 1: 1 (far), 8+1,11+1,12+1 (medium), 8,11,12 (near)
MP LV. 2: 1+1 (far), 10+1,13+1,14+1 (medium), 10,13,14 (near)
MP LV. 3: 1+1 (far), 13+1,16+1,17+1 (medium), 13,16,17 (near)
MP LV. 4: 1+1 (far), 17+1,20+1,21+1 (medium), 17,20,21 (near)
MP LV. 5: 1+1 (far), 21+1,24+1,25+1 (medium), 21,24,25 (near)
MP LV. 6: 1+1 (far), 29+1,32+1,33+1 (medium), 29,32,33 (near)
FP LV. 1: 1 (far), 7+1,10+1,11+1 (medium), 7,10,11 (near)
FP LV. 2: 1+1 (far), 8+1+1,11+1+1,12+1+1 (medium), 8,11,12 (near)
FP LV. 3: 1+1 (far), 10+1+1,13+1+1,14+1+1 (medium), 10,13,14 (near)
FP LV. 4: 1+1 (far), 13+1,16+1,17+1 (medium), 13,16,17 (near)
FP LV. 5: 1+1 (far), 17+1,20+1,21+1 (medium), 17,20,21 (near)
FP LV. 6: 1+1 (far), 22+1,25+1,26+1 (medium), 22,25,26 (near)
FP LV. 7: 1+1 (far), 28+1,31+1,32+1 (medium), 28,31,32 (near)
FP LV. 8: 1+1 (far), +1,36+1,37+1 (medium-far), +1+1,36+1+1,37+1+1
(medium-near), ,36,37 (near)
FP LV. 9: 1+1 (far), +1,43+1,44+1 (medium-far), +1+1,43+1+1,44+1+1
(medium-near), ,43,44 (near)
FP LV. 10: 1+1 (far), 43+1,46+1,47+1 (medium-far), +1+1,46+1+1,47+1+1
(medium-near), ,46,47 (near)

---Summon explosive from above: QP = near, MP = medium, FP = far. Hold QP/MP/FP and press the directional buttons variatively and quickly to increase the explosive level.

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Silkworm Slash: (7/8/9)646 + QP/MP/FP (W)

**AP = 17,21,22,23 (QP), 21,25,26,27 (MP), 19,23,24,25 (FP)

vs. Lin Chong: -b
vs. Hu San Niang: a=d-5, -b
vs. Dai Zong: a=d-4, -b, -c, d=d-1
vs. Li Kui: -b, d=d-1
vs. Lu Zhi Shen: a=d-5, -b, d=d-2
vs. Gong Sun Sheng: a=d-5, -b, d=d+1
vs. Wu Song: -b, c=d-2
vs. Ruan Xiao Er: a=d-7, d=d+1
vs. Ruan Xiao Wu: a=d-5, -b, c=d-2
vs. Ruan Xiao Qi: b=c-2, d=d-1
vs. Chao Gai (Normal): -b, d=d-1
vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

---Hits the enemy many times in the air if connected: QP = short time, MP = medium, FP = long time.

Freeze Ball: 214 + QP/MP/FP/QK/MK/FK (w/o)

**AP = 9,12,13

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

---Sends freezing ball into the enemy: QP = high slow, MP = high medium, FP = high fast, QK = low slow, MK = low medium, FK = low fast.

DESPERATION MOVES:

=====

Super Earth Scorcher: 214/41236 + QP/MP/FP

**AP = 1+,1+45,1+46

vs. Hu San Niang: +b
vs. Dai Zong: a=d-, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2
vs. Chao Gai (Transformed): a=d-, d=d-2

---Grabs the enemy, sends into the corner, and explodes. Defendable.

D07. GONG SUN SHENG

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:
Position: Wizard.

Body Points: 84.
Strength: 53.
Dexterity: 72.
Wisdom: 90.
Integrity: 45.
Mercy: 81.
Courage: 54.
Nickname: The Dragon In The Clouds.

Stage: Ji Zhou
This area has not been specified.

NORMAL MOVES:

=====

QK

**AP = 1,2,3,4

2 + QK

**AP = 1+1,2+1,3+1,4+2

7/8/9 + QK

**AP = 1,2,3

QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

2 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

7/9 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

8 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

MK (far)

**AP = 2,6,7,8

MK (near)

**AP = 3,7,8,9

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 2,6,7,8

MP (far)

**AP = 8,12,13,14 (W), 5,9,10,11 (w/o)

MP (near)

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 9,13,14,15 (W), 1,5,6,7 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 6,10,11,12

2 + FK

**AP = 6,10,11,12

7/9 + FK

**AP = 1+1,5+5,6+6,7+7

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 13,17,18,19 (W), 7,11,12,13 (w/o)

FP (near)

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

2 + FP

**AP = 14,18,19,20 (W), 6,10,11,12 (w/o)

7/9 + FP

**AP = 5,9,10,11 (W), 6,10,11,12 (w/o)

8 + FP

**AP = 16,20,21,22 (W), 6,10,11,12 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw/Grab

**AP = 16,20,21 (W), 1 per hit, 2 per hit (w/o) -> FP only!

I think the aggressiveness of this grab attack has been set to the maximum automatically!

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 16,20,21,20 (W), 1 per hit, 2 per hit, 1 per hit (w/o)

vs. Ruan Xiao Qi: a=d-6, +b, d=d+2

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Earth Scorcher: 236 + QP/MP/FP/QK/MK/FK

**AP = 13,16,17 (QP), 12,15,16 (QK), 15,18,19 (MP), 14,17,18 (MK),
17,20,21 (FP), 16,19,20 (FK)

---Sends himself (or sent by the guardian) flying into the enemy: QP = above near, MP = above medium, FP = above far, QK = on the ground near, MK = on the ground medium, FK = on the ground far. While flying, you can fly near or far by pressing 4/6 button.

Meteor Strike: 646 + QP/MP/FP

**AP = 15,18,19 (QP), 17,20,21 (MP), 19,22,23 (FP)

---Sends himself (or sent by the guardian) flying into the enemy: QP = near, MP = medium, FP = far.

Horrifying Hellraiser: 4_6 + QP/MP/FP/QK/MK/FK (W)

**AP = 20,23,24 (QP,QK), 22,25,26 (MP,MK), 24,27,28 (FP,FK)

---Sends the guardian to the enemy to hit with its: QP = head slow near, MP = head medium medium, FP = head fast far, QK = foot slow near, MK = foot medium medium, FK = foot fast far.

Mongolian Bear Hug: 6321412 + MP/FP (throw) (W)

**AP = 17,20,21

---The guardian hug the enemy, and Gong Sun Sheng hits the enemy with flying.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

DESPERATION MOVES:

=====

Super Meteor Strike: (7/8/9)236 + QP/MP/FP (w/o)

**AP = ,46,47

vs. Hu San Niang: +b

vs. Dai Zong: a=d-, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-, d=d-2

vs. Chao Gai (Transformed): a=d-, d=d-2

---Flies to the enemy with energy which looks like a fan.

Pinball Bounce: 214214 + FP (W)

**AP = 25 per hit, 28 per hit, 29 per hit

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

---The guardian throws Gong Sun Sheng and he rapidly bounces around the screen possible to make multiple damages to the enemy.

D08. WU SONG

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: ???

Body Points: 100.

Strength: 93.

Dexterity: 75.

Wisdom: 34.

Integrity: 68.

Mercy: 55.

Courage: 98.

Nickname: The Hairy Priest.

Stage: Jing Yang Gang

This area has not been specified.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 1,5,6,7 (W), 1,2 (w/o)

QP (near)

**AP = 4,8,9,10 (W), 1,2 (w/o)

2 + QP

**AP = 3,7,8,9 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,4,5,6 (W), 1,2 (w/o)

MK (far)

**AP = 3,7,8,9

MK (near)

**AP = 5,9,10,11

2 + MK

**AP = 2,6,7,8

7/9 + MK

**AP = 4,8,9,10

8 + MK

**AP = 5,9,10,11

MP (far)

**AP = 8,12,13,14 (W), 4,8,9,10 (w/o)

MP (near)

**AP = 13,17,18,19 (W), 6,10,11,12 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 5,9,10,11 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 3,7,8,9

2 + FK

**AP = 7,11,12,13

6 + FK

**AP = 9,13,14,15

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 9,13,14,15

FP (far)

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

FP (near)

**AP = 13,17,18,19 (W), 12,16,17,18 (w/o)

2 + FP

**AP = 13,17,18,19 (W), 8,12,13,14 (w/o)

7/9 + FP

**AP = 14,18,19,20 (W), 7,11,12,13 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 9,13,14,15 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)
vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 15,19,20 (FP) (W), 1 per hit, 4 per hit, 5 per hit (MP), 16,20,21 (FP)
(w/o)

Mid-Air Throw

**AP = 17,21,22

vs. Lin Chong, Ruan Xiao Er: d=d+1
vs. Hu San Niang, Dai Zong: a=d-4, -b
vs. Li Kui: a=d-4, +b, d=d+2
vs. Lu Zhi Shen: a=d-4, d=d+1
vs. Gong Sun Sheng: +b, d=d+2
vs. Wu Song: 15,19,20,19 (FP) (W), 1 per hit, 4 per hit, 5 per hit, 4 per hit
(MP), 16,20,21,20 (FP) (w/o)
vs. Ruan Xiao Qi: a=d-6, +b, d=d+2
vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Shredding Talon: 214 + QK/MK/FK

**AP = 10,13,14 (QK), 12,15,16 (MK), 14,17,18 (FK)

---Sends flying kick into the enemy: QK = near, MK = medium, FK = far.

Crushing Tiger Claw: 6236 + QP/MP/FP (W)

**AP = 9+5,12+8,13+9 (QP), 9+9,12+12,13+13 (MP), 8+8+4,11+11+7,12+12+8 (FP)

---Does uppercut with the weapon energy: QP = 2 hits, MP = 2 hits with effect,
FP = 3 hits with effect (See E. Combo section for details).

Doomsday Dragon: 6321412 + MP/FP (throw)

**AP = 15,18,19 (MP), ,39,40 (FP)

---Grabs the enemy, spins in the air, and slams the enemy into the ground: MP =
light damage, FP = adds an explosion, heavy damage.

Pile Driver: 63214 + QP/MP/FP (throw) (w/o)

**AP = 13,16,17

--Another version of the throw

Rushing Dragon: 214 + QP/MP/FP (w/o)

**AP = 1+1+1+1+1+1+1+1,3+3+3+1+1+1+1+1+1,4+4+4+2+2+2+2+2+2 (QP,QP,QP/MP/FP),
1+1+1+1+1+3+3+3,3+3+3+1+1+1+6+6+6,4+4+4+2+2+2+7+7+7 (QP,MP,QP/MP/FP),
1+1+1+1+1+6+6+6,3+3+3+1+1+1+9+9+9,4+4+4+2+2+2+10+10+10 (QP,FP,QP/MP/FP),
1+1+1+1+1+1+1+1,1+1+1+4+4+4+1+1+1,2+2+2+5+5+5+2+2+2 (MP,QP,QP/MP/FP),
1+1+1+1+1+3+3+3,1+1+1+4+4+4+6+6+6,2+2+2+5+5+5+7+7+7 (MP,MP,QP/MP/FP),
1+1+1+1+1+6+6+6,1+1+1+4+4+4+9+9+9,2+2+2+5+5+5+10+10+10 (MP,FP,QP/MP/FP),
1+1+1+3+3+3+1+1+1,1+1+1+6+6+6+1+1+1,2+2+2+7+7+7+2+2+2 (FP,QP,QP/MP/FP),
1+1+1+3+3+3+3+3+3,1+1+1+6+6+6+6+6+6,2+2+2+7+7+7+7+7+7 (FP,MP,QP/MP/FP),
1+1+1+3+3+3+6+6+6,1+1+1+6+6+6+9+9+9,2+2+2+7+7+7+10+10+10 (FP,FP,QP/MP/FP)

---Dashes and punches the enemy three times. Can be repeated up to 3x.

The 4th hit with FP,FP will still lift the opponent, so you can't hit the opponent afterwards.

Axe Kick: 6321463214 + QK/MK/FK (w/o)

**AP = 13,16,17 (QK), 15/1,18/1,19/2 (MK), 17+1,20+1,21+2 (FK)

---Overhead kick to the enemy: QK = near, MK = medium, FK = far.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

DESPERATION MOVES:

=====

Tiger Drill: 6236 + QP/MP/FP (w/o)

**AP = 1+,1+45,1+46

vs. Hu San Niang: +b

vs. Dai Zong: a=d-, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-, d=d-2

vs. Chao Gai (Transformed): a=d-, d=d-2

---Grabs the enemy and spins like a drill on the ground into a corner and explodes. Defendable.

D09. RUAN XIAO ER

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Fisherman.

Body Points: 89.

Strength: 76.

Dexterity: 50.

Wisdom: 28.

Integrity: 56.

Mercy: 40.

Courage: 21.

Nickname: The God Of Swift Death.

Stage: Shi Jie Cun

This area has not been specified. But from the looks, I can tell that this scenery is closely related to the Ruan Xiao brothers' position as fisherman. This village must be their home.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2

QP (far)

**AP = 6,10,11,12 (W), 1,2 (w/o)

QP (near)

**AP = 1 (W), 1,2 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2 (w/o)

7/9 + QP

**AP = 1 (W), 1,2 (w/o)

8 + QP

**AP = 1,2 (W), 1,2,3 (w/o)

MK (far)

**AP = 3,7,8,9

MK (near)

**AP = 2,6,7,8

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 2,6,7,8

MP (far)

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

MP (near)

**AP = 4,8,9,10 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,5,6,7 (w/o)

7/9 + MP

**AP = 6,10,11,12 (W), 2,6,7,8 (w/o)

8 + MP

**AP = 5,9,10,11 (W), 2,6,7,8 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 1,5,6,7

2 + FK

**AP = 7,11,12,13

7/8/9 + FK

**AP = 7,11,12,13

FP (far)

**AP = 14,18,19,20 (W), 1+1,5+1,6+2,7+3 (w/o)

FP (near)

**AP = 9,13,14,15 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 15,19,20,21 (W), 1,3,4,5 (w/o)

7/8/9 + FP

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw

**AP = 18,22,23 (W), 19,23,24 (w/o)

vs. Lin Chong, Ruan Xiao Er: d=d+1

vs. Hu San Niang, Dai Zong: a=d-4, -b

vs. Li Kui: a=d-4, +b, d=d+2

vs. Lu Zhi Shen: a=d-4, d=d+1

vs. Gong Sun Sheng: +b, d=d+2

vs. Wu Song: 18,22,23,22 (W), 19,23,24,23 (w/o)

vs. Ruan Xiao Qi: a=d-6, +b, d=d+2

vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Shao Lin Slash & Burn: 4_6 + QP/MP/FP (Arcade Mode), 236 + QP/MP/FP (Special Mode)

**AP = 12,15,16 (QP), 14,17,18 (MP), 16,19,20 (FP)

---Sends water energy to the enemy: QP = slow, MP = medium, FP = fast.

Skull Crusher: 28 + QP/MP/FP (W)

**AP = 12,15,16 (QP), 12+12,15+15,16+16 (MP), 12+12+12,15+15+15,16+16+16 (FP)

---When captured by the water, slams the enemy into the ground: QP = once, MP = twice, FP = thrice.

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 1+8,4+11,5+12 (QK), 2+4+10,5+7+13,6+8+14 (MK), 3+5+12,6+8+15,7+9+16 (FK)

---Does acrobatic kick and freezes the enemy if connected: QK = near, MK = medium, FK = far.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Water Torture: 41236 + QK/MK/FK (W)

**AP = 5,9,10,11 (QP), 7,11,12,13 (MP), 14,18,19,20 (FP)

vs. Lin Chong: -b
vs. Hu San Niang: a=d-5, -b
vs. Dai Zong: a=d-4, -b, -c, d=d-1
vs. Li Kui: -b, d=d-1
vs. Lu Zhi Shen: a=d-5, -b, d=d-2
vs. Gong Sun Sheng: a=d-5, -b, d=d+1
vs. Wu Song: -b, c=d-2
vs. Ruan Xiao Er: a=d-7, d=d+1
vs. Ruan Xiao Wu: a=d-5, -b, c=d-2
vs. Ruan Xiao Qi: b=c-2, d=d-1
vs. Chao Gai (Normal): -b, d=d-1
vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

---Hold the QK/MK/FK button, use 4 or 6 to move the water, and press QP = light attack, MP = medium attack, FP = heavy attack. Can be followed with Skull Crusher special move.

Water Summoning: QK + MK + FK (w/o)

---Accelerates the weapon recovery gauge.

It seems like I miss one of the Ruan Xiao Er/Wu move or perhaps, it only can be performed by CPU only? If you know how to do it, you may mail me, you'll be credited^^

DESPERATION MOVES:

=====

Tsunami Strike: 2146 + QP/MP/FP (W)

**AP = 1+,1+45,1+46

vs. Hu San Niang: +b
vs. Dai Zong: a=d-, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2
vs. Chao Gai (Transformed): a=d-, d=d-2

---Hits the enemy with water many times and slams the enemy into the ground.

Phoenix Rush: 23632141236 + FP (w/o)

**AP = 27+11+11,30+14+14,31+15+15

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

---Summons three flying phoenixes to attack from the left side of the screen.

D10. RUAN XIAO WU

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Fisherman.

Body Points: 88.

Strength: 77.

Dexterity: 48.

Wisdom: 31.

Integrity: 52.

Mercy: 24.

Courage: 37.

Nickname: The Short Lived.

Stage: Shi Jie Cun

This area has not been specified. But from the looks, I can tell that this scenery is closely related to the Ruan Xiao brothers' position as fisherman. This village must be their home.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1

7/8/9 + QK

**AP = 1,2

QP

**AP = 1 (W), 1,2 (w/o)

2 + QP

**AP = 1 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,3,4,5 (W), 1,2,3 (w/o)

MK (far)

**AP = 4,8,9,10

MK (near)

**AP = 2,6,7,8

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 3,7,8,9

MP (far)

**AP = 9,13,14,15 (W), 2,6,7,8 (w/o)

MP (near)

**AP = 6,10,11,12 (W), 2,6,7,8 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

7/8/9 + MP

**AP = 9,13,14,15 (W), 3,7,8,9 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 6,10,11,12

2 + FK

**AP = 8,12,13,14

7/8/9 + FK

**AP = 8,12,13,14

FP (far)

**AP = 14,18,19,20 (W), 3+1,7+1,8+1,9+2 (w/o)

FP (near)

**AP = 12,16,17,18 (W), 9,13,14,15 (w/o)

2 + FP

**AP = 16,20,21,22 (W), 9,13,14,15 (w/o)

7/8/9 + FP

**AP = 15,19,20,21 (W), 9,13,14,15 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1

vs. Wu Song: -b, c=d-2

vs. Ruan Xiao Er: a=d-7, d=d+1

vs. Ruan Xiao Wu: a=d-5, -b, c=d-2

vs. Ruan Xiao Qi: b=c-2, d=d-1

vs. Chao Gai (Normal): -b, d=d-1

vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Grab

**AP = 1 per hit, 2 per hit, 3 per hit

So, it turns out to be button mashing problem. You have to do the button mashing.....inhumanly(?)

vs. Lin Chong, Ruan Xiao Er: d=d+1
vs. Hu San Niang, Dai Zong: a=d-4, -b
vs. Li Kui: a=d-4, +b, d=d+2
vs. Lu Zhi Shen: a=d-4, d=d+1
vs. Gong Sun Sheng: +b, d=d+2
vs. Wu Song: 1 per hit, 2 per hit, 3 per hit, 2 per hit
vs. Ruan Xiao Qi: a=d-6, +b, d=d+2
vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Nunchaku Rage: QP/MP/FP repeatedly (W)

**AP = 7+3+3+7+3+3+....,10+6+6+10+6+6+....,11+7+7+11+7+7+.... (QP),
8+4+4+8+4+4+....,11+7+7+11+7+7+....,12+8+8+12+8+8+.... (MP),9+5+5+9+5+5+....,
12+8+8+12+8+8+....,13+9+9+13+9+9+.... (FP)

---Attacks with nunchaku continuously: QP = slow, MP = medium, FP = fast. You
can walk forward/backward while performing this move.

Punishing One-Two: 236 + QP/MP/FP (Arcade Mode), 4_6 + QP/MP/FP (Special Mode)

**AP = 6,9,10 (fish), 5,8,9 (frog), 1 per hit (crab)

---Throws fish or frog or crab randomly: QP = slow, MP = medium, FP = fast. It
seems that fish is the most common and crab is the rarest throw. If you play
Special Mode, combined with MP button will also create a bigger projectile.
It'll be even bigger with FP button.

Brilliant Storm: 12321 + QK/MK/FK

**AP = 4 per hit, 7 per hit, 8 per hit (QK) (W), 3 per hit, 6 per hit, 7 per hit
(MK) (W), 2 per hit, 5 per hit, 6 per hit (FK) (W), 2 per hit, 5 per hit, 6
per hit (QK) (w/o), 1 per hit, 4 per hit, 5 per hit (MK) (w/o), 1 per hit, 3
per hit, 4 per hit (FK) (w/o)

---Spinning electric kick, creates bigger wave if you still have your weapon:
QK = stationary but you can move him forward/backward slowly, MK = rushes
forward slowly, FK = rushes forward fast.

Phantom Cyclone Stinger: 63214 + QP/MP/FP

**AP = 3,6,7

---Makes water rises from the enemy's position.

vs. Hu San Niang: +b

vs. Dai Zong: a=d-2, -b, d=d-1

vs. Li Kui, Ruan Xiao Er: d=d-1

vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2

vs. Gong Sun Sheng: d=d+1

vs. Ruan Xiao Wu: +b, d=d+1

vs. Chao Gai (Normal): a=d-3, d=d-2

vs. Chao Gai (Transformed): a=d-5, d=d-2

Mirage Roll: 641236 + QK/MK/FK

---Rolls to evade attacks: QK = slow and short range, MK = medium, FK = fast and
long range.

DESPERATION MOVES:

=====

Brilliant Storm Drop: 2146/66214 + QK/MK/FK (W)

**AP = ,39,40

vs. Hu San Niang: +b
vs. Dai Zong: a=d-, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2
vs. Chao Gai (Transformed): a=d-, d=d-2
---Does water spinning kick vertically.

Rising Phoenix: 4123641236 + FP (w/o)

**AP = 27+11+11,30+14+14,31+15+15
vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2
---Rises three fire phoenixes.

D11. RUAN XIAO QI

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Fisherman.

Body Points: 87.

Strength: 73.

Dexterity: 47.

Wisdom: 39.

Integrity: 50.

Mercy: 42.

Courage: 38.

Nickname: The Fierce King Of Devil.

Stage: Shi Jie Cun

This area has not been specified. But from the looks, I can tell that this scenery is closely related to the Ruan Xiao brothers' position as fisherman. This village must be their home.

NORMAL MOVES:

=====

QK (far)

**AP = 1,2,3

QK (near)

**AP = 1,2

2 + QK

**AP = 1

7/8/9 + QK

**AP = 1,2,3

QP

**AP = 1,2 (W), 1,2 (w/o)

2 + QP

**AP = 1 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,3,4,5 (W), 1,2 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 7,11,12,13 (W), 1,4,5,6 (w/o)

MP (near)

**AP = 1,4,5,6 (W), 1,4,5,6 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,4,5,6 (w/o)

7/8/9 + MP

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

FK

**AP = 6,10,11,12

2 + FK

**AP = 7,11,12,13

7/8/9 + FK

**AP = 6,10,11,12

FP (far)

**AP = 11,15,16,17 (W), 1+1,3+1,4+2,5+3 (w/o)

FP (near)

**AP = 7,11,12,13 (W), 5,9,10,11 (w/o)

2 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

vs. Lin Chong: -b

vs. Hu San Niang: a=d-5, -b

vs. Dai Zong: a=d-4, -b, -c, d=d-1

vs. Li Kui: -b, d=d-1

vs. Lu Zhi Shen: a=d-5, -b, d=d-2

vs. Gong Sun Sheng: a=d-5, -b, d=d+1
vs. Wu Song: -b, c=d-2
vs. Ruan Xiao Er: a=d-7, d=d+1
vs. Ruan Xiao Wu: a=d-5, -b, c=d-2
vs. Ruan Xiao Qi: b=c-2, d=d-1
vs. Chao Gai (Normal): -b, d=d-1
vs. Chao Gai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11
vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Throw

**AP = 16,20,21 (W), 17,21,22 (w/o)
vs. Lin Chong, Ruan Xiao Er: d=d+1
vs. Hu San Niang, Dai Zong: a=d-4, -b
vs. Li Kui: a=d-4, +b, d=d+2
vs. Lu Zhi Shen: a=d-4, d=d+1
vs. Gong Sun Sheng: +b, d=d+2
vs. Wu Song: 16,20,21,20 (W), 17,21,22,21 (w/o)
vs. Ruan Xiao Qi: a=d-6, +b, d=d+2
vs. Chao Gai (Transformed): a=d-4, d=d-1

SPECIAL MOVES:

=====

Nunchaku Rage: QP/MP/FP repeatedly (W)

**AP = 8+4+4+8+4+4+....,11+7+7+11+7+7+....,12+8+8+12+8+8+.... (QP),
9+5+5+9+5+5+....,12+8+8+12+8+8+....,13+9+9+13+9+9+.... (MP),
10+6+6+10+6+6+....,13+9+9+13+9+9,....,14+10+10+14+10+10+.... (FP)
---Attacks with nunchaku continuously: QP = slow, MP = medium, FP = fast. You
can't walk forward/backward while performing this move.

Shao Lin Slash & Burn: 4_6 + QP/MP/FP (Arcade Mode), 236 + QP/MP/FP (Special Mode)

**AP = 12,15,16 (QP), 13,16,17 (MP), 14,17,18 (FP)
---Sends electrical energy to the enemy: QP = slow, MP = medium, FP = fast.

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 3+7,6+10,7+11 (QK), 1+1+5,4+4+8,5+5+9 (MK), 3+3+3,6+6+6,7+7+7 (FK)
---Does acrobatic kick and paralyzes the enemy for a very short while if
connected: QK = near, MK = medium, FK = far.

Phantom Cyclone Stinger: 63214 + QP/MP/FP

**AP = 1,4,5
---Makes water rises from the enemy's position.

Triple-Leg Deathtrap: 63214 + QK/MK/FK (w/o)

**AP = 4+4,7+7,8+8 (QK), 6+5,9+8,10+9 (MK), 5+5+1,8+8+4,9+9+5 (FK)
---Kicks and dashes kick: QK = short range, MK = medium range, FK = far and adds
a finisher acrobatic electric kick.

vs. Hu San Niang: +b
vs. Dai Zong: a=d-2, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-3, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-3, d=d-2
vs. Chao Gai (Transformed): a=d-5, d=d-2

Mirage Roll: 641236 + QK/MK/FK

---Rolls to evade attacks: QK = slow and short range, MK = medium, FK = fast and long range.

DESPERATION MOVES:

=====

Thunderstorm Arc: 236236 + QP/MP/FP

**AP = ,46,47

vs. Hu San Niang: +b
vs. Dai Zong: a=d-, -b, d=d-1
vs. Li Kui, Ruan Xiao Er: d=d-1
vs. Lu Zhi Shen, Chao Gai (Normal): a=d-, d=d-2
vs. Gong Sun Sheng: d=d+1
vs. Ruan Xiao Wu: +b, d=d+1
vs. Chao Gai (Normal): a=d-, d=d-2
vs. Chao Gai (Transformed): a=d-, d=d-2
---Creates electrical energy surrounding him.

D12. CHAO GAI

Stats from Bandit Kings of Ancient China or Suikoden: Tenmei no Chikai:

Position: Richman.

Body Points: 89.

Strength: 72.

Dexterity: 54.

Wisdom: 70.

Integrity: 96.

Mercy: 68.

Courage: 76.

Nickname: The Heavenly King.

Stage: Liang Shan Bo

This tournament apparently, was held after Chao Gai's death (by Shi Wen Gong's poison arrow). But somehow, he appeared in this tournament finals. AFAIK, not all of the participants followed Chao Gai before they joined Song Jiang, for example: Dai Zong, who seems to be always with Gao Qiu around, and more...

You can only use Chao Gai in 2 Player Special Mode.

SPECIAL MOVES:

=====

BEFORE TRANSFORMATION:

Blowing Fire: 236 + QP/MP/FP

---Blows fire in front of him: QP = small, MP = medium, FP = big.

Dashing Kick: 214 + QK/MK/FK

---Dashes kick: QK = short range, MK = medium, FK = far.

Blowing his miniature: 214 + QP/MP/FP

---Blows 2 miniatures to attack the enemy: QP = one attacks opponent's head, one attacks opponent's foot, MK = both attack opponent's head, FK = both attack opponent's foot.

Transform: When you lose a round, hold QP+MP+FP to transform.

AFTER TRANSFORMATION:

Dashing Kick: 214 + QK/MK/FK

---Dashes kick: QK = short range, MK = medium, FK = far.

Upward Arrow: 6236 + QP/MP/FP

---Shoots 4 arrows upward.

DESPERATION MOVES:

=====

Dark Ki Beam: 632146 + QP/MP/FP (after transformation)

---Jets dark ki beam that pierces into enemy.

D13. GOU KOU

This is a secret character in this game. This guy is a non-Suikoden character and the appearance purpose is just for fun, perhaps... At the title screen press on Controller 2: Up, Down, Left, Right, Down, Up, Right, Left, L2, R2, then you will hear a sound.

I just translate the Kanji into Chinese name to adapt to the game situation, which results in a weird name, but the proper name should be Mizoguchi, a Japanese name.

Sorry, no name for the moves ^^

SPECIAL MOVES:

=====

236 + QP/MP/FP

---Sends fiery energy wave which has an image of a roaring tiger into the enemy:

QP = small and slow, MP = medium, FP = large and fast.

(7/8/9)236 + QP/MP/FP/QK/MK/FK

---Sends fiery energy wave from the air: QP = small, slow, to the right, MP =

medium, to the right, FP = large, fast, to the right, QK = downward 45

degrees, small, MK = downward 45 degrees, medium, FK = downward 45 degrees, big

63214 + QP/MP/FP

---Hitting with baseball bat-like-energy: QP = no squares off, MP = squares off for a while, FP = squares off longer. This energy can send back projectiles to the sender.

not mentioned.

The aforementioned effects are:

1. Lift: Makes the enemy float high into the air.
2. Smash: Makes the enemy bounce off the ground.
3. Spin: Makes the enemy bounce back spinning.
4. Wall: Makes the enemy bounce back far away, and if connects to the wall, he will be paralyzed for a while unable to do any action.

Another method is freezing. Some characters can freeze the enemy, which results in the enemy can't move for a short period (If the enemy doesn't do anything, he/she will be kept freezed though x__x). This moment can be used to land in another sure hit to the enemy, but this will also break the ice. I don't see any effective way to release yourself from being frozen.

The other method is throwing your weapon to make the opponent dizzy (some characters only), so that you can land in another free hit to him/her (Can be a quick 2-3 hits). You can add this method to prolong your combo attack by one. Button mashing is effective to end the dizziness.

The last method is using Berserker Rage. You can score combo more easily with it, but it's only available to Shi Jin and Lin Chong only.

The others which are not mentioned are just ordinary effect, that the enemy can guard just after you finished attacking or can't be touched, making the combo impossible to perform.

=====
E01. SHI JIN
=====

NORMAL MOVE

SPIN: FK (far)
SMASH: 7/9 + FP (W)
LIFT: 2 + FP (near) (w/o) (Near enough so that the 2nd hit connects to the enemy, that will make the enemy lift)

SPECIAL MOVE

SPIN: Dashing Serpent Punch with QP
WALL: Dashing Serpent Punch with FP
LIFT: Dashing Serpent Punch with MP + finisher move

=====
E02. LIN CHONG
=====

NORMAL MOVE

LIFT: FP (near) (W) (2nd hit will lift)
LIFT: 2 + FP (w/o)
SMASH: FK (near)
WALL: FK (far)
WALL: 6 + FK

SPECIAL MOVE

SMASH: Cartwheel Kick with FK (last attack)

SMASH: Typhoon Spear with FP (2nd attack)

=====
E03. HU SAN NIANG
=====

NORMAL MOVE

LIFT: 7/9 + FP (W)

LIFT: MP (near) (w/o)

WALL: FP (near) (w/o) (Near enough so that the 2nd hit connects to the enemy, that will bounce the enemy off)

DESPERATION MOVE

WALL: Vacuum Jasmine Wave (Opponent must be near the corner)

=====
E04. DAI ZONG
=====

NORMAL MOVE

LIFT: MP (near)

SPIN: FK (far)

WALL: FK (near)

WALL: 8 + MK

SPECIAL & DESPERATION MOVE

SMASH: Majestic Teleport Attack

WALL: Flaming Ki Punch with FP

SPIN: Shadow Charge

=====
E05. LI KUI
=====

NORMAL MOVE

SMASH: 7/9 + FP

SPIN: 8 + FP

SPIN: FP (far) (w/o)

SMASH: FP (near) (w/o)

SPECIAL MOVE

SPIN: Drop Kick with FK

Mandarin Earth Splitter doesn't seem to lift the opponent, but this attack can be used for combo attack.

=====
E06. LU ZHI SHEN
=====

NORMAL MOVE

WALL: 2 + FP (W)
SMASH: FP (far) (w/o)
LIFT: FP (near) (w/o)
SMASH: 7/8/9 + FP (w/o)

SPECIAL MOVE

WALL: Silkworm Slash with FP
SPIN: Flying Shadow Fist with MP + QP/MP/FP -> Special Mode Only
LIFT: Flying Shadow Fist with FP + finisher move
SPIN: Manchurian Fang with QP LV. 4, MP LV. 4,5, FP LV. 4,5,6 (near only)
LIFT: Manchurian Fang with MP LV. 6, FP LV. 7,8,9 (nearest only)
WALL: Manchurian Fang with FP LV. 10 (nearest only) (Opponent must be near the corner)

=====
E07. GONG SUN SHENG
=====

NORMAL MOVE

WALL: FP (far) (W)
SMASH: MP (near) (W)
LIFT: FK (near)
SPIN: 7/9 + FK
SMASH: FP (near) (w/o)
SMASH: 8 + FP (w/o)

SPECIAL & DESPERATION MOVE

SPIN: Meteor Strike with MP
WALL: Meteor Strike with FP
SMASH: Earth Scorcher with MP/FP
WALL: Pinball Bounce (no combo only)

=====
E08. WU SONG
=====

SPECIAL MOVE

LIFT: Crushing Tiger Claw with MP/FP
SPIN: Shredding Talon with FK
SMASH: Rushing Dragon with QP/MP/FP, QP/MP/FP, FP or QP/MP/FP, FP, QP/MP/FP
(The last hit will smash)
SMASH: Axe Kick with MK/FK (2nd hit or the far hit for MK)
LIFT: The 2nd Rushing Dragon with FP, FP (4th, 5th, 6th hit)
WALL: Rushing Dragon with FP, FP, FP 7th or 8th hit

=====
E09. RUAN XIAO ER
=====

NORMAL MOVE

SPIN: FK (far)
LIFT: FK (near)
WALL: MK (far)
SPIN: 8 + FP (W)
LIFT: 2 + FP (w/o)

SPECIAL MOVE

LIFT: Water Torture with MP

=====
E10. RUAN XIAO WU
=====

NORMAL MOVE

SPIN: FP (far) (W)
SPIN: FK (far)
WALL: MK (far)

SPECIAL & DESPERATION MOVE

LIFT: Phantom Cyclone Stinger
WALL: Brilliant Storm Drop (Opponent must be near the corner)

=====
E11. RUAN XIAO QI
=====

NORMAL MOVE

SMASH: FP (far) (W)
LIFT: FP (near) (W)
SPIN: 7/9 + FP (W)
SPIN: 8 + FK/MK
SPIN: FK (far)
WALL: MK (far)
LIFT: 2 + FP (w/o)

SPECIAL MOVE

LIFT: Phantom Cyclone Stinger

=====
E12. CHAO GAI (NORMAL)
=====

NORMAL MOVE

SPIN: MK (far)
SPIN: FK (far) (2nd hit will spin)
SMASH: FP (far)
SPIN: 2 + MP
SMASH: 8 + FP
SPIN: 8 + FK

SPECIAL MOVE

WALL: Dashing Kick with FK
WALL: Blowing Fire with FP (Opponent must be near the corner)
SPIN: Blowing his miniature with MP

=====
E13. CHAO GAI (TRANSFORMED)
=====

NORMAL MOVE

SPIN: FK (far) (2nd hit will do the spin)
SMASH: FK (near) (2nd hit will do the smash)
WALL: FP (near)
SMASH: 7/8/9 + FP
SMASH: 6 + FP
SPIN: 8 + FK

SPECIAL & DESPERATION MOVE

WALL: Dashing Kick with FK
WALL: Dark Ki Beam (Opponent must be near the corner)

=====
E14. GOU KOU
=====

NORMAL MOVE

SPIN: FK (far)
SMASH: FK (near)
LIFT: 2 + FP (near) (Near enough so that the 2nd hit connects to the enemy, that will make the enemy lift)
SMASH: 7/8/9 + MP
SMASH: 8 + FK
SPIN: 6 + MK
SMASH: 6 + FP

SPECIAL MOVE

SPIN: 63214 + QP
WALL: 63214 + FP
LIFT: 6236 + MP
SPIN: 6236 + QP+MP/QP+FP/MP+FP (far)

F. ARCADE VERSION

The import machine seems to be VERY rare nowadays.

Arcade version does not have [Options]. You will have to win 2 rounds to actually win the match, and you'll be timed as well.

Round 4 and 5 are called "Final Round", it's very rarely happened when the previous rounds end in draws. If until Round 5 nobody wins two times (Yes, it's VERY unlikely), the winner will be the one who wins a single round. If all the matches are draws, then Player 2 (the player on the right side) will win....

Below is how you name yourself after [Game Over] screen:

[Up] or [Down] Directional Button is to select an alphabet, QP is for forward one space, MP is for backward one space. As arcade usual, you can only enter three alphabets representating yourself. You are also timed. After entering the third alphabet, press QP again to confirm your name, and after you have done it, there is no turning back.

Chao Gai is stronger in this game than in the other game versions because his naked punch and kick get more priority than any character's weapon. There is no Desperation Move in this game, only Chao Gai (transformed) can perform the "Desperation Move" even if his health is not critical. Or, perhaps, Dark Ki Beam doesn't count as Desperation Move in this game... (the same with Arcade mode)

For the first opponent, you will select him/her, and in my opinion, the difficulty of the first match is toned down a little bit than the next matches. The enemy sequence will be (other than the first selected match and Hu San Niang who will appear depend on who your character is and/or who your first opponent is):

Gong Sun Sheng -> Shi Jin -> Ruan Xiao Qi -> Ruan Xiao Er -> Lu Zhi Shen -> Dai Zong -> Ruan Xiao Wu -> Wu Song -> Li Kui -> Hu San Niang -> Lin Chong
I think the opponent sequence is the same with PS1 version.

Move and AP differences with Arcade mode

=====

-
1. All a value in arcade mode is a value in PS1 mode + 1.
 2. All QK and QP(w/o) values decrease by 1, exceptions are below.
-

SHI JIN

MP (near)

**AP = 9,12,13,14 (W), 2,5,6,7 (w/o)

FP (near)

**AP = 15,18,19,20 (W), 8,11,12,13 (w/o)

Throw

**AP = 15,18,19 (W), 18,21,22 (w/o)

Flying Serpent Missile: 236 + QP/MP/FP

**AP = 9,11,12

Flaming Serpent Sword: 6236 + QP/MP/FP (W)

**AP = 12+3,14+5,15+6 (QP), 12+7+4,14+9+6,15+10+7 (MP), 12+9+6+7,14+11+8+9,
15+12+9+10 (FP)

---If the uppercut (FP) just connects to the opponent, even it is defended,
press 6236 + FP immediately to execute extra flaming slash. You should press
it quick enough so that this move connects to the opponent, otherwise the
opponent will be got pushed too far so that your attack will miss.

Knee Kick: 28 + QK/MK/FK

**AP = 7,10,11,12

Dashing Serpent Punch: 214 + QP/MP/FP (w/o)

**AP = 7,9,10 (QP), 8+1,10+1,11+2 (MP), 9+1,11+1,12+2 (FP)

---Pressing 63214 + FP again after doing the move with MP or FP and if the first
hit connects to the enemy, then it'll do an extra punch to the opponent.

LIN CHONG

6 + FK

**AP = 1,2,3,4

Throw

**AP = 17,20,21 (W), 14,17,18 (w/o)

Savage Panther Claw: 236 + QP/MP/FP

**AP = 7,9,10

Invincible Rapid Fire: QP + MP + FP (W)

Typhoon Spear: 63214 + QP/MP/FP

**AP = 7+1+1,9+3+3,10+4+4 (QP) (W), 8+2,10+4,11+5 (MP) (W),
9+3,11+5,12+6 (FP) (W), 2+1,6+3,7+4 (QP) (w/o), 3+1,7+4,8+5 (MP) (w/o),
6+3,8+5,9+6 (FP) (w/o)

Cartwheel Kick: 6236 + QK/MK/FK (W)

**AP = 12,14,15 (QK), 4+7,6+9,7+10 (MK), 4+7+7,6+9+9,7+10+10 (FK)

HU SAN NIANG

Throw

**AP = 15,18,19 (W), 14,17,18 (w/o)

Mid-Air Throw

**AP = 14,17,18 (W), 18,21,22 (w/o)

Flaming Jasmine Wave: 236 + QP/MP/FP

**AP = 10,12,13

DAI ZONG

Throw

**AP = 15,18,19 (W), 17,20,21 (w/o)

Mid-Air Throw

**AP = 14,17,18 (W), 18,21,22 (w/o)

Flaming Ki Punch: 1_6 + QP/MP/FP

**AP = 6+4,8+6,9+7 (QP), 6+5+1,8+7+1,9+8+2 (MP), 6+4+2,8+6+4,9+7+5 (FP)

Ki Bomb: (7/8/9)236 + QP/MP/FP

**AP = 4+4+4+4+4,6+6+6+6+6,7+7+7+7+7

LI KUI

FP (near)

**AP = 8+8,11+11,12+12,13+13 (W), 8,11,12,13 (w/o)

Grab/Throw

**AP = 1 per hit, 2 per hit, 3 per hit (W), 16,19,20 (w/o)

Mandarin Earth Splitter: 214 + QP/MP/FP/QP+MP/MP+FP

**AP = 23,25,26

Scorching Breath: 6236 + QP/MP/FP

**AP = 16,18,19 (QP), 19,21,22 (MP), 22,24,25 (FP)

Black Death Blizzard: 41236 + QP/MP/FP (W)

**AP = 2 per hit, 4 per hit, 5 per hit

LU ZHI SHEN

2 + MP

**AP = 3+3,6+6,7+7,8+8 (W), 7,10,11,12 (w/o)

FP (near)

**AP = 18,21,22,23 (W), 8,11,12,13 (w/o)

2 + FP

**AP = 7+7,10+10,11+11,12+12 (W), 9,12,13,14 (w/o)

Throw

**AP = 18,21,22 (W), 19,22,23 (w/o)

Flying Shadow Fist: 1_6 + QP/MP/FP (W)

**AP = 15,17,18 (QP), 16,18,19 (MP), 17+7,19+9,20+10 (FP)

Silkworm Slash: (7/8/9)646 + QP/MP/FP (W)

**AP = 12,15,16,17 (QP), 16,19,20,21 (MP), 19,22,23,24 (FP)

Freeze Ball: 214 + QP/MP/FP or 63214 + QK/MK/FK (w/o)

**AP = 6,8,9

GONG SUN SHENG

2 + QK

**AP = 1+1,2+1,3+1,3+2

Throw/Grab

**AP = 1 per hit, 2 per hit (MP) (W), 15,18,19 (FP) (W), 1 per hit (w/o)

Meteor Strike: 646 + QP/MP/FP

**AP = 14,16,17 (QP), 16,18,19 (MP), 18,20,21 (FP)

Horriying Hellraiser: 4_6 + QP/MP/FP/QK/MK/FK (W)

**AP = 14,16,17 (QP,QK), 16,18,19 (MP,MK), 18,20,21 (FP,FK)

QP/MP/FP repeatedly (W)

**AP = 3 per hit, 5 per hit, 6 per hit

---The guardian punches all the way around the upper area, but can't reach very far. In this Arcade version, you need to mash the buttons longer and/or quicker, this also applies to Nunchaku Rages.

Mongolian Bear Hug: 6321412 + MP/FP (throw) (W)

**AP = 29,31,32

WU SONG

6 + FK

**AP = 9,12,13,14

Throw

**AP = 1 per hit, 2 per hit, 3 per hit (MP), 15,18,19 (FP)

Mid-Air Throw

**AP = 16,19,20

Shredding Talon: 214 + QK/MK/FK

**AP = 8,10,11 (QK), 9,11,12 (MK), 10,12,13 (FK)

---Sends flying kick into the enemy: QK = near, MK = medium (only reach in-air opponents), FK = far.

Crushing Tiger Claw: 6236 + QP/MP/FP (W)

**AP = 9+3,11+5,12+6 (QP), 9+5,11+7,12+8 (MP), 9+5+3,11+7+5,12+8+6 (FP)

Rushing Dragon: 214 + QP/MP/FP (w/o)

**AP = 1+1+1+1+1+1+1+1,1+1+1+1+1+2+2+2,1+1+1+1+1+3+3+3 (QP,QP,QP/MP/FP),
1+1+1+1+1+4+4+4,1+1+1+1+1+6+6+6,1+1+1+2+2+2+7+7+7 (QP,MP,QP/MP/FP),
1+1+1+1+1+7+7+7,1+1+1+1+1+9+9+9,1+1+1+2+2+2+10+10+10 (QP,FP,QP/MP/FP),
1+1+1+2+2+2+1+1+1,1+1+1+4+4+4+1+1+1,1+1+1+5+5+5+2+2+2 (MP,QP,QP/MP/FP),
1+1+1+2+2+2+4+4+4,1+1+1+4+4+4+6+6+6,1+1+1+5+5+5+7+7+7 (MP,MP,QP/MP/FP),
1+1+1+2+2+2+11+11+11,1+1+1+4+4+4+13+13+13,1+1+1+5+5+5+10+10+10
(MP,FP,QP/MP/FP),
1+1+1+4+4+4+1+1+1,1+1+1+6+6+6+1+1+1,1+1+1+7+7+7+2+2+2 (FP,QP,QP/MP/FP),
1+1+1+4+4+4+4+4+4,1+1+1+6+6+6+6+6+6,1+1+1+7+7+7+7+7+7 (FP,MP,QP/MP/FP),
1+1+1+4+4+4+7+7+7,1+1+1+6+6+6+9+9+9,1+1+1+7+7+7+10+10+10 (FP,FP,QP/MP/FP)

Axe Kick: 6321463214 + QK/MK/FK (w/o)

**AP = 9,11,12 (QK), 1,3,4 (MK), 4+4,6+6,7+7 (FK)

---The 2nd hit with FK only can reach the opponent if he/she is high enough in the air.

RUAN XIAO ER

Throw

**AP = 15,18,19 (W), 17,20,21 (w/o)

Shao Lin Slash & Burn: 4_6 + QP/MP/FP

**AP = 9,11,12 (QP), 11,13,14 (MP), 13,15,16 (FP)

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 9+4,11+6,12+7 (QK), 11+5+5,13+7+7,14+8+8 (MK), 13+6+6,15+8+8,16+9+9 (FK)

RUAN XIAO WU

Grab

**AP = 1 per hit

Nunchaku Rage: QP/MP/FP repeatedly (W)

**AP = 3 per hit, 5 per hit, 6 per hit

Brilliant Storm: 12321 + QK/MK/FK

**AP = 2 per hit, 4 per hit, 5 per hit (W), 1 per hit, 2 per hit (w/o)

Phantom Cyclone Stinger: 63214 + QP/MP/FP

**AP = 1,2

RUAN XIAO QI

Throw

**AP = 15,18,19 (W), 18,21,22 (w/o)

Nunchaku Rage: QP/MP/FP repeatedly (W)

**AP = 3 per hit, 5 per hit, 6 per hit

Shao Lin Slash & Burn: 4_6 + QP/MP/FP

**AP = 8,10,11 (QP), 9,11,12 (MP), 10,12,13 (FP)

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 6+4,8+6,9+7 (QK), 8+5+5,10+7+7,11+8+8 (MK), 10+4+6,12+6+8,13+7+9 (FK)

Phantom Cyclone Stinger: 63214 + QP/MP/FP

**AP = 1,2

Triple-Leg Deathtrap: 63214 + QK/MK/FK (w/o)

**AP = 6+5,8+7,9+8 (QK), 8+7,10+9,11+10 (MK), 8+5+3,10+7+5,11+8+6 (FK)

Next are combo differences

=====

LU ZHI SHEN

changes, it just affects life aspects so suddenly, and do not ask for permission
or anything like that x___X

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