

Fighting Vipers FAQ/Move List

by falsehead

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***** FIGHTING VIPERS: FAQ/MOVELIST *****

Sega Saturn Fighting Game; released 1995 UK (PAL)

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***** 1) INTRODUCTION *****
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INTRODUCTION - This is guide written specifically for the Sega Saturn game, Fighting Vipers. I noticed a couple of guides up on GameFAQs already, but these are for the arcade version and the Saturn Version has a few differences and refinements to it. This FAQ most importantly contains movelists for Big Mahler and Kumachan who are not included in the Arcade FAQs.

This is actually one of the most enjoyable original Saturn fighting games, one which I find more fun to play than any of the Virtua Fighter series. It even manages to be better than its own Dreamcast sequel, Fighting Vipers 2! Anyway, please enjoy my FAQ/movelist, any questions or corrections to email address above.

REVISIONS - (10/03/2003). Using a combination of information from the Manual, the in-game training mode and of course my own play strategies etc I have made this a pretty comprehensive guide to the game. A guide to unlocking the secret characters and modes. Movelists and evaluations for all default characters; plus Mahler, BM and Kumachan. Also information for those who may be missing the manual on the various modes of play. The next update is likely to be just some spell correcting and maybe some more detailed strategy for each character.

I am playing a lot of Fighters Megamix for my next Saturn FAQ and so aim to write detailed strategies for characters in that game and will carry over relevant ones to this FAQ.

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***** 2) STORYLINE AND CHARACTER BIOGS *****
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THE PLOT: "Hyper-adrenal combatants in full-body armour, battling night and day in back alley rings - only such young urban warriors as these have earned the right to be called Vipers...

Now, in Armstone City, the Mayor has formally announced a fighting tournament on a grand scale, with the final bout to be held atop the staggering City Tower in the centre of town.

With City Tower as their ultimate goal, eight young VIPERS start down the path to victory, a path to which only one will see the end..."

a) GRACE

Sex: Female

Birthday: 11/17

Age: 19

Weight: 58kg

Height: 175cm

Hometown: Armstone City

Occupation: fashion Model

Hobby: In-Line Skating

Likes: Pasta

Dislikes: Potato's

BIO: Grace had her dreams of becoming a professional figure skater broken in high school when her coach betrayed her. Now she makes a living as a fashion model. She may look cold and distant but the fire of her rage blazes in the heat of the fight.

b) BAHN

Sex: Male

Birthday: 8/25

Age: 17

Weight: 87kg

Height: 185cm

Hometown: Nishino Machi

Occupation: High School Student

Hobby: Karate

Likes: Ramen

Dislikes: Western food

BIO: Bahn's father abandoned him and his mother when he was still a baby. Now, declaring himself to be "Genghis Bahn III", Bahn has set off across the ocean to prove himself to the father he's never met. But will his long journey find an end in Armstone City?

c) RAXEL

Sex: Male

Birthday: 2/26

Age: 18

Weight: 54kg

Height: 175cm

Hometown: Armstone City

Occupation: Temp

Hobby: Rock Band

Likes: Veggies

Dislikes: Meat

BIO: Raxel is the guitarist and vocalist for the band "Death Crunch". Female fans are drawn to his dark aesthetic appeal. Raxel dropped out of high school and left home after a fight with his father, who happens to be an Armstone City councilman. This sinewy narcissist is fighting for fame and glory.

d) TOKIO

Sex: Male

Birthday: 4/19

Age: 16

Weight: 64kg

Height: 174kg

Hometown: Armstone City

Occupation: Part-time jobs

Hobby: Games (Virtua Fighter)

Likes: Sushi

Dislikes: Chicken

BIO: Tokio was bought up in the strict environment of a kabuki actor's household, but when he turned 14 he joined the local gang "Black Thunder". He quickly rose to become their leader, but left after the death of one of the

members. This lone wolf looks to the Vipers to provide him with new challenges and thrills.

e) SANMAN

Sex: Male

Birthday: 3/3

Age: Unknown

Weight: 120kg

Height: 180cm

Hometown: Armstone City

Occupation: Unknown

Hobby: Custom Bikes

Likes: Sweets

Dislikes: Garlic

BIO: Nobody knows much about him, and he isn't saying. The only thing for sure is that he rolled up to the tournament on a big custom hog, and he has a strange fascination with the number 3. Sanman lets his fists do the talking for him.

f) JANE

Sex: Female

Birthday: 8/18

Age: 18

Weight: 69kg

Height: 165cm

Hometown: Armstone City

Occupation: Construction Worker

Hobby: Physical Training

Likes: Beefsteak

Dislikes: Nothing

BIO: Jane always wanted to join the navy, and she trained all through high school to achieve that dream. Unfortunately she tends to lose her cool in fights and she was discharged after injuring a fellow seaman in training. Now she's working subway construction, but she hasn't given up on her dream. She wants to show the world just how tough she is.

g) CANDY

Sex: Female

Birthday: 9/3

Age: 16

Weight: Secret!

Height: 158cm

Hometown: Armstone City

Occupation: Fashion Model

Hobby: Making clothing

Likes: Strawberry cheesecake ice cream

Dislikes: Carrots

BIO: Candy is studying to be a fashion designer. She's usually shy and quiet, but when she puts on the rubber dress she made herself - watch out! She is in this tournament to promote her original fashion line.

h) PICKY

Sex: Male
Birthday: 4/13
Age: 14
Weight: 50kg
Height: 162cm
Hometown: Armstone city
Occupation: Junior High School Student
Hobby: Skateboarding
Likes: Potato Chips
Dislikes: Tomatoes

BIO: Picky is a typical junior high school skate rat. He started a boarding to impress his first love Kathryn. But here in Armstone, fighting in the tournament seems to be more popular than thrashing. So Picky took his board to try his luck as the youngest Viper.

i) MAHLER

Sex: Male
Birthday: 1/20
Age: 20
Weight: 72kg
Height: 182cm
Hometown: Armstone City
Occupation: Unknown
Hobby: Windsurfing
Likes: Mexican Food
Dislikes: Seafood

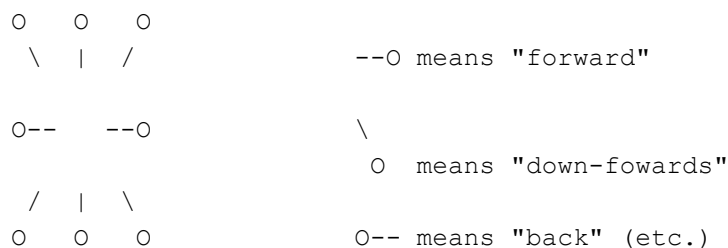
BIO: Clad in poisonous snakeskin armour, Mahler seems to have a score to settle with the mayor of Armstone, but nobody knows why he has entered the vipers Tournament. He hasn't even bothered to officially register his name...

Big Mahler and Kumachan/Pandachan do not have biogs.

=====
***** 3) BASIC FIGHTING GUIDE *****
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When discussing moves in detail I will use abbreviations like qcb and qcf. These stand for d-pad or analogue stick moved a "quarter circle forward" or "quarter circle back", - ie. From down, down-forward, forward (qcf) or down, down-back, back (qcb). Hcf and hcb mean "half circle forward" and "half circle back". "fcf" and "fcb" mean a full circle of the d-pad forwards or backwards. A small "n" means leave the d-pad in neutral as you perform the button press.

Here is a lovely rendition of the d-pad positions:



- P = Punch, K = Kick, B = Block (or Defend/Guard)
- A capital F or D or U means press and HOLD that button while performing the

rest of the button presses.

- Dashing attacks are performed only when running. Tap f,f or b,b to step quickly back and forwards. Tap f, then press and hold F to run. When you get close to an opponent hold d+K to do a sliding attack.
- Downed Enemy Techniques are attacks performed when the enemy is lying on the ground.
- Wall attacks are performed when either you or the enemy is close to the wall area.
- All throws must be performed up close to the enemy.
- All fighting Vipers have armour, this can be smashed off the top and bottom, as armour is lost, the character will take more damage, BUT becomes much faster.
- U + P = Pounce Attack, D + K = Stomp Attack
- Hammer the Block button for a Quick Recovery to a standing position
- Press Punch will prone to jump back up in attacking mode
- Press d-pad back or forwards to roll away or towards from a prone position
- Press d-pad up or down to roll away to the side from a prone position
- Press P+K+B when knocked into the air to do an Air Recovery
- Press backwards on the d-pad to do a wall recovery if you are bashed up into the wall.
- You can pull off a counter attack if after a successful Block you press b + P or b + K, you can use these to interrupt combo attacks if time correctly.

Unlike Tekken, Virtua Fighter or even the Street Fighter games, Fighting Vipers has a rather simplistic fighting engine (but this makes fights often extremely exciting and easy to get into!). Characters do not really possess very different fighting styles. Although they all have some signature moves, much of the fighting is really a case of stringing together ever-longer combinations of basic punches and kicks.

Fights tend to be very quick and brutal affairs and because the longer chain attacks can be so devastating it's important you learn to recognise a combo coming at from your opponent and use a block and counter to interrupt it. The lack of dodge or sidestep moves make this doubly important as it is easy to be pinned quickly against a wall and juggled into a KO within a few seconds.

Although faster characters have an initial advantage, the slower characters tend to be able to take more punishment and so long as you have brushed up on your defensive techniques you should be fine with any fighter. Once you have learned the timings for the lengthy combo inputs you can transfer this to other characters with little needing to be changed.

There are some unbalanced characters, as you would expect secret characters Mahler and Big Mahler are easy to win with, and nasty to play against. Big and slow or small and weak ones like Picky and Sanman also require extra effort if you are to be successful.

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***** 4) MOVELISTS/STRATEGY *****
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[NOTE: On the character select screen, by pressing back button R you can bring up Options to toggle for your fights. This is explained more in the final section of this FAQ but you should know here that if you set the game mode to "HYPER", then pressing d-pad backwards and buttons B and C will let you throw off your armour at any time in the fight, sacrificing defence for raised power and speed!]

a) GRACE

PUNCH and KICK ATTACKS

Single Beat	P
Dual Beat	P, P
Triple Beat	P, P, P
Wall Zap	P, P (while close to wall)
Quad Beat	P, P, P, P
Vulcan Beat	P, P, P, P, P
Beat Blockbuster	P, P, K
Beat High Kick	P, K
Beat Turn Leg	P, K, K
Beat Low Spin	P, d + K
Ice Leg	K
Cross Kick	K + B
Cross Blade	K + B, df + K
Cross Blade Launch	K + B, df + K, K
Cross Step	K + B, K
Cross Step Launch	K + B, K, K
Leg Beat	K, P
Turn Leg	K, K
Vulcan Leg	K, K, K
Black Ice	P + K
Black Slap	b + P
Tip Slap	b, b + P
Camel Kick	df + K
Camel Spin	df + K, K
Camel Spin Cutter	df + K, K
Long Axis	f + K + B
Long Axis Turn	f + K + B, K
Blockbuster	b + K
Blade Slash	U + B, D + K
Leg Launch	df, df + K
Sit Beat	d + P
Sit Beat Spin	d + P, K
Sit Camel	d + K
Sit Spin	d + K + B
Sit Spin 2	d + K + B, K
Sit Spin 3	d + K + B, K, K
Sit Spin 4	d + K + B, K, K, K
Sit Spin 5	d + K + B, K, K, K, K
Knuckle Hammer	U + P
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Somersault Kick	ub + K
Coin	u + K
Hopping Kick	u, K
Blade Cutter	u, d + K (while landing)

THROWS

Scratch Heart	P + B (Opponents back to wall)
Wall Throw	P + B
Back Suplex	P + B (From behind opponent)

Frankensteiner	d + P + K + B (while jumping near opponent)
Ice Nemesis	f, b + P + K + B
Shoulder Throw	d, f + P + B

POUNCE ATTACKS (Opponent on floor)

Smart Dive	u + P
Spit Kick	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Beat	P
Turn Kick	K
Spin Turn Kick	u + K
Low Turn Beat	d + P
Low Spin Kick Turn	d + K
Turn Double Beat	P, P

RUNNING ATTACKS (performed while running)

Running Beat	P
Running tackle	P + B
Dash Blade	K
Dash Coin	K + B
Somersault Kick	ub + K
Sliding Kick	d + K

 CHARACTER EVALUATION:

Long limbed lovely Grace is actually a female fighter with good all round ability, for comparison she is like Nina in Tekken in that she has great speed, matched to a lot of power. She also has possibly the longest kick reach in the game thanks to her roller blades; so you should maximize you play strategies around that. If your combos are being broken a lot, then get back and use the basic jumping and running attacks, again her extended reach makes these connectable from distances your opponent wouldn't expect.

 b) BAHN

PUNCH and KICK ATTACKS

Genkotsu	P
Hiji Teppou	b + P
Super Straight	f + P
Ashige	K
Sokkou Ashige	f, f + K
Chouban	P + K + B
Tetsu Hiji	f + P
Kobushi Hanabi	df + P
Dragon Upper	f, d, df + P
Double Dragon Upper	f, d, df + P, f, d, df + P
Hagane Hiji	f, f + P
Hiji Combo	f, f + P, f, f + P
Hiji Tetsuzan	f, f + P, b, f + P + K
Jingi Gekitouha	db, df + P
Konjou Hiji	b, f + P
Tetsuzankou	b, f, f + P + K

Kouhadan	b, d, db + P
Rekkohadan	b, d, db + P, P
Rekka Kouhadan	b, d, db + P, f, d, df + P
Yakuza Kick	df + K
Zagenkotsu	d + P
Shita Ashige	d + K
Knuckle Hammer	U + P
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Rolling Sawbutt	u + K
Jump Toe Kick	u, K
Side Kick	u, K (before landing)
Low Cut Kick	u, d + K (before landing)
Middle Rolling Sawbutt	uf + K

THROWS

Oroshigone	P + B (opponents back to wall)
Kabenage	P + B
Setsuna Otoshi	P + B, b, b, P + B
Kotsuban Wari	P + B (behind opponent)
Wrist Wall Slam	P + B (your back against wall)
Taoshi	b + P + B
Gekichoupan	b, f + P + K + B

POUNCE ATTACKS (Opponent on floor)

Takkou	u + P
Todome	d + P
Indou	d + P, P
Taiman Kick	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Knuckle	P
Turn Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P
Low Spin Kick Turn	d + K
Double Turn Knuckle	P, P

RUNNING ATTACKS (performed while running)

Running Straight	P
Running Tackle	P + B
Dash Tetsuzan	P + K
Running Knee	K
Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

----- CHARACTER EVALUATION: -----

Depending on your previous fighting game experience Bahn is either a hard or

easy fighter to use. A lot of his simple moves require some d-pad manipulation to pull off, rather than the attack button combos favoured by most of the other fighters. So if you are used to Streetfighter games you should feel at home with Bahn and find him a fast and strong and very effective character to use. Tekken or Dead or Alive fans might find the d-pad twirling a little excessive and have some trouble at first using him to his full potential. His lack of long combo strings means you need to make the most of his powerful attacks to cut and opponent down before they catch you in one of theirs. You should also practice your countering skills to interrupt and strike back, which is Bahn at his best.

c) RAXEL

PUNCH and KICK ATTACKS

Jab	P
Lighting Upper	b + P
Right Spin	P, P
Right Through	P, P, P
Right Through Squash	P, P (near wall)
Look that Kill	P, P, K
Jab High Kick	P, K
High Kick	K
Death Spin Kick	f + K + B
Death Spin Slash	qcf + K + B
Death Spin Roller	f + K + B, qcf + K, hcf + K
Back off Kick	F + K
Back off Ditch	K, K
Upper	df + P
Double Upper	df + P, P
Elbow Cut	f + P
Knuckle Black Claw	f + P, P
Right Hand	f + P, P, P
Knuckle Claw Kick	f + P, K
Guitar Thrust	f, f + P
Flying V	df, df + P
Flying Screw	df, df, + P, P
Sky Screamer	K + B
Middle Kick	df + K
Motor Crew	df + K, P
Kick Away	f + K
Block Buster	b + K
Sit Jab	d + P
Low Punch	d + P + K + B
Standing High Kick	K (while rising from ground)
Low Spin Combo	df + K, P, d + K + B
Death Spin Combo	df + K, P, f + K + B
Low Side Kick	d + K
Sliding Kick	d + K + B
Jump Hammer	U + P
Jump Toe	U + K
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)

Hopping Hammer	u + P
Rolling Sawbutt	u + K
Jump Toe Kick	u, K
Leg Killer	u, d + K (before landing)
Somersault Kick	ub + K

THROWS

Wall Squash	P + B (opponents back to wall)
Wall Throw	P + B
Death Drop	P + B (from behind opponent)
Wrist Wall Slam	P + B (your back to wall)
Detroit Lockdown	u + B, d + P + B
Death Cannon	f, f + P + B
Dangerous Noise	b, f + P + B

POUNCE ATTACKS (Opponent on floor)

Flying Task	f + P
Guitar Crush	d + P
Spit Kick	d + K
Gravepost	d, d + P

TURNING ATTACKS (Opponent Behind You)

Turn Punch	P
Turn Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P
Low Spin Kick Turn	d + K
Turn Punch Knuckle	P, P

RUNNING ATTACKS (performed while running)

Running Straight	P
Running Tackle	P + B
Running Knee	K
Running Somersault	ub + K
Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

 CHARACTER EVALUATION:

Yeah, poodle haired heavy metal dudes like they made back in the 1980's! Raxel is good fun to use, he excels with his punch combos at short range and his long legs and guitar can be used to push opponents back for some long range trashing. His main weakness is the obvious nature of the guitar attacks and the slight delay they have in landing, which makes them easily anticipated. So don't over use the guitar. But even without the guitar in play he can go toe-to-toe with most of the more powerful fighters like Bahn and Mahler in a straight fist fight and still come out on top. Just remember to throw a few kicks in now and then to keep your opponent guessing and Raxel makes a good all-rounder for beginners to get to grip with.

 d) TOKIO

PUNCH and KICK ATTACKS

Justice Jab	P
Open Chest	P, P
Open Arm	P, P, P
Open Roll	P, P, K
Open Spin	P, K
Roll Kick	K
Spin-off Kick	K + B
Spin Cossack	K + B, d + K
Spin-off Sunrise	K + B, K
Spin Float	K + B, K, K
Catapult Kick	f + K + B
Catapult Mid	f + K + B, df + K
Catapult Low	f + K + B, d + K
Catapult Low	f + K + B, K
Long Roll Kick	F + K
Reactor	K, P
Combo Reactor	K, P, P
Combo Reactor Plus	K, P, P, P
Combo Maxi Edge	K, P, P, K
Combo Tricks	K, P, P, ub + K
Combo Bent Edge	K, P, P, P, K
Combo reactor Cossack	K, P, P, P, d + K
Combo Tricks Pro	K, P, P, P, ub + K
Combo Edge	K, P, K
Open Upper	df + P
Open Elbow	f + P
Elbow Blow	f + P, P
Lightning Arrow	f + P, P, d, f + P
Open Arm Blow	f + P, P, P
Standing Toe Kick	K (while rising)
Middle Kick	df + K
Clutch Step	df + K, K
Double Clutch Kick	df + K, K f + K
Pro Dancer	df + K + B
Starlight Dancer	df + K + B, f + K
Snap Knee	f + K
Blockbuster	b + K
Heel Drop	U + B, D + K
Belly Flop	f, d + P + K + B
Belly Flop Kick	f, d + P + K + B, K
Sit Jab	d + P
Low Kick	d + K
Low Spin Kick	d + K + B
Low Spin Punch	d + K + B, P
Low Spin Low	d + K + B, d + K
Triple Low Spin	d + K + D, d + K, K
Low Spin High	d + K + B, K
Air Thrust Punch	U + P
Jump Hammer	u, P
Jump Toe	U + K
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Tricks	ub + K

Rolling Sawbutt	u + K
Hopping Kick	u, K
Side Kick	u, K (before landing)
Low Cut Kick	u, d + K (before landing)
Middle Hop Spin Kick	uf + K

THROWS

Back Wall Rush	P + B (opponents back to wall)
Wall Throw	P + B
Back Suplex	P + B (behind opponent)
Wrist Wall Slam	P + B (your back to wall)
Snap Stole	b + P + B
Grand Axel	f, b + P + K + B
Shoulder Throw	f, b + P + B
Dead End Double Knee	b, f + K

POUNCE ATTACKS (Opponent on floor)

Eagle Landing	u + P
Spit Kick	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Punch	P
Turn Roll Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P
Low Spin Kick Turn	d + K
Turn Punch Jab	P, P
Turn Punch Roll Kick	P, K
Low Spin Kick Turn	K, P

RUNNING ATTACKS (performed while running)

Running Straight	P
Running Tackle	P + B
Fire Darts	K
Running Tricks	ub + K
Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

CHARACTER EVALUATION:

Tokio is an offensive demon of kicking power! His kicks are his best offence and most of his long attack combos revolve around spinning and flying kick attacks. His punches are also fast and effective and mix it up nicely. He is a more all out offensive character than most, with more basic type attacks than the others he can hold his own easily in those ill-tempered jab, block, counter match ups as well as being able to string together some graceful and destructive kick combos. Playing against Tokio can be hard, but learn to spot the beginnings of lethal combos and get ready to counter/interrupt them before launching one of your own. You may have to stay on the defensive a lot as he is one of the fastest fighters in the game, so hold back, see what he's got, wait for a gap and get him!

PUNCH and KICK ATTACKS

Sanman Punch	P
One-two Punch	P, P
One-two hammer	P, P, P
One-two Crush	P, P (near wall)
One-two Hip	P, P, K
Sanman Punch Kick	P, K
Sanman Punch Upper	P, df + P
Boost Kick	P, df + P, K
Power Knock	b, f + P
Double Power Knock	b, f + P, P
Triple Power Knock	b, f + P, P
Sanman Kick	K
Middle Punch	df + P
Double Upper	df + P, P
Double Upper Hip	df + P, P, K
Jackknife Throw	df + P + B
Ignition Punch	f + P
Generator Punch	f + P, P
Fire Generator Punch	f + P, P, P
Atomic Generator Punch	f + P, P, P, P
Fusion Generator Punch	f + P, P, P, P, P
Power Hammer	d + P + K + B
Round Trip Hammer Throw	d + P + K + B, P + B
Double Power Hammer	d + P + K + B, d + P
Elbow Smash	f, f + P
Hip Bomber	P + K + B
Double Hip Bomber	P + K + B, P + K + B
Middle Sanman Kick	df + K
Block Bomber	b + K
Low Punch	d + P
Low Sanman Kick	d + K
Leg Throw	d + K + B
Sanman Hammer	U + P
Sky Burner	U, P
Front Jump Toe	UF + K
Jump Toe	U + K
Hip Four	K (while jumping)
Rider Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Rider Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Rolling Sawbutt	u + K
Hopping Kick	u, K
Leg Breaker	u, d + K (before landing)
Middle Rolling Sawbutt	uf + K

THROWS

Spark Scratch	P + B (opponents back to wall)
Sanman ten Pin	P + B
Willy Drop	P + B (behind opponent)
Wrist Wall Slam	P + B (opponent right back against wall)
Power Hunting	d + P + B (opponent crouching)
Overdrive	hcb + P + B
Bear Hug	f, b + P + B

Backbone Crack	f, b + P + K + B
Full Overdrive	hcb + P + B, f, b + P + B
Final Overdrive	hcb + P + B, f, b + P + B, b, d, f, u, b + P + B
Pile Driver	df, df + P + B
Max Trip	d, b, f + P (opponent downed)
Sanman Bomb	b, f + P + B (opponent right back against wall)
Giant Swing	hcf + P
Giant Swing 2	hcf + P (opponent downed)

POUNCE ATTACKS (Opponent on floor)

Sitting Slam	u + P
Megaton Stomp	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Punch	P
Turn Roll Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P
Low Spin Kick Turn	d + K
Turn Punch Knuckle	P, P

RUNNING ATTACKS (performed while running)

Sanman Attack	P
Running Hip Bomber	K
Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

CHARACTER EVALUTATION:

Euch. The slowest fighter in the game and one of the least rewarding to get to grips with. He has a lot of powerful throws in his arsenal but they are extremely tricky to pull off and his lacks speed making them even easier to anticipate. He does have some good punch combos and a lot of power behind them, but nothing really to shout about in the kicks department. He is rather slow as well, so you'll probably be fighting pretty defensively if you choose him against another good player.

f) JANE

PUNCH and KICK ATTACKS

Clap Knuckle	P
Block Straight	b + P
Double Clap	P, P
Triple Bash	P, P, P
Combo Wall Scratch	P, P (near wall) P, P, P
Double Clap Rush Kick	P, P, K
Combo Raid Knee	P, P, f + K
Low Spin Combo	P, P, d + K
Combo Block Straight	P, P, d + P
Knuckle High Kick	P, K
Combo Switch Upper	P, K, P
Smart Kick	K

Toss Upper	df + P
Body Blow	f + P
Down Smash	f + P, P
Upper	DF + P
Power Smash	f, f + P
Crawl Tornado Punch	f, d, df + P
Two-hand bash	d, f + P
Tornado Punch	hcb + P
Standing High Kick	K (while rising)
Middle Spin Kick	df + K
Cut Knee	f + K
Knee Launcher	D, f + K
Low Knuckle	d + P
Low Knuckle Spin	d + P, K
Double Spin Kick Low	d + K + B, d + K
Low Spin Up	d + K + D, K
Low Spin Kick	D + K
Air Thrust Hammer	U + P
Jump Hammer	U, P
Jump Toe	U + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Flare Toe	K (while landing)
Back Air Kick	b + K (while jumping)
Rolling Sawbutt	u + K
Hopping Kick	u, K
Low Cut Kick	u, d + K (before landing)

THROWS

Wrist Wall Slam	P + B (your back to wall)
Clinch Punch	P + B
Double Clinch Punch	P + B, P
Clinch Knee Strike	P + B, f + K
Break Neck Driver	P + B (behind opponent)
Tiger Suplex	P + K + B (behind opponent)
Wall Scratch	P + B (opponent backed against wall)
Wall Knee Strike	K + B
Wall Strike Double Knee	K + B, K + B
Clinch Knee	K + B
Fling Up Breaker	f, d + P + B
Brainbuster	f, b + P + B
Clinch Knee Grab	hcf + K + B
Super Combo Knee	hcf + K + B, d, f + K

POUNCE ATTACKS (Opponent on floor)

Knuckle Dive	u + P
Knuckle bat	d + P
Spit Kick	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Knuckle	P
Turn Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P

Low Spin Kick Turn	d + K
Turn Double Knuckle	P, P

RUNNING ATTACKS (performed while running)

Running Knuckle	P
Running Tackle	P + B
Running Knee	K
Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

CHARACTER EVALUATION:

Jane is quite an unusual fighter, a female character that fights with brute power rather than stereotypically fast, but weak. She can dish out a lot of damage with basic combos of kicks and punches and fights more-or-less like a female version of Bahn. Like him she doesn't have a huge variety of attacks and no long combination attacks, which makes her ideal for the beginner. She does have quite a lot of simple throws at her disposal as well making her a nicely rounded fighter. So play her fairly offensively using her kick and punch mix ups to force an opponent back until you can juggle them to death up against the wall!

g) CANDY

PUNCH and KICK ATTACKS

Cat Snap	P
Block Snap	b + P
Cat Pat	P, P
Cat Scratch	P, P, P
Combo Cat Kick	P, P, P, K
Combo Low Kick	P, P, P, d + K
Snap High Kick	P, K
High Kick	K
Jackknife Kick	K + B
Cat Upper	df + P
Candy Swing	f + P
Candy One-Two	f + P, P
Candy triple	f + P, P, P
Cat Slap	f, f + P
Rising cat Upper	f, d, df + P
Cat Paw Sweep	df, df + P
Bootie Bop	P + K + B
Double Bootie Bop	P + K + B, P + K + B
Toe Kick	K (while rising)
Scorpion Attack	df + K
Block Bomber	b + K
Cat tail	d + K
Cat Tail High	d + K, K
Toe Kick Scorpion	K, K (while rising)
Toe Kick Cat Heel	K, K + B (while rising)
Toe Kick Cat Somersault	K, ub + K (while rising)
Low Snap	d + P
Low Punch Low Kick	d + P, K
Low Kick	D + K

Double Low Kick	D + K, K
Double Low Kick and Paw	D + K, K, d + P
Low Leg Beat	D + K, K, d + K
Cat Barrow	f, f + K + B
Cat Hammer	U + P
Jump Hammer	u, P
Jump Toe	U + K
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Cat Somersault Kick	ub + K
Rolling Sawbutt	u + K
Hopping Kick	u, K
Low Cut Kick	u, d + K (before landing)
Middle Hop Spin Kick	uf + K

THROWS

Back Wall Rush	P + B (opponents back to wall)
Wall Throw	P + B
Back Suplex	P + B (from behind opponent)
Tickle Tickle	P + K + B (behind opponent)
Wrist Wall Slam	P + B (your back to wall)
Back Wall Throw	b + P + B
Candy Aerial	b + P + K + B (both players in the air)
Fork Through	d + P + K + D
Cat Wheel	d, b + P + B
Face Crusher	db, f + P + B
Vaulting Horse	u + P

POUNCE ATTACKS (Opponent on floor)

Ei	d + P
Ei Ei	d + P, P
Ei Ei Ei	d + P, P, P
Ei Ei Ei Ei	d + P, P, P, P
Ei Ei Ei Ei	d + P, P, P, P, P
Spin Landing	u + P
Spit Kick	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Snap	P
Turn Kick	K
Spin Kick Turn	u + K
Low Turn Snap	d + P
Low Spin Kick Turn	d + K
Turn Double Snap	P, P

RUNNING ATTACKS (performed while running)

Running Straight	P
Running Tackle	P + B
Running Bootie Bop	P + K + B
Running Knee	K
Running Cat Somersault	ub + K

Hop Spin Kick	u + K
Sliding Kick	d + K
Running Jump Kick	uf + K

 CHARACTER EVALUATION:

It's the knicker flashing character that all Japanese fighting games MUST have by LAW! Candy is a character that relies on a barrage of small poking attacks rather than all out power. She has some useful roll moves that can get her in and out of an opponents face at speed and her kick reach is good and long. Prioritise her kick combos over her punches and she is at her most effective. Her Ei, Ei, EI attack on downed opponents is a great way of knocking that health bar down so always pounce on someone you knock down for that. Keep her moving poking and interrupting with her fast punches and then juggle them in the air with those long legged kick combos. [TRIVIA: Candy was renamed Honey in the Dreamcast Sequel Fighting Vipers 2]

 h) PICKY

PUNCH and KICK ATTACKS

Boarder Punch	P
Double Boarder Punch	P, P
Board bash	P, P, P
One-two Coin	P, P, K
One-two Knee	P, P, u + K
Combo Skipping Knee	P, P, f + K, K
One-Two Upper	P, P, f + P
One-Two Toe Kick	P, P, d + K
Combo Toe and High Kick	P, P, d + K, K
Punch Coin	P, K
Combo Tail Kick	P, d + K
Hopping Knee	K + B
Knee and High Spin	K, K
High Spin Kick	qcf + K
Upper	df + P
Upper Middle Spin	df + P, f + K
Upper High Spin	df + P, K
Overhead Board Bash	ub + B df + P
Board Slap	b,f, f + P
Standing Knee	K
Middle Spin Kick	df + K
Rocket Missile	db + K (back to wall)
Step Knee	f + K
Block Knee	b + K
Toe Kick	d + K
Toe and High Kick	d + K, K
Heel Drop	d + K, K + B
Heel Drop 2	U + B, D + K
Skipping Knee	d, f + K + B
Block Upper	b + P
Low Punch	d + P
Low Punch tail Kick	d + P, K
Tail Kick	D + K
Jump Hammer	U + P
Jump Toe	U + K
Front Jump Toe	UF + K

Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Hatch	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Coin	u + K
Hopping Kick	u, K
Low Cut Kick	u, d + K (before landing)

THROWS

Wall Rush	P + B (opponents back to wall)
Wall Throw	P + B
Back Suplex	P + B (behind opponent)
Wrist Wall Slam	P + B (opponent backed up against wall)
Flying Head Scissors	d + P + K + B (while jumping towards opponent)
Air Grab	b + P + K + B (both players in the air)
Fork Through	d + P + K + B
Dead End Double Knee	b, f + K (opponent backed against wall)
Overheard Cannon	b, f + P + B

POUNCE ATTACKS (Opponent on floor)

Flying Dolphin Attack	u + P
Maul Bash	d + P
Foot Stamp	d + K
Double Stamp	d + K, K
Triple Stamp	d + K, K, K

TURNING ATTACKS (Opponent Behind You)

Turn Punch	P
Turn Kick	K
Spin Kick Turn	u + K
Low Turn Punch	d + P
Low Spin Kick Turn	d + K
Turn Double Punch	P, P

RUNNING ATTACKS (performed while running)

Running Board Slap	P
Dash Air	P + K + B
Flip Kick 1	d + K, K
Flip Kick 2	P + K + B, K
Running Knee	K
Flip Low Kick 1	d + K, d + K
Flip Low Kick 2	P + K + B, d + K
Sliding Kick	d + K

CHARACTER EVALUATION:

Not one of my favourite fighters in the game, he suffers from the lack of side stepping in the game. A small fighter like Picky needs to be able to dodge as much as possible and the game engine makes this tricky. His short range attacks; even with his skateboard in hand have a diabolical lack of power. Although he can cover distance over the ring back and forth with great speed his fighting in close is poor and due to his short reach is hard to be effective from a distance. He does have plenty of attacks on prone opponents

and as you would expect his running attacks are better than most so make these a major part of your technique with Picky. Fighting with well with Picky is a matter of trying to catch your opponent in a good juggle combo, as you won't survive to long with just poke/hit/run fighting.

i) MAHLER

PUNCH and KICK ATTACKS

Strong Fist	P
Extreme Blow	P, P
Blow Combo Upper	P, P, P
Blow Combo High Kick	P, P, K
Blow Combo Low Spin	P, P, d + K
Fist and High Kick	P, K
Combo Switch Upper	P, K, P
Low Fist	d + P
Low Fist Spin	d + P, K
Blow Combo Straight	P, P, f + P
Extreme Death Prelude	P, P, f + P, K
Extreme Death Symphony	P, P, f + K, P
Blow Combo High Kick	P, P, f + K, K
Extreme Death Requiem	P, P, f + K, P, f + P
Extreme Death Finale	P, P f + K, P, f, d, f + P
Strong Upper	df + P
Stomach Blow	f + P
Blow and Fist	f, f + P
Gust of Rage	b, f, f + P
Hurricane punch	hcf + P
Strong High Kick	K
High and Side Kick	K, K
High Kick and Fist	K, P
Axel Roll	df + K
Revolution One	d + K
High and Double Axel	df + K, K
Middle and Double Axel	df + K, f + K
Low Double Axel	df + K, d + K
Strong Knee	f + K
Low Shot	db + K
Low Shot Axel	db + K, K
Low Shot Blow	db + K, K, P
Low Shot Dark Prelude	db + K, K, P, P
Revolution	d + K + B
High Double Revolution	d + K + B, K
Low Double Revolution	d + K + B, d + K
Thrust Punch Air	u + P
Jump Hammer	U + P
Jump Toe	U + K
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Knuckle Hammer	u + P
Hopping Kick	u + K
Climb Wall	U + P (touch wall while jumping)

Wall Dive U + P (perform during Climb Wall)

THROWS

Wall Throw P + B
Wall Blaster P + B (near wall facing it)
Wall Axel P + B (back to wall)
German suplex P + B (From behind opponent)
Brain Buster d + P + B
Black Rainbow b, f, b + P + B
Black Hole b + P + K + B (while both players are in the air)

POUNCE ATTACKS (Opponent on floor)

Wrecking Dive u + P
Strike Stomp d + K

TURNING ATTACKS (Opponent Behind You)

Turn Fist P
Turn Double Fist P, P
Turn High Kick K
Low Turn Fist d + P
Spin Kick Turn u + K
Low Spin Turn Kick d + K

RUNNING ATTACKS (performed while running)

Running Straight P
Running Tackle P + B
Running Knee K
Sliding Kick d + K
Running Jump Kick uf + K

CHARACTER EVALUATION:

Mahler is a quiet cheesy character, he is extremely powerful and fast and if you master his large range of throws he can be devastating. Outside of the Big Mahler he is probably the most powerful fighter in the game, but some of his throw attacks have quite long wind-up and recovery times so he can be vulnerable to some of the more persistent pokers. Especially as he lacks any long combos and his power throws are easily whiffed (dodged or anticipated). However even with just basic jumping, running attacks he can still be a nasty piece of work to fight against.

j) BIG MAHLER

PUNCH and KICK ATTACKS

Strong Fist P
Extreme Blow P, P
Blow Combo Upper P, P, P
Blow Combo High Kick P, P, K
Blow Combo Low Spin P, P, d + K
Fist and High Kick P, K
Combo Switch Upper P, K, P
Low Fist d + P
Low Fist Spin d + P, K

Blow Combo Straight	P, P, f + P
Extreme Death Prelude	P, P, f + P, K
Extreme Death Symphony	P, P, f + K, P
Blow Combo High Kick	P, P, f + K, K
Extreme Death Requiem	P, P, f + K, P, f + P
Extreme Death Finale	P, P f + K, P, f, d, f + P
Strong Upper	df + P
Stomach Blow	f + P
Blow and Fist	f, f + P
Gust of Rage	b, f, f + P
Hurricane punch	hcf + P
Strong High Kick	K
High and Side Kick	K, K
High Kick and Fist	K, P
Axel Roll	df + K
Revolution One	d + K
Strong Knee	f + K
Blockbuster	b + K
Block Knee	b + K + B
Ankle Fall	u + B, d + K
Ankle Cross	u + B, d + K, K
Cross Destruction	u + B, d + K, K, P
Low Shot	db + K
Low Shot Axel	db + K, K
Low Shot Blow	db + K, K, P
Low Shot Dark Prelude	db + K, K, P, P
Revolution	d + K + B
High Double Revolution	d + K + B, K
Low Double Revolution	d + K + B, d + K
Thrust Punch Air	u + P
Jump Hammer	U + P
Jump Toe	U + K
Front Jump Toe	UF + K
Air Rolling Sawbutt	K (while jumping)
Flare Toe	K (while landing)
Front Air Kick	f + K (while jumping)
Air Dive	d + K (while jumping)
Flare Kick	d + K (while landing)
Back Air Kick	b + K (while jumping)
Knuckle Hammer	u + P
Hopping Kick	u + K
Climb Wall	U + P (touch wall while jumping)
Wall Dive	U + P (perform during Climb Wall)

THROWS

Wall Throw	P + B
Wall Blaster	P + B (near wall facing it)
Wall Axel	P + B (back to wall)
German suplex	P + B (From behind opponent)
Brain Buster	d + P + B
Black Rainbow	b, f, b + P + B
Black Hole	b + P + K + B (while both players are in the air)

POUNCE ATTACKS (Opponent on floor)

Wrecking Dive	u + P
Strike Stomp	d + K

TURNING ATTACKS (Opponent Behind You)

Turn Fist	P
Turn Double Fist	P, P
Turn High Kick	K
Low Turn Fist	d + P
Spin Kick Turn	u + K
Low Spin Turn Kick	d + K

RUNNING ATTACKS (performed while running)

Running Straight	P
Running Tackle	P + B
Running Knee	K
Sliding Kick	d + K
Running Sawbutt	u + K
Running Jump Kick	uf + K

CHARACTER EVALUATION:

Cheese alert! BM is Mister cheese. He is simply a larger version of Mahler, with almost identical moves with the same range of devastating throws and unlike Mahler, less time needed to wind up big attacks. For B.M is both faster and more powerful than Mahler and easily the best fighter in the game.

k) KUMA/PANDACHAN

PUNCH and KICK ATTACKS

Bam	P
Bam-Bam	P, P
Bam-Bam-Boom	P, P, P
Salmon Lover	P, K
Barrel	P, df + P
Smiley Barrel	P, df + P
Happy Barrel	P, df + P, f + P + B
Kumade	F + P
Cuteron	f + P
Fan An	f + P, P
Dotamuse Royal	f + P, P, P
President Rhapsody	f + P, P, P, P
Canyon Laurel	f + P, P, P, P, P
Six Panzers	f + P, P, P, P, P, P
Death Standard	f + P, P, P, P, P, P, P
Ox Attack	f, f + P
Span Club	df + P
Span Span Club	f + P, P
Punch 2001	b + P
Iyan	b, f + P
Yan-Yan	b, f + P, P
Yan-Yan-Yan	b, f + P, P, P
Hello Tech	df, df + P
Head-On	D + P
Kuma Kick	K
Hama-Chan	df + K
Kick 2001	b + K
Dai-chan	d + K

Glass Hansel	d + K + P + B
Salmon Hunting	d + K + P + B, P + B
Double Hansel	d + K + P + B, d + P
Good Night	u + P
Sawbutt Sapphire	u + K
Sawbutt Diamond	uf + K
Kumachan 33 & a Third	u, K
Kumachan 45	u, d, K
Flying Kuma	U + P
Climb and kick	U + K
Front Climb and Kick	uf + K
Kuma Otoshi	U, K
Hachi	U, d + K
Kuma Play	U, f + P
Guru-Guru Q	U, f + K
Kaiten Kuma	U, b + K
Kuma Poko	U + K (while landing)
Hachan!	U, d + K (while landing)

THROWS

Yamagoya Throw	P + B
Love Parade	P + B (back against wall)
Kuma Oroshi	P + B (facing wall)
Kumanchan Trick	P + B (from behind opponent)
Kiss the Future	d + P + B (opponent crouching)
Wild Animal	d + P + B
Bucking Bear	f, f + P + K + B
Bear Hug	f, b + P + K
Killer Kuma Beast	f, b + P + K, b, b + P + B
Hungry Bear Special	f, b + P + K, b, b + P + B, P + B
Way of the Wild	hcb + P + B
Naughty Bear	hcb + P + B, f, b + P + B
Big Beast Attack	hcb + P + B, f, b + P + B, f, b + P + G
Wild Thing	hcb + P + B, f, b + P + B, f, b + P + G, b, d, f, u, b + P + B
Super Washington Treaty	hcb + P + B, f, b + P + B, f, b + P + G, b, d, f, u, b + P + B, d, f, b + P

POUNCE ATTACKS (Opponent on floor)

Playing Dead	d, f, b + P (opponents head towards you)
Earthquake	d + K
Balloon Fall	u + K

TURNING ATTACKS (Opponent Behind You)

Poochy Punch	P
Pooch Poochy Punch	P, P
Poochy Punch remix	d + P
Poochy Kick	K
Poochy Acid Kick	d + K
Poochy Trance Kick	u + K

RUNNING ATTACKS (performed while running)

Assault Kuma	P
Assault Kuma Tackle	P + B
Violent assault Kuma	K
Sliding assault Kuma	d + K

Assault Nobori Kuma u + K
Assault Nobori Guerilla uf + K

CHARACTER EVALUATION:

Yes, yes, very funny. Well he looks big and useless and frankly he is. The bizarre way Kumachan moves makes it hard to tell if your moves are being pulled off properly or whereabouts you are in a combo. As for his throws, with so many button inputs needed to perform some of them you're either gonna need some extra fingers or get very fast, or more realistically get pounded as you attempt to pull one off! Mind you worth persisting with, he's slow, awkward and not that powerful, but if you can pull off a win with him, then you can truly crown yourself the King of Fighting Vipers!

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***** 5) UNLOCKING THE SECRETS *****
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There are a few secrets to access in Fighting Vipers, and here is how to get them!

Fight as Mahler: Simply finish Arcade Mode once with any character on the default settings and he will become selectable in all modes. You can use continues.

Fight as BM (Big Mahler): You need to finish Arcade Mode on VERY HARD difficulty once, with any character. You can use continues. BM is selectable only in Versus, Training and Team Battle Modes.

Fight as Kumachan/Pandachan: This is an odd one, when I checked another cheat site it said you needed to play 50 matches in Versus Mode to unlock Kumachan. But after only 20 or so battles, he appeared. However, he appeared at the same time I unlocked Big Mahler. So either it takes into account ALL matches you play (i.e. in arcade mode in its count to 50) or it will appear anyway when you unlock BM. Pandachan is the "2P" version of Kumachan.

Extra Options Mode: Finish Arcade mode once with any character and you'll get another Options Menu (it's in white type) appear. To begin with two options are ?????? out. These are Invisible Wall and Big Head Modes. Here you can also access the Portrait Gallery.

Big Head Mode: Play a total of 100 matches to unlock this setting in Extra Options. This looks pretty funny but can stop some moves being performed correctly and mess up any matches you wish to view in PlayBack Mode.

Invisible Walls: You must get 350+ moves "OKed" in Training Mode. This removes the wall detail, though you can still bash people against them.

Extra Portraits: The more characters you finish Arcade Mode with, the more portraits will show up in Portrait mode. If you finish Arcade Mode on the default settings without using a continue you will get some "secret" portraits of Kumachan, and what looks like Bark and Bean. If you finish Arcade mode with Tokio and use more than ten continues a new pic will be added.

Pandachan in Intro: Complete Arcade Mode with Pandachan to see her take the place of BM in the intro sequence atop the city tower.

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Just to finish the FAQ off here is a quick check of the main modes, which might be useful if you have lost your manual and some quite complex things can be done in some modes.

1) ARCADE MODE, VS MODE and TEAM BATTLE MODE

Your basic fighting game modes. In Arcade Mode you can take a Viper through an eight-stage tournament. Clear all stages to see the end credits and highlights of your fight through the tournament. VS. Mode allows you and a friend to fight against each other. TEAM BATTLE MODE allows you to pit a team of between 2 and 5 Vipers against another Team controlled by a person or the CPU. You have 20 seconds to select each fighter in each mode or you'll get whatever your selection cursor was on.

After choosing fighters in Team Battle Mode you'll have the option of RECOVER LIFE, DON'T RECOVER LIFE. Recover allows the victorious Viper to take the next one on with fully regenerated health and armour, DON'T Recover means it has all the damage from the prior bout.

In all modes you can bring up an OPTION menu to adjust various aspects of the fight. To do this press Button R on the controller when the Player Select screen is up. There are different options for each Mode.

- a) DIFFICULTY: adjustable in Arcade and Team Battle Modes you can choose your CPU opponents fighting level from Very Easy to Very Hard
- b) MATCH POINT: Adjustable in VS and Arcade Mode, you can set the amount of rounds needed to win from 1-5
- c) TIME LIMIT: Adjustable in all modes, how long the fight should last. 10, 20, 30, 60 seconds or NO LIMIT (i.e. must be won by a K.O)
- d) CONTINUE: Arcade only, can turn continues off in this mode
- e) RANDOM MODE: Available in Arcade Mode, have opponents come at in a fixed order or at random.
- f) VERSION: Choose which version of Fighting Vipers you want to play (all modes) ORIGINAL = the Arcade version, ARRANGE = The Adapted Saturn Version, and HYPER = Saturn Version that allows Armour to be thrown off for super-fast attacks from the start.
- g) STAGE: In VS Mode only, you can here chose the stage to fight on
- h) KEY ASSIGN: All Modes, reconfigure control pad if you want.
- i) LIFE: In VS and Team Battle Mode you can extend or decrease the players Lifebars
- j) DEFAULT: Use this to return Option to default settings
- k) EXIT: Use this to return to Player Select (or press Button L)

These will only stay valid for the mode of play you were in when you set them up. Only KEY ASSIGN will carry over into other Modes

2) TRAINING MODE

Here you can practice combos and strategies against an opponent. One chosen you can then assign it one of 11 Fighting Positions to adopt so you can try out attacks against a prone opponent, a jumping one and crouching one etc

Once you start fighting you'll see a DAMAGE METER and GUAGE, which shows how powerful a single attack or combo was.

Press Start to bring up the TRAINING MODE options.

- COMMAND LIST shows you a list of the Vipers attacks. Press A on the one you

want to see and it will be demoed. The commands will stay in the bottom left and if you can repeat it successfully you get an "OK!" Carry on with this as much as you like or press B to EXIT

- CPU TYPE SELECT: Change the defence type of your opponent
- PLAYER SELECT: This lets you go back to Player Select and choose a new fighter to train with.
- FINISH TRAINING: lets you quit the Training Mode

3) RECORDING AND PLAYING BACK FIGHTS

You can make a "Video Recording" of and Arcade or VS Mode battle to then watch in Playback mode. To save a round, press either the L or R Button during the short replay at the end of a round. This will bring up a Save Options menu. Here you can save to the Saturn's internal RAM (make sure you have a working battery!) or to the Sega Backup Memory cartridge (a separate item which you may or may not have). Once you have selected which you will choose to save on, you must be aware that only 30 second block can be saved, so if you fought for longer in a round only the first 30 seconds will be save. 30 secs = 65 empty memory blocks. Any round that ran to a Time Out cannot be saved. In the Main Options mode you can select Autosave to have ALL rounds save, but this will fill it up VERY fast and is not recommended.

From the main option screen select PLAYBACK MODE to watch your recordings, delete them or watch exhibition matches between two CPU fighters. Select PLAYBACK RECORDED MATCH to bring up a list of saved matches on the Saturn's Internal Memory, press R to move onto the any saved on the Sega Backup Memory cartridge if you have it, with L to bring you back to the list on the Internal Memory. While watching a replay you can do several things:

- Button X - Worms Eye View
- Button Y - Mid Level View
- Button Z - Birds Eye View
- Button L - Rotate Camera Left
- Button R - Rotate Camera Right
- Start - Pause Match
- Button B - Return to Selection Menu

DELETE RECORDE MATCH lets you remove any match-ups you don't want to save
EXHIBITION MATCH lets you watch a match-up between two CPU opponents

4) MAIN OPTION MODE

Here you can change some aspects that affect all game modes. Here you can also sample sound effects, music and voices heard in the game. You can assign new key layouts, choose stereo or monaural sound output and select whether you want all matches saved for later Playback or not automatically.

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately
My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

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***** THE END *****
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