

Cho Aniki: Bakuretsu Ranto Hen FAQ/Move List

by Goh_Billy

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Cho Aniki: Bakuretsu Ranto Hen
FAQ By: Goh_Billy (billy_kane_32@hotmail.com)
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1. Legend

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ub	u	uf	f - Forward	P - Punch	+ - And
\		/	b - Back	K - Kick	/ - Or
b--	--f	u - Up	X - Extra	,	- Then
/		\	d - Down	D - Dash	
db	d	df	G - Guard		

qcf - quarter circle forward (d, df, f)
qcb - quarter circle back (d, db, b)
hcf - half circle forward (b, db, d, df, f)
hcb - half circle back (f, df, d, db, b)

2. System

Throw

LP+LK close

will dizzy opponent

Guard	G (can hold)	if you floated up or down and you guard you will not descend or ascend back to the middle plane; guarding attacks will drain your special meter
Dash Forward	f, f / f + D	can dash past opponent; drains special meter a little
Dash Diagonal Upward	uf, uf / uf + D	can dash past opponent; drains special meter a little
Dash Diagonal Downward	df, df / df + D	can dash past opponent; drains special meter a little
Dash Upward	u, u / u + D	drains special meter a little
Dash Downward	d, d / d + D	drains special meter a little
Dash Backward	b, b / b + D	drains special meter a little
Dash Back And Upward	ub, ub / ub + D	drains special meter a little
Dash Back And Downward	db, db / db + D	drains special meter a little
Float Up	ub/u/uf	can use as a dodge; hold command to continue in that direction; will float back to middle plane when direction is released
Movement	any direction	use the joypad to change direction
Float Down	db/d/df	can use as a dodge; hold command to continue in that direction; will float back to middle plane when direction is released
Movement	any direction	use the joypad to change direction
Dizzy Recovery	shake joystick when dizzied	
Special Meter Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter
Super	refer to character movelist for motion	will drain a considerable amount of your special meter to perform

Special Meter - Your special meter is located above your lifebar. This meter will start out half full at the beginning of each round. It will slowly regenerate. The special meter is used for dashing, some command attacks, special moves, and guarding. When any of these maneuvers are performed your special meter will drain. The amount depends on the maneuver and is noted in the movelist

details. When your special meter is completely depleted you will be dizzyed. You can perform a maneuver and then immediately end up in dizzy state. To regenerate your special meter during the round you will need to hold X and rotate joystick in 360 motions rapidly.

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3. Characters
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* 3.1 Idaten *
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Colors
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Player 1 - Blue pants and hair
Player 2 - Ruby pants and hair
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Throw
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-----
Sling Toss          LP+LK close          will dizzy opponent
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Basic Moves
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Power Palm          P
  Powerful Punch    f + P              drains special meter a
                    little
      Mighty Uppercut  u + P            drains 1/12th of special
                    meter
  Dynamite Gut Punch  d + P            drains special meter a
                    little
  Explosive Wheel Kick f + K          drains special meter a
                    little
      Mighty Uppercut  u + P            drains 1/12th of special
                    meter
Flip Kick           K
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Command Moves
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Spike Kick          uf + K
Punt Kick           u + K
Dash Spike Kick     b + K              drains special meter a
                    little
Double Foot Stomp   d + K              use when above opponent's
                    head
Diagonal Kick       df + K
Nitro Punch         f, f + P / f, f, P / dash drains special meter
                    a little and the actual
                    Nitro Punch drains 1/6th
                    of the special meter
Nitro Kick          f, f + K / f, f, K / dash drains special meter
                    a little and the actual
                    Nitro Kick drains 1/6th
                    of the special meter
Upward Nitro Kick   uf, uf + K / uf, uf, K / dash drains special meter
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	uf + D, K	a little and the actual Nitro Kick drains 1/6th of the special meter
Downward Nitro Kick	df, df + K / df, df, K / df + D, K	dash drains special meter a little and the actual Nitro Kick drains 1/6th of the special meter

Special Moves

Dynamite Punch	qcf + P	drains 1/11th of special meter
Wave Lightning Orb	b, f + P	orb can bounce off walls; drains 1/5th of special meter
Upward Lightning Orb	b, f + X	orb can bounce off walls; drains 1/5th of special meter
Downward Lightning Orb	b, f + K	orb can bounce off walls; drains 1/5th of special meter
Mighty Uppercut	d, u + P	drains 1/10th of special meter
Zip Dynamite Kick	qcf + K	drains 1/14th of special meter
Dive Dynamite Kick	qcb + K	drains 1/10th of special meter
Soaring Spike	d, u + K	drains 1/10th of special meter
Dip Dash	X+D	drains 1/12th of special meter
Flex Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Grenade Roll	f, b, f + K	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

* 3.2 Benten *

Colors

Player 1 - Green costume and hair
Player 2 - Blue costume and hair

Throw

Cherub Swing	LP+LK close	will dizzy opponent
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Basic Moves

Cherub Punch	P	
Cherub Rush	f + P	drains 1/10th special meter
Cherub Cyclone	tap P rapidly	drains 1/10th special meter
Cherub Punt	K	

Command Moves

Cherub Flex	u + P	use when below opponent
Slap	b + P	drains special meter a little
High Cherub Punt	uf + K	
Upward Cherub Punt	u + K	use when below opponent
Cherub Stab Kick	d + K	use when above opponent's head
Cherub Front Stab Kick	df + K	use when above opponent's head
Ecstasy Kick	f + K	drains special meter a little
Cherub Spiral	f, f + P / f, f, P / f + D, P	dash drains special meter a little and the actual Cherub Spiral drains 1/4th of the special meter
Upward Cherub Spiral	uf, uf + P / uf, uf, P / uf + D, P	dash drains special meter a little and the actual Cherub Spiral drains 1/4th of the special meter
Downward Cherub Spiral	df, df + P / df, df, P / df + D, P	dash drains special meter a little and the actual Cherub Spiral drains 1/4th of the special meter

Special Moves

Cherub Rush	hold f and tap P rapidly	drains 1/10th special meter
Cherub Cyclone	continue to tap P rapidly	drains 1/10th special meter
Mandolin Smack	qcf + P	drains 1/10th of special meter
Angelic Hunger	qcb + P	drains 1/10th of special meter
Spreading Angelic Hunger	qcb + K	drains 1/14th of special meter
Cherub Shield	d, u + P	drains 1/10th of special meter
Ecstasy Dive Kick	qcf + K	drains 1/10th of special meter
Upward Blast Kick	f, uf, u + K	drains 1/9th of special meter

Pose Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter
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Supers

Chaotic Cherubs	f, b, f + P	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

 * 3.3 Adon/Samson *

Colors

Player 1 (Adon) - Brown skin
 Player 2 (Samson) - Gray skin

Throw

Press Toss	LP+LK close	will dizzy opponent
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Basic Moves

Flex Punch	P	
Head Spiral	u + P (hold u and tap P to continue Head Spiral)	use when below opponent; drains 1/7th special meter
Side Kick	K	
Explosive Backside	f + K	drains special meter a little
Upside Down Kick	b + K	drains special meter a little
Prideful Blast	f + P	drains special meter a little

Command Moves

Stretch Kick	uf + K	
Back Up	b + K	can strike opponent who is dashing past you
Double Foot Stomp	d + K	use when above opponent's head
Dive Knee	df + K	
Grind Knee	f, f + K / f, f, K / f + D, K	dash drains special meter a little and the actual Grind Knee drains 1/5th of the special meter
Upward Grind Knee	uf, uf + K / uf, uf, K / uf + D, K	dash drains special meter a little and the actual Grind Knee drains 1/5th

Downward Grind Knee	df, df + K / df, df, K / df + D, K	of the special meter dash drains special meter a little and the actual Grind Knee drains 1/5th of the special meter
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Special Moves

Vigor Punch	hold f and tap P rapidly (continue to tap P rapidly to perform more Vigor Punch maneuvers)	drains 1/7th of special meter
Prideful Blast	qcf + P	drains 1/7th of special meter
Elegant Spin	qcb + P	invulnerable during maneuver; can spin past opponent; drains 1/10th of special meter
Hawk Dive	d, u + P	drains 1/15th of special meter
Can Can	qcb + K	drains special meter a little
Top Shot	qcf + X	drains 1/9th of special meter
Surprise Backside	b, f + X	drains 1/4th of special meter
Swivel Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Vigor Charge	f, b, f + P	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

* 3.4 Sabu *

Colors

Player 1 - Purple costume
Player 2 - Indian Red costume

Throw

Windup Throw	LP+LK close	will dizzy opponent
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Basic Moves

Rocket Headbutt	P	
Multi Slap	f + P	drains 1/10th special meter
Hammer Fist	hold f and tap P rapidly	drains 1/10th special meter
Dance Step	K	
Command Moves		

Diagonal Rocket Headbutt	uf + P	
Spring Headbutt	u + P	use when below opponent
Rising Dance Step	u + K	can continue to use Rising Dance Step by holding u and pressing K or switch to Descending Dance Step by pressing d + K; drains special meter a little
Descending Dance Step	d + K	can continue to use Descending Dance Step by hold d and pressing K or switch to Rising Dance Step by pressing u + K; drains special meter a little
Keel Strike	df + K	use when above opponent's head
Charging Lethal Punch	f, f + P / f, f, P / f + D, P	dash drains special meter a little and the actual Lethal Punch drains 1/4th of the special meter
Blast Headbutt	f, f + K / f, f, K / f + D, K	dash drains special meter a little and the actual Blast Headbutt drains 1/5th of the special meter
Upward Blast Headbutt	uf, uf + K / uf, uf, K / uf + D, K	dash drains special meter a little and the actual Blast Headbutt drains 1/5th of the special meter
Downward Blast Headbutt	df, df + K / df, df, K / df + D, K	dash drains special meter a little and the actual Blast Headbutt drains 1/5th of the special meter
Special Moves		

Lethal Punch	qcf + P	drains 1/10th of special meter
Hammer Fist	qcb + P	drains 1/12th of special meter
Hussle	f, uf, u + P	drains 1/7th of special meter
Full Dance	qcf + K	drains 1/15th of special meter
Blast Wheel	d, u + K	drains 1/12th of special meter

Hidden Grenade	b, f + X	drains 1/6th of special meter
Stationary Run Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Out Of Control	f, b, f + P	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

* 3.5 Mami-19 *

Colors

Player 1 - Gray body
Player 2 - Salmon body

Throw

Crew Chaos	LP+LK close	will dizzy opponent
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Basic Moves

Stretch Punch	P	
Straight Punch	f + P	drains special meter a little
Mighty Uppercut	tap P rapidly	drains special meter a little
Side Kick	K	
Kick Storm	hold f and tap K rapidly	drains 1/4th special meter

Command Moves

Crew Stand	u + P	use when below opponent
Chain Kick	uf + K	use when below opponent
Ship Twist	b + K	drains special meter a little
Double Knee Drop	d + K	use when above opponent's head
Low Kick	df + K	use when above opponent's head
Ship Torpedo	f, f + P / f, f, P / f + D, P	dash drains special meter a little and the actual Ship Torpedo drains 1/4th of the special meter
Upward Ship Torpedo	uf, uf + P / uf, uf, P / uf + D, P	dash drains special meter a little and the actual

		Ship Torpedo drains 1/4th of the special meter
Downward Ship Torpedo	df, df + P / df, df, P / df + D, P	dash drains special meter a little and the actual Ship Torpedo drains 1/4th of the special meter

Special Moves

Submerge Blast	qcf + P	drains 1/15th of special meter
Crew Swing	f, uf, u + P	drains special meter a little
Man Overboard	b, f + P	drains 1/4th of special meter
Low Man Overboard	b, f + K	drains 1/4th of special meter
Launching Man Overboard	b, f + X	drains 1/5th of special meter
Mighty Uppercut	d, u + P	drains 1/14th of special meter
Dominating Uppercut	d, u + K	drains 1/9th of special meter
Piston Kick	qcf + K	drains 1/9th of special meter
Kick Storm	qcb + K	draings 1/10th of special meter
Dancing Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Raging Sea Strikes	f, b, f + P	must touch opponent to perform the entire super; drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

* 3.6 Adam *

Colors

Player 1 - Fawn skin and Laurel Green bowl
Player 2 - Light Green skin and Brown bowl

Throw

Heave Push	LP+LK close	will dizzy opponent
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Basic Moves

Short Burst	P	
Deliberate Point	f + P	drains 1/12th special meter
Bowl Shuffle	f + K	drains 1/12th special meter
Power Punch	hold f and tap P rapidly	drains 1/12th special meter
Wild Frenzy	u + P (hold u and tap P to continue Wild Frenzy)	drains special meter a little
Bowl Kick	K	
Stretch Bowl Kick	f + K	drains special meter a little
Bowl Punt	d + K	drains special meter a little
Goddess Orb	u + P	drains 1/12th special meter

Command Moves

Bowl Punt	uf + K	
Spiked Bowl	d + K	use when above opponent's head
Stretch Bowl Kick	df + K	
Charging Megaton Punch	f, f + P / f, f, P / f + D, P	dash drains special meter a little and the actual Megaton Punch drains 1/4th of the special meter
Spark Kick	f, f + K / f, f, K / f + D, K	dash drains special meter a little and the actual Spark Kick drains 1/4th of the special meter
Downward Spark Kick	df, df + K / df, df, K / df + D, K	dash drains special meter a little and the actual Spark Kick drains 1/4th of the special meter

Special Moves

Megaton Punch	qcf + P	drains 1/10th of special meter
Bowl Cannon	b, f + P	drains 1/7th of special meter
High Bowl Cannon	b, f + X	drains 1/7th of special meter
Low Bowl Cannon	b, f + K	drains 1/7th of special meter
Goddess Orb	d, u + P	drains 1/12th special meter
Bowl Bomb	df + K	drains 1/10th special meter
All Sides Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Explosive Frenzy	f, b, f + P	drains 2/5th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

 * 3.7 Botei *

Colors

Player 1 - Blue costume
 Player 2 - Ruby costume

Throw

Palm Smash	LP+LK close	will dizzy opponent
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Basic Moves

Quick Punch	P	
Straight Punch	f + P	drains special meter a little
Blast Knee	f + K	
Portal Strike	f + P	drains 1/10th special meter
Flow Kick	K	

Command Moves

Blast Knee	uf + K	
Nimble Kick	u + K	use when below opponent
Drop Knee	d + K	use when above opponent's head
Diagonal Kick	df + K	

Special Moves

Area Burst	qcf + P	drains 1/6th of special meter
Burst Charge	qcb + P	drains 1/7th of special meter
Cannonball Dive	f, uf, u + P	drains 1/15th of special meter
Dip Burst Knee	d, u + P	drains 1/12th of special meter
Skyward Burst Knee	d, u + K	drains 1/9th of special meter
Mega Flow Kick	qcf + K	drains 1/7th of special meter

Missile Kick	qcb + K	drains 1/12th of special meter
Cannonball Knee	f, uf, u + K	drains special meter a little
Pump Up Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Axe Handle Fury	f, b, f + P	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special meter

 * 3.8 Uminin *

Colors

Player 1 - Blue body
 Player 2 - Green body

Throw

Strangle Toss	LP+LK close	will dizzy opponent
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Basic Moves

Stretch Punch	P
Stretch Kick	K

Command Moves

Twirl Uppercut	u + P	
Pull Punch	f + P	drains 1/14th of special meter
Waka Chomp	hold f and tap P rapidly (hold f and keep tapping P rapidly to continue Waka Chomp)	drains 1/14th of special meter
Head Roll	P	
Diagonal Stretch Kick	uf + K	
Top Flip	u + K	use when below opponent
Drill	d + K	use when above opponent's head
Stabbing Stretch Kick	df + K	
Dip Diagonal Stretch Kick	f + K	drains 1/10th of special meter
Head Roll	f, f + P / f, f, P / f + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of

		the special meter
Upward Head Roll	uf, uf + P / uf, uf, P / uf + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Skyward Head Roll	u, u + P / u, u, P / u + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Upward Retreat Head Roll	ub, ub + P / ub, ub, P / ub + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Retreat Head Roll	b, b + P / b, b, P / b + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Down Retreat Head Roll	db, db + P / db, db, P / db + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Sinking Head Roll	d, d + P / d, d, P / d + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter
Downward Head Roll	df, df + P / df, df, P / df + D, P	dash drains special meter a little and the actual Head Roll drains 1/4th of the special meter

Special Moves

Flex Punch	qcf + P	drains 1/11th of special meter
Sway Bop	qcb + P	drains special meter a little
Up Double Stretch Punch	f, uf, u + P	drains special meter a little
Down Double Stretch Punch	f, df, d + P	drains special meter a little
Phase Out	qcb + K	invulnerable when disappearing; drains 1/7th of special meter
Spin Out Drill	d, u + K	drains 1/9th of special meter
Disappear	X+D (can use joystick direction with X+D to move and disappear in that direction)	will disappear for 2 seconds or until he is hit by opponent; drains 1/4 of special meter
Sway Charge	hold X and rotate joystick in 360 motions rapidly	will recharge your special meter

Supers

Explosive Cyclone	f, b, f + P	drains 3/7th of special meter
Destructive Beam	tap X rapidly	drains 4/5th of special

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4. Conclusion
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4.1 What's Missing/Needed

-Cleanup and corrections

-If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

4.2 Credits

-Bits Laboratory

-NCS

-Gamefaqs

-And me for writing this faq