



EmuMovies

Techno, Inc. PUB #5553 21213-B Hawthorne Blvd., Torrance, CA 90609 p (310) 944-6005 f (310) 944-3344

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# DOA2 HARDCORE PROLOGUE

## ~ Disaster of Tengu at the end of the century ~

A great leader was killed at the end of the 20th century. His name was Fame Douglas, and he was renowned as the sponsor of the legendary world battle championship "Dead or Alive." Since his death—and in the absence of his charisma and leadership—the world has become chaotic. Amid this chaos, it is announced that "DOA2: HARDCORE Championship" will be held. However, Douglas' passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of "DOA2: HARDCORE Championship," who is fond of conflicts and jealous of the strong, is responsible for Douglas' death. The new promoter is more than just a corrupt mastermind, but a man of pure evil. His involvement in the tournament has brought a sense of terror to the world, resulting in the infamous Tengu Disaster that occurred at the end of the 20th century. The climax of the disaster is about to begin with a roaring battle.

Thank you for purchasing "DOA2:HARDCORE" software for PlayStation®2 computer entertainment system. Be sure to read this instruction booklet before you begin playing the game.

This game can be backed up. Backup requires a memory card (for PlayStation 2) sold separately. Never switch off the main unit or insert/remove memory cards (for PlayStation 2) or controllers while saving is in progress. The game screens used in this manual may differ from those of the actual game.

# Contents

Prologue	2
Getting Started	4
Starting Up	5
Starting the Game	6
Basic Operations	10
Modes	15
Option Settings	22
Basic battle know-how	25
Characters	27
The World of "Dead or Alive"	41





Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (DOA2 Hardcore) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## DUALSHOCK™2 analog controller

This game is designed for use by one to four players. This section describes basic controller operations.

Operations shown in black letters are battle operations.  
 [L2] represents the L2 button in the game.  
 [R2] represents the R2 button in the game.  
 [Triangle] represents the Triangle button and [Circle] represents the Circle button.

- To play with two or more players, you will need to purchase additional Controllers (sold separately).
- Use the Option mode (page 21) to switch the Vibration function on and off. If the Vibration function is on, the controller will vibrate regardless of the setting of the ANALOG mode switch.
- The operation method shown uses the default button assignments. Use CONTROLLER SETTING in Option mode to change settings.
- Pressing the START button pauses the game.

**Game Reset:** To reset the game and return to the Title screen during a game, press the START button and SELECT button at the same time.



## Mode Select

Press the START button on the Title screen to display the Mode Select screen. Use the directional buttons to select a mode and press the START button or "X" button.

## Character Select

Use the left and right arrows on the directional buttons to select characters. The character's costume can be selected using the Up arrow on the directional buttons when the cursor is on a character in the top row, or the Down arrow when the cursor is on a character in the bottom row. After making your character and costume selection, press the "X" button. Press the triangle button to return to the Mode Select screen.

\*Different characters have different number of character colors.



## Rules

### 1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

KO: Opponent's health falls to 0.

Time Up: Your health is greater than your opponent's at time up.

### 2. Draws and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the defending champion is declared the winner.

### 3. Continue

Press the START button within the allotted time following the Game Over message to issue another challenge.



## Battle screen

### Set count:

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

### Time:

Time up occurs when this counter reaches 0. The player with the most remaining on his or her life gauge wins.

### Life Gauge:

A player loses if his or her gauge drops to 0.



In Tag Battle mode, 1P and 2P each have two life gauges. The display will change so that the life gauge of the character fighting is always displayed in front.

### About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.

#### Exit:

Exit closes the menu and returns to the game.

#### Reset:

Reset ends the Battle mode and returns to the Title screen.

### Victory Icons:

Victory icons appear when a battle has been won (2P battles only). If you win several battles in succession, the number of icons will increase and the shape of the icons will change at one, five, and ten continuous victories. Different characters have different types of victory icons.



This section explains the basic operations applicable to all characters. Instructions for keys apply when the characters are facing to the right.

## Character Movements

- ➡➡ Forward dash
- ➡➡ Run
- ⬅️⬅️ Backward dash
- ⬅️⬅️ Crouching dash



## Free Steps

- ⬆️ F Background movement
- ⬇️ F Foreground movement

By using the directional button and F button together, you can execute free steps that allow characters to move freely. After entering free-step mode by entering one of the commands, then holding down the F button while operating directional button, you can move freely. If you release the F button or stop using the directional button, the game status will return to normal. The same operation may be carried using the left analog stick/right analog stick on the DUALSHOCK™ analog controller or using the directional button while holding down the L1/L2 buttons.

### Legend

The F button shown is the Square button, the P button is the Triangle button and the K button is the Circle button (when default settings are used).

- ➡ indicates a short press of the directional button,
- ➡ while the ➡ indicates a long press.

## Strikes

P Punch

K Kick



Each character has its own strike moves. Combining them with the use of the directional button, you can execute various attacks.

### Types of attacks

- High attack: Hits standing opponents
- Middle attack: Hits both standing and crouching opponents
- Low attack: Hits both standing and crouching opponents
- Super High attack: Hits standing opponents, no guarding

### Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

## Guarding

⬅️ F — High and middle guard

⬇️ F — Low guard



Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use left on the directional button. To guard against low attacks, use down. It is also possible to guard using the F button. You can guard against high attacks by crouching and low attacks by jumping.



## Throws

**F** + **P** Ordinary throw      **↓** **F** + **P** Low throw



When too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional button in combination with the F + P buttons to execute more powerful throws.



## Evade Throw

**F** + **P** Evading Ordinary throws  
(Well-timed) **F** + **P** Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

## Hold

(Against a high attack) **↖** **F** High hold



(Against a middle attack) **↙** **F** Middle hold



(Against a low attack) **↘** **F** Low hold



By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

### Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

### Arcade Version Holding

The input procedures for holding moves can be changed to reflect the ARCADE version. To change the setting, use the "CONTROLLER SETTING" in Option mode.

The input procedures will reflect PlayStation 2 mode when "Command Type" is set to "PlayStation 2" and ARCADE mode when set to "ARCADE."

(Against a high attack) **↖** **F** High hold  
(Against a middle punch attack) **↙** **F** Middle punch hold  
(Against a middle kick attack) **↙** **F** Middle kick hold  
(Against a low attack) **↘** **F** Low hold

## Down Attacks

**↖** **P** + **K** Down attack      **↓** **P** or **↓** **K** Follow-up attack

When a character goes down, you can execute a follow-up attack. Use the P or K Button for the follow-up attack, depending on the character.

### Down attack

Down attack causes the opponent a bigger damage, but it also gives the opponent a bigger chance to attack while you are trying to use the attack.



## Getting Up

1. Press P button several times in succession:  
Get up quickly at your present location
2. UP + Press F button several times in succession:  
Side roll at back of screen
3. DOWN + Press F button several times in succession:  
Side roll at front of screen
4. Press the K button several times in succession while getting up:  
Middle kick while getting up
5. Press DOWN + K button several times in succession while getting up:  
Low kick attack while getting up

Use the directional button to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

There are eleven different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

## STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you knock out all of the enemies, the game will clear and you will be on your way toward completing it. If another player intrudes during play, you must engage in battle with him or her. If you are using 1P Controller, your opponent can press the START button on the 2P Controller, and if you are using the 2P Controller, he or she can press the START button on the 1P Controller, to launch a surprise attack.

\* At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.





## TIME ATTACK MODE

This mode involves fighting in a race against the computer, in which you'll compete for the time remaining until Game Clear. Conduct a tournament of eight bouts; when Game Clear is displayed, the Result screen will appear. If your total time is in the top ten at Game Clear in Time Attack mode, you can record your name. See "Name Entry" (page 21).

## VERSUS MODE

This is a special mode for two-player battles. After each bout, the display returns to the Character Select screen and fighting continues until players exit the mode. By using Options to change settings such as health and the number of sets, you can engage in combat under a variety of conditions.

## TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can fight five tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

- Surprise attack combat OK.
- Tag Battle mode uses the Danger Setup Stage only.
- You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

## Play Modes

Tag Battle mode consists of five Play modes. Select a Play mode from among those displayed on the screen, in accordance with the number of players.

**P1 vs COM One player**  
The player uses two characters to battle the computer. (One player)

**P1 P2 vs COM Collaboration of two players**  
Two players form a tag team to battle the computer. (Two players)

**P1 vs P2 Two-player battle**  
Each player uses two characters to battle. (Two players)

**P1 P2 vs P2 Two against one**  
Two players form a tag team to battle a third player. The player who uses Controller 2 will use two characters by him or herself. (Three players)

**P1 P3 vs P2 P4 Two against two**  
Four players split into two tag teams to battle. (Four players)

### Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. The combination of team members is the key to victory in four-player simultaneous play.

- \* The number of potential players depends on the number of Controllers connected to the controller ports.
- \* A maximum of four Controllers will be required. To play the game with two or more players, you'll need to purchase one or more Controllers, which are sold separately. To play the game with three or more players, you'll need to purchase a multitap (for PlayStation 2), which is sold separately.

### Rules

Knock out both opponents to win. Use Options to adjust the number of sets.

### Tag Change

F + P + K Tag Change

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

### Tag Combos

When your opponent is floating or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.





## Tag Combo

(Move toward enemy)    +  +  | — Tag Combo

(Move toward enemy)   +  +  | — Tag Combo

or

In Tag Battle mode only, two characters can execute tag combos together. These may be initiated by either character. The moves available depend on the character combination. However, tag combos cannot be employed, when one character has already been knocked out.

\* Some character combinations have their own special tag combos.



## SURVIVAL MODE

This mode is for one player, and involves fighting against the computer until all your health is used up. Points are accumulated in accordance with the clear time and various items that appear during the game, and the goal is to have the highest total score at Game Over. In this mode, your health is partially restored at the end of each round. The key to earning points is to minimize damage while fighting, and to take advantage of any chances for points that come your way.

If and when a Survival mode battle ends and your score is within the top ten, you can record your name. See "Name Entry" (page 21).

\* Surprise-attack combat OK

\* You cannot Continue in this mode.

\* The game will finish at Time up or in the event of a Draw.

## Items



5000 points  
Carrot



10,000 points  
Lipstick



20,000 points  
Moneybag



30,000 points  
Melon



Minimum health recovery  
20,000 points if health is at MAX  
e.g. Hamburger



Medium health recovery  
30,000 points if health is at MAX  
e.g. Rice ball



Maximum health recovery  
50,000 points if health is at MAX  
e.g. Meat

Different health recovery item is assigned to each character.

Items appear when you knock out an enemy or launch a follow-up attack on an opponent who is down. Obtain items to restore health and accumulate points. There are several types of items, each with their own effect. Items disappear after a fixed period of time.

## Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

\* There are many other ways to earn points, such as time bonuses and appeal bonuses.



## TEAM BATTLE MODE

Players make up teams consisting of several characters and battle in teams. This mode can be used between players or against the computer.

- \* Number of team member is selectable from 1 to 5.
- \* Matches are in tournament format.

## SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it for training for real battles by practicing holds and developing original mid-air combos.

- \* There are no KO's. You can continue training until you exit the mode.
- \* Press the START button on the practice screen for the "Menu" that allows you to change settings such as the behavior patterns of the COM. Use the directional button to move the cursor and to select and change settings.

## SPARRING MODE MENU

- COM 1ST ACTION: This menu allows player to set the movement of COM (Computer).
- COM 2ND ACTION: This menu allows player to set the movement of COM's counterattack.
- COUNTER: This menu provides on/off of "Counter Hit" indication.
- RESET POSITION: This menu allows player to reset characters at their initial positions.
- CHARACTER SELECT: This menu allows player to return to the "Character Select" screen.
- GO TO TITLE: This menu allows player to quit the "Sparring Mode" and return to the title screen.
- EXIT: This allows player to exit from the Menu screen.

## WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until the mode is turned off.

- \* Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- \* When you want to change characters, pause the game by pressing the START button and choose CHARACTER SELECT.
- \* Select RESET to exit this mode.

## UPS MODE

UPS (User Profile System) mode allows the user to save and view the players' battle records and various other records using the memory card (for PlayStation 2).

In the UPS mode, an "Individual ID" will be issued to each new file created and it will allow the user to save battle records with each opponent player.

**New file**

Creates a new file.

Enter a ring name after a file is created.

**Viewer**

Allows the user to view the battle record and other player records that have been saved in the UPS file.

**Edit**

Allows the user to edit the ring name.

## BATTLE REC. MODE

This mode allows the user to save replays made during the game onto the memory card (for PlayStation 2), and then to view them at any time.

In addition to normal replay, player can also make reverse-replay, pause and change the viewing angle.

## OPTION MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."

### Name Entry

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name. Use the Direction Pad on the Name Entry screen to select letters and enter your name. Move the cursor to END on the screen and press the "X" button to record your entry.

- \* You can view the rankings inside the RECORDS menu in Options.
- \* To save records, a memory card (for PlayStation 2) is required.



Players can select OPTION MODE from the Mode Select screen to reconfigure the game to suit their preferences.

## GAME SETTINGS

These settings control the difficulty of the game and rules. Settings can be adjusted for each mode.

**CPU DIFFICULTY:** [EASY/NORMAL/HARD/VERY HARD]  
Configures the strength (difficulty) of COM

**CPU MATCH POINT:** [1/2/3/4/5]  
Sets the number of sets required for victory against COM

**VS MATCH POINT:** [1/2/3/4/5]  
Sets the number of sets required for victory against other players

**CPU LIFE GAUGE:** [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO-LIMIT]  
Sets the stamina level of COM

**VS LIFE GAUGE:** [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO-LIMIT]  
Sets the stamina level of VS matches

**ROUND TIME:** [30/40/50/60/99/NO-LIMIT]  
Sets the time allotted for a single round

**VS STAGE SELECTOR:** [OFF/1/2/3/4/5]  
Used to turn the Stage Select screen on/off

**QUICK SELECTOR:** [ON/OFF]  
Sets the simple character select screen on and off

**LANGUAGE:**  
Select the language subtitled displayed during the game, with a choice of English, French, German, Spanish or Italian.

**DEFAULT SETTING:**  
Restores default settings

**EXIT:**  
Returns to Option Mode screen

\* The items that can be configured differ by mode.

## AUDIO SETTING

Settings for game sound

**SPEAKER:** [STEREO/MONO]  
Switches between stereo and mono sound

**BGM VOLUME:**  
Sets the volume of the background music during the game

**SE VOLUME:**  
Sets the volume of SE (Sound Effects) during the game

**VOICE VOLUME:**  
Sets the volume of character voices

**SOUND TEST:**  
Sound test of BGM during the game

**VOICE:**  
Switches between english and japanese character voices during the game.

## CONTROLLER SETTINGS

Used to customize Controllers. Functions can be assigned freely for each button

**VIBRATION:** [ON/OFF]  
Used to turn vibration on/off

**COMMAND TYPE:** [PlayStation 2/ARCADE]  
Sets the way of the whole operation between "PlayStation@2" mode or "Arcade" mode

**BUTTON CONFIG.:**  
Switch the setting with left or right directional button holding down the button you want to change the setting of.

## RECORDS

Displays the various rankings and player data stored in the memory card (for PlayStation 2)

**TIME ATTACK MODE RANKING:**  
Displays the top ten clear times for Time Attack mode

**SURVIVAL MODE RANKING:**  
Displays the top ten in terms of point/number of opponents beaten in Survival mode

**CHARACTER PERCENTAGE:**  
Displays rankings for each character used in each mode

**VERSUS DATA:**  
Displays battle data such as win/loss status and win ratios for each character used



## MEMORY CARD

Used to save/load data such as settings and match records

### SAVE DATA:

Saves data on the memory card (for PlayStation 2)

### LOAD DATA:

Loads saved data from the memory card (for PlayStation 2). Use the START button to load; all other button functions will be cancelled

### AUTO SAVE:

Turns the Autosave function on/off

[ON/OFF]

- \* A memory card (for PlayStation 2) is required to save files.
- \* 85KB in the memory card (for PlayStation 2) is required to save.
- \* Do not switch off the main unit unless the Title screen is displayed.  
Do not remove/insert memory card (for PlayStation 2) when Autosave is "ON."  
Otherwise, data being saved may be damaged.
- \* Do not switch off the main unit or remove/insert memory card (for PlayStation 2), extension units, or Controllers during saving.

## EXIT

Exits the Option screen and returns to the Title screen.

# Basic battle know-how

The techniques and tips below will help you win DOA2:HARDCORE battles.

## Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

- \* The defensive position cannot be used against some types of attacks.

## Counters

Use the same type of attack as your opponent – strike or throw – to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counter-attack is launched, doing massive damage to your opponent.

## Attacks and defense by the wall

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent or forcing him or her toward the wall, will help turn the fight in your favor. Some throws change if used near the wall.

### \* Escaping from the Wall

If you are knocked against the wall, you will lean on the wall in a weakened state for a fixed period of time. In such an event, hold the directional button on UP or DOWN as you stand up. This will enable you to stand up while pivoting against the wall..



## Off the Edge

Stages such as "The Great Opera" and "The Dragon Hills" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her at the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.

- \* When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.
- \* The tiered structure will differ depending on the stage. You cannot fall off the edge in some places.
- \* Not all attacks allow you to send your opponent off the edge.



# Characters

## DOA2 HARDCORE

### !! DOA2:HARDCORE !! Legend

Symbol	Button Used	Meaning
	directional button	Brief press
	directional button	Long press
	directional button	from neutral position
	directional button	Semi-circle
	directional button	Full circle
	directional button	from neutral position
	Square button	Free button
	Triangle button	Punch button
	Circle button	Kick button
	Simultaneously	Performs the moves to the left & right of this symbol at the same time.
	Pause	Performs the moves to the left of this symbol, pause, and then continue with the moves to the right of this symbol.

Instructions for keys apply when the characters are facing to the right.



# Kasumi

~ The Kunoichi of Destiny ~



## Complete Move List

Attacks		Holds	
Tenshu	↖↗	Geshu	↖↗↗↗
Hiru	↑	Roshu	↖↗↘↘
Getsurin	↖↗	Roga	↖↗↖↗
Futen	↑	Sen	↖↗↖↗
Hiten	↖↗	Shitten	↖↗↖↗↖↗↖↗
Rengou	↖↗↖↗↖↗↖↗	Shitsuro	↖↗↖↗↘↘
Ranjin	↖↗↖↗↖↗↖↗	Fukasen	↘↘↖↗↖↗
Ronji	↖↗↖↗↖↗↖↗	Senka	↖↗↖↗↖↗↖↗
Osen	↖↗↖↗↖↗↖↗	Mugon	↖↗↖↗↖↗↖↗
Gossai	↖↗↖↗↖↗↖↗	Nagi	↖↗↖↗↖↗↖↗
Rishu	↖↗↖↗↖↗↖↗↖↗	Busen	↖↗↖↗↖↗↖↗
Kyoshu	↖↗↖↗↖↗↖↗↖↗	Hakuro	↖↗↖↗↖↗↖↗
Tenshu	↖↗↖↗↖↗↖↗↖↗	Tenbu	↖↗↖↗↖↗↖↗↖↗
Genraku	↖↗↖↗↖↗↖↗↖↗	Riren (With your back facing opponent)	↖↗↖↗↖↗↖↗↖↗
Engetsu	↖↗↖↗↖↗↖↗↖↗	Getsuei (With your back facing opponent)	↖↗↖↗↖↗↖↗↖↗
Getsuro	↖↗↖↗↖↗↖↗↖↗	Kiren (While getting up)	↖↗↖↗↖↗↖↗↖↗
T. Rengou	↖↗↖↗↖↗↖↗↖↗	Kogetsu (While getting up)	↖↗↖↗↖↗↖↗↖↗
T. Ranjin	↖↗↖↗↖↗↖↗↖↗	<b>Throws</b>	
T. Ronji	↖↗↖↗↖↗↖↗↖↗	Kahen	↖↗↖↗↖↗↖↗↖↗
S. Rishu	↖↗↖↗↖↗↖↗↖↗	Kegon	↖↗↖↗↖↗↖↗↖↗
S. Kyoshu	↖↗↖↗↖↗↖↗↖↗	Youshi (Next to wall)	↖↗↖↗↖↗↖↗↖↗
S. Tensyu	↖↗↖↗↖↗↖↗↖↗	Tenryu2	↖↗↖↗↖↗↖↗↖↗
S. Genraku	↖↗↖↗↖↗↖↗↖↗	Adachi (Next to wall)	↖↗↖↗↖↗↖↗↖↗
K. Osen	↖↗↖↗↖↗↖↗↖↗	Oboro	↖↗↖↗↖↗↖↗↖↗
K. Ogen	↖↗↖↗↖↗↖↗↖↗	<b>Tag Team Attacks</b>	
Goukyaku	↖↗↖↗↖↗↖↗↖↗	Oboro1 (When teamed with Hayabusa)	↖↗↖↗↖↗↖↗↖↗
Jinkyaku	↖↗↖↗↖↗↖↗↖↗	Oboro2 (Anyone other than Hayabusa, partner makes the attack)	↖↗↖↗↖↗↖↗↖↗
Jikyaku	↖↗↖↗↖↗↖↗↖↗	<b>Down Attacks</b>	
Muei	↖↗↖↗↖↗↖↗↖↗	Hien (Throw combo)	↖↗↖↗↖↗↖↗↖↗
		Ibari Otoshi (Throw combo)	↖↗↖↗↖↗↖↗↖↗
		Rogai	↖↗↖↗↖↗↖↗↖↗
		Hakkato (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
		Urahien (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
		Hishu (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
		Himatsu (Low throw)	↖↗↖↗↖↗↖↗↖↗
		Enshu (Low throw)	↖↗↖↗↖↗↖↗↖↗
		Kyoka (Counters your opponent's high attacks)	↖↗↖↗↖↗↖↗↖↗
		Shiraha (Counters your opponent's middle P)	↖↗↖↗↖↗↖↗↖↗
		Shigure (Counters your opponent's low attacks)	↖↗↖↗↖↗↖↗↖↗
		Momiji (Counters your opponent's low attacks)	↖↗↖↗↖↗↖↗↖↗
		Madoi (Counters your opponent's middle attacks)	↖↗↖↗↖↗↖↗↖↗
		Mayoi (Counters your opponent's low attacks)	↖↗↖↗↖↗↖↗↖↗
		Takanossume	↖↗↖↗↖↗↖↗↖↗
		Kawara	↖↗↖↗↖↗↖↗↖↗
		<b>Special Move Attacks</b>	
		Appeal: Sakura Matoi	↖↗↖↗↖↗↖↗↖↗
		Uragake	↖↗↖↗↖↗↖↗↖↗
		Tenbu	↖↗↖↗↖↗↖↗↖↗



# Ryu Hayabusa

~ Solitary Super Ninja ~

## Complete Move List

Attacks		Holds	
Rengeki	↖↗↖↗↖↗↖↗↖↗	Soku	↖↗↖↗↖↗↖↗↖↗
Kusen	↖↗↖↗↖↗↖↗↖↗	Gao	↖↗↖↗↖↗↖↗↖↗
Mekki	↖↗↖↗↖↗↖↗↖↗	Rekku	↖↗↖↗↖↗↖↗↖↗
Renki	↖↗↖↗↖↗↖↗↖↗	Kikoku	↖↗↖↗↖↗↖↗↖↗
Jinpuren	↖↗↖↗↖↗↖↗↖↗	Jisho	↖↗↖↗↖↗↖↗↖↗
Hatou	↖↗↖↗↖↗↖↗↖↗	Jinkyaku	↖↗↖↗↖↗↖↗↖↗
Hatotsu	↖↗↖↗↖↗↖↗↖↗	Zamma	↖↗↖↗↖↗↖↗↖↗
Raishin	↖↗↖↗↖↗↖↗↖↗	Rakushin (While your back facing opponent)	↖↗↖↗↖↗↖↗↖↗
Tentotsu	↖↗↖↗↖↗↖↗↖↗	Kouten Zuki (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Kushin	↖↗↖↗↖↗↖↗↖↗	Kouten Geri (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Hayou	↖↗↖↗↖↗↖↗↖↗	Senba (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Eiuchi	↖↗↖↗↖↗↖↗↖↗	Teppo (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Jisen	↖↗↖↗↖↗↖↗↖↗	Muso (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Garyu	↖↗↖↗↖↗↖↗↖↗	<b>Throws</b>	
Jaki	↖↗↖↗↖↗↖↗↖↗	Juji	↖↗↖↗↖↗↖↗↖↗
Dansya	↖↗↖↗↖↗↖↗↖↗	Kubikiri	↖↗↖↗↖↗↖↗↖↗
Nichirin	↖↗↖↗↖↗↖↗↖↗	Shoro	↖↗↖↗↖↗↖↗↖↗
Hagen	↖↗↖↗↖↗↖↗↖↗	Shiho	↖↗↖↗↖↗↖↗↖↗
Tenrin	↖↗↖↗↖↗↖↗↖↗	Yama	↖↗↖↗↖↗↖↗↖↗
Onibishi (While standing)	↖↗↖↗↖↗↖↗↖↗	Hayabusa	↖↗↖↗↖↗↖↗↖↗
Fujiso	↖↗↖↗↖↗↖↗↖↗	Genei	↖↗↖↗↖↗↖↗↖↗
Haiya	↖↗↖↗↖↗↖↗↖↗	Rakujinsho	↖↗↖↗↖↗↖↗↖↗
Jisuberi	↖↗↖↗↖↗↖↗↖↗	Izuna (Throw Combo)	↖↗↖↗↖↗↖↗↖↗
Jinpugeki	↖↗↖↗↖↗↖↗↖↗	Uranage (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
Jinpurengeki	↖↗↖↗↖↗↖↗↖↗	Kindachi (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
Riei	↖↗↖↗↖↗↖↗↖↗	Rakuryu (Opponent's back facing you)	↖↗↖↗↖↗↖↗↖↗
Korin	↖↗↖↗↖↗↖↗↖↗	Kimomomi (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Maikiri	↖↗↖↗↖↗↖↗↖↗	Kabuto (During Handstand)	↖↗↖↗↖↗↖↗↖↗
Shonyu	↖↗↖↗↖↗↖↗↖↗	Zanshu (Low throw)	↖↗↖↗↖↗↖↗↖↗
		Hane (Low throw)	↖↗↖↗↖↗↖↗↖↗
		Takitsubo (Low throw, from opponent's behind)	↖↗↖↗↖↗↖↗↖↗
		<b>Down Attacks</b>	
		Naraku	↖↗↖↗↖↗↖↗↖↗
		Koga	↖↗↖↗↖↗↖↗↖↗
		<b>Special Move Attacks</b>	
		Nin	↖↗↖↗↖↗↖↗↖↗
		Rin	↖↗↖↗↖↗↖↗↖↗
		Rei	↖↗↖↗↖↗↖↗↖↗
		Tenshi	↖↗↖↗↖↗↖↗↖↗
		Koten (During handstand)	↖↗↖↗↖↗↖↗↖↗
		Urakaze	↖↗↖↗↖↗↖↗↖↗
		Korobi (During handstand)	↖↗↖↗↖↗↖↗↖↗
		Asuka (While jumping backwards next to wall)	↖↗↖↗↖↗↖↗↖↗
		<b>Tag Team Attacks</b>	
		Kazaguruma (When teamed with Kazumi)	↖↗↖↗↖↗↖↗↖↗
		Sen Izuna (Anyone except Kasumi, partner makes the attack)	↖↗↖↗↖↗↖↗↖↗





### Complete Move List

Attacks		Hansen	Tensan (Counters your opponent's low attacks)
Tosho	↑	Senpu	↻
Rensui	○○○○	Tenshin	↻
Tanhou	↻○○○	Sokutan	⇒
Kahou	↻	Sohi	⇒
Banchu		Zensotai	↓
Banhou	⇒○○○○	<b>Throws</b>	
Osokuha	←○○○	Juji	⇒
Sosuiha	←⇒○○○○	Shin-i	←⇒
Tonyo	↘	Ryuyo (Next to wall)	←⇒
Tanpa	⇒⇒○○	Shutai	⇒⇒
Koson	↻↻○○	Koukei (Throw combo)	⇒⇒⇒⇒
Senshippo	⇒○○○	Kokaisan	⇒⇒⇒
Koboku	○○+K	Umpei (Throw combo)	⇒⇒⇒⇒
Yosoku	←⇒	Tora (opponent's back facing you)	⇒⇒
Ugyu	⇒⇒⇒	Sokujin (opponent's back facing you)	⇒⇒⇒
Soha	⇒⇒⇒	Batetsu (Low throw)	↓
Yoshi-Saiken	↓⇒○○+K⇒	Ribyo (Low throw)	⇒
Toha	←⇒○○+K	Juji (Low throw, with opponent's back facing you)	↓
Rokugo-Riho-Sui	↻○○○○	<b>Holds</b>	
Yokei	↻○○○○	Taizan (Counters your opponent's high attacks)	↻
Hakujya-Honsui	↻	Ryukei (Counters your opponent's middle P)	←
Senryu-Ha	↻○○○○	Ryucho (Counters your opponent's K)	←
Keitai	→○○○○		
Chisun	↻○○○○		

### Down Attacks

### Special Move Attacks

### Tag Team Attacks



### Complete Move List

Attacks		Zenpeki	Fukanbu (Low throw)
Kasui	⇒⇒⇒	Dakai	⇒⇒⇒
R. Kasui	○○○○	<b>Back-Facing Attacks</b>	
R. Kosen	○○○○	R. Kasessho	○○○○
R. Sen	○○○○	R. Tenshin	○○○○
Hekiro	○○○○	K. Kasen	⇒⇒⇒
Gasho	○○○○	K. Ryoin	⇒⇒⇒
Teishitsu	↑	T. Doshou	⇒
Kyuhou	↻	Seiryu	⇒
Dokuritsu	↻○○○	Gosotai	⇒⇒
Tenshin	←○○○○	<b>Bokuho Attacks</b>	
T. Kasui	↻○○○	Hanba	○○○○
T. Kosen	↻○○○	Sen Niki	○○○○
T. Sen	↻○○○	Kyoda	⇒○○○
R. Hoto	←⇒○○○○	Renken	⇒○○○
Shimogiri	⇒○○○	H. Shinkasen	←⇒○○○
Soho	↻	H. Shinyoin	←○○○○
Soheki	⇒○○○○	Banchu	↘
Rekkai	○○○○	K. Gasui	⇒⇒
S. Kasen	⇒○○○○	K. Tokyaku	○
S. Ryoin	⇒○○○○	K. Kikyaku	⇒
Rigo	←○○○○	Zensotai	↓
Myoshu	↑	Sotakusho	⇒
Toku	↻	<b>Throws</b>	
Hoken	⇒⇒○○○○	1,2,3	⇒⇒
Senren	↻○○○○	Senkpeki	←⇒⇒
S. Ushiro	↓○○○○	Tenyoryu (next to wall)	←⇒⇒
Niki	↻	Shohen	⇒⇒⇒
Bokuho	↓⇒○○○	Yoto	⇒⇒
Toda	↘○○○	Tenbu (opponent's back facing you)	⇒⇒
Uryo	⇒	Shousen (Low throw)	↓⇒⇒
Rinpeki	←⇒○○○○		

### Holds

### Down Attacks

### Special Move Attacks

### Tag Team Attacks









## Complete Move List

Attacks	Tricky Beast ↓K○K○K○K○K○	Heart Breaker (Low throw) ↖F+P	
Hell Needle ↑K	Tricky Hound	Reverse Beast Fang (Low throw, with opponent's back facing you) ↓F+P	
Tee Sork Bon ↖K○	Zack Tornado ↓F+K	<b>Holds</b>	
Rising Heel Kick ↑K	Spinning Middle Kick F+K	Octopus Blow/Slash Elbow (Counters your opponent's high attacks) ↖F	
Double Impact ↻P○	Twister Upper ↻F+K	Cross Bazooka (Counters your opponent's middle P) ←F	
Spinning Heel Kick ↻K○	Cow Roy ⇄K	Heel Edge (Counters your opponent's middle K) ←F	
Double Sork ⇄P○	Flying Knee Kick ⇄F+K	Funky Elbow/Dust Stamp (Counters your opponent's low attacks) ↖F	
Inferno Rush ⇄F○K○K○K○K○	Devils Elbow ↻K○K○K○	<b>Down Attacks</b>	
Tea Sork Laan ⇄F+P	Vertical Axe ○F+K	Stepping Wave ↑○F+K⇄⇄⇄F+K	
Half Spin Sork Rab ←K○	Airwalk ⇄⇄F+K	Wild Heel ↓K	
Half Spin Heal Kick ←K○	Overhead Kick ↻K○K○	<b>Special Move Attacks</b>	
Gatling Knee ⇄K○	Turn Bazooka ⇄P	Appeal: Wave ↖K⇄⇄F+P+K	
Heat Sunrise ↖K○	Spring Heel (While getting up) F+K○K○	Appeal: "Nandeyanan (Why is that?!)" ↓↓F+P+K+K	
Tumbling Heel ←←K○K○	Turn Sork Rab (With your back facing opponent) ←P	Fake Roll ↻F	
Sway Blow ↖P○	Turn Spinning Heel Kick (With your back facing opponent) ↖K	<b>Tag Team Attacks</b>	
Boost Rush ○F○K○K○K○K○	<b>Throws</b>		
Mobius Rush ○○P○K○	Wild Throw ○F+P	Mad Shaking (When teamed with Leon) ⇄⇄F+P+K+K	
Mad Beast ○○P○K○K○K○K○	Stunner ←F+P	Funky Elbow (Anyone except Leon, partner makes attack) ⇄⇄F+P+K+K	
Mad Hound ○○P○↓K○K○K○K○	Gokko Tee Cow ←F+P	<b>Down Attacks</b>	
Vulcan Knee Kick ○○P○↓K	Nightmare Stand (Next to wall) ←F+P	Knee Drop ↑○F+K	
Genocide Rush ○○P○⇄K	Hard Rush ↻F+P	Stomping ↓K	
Devil's Rush ○○P○⇄P	Splash Dunk ↻F+P	<b>Special Move Attacks</b>	
Fake Spinning Middle ○○P○↓K	Fly Boarding (Next to wall) ↻F+P	Appeal: GO TO HELL! ↖K⇄⇄F+P+K+K	
Heaven Smash ↻P○P○	Neck Hunting (With opponent's back facing you) F+P	<b>Tag Team Attacks</b>	
Slam Knuckle ←P	Violence Beat (With opponent's back facing you) F+P	Heavy Sand (When teamed with Zack) ⇄⇄F+P+K+K	
Mephisto Rush ○○K○K○K○K○	Beast Fant (Low throw) ↓F+P	Guillotine Napalm (When teamed with Bass) ⇄⇄F+P+K+K	
Demon Rush ↻K○K○K○K○K○		Death Trap (Anyone except Zack or Bass, partner makes attack) ⇄⇄F+P+K+K	
Belial Rush ↓K○K○K○K○K○			



## Complete Move List

Attacks	Storm Sobat ○○P○K	Swing Sleeper (Throw combo with opponent's back facing you) ⇄F+P+P⇄←F+P+P	
Palm Arrow ↖P○	Storm Upper ○○P○P○	Swing Breath Fall (Throw combo, next to wall, with opponent's back facing you) ⇄F+P+P⇄←F+P+P	
Tomahawk Elbow ↖P○	Trap Heel Hammer ○K○	Crazy Crash (Low throw combo) ↓F+P+P⇄←F+P+P⇄↓F+P+P	
Smash Upper ↑P○	Trap Reverse Hammer ○K○P○	Reverse Arm Lock (Low throw combo) ↖F+P+P⇄↓F+P+P	
Trass Kick (While standing) ○K	Giant Upper ↻P○	Ground Submission (With your opponent on the ground) ↓F+P+P	
Rising Tomahawk ↖K○	Side Scimitar ⇄P○K	<b>Holds</b>	
Jabbering Kick ↑K	Scimitar Lock Heel ⇄⇄K○K	Head Hunting Cross Lock/Reverse Achilles Heel Lock (Counters your opponent's high attacks) ↖F	
Body Sobat ○F+K	Turn Low Jabbering ↓F+P+K	Death Trap (Counters your opponent's high attacks) ↖F	
Blust Trass ←P○K	Smash Upper (With your back facing opponent) ○○P○P○	Snake Bites (Next to wall counters your opponent's middle P) ←F	
Blast Drive Knee ⇄P○⇄K	<b>Throws</b>		
Knee Lift ⇄K	Victor Knee Cross Lock ○F+P	Jumping Knee Cross Lock (Counters opponent's middle K) ←F	
Smash ↻P○	Neck Hanging Tree ←F+P	Grabbing Cross Lock/Cobra Death Lock (Counters your opponent's low attacks) ↖F	
Heel Hammer ←K	Neck Hanging Tree (Next to wall) ←F+P	<b>Down Attacks</b>	
Head Butt ○F+K	Arm Lock ⇄F+P	Knee Drop ↑○F+K	
Arm Grenade ⇄P○F+K	Fire Storm Knee (Next to wall) ⇄F+P	Stomping ↓K	
Flame Knuckle ⇄⇄P	Reverse Shrimp Lock (Throw combo) ⇄F+P+P⇄←F+P+P⇄↓F+P+P	<b>Special Move Attacks</b>	
Shoulder Tackle ⇄P○	STF (Throw combo) ↻K○F+P+P⇄↓F+P+P	Appeal: GO TO HELL! ↖K⇄⇄F+P+K+K	
Reverse Double Hammer ←P○F+K	DDT (Throw combo) ↻F+P+P⇄←F+P+P⇄↓F+P+P	<b>Tag Team Attacks</b>	
Leg Spike ↖K	Windmill Back Breaker ↻F+P+P	Heavy Sand (When teamed with Zack) ⇄⇄F+P+K+K	
Solid Crush ⇄P○P○	Desert Bridge (Next to wall) ↻F+P+P	Guillotine Napalm (When teamed with Bass) ⇄⇄F+P+K+K	
Crush Leg Spike ⇄P○P○↓K	Jumping Arm Reverse Cross Lock (With opponent's back facing you) F+P	Death Trap (Anyone except Zack or Bass, partner makes attack) ⇄⇄F+P+K+K	
Stomach Break ⇄P○K	Hell Hazard Lock (With opponent's back facing you) ⇄F+P		
Rush Sobat ○P○⇄K			
Rush Leg Spike ○P○⇄↓K			
Jab High Kick ○K			
Storm Hook ○○P○			
Storm Blast Knuckle ○○P○⇄P			









### Complete Move List

Attacks	Back-Facing Attacks	Holds
Sosho	R. Sosho	Ryusa (With your back facing opponent)
Renten	R. Eiko	Tsubaki (With your back facing opponent)
Koei	R. Fujinsai	Urayami (Opponent and your back facing each other)
Hajin	R. Eikosai	Setsuna (Low throw)
Koeliga	R. Eikogori	Kamiyo (Low throw)
Soha	R. Rijin	Syusa (Low throw, with your back facing opponent)
Fuzan	R. Hishu	Muso (Low throw, with opponent's back facing you)
Jirai	R. Riji	Temizu (Low throw, with opponent's back facing you)
Rijin	Rahien	<b>Holds</b>
Hishu	Rasajin	Kamiyo (Counters your opponent's high attacks)
Riji	Fustai	Ayase (Counters your opponent's middle P)
R. Hien	Shugetsu	Fubun (Counters your opponent's middle K)
F. Sosho	Z. Rajin	Kogarashi (Counters your opponent's low attacks)
F. Renten	Z. Fujinsai	<b>Down Attacks</b>
Sajin	Z. Hajinsai	Hyomu
Renkyaku	Z. Hajingeri	Kawara
Ryuso	J. Sajin	<b>Special Move Attacks</b>
Roso	Embusho	Appeal: "No, kidding"
Soten	Enshusen	Appeal: "Silly"
Ryubi	Kokuso	Hajin
Shugetsu	<b>Throws</b>	Kazemai
Fujin	Momiji	Furo (back facing opponent)
Retten	H. Emibu	Rencu 1 (back facing opponent)
Rekku	Hikari (Next to Wall)	Oroshi (back facing opponent)
Roso	Kirimadoi	Shimo (back facing opponent)
E. Hajin	Tosenka	Oroshiryu (back facing opponent)
E. Fujin	Baisenka (Next to Wall)	S. Oroshi (back facing opponent)
Hajinsai	Tsurara (Throw combo)	<b>Tag Team Attacks</b>
Hajin		M. Tensho (When teamed with Ein)
Genmu	K. Gengi	Ayase 2 (Anyone except Ein, partner attacks)
Fujinsai	K. Ranmu	
Sho	Namigatana (With your back facing opponent)	
Genwaku (While getting up)	Yemigarasu (With your back facing opponent)	



### Complete Move List

Attacks	Shiku	Holds
Tsubauchi	Hanegeri	Namio (Counters your opponent's high attacks)
Azuma	Suimen	Otohami (Counters your opponent's middle P)
Morote	Korin	Metsumon (Counters your opponent's middle P)
Fujin	Gyosho	Ruten (Counters your opponent's low attacks)
Kaida	Kishi	<b>Down Attacks</b>
Hyosai	Ressei	Akki
Burai	Tenro	Kaho
Renpujin	Ginro	<b>Special Move Attacks</b>
Renken	Jinmon	Appeal: "Come On!"
Musho	Raigyu	Appeal: "Easy!"
Rakusho	Tenrai	<b>Tag Team Attacks</b>
Tsukigeri	Kairai	Kagura (When teamed with Ayane)
Suzaku	Hyoubi	Kaei (Anyone except Ayane, partner attacks)
Ryubi	Shorin	
Tsukiren	Kofu	
Kengyu	Maizuru	
K. Yokogeri	Tenrin	<b>Throws</b>
K. Suimen	<b>Throws</b>	Suigetsu
Tengai	Ryukotsu	Ryukotsu
Shien	Gankotsu (Next to wall)	Gankotsu
Fumon	Mawashi	Kaei
Nobori (While standing)	Nobori (While standing)	Rekka (Next to wall)
Mae	Mae	Futo
Zansei	Zansei	Guren
Tenso	Tenso	Socho (With opponent's back facing you)
Kakato	Kakato	Seiryu (With opponent's back facing you)
Fuun	Fuun	Reigetsu (Low throw)





He's an evil villain of the Tengu world, having murdered "Kuramasan Maouson," the Tengu at the top of the hierarchy. Subsequently he has broken the Tengu rules, descending into the human world. His official name is "Gohhyapou Bankotsu-bo." He considers all functions of the human world to be insignificant, claiming that all disasters are nothing more than illusions he has brought about. All disasters that have befallen the age will later be referred to as the "Disaster of the end of a century."

Nationality:	Unknown
Gender:	Male
Birthday:	January 1; age 1500
Blood Type:	Unknown
Height / Weight:	7 shaku 1 sun, 60 kan
Body size:	Unknown
Fighting style:	Tengu Do
Occupation:	Unknown
Likes:	Unknown
Hobbies:	Unknown

## The World of "Dead or Alive"

What is a "Shinobi"?

The word "shinobi" is a very old one, preceding the modern word "Ninja." In Japanese, "shinobu" is a verb meaning "to perform actions with the utmost secrecy." In a more general sense it means "to endure by maintaining calmness." However, this kind of endurance means perseverance beyond the limits of one's imagination, even to the point of accepting death calmly. This is where Shinobi philosophies are readily apparent. For the Shinobi, the single most important principle is the continued existence of their tribe, and for this they require the will to endure all pain and suffering.

The famous realization of Hagakure, "Bushido is found only in death," is a discovery made by samurai. But in the world of the shinobi death is calmly viewed as a common philosophical view of a higher state. This philosophy is from an early age infused within the depths of the soul.

The Shinobi are a group of elite people who use their highly advanced techniques to perform espionage, combat operations, assassinations, etc. Internal struggles reached their peak in 16th century Japan. Accordingly, the Shinobi were similar to modern-day intelligence agencies and military SOG's\*, yet they were unique in many ways. For one thing, they formed their own tribe, and their technology was inherited through a closed bloodline. Accordingly, training started very early in life. But only after completing tests and training so intense it cannot be described using words did they combine with the highly trained bloodline. All members were specialists of extreme skill.

Secondly, as this shows, they were a very independent group of people. They made their living from espionage and military operations, but they weren't simply an organization placed into effect by some government. They had skills exceeding even the most experienced samurai, and were masters of strategy. They were few in number, but they possessed enough defensive power to keep those in power at a constant distance.

This, however, was a state of independence on the brink of breakdown due to their existence as outsiders, along with the fact that they were so small in number. In order to maintain this independence, they sold their overpowering technology as a unique product to those in power. Even when the members of the same shinobi tribe were to become enemies during the course of their missions, professionalism was never sacrificed. Thus, personal ties were a hindrance to that professionalism. Once the shinobi left their home villages, parenthood and siblinghood meant nothing to them. To live in this cruel chain of society was the only way for them to continue their existence.



The secret to living life in this manner can be summed up in one word: "shinobi." Their very existence and purpose required that each Shinobi be able to endure circumstances that would otherwise be impossible to accept. The weak who were willing to abandon this endurance were considered a threat to the shinobi tribe, and were often killed on the spot. This iron-clad unity was the rule of blood that allowed the shinobi tribe to carry forth its tradition.

Hagakure is the beauty of samurai philosophy, but the Ninja viewed life and death more in fundamental terms. In light of this severity, even a samurai is merely a part of the general population. This structure allowed the shinobi to exist independently in small numbers yet be considered the strongest of the strong.

The shinobi tribes lived in hidden villages in the mountains, participating in power struggles without ever being a part of them.

What is interesting is the ties between the shinobi and Tengu.

The origin of the shinobi is thought to lie in a force of mountaineers who would not submit to the will of a centralized government (see "What is a 'Tengu'?"). The shinobi technologies and beliefs, which are passed down through the ranks and generations, are notably similar to the personality training practices and physical training philosophies of the yamabushi, who are considered to be the closest people to the mythical tribes of mountain beasts known as tengu.

Yamabushi were mountain priests who worshipped the tengu. They were obsessed with the God-like power of the tengu, and trained their minds, bodies and souls by running through the mountains in order to obtain that power. Generally, though, they couldn't hope to attain as much power as the tengu. Of course, the yamabushi weren't members of the tengu tribe, and their physical limits were no different than those of other Japanese people. However, on rare occasions a member of the yamabushi tribe would produce a tengu; a man with tengu-like powers and an amazing capacity for education and strategy.

It is known that the shinobi and yamabushi are hard to tell apart. In fact, there is a tendency to consider them as being one and the same. Since both groups of people maintained secrecy, there are no existing historical records depicting the relationship between the two. But certain evidence points in that direction.

Ninjutsu strongly emphasizes the technology employed by the tengu, and is therefore an interesting subject in and of itself. For example, the Ninpo "Izuna Otoshi," which is displayed in a fantasy-like manner in this game, is actually derived from the laws of Izuna pioneered by the great Tengu, Saburo Izuna. Therefore, Ninjutsu is feared and held as being superior to all other forms of martial arts.

\* SOG: Special Operations Group. A military SOG is quite different from a non-military SOG, since it's related to the military and often supercedes the law, and is of utmost secrecy. For example, in terrorist situations the military SOG prioritizes the destruction of the terrorists over saving the lives of the hostages. A nonmilitary SOG, on the other hand, is usually a part of the police or similar agency and under all circumstances must obey the law. Their priority is to save the lives of the innocent.



#### What is a "runaway shinobi"?

Runaway Shinobi are ninjas that abandon the Shinobi tribe to which they're related. Secession is under circumstances allowed in Shinobi society. The shinobi always keep their secrecy, and in order to do so they follow an unbreakable code that maintains their livelihood and existence. Accordingly, those who escape the tribe's control with sensitive internal information are a very serious threat. These threats must be eliminated at all costs, and a band of Ninjas is often dispatched to kill the "runaway" Shinobi.

It is thus considered suicidal to become a "runaway" Shinobi. A cruel fate awaits anyone who should attempt it.

#### What is the Mugen Tenshin style Ninjutsu?

This is a faction of Ninjutsu. This faction can be further separated into "Tenjin Mon" and "Hajin Mon," and these two make up the foreground and background of Mugen Tenshin. The legacy is inherited by those belonging to the Mugen Tenshin faction.

##### Tenjin Mon

This is the foreground of the Mugen Tenshin style of Ninjutsu. Most of the Ninjas from the Mugen Tenshin faction belong to this side of Mugen Tenshin. They're trained in order to acquire superhuman physical strength and battle technique. They're highly resistant to physical pressure.

##### Hajin Mon

This is the backside of the Mugen Tenshin style of Ninjutsu; a well-kept secret within the already secretive Ninja society Mugen Tenshin. Members of this side are believed to possess superhuman physical strength and battle technique. Additionally, they're said to have magical abilities, and this makes them all the more feared.

The members of this side of Mugen Tenshin—a very exclusive group—are known to provide background support to the Tenjin Mon. The Hajin Mon possess unbelievable powers, but strangely they're sworn to utmost obedience to the Tenjinmon.

#### What is the Hayabusa style of Ninjutsu?

his is another faction of Ninjutsu. The Hayabusa don't form a large tribe as the Mugen Tenshin do, but instead carry forth their legacy through the skills of a few elite individuals. They're undoubtedly close to the Mugen Tenshin in terms of technology, but as with all shinobi history there is no documentation that explains how these two tribes are related.

The Hayabusa are considered to have the closest relationship with the Yamabushi and Tengu, and are accorded much respect.

#### What is the "Epsilon"?

At the end of the 20th century, a human modification experiment was performed on Hayate, one of the strongest Shinobi. The purpose was to develop a physical body of superhuman abilities. "Epsilon" was the code name given to Hayate, who was captured for the experimental subject. Apparently most of the modifications were made to Hayate's nervous system, but it failed to produce an improvement in Epsilon, and in fact resulted in the latter's destruction.

To succeed the Epsilon Project, there was a plan involving the cloning of Hayate's younger sister, who was considered genetically superior to Hayate. The first test subject in this second attempt is called Kasumi. Éø.

#### What is "Pi Qua Quan"?

Pi Qua Quan, among all the Chinese martial arts, involves the most movements. Mainly, it emphasizes mid- to long-range attacks, in which the opponent is confused by the attacker's constant motion.

Pi Qua Quan is named from the movement of the hands during an offensive. The downward movement of the hand is referred to as pi, while the upward movement is referred to as qua. As the name suggests, Pi Qua Quan is the circular motion of the hand, much like a windmill. A fist is seldom used. Instead, much of the offensive comes from hands relaxed with fingers extended, being used in a manner resembling a whip. The moves are full of beauty, yet the offenses are sharp and heavy.

In Pi Qua Quan the moves are smooth and flexible. It demands the greatest degree of flexibility, even among the northern faction of Chinese martial arts, which demand flexibility of the body.

#### What is "Jeet Kune Do"?

Jeet Kune Do is the fighting style developed by the greatest martial arts master. The advantages of other martial arts have been incorporated creating the concept behind Jeet Kune Do, which is "freedom."

This unique style, which involves entering battle in a free-form concept that is not governed by any rigidly prescribed form, was born only because Bruce Lee didn't just stop at becoming a great martial arts user but possessed the open perspective of a performer, as well.



#### What is "Xynyi Liuhe Quan"?

Xynyi Liuhe Quan is a powerful form of martial art capable of ending a battle with a single blow. In fact, it's considered by many to be the most powerful of all Chinese martial arts, and is a secret martial art form passed down through the ultimate secrecy of the Kaizoku (Chinese followers of Islam). Xynyi Liuhe Quan was introduced into the world recently, and its deadly combat characteristics became quickly well-known. Today there is virtually no martial artist that doesn't know of its existence.

Xynyi Liuhe Quan completely ignores any weakness on the part of the user, who aggressively engages in battle at close range. The intended result is to defeat before one can be defeated. Therefore, the offensive is extremely heavy and damaging, often not even allowing time for the opponent to retaliate. Headbutts and bodily collisions are its main weapons.

#### What is "T'ai Chi Quan"?

T'ai Chi Quan is a Chinese martial art popularized in Japan and the United States as a physical exercise that can be performed by even the elderly. Nevertheless, its original intention is as a method for combat.

The strength guided by chi, the breathing and the curving of the physical body, is used to instantaneously send a blow to the opponent. Since it doesn't rely heavily on muscles, it can be used by the elderly to produce damaging blows. The disadvantage is the fact that it takes a long time to master.

Among the Chinese martial art forms that do not emphasize structure, T'ai Chi Quan places a considerable emphasis on it. The reason is that the proper chi can't be obtained without the proper form.

#### What is "Command Sambo"?

The Central Asian region of the former Soviet Union is a vast storehouse of martial arts. Sambo is a technology developed by combining over 200 types of regional martial arts in the area. Its advanced moves, which target the joints, are feared by many. The damage toward the joints is definitive, immediately obliterating the opponent's ability to fight. Of course, this carefully constructed system gets real results in battle.

Command Sambo is a military martial art form based on Sambo, as developed by the former Soviet Union to focus completely on the offensive. Command Sambo leaves no room for mercy. It's a cold, mechanical martial art created for the purpose of surviving modern warfare and the constant struggle between life and death.

#### What is a "Tengu"?

Tengu is a mythical tribe of beasts living in the wilderness of the mountains of Japan. It is quite understandable that they are referred to as goblins by the Japanese public at large. Yet this mountainous tribe is too different from the norm. It's no wonder they're so different, since they're a completely different race than the Japanese.

The Tengu's appearance is strikingly different to begin with. They have very high noses and in the physical sense are significantly superior. There are people who claim they have seen Tengu fully 10 shaku in height. This is probably an exaggeration and it's unlikely that they are that tall, but the average height of a male Tengu is easily over six shaku. It's common enough for Tengu to reach seven shaku in height.

Their bodies are generally broad, and they possess great physical strength. The everyday game of "Tengu Daoshi" reflects the strength of these beings. In this game they knock over full-grown pine trees in the mountains. It seems like simple vandalism, but apparently there's a competitive side to the activity. The thicker the tree one can knock down, the more status one can earn. There must be some secret to this; some secret that only experience can teach. Nevertheless, it's clear they must possess inhuman strength in order to knock down full-grown pine trees in such a leisurely fashion.

Their skin tone is dark, and is usually red to dark red, but there are some Tengu that have the same skin tone as the average Japanese. The language they use is no different than the historical language of ancient Japan.

The Tengu seemed to have arrived from the Asian continent, and had a drastic effect on the Japanese, acting as teachers in order to demonstrate various technologies. The technology that is the basis of the various martial arts is usually obtained through the Tengu. From this it's apparent that the Tengu enjoy teaching others.

A point of contrast is that Tengu seem to live in the deep mountain forests, maintaining a degree of secrecy. Their magical technologies and knowledge are the basis of Japanese occultism. No matter the kinds of tricks they may use, their god-like powers are undeniable, and their knowledge and strength is the fear of many.

The full details of their existence are still shrouded in mystery. This is due to the difficulty of contact with the Tengu in recent years. Also, the Tengu veil their existence as the central sect in a society of mountain cultures.



The term "mountain people" refers collectively to those who live in the mountainous regions that make up the majority of Japan. It refers to those people who don't conform to the central governmental society of Japan. (Ninjas originated from these mountain people. See "What is a 'Shinobi'?")

Mountain people are independent and secretive, with little respect for any attempt at control by the centralized government. Furthermore, the Tengu--mountain people among mountain people--are even more secretive. In fact, they've had very little contact or relationships with the Japanese.

## The Wings of Tengu

Tengu apparently have wings growing out of their backs. One theory holds that they can fly, and there are witnesses to support that. It's a wild and careless bedtime story that they are winged people. However, it is true that they wear wings on their backs as a fashion statement. Tengu appear in front of people unabashedly donning the wings on their backs.

One theory says the reason people say the Tengu can fly is due to the fact that the Tengu have amazing agility and have been observed jumping from tree to tree and rock to rock. However, this theory has been attacked by those who state that their wings aren't capable of sustaining flight.

The light-bodied actions by the Tengu don't really require wings, however. Ninjas perform such feats as a part of their training. It seems people have incorrectly deduced that they can move the way they do because of their superficial wings.

It is a fact, however, that they can jump from tree to tree and rock to rock. There are simply too many eyewitness accounts. It's no wonder they're considered magical when they move so freely, despite potentially dangerous and even life-threatening situations.

As with all masters, the God-like Tengu can make mistakes. A corpse of a Tengu with various abrasions and bodily damages was discovered at the base of the Kiso Mountain Range. It is thought that this particular Tengu faltered in his course along a rock high above, and fell to his death.

<b>Producer &amp; Director</b> Tomonobu ITAGAKI	<b>Voice actors</b> ACON PRO KASUMI	<b>Director</b> James LEBRECHT
<b>Project manager</b> Yasushi MAEDA	Sakura TANGE	<b>Editor</b> Rob LIAM
<b>Planner</b> Hiroaki MATSUI	GEN FU	Takeshi AONO
<b>Lead programmer</b> Takeshi KAWAGUCHI	TINA	Yuko NAGASHIMA
Hiroaki OZAWA	ZACK	Bin SHIMADA
<b>Game system designer</b> Katsunori EHARA	JANN LEE	Toshio FURUKAWA
<b>Motion managers</b> Noriaki KAZAMA	AYANE	Wakana YAMAZAKI
Chitose SASAKI	HAYABUSA	Hideyuki HORI
<b>Motion design director</b> Masaki KOSHIKAWA	HELENA	Yuka KOYAMA
<b>Assistant CG manager</b> Hideyuki KATO	BASS	Daisuke GOURI
<b>Character modeling</b> Yasushi NAKAKURA	LEON	Koji TOTANI
<b>Character texture</b> Muneaki KUBOTA	LEI FANG	Yumi TOUMA
<b>Sound composers</b> Makoto HOSOI	EIN	Hikaru MIDORIKAWA
<b>Effect designer</b> Yasuo EGAWA	TENGU	Osamu SAKA
<b>Programmers</b> Takeshi SAWATARI	ROLAND	Yuka KOYAMA
Junichi ARAKI	SYSTEM VOICE	Miyako ENDO
Mitsuo OSADA	???	Banjo GINGA
Tetsuya IMAMURA	<b>Motion actors</b>	
Kazuhiro KOSUGE	Buto Kempo Kyokai	
Takashi WATANABE	Zheng-Bao FENG	
Taiyo ARAMAKI	Taisuke KITAMURA	
Naoyuki OHASHI	Kaimor Kensha	
Junichi UENO	Tatsuya HATTORI	
Tomonobu KINUGASA	Koka Kokujutsu Shudokai	
Takuro SASAKI	Shigeki COOKI	
Nobuhiko ODA	<b>Motion actors</b>	
Kei SHINOHARA	Miho IJIMA	
<b>Planners</b>	Mako KOGISO	
Masanori SATO	JAPAN ACTION CLUB	
Motohiro SHIGA	Tutomu KITAGAWA	
Hiroyasu ITAKURA	Yoichi NISHIMURA	
<b>Motion designers</b>	Jiro OKAMOTO	
Jitsuo KONDO	<b>Artwork</b>	
Hideki SAITO	Takashi MIYAMAE	
Yuki NARUSE	<b>Publicity</b>	
Tomoe HIRAOKA	Kazumi FUJITA	
Shigetsumi ISHIZUKA	Tetsuki ICHIKAWA	
Ryuji IKEDA	Satoshi KANNO	
Taro MATSUSHITA	<b>Marketing executive</b>	
Takui OTSUKA	Satoshi KANEMATSU	
Koji MOTOME	Toru AKUTSU	
<b>Motion script</b>	Juntaro KONO	
Sousuke SAMESHIMA	<b>English Voices produced by</b>	
<b>Character modeling</b>	Berkeley Sound Artists	
Yoshiaki HORIUCHI	<b>Casting Directors</b>	
Haruhiko SHIKATA	James LEBRECHT	
<b>Character texture</b>	Patti TAUSCHER	
Hideaki TAKAHASHI		
<b>Stage designers</b>		
Hideki NIIMI		
Akira IZUMI		
Takaoi EBATA		
Kanichiro NAKAJO		
Katsuhiko MUKASA		
Hideaki KATO		
Junichi IKEYA		
<b>Realtime movie script</b>		
Yukihiko FUJITA		
Masato ONISHI		