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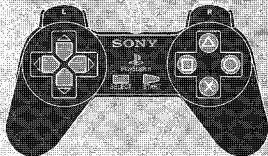
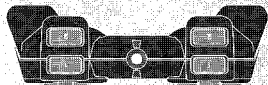
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GETTING-STARTED

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc. Insert the DEAD or ALIVE™ disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.



HOW-TO-USE-THE-CONTROLLER



CONTROLLER

- L2 = P+K
- L1 = H+P
- R2 = H+K
- R1 = H+P+K
- Ⓛ - H (Hold)
- Ⓡ - P (Punch)
- Ⓚ - K (Kick) / select or execute
- Ⓧ - P (punch) / Cancel

Note:

You can reset your game at any time by pressing and holding L1+L2+R1+R2+Ⓛ+Ⓡ+Ⓚ+Ⓧ+START then hitting SELECT.

Directional Buttons

- To move a character. Able to make them jump, sit (squat), or guard.
- To move a cursor. To make a change on the list

Select

Not used.

START

- To PAUSE during game play
- To START the game

CAMERA OPERATION

You can change the camera angle during your character's victory pose.

LOOKING

- Also refers to attack angle. In some situations, press START.
- START - Look down
- Directional Buttons - Look left or right
- Pressing START - Look up
- Pressing START - Look up

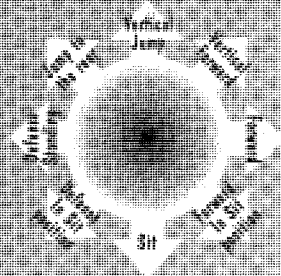
To Control the Camera Directional Buttons:

- ⬆ - Sky Cam
- ⬅ - Low camera angle
- ⬇ - Daily around from the left (clockwise)
- ⬇ - Daily around from the right (counterclockwise)
- Ⓚ button - Zoom in
- R2 button - Zoom out

CHARACTER MOVES

(All instructions are based on the assumption that the player character is facing to the right.)
(The character action for specific character moves.)
This game is for two or two players.

DIRECTIONAL BUTTONS



Lunge forward: R1 + R2

Lunge backward: L1 + L2

Rat: Ⓡ press and hold

Guard: Press and hold

ATTENTION

Ⓡ or Ⓚ arrow indicate that the user should press the button for a short length of time. Ⓡ arrow indicate that the user should press and hold the button.

DOWN

When your character is down, use the directional buttons to get up. If you want to get up quickly, continue pressing P several times along with a directional key. Certain combinations of directional buttons and K will enable your character to attack as he/she stands back up.

ATTACK

When the enemy is down, you can still give him/her an additional attack. P and K functions depend upon which enemy you're fighting. Some characters also have a special KO attack technique.

When the character falls toward the background: (Z-axis backward)

Press Ⓡ and Press H several times.

To perform a low kick as the character gets up:

Press Ⓡ and K several times as the character is getting up.

When the character falls toward the foreground: (Z-axis forward)

Press Ⓡ and H several times.

To perform a mid-kick as the character gets up:

Press K several times as the character is getting up.

To reduce the down time:

Press (square) several times.

BASIC-BUTTON-FUNCTION

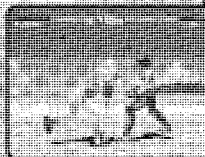
[□]+[△]: Throw

Each character has their own special 'throw'. When you are thrown by your opponent, press the UP command to avoid falling.



[□]+[△]+[○]: Escaping Combination Throw

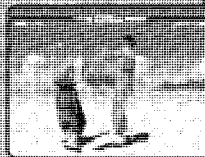
After using either 'Throw' or 'Offensive Hold', some characters will immediately attack with a 'Throw'. When you are about to be thrown into the DANGER ZONE, press **[□]+[△]+[○]** to defend yourself and rebound.



[○] button: Defensive hold toward high and mid attacks.

Low **[○] button:** Defensive hold toward low attacks.

With this command you can reverse your opponent's attack and put him or her on the defensive.



GAME-MODES

There are a number of different game modes. An additional controller is required for 2 player modes.

TOURNAMENT MODE (1-2 players)

In this mode you play against the computer (COM). There is no limit to the number of matches you can play. Another player can also join in the battle. Once the battle is over, the winner will remain to fight the next COM opponent.



TIME ATTACK MODE (1 player)

In this mode you must battle against both the COM and the clock. (All preset options return to default settings in this mode.)

DANGER ZONE MODE

The entire ring becomes a DANGER ZONE. (See pg. 11)

In Character Select mode, press **[←]+[→]** button to enter this mode. There is no limit to the number of matches you can play.

V.S. MODE (2 players)

In this 2 players mode there is no limit to the number of matches you can play.

SURVIVAL MODE (1 player)

A fight to the death (of your energy). You continue fighting until your energy (on the energy gauge) is depleted. Your opponent is the COM. The level of the battle and number of sets are set in default. Winning battles restore some of your energy.

KUMITE MODE (1 player)

It's you against 100 COM opponents. The object of this mode is to win high points in the winning rate and to gain a Fast Clear Time. When you move onto the next battle your energy is restored.



TEAM BATTLE MODE (1 - 2 players)

Team up 5 of your favorite fighters against 5 of your friends' favorite fighters in this mode. Fighters are eliminated in one on one battles until the last fighter left standing is champion.

TRAINING MODE

Just as it sounds, in this mode you train and develop your fighting skills. Lucky you, your COM opponent will not attack back, so hone up and be fearless. TRAINING MODE has no time limitation, nor any KO. A menu window will pop up when you press the Start button in this mode. Use the directional buttons and start button to select from the menu.



- Exit Mode: Finish the Training mode
- COM Type Select: To change the computer's "Wave Type"
- Stage Change: To change the arena
- Command List: To bring up the display of the current character's attack moves
- To Character Select: To go back to the Character Select Screen
- Exit: Exit the menu and return to the Training mode

RULES - FOR - WINNING - AND - LOSING

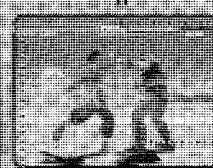
You will win in any of the following cases.

KO: Deplete your opponent's energy.

Ring Out: Throw opponent into the **DANGER ZONE**.

Time Out: Exceed the designated time with a higher energy level than your opponent's.

SCREEN: Type 1



TIME: When the counter shows 0, your time is up. The fighter with the higher energy level will be the winner.

SET COUNT: This shows how many rounds you must fight to win. When you win a set one dot will be highlighted. When you win the entire match all dots will be highlighted.

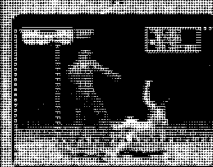
DRAW and SUDDEN DEATH

In the case of a Time Out, if you and your opponent's energy levels are equal the battle will end in a tie. This rule also applies to Double KO and Double Ring Out.

ENERGY GAUGE: You will lose if your energy falls to 0.

If both fighters win an equal number of matches a 'Sudden Death Match' will determine the winner. In Sudden Death your energy level will be lower than normal. If the Sudden Death match ends in a tie, the champion will be declared the winner.

SCREEN: Type 2



COM TYPE: shows what Move Type the character has.

DAMAGE GAUGE: shows how much damage you inflicted upon your COM opponent.

CONTINUE

Even you lose a battle, you can try again by continuing. However, you must press the Start button within designated time. You can also change your character.

MAXIMUM DAMAGE: shows the greatest damage you inflicted upon your COM opponent.

MODE-SELECT-&-OPTIONS

MODE SELECT

Press **START** at the Title Screen to display the **MODE SELECT** screen.

Use the directional buttons to select Game Mode, and press **X** button to enter.



CHARACTER SELECT

Scroll through the characters by using **Right** and **Left** directional buttons. Select your character with the **X** button.



Select **OPTIONS** in the Mode Select screen to modify the environment settings or to access the memory card options.

You may load or save a game by selecting **MEMORY CARD** from the list of options and following on-screen prompts.

Note:

Never insert or remove a memory card when loading or saving files.

X button:	Enter / go to the next screen
Y button:	Go back to the former screen
Directional buttons (Up and Down):	Scroll through the list
Directional buttons (Right and Left):	Change the contents of the list

1. GAME CONFIG: sets the level of battle, time limit, etc.

EYE (Easy Normal End Very Hard):	Switch the level of CPU opponent.
IF LIFE (None) (2nd half) (3rd half) (4th half) (5th half) (6th half):	Change the life gauge adjustment.
IF LIFE (None) (2nd half) (3rd half) (4th half) (5th half) (6th half):	Change the life gauge adjustment.
SET TIME (10) (20) (30) (40) (50) (60):	Set the time limit per battle.
MATCH POINT (1) (2) (3) (4):	Adjust the condition for victory.
SCORE SELECT (On/Off):	Turn On/Off the Score Screen "Battle" Off.
TELECAST (On/Off) (1st half) (2nd half) (3rd half) (4th half) (5th half) (6th half):	Turn On/Off the telecast after number and directly go to half.
ADVERTISING SPOT (On/Off):	Turn On/Off the advertising spot.
BUTTON COMBO:	Set button sequence. Use the LEADER directional button to enter through the button.

2. AUDIO CONFIG: sets sound.

SPEAKER (On/Off) (Stereo) (Mono):	Turn the sound of Stereo or Mono.
BGM VOLUME (1) (2) (3) (4) (5):	Set the BGM volume during battle.
DE VOLUME (1) (2) (3) (4) (5):	Set the effect volume.
BSM TEST:	Allow you to sample the music options available. Press X or Y button to hear the sample.
VOICE TEST:	Allow you to sample the voice options. Press X or Y button to hear the sample.
SYSTEM PRICE TEST:	Allow you to sample the system price. Press X or Y button to hear the sample.
DL TEST:	Allow you to sample the delay effect. Press X or Y button to hear the sample.

3. RECORDS: displays the ranking of each Mode battle. Use Directional Buttons to change the screen.

TOURNAMENT MODE RANKING:	Shows the top 10 Ranked Time records in Tournament Mode.
TOURNAMENT CHARACTER RANKING:	Shows each character's best time's entry name ranking.
DANGER ZONE MODE RANKING:	Shows top 10 Ranked Time records in DANGER ZONE Mode.
NORMAL TIME ATTACK MODE RANKING:	Shows top 10 Ranked Time records in Time Attack Mode.
NORMAL TIME ATTACK MODE CHARACTER RANKING:	Shows each character's best time's entry name in Time Attack Mode.
DANGER ZONE TIME ATTACK MODE RANKING:	Shows top 10 Ranked Time records in the DANGER ZONE Time Attack Mode.
DANGER ZONE TIME ATTACK MODE CHARACTER RANKING:	Shows each character's best time's entry name in the DANGER ZONE Time Attack Mode.
NORMAL SURVIVAL MODE RANKING:	Shows records of whether you won every time in Survival Mode. Rank up.
DANGER ZONE SURVIVAL MODE RANKING:	Shows a number of opponents you defeated every time in DANGER ZONE Survival Mode.
NORMAL BATTLE MODE RANKING:	Shows number of whether you won every time in Battle Mode.
DANGER ZONE BATTLE MODE RANKING:	Shows number of whether you won every time in DANGER ZONE Battle Mode.
RECORD DATA:	Shows battle record of each character you used in the game.
CHARACTER RECENTRE:	Shows how often you got the record of the highest in the battle.

TIPS TO HELP YOU THROUGH BATTLE

Understanding the Hold System and DANGER ZONE System is essential for victory. Players can fight by skillfully managing only three moves: PUNCH, THROW, and HOLD. Punch is superior to throw, throw is superior to hold and hold is superior to punch.



HOLD SYSTEM: Usually fighting games have only two basic types of attacks: Punch and Throw. In Dead or Alive, you have an additional category called HOLD.

There are two kinds of Holds: a Offensive Hold (OH) and a Defensive Hold (DH).

OFFENSIVE HOLD

This is best to use when you want to aggressively attack the opponent. The main command key is **[X]**. Depending upon which skill you use, the command will differ. (For details see the character moves lists.)

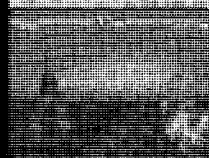


DEFENSIVE HOLD

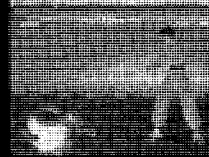
Use this when the opponent aggressively attacks you. By pressing **[Y]** button, you can hold your opponent's arm or leg and turn his attack against himself with a throw. All characters share the following commands. Defend against high/mid attacks with the **[X]** button and against low crouching attacks with the **[Y]** button. Some characters have additional Defensive Holds moves.



DANGER ZONE SYSTEM



The DANGER ZONE is the rim of the fighting ring. A character falling into this Zone will create an explosion which causes him/her massive damage. The character will also be bounced around in the explosion. This is when your opponent is vulnerable, so strike quickly. (Mid-air combos work well.)

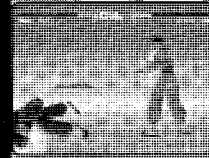


If you're thrown into the DANGER ZONE you can avoid bouncing by pressing **[X]** **[Y]** **[Z]** buttons simultaneously before the explosion begins. This will put you into the Ukemi position. Even if you are able to avoid bouncing with this maneuver, you will still incur damage from the Danger Zone, but you will avoid damage from the explosion.



DANGER ZONE MODE

The entire ring becomes a DANGER ZONE. To select DANGER ZONE MODE Press the directional buttons **[Left]** **[Right]** when you select your character and start the game. In Sudden Death battles the game will automatically enter DANGER ZONE MODE.



CHARACTER-INTRODUCTION

The following is a list of some of the chief characters in Dead or Alive, along with a list of some (but not all) of their unique moves.

KASUMI

Nationality: Japanese

DOB: Feb 23

Height/weight: 5'5"/106 LB

Measurements: 34-20-35

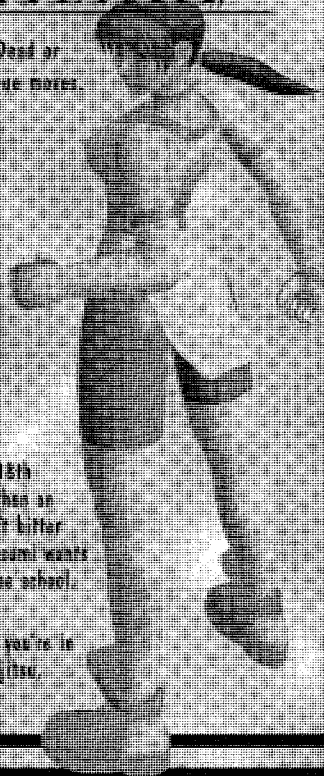
Lethal Fighting Style: Mugen Tenjin (Ninjitsu Assassin)

Favorite food: Strawberry Mills-Fanillas

Hobby: Fortune telling

Kasumi's brother, Hayate, was next in line to succeed as the 18th master of the Mugen Tenjin Academy...until one fateful day when an assassin attacked and crippled him. Her father Shiden was left bitter and refuses to mention the details surrounding the attack. Kasumi wants revenge, and she's determined to succeed as 18th master of the school.

Watch out for Kasumi - if you think she's quiet and kittenish, you're in for an ugly surprise. Kasumi's expertise is Assassin-style Ninjitsu, and like a cat, you never see her coming until its too late.



MOVE LIST

Shadow Sword ♦♦△

Silver Flamingo ♦♦♦

Fleet Sword ♦△

Air's Kick Combo △△△△

Revered Sword ♦△

Ground Tornado Combo △△△♦

Illusion Scare ♦♦△

Double Tornado Combo △△♦♦

Deep Mist ♦△△

Moss Flash Combo △△♦♦

Wind Fang ♦△

Lightening Spin Combo △△♦♦♦

Rising Cutter ♦

Lightening Dirk Combo △△♦△♦

Heaven's Arrow ♦

Ground Tornado ♦♦♦

Moonsault Kick ♦

Windmill Kick ♦♦♦

Dash Tornado ♦♦♦

Double Tornado ♦♦♦♦

Ground Lance ♦♦♦

Kasumi Cyclone ♦♦♦△

Heaven's Kick ♦♦

Whirlwind △♦

Air's Kick ♦♦♦

Kissing Swallow ♦♦♦△

Earth's Kick ♦♦♦

Moss Darkness (Kasumi's boss to enemy) ♦♦

Rainbow Throw ♦△

Roundabout ♦♦♦△

Go To Heaven ♦△

Shadow Swallow (enemy in crowd) ♦♦△

Hank's Phantom ♦♦♦♦

Broken Wings (to enemy's back) ♦△

Misty Mist ♦♦△

Bite-Yai-Cherry ♦♦

Flaming Cassia ♦♦♦

Flying Swallow ♦♦♦

Theory Path (to flaming candle) ♦♦

Fatigue Swallow (to flying swallow) ♦♦

Spinning Fall ♦♦♦

Pink-Up-Cherry (enemy in crowd) ♦♦

Angel Wheel ♦△

Cherry's Dream

♦♦♦♦♦△△♦ DR ♦♦♦♦♦△△

JANN LEE

Nationality: Chinese

DOB: Nov 27

Height/weight: 5'8"/165 LB

Measurements: 38-31-36

Lethal Fighting Style: Ji Kan Do (JKD)

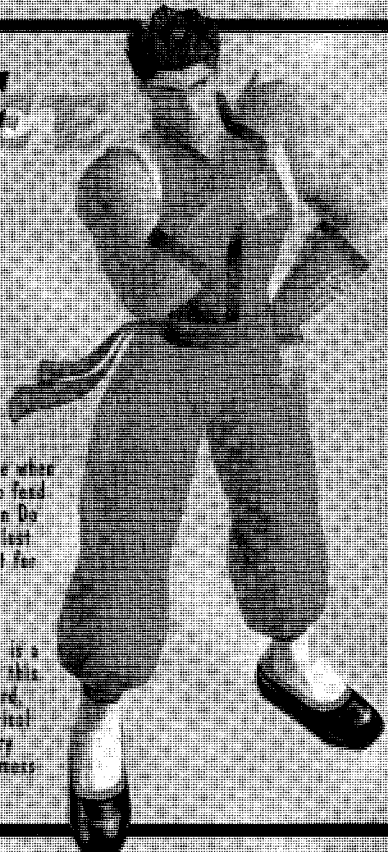
Occupation: Bodyguard

Favorite food: Hamburgers, Grapesfruits

Hobby: Watching action movies

Jann Lee's parents escaped from China's Marxist regime when the boy was a child, then left him an orphan, alone to fend for himself. He threw himself into the study of Ji Kan Do soon after. At first he fought to replace what he had lost when his parents died, but eventually Jann fought just for the sake of fighting.

Jann Lee, one of the youngest Dead or Alive fighters, is a well established master of Ji Kan Do (JKD). He uses this art almost daily in his work as a professional bodyguard, where he protects highly secretive, controversial political figures. Jann may look like an unassuming target, but every ounce of Jann Lee is lethal...especially if you try to mess with him on a bad day.



MOVES LIST

Dragon Blow $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \triangle$

Sonic Uppercut $\triangle \blacktriangle \blacktriangle \blacktriangle \triangle$

Dragon Knuckle $\blacktriangle \blacktriangle \blacktriangle \triangle$

Combo Low Spin Kick $\triangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Seikos-shop $\blacktriangle \triangle$

Body Uppercut $\blacktriangle \triangle \triangle$

Upper Knuckle $\blacktriangle \triangle$

Body Low Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Rear High Kick $\blacktriangle \blacktriangle$

Flash Spin Kick $\blacktriangle \blacktriangle \blacktriangle \triangle$

High Shin-Knee Kick $\blacktriangle \blacktriangle$

Flash Low Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Dragon Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$ (only if guard when retreat)

Flash Turn Knuckle $\blacktriangle \blacktriangle \blacktriangle \triangle$

Dragon Rush $\triangle \triangle \triangle \triangle \blacktriangle$

Blind Knuckle (Jann's back to opponent) $\blacktriangle \blacktriangle$

Dragon Cosen $\triangle \triangle \triangle \triangle \blacktriangle \triangle$

Blind Elbow (Jann's back to opponent) $\triangle \blacktriangle \blacktriangle$

Sonic Spin Kick $\triangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

High Spin Kick $\blacktriangle \blacktriangle$

Sonic Low Spin Kick $\triangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Double Hook Kick $\blacktriangle \blacktriangle \blacktriangle$

Double Upper Kick $\blacktriangle \blacktriangle \blacktriangle$

Snap Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Middle Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Dragon Elbow $\triangle \blacktriangle$

Thrust Middle Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Shin-Knee Kick $\blacktriangle \blacktriangle \blacktriangle$

Thrust Low Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Low Spin Kick $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Half Drive $\blacktriangle \blacktriangle \blacktriangle$

Fireman's Carry $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \triangle$

Side Buster $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Wall Crash (to enemy's back) $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Counter Knuckle $\blacktriangle \blacktriangle$

Ballkicking head lock (to head lock) $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Front Face Lock $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Rear Counter Knuckle (to enemy's back) $\blacktriangle \blacktriangle \blacktriangle$

Low Front Face Lock (enemy in crouch) $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Sekisan Punch (to enemy's back) $\blacktriangle \blacktriangle \blacktriangle$

Head Lock $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Low Seikou Punch (enemy in crouch, from behind) $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Enter the Dragon (enemy down) $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

Shout $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

OR $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$

LEI FANG

Nationality: Chinese

DOB: April 23

Height/Weight: 5'5"/110 LB

Measurements: 34-21-33

Martial Fighting Style: Tai Chi (Tai Kyoan Kar)

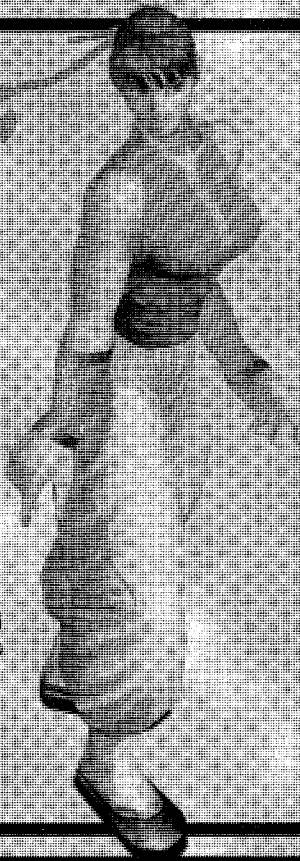
Occupation: Student

Favorite food: Almond Jelly

Hobby: Karaoke

Lei Fang is an impulsive, yet determined prodigy of Tai Kyoan Kar. Don't let her sweet smile fool you....she may look like an angel, but she's got a devilish determination to prove herself. You'd better keep your eyes on her at all times.

Her confidence has been shaken just once, several years ago. Lei was challenged by a gang of street fighters. She was prepared to take them on single-handedly, but a boy named Gi, wearing a dragon emblem, suddenly jumped to her rescue. If there's one thing Lei hates, it's someone assuming that she can't handle things on her own. The incident left her determined to find and defeat Gi...and anyone standing in her way.



MOVES LIST

Shotai

Double Fist (blended)

Upper Elbow

Double Smash Kick

Palm Attack

Front Straw Kick

Lai's Attack

Rolling Sebat

Upper Palm Smash

Low Joint Kick

Back Fist

Swirling Face Kick

Back Fist Punch

Chiki Screw Back Kick

Palm Spring Kick

Triple Screw Kick

Double Hands

Double Jump Kick

Knuckle Part

Split Kick

Shoulder Bash

Fair Lady Attack

Phoenix Combo

Defending Palm

Taigi Combo

Knee Attack

Palm Split Kick

Palm Splash

Palm and Fist

Arm Bar Throw

Chest Hold Bash

Atomic Punch

Reverse Parallel Chop

Lotus Throw (to enemy's back)

Sammel

Knee Grab Attack (Enemy in crush)

Front Kick Bomb

Eye Crusher (to enemy's back)

Stomach Hold Punch

Shoulder Thrust (to enemy's back)

Back Spine Elbow (During Stomach Hold Punch)

Reverse Karate Chop (Enemy in crush, from behind)

Neck Lariat (During Back Spine Elbow)

Toari

OR

BAYMAN

Nationality: Russia

DOB: Oct 10

Height/weight: 6'6"/231 LB

Measurements: 47-33-40

Fighting Style: Russian Command

Occupation: Assassin

Favorite Food: Beef Stew

Hobby: Collecting fire arms, Chess

As a child, Bayman witnessed the assassination of his parents, carried out under martial order. He was later trained by the Russian military in command-style fighting, and served as a special agent for years. Until the day he made one fatal mistake involving the Kremlin's favorite daughter. He was banished from the Special Forces forever, and exiled to Brighton Beach, New York.

He now works as a professional assassin. Bayman is posing as a participant of the DOA tournament, but his true assignment is to find and exterminate Flame Douglas, the notorious leader of DOATEC (Dead or Alive Tournament Execution Committee).



MOVES LIST

Spinning Back Kick \leftarrow (A)

Leg Spike \leftarrow (B)

Swarm \leftarrow (A)

Sliding Kick \leftarrow (B) \leftarrow (C)

Palm Arrow \leftarrow (A)

Reverse Double Hammer \leftarrow (A) (A)

Swarm Hook \leftarrow (A)

Storm Hook \leftarrow (A) (A) (A)

Shoulder Tackle \leftarrow (A)

Storm Back Knife \leftarrow (A) (A) \leftarrow (A)

Knee Lift \leftarrow (B)

Storm Sizer \leftarrow (A) (A) (B)

Heel Hammer \leftarrow (B)

Risk Sabot \leftarrow (A) \leftarrow (A) (B)

Javelin Kick \leftarrow (B)

Cross Leg Spike \leftarrow (A) (A) \leftarrow (C)

Drop Kick \leftarrow (B)

Trap Heel Hammer \leftarrow (B) (B)

Thrust Kick (while standing w/)

Trap Reverse Hammer \leftarrow (B) (A) (A)

Rolling Sizer \leftarrow (B) \leftarrow (C)

Heel But \leftarrow (A) \leftarrow (B)

Giant Uppercut \leftarrow (B) \leftarrow (A)

Belly to Belly \leftarrow (B) \leftarrow (A)

Weak Hanging Iron \leftarrow (B) \leftarrow (A)

Short Buster (enemy in crouch) \leftarrow (B) \leftarrow (A)

Quadriceps Crotch \leftarrow (B) \leftarrow (B) \leftarrow (A)

Flying Arm Bar (To enemy's back) \leftarrow (B) \leftarrow (A)

Yostar Cross Hold \leftarrow (B) \leftarrow (B) \leftarrow (C)

Swing Hold \leftarrow (B)

Cheek Slicer \leftarrow (B) \leftarrow (B)

Jumping Elbow Crush \leftarrow (B) \leftarrow (B) \leftarrow (B)

Standing Arm Lock \leftarrow (B) \leftarrow (B)

Side Arm Lock (enemy in crouch) \leftarrow (B) \leftarrow (B)

Standing Neck Lock (In Standing Arm Lock)

\leftarrow (B) \leftarrow (B) \leftarrow (B) \leftarrow (B)

Arm Bar (In side arm lock) \leftarrow (B) \leftarrow (B) \leftarrow (B)

DDT (In Standing Neck Lock) \leftarrow (B) \leftarrow (B) \leftarrow (A)

Sleeper Hold (To enemy's back) \leftarrow (B) \leftarrow (B) \leftarrow (B)

Leg Trip \leftarrow (B) \leftarrow (B) \leftarrow (B)

Swing Neck Hold (In Sleeper hold)

\leftarrow (B) \leftarrow (B) \leftarrow (B) \leftarrow (B)

Achilles Hold (In Leg Trip) \leftarrow (B) \leftarrow (B) \leftarrow (B) \leftarrow (B)

Extending Cross Hold (against enemy's mid kick)

\leftarrow (B) \leftarrow (B) \leftarrow (B)

Half Boston Crab (during Achilles Hold)

\leftarrow (B) \leftarrow (B) \leftarrow (B)

Posing \leftarrow (B) \leftarrow (B) \leftarrow (A) \leftarrow (B) OR \leftarrow (B) \leftarrow (B) \leftarrow (A) \leftarrow (C)

TINA

Nationality: American

DOB: Dec 6.

Height/Weight: 5'9"/26 LB

Measurements: 35-22-35

Fighting Style: Professional Wrestling

Occupation: Wrestler

Favorite food: Seafood

Hobby: Outdoor sports, laser tag



Tina has been a pro wrestler since high school, and has worked her way up to become one of Dead or Alive's most feared lethal competitors. (Tina's father, trainer, and chief support, Buzz Armstrong, also joins the tournament this time.) Tina almost "throw in the gloves" last year until her father stepped in again and convinced her to take on the world. Buzz thinks Tina is in it for the glory of winning the DOA championship tournament, but her real aim is to be discovered in Hollywood.

MOVES LIST

Double Hammer ◀▶▲●

Double Uppercut ▶▶▶▲▲

Low Spin Kneel ◀▶▲

Vertical Chop Hammer ◀▶▶▲

Kneel Arrow ▶▶▲

Jumping Hip Attack ◀▶▶▲●

Elbow Smash ▶▶▲

Machine Gun Kick ▲▲▲●

Shoulder Tackle ▶▶▲

Machine Gun Kick ▲▲▲▲

Lariat ▶▶▶▲

Ultimate Combo ▶▶▶▲●

Hook Cut Kick ▶▶●

Spin Kneel Combo ▶▶▶▲▲▲

Knee Kick ▶▶●

Knee Hammer ▶▶▶▲

Rolling Seiza ◀▶▶●

Combo Rolling Seiza ▶▶▶●

Low Spin Kick ◀▶▶▲

Double Low Kick ▶▶▶●

Death Valley Bomb ◀▶▶▲

Body Slam ◀▶▶▲●

Fisherman's Buster ▶▶▶▶▶▲

Frankenstein ▶▶▶▶▶●

J D Cyclone ▶▶▶▲●

Buzz Bomb (enemy in crouch) ▶▶▶▲

Flying Major ▶▶▶▶▲●

J D R (enemy in crouch) ▶▶▶▶▲●

Surf Board Stretch (In Flying Major) ▶▶▶▶▶▲

German Suplex (To enemy's back) ◀▶▶▲

JDS (In Surf Board Stretch) ▶▶▶▶▶▲

German Suplex Whip (To enemy's back)

◀▶▶▲●

Hammer Throw ▶▶▶

Giant Swing (During Tackle) ▶▶▶▶▶▶▶▶▶▶

JDS (In Hammer Throw) ▶▶▶▶▶▲

Knee Bomber (Enemy in crouch) ▶▶▶▶

Reverse Wing back ▶▶▶▶▶

Full Nelson (To enemy's back) ▶▶▶▶

Dragon Suplex (In Full Nelson)

▶▶▶▶▶▶▶▶▶▶▶▲

Tackle ▶▶▶▶▶

Dragon Screw (against enemy's mid kick)

▶▶▶▶▶

Rolling Forward ▶▶▶▲●

Gulf Pass ▶▶▶▶▶▶▶▶▶▶▶▲●

DR ▶▶▶▶▶▶▶▶▶▶▶▲●

RYU HAYABUSA

Nationality: Japanese

DOB: June 15

Height/weight: 5'9" / 154 LB

Measurements: 41-32-36

Fighting Style: Hayabusa Ninjitsu

Occupation: Antique Shop Owner

Favorite food: Sushi

Hobby: Mountain climbing, fishing

A dark figure approaches and hands Ryu a piece of paper stained with something red. Then, without a word, the figure slips away. *Wataotse to Dead or Alive - from Fama Douglas.*

Ryu bears a name "Hayabusa" an honor bestowed upon only the most distinguished of Ninjas coming from the Hayabusa School. His life had been a continuous fight until he met his love, Aileen, and found satisfaction in peace. But his thirst for challenge returned when he learned that his best friend's sister, Kasumi, had disappeared.

The invitation in his hand beckoned and winked like an old lover. Another seduction from the dark. Once again, Ryu became a shadow of darkness.



MOVES LIST

Shadow Blade

Short Slide Kick

Rising Palm

Wind Blade

Low Spin Blade

Rapid Blade

Slash Kick

Shower Bow

Double Spin Blade

Triple Impact

Palm Straight

Scare Bomb

Upper Knee

Bullet Kick

Moon Sault Kick

Ground Cutter

Rising Axe

Ground Shake

Rainbow Kick

Trick Heal

Upper Spin Kick

Rising Dragon Kick

Cross Arm Suplex

Demon Buster

Northern Lights Suplex

Falcon Wing

Swing DDT

Mask Breaker (enemy in grasp)

Skyward Shot

Ura - Nage (to enemy's back)

Disc Bomber (during Skyward Shot)

Reverse DDT (to enemy's back)

Izuna Drop (during Disc Bomber)

Shadow Hasting

Mirage

Thunder Bolt (to enemy's back)

Shooting Star

Demon Strike (enemy in grasp)

Vision (enemy in grasp)

Captured (against mid kick)

Evil Hasting (to enemy's back)

Hard Stone

False Rainbow

Taunt

ZACK

Nationality: American
DOB: April 3.
Height/weight: 6'172 LB
Measurements: 41-33-37
Fighting Style: Muetsai
Occupation: DJ
Favorite food: Ice cream
Hobby: Pool bar

Reporter: We're here with Mr. Zack, who is about to participate in the DQA championship. Mr. Zack...

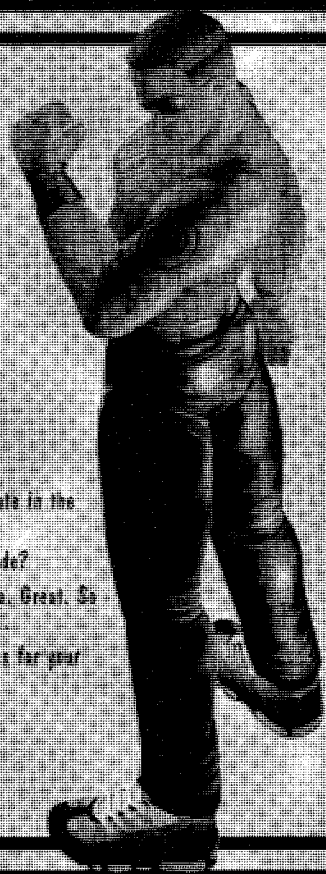
Zack: Where's the camera? Are you sure you've got my best side?

Reporter: Mr. Zack, uh, that's a little too close to the camera. Great. So I understand that you studied the ancient martial art Muetsai...

Zack: Hey man, sorry-you know what I mean? gotta go. Thanks for your support. It's gonna be a cool night. The prize is mine.

Reporter: Sir, I...

Zack: Sorry, man. Be cool. This tournament rocks!



MOVES LIST

Down Elbow →▲

Spinning Kick [■]-●

Half Noodle →▲

Half Spin High Kick ←●

Upper Elbow →●▲

Half Spin Rolling Elbow →●▲

Sway Blow →▲

Half Spin Heel Kick ←●▲

Devil's Upper Cut →▲

Double Kick ●●

Rolling Elbow →●●▲

Garling Knee →●●

Double Impact →●●▲▲

Double Low Spin Kick →●●●▲

Double Elbow →▲▲

Volcanic Elbow ▲▲▲

Rising Heel Kick →●

Volcanic Mid- Kick ▲▲▲●

Rising Knee →●●

Dancing Rush ▲▲●●

Heel Kick →●●●

Volcanic Knee ▲▲●●

Devil's Rush ▲▲▲▲

Twister Uppercut →●●●[■]-▲-●

Genocide Rush ▲▲▲▲

Flying Knee Kick →●▲-●

Low Spin Rush ▲▲▲●●

Turn Rolling Elbow (Zack's back to enemy) ←▲

Inferno Rush →▲●●●

Turn Heel Kick (Zack's back to enemy)

→●

Avenger Smack →▲-▲-▲

Wild Toss [■]▲

Knee Storm →●▲-▲

Mock Hunting (To enemy's back) [■]-▲

Beast Fang →[■]▲-●

Knee Strike →[■]

Forward Trap →●[■]

Hook Elbow (To enemy's back) →[■]

Backward Trap →●[■]

Head Crash (To enemy's back) →●●[■]

Lift Head (enemy is crutch) →[■]

Barrel Elbow (To crutching enemy's back) →[■]

Fake Rolling →●●●[■]

Wave →●●●[■]▲-●

DR →●●●[■]-▲-●

GEN FU

Nationality: Chinese

DOB: Jan 5.

Height/weight: 5'5" 35 LB

Measurements: 37-40-38

Fighting Style: Shin-I Rokugo Ken

Occupation: Used bookstore owner

Favorite food: Mabo Tofu

Hobby: Chinese painting

Gen Fu left his native China in 1976. He barely made his escape before his cohorts were caught and imprisoned under the infamous "gang of four."

No one knows the real reason Gen Fu recently came out of retirement. No one would guess about the dream that haunts Gen Fu nightly. Only his closest enemies suspect that something profound must have caused the old man to come out of his retirement. (Could it have anything to do with the tragedy surrounding his granddaughter Mai Lin?)

Gen Fu may appear to be just a feeble shop owner, but this master of Shin-I Rokugo Ken is no one to patronize... he sees misses an opportunity to test his lethal acumen.



MOVES LIST

Qi Gong Palm ⚡⚡⚡Ⓜ

Potent Punch ⚡ⓂⓂ

Sweeping Chop ⚡Ⓜ

Qi Gong Kick ⚡Ⓜ

Short Palm Jih ⚡ⓂⓂ

Cat Smash ⚡Ⓜ

Tiger Elbow ⚡Ⓜ

Blade Kick ⚡Ⓜ

Tiger Claw ⚡⚡Ⓜ

Flying Kowloon Kick ⚡Ⓜ

Falcon Hammer ⚡⚡Ⓜ

Gen Fu Special Kick ⚡Ⓜ⚡Ⓜ

Bull Horn ⚡⚡Ⓜ

Scissors Attack ⚡ⓂⓂ

Falcon Hammer Special ⚡ⓂⓂ

Rooster Knee ⚡Ⓜ

Gen Fu Special ⚡ⓂⓂⓂⓂⓂⓂ

Jumping Blade Kick ⚡ⓂⓂ

Silent Kiting ⚡ⓂⓂ

Iron Toe ⚡Ⓜ

Kiting Combo ⚡ⓂⓂⓂⓂ

Iron Bullhorns ⚡ⓂⓂⓂⓂⓂ

God's Step ⚡⚡ⓂⓂ

Rooster Special ⚡ⓂⓂⓂⓂⓂⓂⓂⓂ

Tiger Head Bat ⚡ⓂⓂ

Rabbit Kick ⓂⓂⓂ

God's Head Push ⚡ⓂⓂⓂⓂ

God's Sweep ⚡ⓂⓂⓂ

Double Bomb ⚡ⓂⓂⓂ

Wind Blast ⓂⓂⓂⓂⓂ

Spine Attack ⓂⓂⓂⓂ

God's Hand ⚡⚡ⓂⓂⓂⓂⓂⓂ

Stomach Shock ⚡ⓂⓂⓂⓂ

Tiger Tail (to enemy's back) ⓂⓂⓂⓂⓂ

King's Punch ⚡⚡⚡ⓂⓂ

Palm Attack ⚡ⓂⓂ

Peacock Sweep ⚡⚡ⓂⓂ

Monkey Hander (Enemy in stanch) ⚡ⓂⓂ

Monkey Hold ⚡⚡⚡ⓂⓂ

Shoulder Tackle (Against mid kick) ⚡⚡⚡ⓂⓂⓂ

Monkey (During Monkey Hold) ⚡⚡⚡ⓂⓂ

Gen Fu Strike ⚡⚡ⓂⓂ

Side Jih ⚡ⓂⓂ

Toss ⚡⚡⚡ⓂⓂⓂⓂⓂⓂ

DR ⚡⚡⚡ⓂⓂⓂⓂⓂⓂ