

IN-DEPTH TRICKS, TIPS, AND MOVES FOR THE HOTTEST FIGHTING GAMES!

# THE ULTIMATE GUIDE TO FIGHTING GAMES

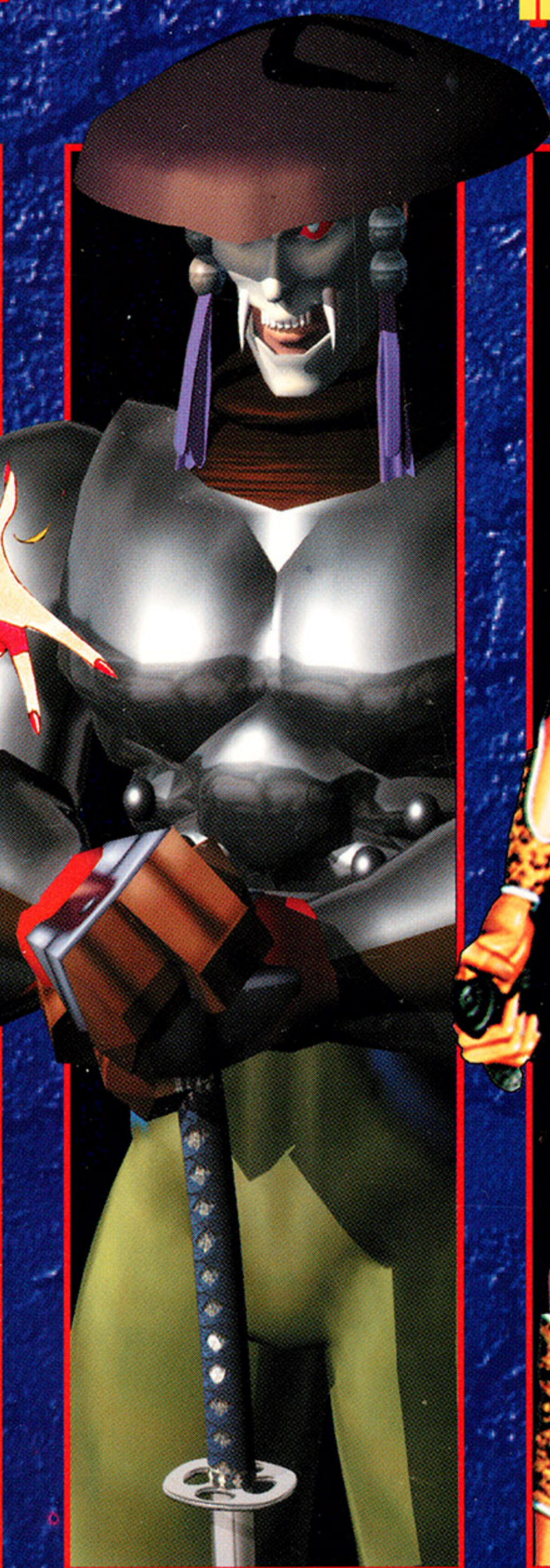
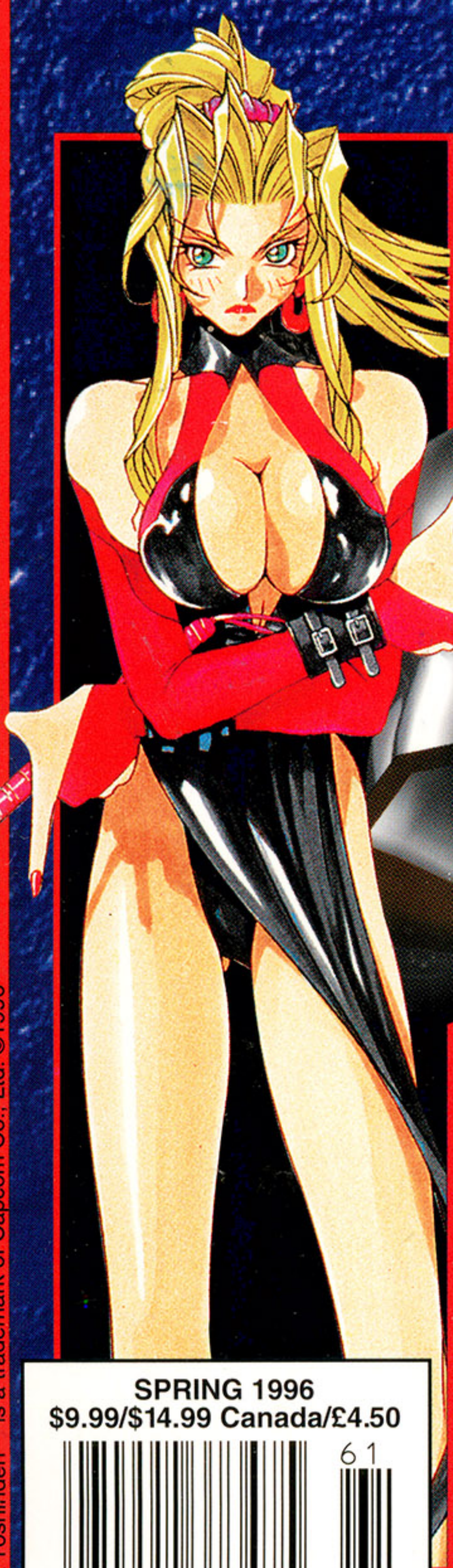
1996 EDITION

**BATTLE ARENA  
TOSHINDEN 2**

**TEKKEN 2**

**KILLER  
INSTINCT 2**

**STREET FIGHTER  
ALPHA 2**



**BONUS INSIDE:**  
VIRTUA FIGHTER KIDS  
ULTIMATE MORTAL KOMBAT 3  
SONIC THE FIGHTERS  
SAMURAI SHODOWN 3

SPRING 1996

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**EGM MASTER SERIES**

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# THE ULTIMATE GUIDE TO FIGHTING GAMES™ '96

FROM THE EDITORS OF EGM AND EGM<sup>2</sup>



## GAMERS SHOULD TRUST THEIR INSTINCTS WITH KI'S SEQUEL!

Hot from the arcades, Killer Instinct 2 rock and rolls! From Tusk's to Maya's, each character's moves and backgrounds are fully explored. Wish you could pull off some of those awesome combos and No Mercies? This guide will show you how it's done!

## THE RAVEN WAR CONTINUES WITH TEKKEN 2!

Boasting some larger-numbered hit combos and over 23 characters, Tekken 2 is a step above the rest. However, with so many character and move choices, it's easy for gamers to be overwhelmed. Let this guide help you pick the right character and move!



## MARVEL SUPER HEROES DUKE IT OUT FOR INFINITY GEMS!

This isn't a Street Fighter clone! Marvel Super Heroes pits gamers' favorite comic-book characters in a friendly or not-so-friendly battle to obtain the powerful Infinity Gems. Dig into each character's strengths and use of the gems as well as their combo starters and hyper-X powers to win!

## TOSHINDEN 2 SETS THE ARCADE AND HOME SCENES ON FIRE!

This fighter is heating up arcades and will hit the PlayStation soon. With Toshinden 2's new character skills, tighter combo system and awesome animations, there's no reason why it shouldn't rock! Flip to this section to get all the strategy and techniques to dominate in the game.



## IF YOU THOUGHT THAT WAS IT, WE'VE ONLY BEGUN TO FIGHT!

There's even more great fighting game strategies crammed into this awesome book. Check out the guides on Street Fighter Alpha 1 & 2, Ultimate MK3, X-Men: CotA, Soul Edge, Samurai Shodown 3, Fighting Vipers, War Gods, Sonic the Fighters, VF3 and more!



# KILLER INSTINCT 2







This killer smash has a ton of new stuff involved in it. The three new characters Tusk, Maya, and Kim Wu will pose new challenges to all the KI players. Also new in this version is the interactive backgrounds with crates breaking and barrels exploding. The new Boss is Gargos and he doesn't like you for some reason. Follow our guide to send him flying. There is also a ton of secret stuff in the game. Many thanks to Soul Chamber's KI2 Page at

[HTTP://WWW.SOUTH-WIND.NET/~SCORPION/KI2/KI2.HTML](http://www.southwind.net/~scorpion/KI2/KI2.html).



# KILLER INSTINCT



## THE COMBO THEORY

The combo theory is the way that combos work in the game. The guard drop attack is something that breaks the block. The leadin is any special move that does not knock them back. The autouble is a linking button. The repeater

is any kind of special move that does not end the combo. Single strike usually is one hit. An ender is any special move that ends the combo. Openers and enders are listed on each character's page. Thanks to Jedi for the Combo Theory.

(GUARD DROP ATTACK) - (COMBO LEADIN) - (AUTODOUBLE) - (REPEATER) - (AUTODOUBLE) - (SINGLE STRIKE) - (ENDER)



## AUTOS

Auto combos are performed by using the autodoubles system. These combos do the least amount of damage and are designed for the beginners to the game.

## MANUALS



Any fans of Street Fighter will recognize manual combos. Each button tapped is a hit. They do the most damage.





## PITS

There are also different ways to end a round other than an ultra, no mercy or ultimate. You can also kill them in the background itself. Each stage has a different fatality.



## THROWS

Each character has throws now. You can take on any turtler that just sits back and is totally defensive the whole round. You can also throw in a combo for a juggle.



## RECOVERY

Recovery moves are done when you have been knocked down by an attack and the opponent is looming over you. Do this move and it will usually catch them.



## SPIRIT

One of the cool moves in the game, at least for one character, is the addition of a spirit move. This move takes off an eighth of your life bar and saves in case you lose the second round.



## SUPER MOVES

One new feature in the Killer Instinct series is the addition of Super moves. These moves do some good damage and will add quite a few hits to a combo. These moves can also be tacked onto combos and ultas making them have more hits and more damage.



## TRICKS AND CODES.

### STAGE SELECTS

SHIP: D+FK  
 SPINAL'S SHIP: D+MK  
 DOJO: D+QK  
 BRIDGE: D+QP  
 MUSEUM: U+MK  
 JUNGLE: U+MP  
 STONEHENGE: U+QK  
 CASTLE: U+QP  
 SPACESHIP: U+FP  
 HELIPAD: U+FK  
 STREET: D+FP  
 SKY: D+MK (BOTH)

### SPEED SELECT

TURBO: D+MP OR MK  
 ULTRA: D+FP OR FK  
 CANCEL: D+QP OR QK



## MULTIPLE ENDINGS

Another great feature to the game is that there are multiple endings for each character. The endings can be changed by the way you finish the guys in the battle or what you destroy in the scenery.



Press up on the controller when you press start for a random select.





# FULGORE



THE ADVANCED AND DEADLIER SUCCESSOR TO THE ORIGINAL FULGORE CYBORG DESTROYED BY TAGO.

NAME: FULGORE  
HEIGHT: 6'5"  
WEIGHT: 560 LBS  
AGE: UNKNOWN

ACTIVATED AFTER THE TIME JUMP, ITS FINAL ULTRATECH COMMANDS ARE EXECUTED.. FIND TAGO AND KILL HIM.



## OPENERS

Cyber Dash  
Eye Laser

## SPECIAL MOVES

Anybody who played the first one at all will quickly recognize Fulgore. He has changed a little though. Most of his moves are the same as the first one like the uppercut and

the fireball. There are differences between moves for the new ones though like the cyber dash and the eye beam. Although the moves are different they are just as valuable.



Special moves themselves do decent damage.

## SUPER MOVES

Fulgore has some truly cool super moves. He has an invisibility which makes it hard to fight in a versus battle. He has a close-range super uppercut that will send your opponent flying. The Chest Spark and Claw Spin have to be done in a combo but add some serious damage and hits to it.

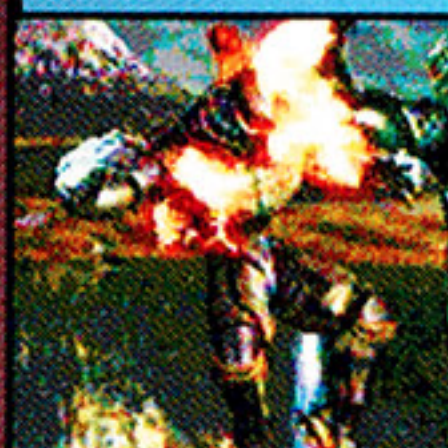


Watch your super energy when invisible.



This big uppercut move sends you soaring off the screen.

## COMBO ENDERS



Uppercut



Eye laser



Cyber dash



Laser blast

## STH-ENDER



A vicious teleport punch finishes this opponent.

As you do each combo ender you will add more hits to the other ones. This also adds to hits to the ultra at the end. The fifth special ender finishes a combo with a flurry of eye laser blasts finished off by a teleport and an uppercut.

## GARGOS



The cyber dash is a great combo ender for use against Gargos, but one of the best attacks to use if you have the energy is the mid-air eye laser. This does damage and keeps you away from his fists.

## ULTRA COMBO



A flurry of mid-air eye lasers are the bulk of Fulgore's ultra.

## NO MERCY



A laser blast from the heavens will roast your enemy.

## ULTIMATE



This particular robot never believed in overkill.

## ASSAULT



A flurry of punches followed by an uppercut.



# GLACIUS



2 MILLENNIA FROM NOW A CAPTURED RELATIVE EARNS FREEDOM BY SLAYING A FIRE BEING AND ESCAPING HOME.

NAME: GLACIUS  
HEIGHT: VARIABLE  
WEIGHT: VARIABLE  
AGE: UNKNOWN

BUT NOW IN THE PAST A DISTRESS CALL HAS BEEN ANSWERED. GLACIUS MUST FREE HIS STRANDED KIN.



## OPENERS

- Ice Grip
- Shoulder Rush
- Double Axes
- Ice Uppercut

## SUPER MOVES



The super fireball hits for some major damage.

Glacius has a whole bunch of super moves. He has a massive fireball that he spits out at the opponent. He also has a throw that goes for four hits. A reverse uppercut is a great tool to use against other human players. His beating super must be used in a combo but does a flurry of damage.



## SPECIAL MOVES

Some of his moves are very similar to moves from the first KI. His Shoulder Rush is invaluable and can be used in any number of combos.

His arctic blast is a good fireball move but slow. His Ice Grip is a great way to open a combo because it stuns your opponent. Use the

His teleport punch is still in and valu-

energy gain to get the edge in a fight.



## COMBO ENDERS



- Ice Grip
- Ice Pick
- Fireball
- Puddle Uppercut



Watch out for this massive uppercut ender.

The fifth ender for Glacius is a massive series of puddle uppercuts. These uppercuts will bounce your opponent back and forth. You can catch your opponent again once you complete the ender with another puddle uppercut for an extra hit.

## GARGOS



A great way to get the jump on Gargos when fighting him is to pull off a mid-air puddle uppercut. This will avoid any flame attacks that he tries to do and catch him with a hit that you can follow up on.

## ULTRA COMBO



The ingredients of this ultra are kicks and an ice pick.

## NO MERCY



Spear your opponent with a javelin of ice.

## ULTIMATE



Turn your opponent into an ice cube, then crush them.

## ASSAULT



This mini ultra includes many fierce punch and kick hits.



# JAGO

AFTER DESTROYING FULGORE, A FURIOUS JAGO IS BETRAYED BY HIS ONETIME MASTER THE TIGER SPIRIT.

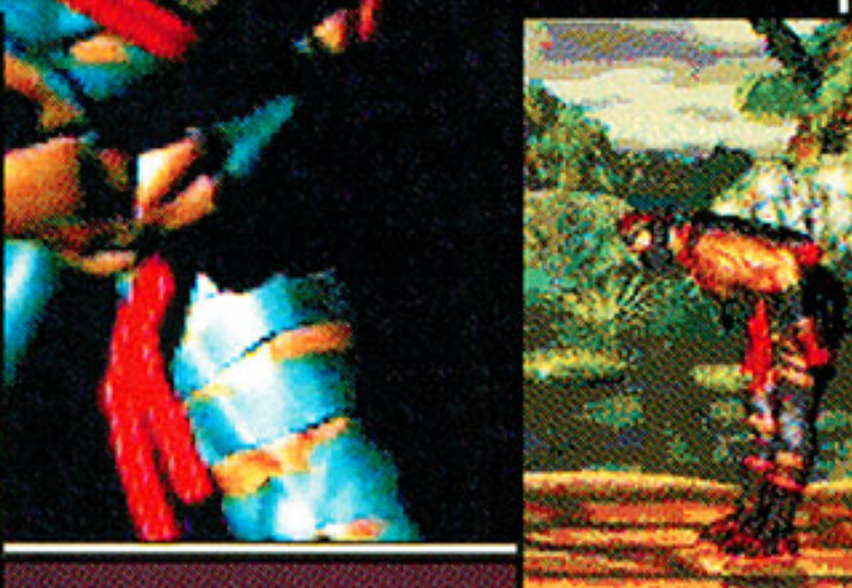
NAME: JAGO  
HEIGHT: 5'9"  
WEIGHT: 190 LBS  
AGE: 22 YEARS

THE DISGUISED DEMON LORD USED HIM TO ESCAPE FROM THE VOID, AND NOW JAGO SWEARS VENGEANCE.



## OPENERS

Wind Kick  
Slide  
Laser Sword



## SPECIAL MOVES

Jago is one of the least changed characters in the entire game. He has very little additions in the special move category. He does however have a slide now and that is a

very useful combo opener. His wind kick is still in and is also a valuable opener. The fireball is in and a good long-range attack. The uppercut is also there and a great anti-air attack.



Use every opportunity to toss a fireball or a wind kick.

## SUPER MOVES



A super uppercut will catch any airborne guy.

Most of Jago's supers are done in combos or close range with the exception of the meteor fireball which can be done at long range. These super moves can cause some serious damage if they connect with their opponent. The most common move is the uppercut and is also the easiest to do.



## COMBO ENDERS



Laser Sword



Uppercut



Fireball



Wind Kick

## 5TH ENDER



Sword, knee and uppercut are the killers here.

The fifth ender for Jago begins with a sword to the head. It is then followed up by a great series of knee attacks in the air. The ender is then completed with a tremendous uppercut. This is visually amazing and is a morale crusher to your opponent.

## GARGOS



When you reach the battle against Gargos you have to try and get in to do some monster combos. The slide is one way to get in and start a great combo. This will go under his fire and hit him low.

## ULTRA COMBO



A massive volley of spin kicks are the key of this combo.

## NO MERCY



His fireball is very slow coming out but does its job.

## ULTIMATE



An easy one to do and the final word in a combo.

## ASSAULT



A flurry of kicks gives an example of what's to come.





# KIM WU

DESCENDANT OF THE HEROES WHO BANISHED EYEDOL AND GARGOS, KIM IS APPOINTED HER PEOPLE'S GUARDIAN

NAME: KIM WU  
 HEIGHT: 5'4"  
 WEIGHT: 130 LBS  
 AGE: 17 YEARS

WITH THE RETURN OF GARGOS, KIM MUST FULFIL HER DUTY TO HER HOMETLAND AND DESTROY HIM FOREVER.



## OPENERS

- Firecracker
- Split kick
- Tornado kick

## SUPER MOVES



Use the spin slashes to end a combo in victory.

Kim Wu's supers are a force to be reckoned with. Her spin slashes, which must be done in a combo, are a fierce way to end a combo. Her snap dragon is another fierce super to behold when it is done in a combo. Watch out for her combos when you fight the computer player.



## SPECIAL MOVES

Her special moves include a split kick that must be blocked high. This can be a great attack to players as they may get confused on which way to block. The diagonal air

fireball can also be a nasty attack. The quick fireball attack is also a mean one as if it hits then it will flip the opponent. Use her fireballs with care as it takes you off the ground.



## COMBO ENDERS



Fire Flower



Firecracker



Split Kick



Tornado Kick



Massive kicks keep this combo going.

The fifth and final ender is a fierce set of upward kicks that send your opponent flying. This attack will juggle the enemy in the air for a while. This is, all in reality, a gigantic air split kick that does multiple hits.

## GARGOS



When you attack Gargos try and keep in mind that your split kick will go through his flame and attack him low. Be careful though because if you miss and he blocks you will be open for a little while.



## ULTRA COMBO

A massive amount of rolls causes most of the painfully locking damage in this nasty Ultra Combo.



## ULTIMATE

This star packs a fiery punch that will finish their days.



## ASSAULT

A fierce combination of punches will help this combo.



# MAYA

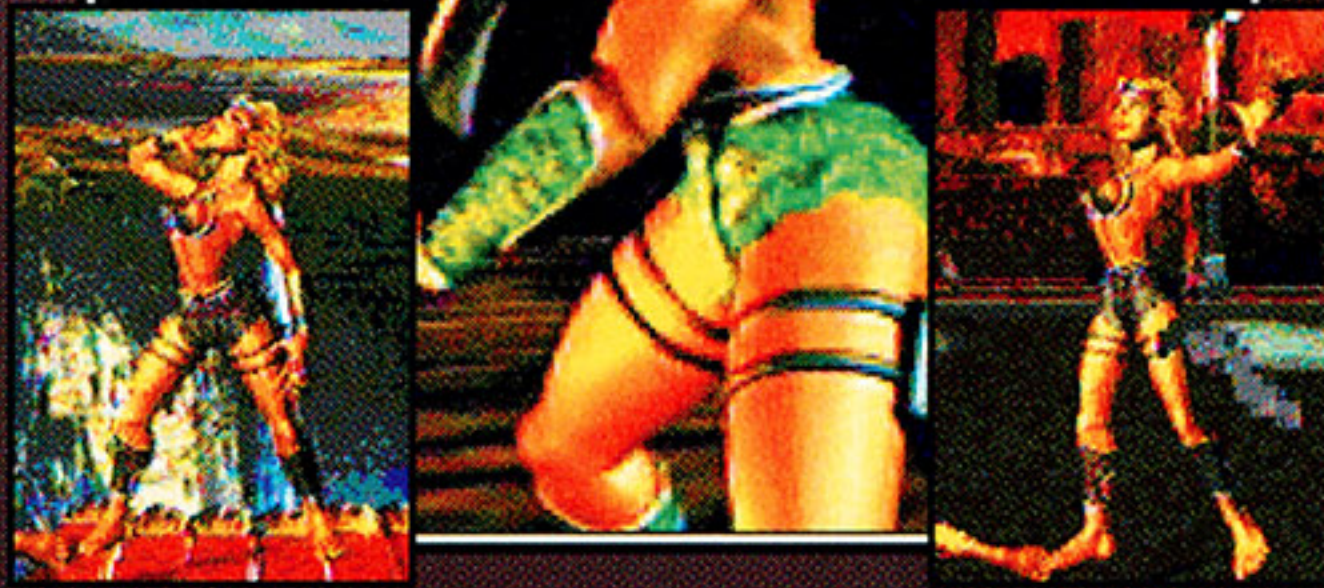
MADE QUEEN OF THE LAND OF AMAZONIA AFTER HER PART IN BANISHING THE DARK LORD GARGOS.

NAME: MAYA  
HEIGHT: 5'10"  
WEIGHT: 140 LBS  
AGE: 23 YEARS

CAST OUT BY HER TRIBE AS GARGOS RETURNS, MAYA MUST VANQUISH HIM TO REGAIN HER THRONE.



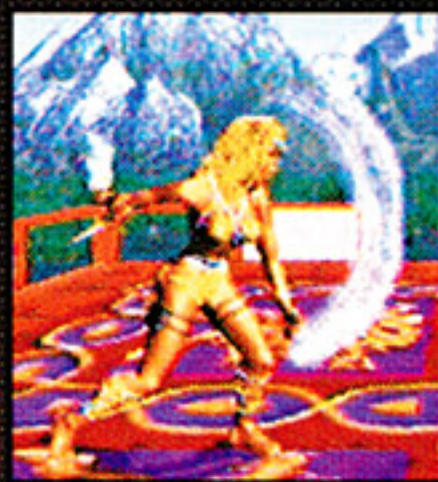
**OPENERS**  
Double Blade  
Mantis  
Cobra Bite  
Flip Kick



## SPECIAL MOVES

Her special moves are mostly centered around her use of knives. The few moves that are not are just as useful. Her Flip Kick is one of the best combo openers available. Her Jungle

Leap is a tremendously effective anti-air attack. The Knife Air Dive is also an effective surprise attack that can be used as an opener. Tough to learn, but worth it.



Her knives cause some serious slicing damage.

## SUPER MOVES



Use these supers after a fierce knife attack.

Most of her special moves are designed to be used in combos. Use them to add a little damage and many hits to any combo once you have the energy. Her lawn mower and flip kick supers will add some decent damage to any combo. Her Tree Cutter attack is also a great way to start combos.



## COMBO ENDERS



Cobra Bite



Mantis



Jungle Leap



Kick ender



Knife attacks are her mainstay, especially here.

Her fifth special ender is another massive knife attack that will leave your opponent reeling in pain. After an impressive display of knife work she ends it with a fierce jungle leap. A good damage ender for any combo.

## GARGOS



The air-dive knife attack is one of the best attacks that could be used against him. This goes through fireballs and will leave the opportunity for a combo to begin from it. Be careful in your timing though.

## ULTRA COMBO



Flip attacks and once again her knife attacks prevail here.

## NO MERCY



Her No Mercy attack shrinks the opponent to smurf size.

## ULTIMATE



This ultimate will drop an elephant onto your opponent.

## ASSAULT



Her knife attack is once again the weapon of choice.



# ORCHID



## OPENERS

- Helicopter Kick
- Slide
- Baton Dash

EYEDOLS DEATH BY  
ORCHIDS HAND FREED  
MASSIVE ENERGIES,  
RIPPING ULTRATECH  
BACK IN TIME.

NAME: B. ORCHID  
HEIGHT: 5'7"  
WEIGHT: 125 LBS  
AGE: 24 YEARS

NOW 2000 YEARS IN  
THE PAST, ORCHID  
MUST FACE A NEW  
CHALLENGE AND AN  
EVEN GREATER FOE.



## SUPER MOVES



The tiger rush will attack from a distance.

Her helicopter kick attack will definitely leave a dent in their health bar. Her Tiger Rush is also still in as a super, this one does not have to be done in a super and does not take off any great amount of super energy. It also leaves an opportunity for a combo. Use the tonfu rush in a combo for some good damage.



## SPECIAL MOVES

Next to Jago, Orchid is one of the most unchanged characters in the game. She still has her helicopter kick and fireball attack, but she now has an anti-air attack (the rising knee

attack). Her slide is also a new move and is a very valuable attack move that will leave the opponent open for a combo. Don't forget to use her fake fireball to trick opponents.



## COMBO ENDERS



Helicopter Kick



Slide



San attack



Rising Knee



Her knee attack finishes off a cruel combo.

Her fifth ender is a fierce attack of her batons and her rising knee. This combo is very quick and can be followed up by a slide attack if you are quick enough to catch it. Watch your timing and once its started laugh at your opponent.



Use her quick attacks to fight and run.



## GARGOS



Once again, one of the best moves that could be done against Gargos is her slide. This will go under his fire and hit him low, but be quick on the block if you miss or you will be on the receiving end of some big hurting.

## ULTRA COMBO



Spin kicks will be the key to a big hurt in this combo.

## NO MERCY



This attack is a real shocker. Ash is all that's left.

## ASSAULT



She will be busy kicking your opponent's butt with this obscenely looking massive combo string.



# SABREWULF

UNWILLING TO SUCCEED TO THE BEAST WITHIN HIM SABREWULF WAS BADLY BEATEN IN THE KI TOURNAMENT.

NAME: SABREWULF  
HEIGHT: 5'11"  
WEIGHT: 400 LBS  
AGE: 46 YEARS

CAPTURED BY ULTRATEK HE IS DRIVEN BERSERK BY THEIR 'REPAIRS' AND NOW HAS ONLY REVENGE TO LIVE FOR



## OPENERS

- Sabre Spin
- Sabre Pounce
- Sabre Flip

## SPECIAL MOVES

Sabrewulf's moves are all very similar to the first game. Sabrewulf's howl is still in here and gives a brick of super energy. This leaves you open and takes a while. The sabre flip

is one of the best combo starters that he has and can be used to start massive combos. Remember that some special moves can be charged forward as well as backward.



Use the Howl to get some cheap super power.

## SUPER MOVES



The dizzy is a most valuable attack.

Sabrewulf's many supers can be done, with a few exceptions, out of his combos. Use his Loopy Attack to end a combo and knock the person in the air. Use the Dizzy Move for a free combo opportunity. The fireball also has some advantages that could be exploited by a persistent challenger.



## COMBO ENDERS



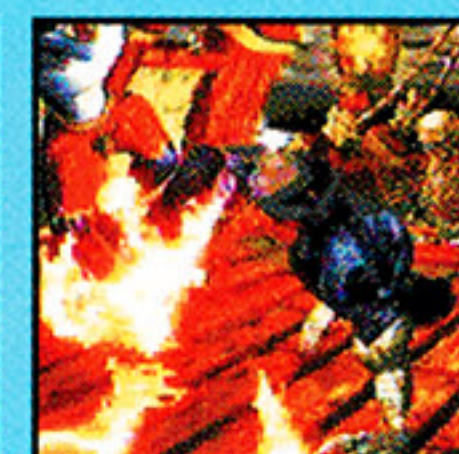
Claw



Sabre Pounce



Sabre Roll



Sabre Flip



Rock-and-roll with his special kick attack.

His fifth ender juggles the opponent into the air with a flurry of vicious rolling attacks. This will keep the character juggled for a while. With some decent timing you can catch the opponent's falling body for many pounce attacks. Every little bit counts.

## GARGOS



Against Gargos remember that his pounce attack will also go through his fire and his flip attack is a quick anti-air attack. Watch out for his air fireball attacks. Hold fierce punch to keep the pup growling. Press MP to cancel it.



A vicious set of bite attacks finishes your opponent.



This Bat Attack will do the work for you.



A good Electric Attack will finish off the enemy.



Bite attacks will help out this combo as well.



# SPINAL



## OPENERS

- Skele Dash
- Sword Slash
- Dive Kick

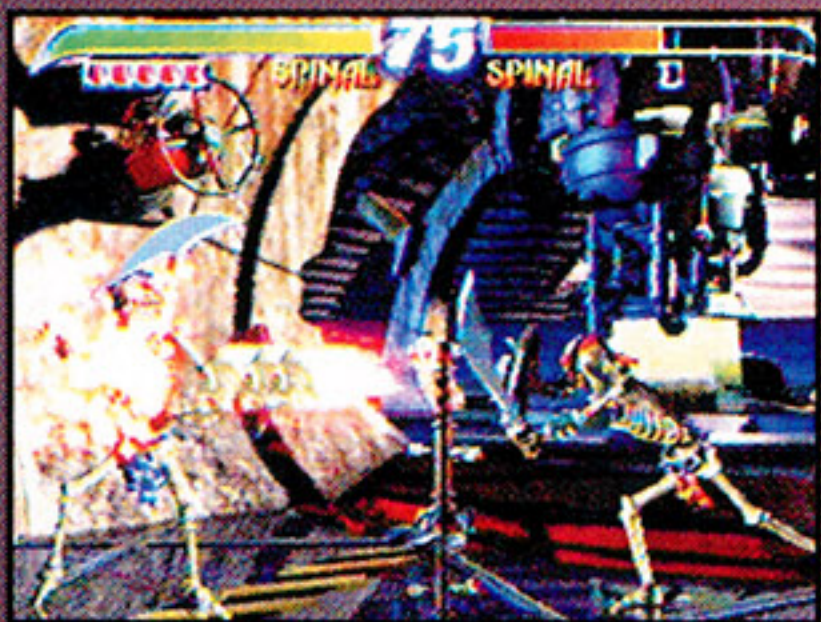
ALTHOUGH DESTROYED BY THUNDER IN THE PRESENT, A YOUNGER SPINAL STILL EXISTS IN THE PAST.

NAME: SPINAL  
HEIGHT: 5'5"  
WEIGHT: 110 LBS  
AGE: 652 YEARS

RESURRECTED BY GARGOS AND FORCED TO SERVE HIM. HE GOES UP AGAINST THE TYRANT TO WIN HIS FREEDOM.

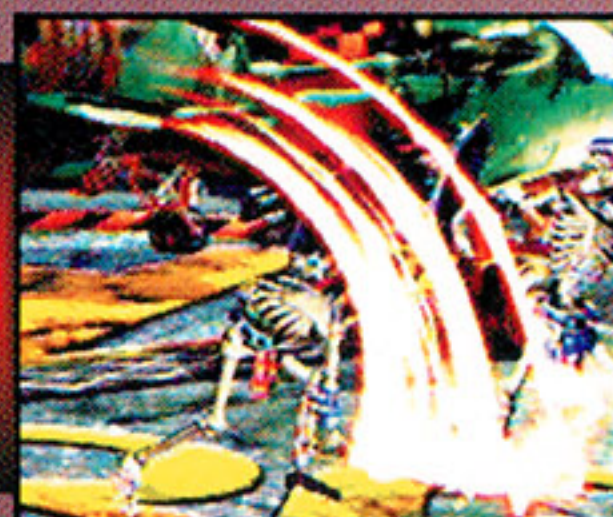


## SUPER MOVES



Multi fireballs will send them all hurting.

He has many available super attacks. His best one has to be his Super Dizzy Fireball. This attack, if it connects, will send the opponent flying and make them dizzy. Combo city! The Sword Smash is also a good way to open up a combo and does some decent damage as well.



## SPECIAL MOVES

With very little similar to the original Spinal from the first KI, Spinal in this version has been given some new flash. His Skele-Sword attack is a great way to open up combos and does

a lot of damage in and of itself. You can't use his teleport unless you have some super energy, which adds some challenge. Use his

Shield Catch to get skulls for fireballs.



The Soul Drain is good attack to get super power.

## COMBO ENDERS



Skele Sword



Morph 1



Morph 2



Morph 3

## 5TH ENDER



Your sword and shield are your biggest assets here.

His fifth and final ender is a fierce combination of shield charges and sword smashes. These charges do not take any energy away from your opponent but do cause them some serious problems. Before they get up, use your soul drain to take their power.

## GARGOS



Use his dive kick to cause some decent damage and open up Gargos for another combo. Watch out for a quick uppercut from Gargos though because he might catch you before you can kick him.

## ULTRA COMBO



His Sword Slashes are the biggest part of the formula here.

## NO MERCY



This attack drops a skull on your opponent's head.



Hey, who turned out the lights?

## ASSAULT



A good attack here would be another morph.



# TJ COMBO



AFTER A DECISIVE VICTORY OVER RIPTOR IN THE TOURNAMENT, COMBO ATTEMPTED TO DESTROY ULTRATECH HQ.

NAME: TJ COMBO  
HEIGHT: 6'1"  
WEIGHT: 220 LBS  
AGE: 26 YEARS

CAUGHT AS ULTRATECH IS RIPPED INTO THE PAST, COMBO MUST ESCAPE HOME BEFORE IT IS TOO LATE.



## OPENERS

- Backhand
- Rolling Punch
- Skull Crusher
- Run Past

## SPECIAL MOVES

TJ Combo has been altered in many ways, making him almost an entirely different character from the first one. One thing that all combo players will notice is the lack of the

knee kick. Instead you will have to use attacks like the skull crusher which will attack crouching players without mercy and the TJ tremor. His run past move is also new and vicious.



Run past the guy/girl then attack fiercely.



## SUPER

His super moves do some pretty good damage and the range is decent. Use his Air Shocker to dizzy your opponent, then follow it up with a combo of pain. This will leave your opponent reeling from the damage and will make them change their opinion of you.



With no fireballs, brute strength is all you have.



## COMBO ENDERS



Backhand



Powerline



Run past



TJ Tremor



After this attack you will need a full body cast.

His fifth ender looks like it hurts. With an opening of some massive punches followed by a run past and some punches in the back, your enemy gets knocked up in the air and takes another two hits from a TJ tremor attack. Ouch!

## GARGOS



When fighting Gargos remember that your spinning roll will go through his fire and that he may be caught off guard with an overhead smash every once in a while. Use a super move whenever you can.



His ultra is very similar to the original.



Heavy weapons are the answer for this question.



A less impressive screen punch is this end.



During this attack it's ok to feel like a punching bag.



# TUSK



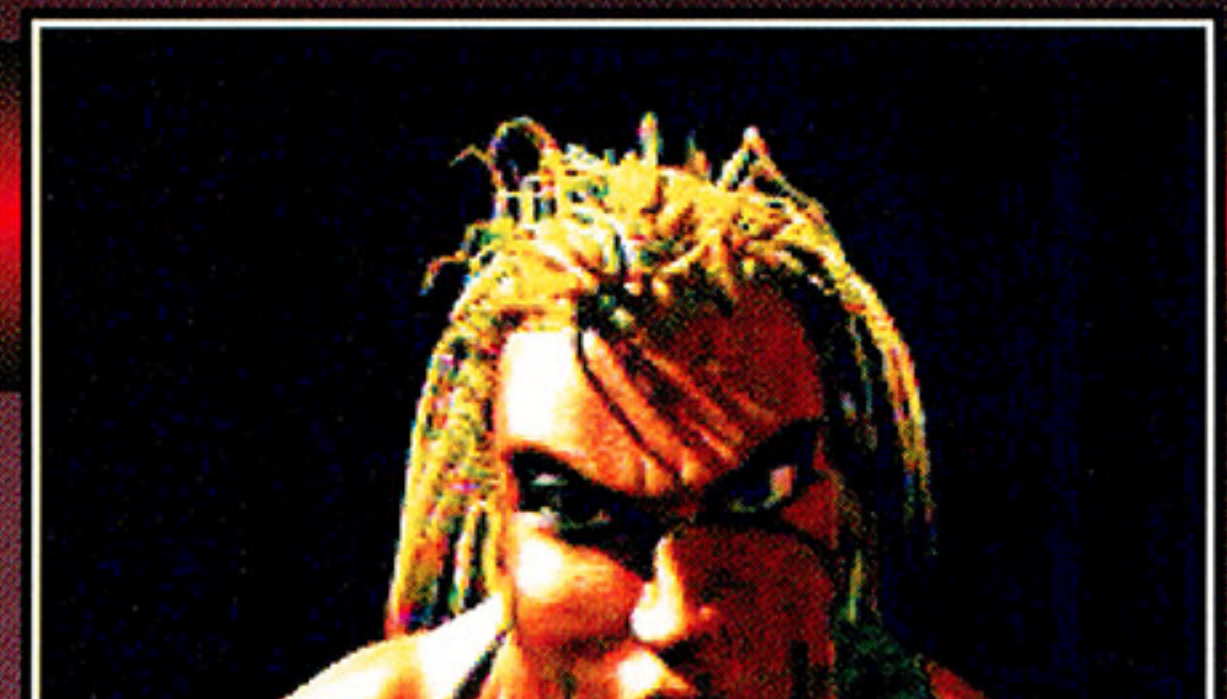
## OPENERS

- Boot Kick
- Web O' Death
- Skull Splitter

WITH THE RETURN OF THE DEMON LORD TO THE LAND, TUSK LEAVES THE ARENA TO ISSUE HIS CHALLENGE.

NAME: TUSK  
 HEIGHT: 6'11"  
 WEIGHT: 380 LBS  
 AGE: 31 YEARS

ONLY BY DEFEATING ALL ADVERSARIES CAN A HERO EARN THE RIGHT TO FACE THE EVIL GARGOS.



## SUPER MOVES



He is another character who has an abundance of super moves to do. The most popular of them all is the Destroyuss super. This super catches you up and juggles you with a fierce sword attack. Use the rushing kick in a combo to add some hardcore damage and hits to finish off any opponent.

This barbarian will pack a punch on you.



## SPECIAL MOVES

With Tusk being a new character his moves are new to learn. His sword attacks are vicious and his high/low attack is especially dangerous in that it attacks high then low,

making blocking a trick. He also has a rising sword attack that is a good defense against airborne attackers. Use his boot kick as a preferred combo beginner.



## COMBO ENDERS



Conquer



Boot Kick



Skull Splitter



Back Stab



Try to get another skull splitter in after it's all done.

This fifth secret ender causes some serious harm to your opponent. It's a fierce sword attack followed by a back stab and rolling kick. This combo is ended by a nasty conquer move. Ouch! I hope your opponent is praying.

## GARGOS



When fighting Gargos, remember that your Skull Splitter will also go through his fire stream. After you do a Skull Splitter, try to follow up with a conquer move if he blocked the initial attack. This will usually catch him.



Sword slashes will be leaving your opponent with a problem.



His meteor attack explains the theory of evolution.



Watch out as dino decides to munch on your body.



A fierce sword attack with a boot kick ends it.



# KILLER INSTINCT 2 MOVE LIST

<b>TUSK</b> <b>*MOVES</b> Web of Death DF, D, DB+ FP Boot Kick DF, D, DB+ QK, MK, or FK	Skull Splitter DB, D, DF+ QK, MK, or FK Conquer F, D, DF+ QP, MP, or FP Back Stab F, D, B+ QP	High Sword/Low Sword B, DB, D, DF, F+ FP Combo Breaker F, D, DF Shadow Move F, DF, D, DB, B, F+ MK	Recovery Move F, D, DF+ QP, MP, or FP <b>*SUPERS</b> Destroyuss D, DB, B, F, D, DF, F+ FP Flame Sword B, DB, D, DF, F, B+ QK	Vicious B, DB, D, DF, F, B+ FK Rushing Kick (in combo) F, DF, D, DB, B, F+ FK Rollying Claymore (in combo) F, DF, D, DB, B, F+ FP <b>*FINISHERS</b>	Ultra Combo F, DF, D, DB, B+ MP Assault B, DB, D, DF, F+ MP Ultimate (Dinosaur) F, D, DF+ MK No Mercy (Meter Shower) B, DB, D, DF, F, B, DB, D, DF, F+ MP
<b>KIM WU</b> <b>*MOVES</b> Tornado Kick DF, B, DB+ QK, MK, or FK Firecracker DF, D, DB+ MP or FP	Split Kick DB, D, DF+ MK or FK Fire Flower D, DF, F+ QP Fireball D, DF, F+ MP or FP Diagonal Air Fireball D, DB, B+ MP or FP	Combo Breaker F, D, DF Shadow Move F, DF, D, DB, B, F+ MK Recovery Move D, F, DF+ QP, MP, or FP <b>*SUPERS</b>	Snap Dragon D, DB, B, DB, D, DF, F+ QP, MP, or FP Spin Slashes F, DF, D, DB, B, F+ MP <b>*FINISHERS</b> Ultra Combo D, DF, F+ QK	Assault D, DB, B+ QK Ultimate (Star) B, DB, B+ QK No Mercy (Chest Stomp) F, B, DB, D, DF, F+ MK	
<b>MAYA</b> <b>*MOVES</b> Flip Kick B, F+ MK Savage Blade B, F+ MP	Mantis B, F+ FP Jungle Leap B, F+ FK Cobra Bite B, F+ QP Air Dive (In Air) F, DF, D, DB, B+ FP	Combo Breaker F (ONLY) <b>*SUPERS</b> Tree Cutter F, DF, D, DB, B, F+ FP Lawnmower (In Combo) F, DF, D, DB, B, F+ MP	Flip Kicks (In Combo) F, DF, D, DB, B, F+ MK Super Jungle Leap F, DF, D, DB, B, F+ FK <b>*FINISHERS</b> Ultra Combo F, B+ FK	Assault F, B+ FP Ultimate (Elephant) DF, D, DB, B, F+ QP No Mercy (Shrinker) B, DB, D, DF, F, B+ QP Recovery Move B, F+ QP	
<b>SPINAL</b> <b>*MOVES</b> Skele Screw D, DF, F+ MP Flame Blade (Fireball) D, DF, F+ QK, MK, or FK	Skull Scrape DB, D, DF+ FK Soul Drain D, DF, F+ QP Teleport D, DB, B+ QK, MK, or FK Shield Catch B+ QP	Dart Kick (In Air) D+ FK Skull Replenish D, DB, B+ MP or FP Combo Breaker D, DF, F <b>*SUPERS</b>	Grim Reaper D, DB, B, DB, D, DF, F+ FP Sword Smash F, DF, D, DB, B, F+ FP Skull Assault F, B, DB, D, DF, F+ FK Supper Dizzy F, DF, D, DB, B, DB, D, DF, F+ MK	<b>*FINISHERS</b> Ultra Combo F, DF, D, DB, B+ FP Assault D, DF, F+ FP No Mercy (Skull Drop) B, DB, D, DF, F, B, DB, D, DF, F+ QP	
<b>ORCHID</b> <b>*MOVES</b> Flik Flak DF, D, DB+ QK, MK, or FK San DF, D, DB+ FP	Air Buster F, D, DF+ QK, MK, or FK Tona Fire D, DF, F+ QP, MP, or FP Slide B, DB, D, DF, F+ QK, MK, or FK Baton Dash D, DB, B+ MP	Combo Breaker F, D, DF <b>*SUPERS</b> Helicopter Kick D, DB, B, DB, D, DF, F+ FK Tiger F, DF, D, DB, B, F+ MK	Super Tonfa Rush B, DB, D, DF, F, B+ FP <b>*FINISHERS</b> Ultra Combo D, DB, B+ QK Assault D, DF, F+ QK	Ultimate (Scorcher) B, F, DF, D, DB, B+ MK Recovery Move F, D, DF+ QK, MK or FK	
<b>GLACIUS</b> <b>*MOVES</b> Shoulder Rush D, DF, F+ MP Liquidize D, DF, F+ QK, MK, or FK	Ice Grip D, DF, F+ QP Arctic Blast D, DB, B+ QP, MP, or FP Ice Pick DF, D, DB+ FP Energy Gain D, DF, F+ Hold QK	Combo Breaker D, DF, F Recovery Move D, DF, F+ FK <b>*SUPERS</b> Beating B, DB, D, DF, F, B+ MP	Fireball F, DF, D, DB, B, F+ MP Quad Throw B, DB, D, DF, F, B+ QP Reverse Uppercut D, DB, B+ FK Supper Uppercut Rush B, DB, D, DF, F, B+ FK	<b>*FINISHERS</b> Ultra Combo DB, D, DF, F+ QK Assault F, DF, D, DB, B+ QK Ultimate (Crusher) B, F, DF, D, DB, B+ QK	No Mercy (Ice Spear) D, DB, B, F+ MK
<b>JAGO</b> <b>*MOVES</b> Shindouken F, D, DF+ QP, MP or FP Wind Kick DF, D, DB+ QK, MK or FK	Laser Sword DF, D, DB+ QK, MK, or FK Ninja Slide DB, D, DF+ QK, MK, or FK Endouken D, DF, F+ QP, MP, or FP Red Endouken Hold FP+ D, DF, F+ Release FP	Fake Endouken D, DF, F+ QK Combo Breaker F, D, DF Spirit Move F, DF, D, DB, B, F+ QK Shadow Move F, DF, D, DB, F+ MK	Recovery Move F, D, DF+ QP, MP, or FP <b>*SUPERS</b> 'Feel The Juice' Uppercut D, DB, B, DB, D, DF, F+ FP Multi-Wind Kick F, DF, D, DB, B, F+ MK	Meteor Fireball DF, D, DB+ QP Slide Kick (In Combo) B, DB, D, DF, F, B+ FK <b>*FINISHERS</b> Ultra Combo D, DB, B+ QK	Assault B, DB, D, DF, F+ QK Ultimate F, D, DF+ FK No Mercy (Fireball) F, DF, D, DB, B, F+ MP
<b>T. J. COMBO</b> <b>*MOVES</b> T, J, Tremor B, F+ MK Spinning Fist B, F+ QP	Double Roller Coaster B, F+ MP Triple Roller Coaster B, DB, D, DF, F+ MP Powerline B, F+ FP Skull Crusher B, F+ FK	Cyclone Hold FP for 3 seconds then releases Fake Dizzy D, DF, F+ QK Run Past B, F+ QK Combo Breaker B, F	Shadow Move F, DF, D, DB, B, F+ MP Recovery Move F, DF, D, DB, B+ FP <b>*SUPERS</b> Combo of Pain F, DF, D, DB, B+ FP	Air Shocker (In Air) F, DF, D, DB, B+ MK <b>*FINISHERS</b> Ultra Combo F, B+ FP Assault B, F+ FK	Ultimate (Screen Punch) Hold QK+ Charge F, B+ Release QK No Mercy (Uzi) DF, D, DB, B, F+ FK
<b>SABREWULF</b> <b>*MOVES</b> Saber-Spin B, F+ MP Double-Spin F, F, B+ MP	Saber-Claw B, F+ MK Double-Claw F, F, B+ MK Saber-Flip B, F+ FK Power Howl B, F+ QK	Fake Howl F, B+ QP Combo Breaker B, F <b>*SUPERS</b> Loopy F, DF, D, DB, B, F+ FK	Dizzy (In Air) F, DF, D, DB, B+ FP Fireball F, DF, D, DB, B, F+ FP Rock 'n' Roll F, DF, D, DB, B, F+ MP Wiry Wulf F, DF, D, DB, B, F+ MK	<b>*FINISHERS</b> Ultra Combo B, F+ QK Assault F, B+ QK Ultimate (Electrocution) Hold FK, Release FK	No Mercy (Bat Attack) Hold QP, Release QP Recovery Move B, F+ 6
<b>FULGORE</b> <b>*MOVES</b> Cyber Dash B, DB, D, DF, F+ QK, MK, or FK Plasma Shield D, DB, B+ QK	Eye Spark DF, D, DB+ MP or FP Laser Storm D, DF, F+ QP, MP, or FP Teleport B, D, DB+ Any Button Invisibility DF, D, DB+ FK	Super Charge DF, D, DB+ MK Lock-On/3-Fireballs DB, D, DF+ QK, D, DF, F+ QP Combo Breaker F, D, DF Recovery Move F, D, DF+ QP, MP, or FP	<b>*SUPERS</b> Uppercut D, DB, B, DB, D, DF, F+ FP Chest Spark (In Combo) F, DF, D, DB, B, F+ QK Super Clawsipn (In Combo) B, DB, D, DF, F, B+ FK <b>*FINISHERS</b>	Ultra Combo F, D, DF+ QK Assault F, D, DF+ QP Ultimate (Gun) F, B, DB, D, DF, F+ MK No Mercy (Laser) B, DB, D, DF, F, B+ MP	





**鉄拳** **TEKKEN 2**™

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# TEKKEN 2 Ver. B



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## The Ultimate 3-D Fighting game

Tekken 2 is arguably the best fighting game to hit the arcades in years. After being released almost a year ago, it is still in the *RePlay* Top 10 and shows no signs of slowing down. It's kind of ironic that Namco's newest title, *Soul Edge*, will soon be competing with it. What is the secret to its popularity? There are actually many secrets. Realism has to be at the top of the list, as the characters look and move absolutely incredible. But

that can't be all you say, or Sega's *VF2* would still be above sea level. Next you could bring up secrets and extra characters. Tekken 2 does top the charts in that area, with up to 13 secret characters (even though the mid-Bosses are quite a bit like their counterparts). The main, and only, reason Tekken 2 simply refuses to die is because of the gameplay. It just feels and controls excellently, and only a true fan of quality fighting games would under-

stand what that means. In T2, there are no "auto combos," no ULTRA 2000



hit combos and you don't rip your opponent's chest hair off after you beat him. Each character has between 30-40 moves, multiple 10-Hit combos, and several different throws. It is the

ultimate "3D" fighting game and all others will have to live up to it.

Besides the actual game, there is a very intense story line behind the game. Each character is in the tournament for a reason, and each sub-Boss is pairing off against them for a different reason. The story line is all but lost to the gamers however, as T2 is without any kind of ending or character profiles. You will read them in this guide.

## PLAYER SELECT



ROGER

08

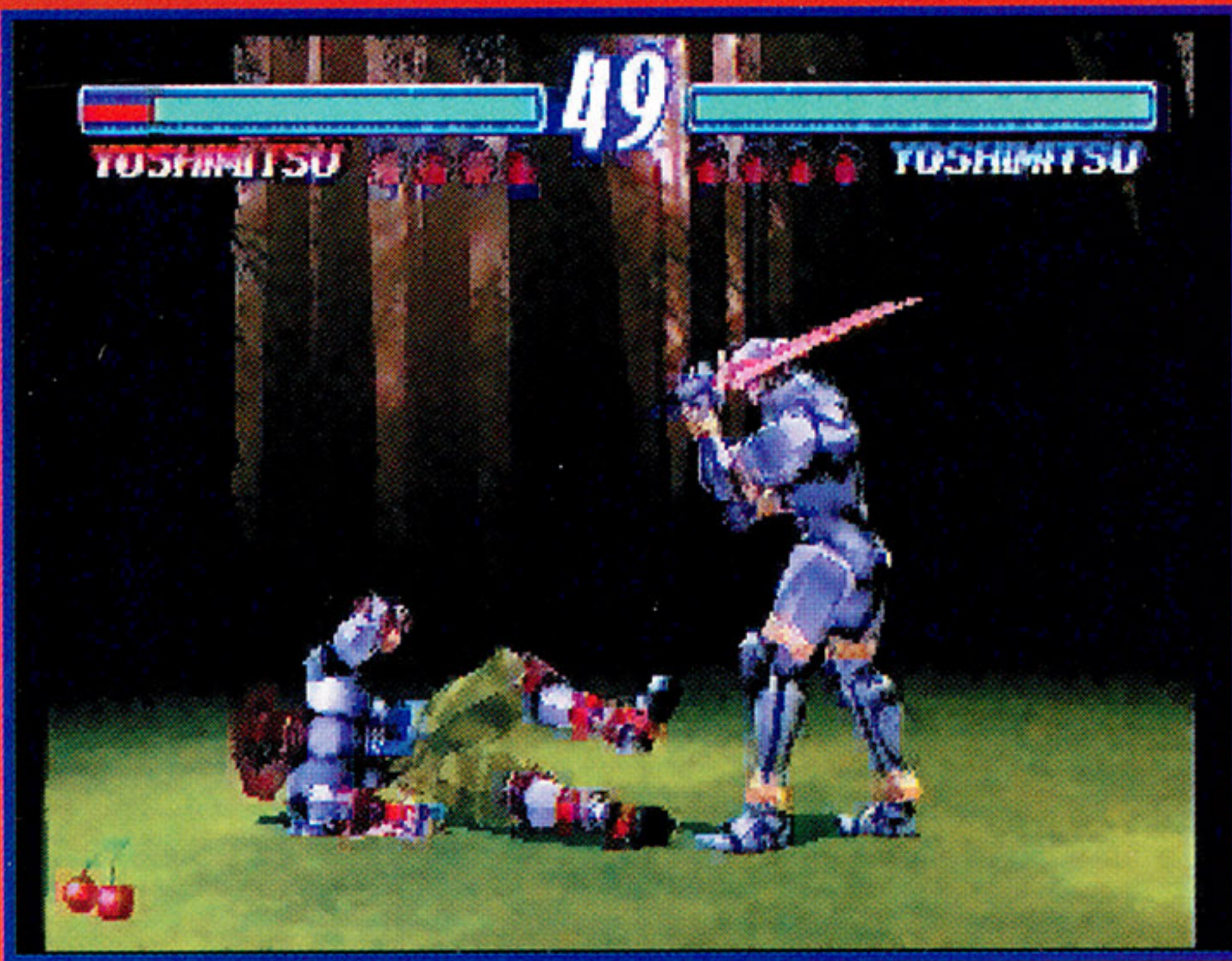
VS



ALEX







## What exactly is Version B?

The answer is quick and simple: Tekken 2 was released once in early 1995. It boasted a new "Character Time Release" option, that allowed a new sub-Boss to be released after the first month or each week, depending on what was the most popular character at that location (i.e., if Lei was the most used character at a location, after five weeks Bruce would just "pop up" as selectable, and so on and so on until there are 23 selectable characters). Well, the time release failed, Namco stopped production, recalled all the Tekken 2s currently available, fixed the problem, and finally re-released it calling it Version B. There are really no other changes to speak of, and it is currently unknown whether we'll see the Time Release on the PlayStation.

## Ok, so what's new?

The changes from Tekken 1 to Tekken 2 are huge to say the least. First of all, some of the mid-Bosses changed sparring partners, and you will read why in the character profiles. Kazuya won the first Tekken tournament and threw his pappy off a cliff. He is now King of the Iron Fist, and claimed rights to all of Heihachi's possessions (except of course Kuma, who went with his master). However, Kazuya is only the second to last Boss. The real Boss is now Devil Kazuya. That's right, Devil from the PS version of Tekken has been totally revamped. He now has wings, horns, and some nasty laser effects that are sure to knock you out more than once. There are also counter attacks which work as defensive throws. Most other updates to Tekken 2

Tekken 2 now has Counter Strikes! Just wait for someone to punch or kick, and then retaliate!



## Moves Key:

Within this guide, there are several abbreviations; the keys to which are as follows:

**F=Forward**  
**B=Backward**  
**U=Up**  
**D=Down**  
**JN=Joystick Neutral**  
**H=Hold joystick in that direction**  
**LP=Left Punch**  
**RP=Right Punch**  
**LK=Left Kick**  
**RK=Right Kick**

➡ = Tap Forward

➡ = Hold Forward

★ = Guard Point

## Boss Codes:

The Boss codes may look confusing at first, but this is their meaning:

**A=Left Punch**  
**B=Right Punch**  
**C=Left Kick**  
**D=Right Kick**

**Joystick Direction:**

7 8 9  
 4 5 6  
 1 2 3

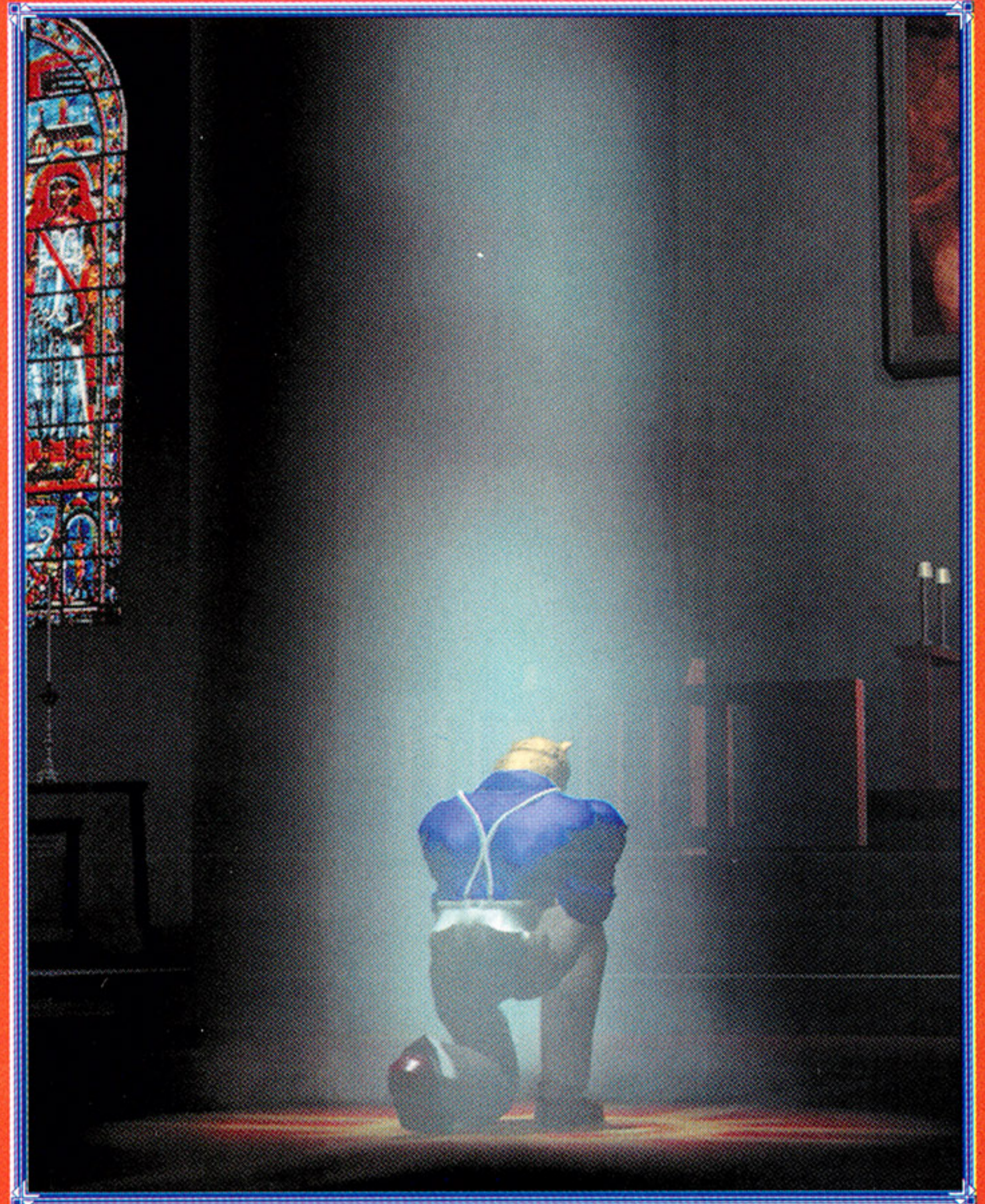
**S=Start Button**  
**(=Hold Button or Joystick in Direction**

**)=Release Button or Joystick to neutral position**

**\*=Keep Button pressed during command**

are graphical, from the rendered backgrounds to the characters' heads following you everywhere you go. Unfortunately, the characters seem to have undergone a bit of a downgrade. They are quite a bit more

"polygoned," but still move realistically. Hopefully this will be smoothed out in the PS version, along with cool endings and the all-new Battle Mode. We'll find out March 29 in Japan!





## 10-Hit Combo



## 10-Hit Combo



## Spinning Demon



- |                                           |                                         |
|-------------------------------------------|-----------------------------------------|
| 1. Hammer Punch<br>D + LP                 | 5. Right Splits Kick<br>F + RK          |
| 2. Left, Right Combo<br>LP, RP            | 6. Left Splits Kick<br>F F + LK         |
| 3. Jumping Low Kick<br>F (JN), D, HDF, LK | 7. Rising Uppercut<br>F (JN), D, DF, RP |
| 4. Geta Stomping<br>HD + RK               | 8. Dragon Uppercut<br>F (JN), D, DF, LP |



- |                                                |                                         |
|------------------------------------------------|-----------------------------------------|
| 1. Catapult Kick High<br>HD, HU + RK           | 5. Charge Power Punch<br>DB + (LP + RP) |
| 2. Catapult Kick Low<br>HD, U + RK             | 6. Left Splits Kick<br>F, F, LK         |
| 3. Rainbow Kick<br>HD, HU + (LK + RK)          | 7. Silver Cyclone<br>D + (LK + RK)      |
| 4. Spinning Slide Kick<br>F, F (JN), (LK + RK) | 8. Blazing Kick<br>D, DB, RK            |



## Double Jump Kick



## Shin Kick Combo



## 10-Hit Combo



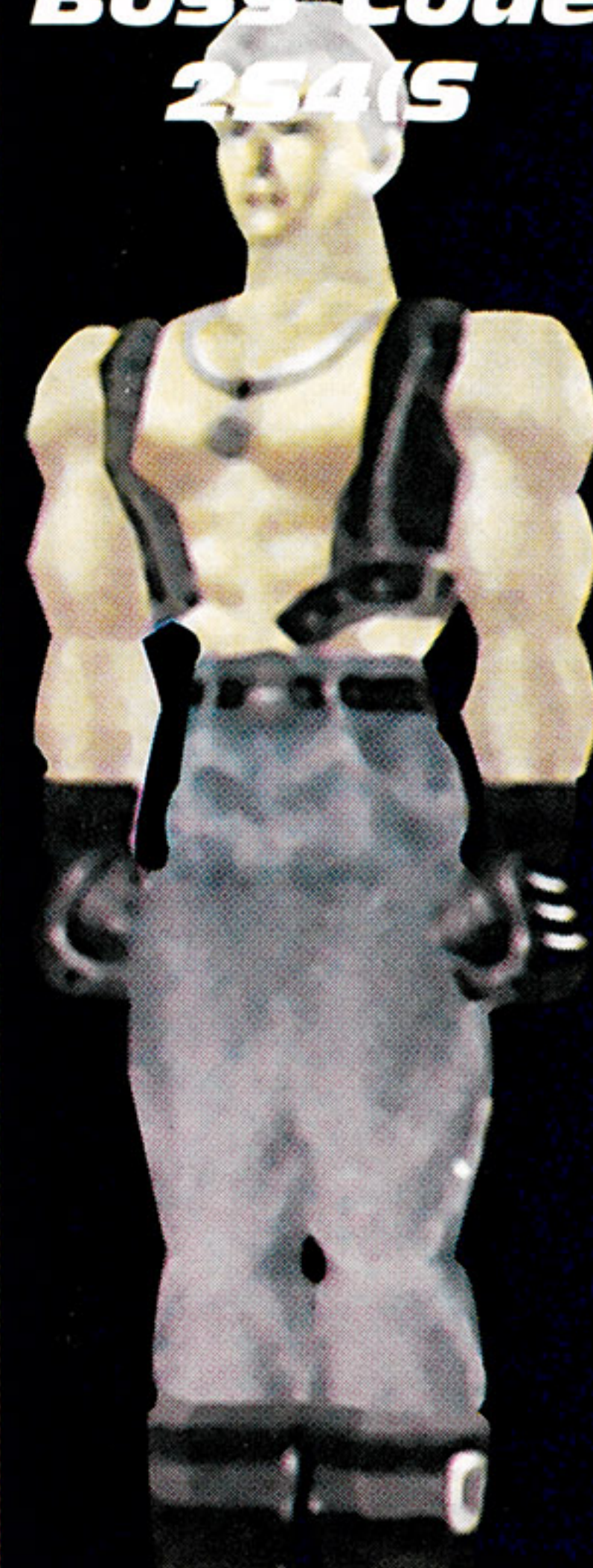
**King of the Iron Fist**  
**Nationality:** Japanese  
**Fighting Style:** Karate  
**Age:** 54  
**Height & Weight:** 5' 11" 181 Lbs.  
**Blood Type:** B  
**Occupation:** Retired  
**Hobby:** Collects Geta (Japanese wooden shoes)  
**Favorite Pastime:** Lobbying for world peace

He was the sponsor of the original Tekken tournament. He lost everything he owned when he was defeated by his son Kazuya. After his embarrassing loss, he escaped before he could be executed by Kazuya. He hid in a mountain retreat and concentrated on his neglected training.

An adopted child of Heihachi Mishima, he was to be Kazuya's rival (he is one year older than Kazuya). However, when Kazuya defeated him in the first tournament, he was shattered mentally and physically. With the help of a mysterious old man, he is back to defeat his old enemy/rival Kazuya.

**The Devil in Silver Air Nationality:** Japanese  
**Fighting Style:** Mishima School of Karate  
**Age:** 27  
**Height & Weight:** 178 CM, 65 KG  
**Blood Type:** A  
**Occupation:** Secretary to Kazuya  
**Hobby:** Hang Gliding  
**Favorite Pastime:** Smoking Menthol Cigarettes

**Boss Code**  
**25415**





When he heard that Jack had his bios updated, P. Jack asks Kazuya to update his bios as well. In response, Kazuya kidnapped Dr. Boskonovich and made him tune up P. Jack (with a simple armor upgrade). His memory is still corrupted, however, since it gets erased constantly, making him feel extremely helpless.

**Lost Memory**

**Monster**

**Nationality:**

**Russian**

**Fighting Style:**

**Brute Force**

**Age: 7**

**Height & Weight:**

**235CM, 185KG**

**Blood Type: Gas**

**Occupation: None**

**(He's usually left without gasoline)**

**Hobby: Destruction**

**Favorite Pastime:**

**Inputting any**

**information into memory**

**Boss Code**

**225008**



**10-Hit Combo**



**Hammer Rush High**



**Wind Up Punch**



1. Get Up Punch  
HD + (LP + RP)
2. Body Press  
LP + LK
3. Killing Uppercut  
LP (While getting up)
4. Overhead Strike  
LP + RP
5. Cross Cut Saw  
F or HF + (LP + RP)
6. Overhead Strike  
(Stand Close) D, DF, HF + LP
7. Rising Hell  
HDF + (RP + RK)
8. Pancake Press  
UF + (LK + RK)



1. Overhead Smash  
LP + RP
2. Hammer (While getting up) LP + RP
3. Megaton Blast  
B, DB, D, HDF + RP
4. Cross Cut Saw  
F, F, + (LP + RP)
5. Megaton Uppercut  
B, DB, D, HDF + LP
6. Sliding Attack  
HF + (LK + RK)
7. Giant Foot Stomp  
LK + RK (RK repeatedly)
8. Sit Down  
HD + (LK + RK)

**Wind Mill Punch**



**Uppercut Combo**



**10-Hit Combo**



**Super**

**Geno-Weapon**

**Nationality:**

**Russian**

**Fighting Style:**

**Power Fighter**

**Age: 5**

**Height & Weight:**

**7'7" 370 Lbs.**

**Blood Type:**

**Plutonium**

**Occupation:**

**Killer Android**

**Hobby:**

**Overhauling**

**himself**

**Favorite Pastime:**

**Finding spare**

**parts in junkyards**

Jack 2 is the production

version of the original Jack

who was destroyed in the

last tournament. The scient-

ist who designed him has

been kidnapped by

Kazuya. The Russians

want him back, and

sent Jack 2 to

retrieve him. He

has his own

agenda

though: To

be remade

as a

human.





**Eco-Fighter**  
**Nationality:** Japanese  
**Fighting Style:** Classic Bu-Jutsu  
**Age:** 22  
**Height & Weight:** 5'7" 119 lbs.  
**Blood Type:** AB  
**Occupation:** An inspector for an environmental protection corporation  
**Hobby:** Bird Watching  
**Favorite Pastime:** Skinny Dipping

Jun is a master of Aiki-Jujutsu and spends her days fighting against smugglers of wild animals. She was raised in the wonders of nature on Yakushima Island in Japan. She participates in the tournament to arrest Kazuya, who she suspects is smuggling endangered species for personal gain.

### 10-Hit Combo

While getting up  
 P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K



### Blizzard Combo & Leg Cutter

P P P P P P P P  
 K K K K K K K K  
 P P P P P P P P  
 K K K K K K K K

### 3 Ring Circus

P P P P P P P P  
 K K K K K K K K



- |                                          |                                                      |
|------------------------------------------|------------------------------------------------------|
| 1. Back Spin Kick<br>HF + RK             | 5. Tooth Fairy<br>F + RP                             |
| 2. Counter Strike<br>HB or B + (RP + RK) | 6. Whiplash<br>LP LP                                 |
| 3. Double Lift Up Kick<br>D + (LK + RK)  | 7. Wind Mill Kick<br>HB + LK                         |
| 4. Screw Body Blow<br>F + LP             | 8. Wrist Chuck Slam<br>(Stand Close) HDF + (RP + LK) |



- |                                               |                                             |
|-----------------------------------------------|---------------------------------------------|
| 1. Behind Back Suplex<br>LP + LK, LP + RP     | 5. Tequila Sunrise<br>(While getting up) RP |
| 2. Heavy Power Punch<br>D, DF, F + RP         | 6. Strong Power Punch<br>F, F + (LP + RP)   |
| 3. Skyscraper Kick<br>(While getting up) RK   | 7. Slow Power Punch Combo<br>DF + RP, LP    |
| 4. Foot Stomp<br>While Jumping (High) LK + RK | 8. Power Punch<br>HF + RP                   |



### Tequila Sunrise Combo

While getting up  
 P P  
 K K  
 P P P P P P P P  
 K K K K K K K K



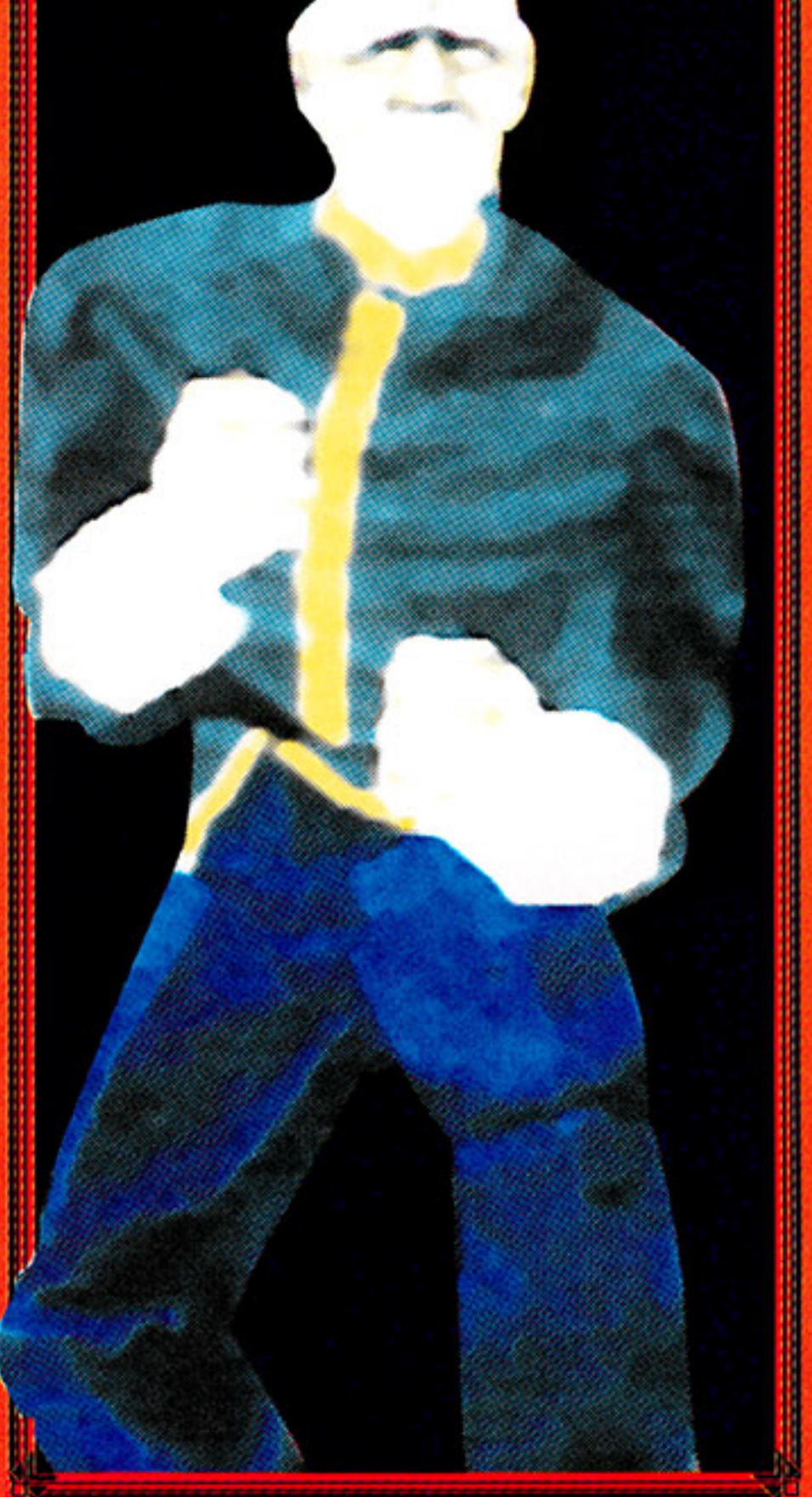
### 10-Hit Combo

P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K

His skill has only become sharper with age, making him an extremely dangerous opponent. He is also a long-time friend of Kazuya's grandfather, Jinpachi. His goal was to exterminate the Mishima family for the peace of the world, but could not accomplish this himself. Wang participates in combat to let through anyone who can defeat Kazuya.

**Fighting Philosopher**  
**Nationality:** Chinese  
**Fighting Style:** "SHIN-I-ROKUGO-KEN"  
**Age:** 84  
**Height & Weight:** 165CM, 56KG  
**Blood Type:** B  
**Occupation:** Gardening Vegetables  
**Hobby:** None  
**Favorite Pastime:** Smelling fresh, early morning air

### Boss Code



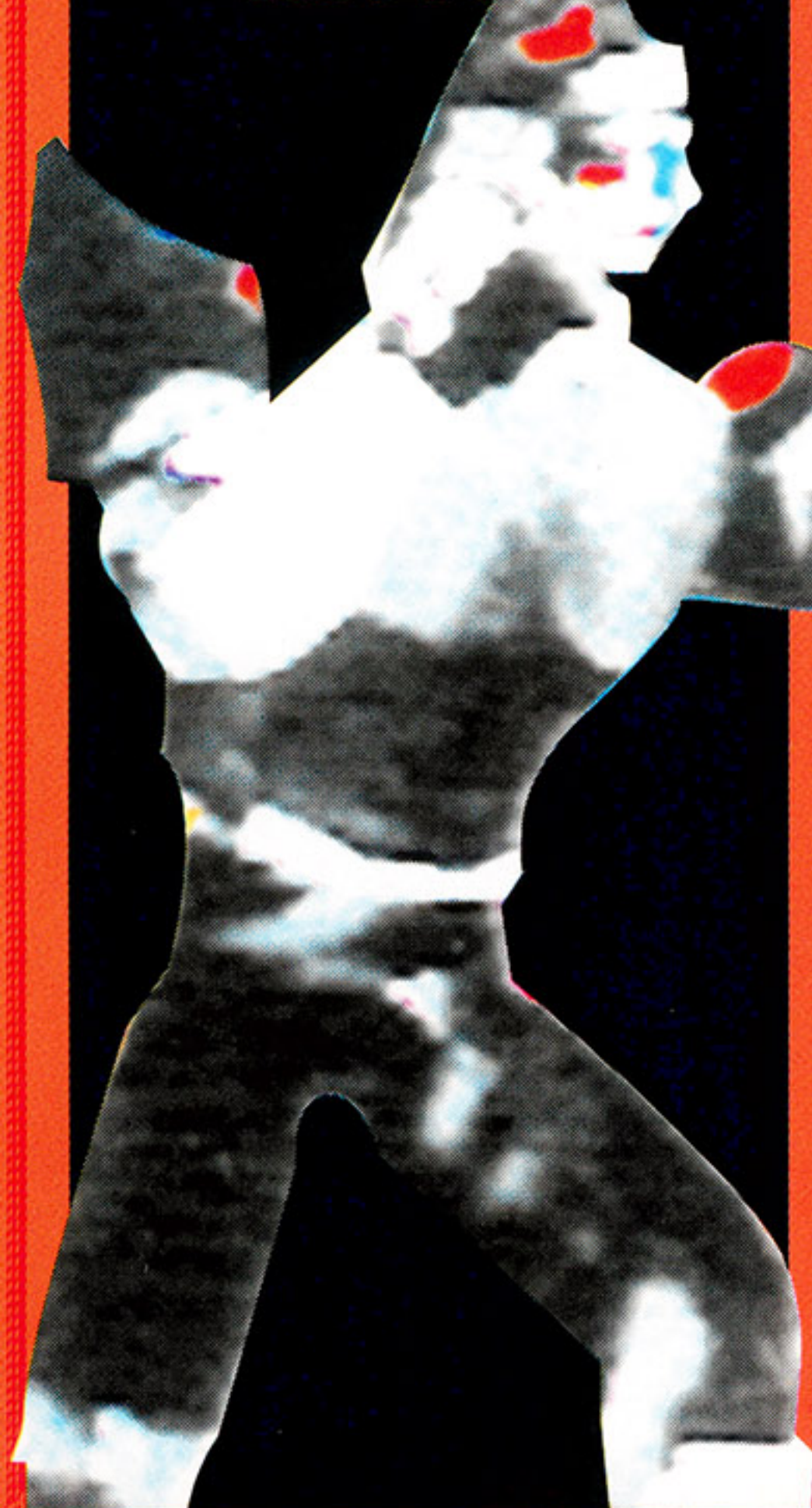


He is the king of the dark side of professional wrestling. Armor King and King are bound together by a strong relationship after years of fighting each other. Armor King became concerned with the thought of King giving up (he would never be able to fight him again), so he talked him into competing.

**Incarnation of Evil**

**Nationality:** Unknown  
**Fighting Style:** Wrestling  
**Age:** Unknown  
**Height & Weight:** 193CM, 193KG  
**Blood Type:** Unknown  
**Occupation:** Professional Wrestler  
**Hobby:** Beating everyone from another Dojo  
**Favorite Food:** Beer

**Boss Code**  
**45(46)6**



**10 Hit Combo**



**10-Hit Combo**



**Explorer**



1. Crouching Uppercut  
F, F, (JN) RP
2. Head First Lunge  
F, F + (LP + RP)
3. Franken Steiner  
DF + (LK + RK)
4. Pile Driver  
HD, DF, F + LP
5. Knee Bash  
LP + LK
6. Double Arm Face Buster  
F, F, (JN) LP + RP, LP + RP
7. Cobra Twist (Close, from behind) RP + RK
8. Deep Sleep  
HUF or HU + (RP + RK)



1. Falling Headlock  
(Close) DB, DB + (LP + RP)
2. Tombstone Pile Driver  
(Close) DB, HF + (LP + RP)
3. Spinning Throw  
B, DB, D, DF, HF + LP
4. Jumping Pile Driver  
RP + RK, D, D, HD + (LP + RP)
5. Tiger Uppercut  
F, (JN) D, DF + RP
6. Dragon Uppercut  
F, (JN) D, DF + LP
7. Arrow Blow  
HB + (LP + RK)
8. Shoulder Tackle  
HF + (LP + RK)

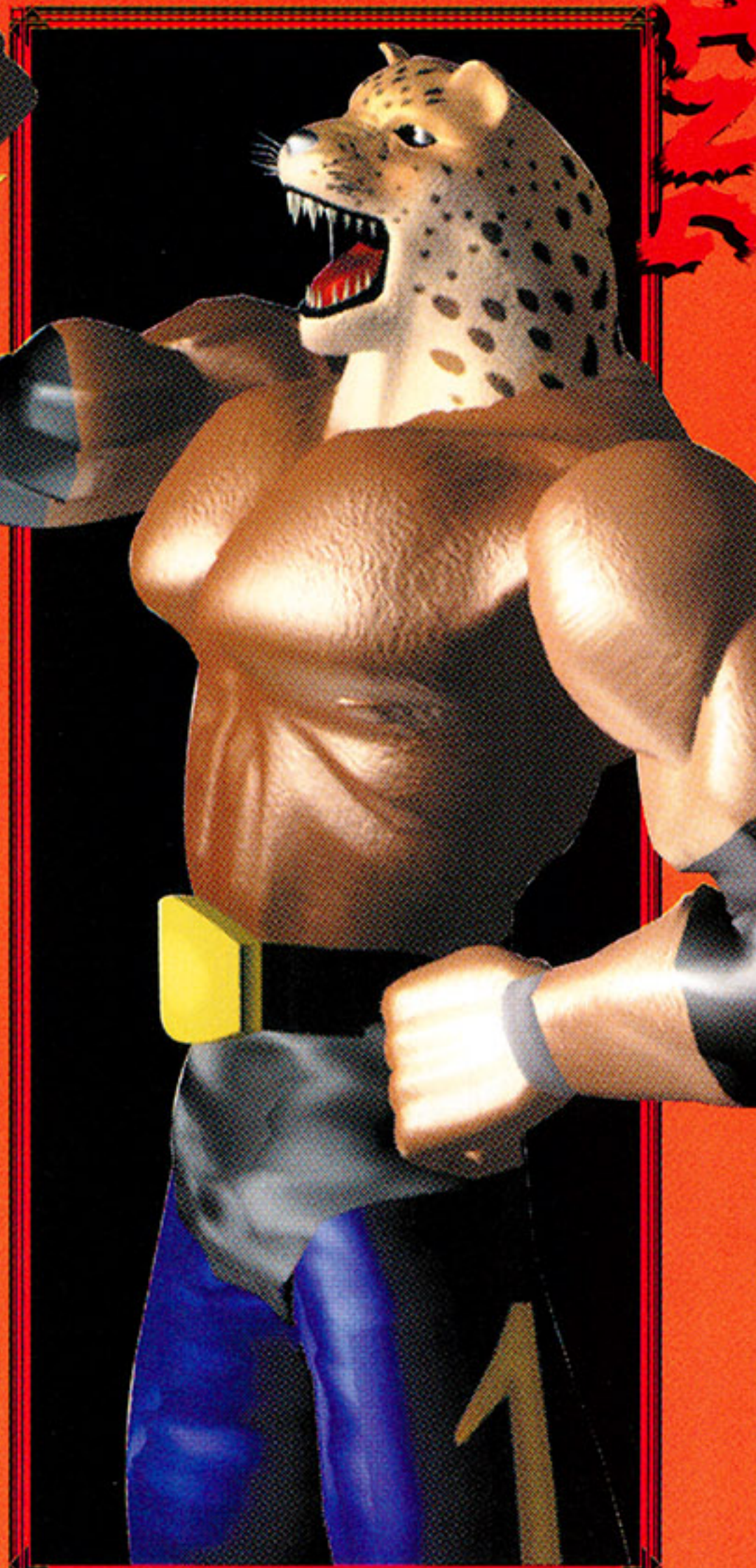
**Jump & Kick**



**Stagger Kick**



**10-Hit Combo**



**Beast Priest**

**Nationality:** Mexican  
**Fighting Style:** Wrestling  
**Age:** 32  
**Height & Weight:** 6' 3" 187 lbs.  
**Blood Type:** A  
**Occupation:** Take a wild guess  
**Hobby:** Restoring his Jaguar (car, not Atari)  
**Favorite Pastime:** Helping children.

King's dream of establishing an orphanage still goes unrealized, as he lost all his money in the first Tekken tournament. He was close to giving up when he was found by his long-time "rival" Armor King and was told about the second tournament. Feeling this is his last chance, he's here to make his dream a reality.





## 10-Hit Combo



## Lift Up Cannon



## Rushing Punch & High Kick



1. Spring Back Blow (Back turned) LP
2. Reverse Upper (Back turned) RP
3. Face Crusher (Close, from behind) LP + LK
4. Flit-Flip-Flop (Back turned) LK + RK
5. Play Dead D or HD + (LK + RK)
6. Sleeper Hold (Close) RP + RK
7. Phoenix Illusion B, LP + RK
8. Phoenix Striker (After Phoenix Illusion) RK



1. Right Knee Kick (Close) F, DF, HDF + (LP + RP + RK)
2. Foot Bazooka F, HF + RK
3. Side Step Elbow HF + (LP + RP)
4. Front Kick B + LK
5. Sledge Hammer LP + RP
6. Slash Kick F, F + LK
7. Killing Blow HB + (RP + LK)
8. Leg Slider DF + LK



## Triple Punch



## Double Knee & Low Kick



## Bruce's Special



An unrivalled kick-boxer, Bruce lost his entire family when he was young. Since then, he has been stricken with poverty and hunger, and his desire for wealth was all the fuel he needed to become the fiercest fighter ever. Kazuya found him in a plane crash years later and trained him to become part of his private guard.

## Nightmare Impact

**Nationality:** American  
**Fighting Style:** Kick Boxing  
**Age:** 32  
**Height & Weight:** 190CM, 85KG  
**Blood Type:** A  
**Occupation:** Kazuya's Private Corps  
**Hobby:** Gun Collecting  
**Favorite Pastime:** Collecting Gunpowder

## Boss Code

SSSS56



Lei is a master of Hong Kong action karate and a top detective in the Hong Kong International Police. Lei is investigating the mysterious death of his partner, who they claim died in an airplane accident. There was also an accountant of the Hong Kong mafia who had stolen secret documents and delivered them to Kazuya.



A Tae Kwan Do master, Baek enters a kind of frenzy at the sight of an opponent's blood. His father was also a Tae Kwan Do champion. He had to quit fighting, however, due to an injury. Baek killed his father by accident, and learned karate to follow in his father's footsteps. Someone found out that Baek had killed his father, and out of frustration he attacked Law's Dojo.

**Killing Hawk Nationality:**

**Korean**

**Fighting Style:**

**Tae Kwan Do**

**Age: 27**

**Height & Weight:**

**180CM, 70KG**

**Blood Type: B**

**Occupation:**

**Wandering Fighter**

**Hobby:**

**Sky Diving**

**Favorite Pastime:**

**Making people bleed**

**Boss Code**  
**525528**



**Triple Head Kick & Somersault**



**10-Hit Combo**



**Shaolin Spin Kick**



1. Quick Somersault LK + RK	5. Body Blow & Somersault HD or D, RP, LK
2. Headlock Drop (Close) RP + RK, LP, RP, LP + RP	6. Double Impact (While crouching) LK, RK
3. Dragon's Tail DB + RK	7. Face Crusher (Close, from behind) LP + LK
4. Low Kick & Somersault (While crouching) RP, LP	8. Back Flipper LK + RK, LK

1. Hammer Heel F, HF + RK	5. Belly to Belly Throw (Close) RP + RK
2. Rocket Shooter F, (JN) D, HDF + LK	6. Falling Throw (Close) LP + LK
3. Flamingo B, HB + LK (JN)	7. Reverse Neck Throw (Close, from behind) LP + LK
4. Dynamite Heel DB + (LK + RK)	8. Leg Hook Throw (Close) DB + (LP + LK)

**Butterfly Kick**



**Butterfly Kick & Low Kick**



**10-Hit Combo**



**The Dragon Nationality:**

**American**

**Fighting Style:**

**Martial Arts**

**Age: 27**

**Height & Weight:**

**5' 10 1/2" 152 lbs.**

**Blood Type: B**

**Occupation:**

**Dojo Sensei**

**Hobby: Fishing**

**Favorite Food:**

**Chinese**

Law finally obtained his own Dojo and had many young pupils. One day while Law was away, a mysterious fighter appeared, trashed the Dojo and hospitalized many of his pupils. Law suspects this was a retaliation for his victories in the last Tekken tournament (completely unaware that the mysterious attacker was none other than Baek Doo San). He fights this time to regain the honor of his dojo and himself.





**The Wanderer**  
**Nationality:** American  
**Fighting Style:** Various Chinese Martial Arts  
**Age:** 20  
**Height & Weight:** 5'4" 117lbs.  
**Blood Type:** B  
**Occupation:** Hunter  
**Hobby:** Hunting  
**Favorite Food:** Venison

Michelle wears a pendant that was given to her by her father just before his death. This pendant is the key to the treasure of her tribe. Kazuya, hearing about the secret of the pendant, has kidnapped her mother, asking for the pendant as ransom. Michelle is here to find and rescue her mother.

### 10-Hit Combo



### Tequila Sunrise Combo

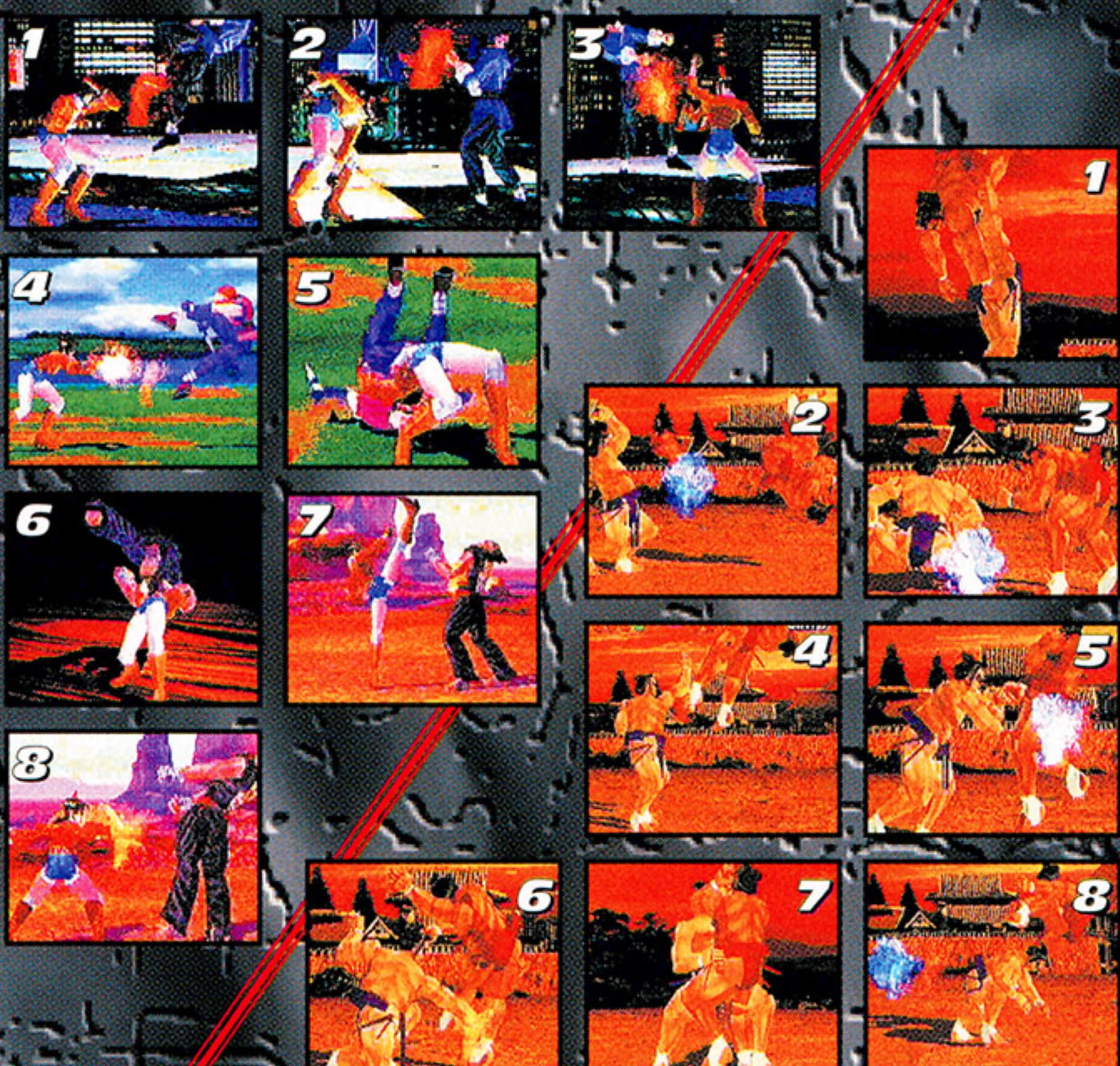
While getting up



### Spinning Slash Upper



- |                                         |                                    |
|-----------------------------------------|------------------------------------|
| 1. Party Crasher<br>F, HF + LP          | 5. Waist Suplex (Close)<br>LP + LK |
| 2. Rapid Counter Attack<br>HD, HDF + LP | 6. Knee Suplex (Close)<br>RP + RK  |
| 3. Flash Upper<br>F + LP                | 7. Front Snap Kick<br>DF + LK      |
| 4. Twin Arrow<br>LP + RP                | 8. Body Elbow<br>HD, HDF + RP      |



- |                                              |                                          |
|----------------------------------------------|------------------------------------------|
| 1. Over-the-Back Throw (Close)<br>RP + RK, F | 5. Double Palm<br>F, F or HF + (LP + RP) |
| 2. Get-Up Punch<br>HD + (LP + RP)            | 6. Thunder Slap<br>DF + (RP + LK)        |
| 3. Stomp<br>HD + RK                          | 7. Choke Slam<br>F, HF + (RP + LK)       |
| 4. Strong Open Palm<br>B, DB, D, HDF + RP    | 8. Sumo Tackle<br>HB + (LP + RP)         |

### Uppercut Combo (Upper)



### Double Step In Palm



### Open Palm Combo



He is a genius sumo wrestler who was promoted to the youngest "Ozeki." He was, however, unfit to be "Yokozuna" so he joined Kazuya. During the course of the last tournament, he fell in love with Michelle. It is rumored that Ganryu begged Kazuya to allow him to fight Michelle, so he could declare his love for her.

**Reckless**  
**Topknot Man**  
**Nationality:** Japanese  
**Fighting Style:** Sumo  
**Age:** 34  
**Height & Weight:** 189CM, 125KG  
**Blood Type:** B  
**Occupation:** Kazuya's Bodyguard  
**Hobby:** Gambling  
**Favorite Things:** Yellowtail stewed with Japanese radish

### Boss Code 5628





She hates her father and sister a bit more everyday. Anna and Nina have what you might call a "dys-functional" relationship. It seems that every time they see each other, they end up bombing each other's car or firing a sub-machine gun into their bedrooms. She competes to finally defeat Nina.

**Lightning Scarlet**

**Nationality:** Irish  
**Fighting Style:** Bone Martial Arts, Aikido and Mishima School  
**Age:** 20  
**Height & Weight:** 163CM, 49KG  
**Blood Type:** A  
**Occupation:** Student  
**Hobby:** Travel  
**Favorite Things:** Jerry (Tom & Jerry), Espresso, Red Wine

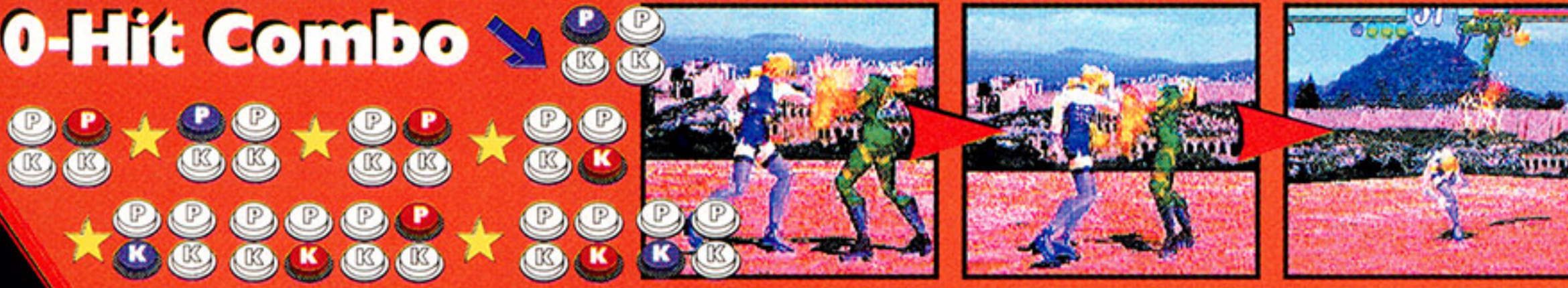
**Boss Code**  
**45(644)**



**10-Hit Combo**



**10-Hit Combo**



**Creeping Snake**



- 1. Elbow Smash (Close) DF, HDF + LP
- 2. Forward Flip Kick F, F + RK
- 3. Jab-Sweep RP, HD + LK
- 4. Jab to Mid Kick (While getting up) LP, RK
- 5. Jumping Flip (Close) LP + LK, HF
- 6. Leaning-Heel Hold F, F, F + LK
- 7. Slicer DB + RK
- 8. Toe Kick HD or D + RP, RK



- 1. Elbow Smash (Close) DF, HDF + LP
- 2. Jumping Flip (Close) LP + LK, HF
- 3. Backhand Slap (Close) D, DF, HF + (LP + RK)
- 4. Blonde Bomb F, F or HF + (LP + RP)
- 5. Forward Flip Kick F, F + RK
- 6. Running Jump Kick F, F, F, LK
- 7. Charge Power Punch DB + (LP + RP) or U-Cancel
- 8. Groin Punch (Crouching) R + LP

**Slap Combo**



**Flash Kick**



**10-Hit Combo**



**Silent Assassin**  
**Nationality:** Irish  
**Fighting Style:** Aikido  
**Age:** 22  
**Height & Weight:** 5'3" 108lbs.  
**Blood Type:** A  
**Occupation:** Assassin  
**Hobby:** Travel  
**Favorite Cartoon:** Tom (from Tom & Jerry)

Nina competes to finally settle the long-running score with her sister, Anna. She is not even sure how the entire fight began, all she knows is she's ready for it to end. Perhaps a victory will soften the hatred that consumes them both? Two sides of the same coin, both Nina and Anna fight almost exactly the same, with part Aikido and part grappling. Anna may find it hard to defeat her sister now, since Anna has learned new tricks.





### 10-Hit Combo

P P P P P P P P P P P P  
 K K K K K K K K K K K K  
 P P P P P P P P P P P P  
 K K K K K K K K K K K K



### 5-Hit Combo

P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K

### Triple Kick Combo

P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K



- |                                   |                                                       |
|-----------------------------------|-------------------------------------------------------|
| 1. Burning Fist<br>HB + (LP + RP) | 5. Left, Right Combo<br>LP, RP                        |
| 2. Flash Elbow<br>F, F + RP       | 6. Neutron Bomb<br>F, F + RK                          |
| 3. Jab-Sweep<br>RP, HD + LK       | 7. Push Away (Close)<br>F, F + (LP + RP)              |
| 4. Jaw Breaker<br>HDF + RP        | 8. Reverse Neck Throw<br>(Close, from behind) LP + LK |



- |                                            |                                          |
|--------------------------------------------|------------------------------------------|
| 1. Bear's Bite<br>HF + (RP + RK)           | 5. Grizzly Claw<br>B, DB, D, HDF + RP    |
| 2. Get Up Punch<br>HD + (LP + RP)          | 6. Double Claw<br>F, F or HF + (LP + RP) |
| 3. Overhead Smash<br>LP + RP               | 7. Pancake Press<br>DF + (LK + RK)       |
| 4. Batter Up (While getting up)<br>LP + RP | 8. Deadly Claw<br>B + (LP + RP)          |

### Uppercut Combo

P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K



### Bear Rush Low

P P P P P P P P P P  
 K K K K K K K K K K  
 P P P P P P P P P P  
 K K K K K K K K K K



### 10-Hit Combo

P P P P P P P P P P P P  
 K K K K K K K K K K K K  
 P P P P P P P P P P P P  
 K K K K K K K K K K K K



In the first tournament, he was defeated by Paul, and realized there was someone stronger than him left in the world. After Heihachi's defeat to Kazuya, Kuma went with his beloved master to train in his mountain retreat. He also seems to be very clever and can actually understand language.

**Mad Bear**  
**Nationality:** Heihachi's Pet  
**Fighting Style:** Heihachi School of Kuma-Shinken  
**Age:** 22-26 (if he were human)  
**Height & Weight:** 280CM, 21KG  
**Blood Type:** Unknown  
**Occupation:** None  
**Hobby:** Napping  
**Favorite Things:** Human flesh and his master Heihachi

**Boss Code**  
 \*B 5 (Then put on Paul) 252

**Hot Blooded Fighter**  
**Nationality:** American  
**Fighting Style:** Judo/Street Fighting  
**Age:** 27  
**Height & Weight:** 6'2" 187lbs.  
**Blood Type:** O  
**Occupation:** Bouncer  
**Hobby:** Riding his motorcycle, the Wild Hog  
**Favorite Food:** Pizza

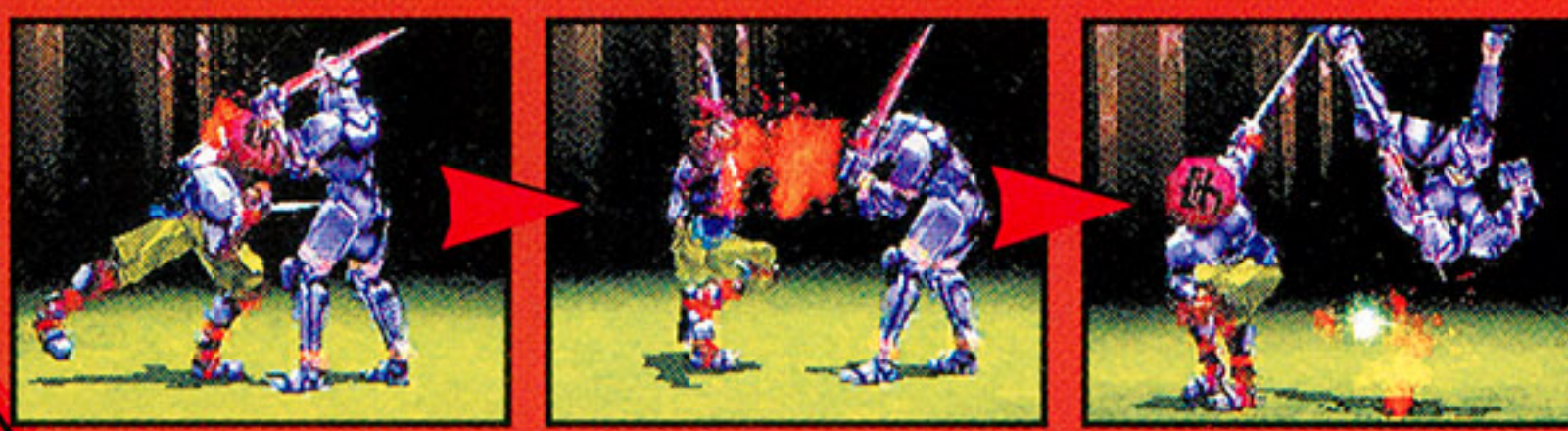
In the first tournament, he succeeded in defeating the bear, Kuma, but was too exhausted to win the final match. He knows he has the strength to take it all, but does he have the stamina? This time Paul goes all the way! Paul has also learned some new counter moves to throw off his opponents.



She is deathly jealous of Yoshimitsu, and wants his sword. The sword had been inherited through his band of thieves, and it is said that it can cleave an opponent's spirit in half. Kunimitsu's grandfather, a swordsmith, could not duplicate Yoshimitsu's sword no matter how hard he tried. She is therefore competing to take it by force.

**Rebellious Female "Ninja"**  
**Nationality:** Was, at one time, Japanese  
**Fighting Style:** Ninja Arts  
**Age:** Unknown  
**Height & Weight:** 173CM, 58KG  
**Blood Type:** O  
**Occupation:** Stealing  
**Hobby:** Simple mechanics  
**Favorite Weapon:** Sheath Knife

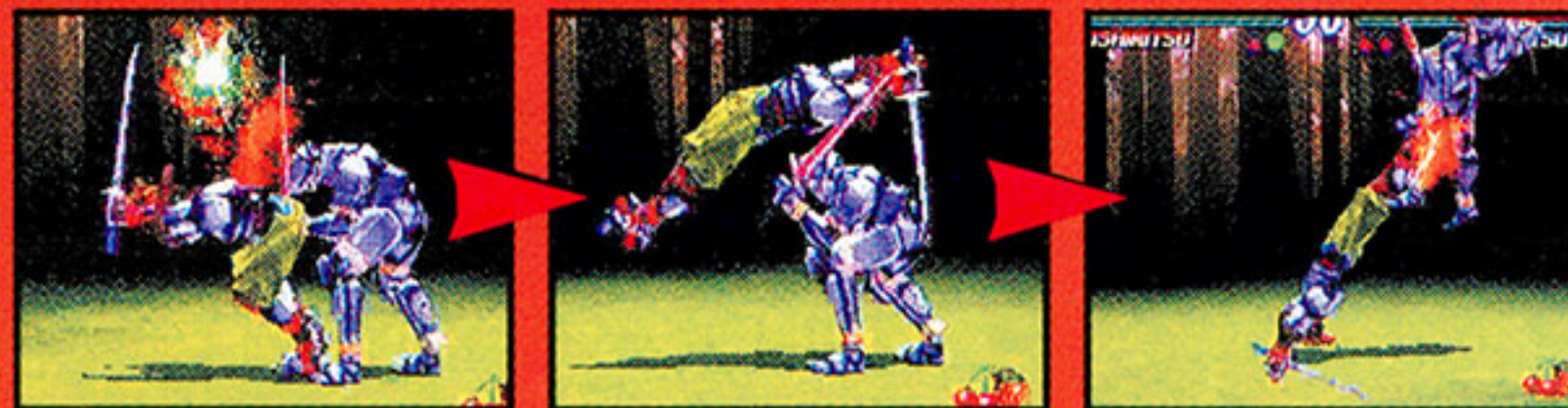
**BOSS Code**  
 \*A S (Then put on Yoshimitsu) 65



### 10-Hit Combo



### Shark Attack Blow



### 3-Kick Combo



1. Samurai Cutter (While crouching) DB, B + LP
2. Death Copier LP + RP
3. Slap-U-Silly HDB + RP
4. Rainbow Drop D, DB, HB + (LP + RP)
5. Harikiri D + (LP + RK)
6. Tornado-Drop (From behind) LP + LK
7. Spinning Harikiri F, HF + (LP + RK)
8. Teleport D + (LK + RK), F or B



1. Deadly Slash F, HF, (JN) RP
2. Deadly Slice B + RP
3. Deadly Stab DB + RP
4. Judo Throw (Close) HDB + (LP + LK)
5. Poison Wind UF + (LK + RK)
6. Reverse Neck Throw (Close, from behind) LP + LK
7. Solar Kick F, F + (LK + RK)
8. Stone Fist HB + LP

### 3-Kick Combo



### 7-Hit Combo



### 10-Hit Combo



**Mechanized Ninja**  
**Nationality:** Unknown  
**Fighting Style:** Ninja Arts  
**Age:** Unknown  
**Height & Weight:** 5'10" 139lbs.  
**Blood Type:** O  
**Occupation:** Leader of a band of thieves  
**Hobby:** Watching Sumo  
**Favorite Pastime:** Video Games

After the last tournament, Yoshimitsu went back to a life of crime. He had heard of Jack's permanent engine and decided to steal it. He lost his left arm during the robbery attempt and almost died. The scientist who created Jack-2 saved his life and replaced his arm with a cybernetic one. Yoshimitsu heard of the scientist's capture and participates in his rescue.



# KAZUYA MISHIMA / DEVIL KAZUYA




1. Lightning Upper  
 B, (JN) + (RP + LK)  
 2. Ultimate Tackle  
 D + (LP + RP)  
 3. Screw Upper  
 HB + (LP + RK)  
 (Devil Only)  
 4. Standing Laser  
 LP + RP  
 5. Side Step  
 F  
 6. Side Uppercut  
 F, (JN) HDF + RP  
 7. Side Rising Sun  
 F, (JN) HDF + LP  
 (Devil Only)  
 8. Flying Laser  
 LK + RK



There is no difference between Kazuya and Devil, other than the laser moves. Devil's only 10-Hit is Kazuya's from Tekken 1, and Devil looks quite a bit more evil.

**Roger Code:**  
 Input \*C(S  
 Input 88

**Alex Code:**  
 Input \*C(S  
 Input 88

**Kazuya Code:**

288(55)8



Running Exploder  
 F, F, F + (LP + RP)



K's Flicker  
 F, F + RP



Hopping Kick  
 B + (LK + RK)



Wind Up Punch  
 HB + LP



Jumping Uppercut  
 F, (JN) D, DF + LP



Franken Steiner  
 DF + (LP + RP)

Roger and Alex are the same character, just palette swaps. They are modeled almost exactly after King, so look to him for additional moves.

Unfortunately, Roger/Alex does not have a 10-Hit combo, but he does have some of King's combos. He also has Jack's Wind Up punch.

## ROGER / ALEX



					<b>BRUCE</b>
Front Knee Kick Close,(RP & RK) Foot Bazooka F,F + (RK)	Face Crushing Knee Kick Close, (LP & LK) Double Knee + Low Kick B+RK,LK,D+RK One Two Punch+Spin Kick LP,RP,RK	Side Step Elbow HF + (LP & RP) Triple Punch HF+LP,RP,LP Front Kick B+LK	One Two High Kick LP,RP,F+RK One Two Med. Kick LP,RP,RK One Two High Kick LP,RP,D+RK	Triple Knee Combo B+RK,LK,RK Front Knee Kick B+LK,RK Jumping Kick F,F,F+LK	Sledge Hammer LP+RP Somersault B,B,JN+(LK & RK)
<b>ROGER</b>					
Head Butt LP+LK D.D.T DB,DB+(LP & RP)	Pile Driver Close,D,DF,F+LP One Two Punch LP,RP Exploder LK & RK	Running Exploder F,F,F+(LK & RK) Konvict Kick F,F+RK Knuckle Bomb UF,{HF or F}+(RP&LP)	Elbow Drop Jump,(RP & RK) K's Flicker F,F+RP Ground Punch F,F,JN+RP	Giant Swing Close, B,DB,D,DF,HF+LP Crouching Uppercut D,DF+RP Head First Lunge F,F+(LP & RP)	Franken Steiner DF+(LK & RK) Thrash Kick DB+RK,LK,RK,LK, RK
					<b>KUMA</b>
Bean Hug Close, (RP & RK) Body Press Close, (LP & LK)	Uppercut Combo D+RP,RP,LP,RP,F+LP Triple Uppercut Crouching,LP,RP,LP Standing Triple Uppercut RP,LP,RP	Get Up Punch D+(LP & RP) Bear Hammer LP x 3 Wind Mill Punch D,DF+(RP,LP)x2	Overhead Smash LP & RP Batter Up (getting up), LP & RP Double Hammer (LP & RP) x 3	Grizzly Claw B,DB,D,DF+RP Double Claw F,{F or HF}+(LP & RP) Sit Punch {a or b}),(LP,RP)x 2	a.Pancake Press UF+(LK & RK) b.Sit Down (LK & RK)
<b>GANRYU</b>					
Hip Throw Close,(RP & RK) Body Slam Close,(LP & LK)	Get Up Punch D+(LP & RP) Stomp D,RP Sumo Hammer LP x 2, RP	Overhead Smash (LP & RP) Batter Up (LP & RP) Strong Open Palm B,DB,D,DF+RP	Triple Uppercut (cr.)LP,RP,LP Triple Uppercut RP,LP,RP Choke Slam F,F+(RP & LK)	Over The Back Throw Close, (RP & RK),HF Open Palm Combo HF+(LP,RP) x 4 Double Hammer (g.up) (LP&RP)x2, JN, (LP&RP)x2	Double Palm F,{F or U}),(LP & RP) Sumo Squash UF, (LK & RK)
					<b>A.KING</b>
Suplex Close, (RP & RK) Pile Driver Close,D,DF,F+RP	Head to Knee Bash Close, (LP & LK) Tombstone Piledriver Close,DB,F (LP & RP) Spinning Throw Close,F,B,DB,D,DF,F+LP	2 Jab Uppercut LP,RP,LP Exploder 1 F,F+(LK & RK) Exploder 2 (LK & RK)	Falling Headlock Close,DBx2+(LP&RP) Jumping Piledriver Cl,(RP&RK)Dx3+(LP&RP) Left Right Combo LP,RP	Running Exploder F,F,F+(LK & RK) Konvict Kick F,F+ (LP & RP) Capital Punishment UF+(LP & RP)	Elbow Drop Jump, (RP & RK) K's Flicker F,F+RP
<b>P.JACK</b>					
Body Slam Close, (RP & RK) Body Press Close, (LP & LK)	Get Up Punch HD+(LP & RP) Jackhammer LP x 3 Overhead Smash LP & RP	Double Hammer (LP&RP)x3,JN,(LP&RP)x3 Left Hand Tr. UpCut D,F+LP,RP,LP Left Hand Tr. UpCut D,F+RP,LP,RP	Megaton Blast B,DB,D,DF+RP Pancake Press UF+( LK & RK) Sit Down D,(LK & RK)	Machine Gun Blast DB+LPx3,DF+RP Cross Cut Saw F,F{F or HF} (LP & RP) Windmill Punch D,DF+LP,RP,LP,LP	Megaton UpCut B,DB,D,DF+LP Double Uppercut D+LP,RP
					<b>WANG</b>
a.Headlock Toss Close,(RP & RK) G-Clef Cannon LP x 3	Behind Back Suplex (during a.) (LP & LK) Heavy Power Punch D,DF,F+RP Sweep-to-headkick (crouch)RK,RK	Sweep (crouch)RK Razor's Edge (crouch)RK,LP Spin Behind RP, B	Skyscraper Kick (get up) RK Foot Stomp (get up) (LK & RK) Tequila Sunrise (get up) RP	Strong Power Punch F,{F or HF}+(LP & RP) Slow Power Punch DF+RP Front Snap Kick DF+(LK)	Spinning Sweep D,F+RK Power Punch F+RP
<b>ANNA</b>					
Slap Combo HB+LP x 3 Groin Punch (crouch)F+LP	Arm Grab Flip Close, (LP & LK) Elbow Smash Close, DFx2+LP Jumping Flip Close,(LP&LK),F	a.Backhand Slap Close,D,DF,F+(LP&RP) b.Arm Snap (during a.) LK,RK,LK,(LP&RP)	Blonde Bomb {F,F or HF}+(LP&RP) Bermuda Triangle LP,RP,RK Flash Kick RP,RK	Over The Back Toss Close, (RP & RK) Jab-RoundHouse RP,LK Forward Flip Kick F,F+RK	Jab-Sweep RP,HD+LK Uppercut-Jab DF,RP,LP
					<b>BAEK</b>
Albatross (get up)RK,RK,LK Baek's Rush {D or HD}+RK,RK,LK	Black Widow LK,LK,RK,RK,LK Eliminator (get up)LK,RK,RK,LK Hurricane Eliminator (get up),LK,RKx3,LK	Hammer Heel F,F,RK Hunting Hawk UF+LK,RK,LK Triple Threat HF+RK,LK,RK	Butterfly Kick LK x 3, RK Rocket Lifter UF,LK,Rk,LK Flamingo B,HB+LK,JN	Diamond Heel DF+(LK & RK) Snake Kick D+LK,LK,D+LK Snake Rocket D+(LKx3)	Hopping Dbl Kick UF+LK,RK Dynamite Heel DB+(LK & RK)
<b>KAZUYA</b>					
Rip Throw Close, (RK & RP) Head Butt Close, F,F+(LP&RP)	Rising Sun UF+RK x 2 Rising Uppercut F,JN,D,DF+RP Leaping Side Kick F x 3+LK	Right Splits Kick F+RK Tsunami Kick (get up) RK x 2 Forward Flip Kick RK,LK	Dbl Step-in Palm D+RPx3 Double Palm F,{F or U}+(LP&RP) Sumo Squash UF+(LK&RK)	Double High Sweep Close, (LK & LP) Flash Punch Combo LP x 2 ,RP Double Spin Kick F,JN,D,DF+RK x 2	Rvs. Neck Throw Close,{LK & LP or RK & RP} Heel Drop DF+RKx2
					<b>DEVIL</b>



Standing Laser LP & RP Flying Laser LK & RK
------------------------------------------------------



**KING**

Spinning Uppercut (During a Kick) LP Elbow Drop D + (LP & RP)	Stomach Smash F, F + RP Crouching Uppercut HD, HDF + RP Exploder	F, F + (LK & RK) 2 Jab Uppercut LP, RP Jab Uppercut RP, LP	Suplex RP & RK Konvict Kick F, F + RK Capital Punishment	UF + (LP & RP) Stagger Kick RK x 5 Running Exploder F, F, F + (LK & RK)
------------------------------------------------------------------------	------------------------------------------------------------------------------	------------------------------------------------------------------------	----------------------------------------------------------------------	-------------------------------------------------------------------------------------

**YOSHIMITSU**

Back Blow F + RP Death Slash DB + LP Death Slash	Fake DB + LP, JN HDB Knee Attack F, F + RK Jab Sweep	RP, HD + LK Poison Wind UF + (LK & RK) Kangaroo Kick RK, LK	Sword Hit to the Face Close, (RP & RK) Jumping Body Slam Close, (LP & LK) Crouching Spinning Kick	HDB + LK x 5 Knee Bash (During Above Move) F + RK Jab-Roundhouse LP, RK	Stone Fist HB + LP x 6 Slap-U-Silly HDB + RP x 6
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**JACK**

Hammer Rush Low HD, HDF + RP, HD LP Body Slam Close, (RP & RK)	Rising Hells DF, HDF (RP & RK) Debugger B, DB, HD, HDF + LP Hammer Rush Middle	HD, HDF + LP, RP, HDF + LP Megaton Blast B, DB, D, HDF + RP Double Axe D + (LP & RP)	High & Low Cross Cutsaw F or HF + (LP & RP), (LP & RP) Back Breaker Close, D, DB, B + RP Jack Hammer RP, RP, RP	One-Two Blast Crouch, LP, RP Throw Away Close, (LP & RP)
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**JUN**

Wrist Chuck Throw Close, (RP & RK) Arm Lock Close, (LP & LK)	Blizzard Combo (LP & RK), RP, LP Whip Lash & Toe Kick LP, LP, LK Spinning Low Kick	LK, RK, RK, RK Belly to Back Throw Behind, (LP & LK) or (RP & RK) Leg Cutting 3 Ring Circus LK, RK, (LP & RK), RP, RK	Triple Spin Attack LK, RK, RK, RK, LK Scissor Spin Kick (LK & RK) Whiplash Double Lift Upper	LP, LP, RK Spinning High Kick F + LK
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**NINA**

Blonde Bomb F, F + (LP & RP) Uppercut-Jab DF + LP, RP	Geyser Cannon HD, DB + LK Over the Black Toss (RP & RK) Leg Slicer	DF + LK, LP, RP Flash Kick RP, RK Arm Grab Flip Close, (LP & LK)	Geyser Canyon Combo DB + LK, RK Flash Kicks DF + LK, LK, LK, RK Creeping Snake & Right High Kick	DF + LK, RP, RK Can Opener UF + RK, LK, RK Elbow Smash Close, DF, HDF + LP	Jab-Roundhouse RP, LK Left-Right Combo LP, RP
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**HEIHACHI**

Leaping Side Kick F, F, F + LK Demon Scissors RK, LK	Neck Breaker (LP & LK) Heavy Power Punch HD, DF, F + RP Tsunami Kick	(Getting up) RK, RK Jumping Mid Kick F, JN, D, DF + LK Stone Head Close F, HF + (LP & RP)	Pile Driver Close, (RP & RK) Twin Pistons DF + LP, RP Flash Punch Combo	LP, LP, RP Rising Sun UF + RK, RK Demon Uppercut F, JN, D, DF + LP	Shadow Step B, B, JN + (LK & RK) Demon Slayer LP, RP, RP
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**MICHELLE**

Slasher Upper LK, RP Machine Gun Punch LP, RP	Spin & Kick (LK & RK), RK Slow Power Punch DF + RP Elbow Skyscraper Kick	F, F + LP, RK Sweep to Low Kick RK, HD + RK Ultimate Cannon (LK & RP), LP	Sweep to Head Kick RK, RK Razor's Edge Crouch, RK, LP Arm-Lock Suplex	CLOSE, HDF, (LP & RP) Bow & Arrow Kick (LP & RK), LK Heavy Uppercut HF + (LP & RK)	Triple Spinning Kick RK, RK, RK Machine Gun Cannon LP, RP, RP
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**LAW**

Rave War Combo F + RP, RP, RP Knee Lift Close, F HF + (LK & RK)	Headlock Punch Close, (RP & RK) Run & Drop Close, (LP & LK) Running Side Kick	F, F, F + LK Machine Gun Blow F + LP x 5 Mid Kick DF + LK	Triple Head Kick LK, LK, LK Dragon Low Kick Crouch, LK Rave War	RP, RP Rainbow Kick HD, UB or U or UF + (LK & RK) Rampage Crouch, RK, LK
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**PAUL**

Reverse PK Combo LP, HD + RK Shoulder Pop Close, (RP & RK)	Over the Shoulder Close, (LP & LK) Foot Launch Close, (LP & LK) + B Push Away	Close, F, F + (LP & LK) Phoenix Smasher D, DF, F + RP Twist & Shout Close, HDF + (LP & RP)	Bone Breaker Crouch, RK, RP Jab-Roundhouse RP, LK Shredder	UF + LK, RK Gut Buster HDF + RP, LP Stone Breaker Crouch, HDF + RP x 2	Double Hop Kick High F, F + LK, RK, RK Hang Over Crouch, LP, RK, RP
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**LEI**

Low Back Spin Back Facing, HD + LP Reverse Kick Back Facing, RK	Clean Sweep RK, LK Tornado Kick F or HF + LK, RK Tripping Throw	F, HF + (LP & RP) Jumping Kick F, F, F + LK Hook & Spinning Back Blow (LP & RP)	Razor Rush F, JN + LP, RP, LP, RP, LK 1, 2 Kick F, JN + LK, RK 1, 2 Kick & Low Kick	F, JN + LK, HD + RK Beating Middle Kick HF + RK, LP, RP, LK Beating Low Kick HF + RK, LP, RP, LK	High & Low Kick LK, LK Rave Spin DB + RK, RK
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**LEE**

Forward Arm Drop Close, (LP & RP) Knee Smash Close, F, F + (LK & RK)	Shaolin Spin Kick RK, LK, RK Rave War Combo F + RP, RP, RP Dragon Low Kick	Crouch, LK Triple Head Kick LK, LK, LK Slide Kick DF, DF + LK	Crescent Kick RK, U + LK Shin To Head Kick D + RK, JN + RK Jump To Middle Kick	F, F, JN + LK, RK, F or DF + RK Jump to Low Kick F, F, JN + LK, RK D OR DF + RK Infinity Kick Combo Getting up, LK, LK, HD + LK, LK
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**KUNIMITSU**

Sickle Bash Close, (RP & RK) Jumping Body Slam Close, (LP & LK) Crouching Spinning Kick	HDB + LK x 5 Spin-to-Attack-to-Kick Combo Above Move+ F + RK 3 Kick Combo RK, RK, RK	Knee Bash F, F + RK Zig Zag LK, RK Knee Cap	D, F + LK Solar Kick F, F + (LK & RK) Shark Attack Above Move + (LP & RP)	Jab Sweep RP, HD + LK Jab-Roundhouse RP, LK
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MARVEL  
COMICS

# MARVEL SUPER HEROES

# CAPCOM

COIN-OP, INC.

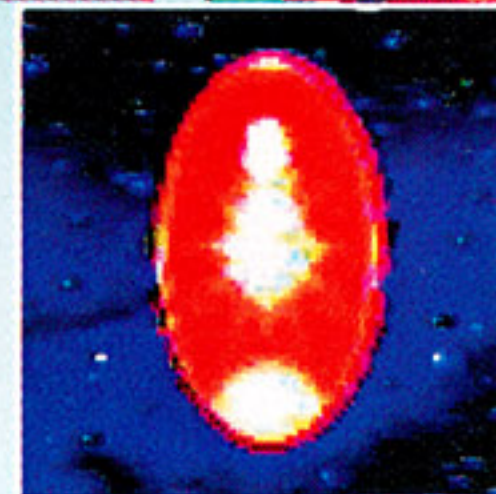
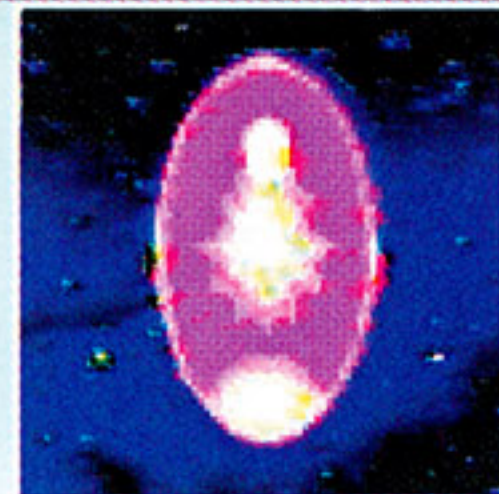
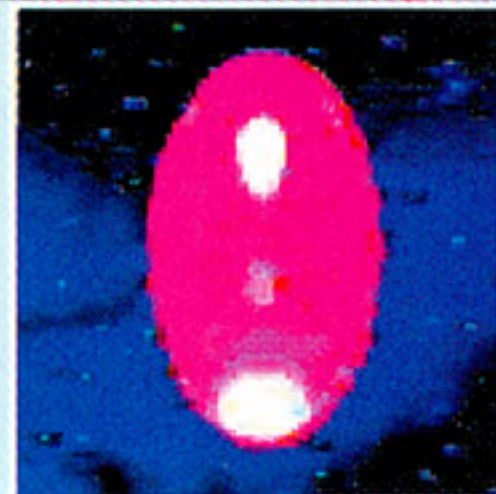
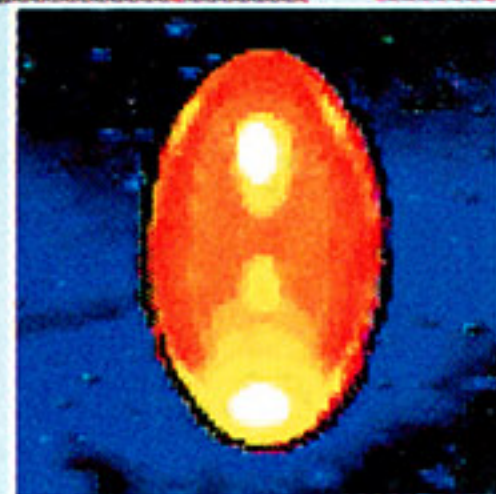
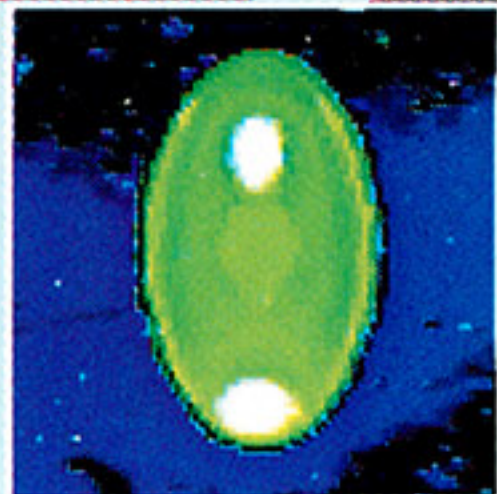
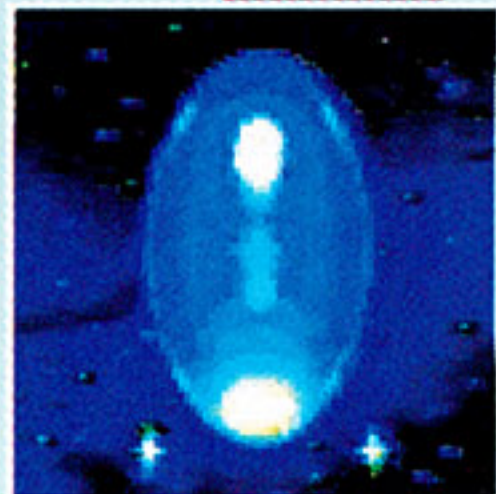
## The Ultimate Guide...

to Marvel Super Heroes lies beyond this page. Seek the knowledge about the Infinity Gems and Thanos' use of the Infinity Gauntlet. Learn the special abilities of each character involved in the struggle and the effects of the gems on the combatants as they battle for their respective origins and seeking conflict with Thanos—holder and master of all the gems.



COMICS

# MARVEL SUPER HEROES



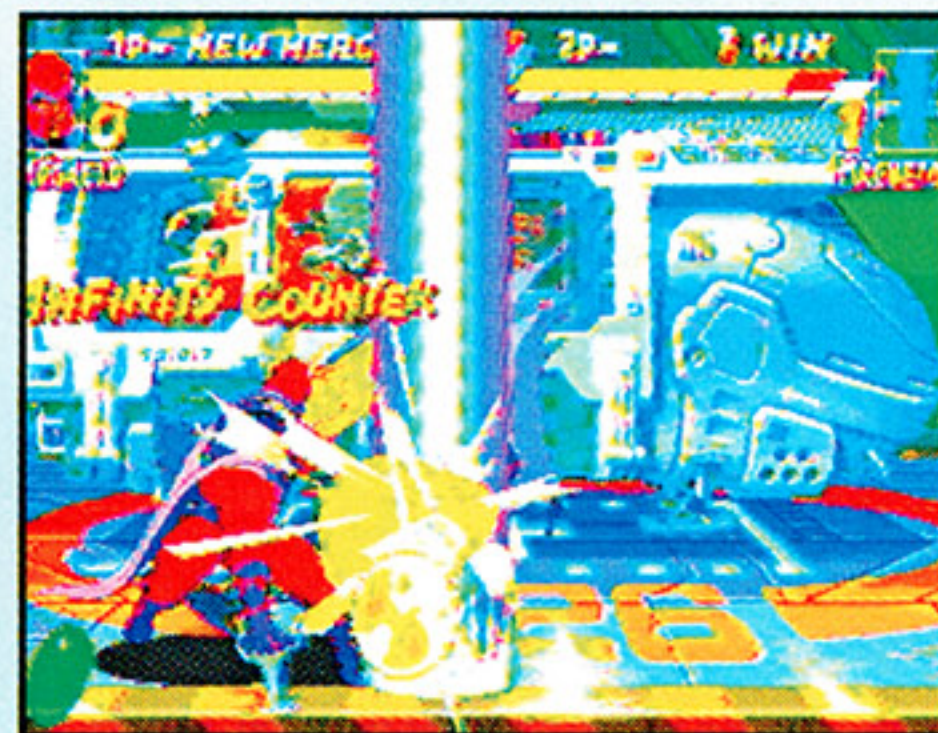
Marvel Super Heroes  
Strategy/Introduction

Hey, I thought I saw an Alpha Counter...

Much like the Alpha Counters from Street Fighter Alpha, Infinity Counters are a handy way of thwarting foes with counter attacks. These counter attacks can be done only if an incoming hit was already blocked, and you perform the appropriate motion immediately after. The counter attack action is **B,DB,F + Punch**. Of course, these actions require you to spend an entire bar of Infinity Power, so they should be used only when it is absolutely necessary. Additionally, the timing on these moves must be precise. If you are not comfortable with doing these counters quickly, don't bother trying them in the heat of battle.



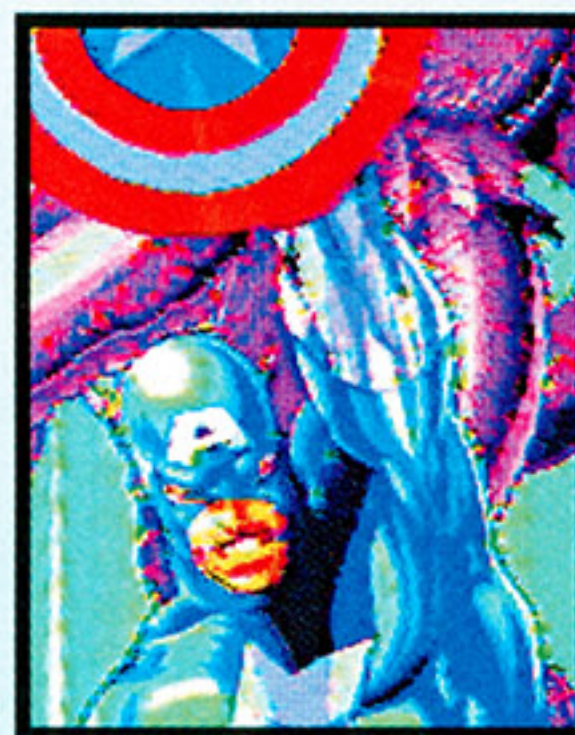
If your timing is accurate, you will block then counter.



The counter attack is generally a variation of another move.

A brief word on the combo system...

Sure, you're thinking this game is just more of the same action we're all used to from X-Men: Children of the Atom. To some extent, this is true. Similar to all of the other SF clone games out there, chaining moves together to form combos was a central part to mastering the game. In days past, the Street Fighter II games would allow you to set up cool combos by preceding special moves with strong jumping or crouching hits. With the X-Men: CotA system, combos were loosened up immensely, allowing nearly endless possibilities. This game sports a newer, revamped version of the X-Men: CotA engine, requiring more skill than controller blitzing to do the moves effectively. Again, much like other SF games, you can generally learn patterns for each character. To get you started, remember that combos generally start with weak hits and progress to stronger hits, perhaps ending with a special move or even an Infinity Special!



Key to the moves

There is a specific notation used to express controller motions required to do the moves shown. Consult the key below:

<b>D</b>	<b>Down</b>	<b>F</b>	<b>Forward</b>
<b>L</b>	<b>Left</b>	<b>R</b>	<b>Right</b>
<b>DB</b>	<b>Down/Back</b>	<b>DF</b>	<b>Down/Forward</b>
<b>UB</b>	<b>Up/Back</b>	<b>UF</b>	<b>Up/Forward</b>

Shortcuts are used for frequently used controller motions:

<b>QCF</b>	<b>Quarter circle forward (from down to forward)</b>
<b>QCB</b>	<b>Quarter circle back (from down to back)</b>
<b>HCF</b>	<b>Half circle forward (from back to down to forward)</b>
<b>HCB</b>	<b>Half circle back (from forward to down to back)</b>

Sequences of letters separated by commas indicate a unification motion of the joystick. **D,DB,B** means start the controller in the down position and roll it until it is directly back.

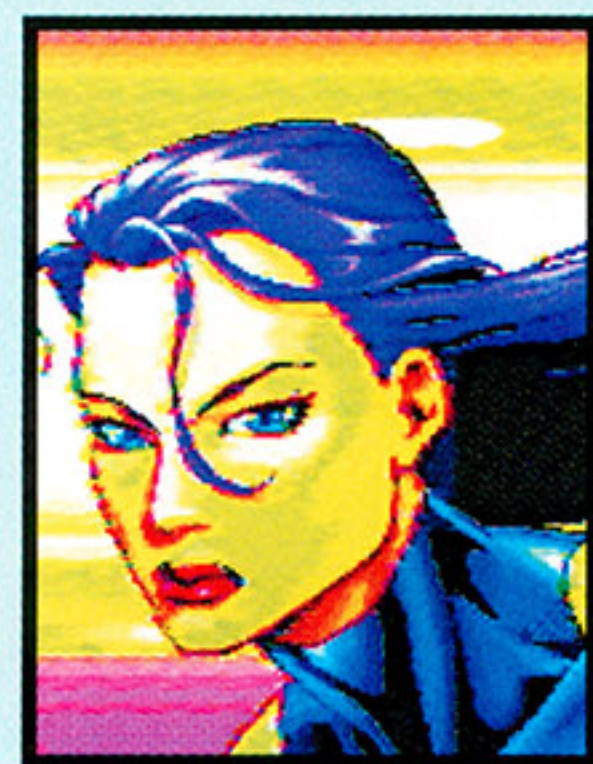
<b>A,B,C</b>	<b>(Punches, from weakest to strongest)</b>
<b>X,Y,Z</b>	<b>(Kicks, from weakest to strongest)</b>

Joystick movements followed by a **+** indicate buttons pressed simultaneously with the last joystick position. **QCF + A** indicates a quarter circle forward and the weak Punch. **QCF + (A/B/C)** indicates any Punch button can be used.

Common moves

All characters have these moves:

<b>B,B or B+ABC</b>	<b>backward dash</b>
<b>F,F or F+ABC</b>	<b>forward dash</b>
<b>D,U or XYZ</b>	<b>super jump</b>
<b>B,DB,D+ABC</b>	<b>to roll away while down</b>
<b>DB,D+ABC</b>	<b>to break fall when thrown</b>



Even more on the combos...

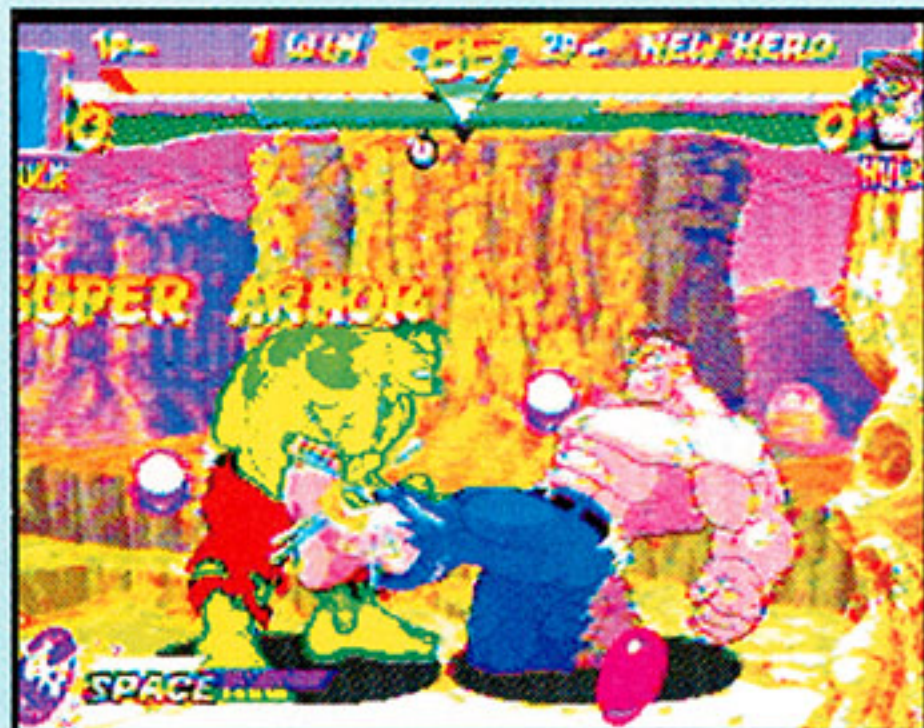
Every character has a standard attack which knocks opponents upward. While the opponent is in mid-air, you can jump up and quickly strike more hits for an air combo. Air combos follow the same rules as standard combos, but tend to be more finicky about sequenced button-tapping. Generally speaking, either a single fierce strike or several smaller chained hits can be tied to the initial setup strike of an air combo. However, several strikes progressing from weak to fierce tend to do less damage than a single or double fierce hit combo. Although impressive, air combos tend to be amazingly weak for the number of hits involved.





## THE SIX SOUL GEMS OF THE INFINITY GAUNTLET

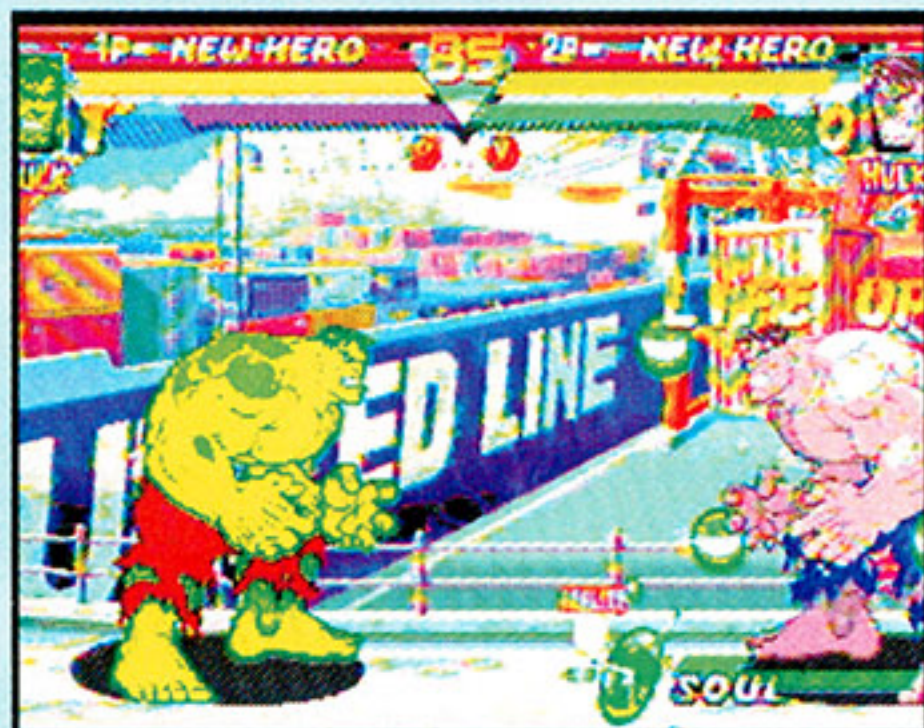
## Using the gems



It's difficult to knock you down with the Space Gem active.

### Super Armor

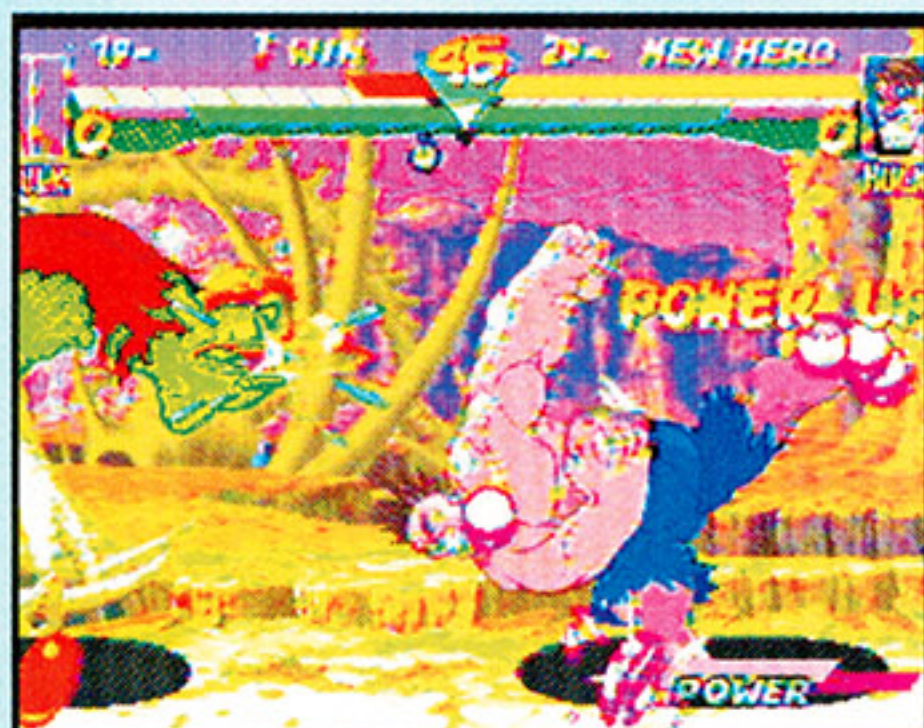
The purple one is the Space Gem, which grants its user a form of special armor called Super Armor. During the effect of this gem, less damage is taken and it's difficult to be knocked down. Magneto and Juggernaut become near invincible with this gem!



Charge up the old Infinity Bar by using the Mind Gem.

### Infinity Recovery

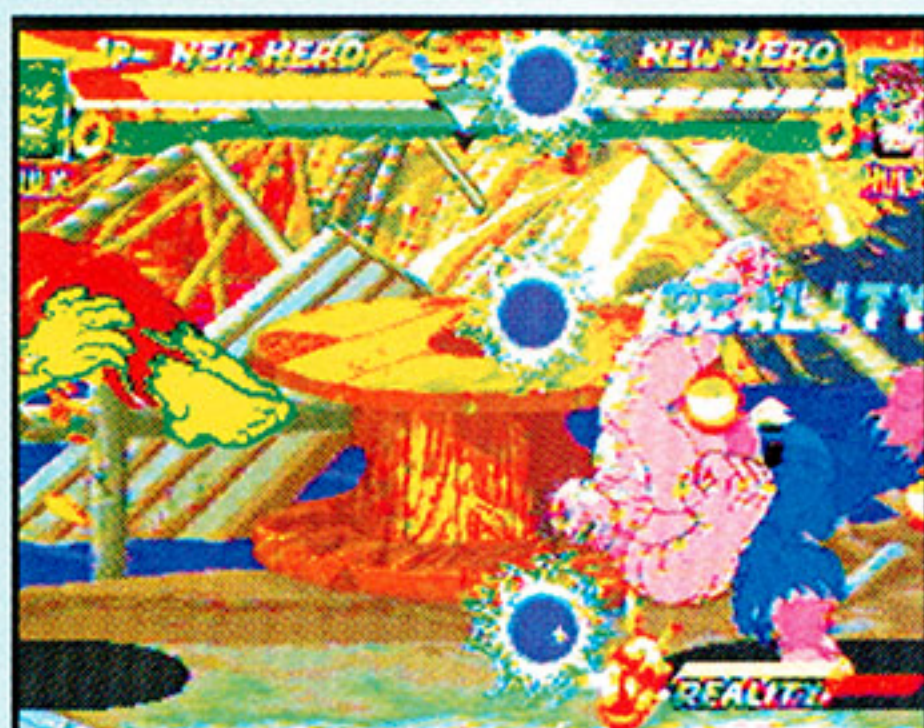
This one comes in handy when working up the Infinity Bar quickly. Be sure to use this one during times of need rather than wasting its immense power uselessly. This is the perfect bail-you-out effect you'll need. Iron Man makes special use of it.



Go for the extra damage with the Power Gem pumped up.

### Power-Up

This one is particularly easy to figure out. Strike your opponent while under the effect of this gem and watch the damage do its work. Wolverine, Psylocke and Captain America all get a special goody if they use this one—shadow moves...



Normal moves throw projectiles with the Reality Gem!

### Realize

Your character hasn't got any projectiles? No problem. Snag one of these little beauties and activate it. Your basic moves will chuck out the fireballs. Depending on which button you push, you will see different effects. Blackheart goes invisible!



Your life will recover through the use of the Soul Gem.

### Life Recover

Apparently they figured that Wolverine shouldn't be the only one with the ability to recover. Although the effect is not permanent, this gem should defend against all but the best combos, recovering faster and more moves than just combos can damage.



Players can choose from the six gems as they become available during the fight. The gems themselves must be acquired before you can call on their powers. How does one procure such a gem? Well, generally speaking, you are awarded

gems during the fight for certain actions at certain times. If you do manage to earn a gem, beware that it does *not* automatically appear on your list (located on the bottom of the screen). The gem is tossed into the fray during the middle of the fight, so your opponent has a chance to get it as well. One of the easiest ways to get a gem is to get the first attack during a new round. The gems that are awarded seem to be

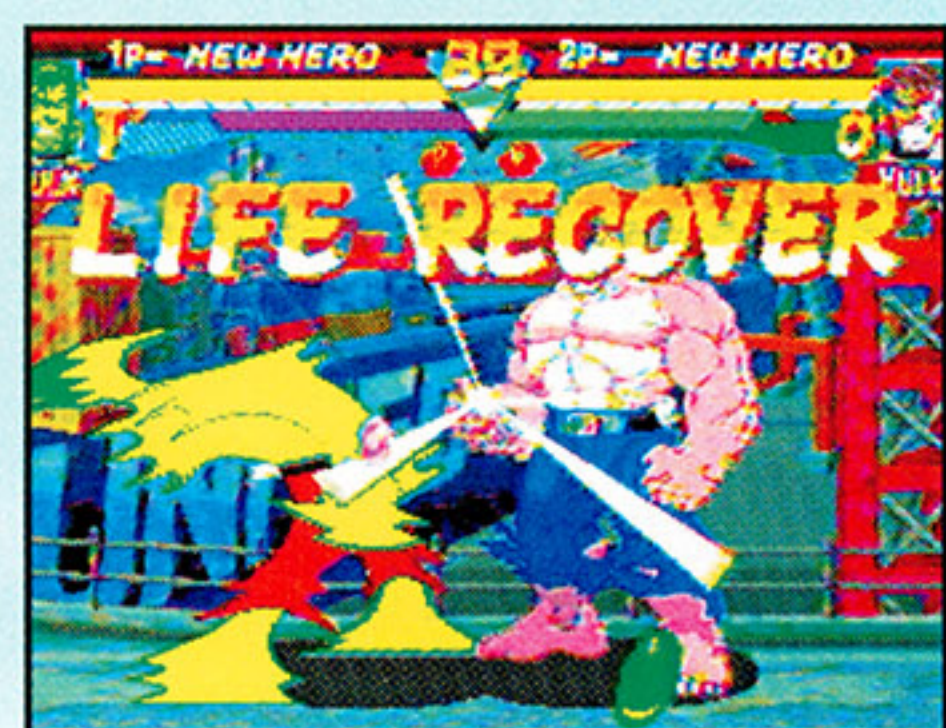
random for the most part, with no discernable connection between the type of gem and the action which caused it to appear. Only one gem of a given type can be on the field at a time. For instance, if you land a Soul or Recover Gem, hang on to it as long as possible so your opponent can't have it. Imagine if you had the Super Armor Gem, and Juggernaut was your opponent. If he gets his hands on the gem, you will have tons of trouble. Times like these warrant gem economy! In order to activate the gem for use by your character, do the following motion on the controller: **D, DB, B + all three Punch buttons**. Once you have activated a gem, it will run its course and then disappear. Each gem has its own unique time limit, so be sure your timing is in sync with the gem's time limit bar located on the lower region of the screen. Once the gem is done, you will have to recapture another one before you can use it again. Another precaution to take while



dealing with the gems is to keep them stored in the inactive selection area for gems. The currently selected gem can be knocked out of your hands by the appropriate amount of punishment, leaving it open for the opponent to take. All gems strike damage as you invoke them to opponents who are too close. If need be, the gems can be a last-ditch effort for defense!



Do the motion to invoke the gem, and you'll see it activate.



Opponents standing too close will be damaged!



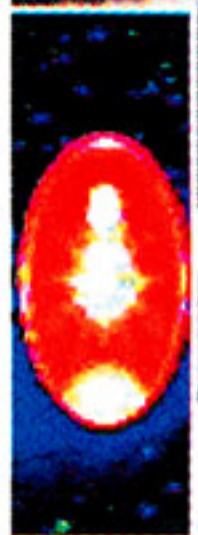


# Captain America



### Power

Using the Gem of Power, this character gets shadows added to his special moves. His Stars and Stripes is a triple move.



### Combo Ideas

Try knocking your opponent into the air using his medium punch (standing). Once he or she has been hit, jump up and slap him/her with some fierce hits followed by a Shield Slash!

### Infinity Power

His Infinity Power requires you to connect with its first hit in order to take full effect. If done right, he will bust out with an auto combo.

### Red, White and Blue—or Ryu?

### Double Jump

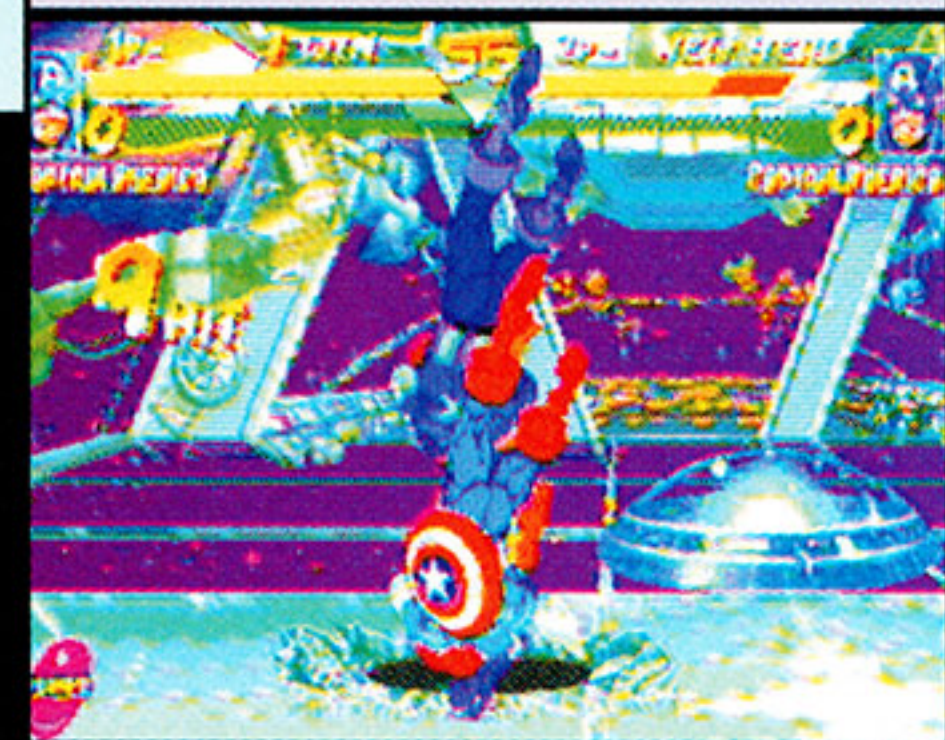


(jumping) up

Alright Ryu and Ken fans, here is one of the trendy fireball/Dragon Punch characters you've all been looking for. If you throw his shield, you need to pick it up again to use it later. You don't

take any further damage, however. His Backflip is ideal for passing through opponents or projectiles. The Charging Stars move is slow, but useful for combo creations. Tap up while in mid-air for a double jump.

### Final Justice



D,DF,F+(all three Punches)

**INFINITY**

### Cartwheel



HCB+(any Punch)

### Charging Stars



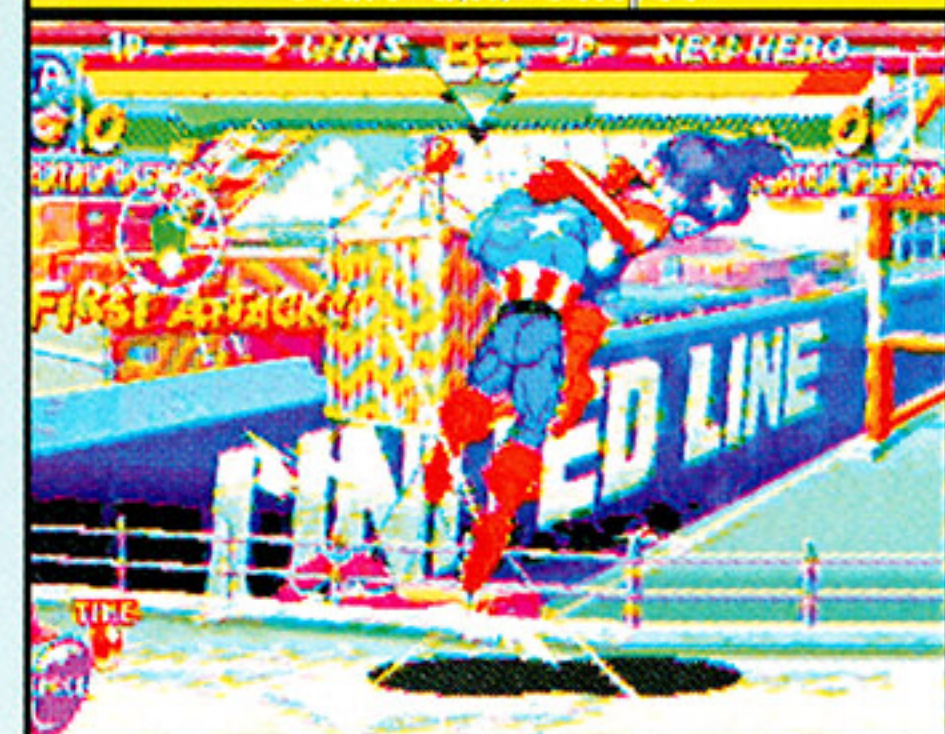
HCF+(any Kick)

### Shield Slash



QCH+(any Punch)

### Stars and Stripes

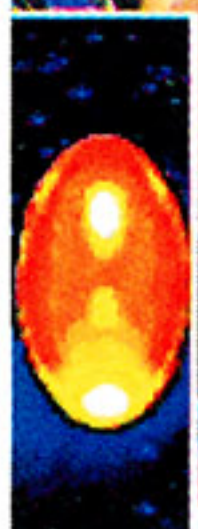


F,D,DF+(any Punch)



### Reality

This gem will turn Blackheart invisible for a short period of time. Use this to your advantage while it lasts!



# Blackheart

### Combo Ideas

Yeah, right. His Standing Medium Punch will knock opponents into the air when preceded by standing jab. Use this to set up devastating air combos.

### Infinity Powers

Each of his Infinity Powers are tricky to use. The Armageddon attack will only strike characters less than half a screen away. The Heart of Darkness has a similar stipulation regarding distance. Typically, this one works best against characters who stay back, toward the screen's edge.

### The embodiment of evil? Okay...

His fierce attacks are all automatic projectiles.

These attacks are generally short distance, wide speed in effect and are best used against unsuspecting characters who get in too close. Be sure to sneak in the extra hit (Flaming Thunder Slam).

### Armageddon



D,DF,F+(all three Punches)

**INFINITY**

### Dark Thunder



HCF+(any Punch)

### Thunder Slam



HCB+(any Punch)

### Flaming Thunder Slam



HCB+C,tap C again

### Heart of Darkness



D,DF,F+(all three Punches)

**INFINITY**





**Time**  
Hulk's fierce attacks are *much* faster than normal, possibly doing double hits if close enough. Talk about ouch!



# Hulk

## Combo Ideas

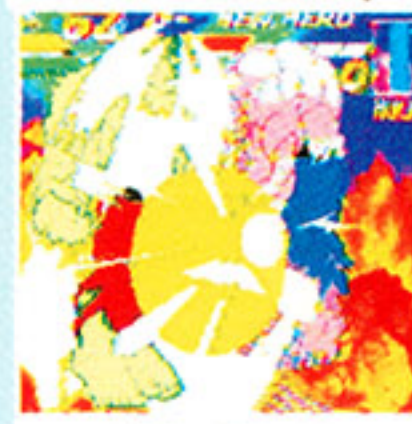
His Gamma Grab is useless unless you work it into a combo somehow. Try jump-in combos starting with a Jab Punch. Chaining the Gamma Grab is relatively easy.

## Infinity Power

The Gamma Crush has got to be the most useless infinity move in the game. Timing is critical to connect, and the damage is relatively low.

He's green, he's mean

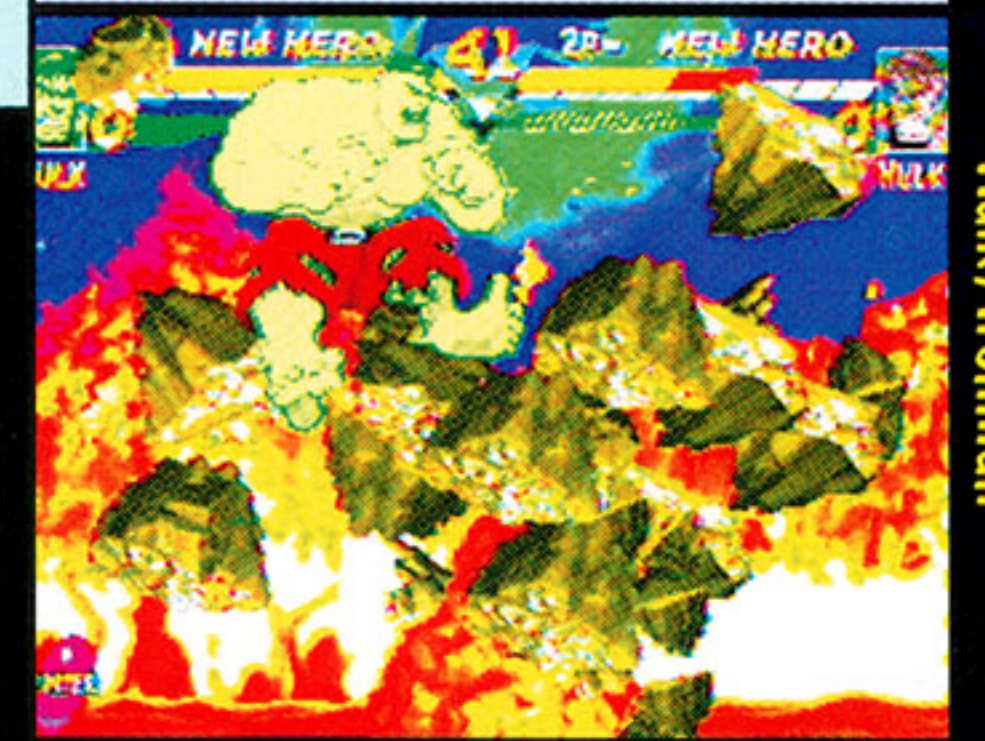
## Gamma Charge



**D,U+Kick**

Most of this character's moves have massive delays, which makes him very weak against other characters in the game. Surprisingly enough, Spider-Man players may have trouble against Hulk players. His Gamma Charge moves can be double hits if you tap a Fierce Kick button during the move's execution. Throw off weary opponents by using the two different Ground Lift moves (below).

## Gamma Crush



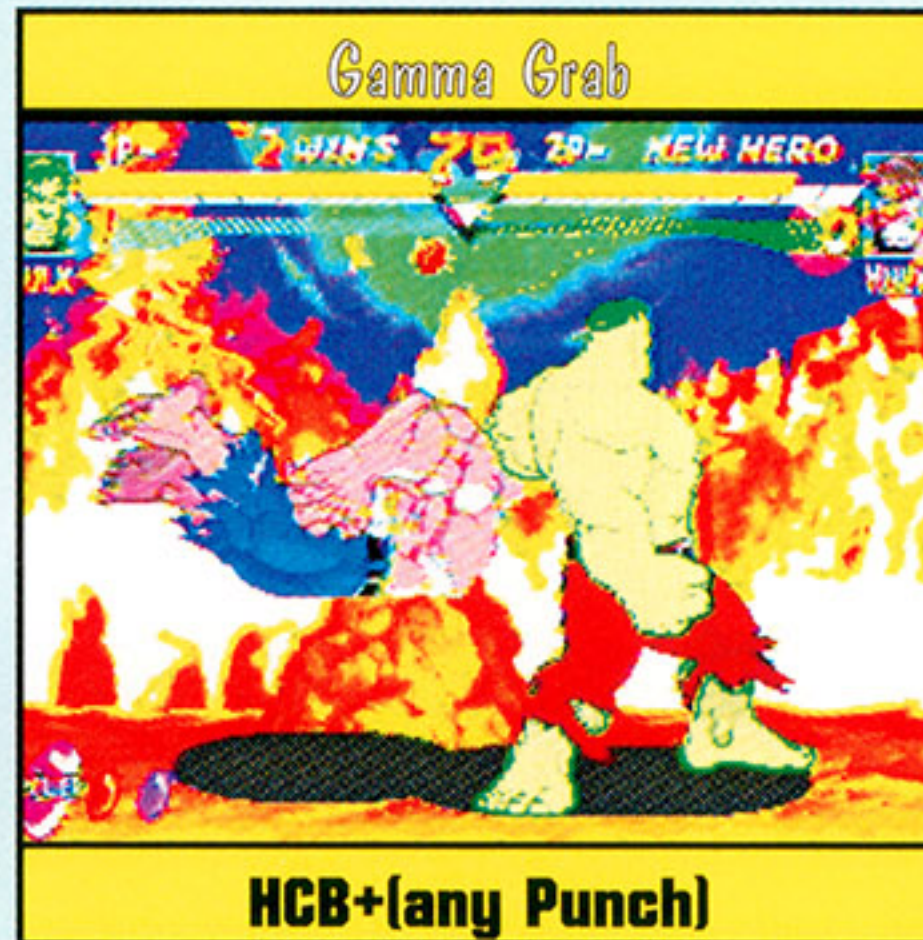
**QCF+(all three Punches)**

**INFINITY**



## Gamma Charge

**B,F+Kick (can be done midair)**



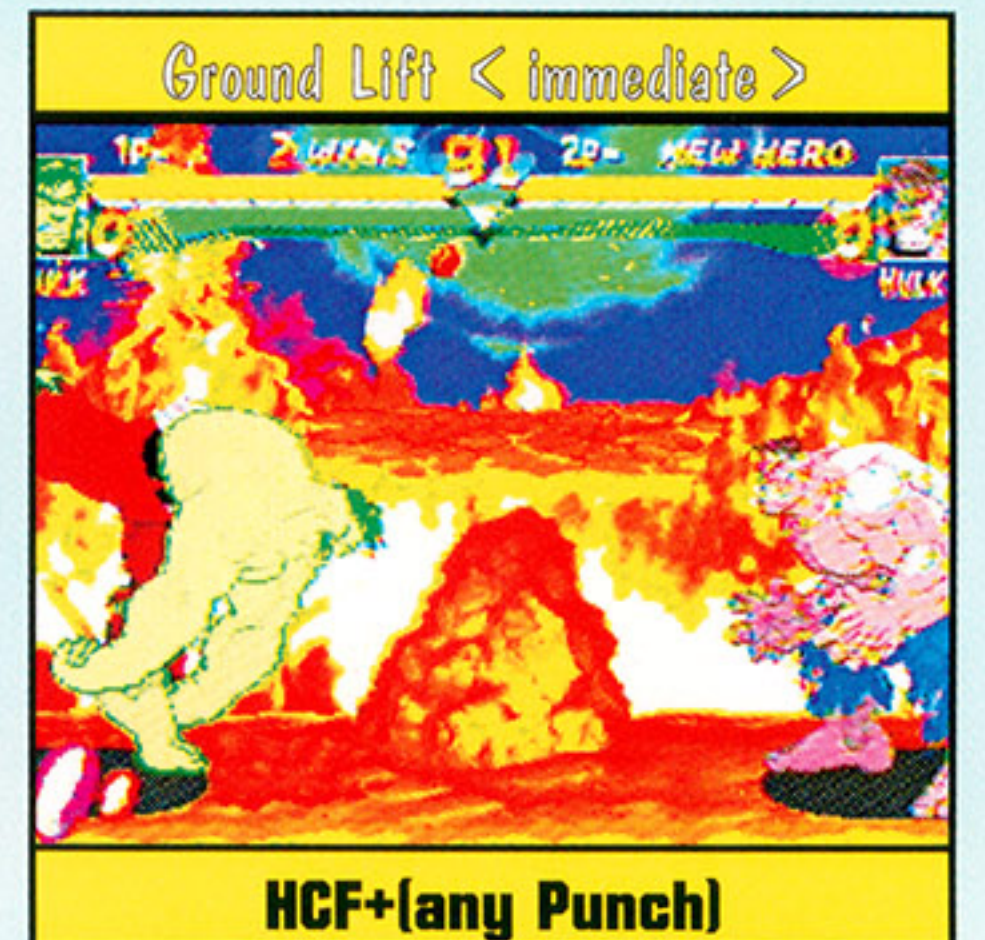
## Gamma Grab

**HCB+(any Punch)**



## Ground Lift < delayed >

**D,D+(all three Punches)**

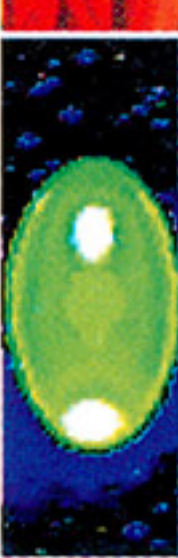


## Ground Lift < immediate >

**HCF+(any Punch)**



**Soul**  
Besides recovering some needed life energy, this gem causes his hits to strike with electric shock!



# Iron Man

## Combo Ideas

Don't bother with the combos with this character. You're better off with range attacks. Try using a Crouching Medium Punch if you wanna try air combos.

## Infinity Power

Very impressive, visually speaking. Smart Iron Man players will bait opponents into a proper close range for maximum damage.

Like a smaller Sentinel, but meaner...

## Missile



**D + C**

The keep-away character of the game, Iron Man comes complete with a wide variety of nifty range attacks to keep charging characters at a distance. What's better, his Repulser Array is *excellent* for taking care of characters who prefer jumping combos. Flight is somewhat useless, however the short-range auto projectiles added to his fierce hits come in handy during times of need.

## Proton Cannon



**QCF+(all three Punches)**

**INFINITY**



## Fly

**QCB+(all three Kicks)**



## Smart Bombs

**either A+X or C+Z**



## Repulser Array

**HCB+(any Punch button)**



## Unibeam

**HCF+(any Punch)**





# Juggernaut

## Combo Ideas

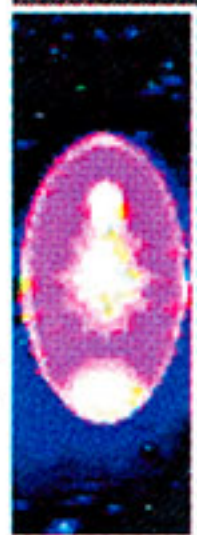
Yeah, right. This character has only one really nasty setup, involving the following air combo: Crouching Fierce Punch, jump and strike with jab, medium then fierce.

## Infinity Power

Most effectively used in combos, his infinity power is slow and detectable otherwise. Be sure to corner foes before using this move.

## Space

You want to be near invulnerable? Try breaking out with this gem. Juggernaut turns gray and gets *real* tough.



Yup, he's big alright

## Taunt



**D,D+Start**

This dude is *huge*. Other characters who love their nifty little air combo setups will find themselves at a loss against this large opponent.

Generally speaking, at least one hit

must precede any air combo setup strike before he gets vaulted into the air. Use his power-up move to make his next hit do massive damage. If the next hit after this move is blocked, you have to charge up again.

## Juggernaut Headerush



**QCF+(all three Punches)**

**INFINITY**

## Power-Up



**F,D,DF+(all three Punches)**

## Earthquake



**F,DF,D+(any Punch)**

## Juggernaut Punch



**HCF+(any Punch)**

## Splash



**HCF+(any Kick)**



# Magneto

## Combo Ideas

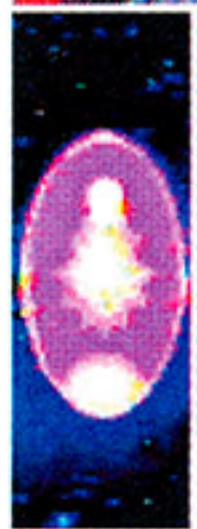
Be sure to have your infinity bar charged up before doing this devastating combo: Reel 'em in with Hyper Gravitation and then let 'em have it with a quick Magnetic Shockwave.

## Infinity Power

Totally nasty if executed as part of a combo. Master this character, and you need not worry about opposing players who use other characters.

## Space

He has his nasty shield around him while using this gem. Enjoy the invulnerability while it lasts.



He's back, a tad weaker...

Magneto is one of the most devastating characters in the game. Sure, he's slightly weaker than he was in X-Men: CotA, but he still packs quite the wallop.

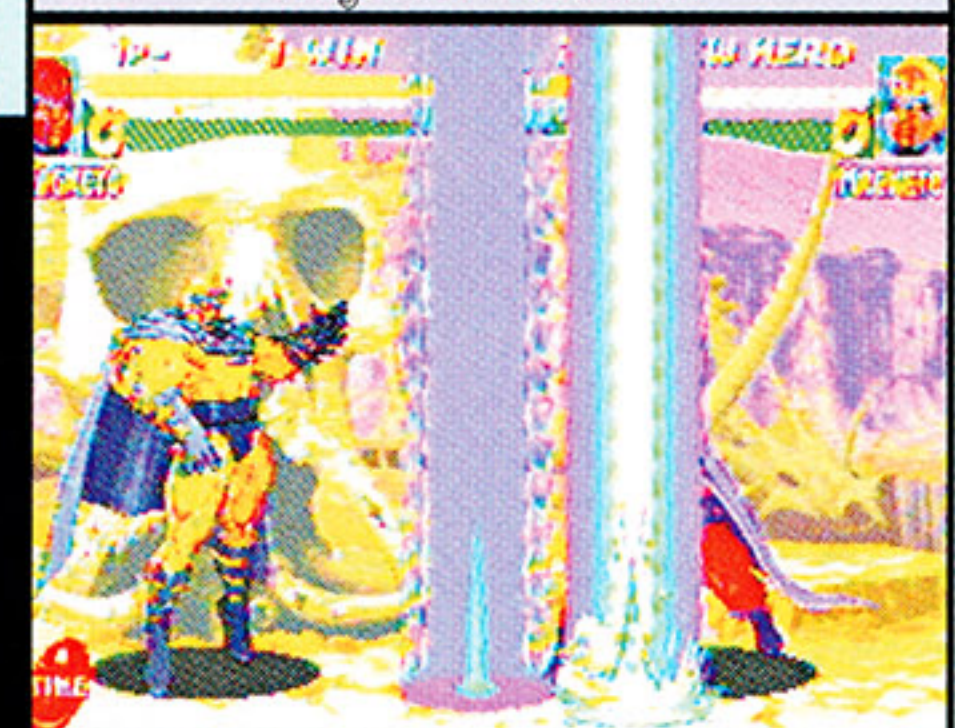
## Magnetic Tempest



**QCF+(all three Kicks)**

**INFINITY**

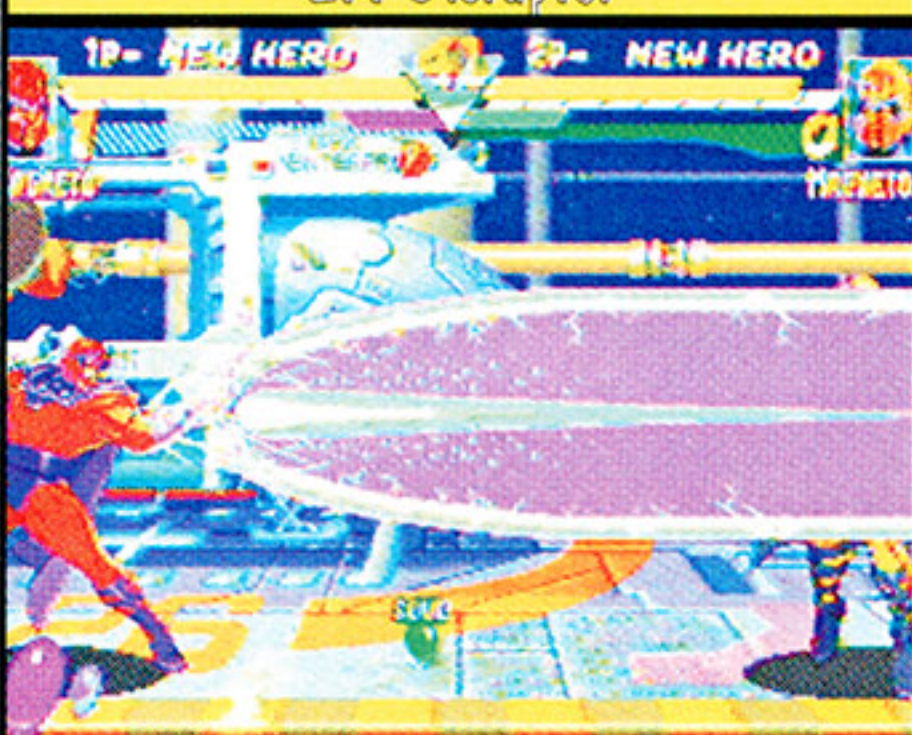
## Magnetic Shockwave



**QCF+(all three Punches)**

**INFINITY**

## EM Disruptor



**HCF+(any Punch)**

## Fly



**QCB+(all three Kicks)**

## Hyper Gravitation



**HCB+(any Kick)**

## Magnetic Blast



**(jumping) U,UF,F + (any Punch)**





# Psylocke

## Combo Ideas

A Crouching Medium Kick will knock opponents into low orbit. Chain this with a follow-up Crouching Fierce Punch and you have a devastating two-hit air combo setup.

## Infinity Power

With a wide variety of super moves at her disposal, she comes out as one of the most well-rounded characters in terms of offensive variety.

Welcome to the babe of Marvel

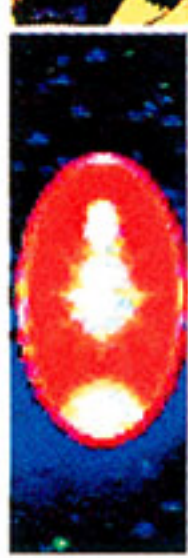
Psylocke has a wide variety of moves which makes her one of the most versatile characters in the game.

Mastering her Ninjitsu move adds more variety and strategy to play. As listed below, any punch button can be used to accomplish the move.

However, depending on which button was used, she will reappear at different locations across the screen. Another use of this move is the temporary invulnerability it grants. This could come in handy for the emergency evasion tactic.

## Power

Using this gem, she does her infamous multiple image attacks. While in this state, all images strike.

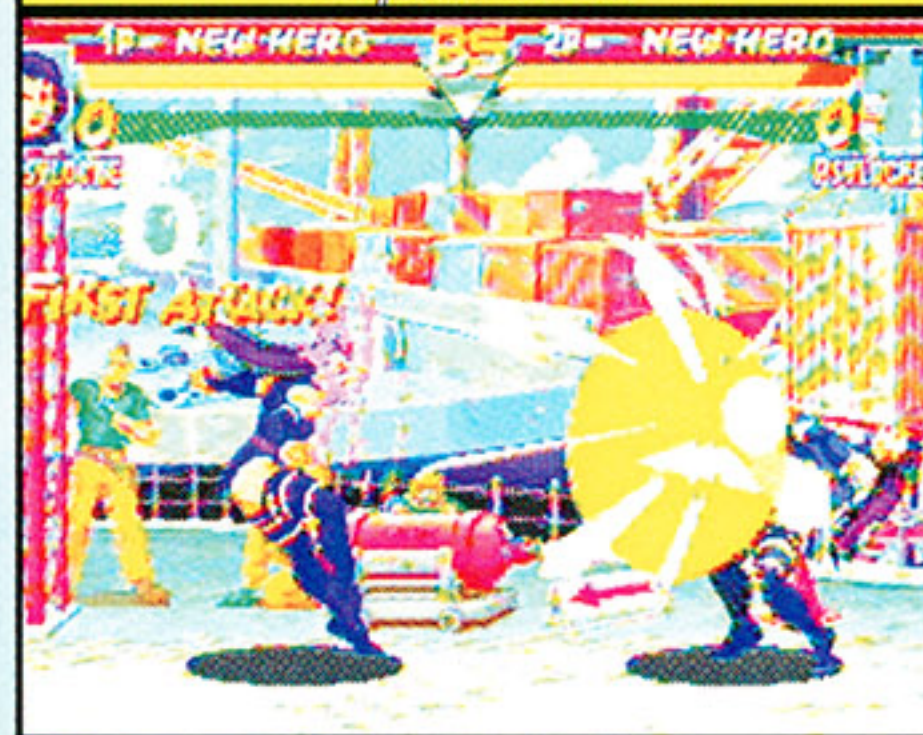


## Ninjitsu



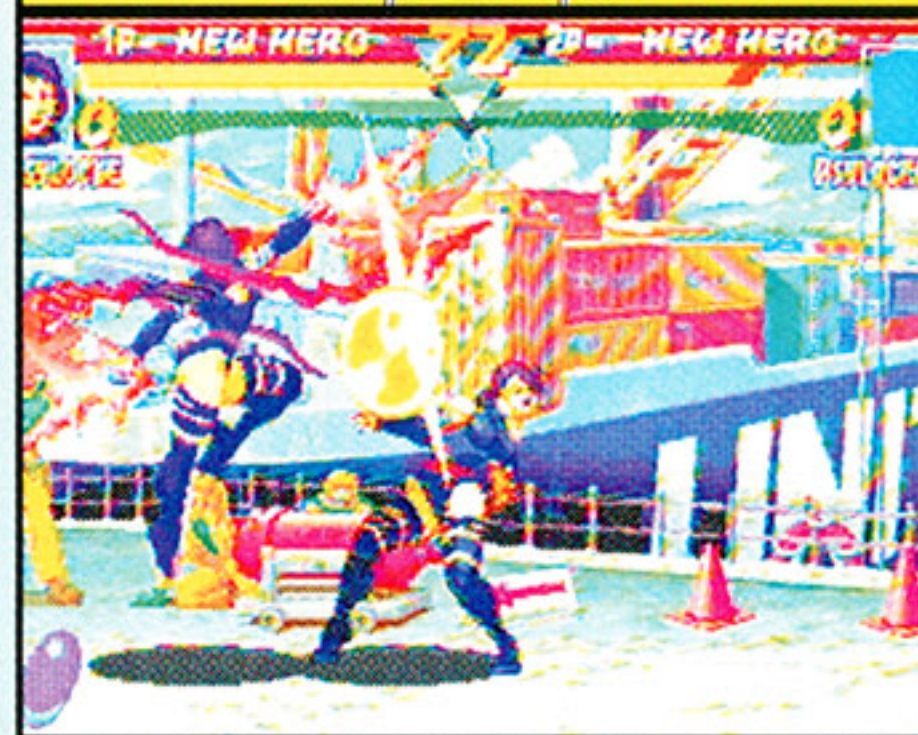
HCB+(any Punch)-see above

## Psychic Blast



QCF+(any Punch)

## Psychic Spin



QCF+(any Kick)

## Psychic Thrust



QCF+(all three Punches)

**INFINITY**



# Shuma Gorath

## Combo Ideas

His Standing Fierce Kick vaults opponents into the air for jumping combos. His Mystic sphere is devastating if connected close or while in combos (or both)!

## Infinity Power

Very similar to Spiral from X-Men: CotA, performing the motion simply charges Shuma. Follow up with any unblocked hit for the action.

Alright, so he's from another dimension...

Shuma can get pretty ugly if you know what you're doing. For starters, try making use of his jumping tid-bit attacks. Tap Up and hold while pressing Medium Kick in mid-air for his Copter attack, which is excellent for tagging characters in mid-jump. Hold Down and Medium Kick for his Stone Drop attack, which is fast and deadly, but leaves him vulnerable for a decent amount of time after landing. One other idea to keep in mind: Once you've activated the Time Gem, Shuma can petrify characters with his hits, then free them with additional hits. Try smacking them once to turn them to stone, then connect with the 6-hit Fierce Kick. Each hit will petrify and unpetrify until the attack is over, leaving them petrified in the end! His infinity power is along the same lines as Spiral's because you must make a successful hit after performing the Super move.

## Time

This gem temporarily grants Shuma the ability to petrify opponents with one hit. Another hit will free them.

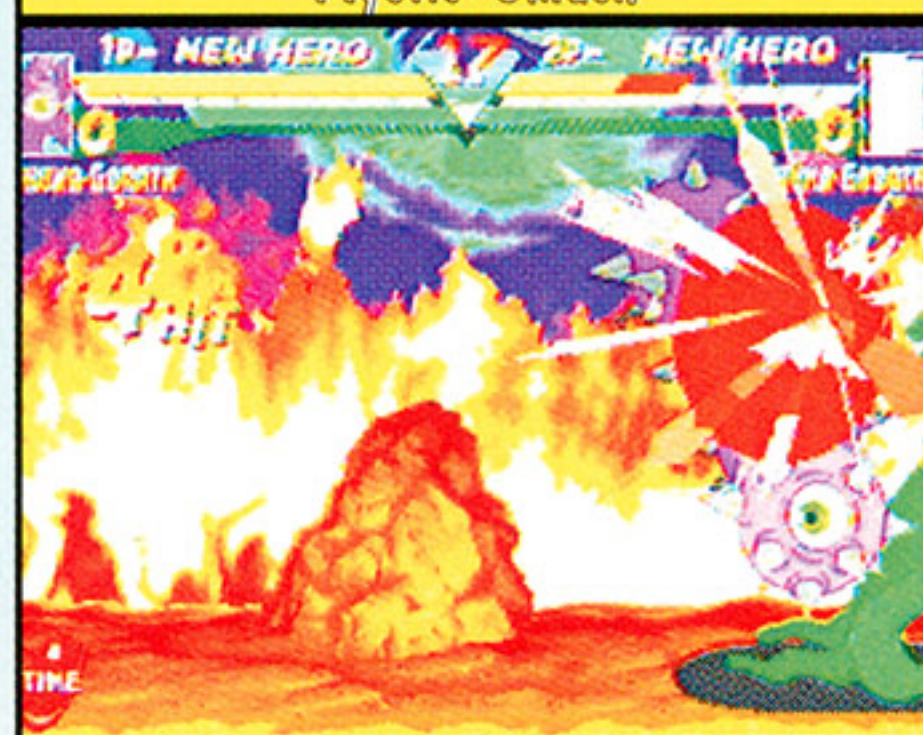


## Grab



HCB+(any Kick)

## Mystic Smash



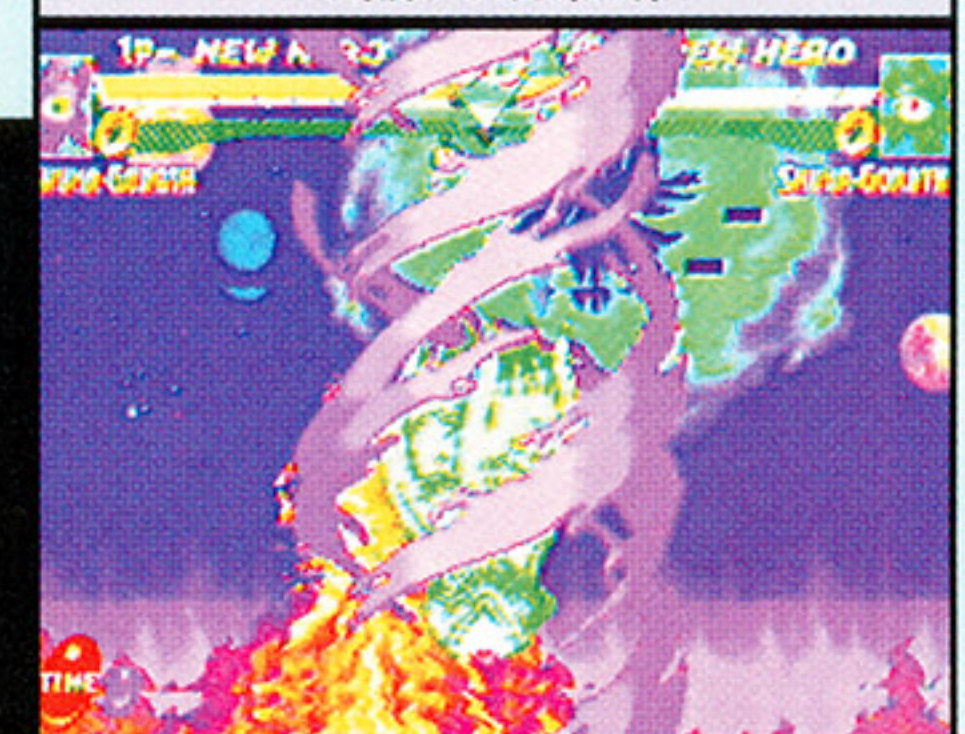
B,F+(any Kick)

## Mystic Spheres



B,F+(any Punch)

## Chaos Dimension



QCF+(all three Punches)

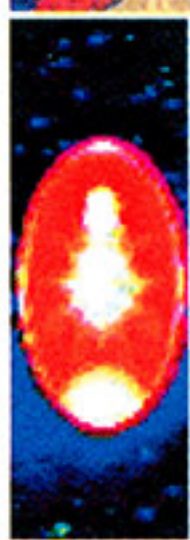
**INFINITY**





**Power**

Spidey gets a mirror image of himself to attack from behind while using this gem. This is massively disorienting.



# Spider-Man

**Combo Ideas**

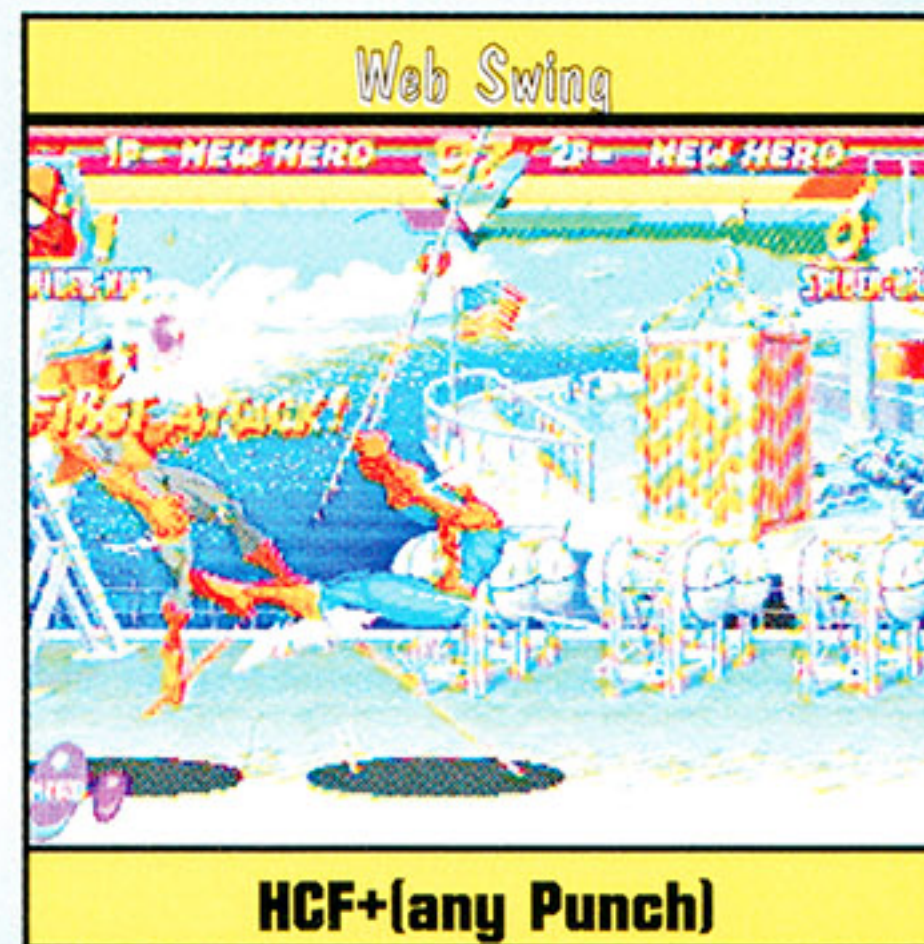
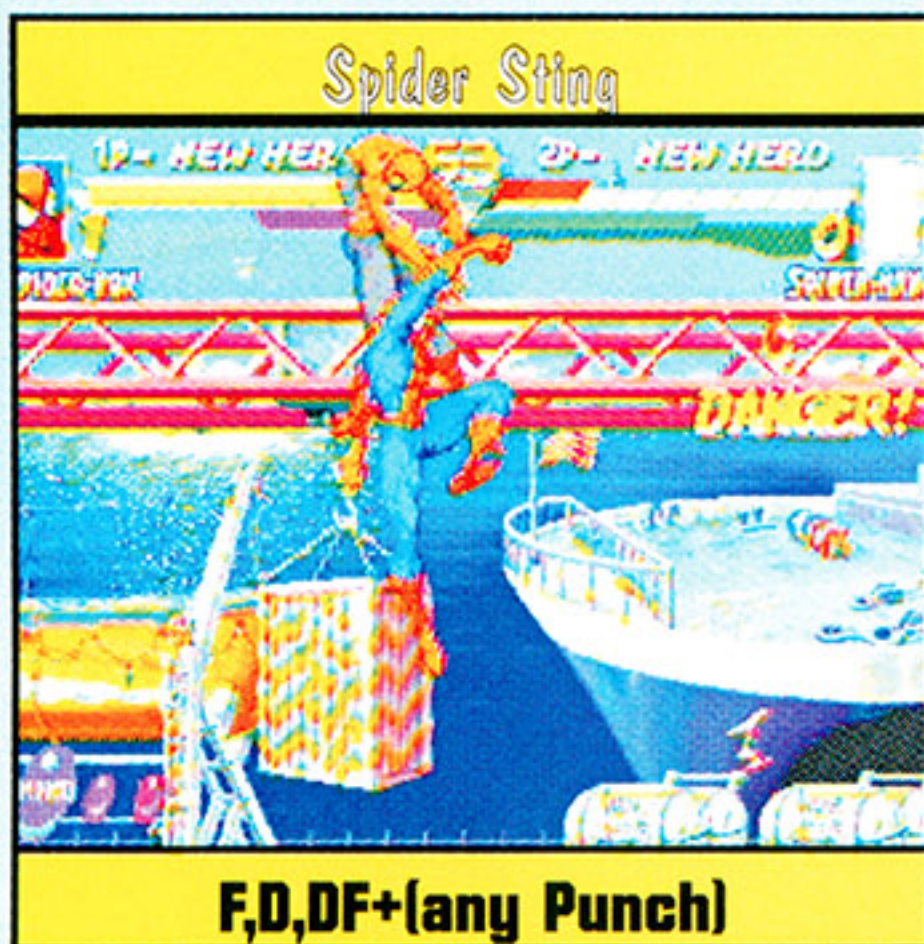
His Crouching Medium Punch sets up opponents for air combos. From there you can do a jumping combo or nail them with a quick and dirty Spider Sting.

**Infinity Power**

The first hit of this auto combo move is near impossible to coordinate correctly. He jumps back to one corner, then dives in at an angle.

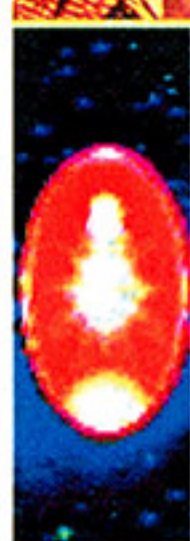
*Does whatever a spider can*

Despite his entertaining nature, Spider-Man is one of the most useless characters in Marvel Super Heroes. His animations are fast and relatively well ranged, but the damage he does is laughable. His Web Attack should be devastating, setting up opponents for combos once they're trapped. That is, if it actually worked like that. All of his truly dangerous moves have massive lag time, like the Web Swing. The biggest joke would be his infinity move. See the description to the left.



**Power**

Much like his previous power-up move, Wolverine gets a slew of fast and deadly shadows that strike damage!



# Wolverine

**Combo Ideas**

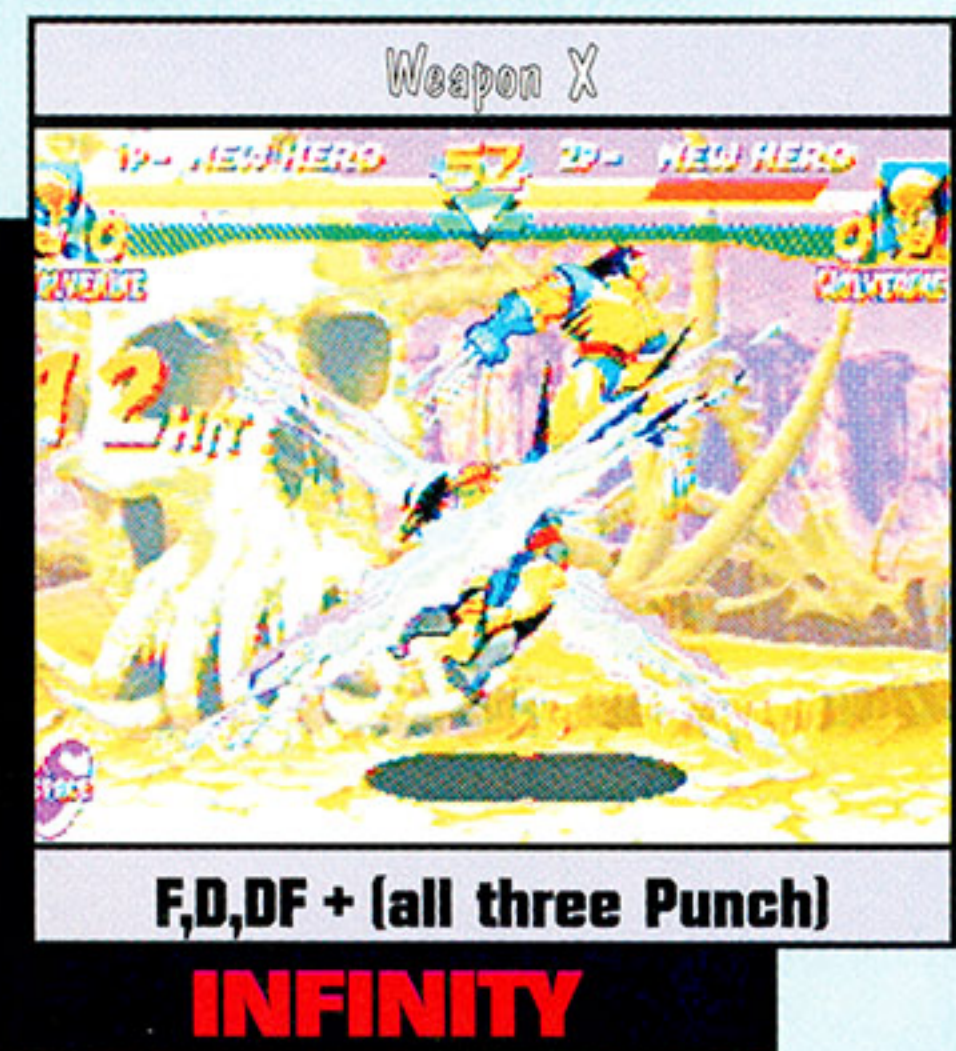
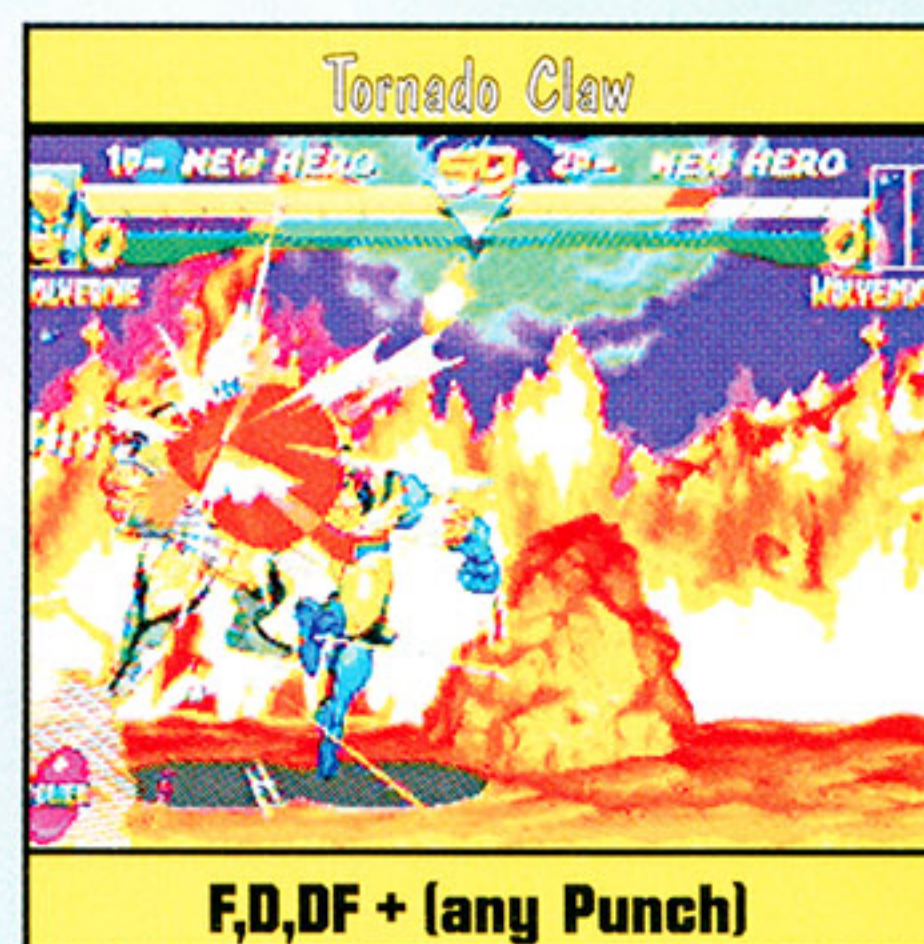
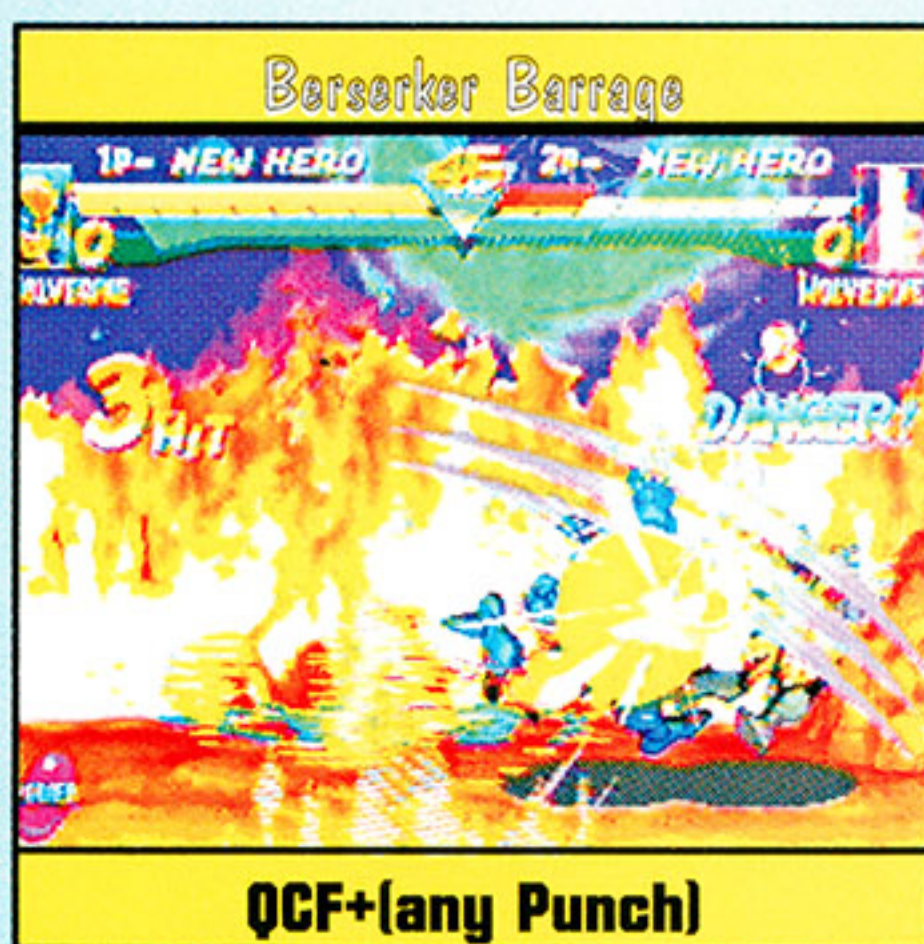
Bang on the buttons and watch the combos fly. Really, this character has loads of button-tap combos that follow the simple rule of weak-to-strong-to-special move.

**Infinity Power**

His Weapon X is far more impressive than his watered-down Super Berserker Barrage attack. It does less hits and damage, though.

*Logan's back for more*

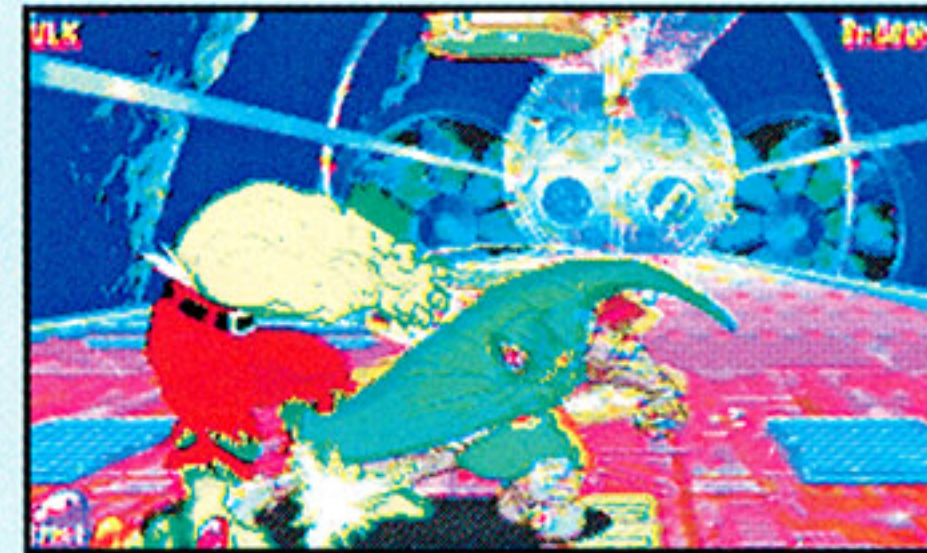
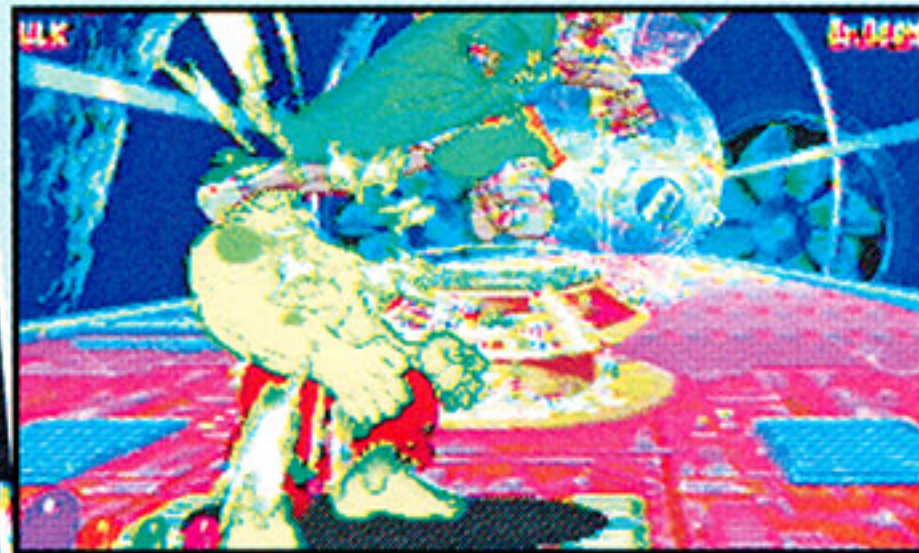
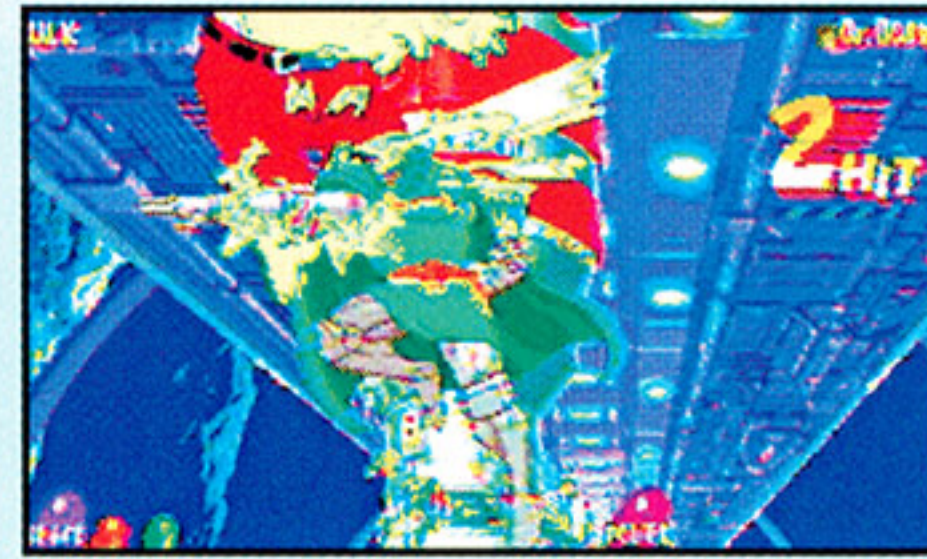
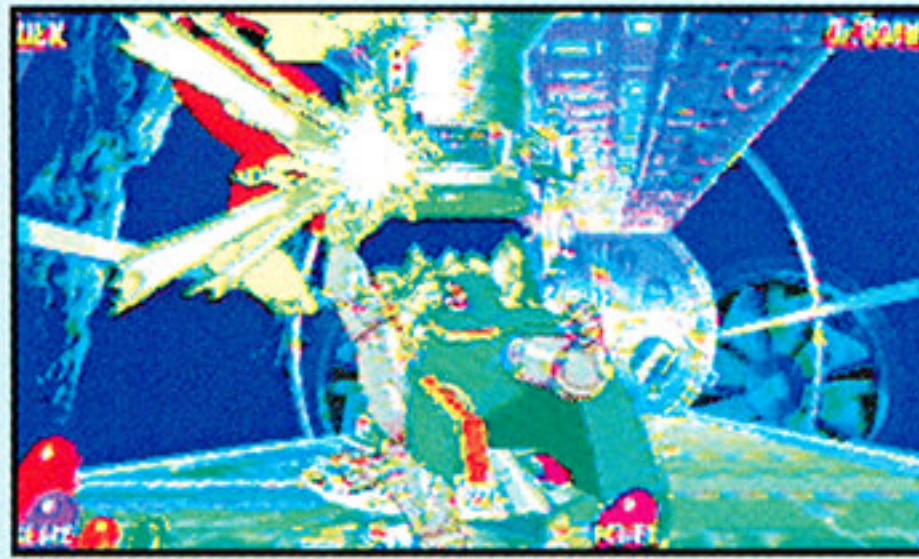
Wolverine is essentially the same character he was from X-Men: CoTA. Only now he's even cheaper. His Berserker Barrage move can be done at any time, which lends itself well to combo setups. His Drill Claw can still be done in the air (but not backward) as well as on the ground, which is great for tagging evading characters.







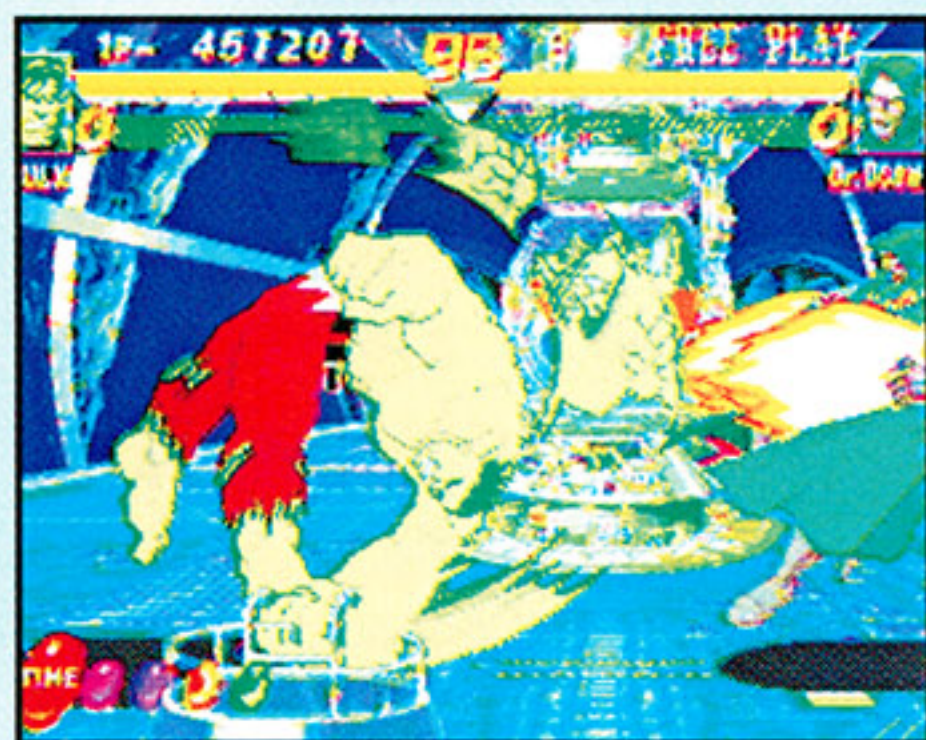
# DR. DOOM



Seemingly the king of combos—both standing and air—Dr. Doom presents the most challenging computer opposition Marvel Super Heroes has to offer.



He'll pummel you with style, if you're sloppy. What may be a standard throw involves a humiliating energy blast!



He's slick when it comes to connecting a hit against him. Your strategy should involve more than just standing basic moves.

Dr. Doom is very slippery, dashing back and forth to avoid hits and taking flight to avoid those air combo setups you may have had in mind. His strength is among the highest, which makes a deadly combination considering his speed. He does seem to buckle under the pressure of fighting a character with an Infinity Gem active, so use this to your advantage. Also, don't bother trying your fancy jumping combos. He'll blast you with one of his energy weapons, leaving you open for a few combos of his own. Overall, fights against this character should be defensive. Look for his weaknesses against infinity gem powered characters.



Well, now...that's quite the weapon there.



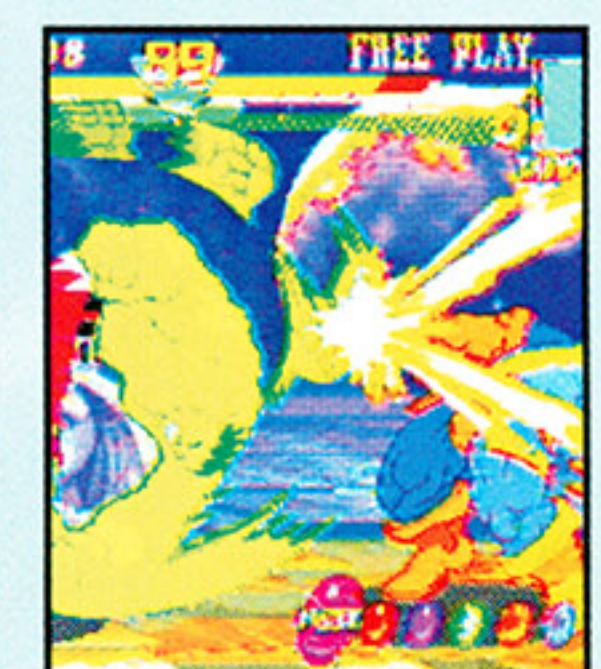
He can release beams while standing or flying.

# THANOS



Thanos has a wide variety of attacks at his disposal. The key is to recognize the delay animations preceding each different type of attack. Once you know these, it's easier to avoid him.

Dr. Doom presents more of a challenge than this guy. Sure, he's the last Boss, but the challenge just isn't there. Relying more on intimidation than prowess, Thanos is easily defeated by the careful player. Look for familiar delay animations for the time to strike a combo or two.







## Captain America

Cartwheel	HCB+(any Punch)
Charging Stars	HCF+(any Kick)
Shield Slash	QCH+(any Punch)
Stars and Stripes	F,D,DF+(any Punch)
Final Justice	D,DF,F+(all three Punches)
Double Jump	tap Up in mid-jump

Space

Adds shadows to his standard attacks.



## Magneto

EM Disruptor	HCF+(any Punch)
Fly	QCB+(all three Kicks)
Hyper Gravitation	HCB+(any Kick)
Magnetic Blast	(jumping) U,UF,F+(any Punch)
Magnetic Tempest	QCF+(all three Kicks)
Magnetic Shockwave	QCF+(all three Punches)

Space

Remember the shield from X-Men: CotA?

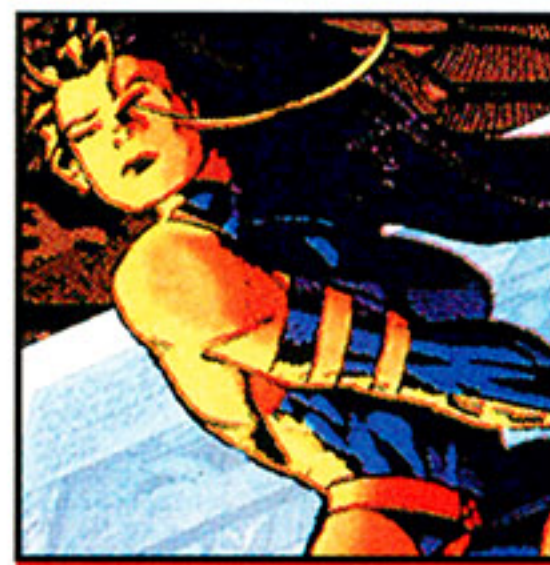


## Blackheart

Dark Thunder	HCF+(any Punch)
Thunder Slam	HCB+(any Punch)
Flaming Thunder Slam	HCB+C,tap C again
Armageddon	D,DF,F+(all three Punches)
Heart of Darkness	D,DF,F+(all three Punches)
Mini-projectiles	strongest Punch/Kick

Reality

Makes Blackheart invisible.



## Psylocke

Ninjitsu	HCB+(any Punch)
location of teleport depends on buttons used	
Psychic Blast	QCF+(any Punch)
Psychic Spin	QCF+(any Kick)
Psychic Maelstrom	QCF+(all three Kicks)
Psychic Thrust	QCF+(all three Punches)

Power

She breaks out with her multi-image attacks.



## Hulk

Gamma Charge < side >	B,F+Kick
Gamma Charge < up >	D,U+Kick
Gamma Grab	HCB+(any Punch)
Ground Lift < delayed >	D,D+(all three Punches)
Ground Lift < immediate >	HCF+(any Punch)
Gamma Crush	QCF+(all three Punches)

Time

Fierce moves become as fast as weak moves.



## Shuma Gorath

Grab	HCB+(any Kick)
requires a successful throw to take effect	
Mystic Smash	B,F+(any Kick)
Mystic Spheres	B,F+(any Punch)
Chaos Dimension	QCF+(all three Punches)
requires a successful throw to take effect	

Time

Gives him the touch of petrification.



## Iron Man

Fly	QCB+(all three Kicks)
Smart Bombs	either A+X or C+Z
Repulser Array	HCB+(any Punch button)
Missile	D + C
Unibeam	HCF+(any Punch)
Proton Cannon	QCF+(all three Punches)

Soul

Adds electrical damage to hit attacks.



## Spider-Man

Spider Sting	F,D,DF+(any Punch)
tap Punch again for an additional hit	
Web Ball	F,DF,D+(any Punch)
Web Swing	HCF+(any Punch)
Web Throw	HCF+(any Kick)
Maximum Spider	QCF+(all three Punches)

Power

A mirror image of Spidey attacks as well.



## Juggernaut

Power-Up	F,D,DF+(all three Punches)
strike extra damage after using the above move	
Earthquake	F,DF,D+(any Punch)
Juggernaut Punch	HCF+(any Punch)
Splash	HCF+(any Kick)
Juggernaut Headercrush	QCF+(all three Punches)

Space

This grants temporary invulnerability!



## Wolverine

Berserker Barrage	QCF+(any Punch)
Drill Claw	A+X or C+Z
this move's direction can be controlled	
Tornado Claw	F,D,DF+(any Punch)
Super Berserker Barrage	QCF+(all three Punches)
Weapon X	F,D,DF+(all three Punch)

Power

Adds shadows to his standard moves.



# BATTLE ARENA 7 SHINDEN 2



M. Vallas



# THE PS SEQUEL FOR BOTH ARCADE AND HOME!



## Just how do the PS and Arcade differ?

Well, there actually is a lot different. First off—the PS version has a full-length intro complete with cheezy actors. Second, the PS version contains endings for all the characters. It isn't known if the arcade has playable Bosses, but in the PS, not only are they playable, but there are two more Bosses not in the arcade! These are Vermilion and Sho, which can be fought in the PS Full Battle option, which is not contained within the arcade version either!

Also, there are voice-overs announcing the arrival of a new challenger. However, both have the exact same graphics and Special, Desperation and Secret Moves!



## Side Stepping

You can now “pull” a side step by pulling back or pushing forward when side stepping. This gives you more maneuverability. You can also do a quick side step when you dash.



Watch it! You can now be hit while side stepping.

## Taunting



By taunting, you will increase your opponent's Overdrive meter.

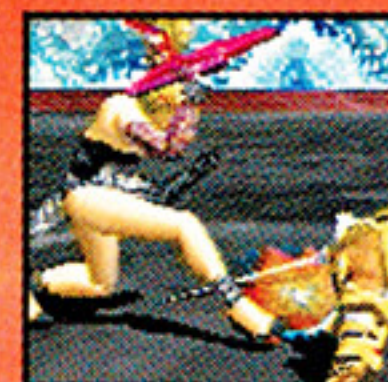
## Dash Attacks

Now, as you dash, you can perform a unique attack. Learn to perform these quickly; this will grant you a surprise arsenal for close combat.



## Ground Attacks

Every cheap man's thrill. Use the two weak attacks when up close, whereas if they are knocked down farther—use the two strong attacks from afar.



## Comboing the Combo system

The combo system in TSD2 is much tighter than the first version, where practically any hit can link into any

other. In here, it seems that close Strong/Weak attacks can be repeated followed by a varying Strength Attack or Special Attack. Also, attacking players behind you can be linked into any other Strength Attack.



Combos are tighter, but are also very linkable.



## TO FIGHT VERMILION OR SHO

To fight Verm, you must beat a Full Battle with one or two rounds without continuing. To take on Sho, do the same, but simply have it set up as a three-round battle. Don't fret if you see the ending sequence; it ain't over till it's over...



Vermilion or Sho will challenge you in the ending!



## PLAY AS THE FOUR BOSSES

Yup, there is a way to play as the two main and two hidden Bosses in TSD2. First, you must be at difficulty 4 in a one-player regular game. Simply beat the game (hold Start at the credits to speed them up) and then go into any mode. Move to the



Random Select, and hold "Select." It is slowed down and you can



Beat the game once to play as Uranus and Master.

choose the Bosses. To play as Verm and Sho, you must beat the one-player regular game again at Level 5. Once again, you must go to Random Select and then they both will show up. On a last note, should you beat the game one more time, you can have a "Secret move" enabled on the L/Rs.



Upon the second time, you can play as Verm and Sho.

## INSTANT ROUND WINS

Here's a nifty little glitch-trick that will help you reach Vermilion and Sho.

First, do the screen disappear trick shown below. Then, right before you land the final blow, pause and frame advance until the other dies and you are going into your victory poses. Now, just sit back,

and you will win every other round with a KO!



## SECRET CAMERA TRICKS

First, you must disable all the L/R triggers from any function whatsoever. This will give you a new camera action setting that will basically say "Yourself." Now, you will have new controller settings available to you!

As a bonus tip, should you pause, hold all four attack buttons and hit select twice to remove the life bars and pause options.

While in the middle of play, if player one hits

select, he/she now can zoom in and out, and pan up and down. Should you pause, player two can use "select" to frame advance for great action stills!



## FACT SHEET

The only new incredible feat Eiji can do is that certain moves (like his slide) go under projectiles.



**Strong Slash** - A far-reaching upward slash.

**Strong Kick** - A crescent kick good for air assaults.

**Weak Slash** - Multihitting stab. Use when behind enemy.

**Weak Kick** - Useless and boring front jump kick.



Eiji has very few changes made to his character. About the only thing different is his dive kick arcs at a sharper degree and is faster (consequently delivering less hits).



# Eiji



## DESPERATION



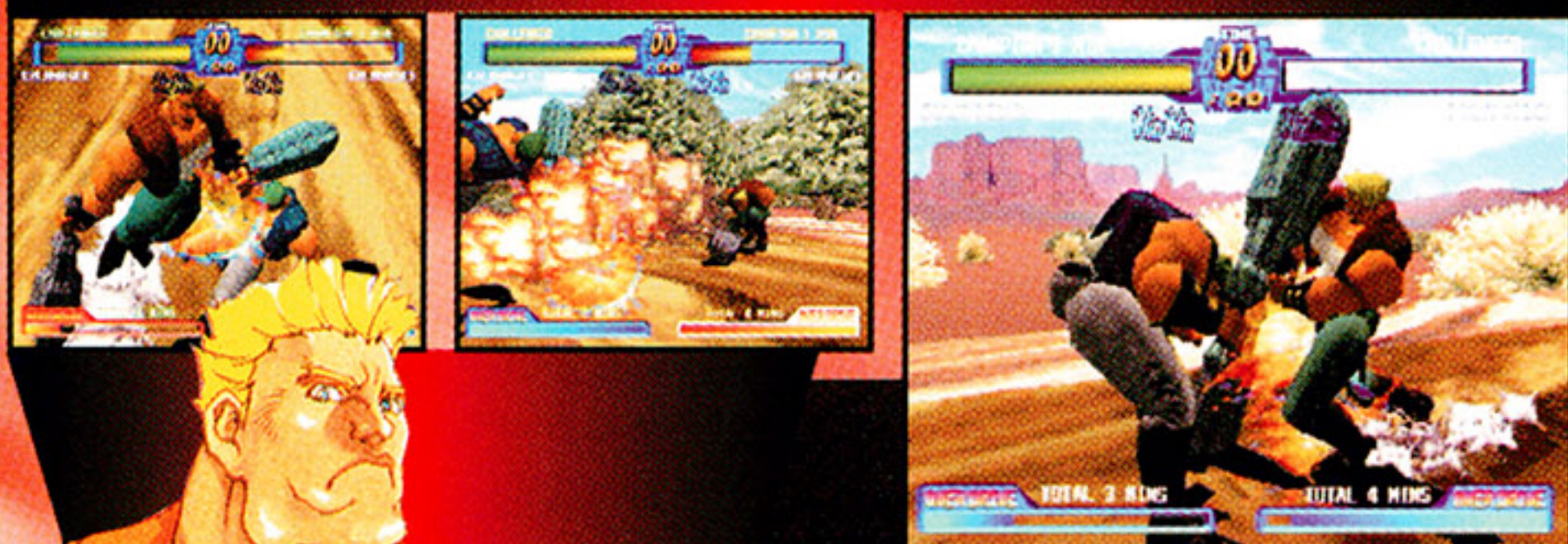
Now, Eiji cannot be deterred by projectiles. He strikes low with his desperation, having fireballs fly harmlessly over him.

## SECRET MOVE



For SSF2T buffs, this move is a snap. It also provides excellent frontal coverage, and his fireballs reach across the entire stage!





This huge miner lost his Cloud attack, but gained new feats like his Boots attack. His Knee Leap lets him drop head first for a nasty blow.



# Rungo



**Strong Slash Dash:** Spins about. Good defense move.

**Strong Kick Dash:** He jumps up and slams end-down.

**Weak Slash Dash:** A mean left hook. Instant knock down.

**Weak Kick Dash:** Football punt. Cute but a futile move.

## FACTOID SHEET

Crouching Strong Slash will also hit incoming airborne enemies. His Knee Leap with Fierce ends in a head-drop.



Multiple kicks ending with a big blast. Be sure to start the move at a distance. If the blast misses, you will be dizzy—so watch out.



His classic original Fire Storm. The only way to dodge this is to side-step. The move's slow speed is what gives it away early.



Sofia is still a deadly beauty. She now has many attacks that can go airborne. All of her attacks are vicious, and her Overdrive is simply the best.



# Sofia



**Strong Slash Dash:** A forward elbow that hits multitudes.

**Strong Kick Dash:** Multihit knee. Good for side attackers.

**Weak Slash Dash:** A forward rush stab with her fingers.

**Weak Kick Dash:** A sliding multihitting surprise kick.

## FACTOID SHEET

Sofia is the only character who can fire projectiles both at the ground and also straight ahead while in the air.



Her Salamander is basically a flaming forward-moving Rattle Snake. Time it close to the enemy to catch him/her off guard.



A one-hit damaging dance, it is easily blocked. It's not constantly whipping around like in TSD1, catching you off guard.



## FACTOID SHEET

Unlike Eiji's Upward Slash move, Kayin's is slow enough to also be a two-hit combo if placed correctly.



### Strong Slash Dash:

A slight sideways upward slash.

### Strong Kick Dash:

An excellent two-hit high/low attack.

### Weak Slash Dash:

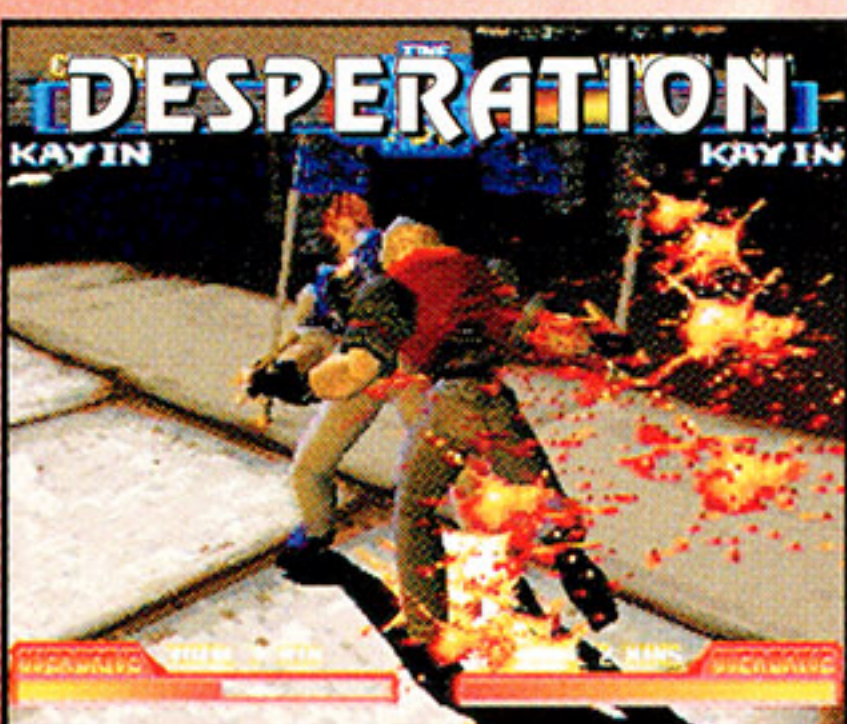
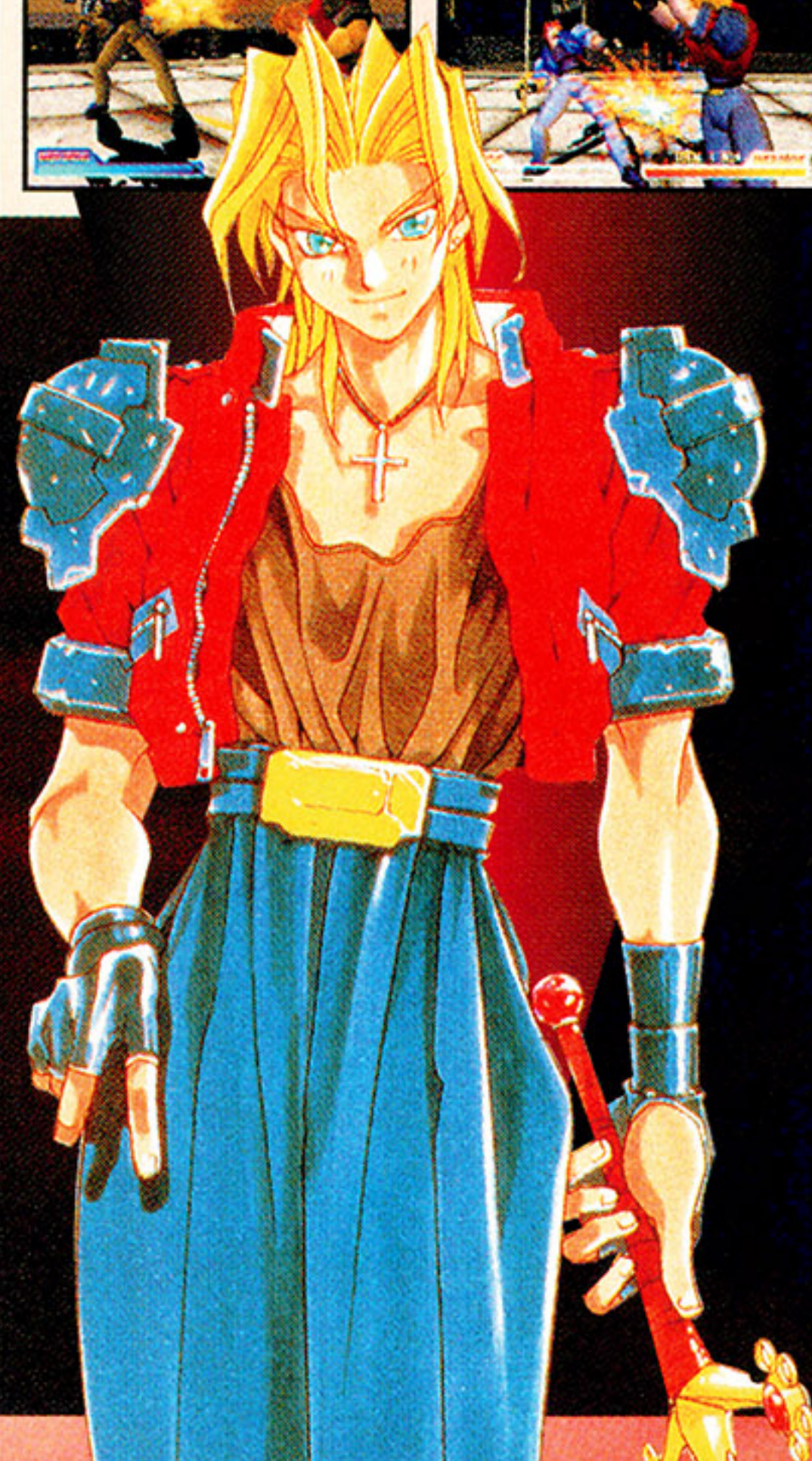
A jab just like Eiji's. Good for back stabs.

### Weak Kick Dash:

A breakdancing move that hits a lot.



The longtime friend of Eiji is still walking in his comrade's footsteps in terms of moves. The only thing that separates him from Eiji is his speed and incredible array of special kicks.



This move is just like Eiji's Desperation, except with more footwork. Also, once he begins charging, you can go under projectiles.



This kick must be correctly placed in order for all four blows to land. Be sure you are near the opponent when he/she lands right next to you.

# Kayin

## FACTOID SHEET

Any move with stars will block projectiles.

Ellis' taunt will also do damage to the opponent.



### Strong Slash Dash:

A double stab that can hit high or low.

### Strong Kick Dash:

This move will send you to the ground.

### Weak Slash Dash:

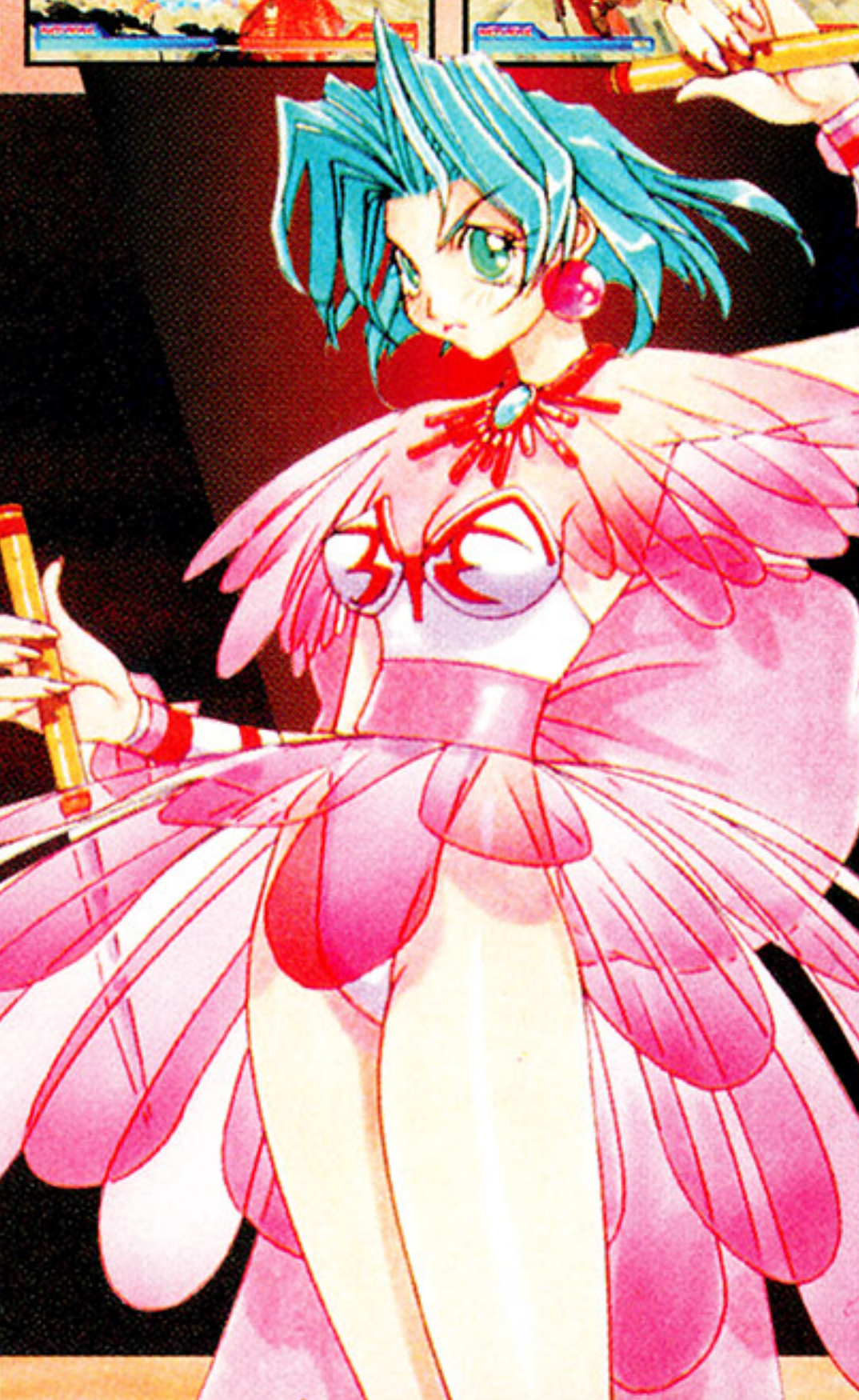
A surprise slide that hits low.

### Weak Kick Dash:

Cartwheel that hits twice—Low & High



The young daughter of Gaia is still the most nimble little child in the game. However, pulling off combos with her will have to be well timed in order to manage anything useful.



The most vicious Desperation move returns. Do this when the opponent has committed himself/herself to a move.



Her secret move from the first game works on a much easier basis. It now has her Sparkles travelling quite a distance from her.

# Ellis





Mondo's spear abilities haven't worn off. With the addition of his Upper Stretch Spear, he could almost be cheap.

# Mondo



**Strong Slash Dash:** An over-the-shoulder spear slash.

**Strong Kick Dash:** Low hitting slide. A great Psyche-out.

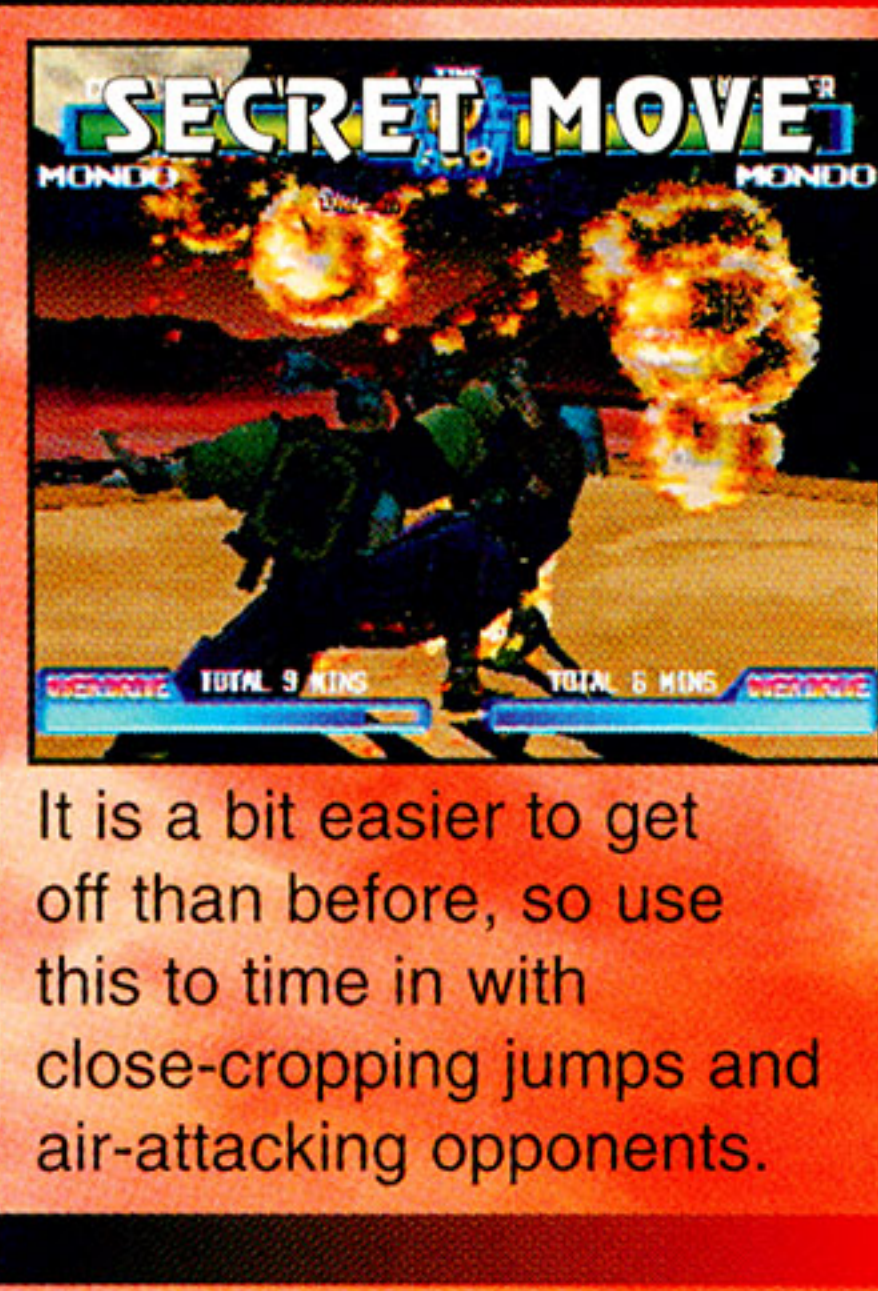
**Weak Slash Dash:** Wide arcing. Good for side-steppers.

**Weak Kick Dash:** A chest kick. Variate with his Strong Kick.

## FACTOID SHEET

His air fireball fires instantly if you use Weak Slash.

His Spear Upper starts like a normal Stretch Spear.



### SECRET MOVE

It is a bit easier to get off than before, so use this to time in with close-cropping jumps and air-attacking opponents.



### DESPERATION

This one is almost exactly like his original Desperation, except that he flies up much farther, thus making his attack very noticeable.



The wily magician is back again with his Balls-o' Fun and Gastrial attacks.

# Fo Fai



**Strong Slash Dash:** Grips both sides so you don't escape.

**Strong Kick Dash:** Two kicks that make a cool air deterrent.

**Weak Slash Dash:** Multihitting jab. Good for side attacks.

**Weak Kick Dash:** A very high flipping overhead slash.

## FACTOID SHEET

Fo can crawl both backward and forward at a rate that is hard to determine which direction he is heading.



### SECRET MOVES

There are two secrets this time. First is the massive Gas attack, which is harder to do. He also has a Super Sphere.



### DESPERATION

Use this one at a distance, since the damage is given on the fifth sphere released in the air from Fo's Long Jump.



## FACTOID SHEET

Duke can't hit on the ground.

Duke's Ground Attack Taunt will drain away an enemy's Overdrive.



### Strong Slash Dash:

A very high flipping overhead slash.

### Strong Kick Dash:

A high kidney slash into your side!

### Weak Slash Dash:

Like Strong, this is a smaller arc attack.

### Weak Kick Dash:

A leap that is good to escape air foes.



Duke is still one of the most powerful characters. His Southern Cross has been fixed so it now lands the final blow.



# Duke



## DESPERATION



His Circular Spin Blade has returned. Be aware that the final landing blow of the blade will follow the enemy to his/her current position.

## SECRET MOVE



The way this move starts out is a good psych-out. It starts the same as his Overdrive, so use this to your advantage.

## FACTOID SHEET

The most useful attack for Gaia is his Charging Sword, having him side-step and attack where you are open.



### Strong Slash Dash:

A slow, gliding slash. Use on side-steppers.

### Strong Kick Dash:

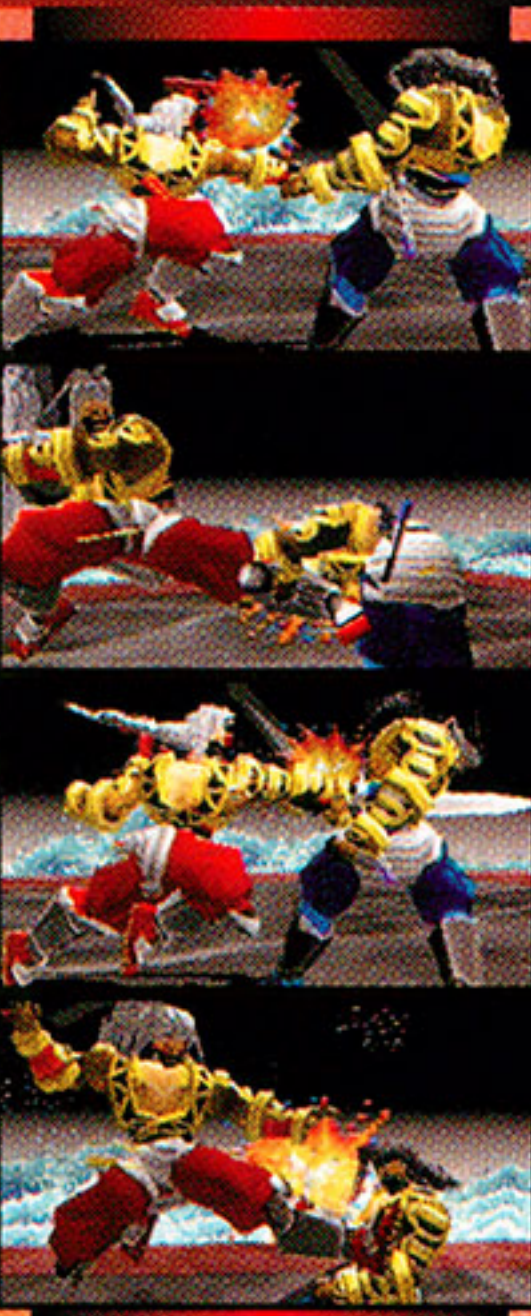
Oddly, a low-hitting jump kick. Useless.

### Weak Slash Dash:

Multihitting stab similar to his charge.

### Weak Kick Dash:

High hitting jump kick. Really useless.



Though he doesn't have his cool armor from TSD1, he is as powerful as ever. His specials can nearly drain half of your life, and he possess two Secret attacks.



# Gaia



## DESPERATION



This Energy Shove could possibly be the most devastating attack in the game. Just time it right (works best with landing foes).

## SECRET MOVES



Two secret moves: His Sword Slasher does a lot more damage than his Bicycle Kick.







Tracy has the most incredible reaction time in the game. Her Baton attacks are good, but her footwork is the best.



# Tracy



**Strong Slash:**  
A flip that hits high. Great for jumpers!



**Strong Kick:**  
A full frontal arc. Excellent coverage.



**Weak Slash:**  
A dive that is better used for escaping.



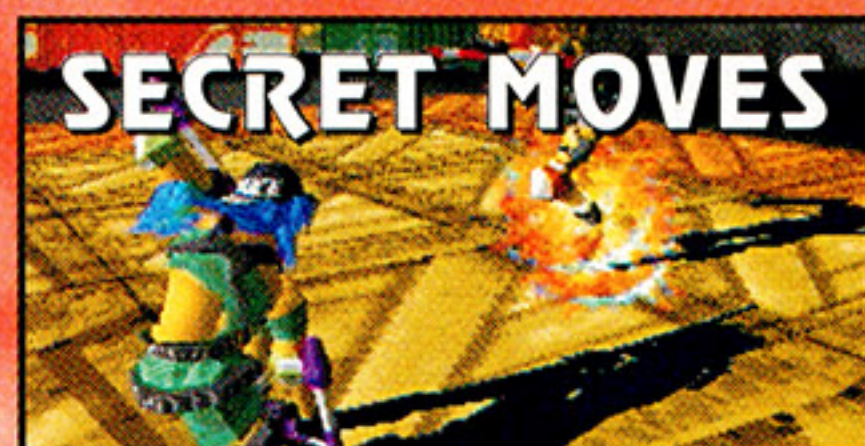
**Weak Kick:**  
Multihitting knee slide. Use timing.

## FACTOID SHEET

Tracy does have an unfair advantage—in her shoes are blades that protrude when she kicks, increasing range.



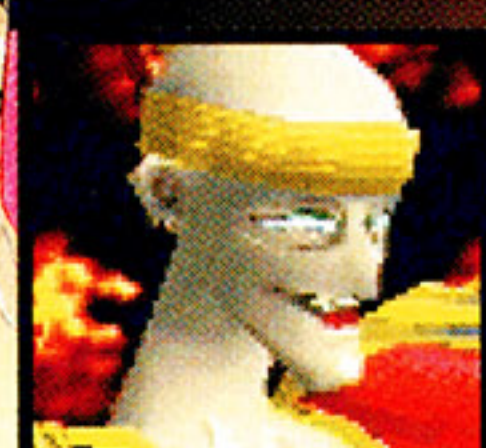
This is easy to pull off and follows the same principles as Eiji, Kayin and Sho. This works best on descending attackers or retreaters.



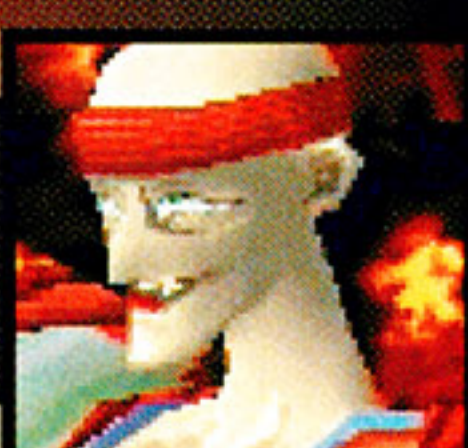
She has three Secret moves. The best to use is her damaging 4-hit combo.



This looney tune is strange, but contains a sheer arsenal of special and secret moves. Also, his range is even greater than Gaia's ranges of attacks. Just try not to move too much.



# Chaos



**Strong Slash:**  
Side swipes with incredible range.



**Strong Kick:**  
A simple worthless torpedo move.



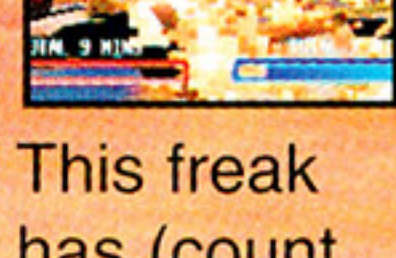
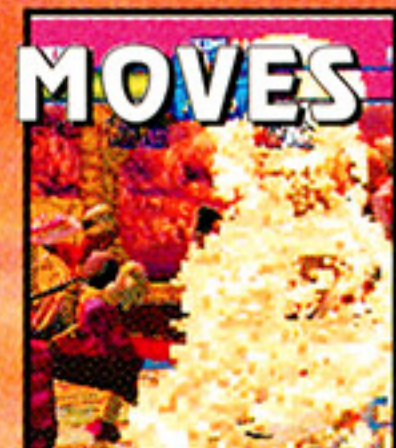
**Weak Slash:**  
Use this rush when they're facing away.



**Weak Kick:**  
A great surprise that hits fast and low.

## FACTOID SHEET

Most attacks leave him open. The best are usually his normal attacks. A Weak Kick in the air does a Dive Kick.



This freak has (count 'em) five secret moves. They are flaming forms of a Column, Tracy's Chopper spin, Big shield, triple fireballs and a ground fireball.



Even though it is a bit useless, you can still time a good hit. It's best to only use it when the opponent is facing away from you or landing.



## FACTOID SHEET

Her flying ability will home in on you if you jump forward with a Strong Kick. Simply put-don't use Overdrive.



.....  
**Strong Slash Dash:**

Hits low. So do this when in close.

.....  
**Strong Kick Dash:**

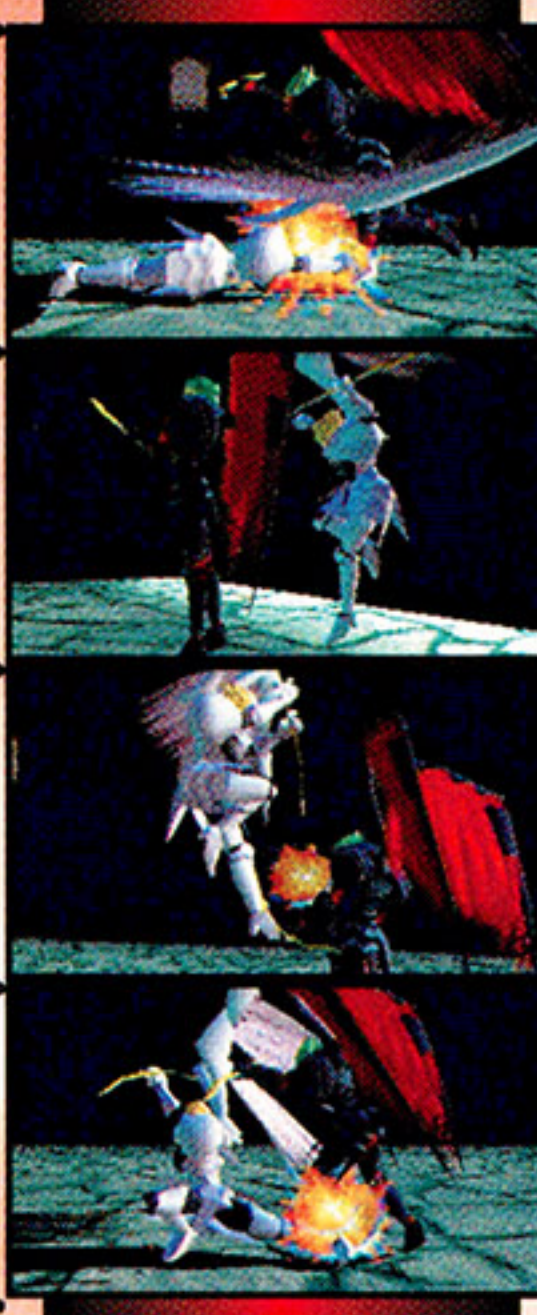
Simply a full reversal back-flip.

.....  
**Weak Slash Dash:**

A half-flip that ends with a drop kick.

.....  
**Weak Kick Dash:**

A long skidding slide that hits low.



Despite having the most woeful name that a Boss could possibly have, Uranus has her strength in distance attacks. Also, use her flying ability to escape mid-air attacks and trap setups.



This Holy Blast is a nice one-hit quarter-life sucker. It is a long stream, so it works well with forward jumping characters.



Her Secret move is the exact same thing as her Overdrive: powerful, but it is short ranged and leaves you screamingly open.



# Uranus



## FACTOID SHEET

Certain characters can block her projectile barrage after receiving a blow from one of the ensuing attacks.



.....  
**Strong Slash:**

Multihitting slaps. Must hit dead on.

.....  
**Strong Kick:**

A fast ground fire-ball. Use far away.

.....  
**Weak Slash:**

More multihit slaps. Must hit dead on.

.....  
**Weak Kick:**

A fast ground fire-ball. Use far away.



This waif is also the big bad Boss of the game. Her gigantic blades are very powerful, but require a lot of time, so it leaves her open. Best thing to learn are her powerful punch/kick combos.



A bit of a poor excuse for a Desperation move, use this for enemies jumping in to you. Apart from that, don't use it!



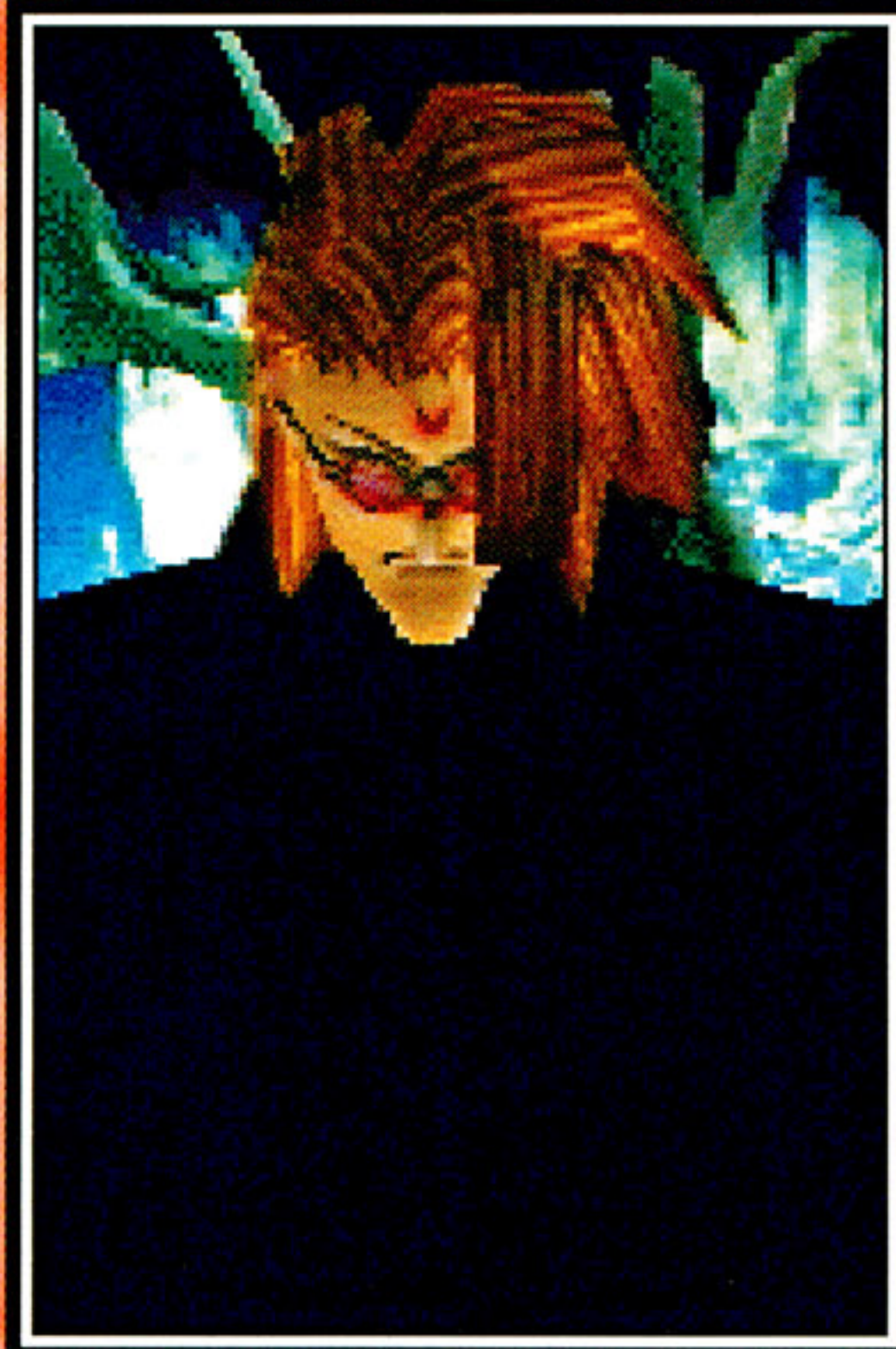
Her Overdrive is her most powerful attack. It takes a while to set up, so time it when characters are in the middle of a move.



# Master







Anyone armed with guns in a fighting game has to be cool! Verm has slow recovery time from his gun blasts, but can hit you at any range almost instantly with those beautiful toys!



# Vermilion



**Strong Slash:**  
Side-steps, crouches and fires!

**Weak Slash:**  
Same As Strong, but with the pistol.

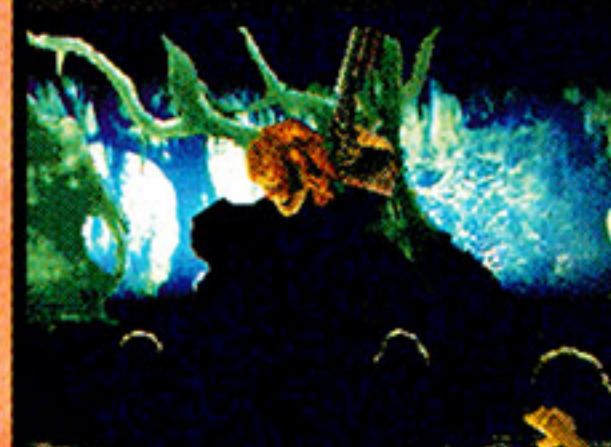
**Strong Kick:**  
A high-hitting stomp that ends low.

**Weak Kick:**  
A simple foot slide, use when in close.

## FACT SHEET

His Gun-puff drains Overdrive.

Air shots have no recovery time as opposed to ground shooting.



Again, best to use against jumping opponents. No blocking, and the damage usually continues when your enemy finally lands.



This works best with jumping opponents. His setup is slow, thereby the enemy will land right into your ultimate gun barrage.



He's fast, powerful, has every move of Eiji and Kayin...and still more! Sho's speed is virtually the same as in the original BAT, and he contains two distinct secret moves. Lethal to the extreme!



# Sho



**Strong Slash:**  
Upward attack best suited for air combat.

**Weak Slash:**  
A fast attack great for air brawlers.

**Weak Kick:**  
Use close to stab with surprise.

**Weak Kick:**  
Hits low. Use on landing foes.

## FACT SHEET

Sho's fast enough to rapidly link weak attacks together.

Use varying strengths for different throws.

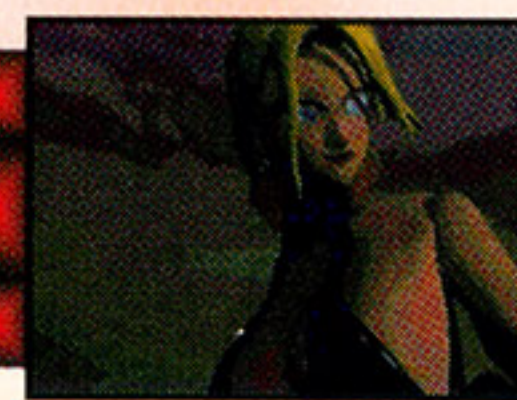


The Vortex move is damaging, but useless due to its range. The best move is his Hara Kiri that damages you, but does more damage to your enemy!



This move is just the same as Eiji's. Thus, the same principles apply. Preferably do the move close up for hasty reactions.





### Eiji

For a Ryu rip off, he is actually a bit slow. However, his Dive Kick rules!

### Kayin

Kayin is almost identical to Eijabiet with his deadly Leg Crush.



### Ellis

The combo queen. Use plenty of short attacks and they're toast!

### Sofia

Sofia doesn't travel as far with her spinning Aura Revolution.



### Rungo

He can a kick up major dust storms and is very fast for his build.

### Mondo

Reach has always been Mondo's strong speciality.



### Fo

The goofy magician and his magical mystical gas problems.

### Duke

Duke's southern cross is now dead accurate, hitting every time.



### Gaia

Gaia boasts an incredible arsenal of fire-balls and mega bolts.

### Sho

He contains all the moves of Eiji and Kayin, right down to their throws!



## Cupido

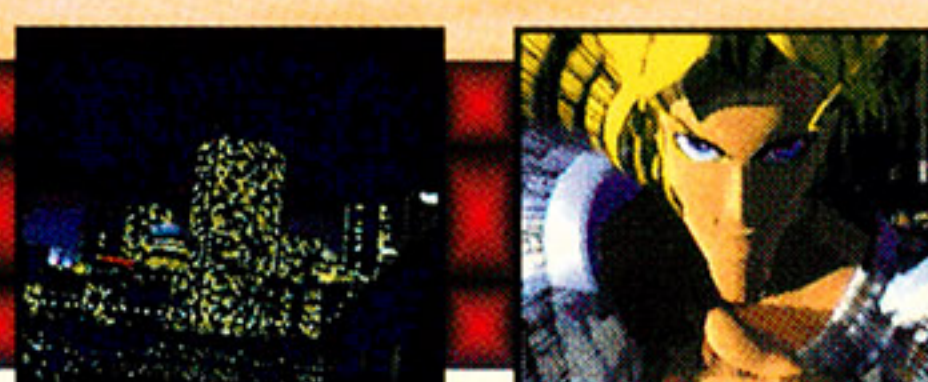
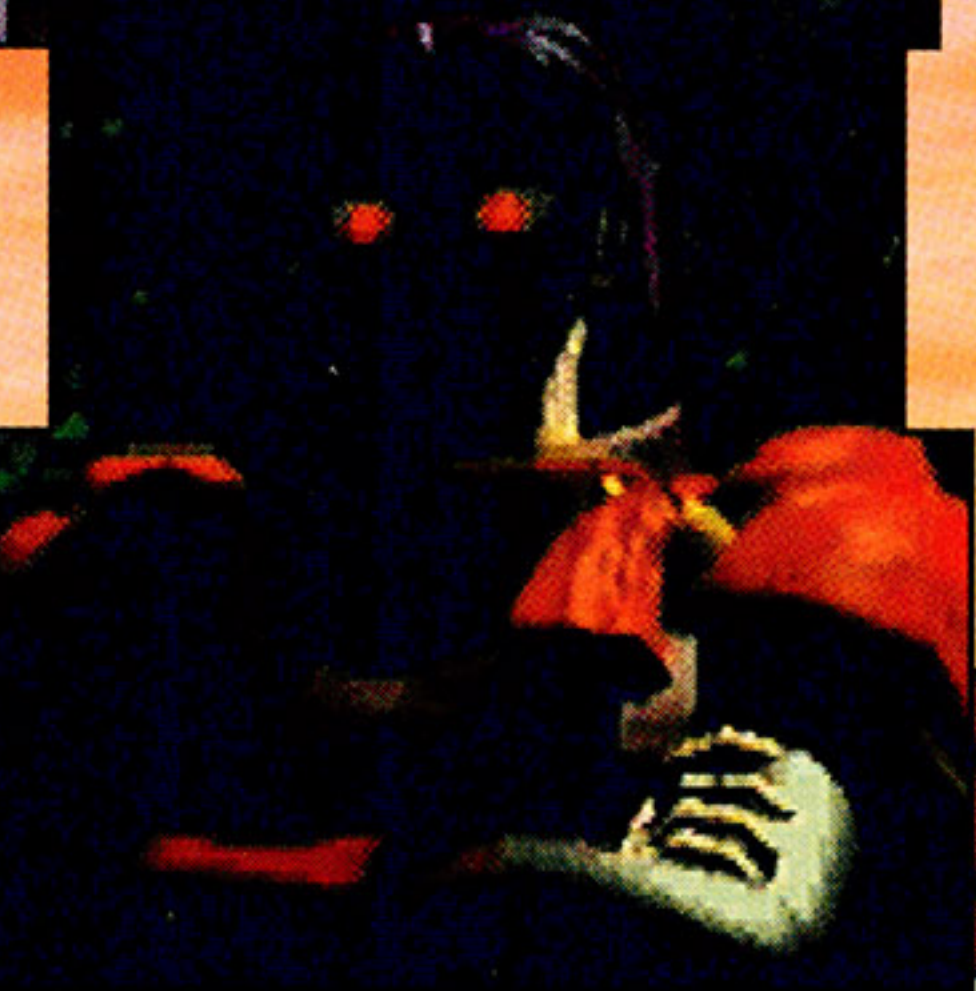
There is a new warrior hidden in the game. To get to her, you must beat the game without continuing, and must defeat Gaia & Sho without losing a single round.

### To play as Cupido

First, beat the game against Cupido, immediately go into the Vs. Computer and enter in with the opposite controller—it will be on her.



She's a vicious lady with a most incredible reach!



The Vs. Mode is one of the many changes from the PS.

Also coming out in the TSD family is a remake of TSD1 for the Saturn. Though already on store shelves in Japan, it is said that it will make its way to the U.S. as Battle Arena Toshinden Remix. New enhancements to the original consist of a Story Mode where the characters talk before-and-after battle. In addition to making Gaia and Sho already playable, there is a newcomer that is only on the Saturn version—the mean Halberd-wielding Cupido.

# TOHI SHIN DEN -S

There is a new mode that has a cinematic story line.





# Most Joyful Toshinden 2 Moves List

= Any Slash    = Any Kick  
 = Weak Slash    = Strong Slash  
 = Weak Kick    = Strong Kick

| Moves are listed for characters facing right  
 | Secret Move  
 | Desperation Move

**Ellis**

Knife Upper →↓↘↘  
 Twinkle Twirl ↓↘↘↘  
 Air Dive (in air) ↓↘↘↘  
 Flash Kick (in air) ↓↘↘↘  
 Tornado ↓↘↘↘

French Kiss →↘↘↘↘↘↘  
 S.Night →↓↘↘↘↘↘↘

**Eiji**

Rekksuzan ↓↘↘↘  
 Hishouzan →↓↘↘  
 Slash Upper ↓↘  
 Slide Kick ↓↘  
 Air Drop Kick (in air) ↓↘↘↘  
 Mukurowari ←↘↘↘  
 Dual Fireball →↓↘↘↘↘↘

Desp →↓↘↘↘↘↘↘↘↘

**Kayin**

Sonic Flash ↓↘↘↘  
 Deadly Raise →↓↘↘  
 Leg Crush ↓↘↘↘  
 Air Flash Kick (in air) ↓↘↘↘

R. Splash →↓↘↘↘↘↘↘↘↘

**Rango**

Fire Strike ↓↘↘↘  
 Batter Up →↓↘↘↘  
 Power Thrust →↓↘↘  
 Top Spinner →↓↘↘  
 Walk-A-Boot ↓↘↘↘

B.Fire ←↘↘↘↘↘↘↘↘↘↘  
 Big Boot ↑↘↘↘↘↘↘↘↘

**Sofia**

Thunder Ring ↓↘↘↘  
 Rattlesnake ↓↘↘↘  
 Aura Revolution →↓↘↘↘  
 Flip over Kick →↓↘↘↘

Whiplash Spin →↘↘↘↘↘↘  
 F.Whip →↓↘↘↘↘↘↘↘↘

**Mondo**

High Spear ↓↘↘↘  
 Low Spear ↓↘↘↘  
 Rotary Spear ←↘↘↘↘  
 Dragon Spear →↓↘↘  
 Air Fireballs (in air) ↓↘↘↘  
 Spear Upper ←↘↘↘

Fire Spread ↓↘↘↘↘↘↘↘↘  
 F.Spear →↘↘↘↘↘↘↘↘

**Fo Fai**

Mystic Sphere ↓↘↘↘  
 Travel Sphere →↓↘↘  
 Pagoda Kick ↓↘  
 Far Claw ↓↘  
 Upward Sphere ↓↘↘↘

B.B. →↓↘↘↘↘↘↘↘↘↘↘  
 Burritos! ←↘↘↘↘↘↘↘↘↘↘  
 S.Burritos! ↘↘↘↘↘↘↘↘↘↘

**Duke**

Southern Cross ←↘↘↘  
 Cyclone ↓↘↘↘  
 Drop Cross (in air) ↓↘↘↘  
 Sword Frenzy →↓↘↘  
 Charge & Strike ↓↘↘↘

Big Slash →↓↘↘↘↘↘↘↘↘  
 A.Tears →↓↘↘↘↘↘↘↘↘

**Gaia**

Flame Breath ↓↘↘↘  
 Energy Slash ↓↘↘↘  
 Charge Thrust →↓↘↘  
 Tornado ↓↘↘↘  
 Big Slash ←↘↘↘

Bicycle Kick ↑↘↘↘↘↘↘↘↘  
 S.Slashes ↑↘↘↘↘↘↘↘↘

**Tracy**

Flip Kick →↓↘↘  
 Jack Pot ↓↘↘↘  
 Chopper Strike →↓↘↘  
 Tazer Wand ↓↘↘↘

I.M.C. ←↘↘↘↘↘↘  
 Blood C. →↓↘↘↘↘↘↘↘↘

**Chaos**

Chaos Breath ↓↘↘↘  
 Sonic Rings (in air) ↓↘↘↘  
 Chaos Cyclone →↓↘↘↘  
 Diving Scythe ←↘↘↘↘  
 Crab Walk →↓↘↘  
 Shot →↓↘↘↘↘↘↘↘↘  
 Pillar →↓↘↘↘↘↘↘↘↘

**Uranus**

Fire Hawk ↓↘↘↘  
 Dragon Strike →↓↘↘  
 High Energy Arrows ↓↘↘↘  
 Low Energy Arrows ↓↘↘↘

S.Shots ↓↘↘↘↘↘↘↘↘  
 Orb ←↘↘↘↘↘↘↘↘

**Master**

Sabers/Fireballs ←↘↘↘↘  
 Slashing Sabers ←↘↘↘↘  
 High Saber ↓↘↘↘  
 Straight Saber ↓↘↘↘  
 Dragon Saber →↓↘↘

S.Aura ↓↘↘↘↘↘↘↘↘

**Vermilion**

High Pistol Shot ↓↘↘↘  
 High Shotgun Blast ↓↘↘↘  
 Energy Dust ↓↘↘↘

O.K. Corral ↓↘↘↘↘↘↘↘↘

**Sho**

Double Rekksuzan ↓↘↘↘  
 Hishouzan →↓↘↘  
 Deadly Raise ←↘↘↘  
 Mukurowari ↓↘↘↘  
 Leg Crush ↓↘↘↘  
 Flip Kicks →↓↘↘  
 Flash Kick (in air) ↓↘↘↘

Slide Kick ↓↘  
 Vortex →↓↘↘↘↘↘↘↘↘  
 HK →↓↘↘↘↘↘↘↘↘  
 Desp →↓↘↘↘↘↘↘↘↘



HERE ARE SOME MORE OF THE HOTTEST FIGHTING GAMES OF 1996!

# ULTIMATE



PLUS ART OF FIGHTING 3, SONIC THE FIGHTERS, VF KIDS, WAR GODS AND MORE!



## Some New Faces...

Akuma and Dan are now playable characters without having to perform codes at the Character Select Screen.



The 18 characters round out the Select Screen.

## Where'd It Go?

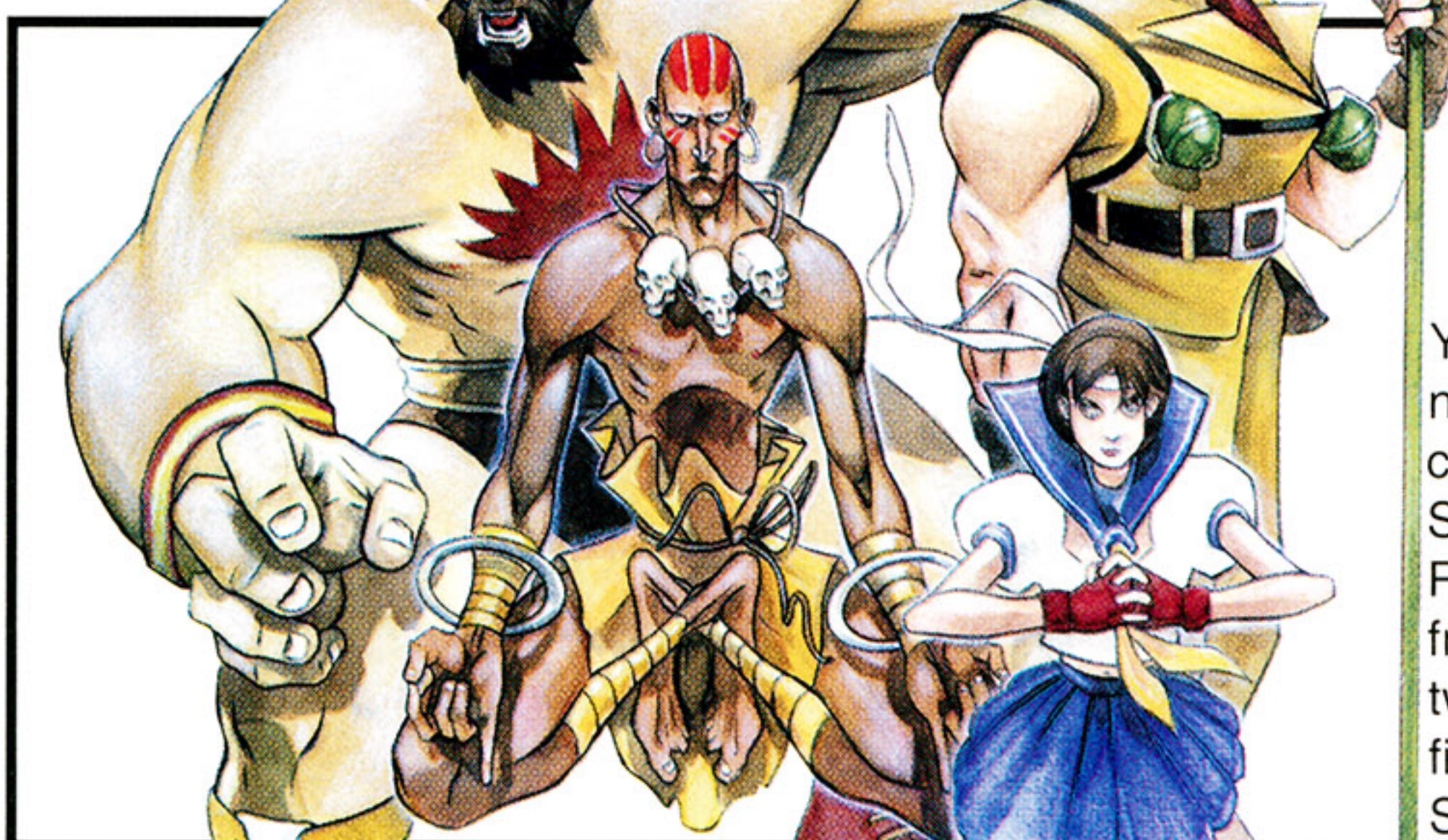
Capcom removed the traditional auto combo system and replaced it with something a little flashier, much more difficult to execute and less effective.

## The Custom Combo System

The theory is you build up your power bar to one of the three possible levels then whip out the custom combo feature, crushing your opponent with a dazzling display of chained hits otherwise impossible to achieve. See next page...



Build your own super combos with custom combos.



## Here come the new challengers

You should recognize two of the new contenders from Street Fighter II. Rolento follows Guy from Final Fight, and two entirely new fighters join the fray: Sokaku and Gen.

CAPCOM®  
COIN-OP, INC.

# STREET FIGHTER ALPHA 2



## So What's So Different About Part 2?

Not a whole lot. Sure, there are tons of new characters and "hidden" characters are now available, but other than that, the game engine hasn't changed considerably, with the exception of the auto combo removal (as noted to the left). From what can be seen so far, at least one character has the ability to entirely alter the way in which he fights. Gen can alter his fighting style in the middle of the match, making an entirely different set of regular and special moves available.

## Rippin' Graphics

From what was viewed, the characters are the same style as in the first Alpha, but the backgrounds have a whole new look. Each looks amazing with plenty of animation and detail.

## The originals return for more

That's right—all the characters from the first Alpha game are back for more. From what was seen from a very preliminary version, none of the old characters have anything different. All the ranges and controller motions for the moves seem unchanged.

## The Story Line Goes On

Apparently, the timeline has advanced just far enough to include Street Fighter II characters, but not enough to exclude preceding Alpha ones.





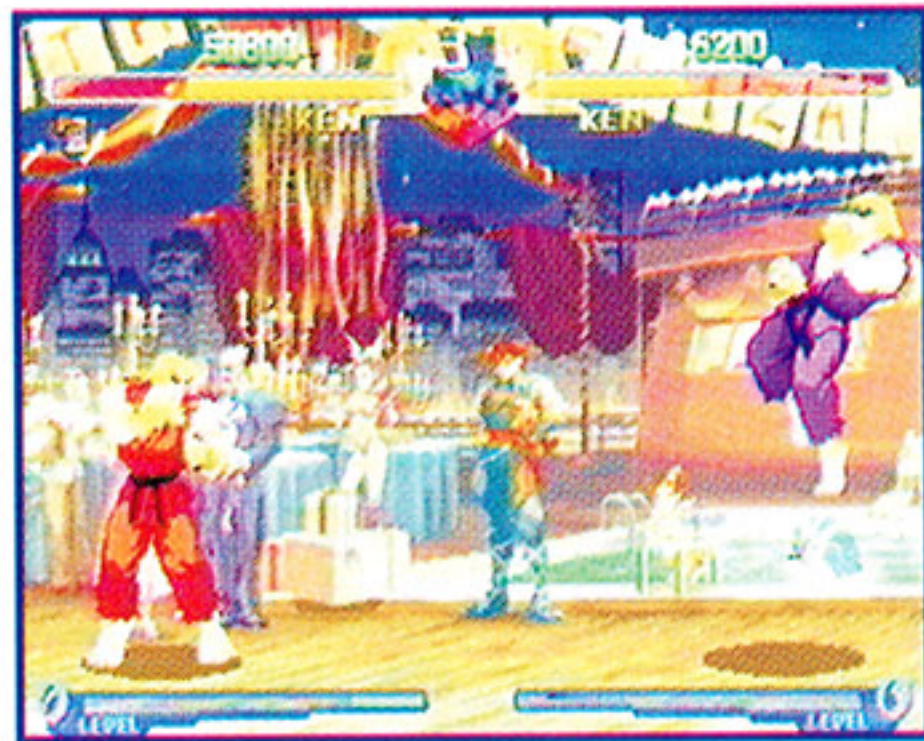
## The Custom Combo System (Part 2)

As mentioned on the first page of this guide, auto combos have been effectively removed from this version. However, much flashier (yet less effective) combos can be performed during a Custom Combo Mode; which is achieved by pressing two Punches and a Kick (or two Kicks and a Punch) while at least one power level is charged. Depending on the level, your character will be given a Timed Mode that appears much like a super combo but all movements and strikes are at your control, thusly "custom." Loads of hits possible here...

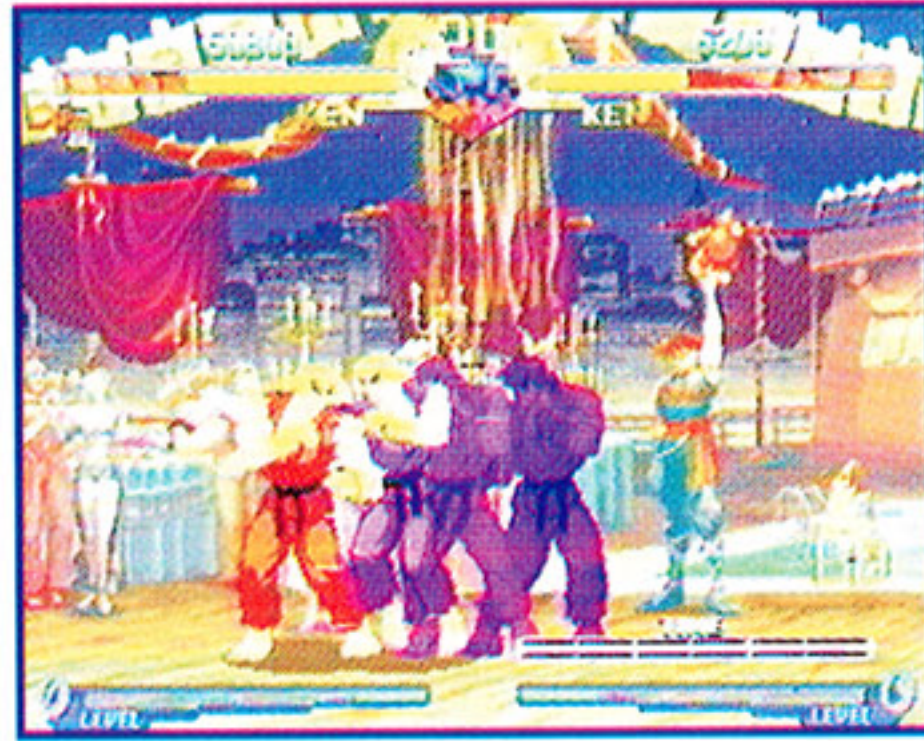


## Reactive Backgrounds

In at least one background, there are characters who react to things happening in the foreground. For instance, on Ken's stage there is a background character who tosses a small teddy bear every time a power bar move is done.



See the green-clad fellow in the background with the bear?



During a custom combo, he will toss the bear upward.

## Nice New Look

Unlike the original SFA, the backgrounds are color-rich and widely detailed. Each character has a totally new background appropriate for their background. For instance, the above pictures show Ken's stage, inside a cruise ship (like from his original SF2 stage). Notice what the banner says? This is where he met Eliza.

## Returning Character Synopsis

For the most part, the characters are the same. The few noticeable differences are listed here.

### Ryu

Dragon Punch is weakened AGAIN. Fake fireball added.

### Charlie

Devastating Sonic Boom recovery.

### Chun-Li

Still pretty powerful.

### Adon

Slightly weaker with the loss of a high-priority Jaguar Kick. Tweaked controller motions.

### Guy

Basically the same; no more redizzies.

### Akuma

Played much like Ryu now.

### Ken

Weakened with the loss of crouching Short chains.

### Sodom

Slide shortened considerably.

### Rose

Very noticeable delay after a blocked slide.

### Birdie

Yup, it's Birdie.

### Sagat

Speed enhanced; move priorities tweaked.

### Bison

Slightly less powerful.

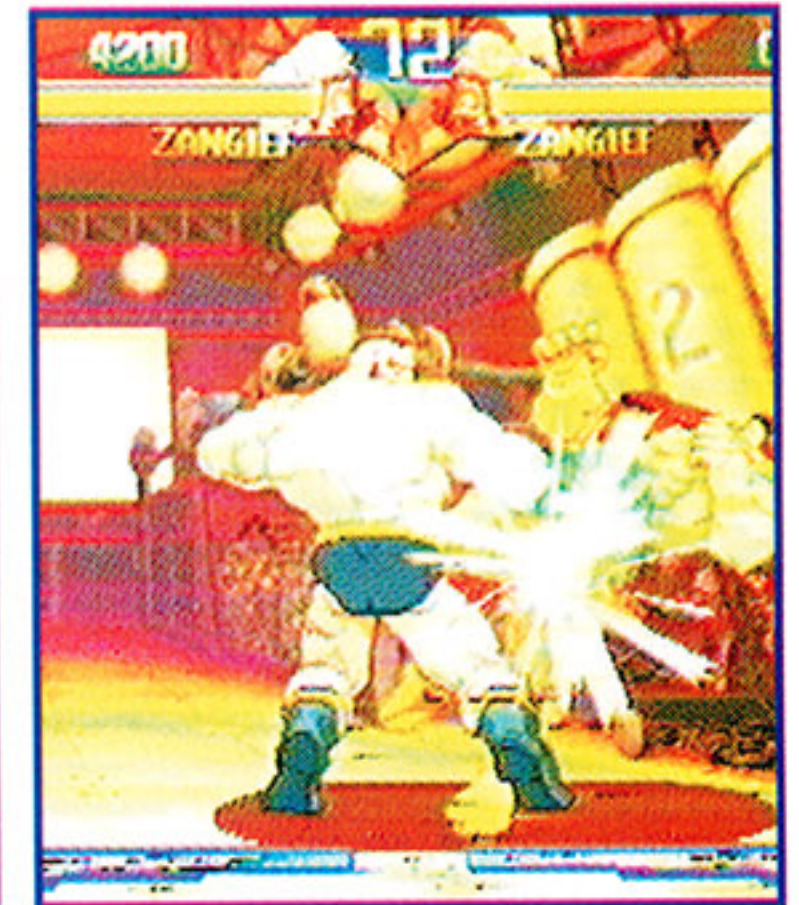
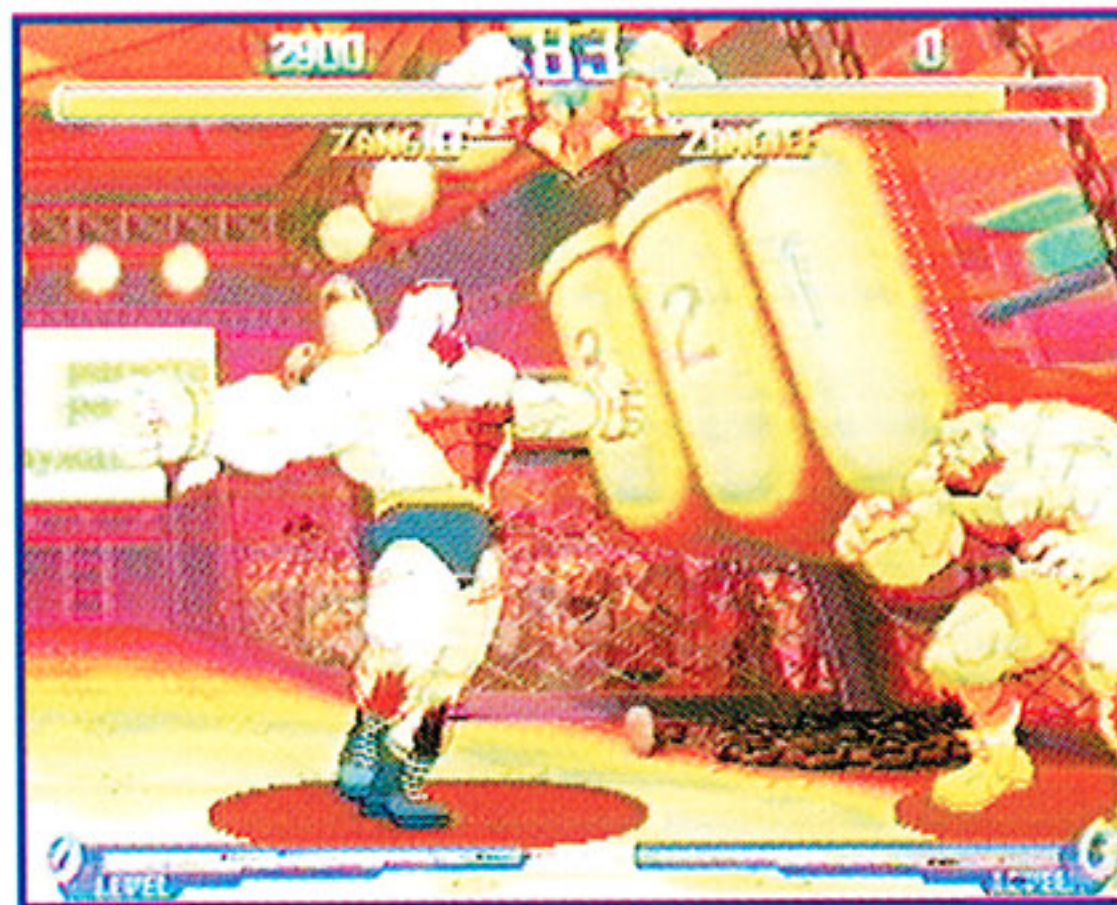
### Dan

MASSIVELY weakened.

As before, his Lariats can be controlled using the joystick. The Green Hand move cancels fireballs if timed correctly. His Bear Hug is unblockable, but VERY slow. His Super combos should be familiar from his last appearance in SSF2T.

**Lariat**  
All three Punches  
Short Lariat  
All three Kicks  
Green Hand  
F,D,DF+Punch

**Spinning PileDriver**  
B,DB,D,DF,F,UF+Punch  
**German Suplex**  
B,DB,D,DF,F,UF+Kick(close)  
**Bear Hug**  
B,DB,D,DF,F,UF+Kick(far)  
**Super Combo#1**  
360 degree (counter clockwise)+Punch  
**Super Combo#2**  
D,DF,F,D,DF,F+Kick



A whole lotta' Russian!



**ZANGIEF**



Gen has two sets of fighting styles: Crane and Mantis. Each has a completely different set of attacks and stances.

### Change Fighting Style

Crane: All three punches, Mantis: All three kicks

#### CRANE STYLE

**Leg Thrust**

**B,D,DF+Kick**

**Rapid Punch**

**Punch repeatedly**

**Super Combo #1**

**D,DF,F,D,DF,F+Punch**

**Super Combo #2**

**D,DB,B,D,DB,B+Punch**

#### MANTIS STYLE

**Roll**

**Charge B,F+punch**

**Wall Dive**

**Charge D,U+Kick**

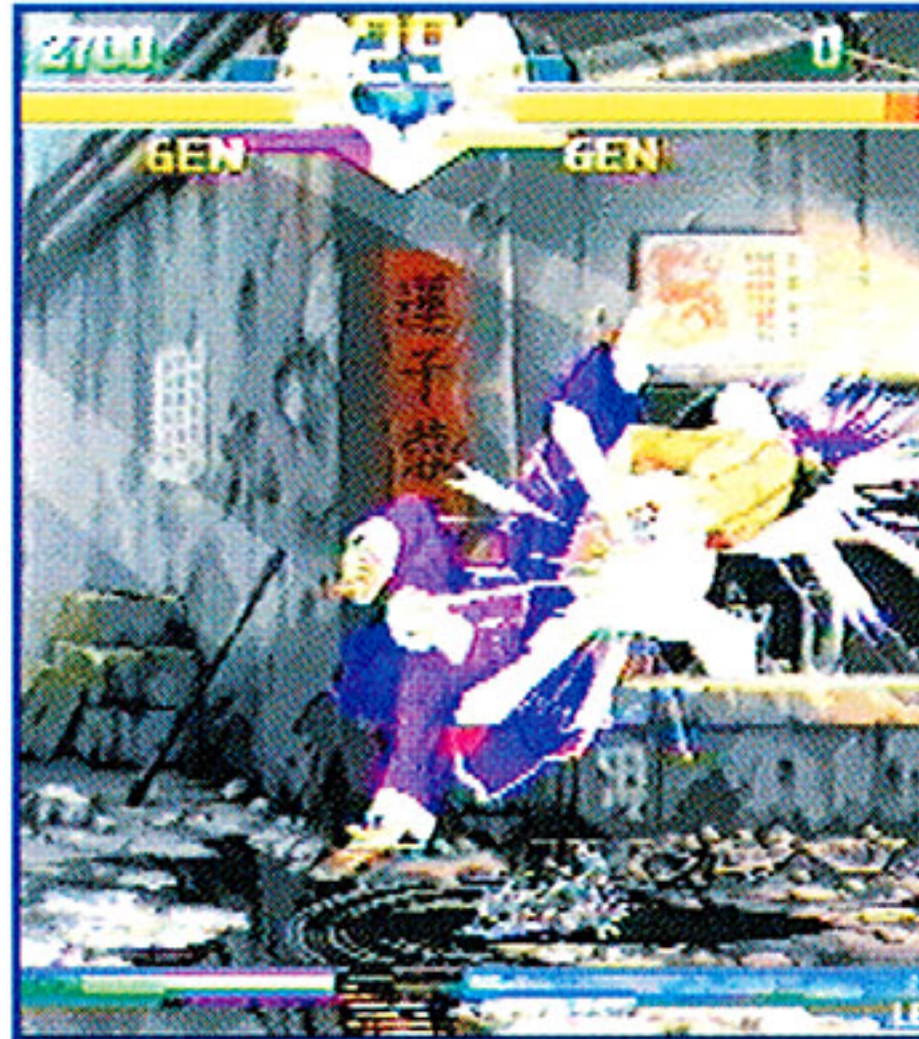
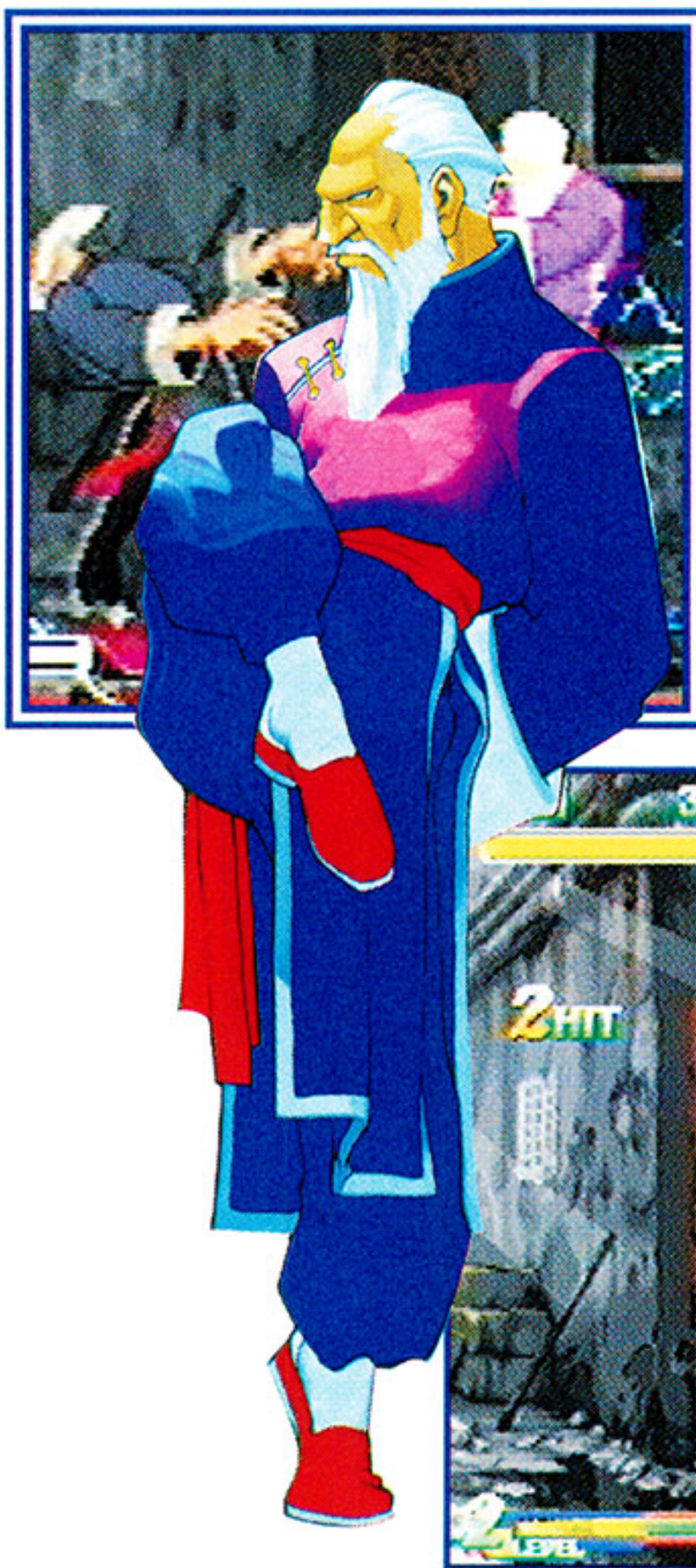
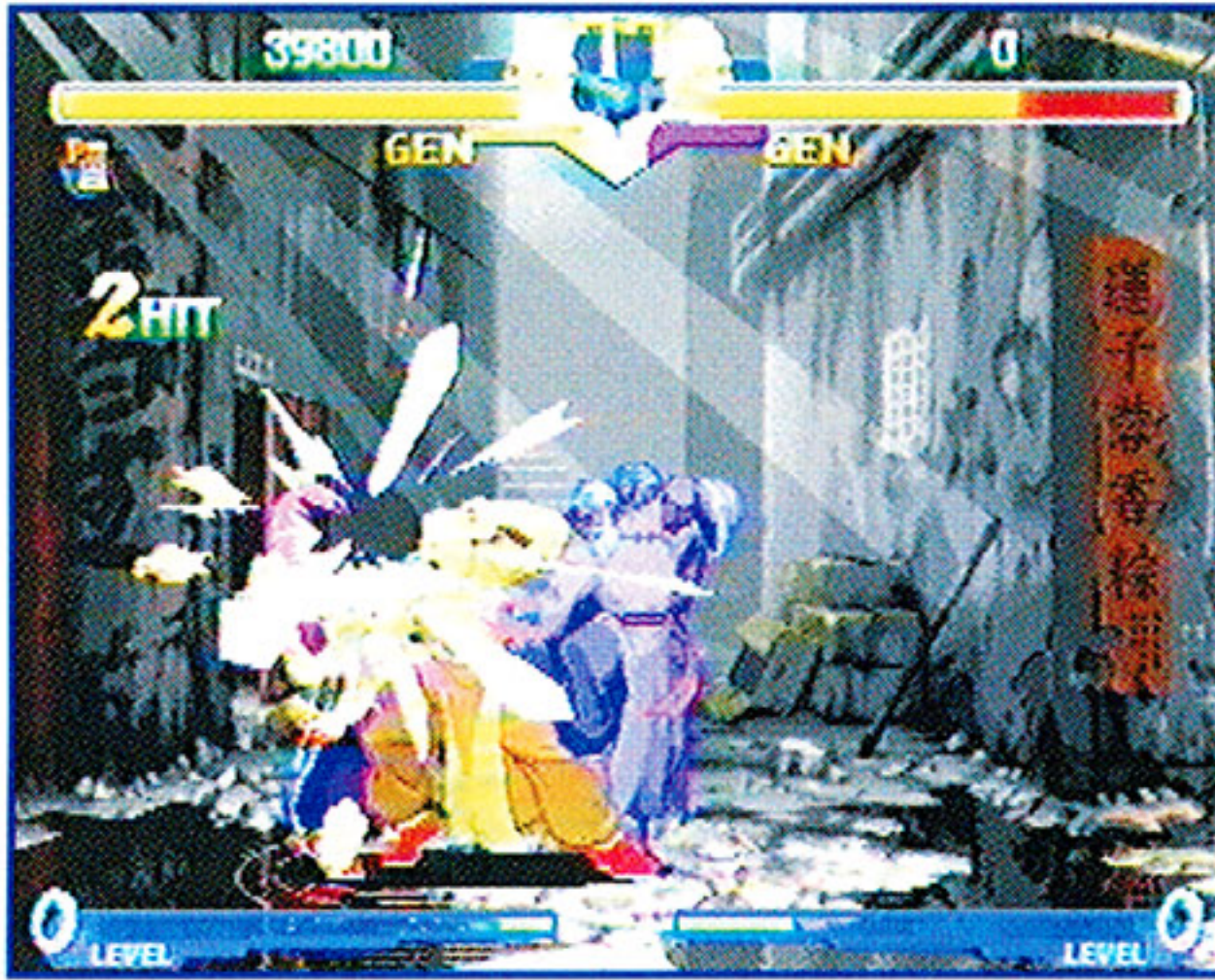
**Super Combo #1**

**D,DF,F,D,DF,F+Kick**

**Super Combo #2**

**D,DB,B,D,DB,B+Punch**

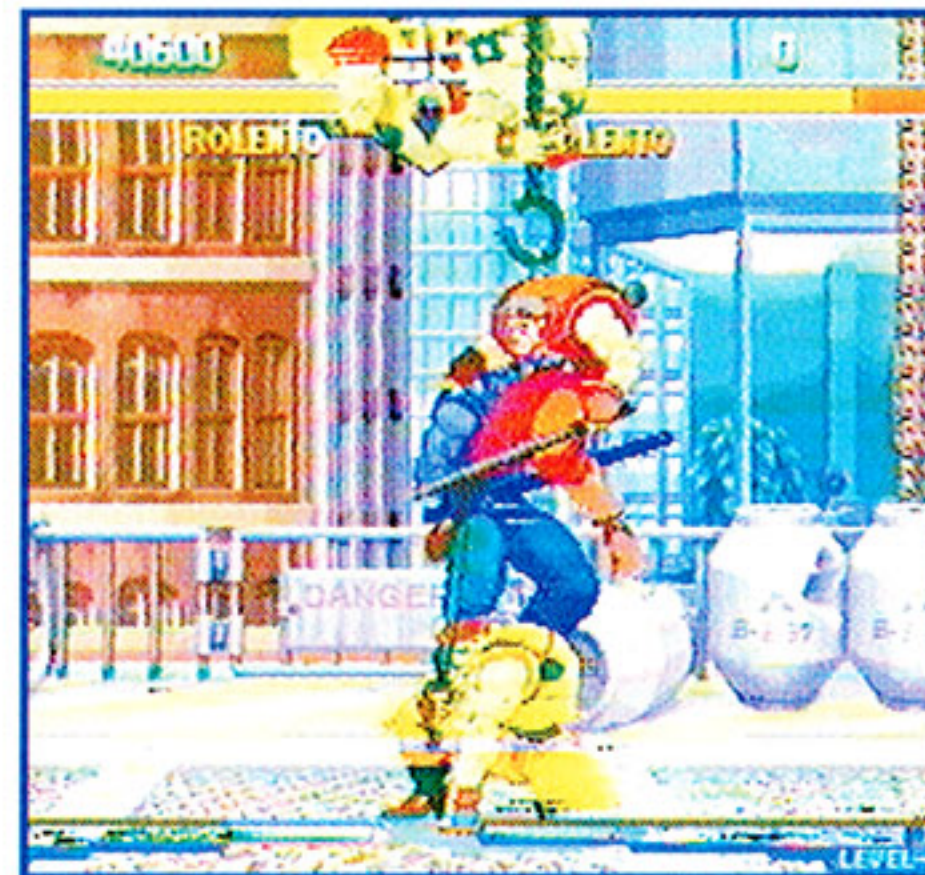
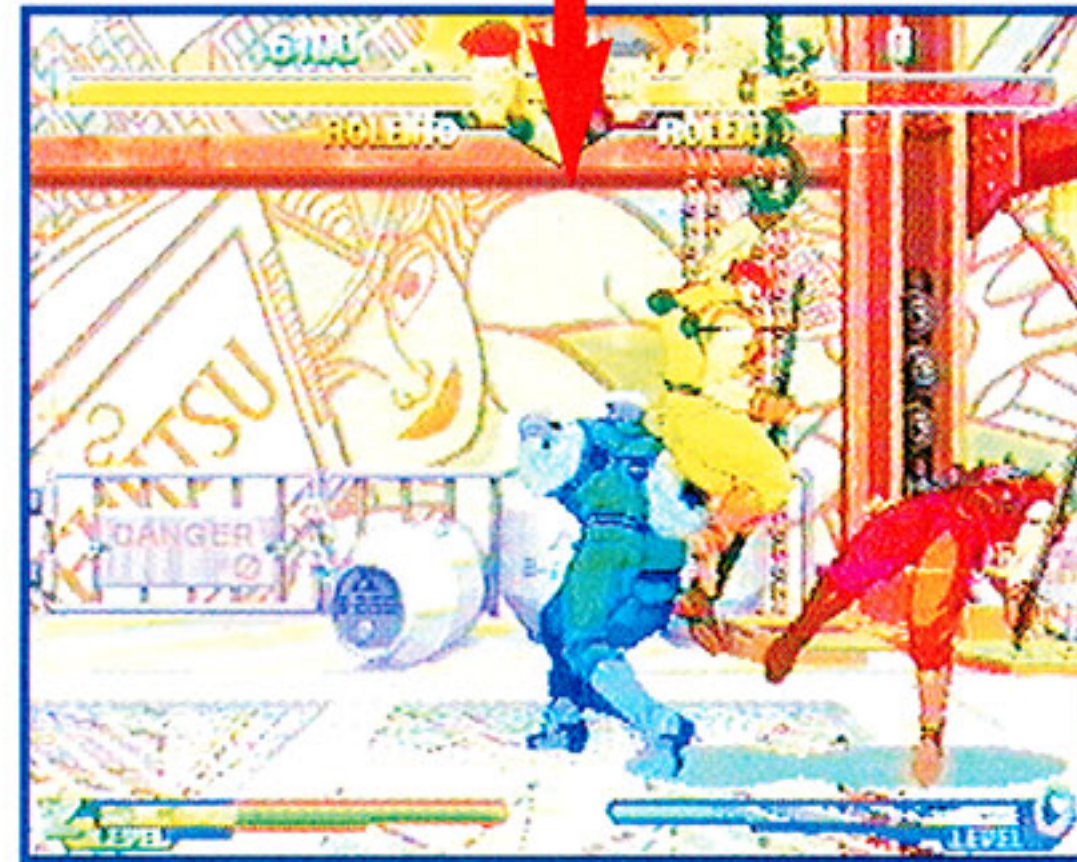
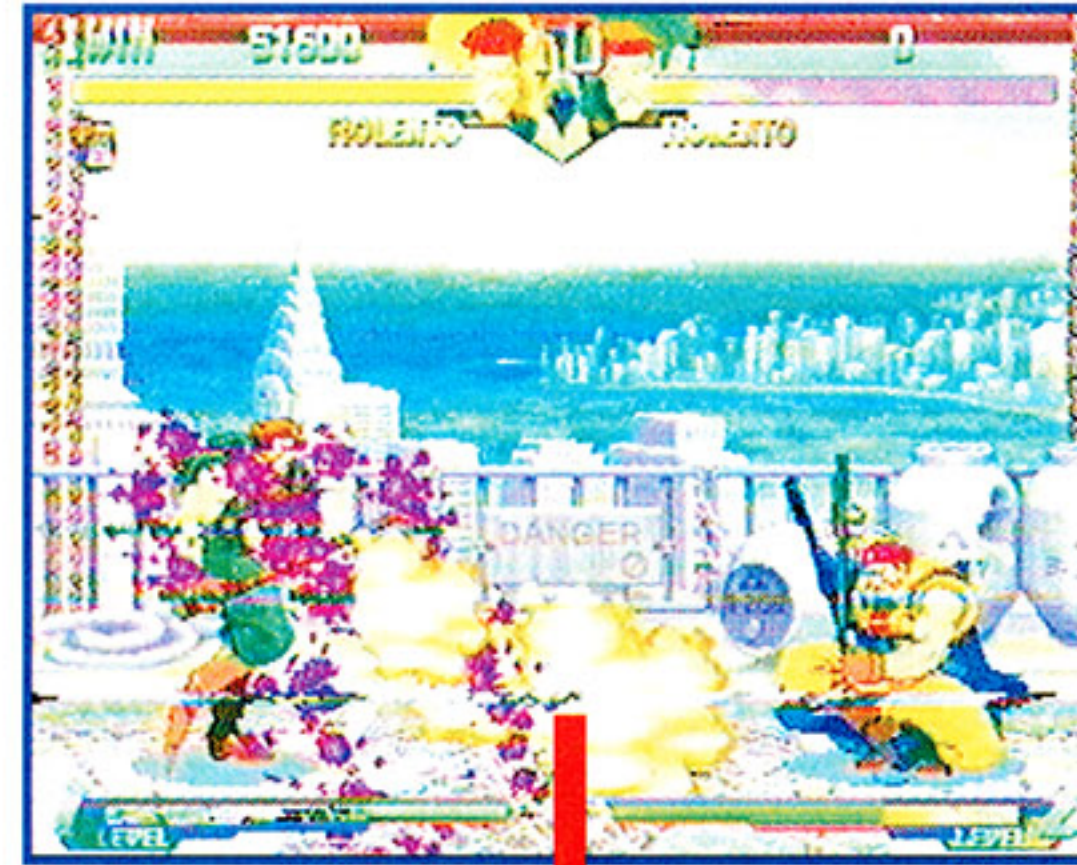
Be sure to keep Crane Super Combo #1 handy for getting over projectiles at power levels 2 and 3. His Mantis Roll is very similar to a Vega Roll, with the added ability to pass under projectile moves. His Mantis Wall Dive can be controlled by using the joystick. As he lunges from side to side, he will automatically attack when close to the opponent.



# ROLENTO



### Wall Spring and Staff Balance



Rolento's Pipe Twirl attack is best left for use in combos. If your opponent blocks the first hit, do NOT continue to tap punch. Doing so will finish the sequence and leave Rolento recovering, totally vulnerable to a return attack from your opponent. With his Roll attack, the first Punch tap sends him rolling back, the second causes him to charge forward and attack. His Lunge attack is similarly controllable. The first Punch tap makes Rolento jump upward, the second makes him throw a knife.

#### Pipe Twirl

**D,DF+Punch...**

#### Roll Attack

**D,DB,B+Punch ,(Punch)**

#### Lunge Attack

**D,DF,F+Kick**

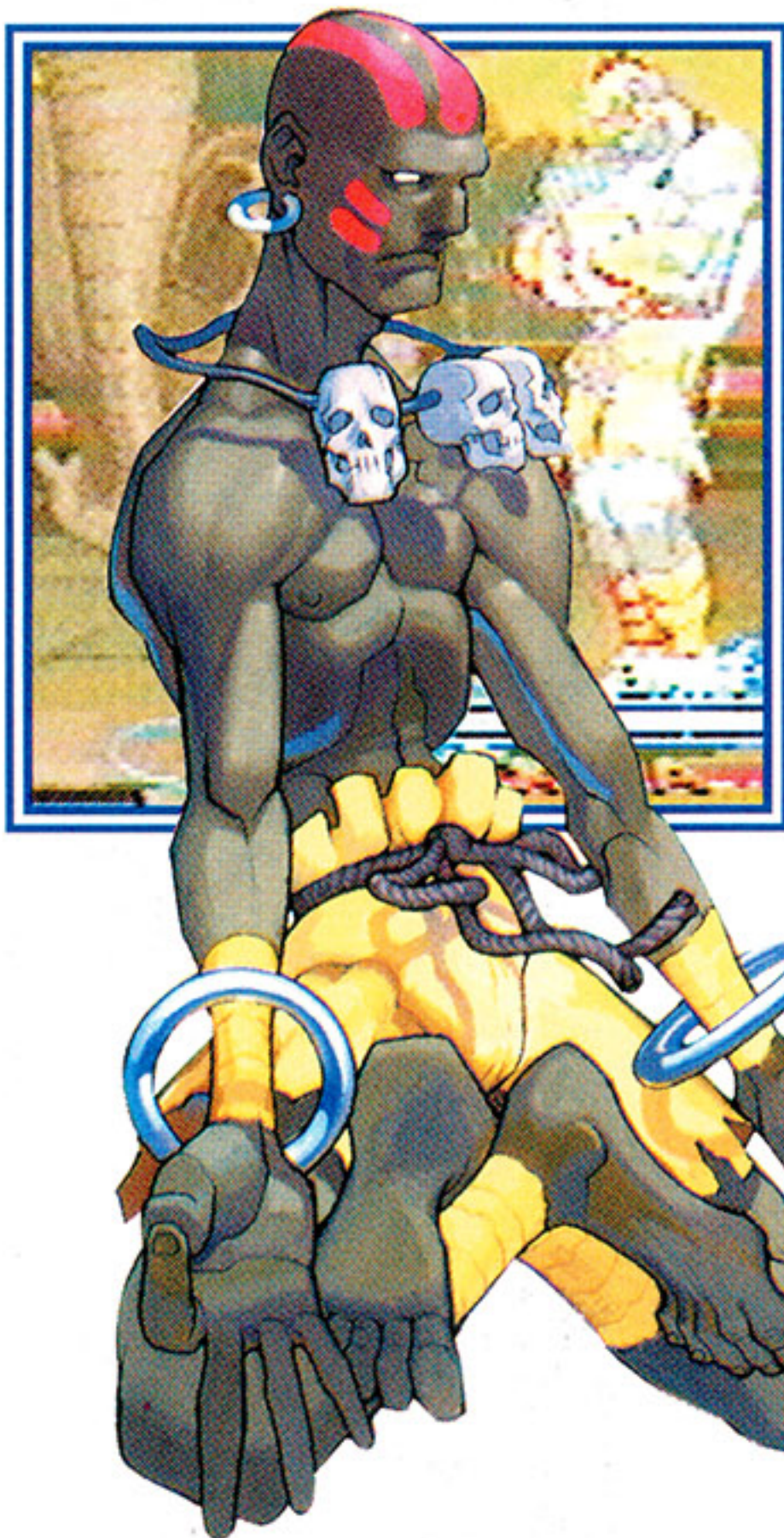
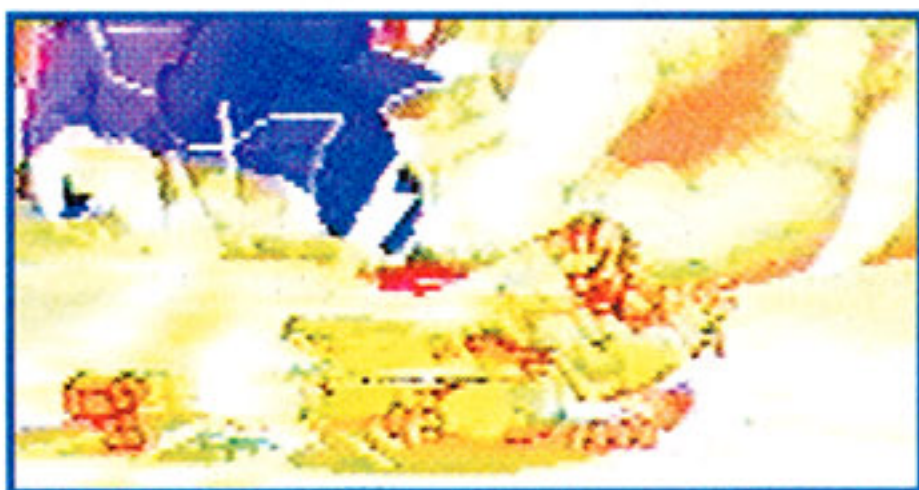
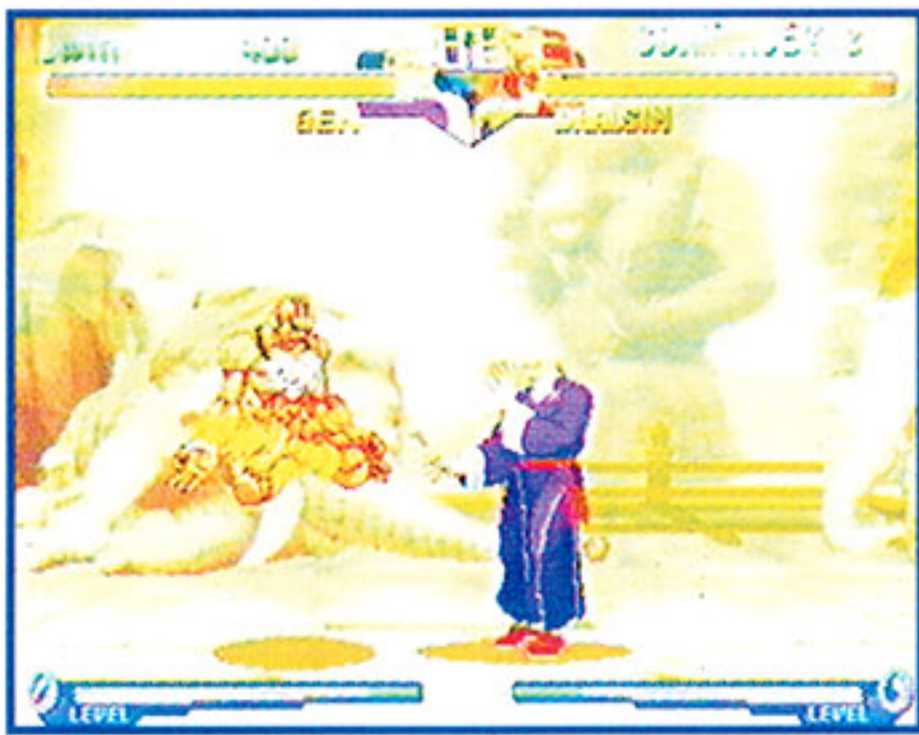
#### Super Combo #1

**D,DB,B,D,DB,B+Punch**



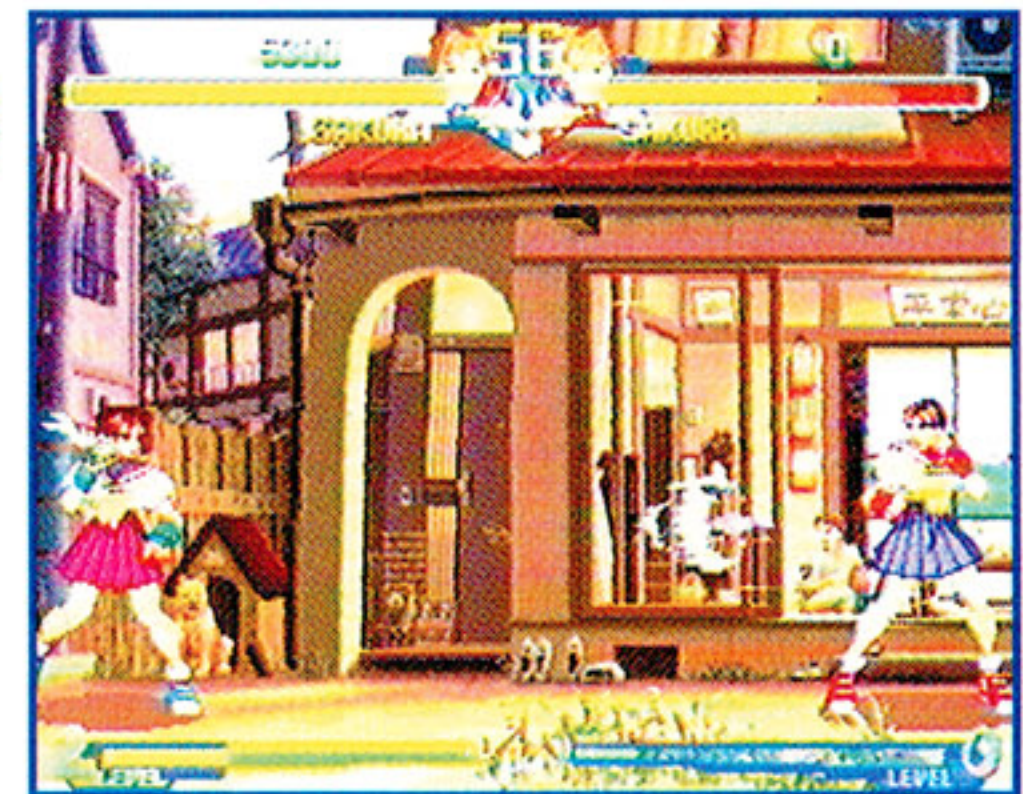
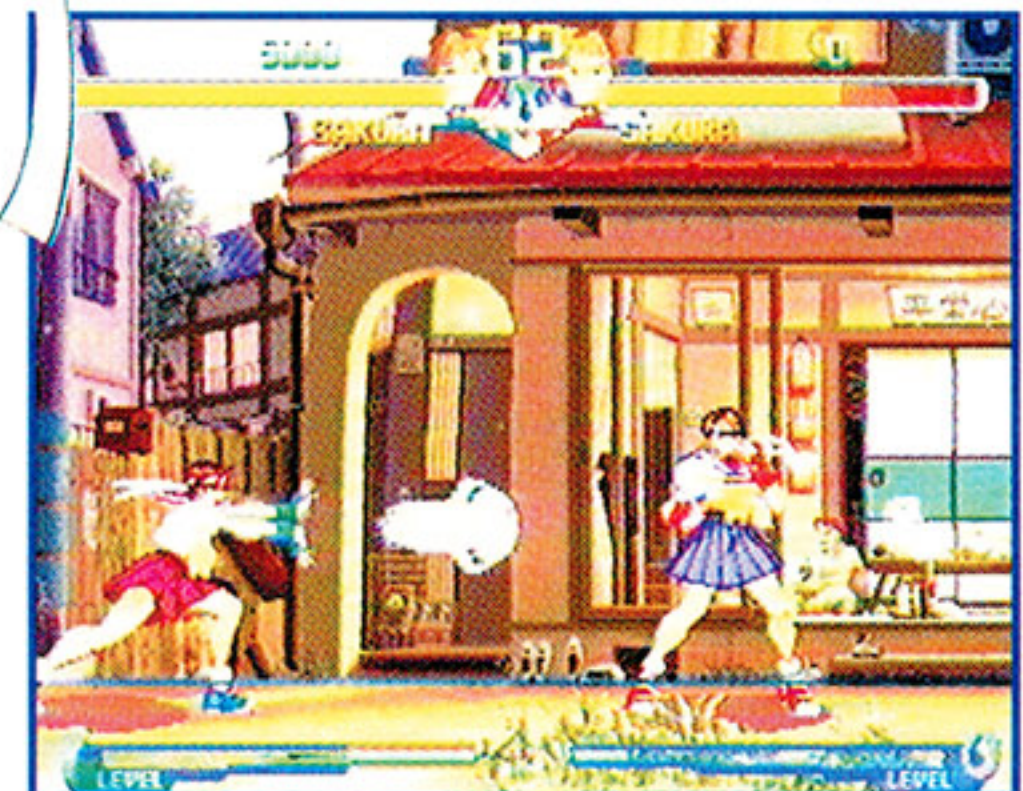
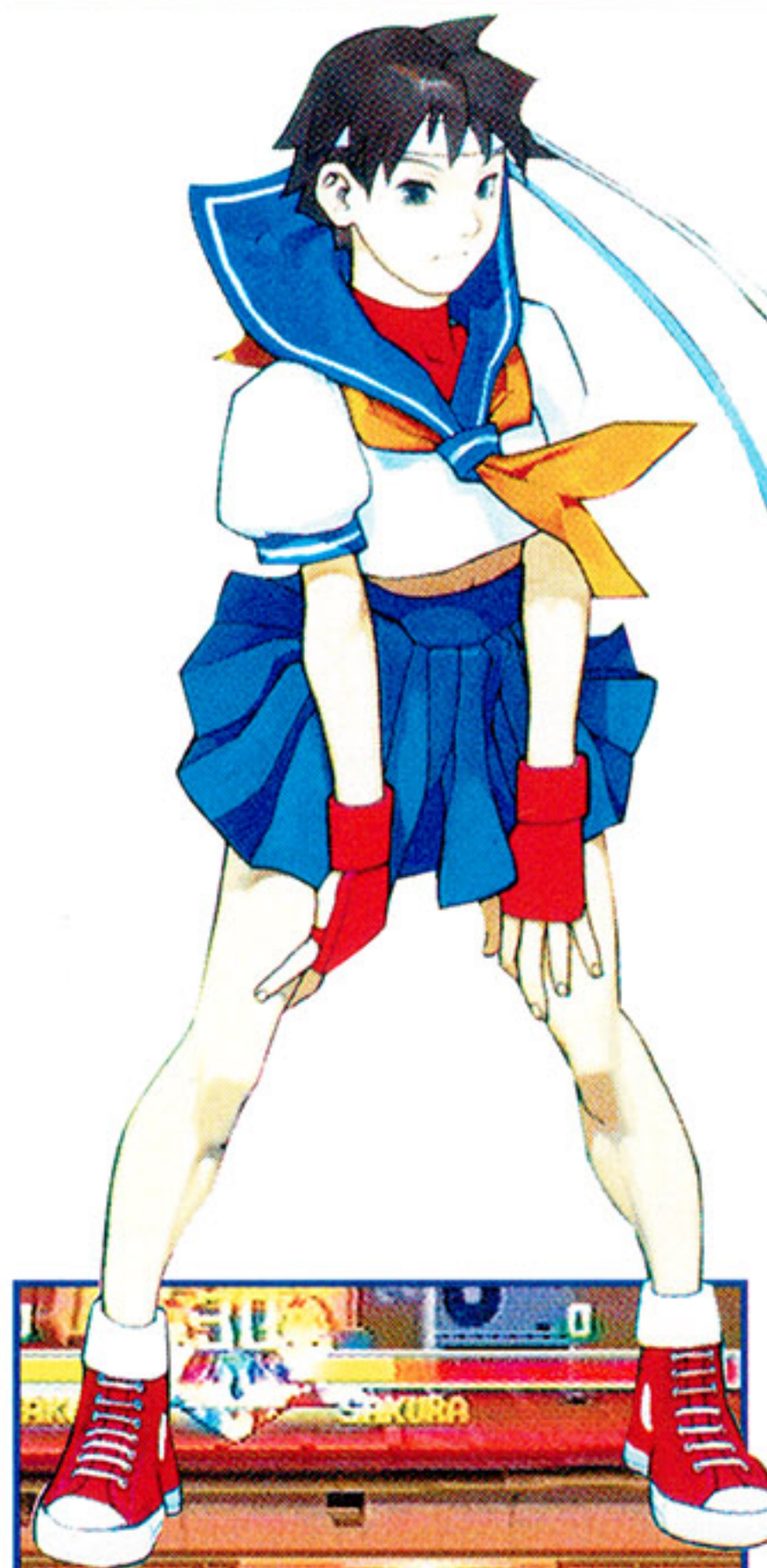
Dhalsim ports over from the aged SSFT2 with amazing ease. Many of his moves are the same, with only slight tweaking for the new system. For example, his ground slides can no longer be used as a defense versus airborne attacks. As before, his Yoga Flame is slow and not a contender against Ryu/Ken's. Also, it dissipates like a Chun-Li fireball. Depending on the button used to complete the Air Drill move, the angle of descent will change. Super Combo #1 is primarily useful against ground opponents, although it will hit jumpers. His second Super Combo has very low effectiveness versus other attacks.

- Yoga Fire**  
D,DF,F+Punch
- Yoga Flame**  
B,DB,D,DF,F+Punch
- Yoga Blast**  
F,DF,D,DB,B+Kick
- Air Drill**  
D+(Fierce/Short/Forward/Roundhouse)
- Teleport**  
F,D,DF+all punches  
or  
F,D,DF+all kicks
- Super Combo #1**  
D,DF,F,D,DF,F+Punch
- Super Combo #2**  
D,DF,F,D,DF,F+Kick



# DHALSIM

# SAKURA



Not only does she have control over the distance of her fireballs, but she can also control the size. By tapping Punch Up an additional two times after the initial Punch for fireball motion, the size of the fireball will increase. The largest of the sizes (two additional punches) is effective for tagging flying opponents. Her Dragon Punch takes a few steps forward before striking. Use lower punches for shorter distances. Her Hurricane Kick almost brings shame to Ryu and Ken's; excellent to use on counter attacks. Use this for trapping characters who haven't figured out the one or two moves that cancel it. Her second Super Combo is an interesting and deadly sweep blitz.

- Overhead Attack**  
F+Forward Kick
- Fireball**  
D,DF,F+Punch
- Dragon Punch**  
F,D,DF+Punch
- Hurricane Kick**  
D,DB,B+Kick
- Super Combo #1**  
D,DF,F,D,DF,F+Punch
- Super Combo #1**  
D,DF,F,D,DF,F+Kick
- Super Combo #2**  
D,DB,B,D,DB,B+Kick



# ARCADE VS. HOME PLATFORMS

The two home versions, PS and Saturn, are very similar to the arcade. Where the PS is mostly the same, some of the parallax has been taken out. The Saturn seems as though some animations are missing and the characters are sized differently. However, each version has some new features: The coolest of which is the Training Mode. In this mode, you fight against a computerized opponent that will either just stand, crouch or jump while waiting for you to attack; then block after the first hit. Here you cannot only practice combos, but also create new ones.



The home versions of Street Fighter Alpha are nearly identical in appearance.



The Training Mode is a cool new feature where the computer will simply let you practice techniques by letting you attack then block after the first hit.

There is obviously a Vs. Mode (human and computer) and options you can change, including the difficulty, time limit, number of rounds,



To counter a throw, simply throw your opponent the instant you get thrown. If successful, you will be awarded a Tech Bonus.

## Neck Kicks/Crossovers:

This technique allows you to tamper with your opponent's blocking by jumping over your opponent's head, hitting him/her behind his/her block, then landing on the other side. If your opponent doesn't block the opposite direction, this is a guaranteed hit and can be used to set up deadly combos.

Notice in the two pictures (above)

that Ken jumps over his opponent, hitting him behind his block on the way down. The only way this can be countered is to block the other way (see right).



For some characters you can increase the number of hits of his/her super moves by rapidly pressing all three Punch/Kick buttons.

your opponent he/she sucks. (This can only be done once per round.)

## BUFFERING

Buffering is a technique that allows you to execute certain combos. You can do this by starting your joystick motions while another move is going on. For instance, you can start doing a Dragon Punch before Ken or Ryu get off the ground. If you finish the move as you get up, you will do an immediate Dragon Punch. Also, you can buffer moves by starting the motions of a special move, hitting and holding your Punch/Kick button halfway through the move, then releasing it as you complete it. For example, if you are doing Ken's fireball and you hit D, DF+Punch (and hold Punch), F and release Punch, you'll do an uppercut followed by a fireball. Also, when doing Supers, you have to buffer them the same way, but you must do half of the motion before pushing and holding a button. For example, Ken can do an Uppercut Super Dragon Punch by pressing D, DF, F, D + H.B. DF, F + R.B.

Charge B, F Moves  
Charge B/DB, H.B., F+R.B. and hit move button again.

D, DF, F and D, DB, B Moves  
Down, H.B., DF, F+R.B  
Down, H.B., DB, B+R.B

Charge D, U + Punch/Kick Moves  
Charge D, H.B., U + R.B., Punch/Kick

After you whale on your opponent with some explosive combo, you can taunt him/her as he/she is lying on the ground by pressing your *Select* button. Basically, this is like telling



When your character is falling, you can press B, DB, D+Punch to make him/her roll to his/her feet.

## Overhead Hits:

An Overhead Hit is a move that is done on the ground and will go over a crouching opponent's block. These moves must be blocked high.

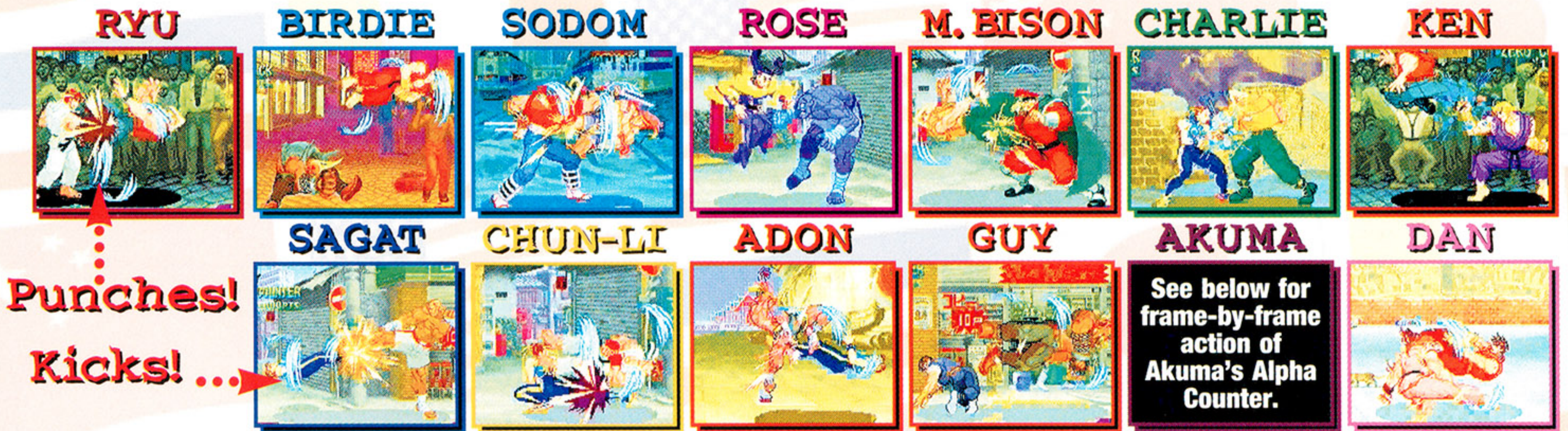




# ALPHA COUNTERS

Street Fighter Alpha introduces a new feature called an Alpha Counter. The second after you block your opponent's hit, you can perform an Alpha Counter by pressing B, DB, D+any Kick or Punch (depending on the character). This will make your

character swat your opponent's attack out of the way while countering with one of his or her special moves. (Look below for a list of which characters use Punch and which characters use Kick to perform their Alpha Counter.)



To perform an Alpha Counter, watch for your character to go into his/her block and then press B, DB, D + Punch/Kick.

## INFLECTING PAIN

To Super move, the power bar must either read Level 1, 2 or 3. Each of these levels represents the amount of damage done to your opponent (with Level 3 obviously doing the most). To do a Level 2 or 3 move, simply press two or three Punch/Kick buttons when doing a super move. Also, you need at least a Level 1 rating to do an Alpha Counter.

**U:** Up, **UB:** Up and Back, **B:** Back, **DB:** Down and Back, **D:** Down, **DF:** Down and Forward, **F:** Forward, **UF:** Up and Forward, **J:** Jumping, **C:** Crouching, **S:** Standing, **Charge:** means to hold for two seconds. **Kick:** means you can use any of the kick buttons. **Punch:** means you can use any of the Punch buttons. **A:** Player one push Left and player two push Right.

**Head-buttt Rush: Charge B, F + Punch**  
Use this in close and use the jab to ensure yourself the best opportunity for inflicting pain.

**Turn-Around Head-buttt: Hold down two Punch or Kick buttons**  
If charging this with the Punches, you can still Kick and vice versa. Also you can charge two of these at once; while holding the buttons down longer, it increases the amount of damage.

**Chain Slam: F, DF, D, DB, B, UB, U, UF + Punch or reverse + Punch**  
This move is best utilized if you play in a cheap manner and grab a blocking opponent.



### COMBOS!!!

**J. Fierce + C. Fierce + Head-buttt Rush**  
**J. Roundhouse + S. Short + S. Fierce**

### CHAIN MOVES

**C. Jab, C. Short**  
**S. Short, S. Fierce**

**Super Chain Slam**  
D, DF, F, D, DF, F+Kick  
Each level increases the amount of damage done.

The distances for this move are as follows:  
Jab=Close-in  
Short=Half-screen away  
Roundhouse=Past half

**Super Head-buttt Rush**  
Charge B, F, B, F+Punch  
Level 1: three Head-buttt Rushes  
Level 2: four Head-buttt Rushes  
Level 3: three Head-butts + two HRs

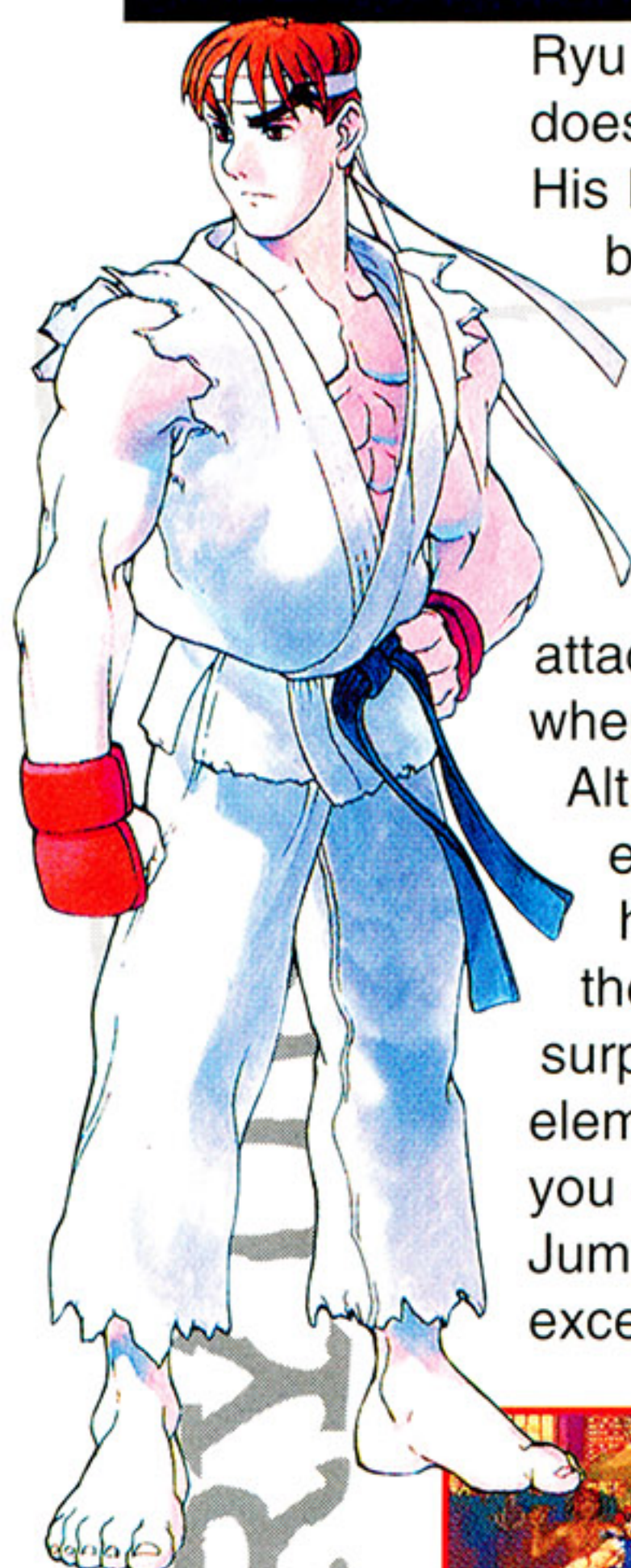
Because this Super is so slow, you'll want to use this against an opponent's mistake.

Birdie's power comes from his size; however, this causes him to be very slow which is a great weakness. As a result of his speed, you have to fight Birdie defensively. You'll find that his Head-buttt Rush and Turn-Around Head-buttt are virtually invincible, while his Super Chain Slam is a great counter to projectiles. If you find your opponent jumping away from you, use a Fierce Head-buttt Rush for a guaranteed hit. Additionally, you can use a Jumping Strong or Jumping Roundhouse as a Neck Kick.



# BIRDIE BIRDIE BIRDIE





Ryu has always been a formidable fighter, which doesn't change in Alpha. His Dragon Punch should be the main weapon of attack, and you'll find that you can get it off given just the slightest pause between your opponent's attacks. Also, be careful when using fireballs. Although they can be very effective, each character has a counter, so use them as an element of surprise—not as your main element for attack. Finally, you can do Neck Kicks using his Jumping Forward, which is an excellent way to set up combos.



**Super Hurricane Kick**  
D, DB, B, D, DB, B+Kick

Level 1: four hits  
Level 2: eight hits  
Level 3: 12 hits



This has limited range, but will do massive damage. Make sure you hit your opponent when he/she is on the ground.

**Super Fireball**

D, DF, F, D, DF, F+Punch

Level 1: three hits  
Level 2: four hits  
Level 3: five hits



This will go through projectiles, so it is an excellent counter. You can also tack it on the end of a combo.



**CHAIN MOVES**

- C. Short, C. Roundhouse
- S. Jab, S. Strong, S. Fierce
- S. Jab, C. or S. Strong, C. Roundhouse
- C. Jab, C. Forward, C. Roundhouse

**Fireball: D, DF, F + Punch**

Throw fireballs slow, fast, slow, fast.

**Hurricane Kick: D, DB, B + Kick**

This can go over all projectiles except Rose's, Bison's and Sagat's high fireball.

**Overhead Punch: F, F + Strong**

This should be used against a crouching opponent.

**Spin Kick: F, F + Forward**

Use this to push your opponents back into the corner. This will hit a crouching opponent.

**Dragon Punch: F, D, DF + Punch**

You'll want to throw the Dragon Punch as late as possible to inflict the most damage on your opponent.

**COMBOS!!!**

- J. Roundhouse + C. Short + C. Short + C. Forward + Fireball or Super Fireball
- J. Roundhouse + C. Short + C. Fierce + Hurricane Kick or Super Hurricane Kick
- J. Roundhouse, C. Strong, C. Forward, Fireball or Super Fireball
- J. Roundhouse, C. Short, C. Short, C. Forward, C. Roundhouse

**ADON ADONADONADONADON**

**Super Jaguar Kick**

D, DB, B, D, DB, B+Kick

Level 1: three hits  
Level 2: four hits  
Level 3: six hits



This is good as an anti-air and fireball attack. However if you're too close, you'll go over your opponent's head.

**Super Dashing Punch**

D, DF, F, D, DF, F+Punch

Level 1: four hits  
Level 2: six hits  
Level 3: seven hits

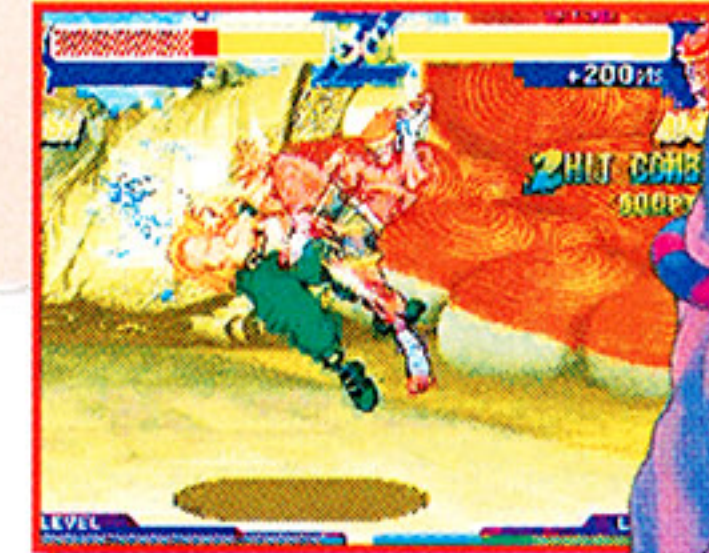


This will go through projectiles, so it is an excellent counter. You can also tack it on the end of a combo.

**CHAIN MOVES**

- S. Jab S. Strong, S. or C. Roundhouse

Adon lacks the speed of a Ken or Guy; therefore, you'll want to fight him rather defensively. His Jaguar Kick and Jaguar Tooth are excellent for going over fireballs, while his Jaguar Knee is great for both knocking people out of the air and as a Wake-up attack when getting off the ground. Finally, use his Jumping Forward as a Neck Kick.



**COMBOS!!!**

- J. Roundhouse + C. Strong + C. Fierce + Super Dashing Punch
- J. Roundhouse + C. Jab + C. Strong + Jaguar Knee
- J. Roundhouse + C. Jab + C. Strong + C. Roundhouse
- J. Roundhouse + C. Strong Super Dashing Punch

**Front Kick: DF + Forward**

This is effective as an anti-air attack, and you should use it if you can't get off a Jaguar Knee.

**Jaguar Tooth: F, DF, D, DB, B + Kick**

This is another anti-fireball move, and it can also work against an opponent attacking from the air.

**Jaguar Kick: B, D, DB + Kick**

The strong is good for going over projectiles; while the fierce is effective against close-in attackers.

**Jaguar Knee: D, DF, F, UF, U + Kick**

The Jaguar knee is Adon's best anti-air move, and works best when underneath your opponent.





# CHARLIE CHARLIECH



You can fight with Charlie almost exactly like Guile, except there's a greater delay after a Sonic Boom. Also, adapt an offensive approach or you'll find yourself constantly getting whaled on by your opponent. Use Flying Forward as a Neck Kick to help you do this.



### Super Kick

Charge B, F, B, F+Kick

Level 1: four hits  
Level 2: five hits  
Level 3: six hits



This super has excellent range, and at Level 2 or 3 it will go through projectiles.

### Super Flash Kick

Charge D, DB, DF, DB, U+Kick

Level 1: five hits  
Level 2: seven hits  
Level 3: nine hits



This cannot be air blocked, so it is a great anti-air move. Also, at Level 3 it will suck your opponent in from afar.

### Super Sonic Booms

Charge B, F, B, F+Punch

Level 1: two projectiles  
Level 2: three projectiles  
Level 3: four projectiles



These Sonic Booms are useful at the end of a combo, and if you press Punch repeatedly, you'll throw extra projectiles.

## CHAIN MOVES

C. Jab, C. Short, S. or C. Strong, S. Fierce  
C. Jab, S. or C. Strong, S. Fierce

## COMBOS!!!

J. Roundhouse, C. Short, C. Strong, Sonic Boom (Super) or Flash Kick (Super)  
J. Fierce + S. Jab + S. Strong + Super Sonic Boom  
J. Roundhouse + C. Jab + C. Forward + Super Flash Kick

### Jumping Back Kick: F or B + Forward

You can do this move and charge at the same time. Also, it is an overhead hit.

### Stepping Side kick: F or B + Roundhouse

Good for pushing opponents away.

### Flash Kick: Charge D, U + Kick

Not much different than in previous editions.

### Sonic Boom: Charge B, F + Punch

Guy, Rose and Sodom can slide under all but the slow ones.

### Air Throw: In the Air press F + Strong/Fierce

You must be the second person in the air.

When playing Chun-Li, you'll want to play mostly on the ground. Use her Kikkoken to keep people guessing and constantly keep attacking with C. Roundhouse or C. Forward. Also, utilize her Rising Spin Kick and Spin Kick as counter moves, while jumping at your opponent sparingly. The hang time on her jump is her greatest weakness.

### Super Lightning Kicks

Charge B, F, B, F+Kick

Level 1: five hits  
Level 2: six hits  
Level 3: seven hits



These kicks can go through all projectiles. However, she can be hit out of these with a slide type move.

### Super Spinning Air-Kick

Charge D, DB, DF, DB, U+Kick

Level 1: five hits  
Level 2: six hits  
Level 3: seven hits



Use this at close range and try to hit your opponent when he/she is on the ground to inflict the most damage.

### Super Kikkoken

D, DF, F, D, DF, F+Punch

Level 1: five hits  
Level 2: seven hits  
Level 3: 10 hits



This is a good anti-air move, and it is extremely powerful. Watch out though, because her feet can be swepted.

## CHAIN MOVES

S. Jab, S. Strong, S. Fierce  
S. Jab, C. or S. Strong, C. Roundhouse

## COMBOS!!!

J. Fierce, S. Jab, S. Strong, S. Fierce  
J. Fierce + C. Forward + Rising Spin Kick  
J. Roundhouse, C. Jab, S. or C. Strong, Kikkoken  
J. Roundhouse + S. Jab + C. Strong C. Roundhouse  
J. Fierce + S. or C. Jab + S. or C. Strong + Super Kikkoken  
J. Fierce + Super Lightning Kicks + Super Kikkoken + Super Spinning Air kick

### Kikkoken: Charge B, F + Punch

Use this much like you would Guile's Sonic Boom.

### Knee Flip: DF + Roundhouse

It's excellent as a Neck Kick or for going over projectiles.

### Stomp: In Air D + Forward

You can chain three of these in a row, and they'll knock down your opponent.

### Lightning Kicks: Press Kick Rapidly

Best used on a cornered opponent.

### Rising Spin Kick: Charge D, U + Kick

This move is one of the best Anti-air moves in the game.

### Spinning Kick: F, DF, D, DB, B + Kick

This will go over projectiles and super projectiles. Also, it's an overhead hit.

# CHUN-LI CHUN-LI CHUN-LI CHUN-LI



# KEN KEN KEN KEN

## Super Dragon Punch

D, DF, F, D, DF, F+Punch

Level 1: four hits  
Level 2: six hits  
Level 3: eight hits



Although this has good range, it isn't very strong. Make sure you hit your opponent when he/she is on the ground.

## Vacuum Dragon Punch

F, D, DF, F, D, DF+Kick

Level 1: six hits  
Level 2: 10 hits  
Level 3: 14 hits



This has no range, but it is extremely powerful. Hit Kick repeatedly to do more damage.

Ken's strength lies in his speed, so use an offensive fighting style, never giving your opponent a chance to breathe. If you master the Dragon Punch, you'll have a definite advantage over your opponent because he or she won't be able to move without the fear of the Dragon. Additionally, like Ryu, he can do a Neck Kick using a Jumping Forward.

## CHAIN MOVES

S. Jab, S. Strong, C. Roundhouse  
C. Jab, C. Short, S. Forward  
C. Short, C. Forward, C. Roundhouse  
C. Jab, C. Jab, C. Jab, any Kick  
C. Short, C. Short, C. Short, any C. Kick  
C. Jab, C. Short, C. Forward,  
C. or S. Roundhouse



### Neck Kick: F, F + Forward

Used as an overhead attack or an anti-air attack. Does two hits.

### Dragon Punch: F, D, DF + Punch

Just like Ryu's, but does more damage. It is possible to do Wake-up Dragon Punches

### Fireball: D, DF, F + Punch

Throw these Slow, Fast, Slow, Fast...

### Air Throw: In Air, F + Fierce/Strong

You must be the second person in the air to use this move.

### Ground Roll: D, DB, B + Punch

Use to go under Fireballs, some Supers, and useful in getting to the other side of opponents.

### Hurricane Kick: D, DB, B + Kick

This can go over all projectiles except Rose's, Bison's and Sagat's high fireballs.

## COMBOS!!!

You can use any chain not ending in a knock down, and add any move onto it. (If you miss with the last hit, take one of the moves out of the chain.)

- J. Fierce + S. Jab + S. Short + S. Forward + Any Move
- J. Fierce + C. or S. Jab + C. Strong + Any Dragon Punch
- J. Fierce + C. Short + C. Short + Any Dragon Punch
- J. Roundhouse + C. Fierce + Any Dragon Punch



## COMBOS!!!

- J. Roundhouse + C. Jab + S. Strong + S. Fierce + Dash Kick
- J. Roundhouse + C. Short + C. Short + Super Dash Kick
- J. Roundhouse + C. Short + C. Forward + Running Slide
- J. Roundhouse + C. Short + C. Forward + Bushin (Hurricane Kick)

Guy is perhaps the hardest character to use, but he can be extremely powerful if one can master his speed.

However, to perform this move, you'll have to fight him completely offensively, which is best accomplished by staying in close and attacking with a nonstop barrage of attacks. Mix up the order of your moves, attacking high and low, while using a Jumping Forward for a Neck Kick.

## CHAIN MOVES

S. Jab, S. Strong, S. Fierce, S. Roundhouse  
C. Short, S. Strong, S. Roundhouse, C. Roundhouse  
C. Short, C. Forward, C. Roundhouse

### Bushin (Air Suplex): D, DF, F, Punch, Punch

The Fierce is the best one to use, and it works great against projectile moves. Also, if you press Punch from a distance, you'll do an elbow, while in-close you'll throw. The throw works great against Supers.

### Overhead Elbow: F + Strong

This is an overhead hit.

### Dash Kick: D, DF, F + Roundhouse, Kick

Use this overhead hit with an S. Fierce to help dizzy your opponent.

### Run: D, DF, F + Short, Kick

Run in, stop short of an opponent's attack, and then counter.

### Running Slide: D, DF, F + Forward, Kick

This will go under Charlie's Sonic Boom and Rose's Soul Spark.

### Flip Kick: DF + Roundhouse

This kick has great priority over other moves you wouldn't think of.

### Bushin (Hurricane Kick): D, DB, B + Kick

You can use this move much like the Dragon Punch.

## Super Dash Kick

D, DF, F, D, DF, F+Kick

Level 1: four hits  
Level 2: six hits  
Level 3: seven hits



The Super Dash Kick is very effective as a Wake-up move, and it has excellent range. This is the better of the two.

## Super Air Punch

D, DF, F, D, DF, F+Punch

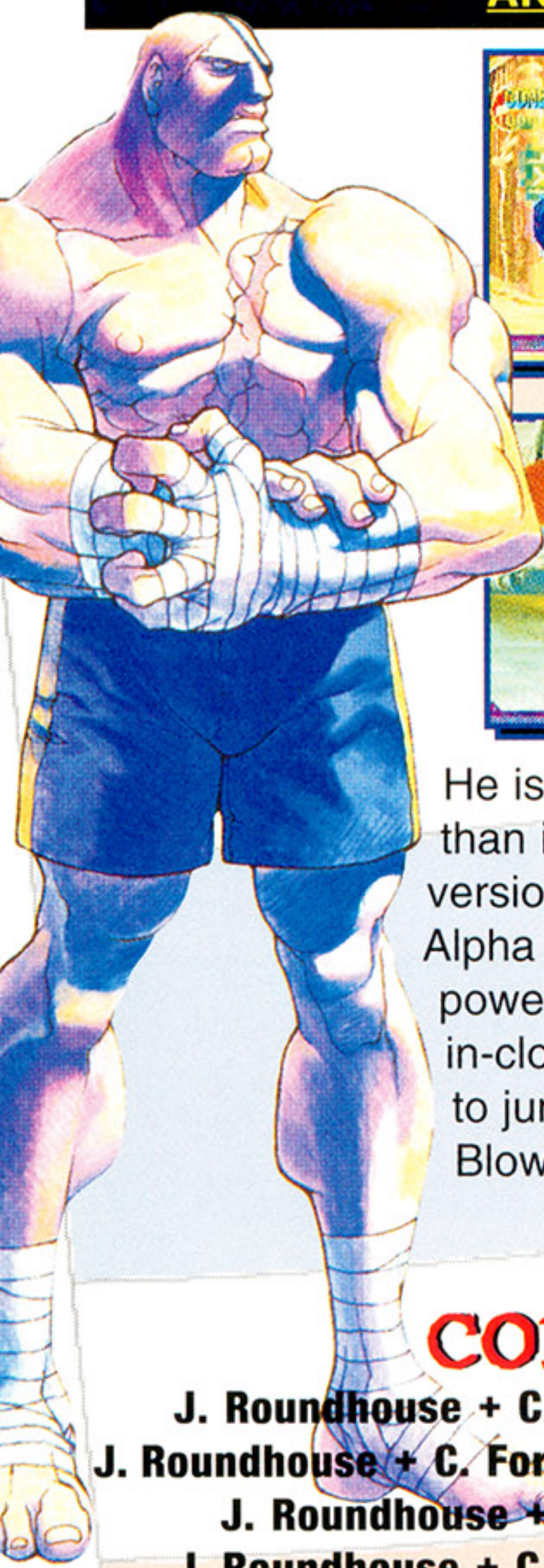
Level 1: four hits  
Level 2: five hits  
Level 3: six hits



When performing a Level 2 or 3 Super, you must push your Punch button twice to initiate this move.







He isn't much different than in the previous version, but his size in Alpha increases his power. Fight offensively at a distance with an occasional in-close attack. Use your fireballs to get your opponent to jump and then hit him with a Tiger Crush or Tiger Blow. You can Neck Kick using a Flying short.

**Tiger Raid**  
D, DB, B, D, DB, B+Kick  
Level 1: five hits  
Level 2: six hits  
Level 3: seven hits



This is best utilized at the end of a combo. It has good range, but is more effective close.

**Tiger Genocide**  
D, DF, F, D, DF, F+Kick  
Level 1: five hits  
Level 2: nine hits  
Level 3: 13 hits



His Tiger Genocide will go through projectiles, and it does the most damage when used at close range.

**Super Tiger Shot**  
D, DF, F, D, DF, F+Punch  
Level 1: four hits  
Level 2: five hits  
Level 3: six hits



Use this super just like Ryu's Super Fireball; however, be careful because it will go over crouching opponents.

**COMBOS!!!**

- J. Roundhouse + C. Forward + Tiger Genocide
- J. Roundhouse + C. Forward or C. Strong + Tiger Blow
- J. Roundhouse + C. Forward + Tiger Raid
- J. Roundhouse + C. Forward + Low Tiger Shot
- J. Roundhouse + S. Jab, S. Strong + Tiger Crush

**CHAIN MOVES**

- S. Jab, S. Strong, S. Roundhouse
- S. Jab, S. Strong, C. Roundhouse

**Low Tiger Shot: D, DF, F + Kick**    **High Tiger Shot: D, DF, F + Punch**

These should be thrown Slow Low, High Fast, Slow Low, High Fast. Make sure you throw these from a distance.

**Tiger Blow: F, D, DF + Punch**

There is little difference in the damage amount between the Fierce and Jab.

**Tiger Crush: F, D, DF + Kick**

An excellent air defense move; while the Roundhouse will go over projectiles.

**GATSAGATSAGATSAGAT**

**Aura Soul Spark**

D, DB, B, D, DB, B+Punch  
Level 1: three hits  
Level 2: six hits  
Level 3: nine hits



Use this like Ryu's Super Fireball. Also note that at Level 3, this can go through Super projectiles as well.

**Soul Illusion**

D, DF, F, D, DF, F+Kick  
Level 1: five sec image  
Level 2: six sec image  
Level 3: nine sec image



When you use this, you won't want to knock your opponent down or you'll waste time in which you could be destroying him/her.

**Aura Soul Throw**

D, DF, F, D, DF, F+Punch  
Each level just increases the damage, not the number of hits.



This move is extremely powerful and should be used every time your opponent gets the guts to jump at you.

**CHAIN MOVES**

- C. Jab, C. Short, C. Forward, C. Roundhouse
- C. Jab, C. Short, C. Roundhouse
- C. Jab, C. Jab, S. Fierce
- C. Jab, C. Jab, C. Forward, C. Roundhouse

Rose fights in some ways like Ryu and others like Guile; therefore, you can implement both types of techniques in your fighting style. Use her reflects and slide to keep people guessing. Also use her Jumping Forward as a Neck Kick.

**COMBOS!!!**

- Soul Illusion Lvl1 + J. Fierce + S. Fierce + Aura Soul Spark Lvl2
- F. Roundhouse + C. Jab + C. Fierce + Aura Soul Throw Lvl2 or 3

**Soul Absorb: D, DB, B + Jab**    **Soul Reflect Horizontally: D, DB, B + Strong**    **Soul Reflect Diagonally Up: D, DB, B + Fierce**

After you use one of these, follow it in for an attack much like you would with Guile. Also, you can use these as anti-air moves because her shawl will do damage.

**Soul Spark: B, DB, D, DF, F + Punch**

This is a powerful move because you can hit people with her shawl as well as the Soul Spark.

**Slide Kick: DF + Forward**

This won't go under projectiles, but it is very powerful.

**Soul Throw: F, D, DF + Punch**

Use this just like a Dragon Punch to counter air attacks.

**ROSE**





# SODOMSODOMSODOM



Although Sodom often gets passed by, he is a very powerful character. His strength lies in his throws and speed.

You'll want to use him mainly on defense, although you'll catch your opponent off guard by going on the attack. Use his slide to go under all projectiles: including Sagat's Low Tiger Blow. Also, a Jumping Short or Forward will work excellent as a Neck Kick.



## CHAIN MOVES

- S. Jab, S. Forward, S. Roundhouse
- S. Jab, S. Strong, C. Roundhouse
- S. Short, S. Forward, S. Roundhouse
- S. Short, S. Forward, C. Roundhouse

**Tengu Walk: B, DB, D + Kick**  
Be careful because the beginning animations of this move will key your opponent to its existence.

**Power Bomb: D, DF, F, UF + Punch**  
This move cannot be blocked.

**Jitte Slice: F, D, DF + Punch**  
Use the Strong and Fierce version against air attacks.

**Carpet Bomb: D, DF, F, UF + Kick**  
Unlike the Power Bomb, this move can be blocked.

## COMBOS!!!

- J. Roundhouse + S. Short + S. Forward + S. Roundhouse + Carpet Bomb
- J. Roundhouse + S. Jab + Super Jitte Slice
- J. Roundhouse + S. Roundhouse + Carpet Bomb

**Super Jitte Slice**  
F, D, DF, F, D, DF+Punch  
Level 1: three hits  
Level 2: six hits  
Level 3: seven hits

His Super Jitte Slice will go through projectiles when used at levels 2 or 3.

**Super Power Bomb**  
(F, DF, D, DB, B, UB, U, UF) x2+Punch  
Each level increases the number of bombs on screen.

This Super is best used after a jumping attack because Sodom can easily be hit out of his run.

**Fireball: D, DF, F+Punch**  
This fireball doesn't travel across the screen; therefore it is best used to stop other fireballs or in combos.

**Gale kick: D, DB, B+Kick**  
Each level will do a different amount of damage, and the short is excellent for going over fireballs.

**Dragon Punch: F, D, DF+ Punch**  
Dan's Dragon Punch is just like Ryu's except you're not invisible during the first few frames of animation.

## CHAIN MOVES

- S. Jab, S. Strong
- C. Jab, C. Strong
- C. Jab, C. Short

## COMBOS!!!

- J. Roundhouse + S. or C. Fierce + Any Dragon Punch
- J. Fierce + S. Jab + S. Strong Super Fireball
- J. Fierce + C. Jab + C. Short + Gale kick or Desperation

**Super Fireball**  
D, DF, F, D, DF, F+Punch  
Level 1: three hits  
Level 2: four hits  
Level 3: five hits

The level used will determine the distance the fireball travels, with Level 3 obviously traveling the farthest.

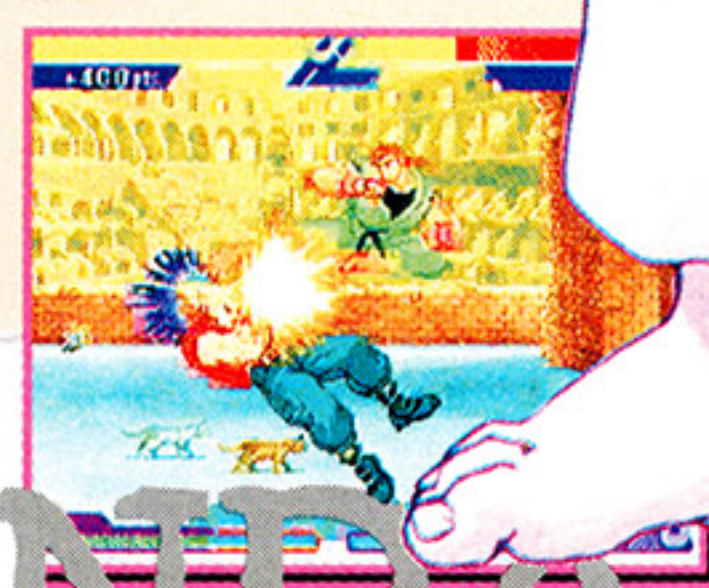
**Super Dragon Punch**  
Charge D, DB, DF, DB, U+Kick  
Level 1: four hits  
Level 2: five hits  
Level 3: six hits

The Level 3 is the only one that travels across the screen; therefore, try to use this against an opponent who is cornered.

**Desperation**  
D, DF, F, D, DF, F+Punch  
Level 1: four hits  
Level 2: seven hits  
Level 3: 12 hits

This is the best of his three combos. It is very powerful with Level 3 taking away about half your opponent's energy bar.

Dan can be fought almost exactly the same as Ryu and Ken; however, you must remember that his fireball doesn't go across the screen. As a result of this, you must fight with Dan very defensively, using his Gale Kick and Dragon Punch to keep opponents on their toes.



# DANDANDANDANDAND

**DAN CODE PLAYSTATION:** Go to the ?, Hold L2, L1, and Select, Press, Triangle, Square, X, O, Triangle



**Dragon Punch: F, D, DF + Punch**  
Nothing new here.

**Ground Roll: D, DB, B + Punch**  
The hop before this move is deadly to Akuma, but the roll will go under projectiles.

**Red Fireball: B, DB, D, DF, F + Punch**  
Because of the initial delay, this is easy to see coming. However, it will hit three times.

**Hurricane Kick: D, DB, B + Kick**  
Can hit opponents in the air after they have been hit.

**Teleport Forward: F, D, D + all 3 Kick (Short) or Punch (Long)**    **Teleport Backward: B, D, DB + all 3 Kick (short) or Punch (long)**

The teleports enable you to get away from your opponent. Especially useful if you're trapped in the corner.

**Leaps: D, DF, F, UF + Punch + Punch (Demon Punch)**  
**D, DF, F, UF + Punch + Kick (Suicide Kick)**  
**D, DF, F, UF + Punch, when close; F + Fierce Punch (Air Throw)**  
**D, DF, F, UF + Punch, when close; F + Kick (Air Throw)**  
**D, DF, F, UF + Punch (Slide)**

These are just like Ryu's leaps, however Akuma is much slower.

**Fireball: D, DF, F + Punch**  
Same old fireball but a better recovery time.

**Spin Kick: F + Forward**  
This mirrors Ryu's Spin Kick.

**Diving Kick: In air, DF + Forward**  
Useful for going over projectiles.

**Air Fireball: In air, D, DF, F + Punch**  
Useful for pushing your opponent away from you.

**Overhead Knife Hand: F + Strong**  
Just like Ryu's Overhead Punch.

**Super Air Fireball**

In Air, D, DF, F, D, DF, F+Punch

Level 1: four hits  
Level 2: five hits  
Level 3: eight hits

This fireball can be air blocked and is just like every other Super Projectile.

**Raging Demon**

Jab, Jab, F, Short, Fierce

This can only be done when the power bar is at Level 3.

This is best used as your opponent is getting up off the ground.

**Super Dragon Punch**

D, DF, F, D, DF, F+Punch

Level 1: four hits  
Level 2: six hits  
Level 3: eight hits

Identical to Ken's Super.

**Super Fireball**

D, DB, B, D, DB, B + Punch

Level 1: 4 hits  
Level 2: 6 hits  
Level 3: 8 hits

Just like Ryu's, but more powerful.

**CHAIN MOVES**

Same as Ryu



**COMBOS!!!**

- J. Fierce, S. Jab, S. Jab, C. Roundhouse, Super Fireball
- At about 1/3 to 1/2 a screen distance away do a jumping Jab-Air Fireball, then jump in with a Strong-Air Fireball, C. Jab, C. Fierce, Short-Hurricane Kick, Super Dragon Punch.

**M. BISON M. BISON**



**COMBOS!!!**

- J. Roundhouse + C. Strong + Psycho Crusher
- J. Roundhouse + C. Jab + Psycho Shot

With the addition of a fireball, M. Bison becomes extremely powerful. He can be used much like old Guile, and his speed makes this extremely deadly. The only move to watch out for is his slide because if you miss, the delay will cause you to be destroyed. You'll want to take advantage of his Super Psycho Shot because this is the most powerful move in the game. Also, he has no chain moves, and you can use a jumping short to do Neck Kicks.



**Teleport: (F, D, DF) + all three Punches (Long) or three Kicks (Short)**

This move will help get you away from your opponent; however, be careful because Bison can be hit out of it pretty easily.

**Demon Stomp: Charge D, U + Kick**

This is an overhead hit, and pressing Punch after the Kick will cause Bison to attack again.

**Demon Flight: Charge D, U + Punch**

Push Punch again when you're in the air, and Bison will come down on his opponent.

**Double Knee Press: Charge B, F + Kick**

Bison can be jabbed out of this fairly easily.

**Psycho Shot: Charge B, F + Punch**

Throw a jab psycho shot and follow it in.

**Psycho Crusher**

Charge B, F, B, F+Punch

Level 1: four hits  
Level 2: six hits  
Level 3: eight hits



This goes through fireballs, works great as a counter air move, does massive damage, but you can be hit out of it.

**Super Knee Press**

Charge B, F, B, F+Kick

Level 1: four hits  
Level 2: six hits  
Level 3: eight hits



At Level 2 or 3 this move can go through projectiles, but you're better off using the Psycho Crusher.



# ULTIMATE MORTAL KOMBAT

# LINK3 COMING HOME TO A SATURN NEAR YOU

You can expect to see an exceptional reproduction on the Saturn with all the moves, codes and secrets in perfect detail, as well as a few extra options. Look for this latest MK monster in April.



## COMBO THEORY

With the introduction of auto combos (button taps), it seems the infamous MK juggles may not be worth the effort. For example,



Are special move combos really worth the effort?

Scorpion's 7-hit Jump Kick, Teleport, Spear and auto combo is 33 percent damage. However, a simple Turnaround Punch and the same auto combo is also 33 percent! For most characters, the juggles and special moves don't inflict more damage and often do even less. As a result, this new auto combo system may add variety and give rookies a chance, but it is too easy for the damage they do, and it may frustrate some who favor the juggles.

## COMBOS: IN AND OUT

On the following pages there are combos listed for all of the characters. These are in no way their only combos, and they can/should be modified. For instance, if you do a Jump-in Punch before any auto combo, you will increase the damage by about 10 percent. Also, you can usually add two High Punches in where one is given. The combos listed are simply the easiest for the amount of damage done. If you are having trouble doing these combos, simply substitute in an easier move. For example, Ermac's HP, HP, B+LP, B, D, F+LP, Slam, JK, Sweep, can be done HP, HP, B+LP, B, D, F+LP, Slam (Uppercut, Roundhouse, Fireball, etc.).



## COMPUTER A.I.

The computer plays extremely defensively. In fact, you can simply move back, and forth at a certain distance and the computer won't attack unless you get too close. Also, beware of the computer's oh-so-perfect timing and the defensive playing that stops you from jumping or running in at your opponent. You'll

find that the computer falls for certain combos (some that only work on the CPU like Teleport Punch-Spear), loops (walking back and further) and traps.



Tap back and forth to keep the computer still until time runs out.

## ENDING TREASURES

To access the first four icons, you must win on Beginner Mode. Each of the other three gains you two more spots on the bar shown. The final two slots are accessed by winning the big eight-player Tournament Mode.



- Outcome
- Galaga
- Battle with Ermac
- Fight Noob Saibot
- Random
- Fatality Demo 01
- Fatality Demo 02
- Fatality Demo 03
- Fight Noob & Ermac
- Classic Match
- Mega Endurance
- Supreme Demonstration



## ENDURANCE IS BACK

The much liked or dreaded endurance rounds are back! Remember: You only have one energy bar to crush

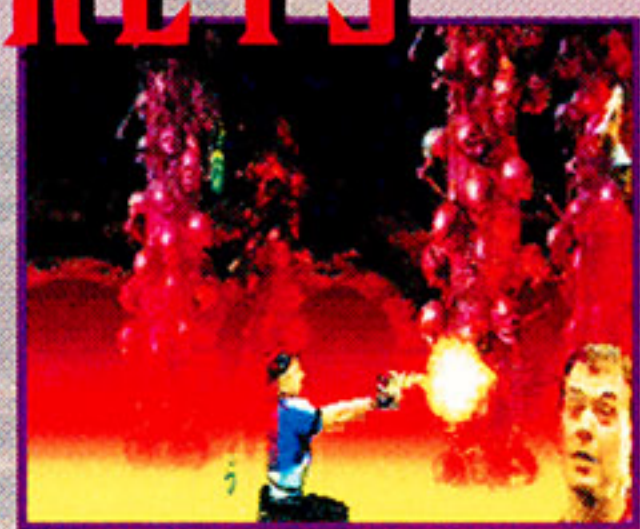
two opponents, so play conservatively, and don't beat yourself by getting too anxious and jumping in.



## HIDDEN SECRETS

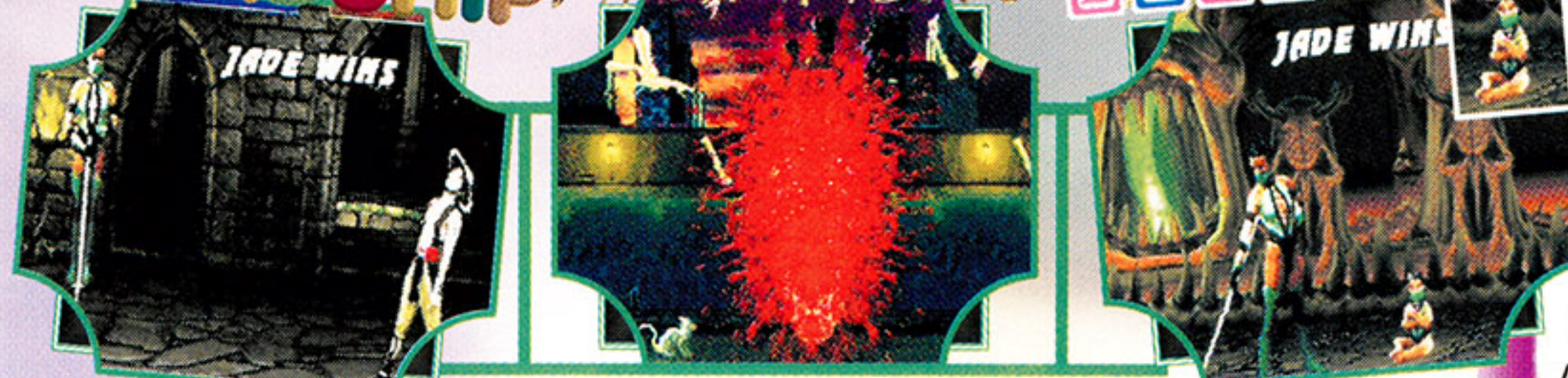


Keep an eye out for the Toasty Man and other playable characters, like Rain and Human Smoke.





**FRIENDSHIP ANIMALITY BABALITY USING HER POWERS**



Her Star attacks are very useful because of the different directions they travel. Use the Boomerang Star to trick opponents. Also, you can use your



**FATALITY**



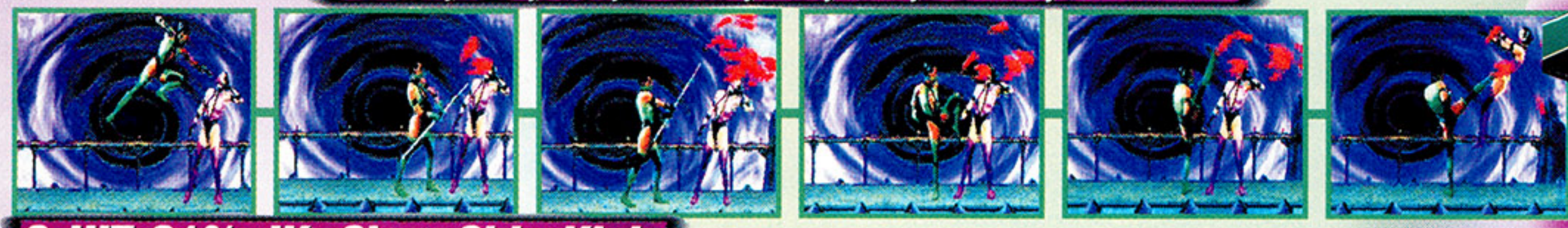
Projectile invincibility to run in and do combos.



**DEFEATING HER POWERS**

Be careful of throwing projectiles from a distance because she can run in and do a combo. Fight her cautiously because her Stars and Invincibility can be used to trick you. Try to force her into doing the Star move or invincibility then attack.

**JP, HP, HP, D+LP, LK, HK, B+LK, B+HK**



**2-HIT 21% JK, Glow Side Kick**



- \* 4-Hit (22%) HP, HP D+LP, D+HP
- \* 4-Hit (23%) HK, HK, D+LK, D+HK
- \* 4-Hit (28%) HK, HK, LK, B+HK
- \* 7-HIT (25%) HP, HP, D+(LP, LK, HK, LK), B+HK

**JADE**

She retains the Invincibility move of MK2, and it is very useful if timed correctly. Her auto combo is long and deadly but tough to do. Her biggest advantage is her ability to throw projectiles and go through them. She is an elusive and tough character.

**FRIENDSHIP ANIMALITY BABALITY USING HIS POWERS**



As in MK2, you can use his quick Teleport Punch to attack or to set up for a run-and-combo technique. He still has his classic



**FATALITY**



combos but the auto jump-in combo does more damage.



**DEFEATING HIS POWERS**

Try to trick him into a Teleport to block then use an uppercut or combo. Also, remember that the Spear is canceled out if you hit it with a projectile at the same time, and he will take more damage. Don't throw too many projectiles, use them to trick a Teleport.

**3-Hit (22%) JK, Teleport, Spear**

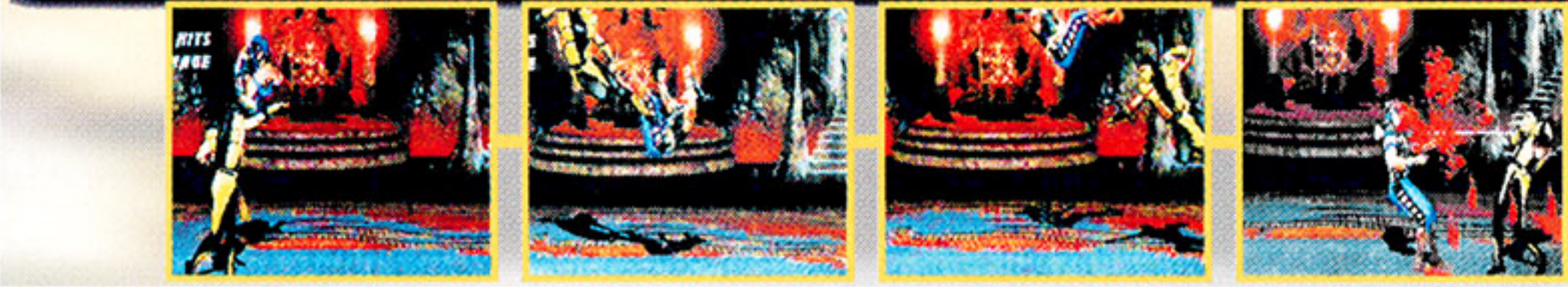


**2-Hit (18%) JK, Spear**



After a Spear or a JP, you can use one of the following options:

**4-Hit (33%) (Airborne opponent) HP, JK, Teleport, Spear**



- \*HP, HP, U+LP
- \*HP, HP, HK, B+LK
- \*HK, HK, LK, LK
- \*HK \*HP \*etc.

**SCORPION**

This old-timer is back with the same moves (minus the Leg Takedown), and he plays just the same. He was a favorite from the last MK, and players will feel right at home with him. Also, his classic combo works great.





# REPTILE

## USING HIS POWERS

He has been vastly improved. His Acid Spit is longer and faster as well as his Energy Ball attacks, which have great juggle possibilities. Use these moves to trap opponents and counter running foes with his Slide.

## BABALITY ANIMALITY FRIENDSHIP

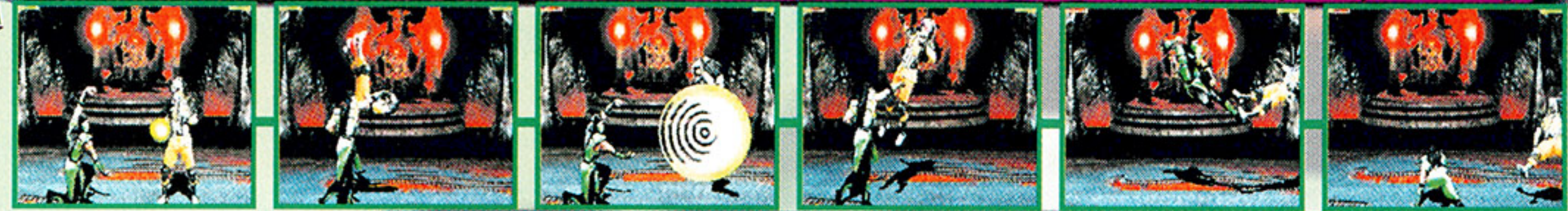


## DEFEATING HIS POWERS

His invisibility is slow, so you won't have to worry about that. Avoid getting pinned with his multiprojectiles. If someone relies on them, prepare to jump in. His Energy Balls leave him wide open for attacks; use this time to jump in and combo off a punch.



## 8-Hit (42%) Slow Forceball, HP, HP, Fast Forceball, HP, HP, JK, Sweep



## 6-Hit (38%) JK, Fast Forceball, HP, HP, JK, Slide



- \*HP, HP, HK, B+HK, JK, Sweep
- \*HP, HP, HK, B+HK, HP, HP, Dash, HP, HP, JK, Slide
- \*Fast Forceball, Slow Forceball, HP, JK, Slide
- \*Slow Forceball, HP, HP, Fast Forceball, HP, HP, Dash, Crouching LP, Uppercut
- \*HP, HP, HK, B+HK, HP, HP, Dash, HP, HP, Dash, Crouching LP, Uppercut

## USING HER POWERS

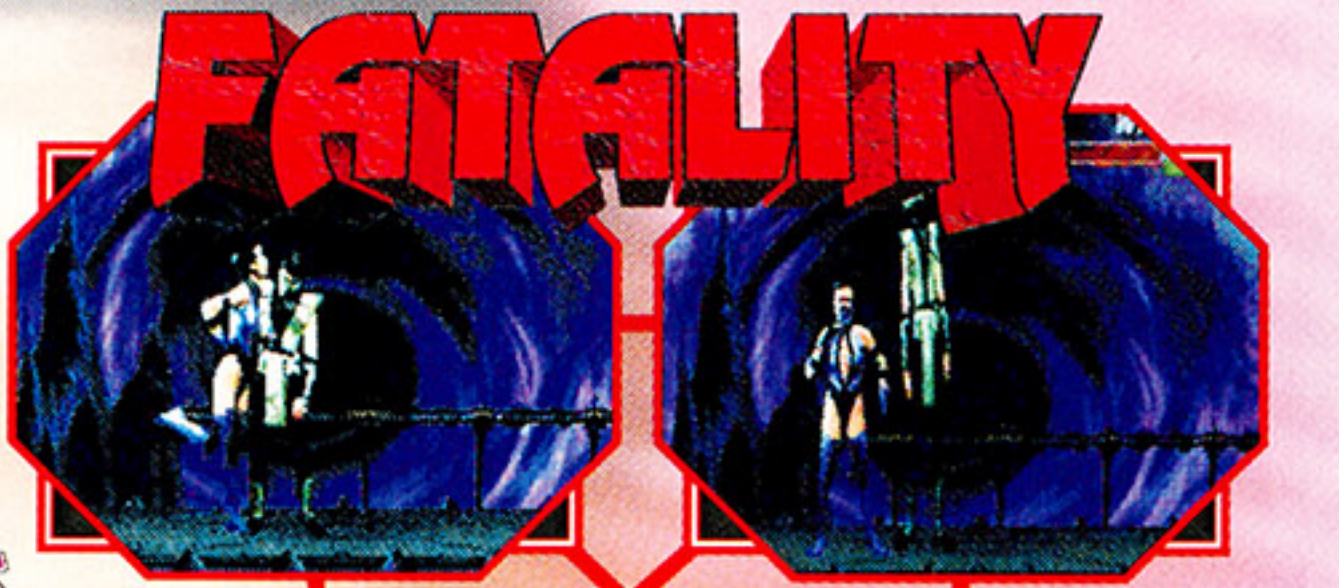
Her best defensive and offensive move is her Fan Toss. This can be done in the air, jumping in or back as well as on the ground. Her Fan Raise is still handy but not worth the effort.

## BABALITY ANIMALITY FRIENDSHIP



## DEFEATING HER POWERS

Her Fan Raise is still a bad thing to run into, but it is a lot easier to avoid getting trapped with. Also, combos from that move are relatively weak. Look out for her Fan Toss that can be done in mid air. In other words, avoid charging in on her!



## 6-Hit (31%) Fan Wave JK, Fan Toss, Run, HP, JK, Sweep



## 4-Hit (36%) JK, Fan Toss, Run, JK, Sweep



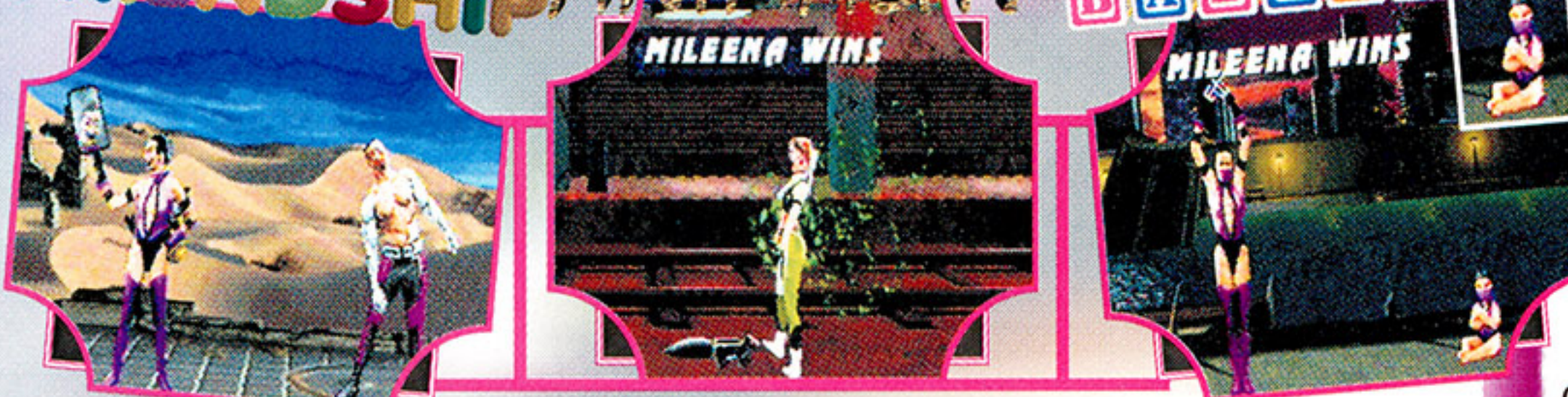
# KITANA

She was one of the MK2 favorites. However, she is not quite as powerful as she once was. She still has a good corner trap and Fan Raise, but now her damage is a lot lower. Also, the Run button makes others as fast as her.

- \*Fan Lift, JK, Fan Toss, Run, HP, Square Wave P, Sweep
- \*Fan Lift, JK, Fan Toss, Run, HP, Square Wave P
- \*JK, Fan Toss, Run, Uppercut



# FRIENDSHIP ANIMALITY BABALITY USING HER POWERS

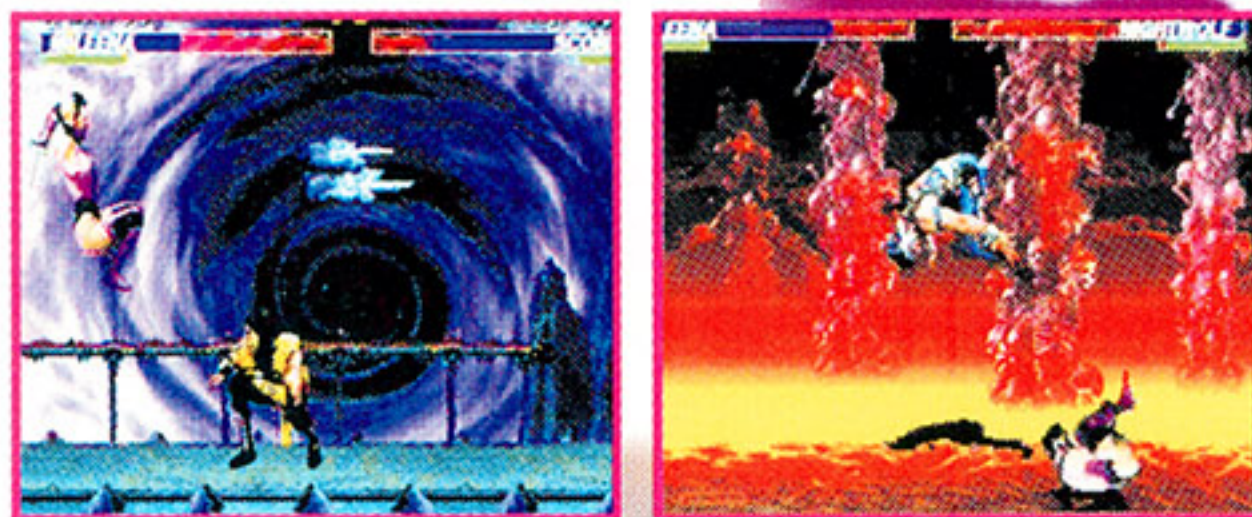
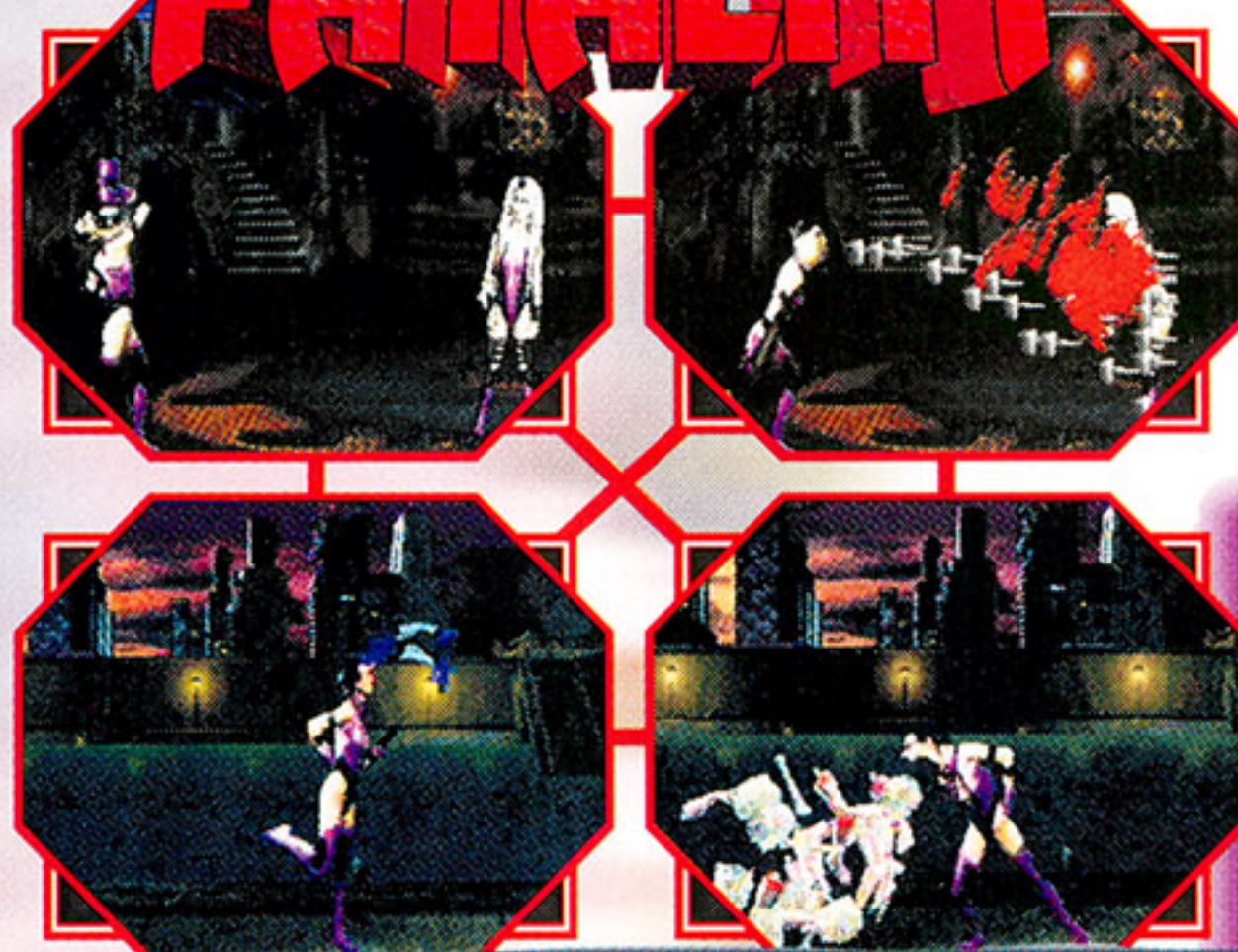


Her Sai Shots aren't as fast as before, but she can still use them in the air. Her moves, such as the Roll and Drop Kick, are great on jumping or projectile-throwing foes.



She can be played defensive or offensive.

## FATALITY



### DEFEATING HER POWERS

Play defensively to try to force players to Drop Kick or Roll in front of you for an easy Uppercut or combo. Don't take to the air since she can Drop Kick, shoot her Sais or even Roll to knock you back. You can try to run in to catch her off guard but beware.

**7-Hit (30%) JP, HP, HP, HK, HK, U+LK, U+HK**



**10-Hit (24%) JK, Roll, HP, Roll, HK**



# MILEENA

The twin of Kitana is back with all the same moves. Like her sister, she is a bit weaker than before. Her Sai Shots are a bit slower but this could be a plus. In MK2, she could literally pin you back with the speed of that move. She is great for offense and defense.

# BABALITY



- \*HP, HP, B+LP, B, D, F+LP, Slam, HP, HP, Fireball
- \*HK, LP, JK, Teleport, Slam, HP, Roundhouse
- \*Slam, HP, HP, JK, Teleport, Slam, HP, HP, JK, Sweep
- \*Teleport, Slam, HP, JK, Teleport, HP, HP JK, Sweep

### USING HIS POWERS

Knock your opponent in the air for his Long Teleport combo. Also use his quick Teleport Punch (similar to Scorpion's) to avoid attack or to run in at your opponent. His Inviso



Slam is dangerous and should only be used in combos.

## FATALITY



### DEFEATING HIS POWERS

Play against him much like Scorpion—very cautiously. Look out for his quick Teleport Punch. He will attack or run up to you. Play defensively, and try to trick players into leaving themselves open. He is one aggressive character.

**7-Hit (37%) HP, HP, B+LP, B, D, F+LP, Slam, HP, JK, Sweep**



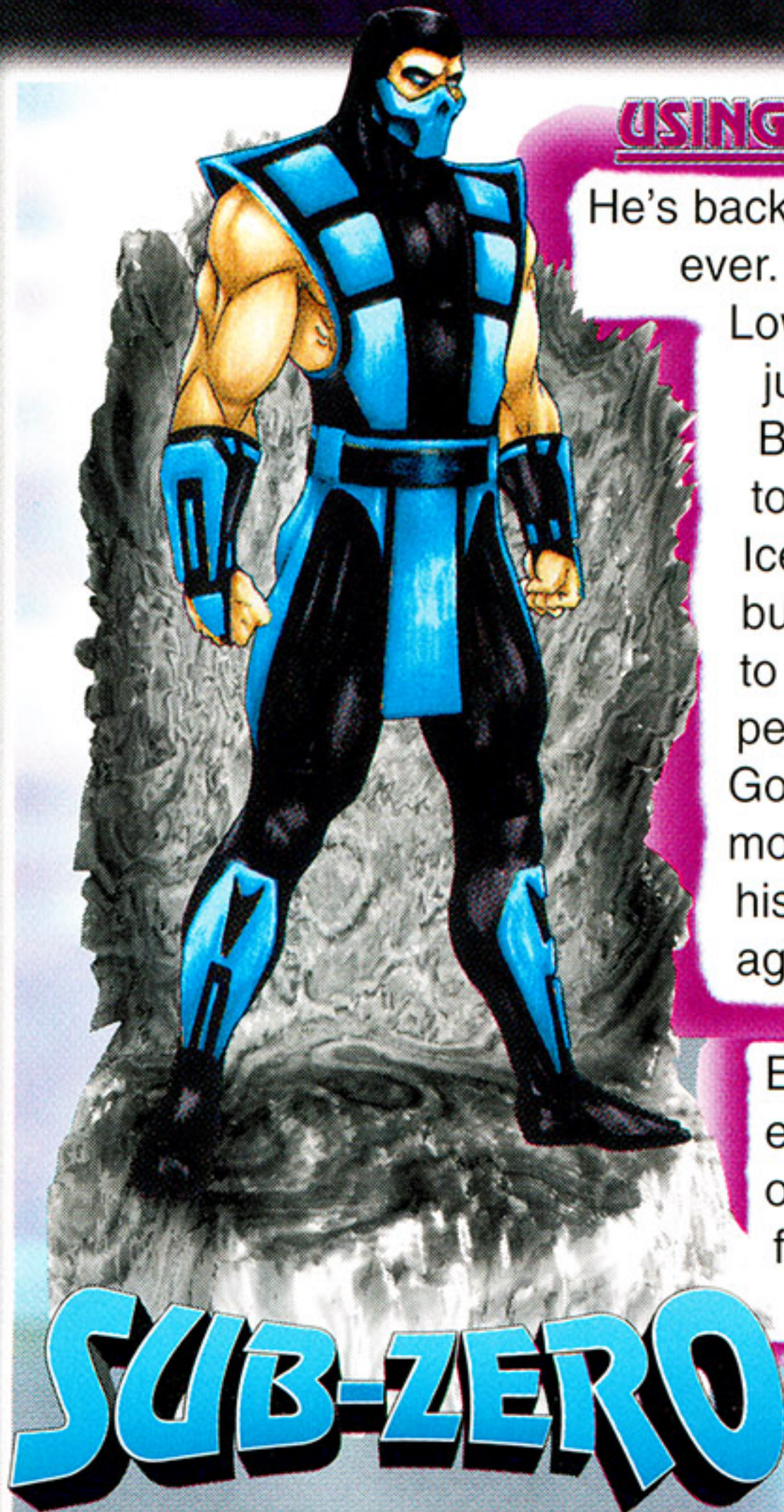
**7-Hit (44%) HK, LP, JK, Teleport, Slam, HP, JK, Sweep**



# ERMAC

This famous rumor of MK2 makes his debut as a real character in part three. This guy has had a ton of publicity, and he actually has one of the most original moves so far.

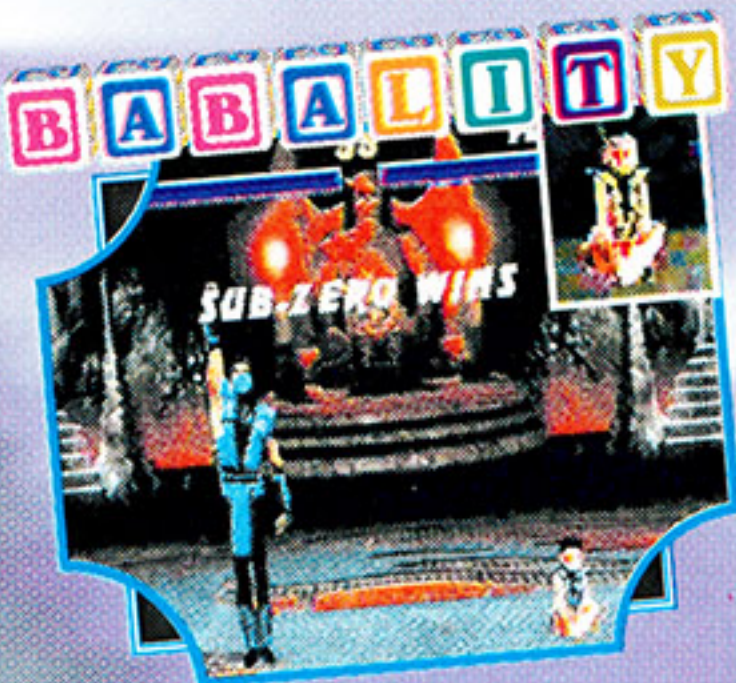




# SUB-ZERO

## USING HIS POWERS

He's back and as deadly as ever. His unblockable Low Ice attack, in conjunction with his Ice Blast, make him very tough. You can't Low Ice in the corner, but it is still easy to use on unsuspecting players. Go for the freeze moves and into his easy but damaging combo.



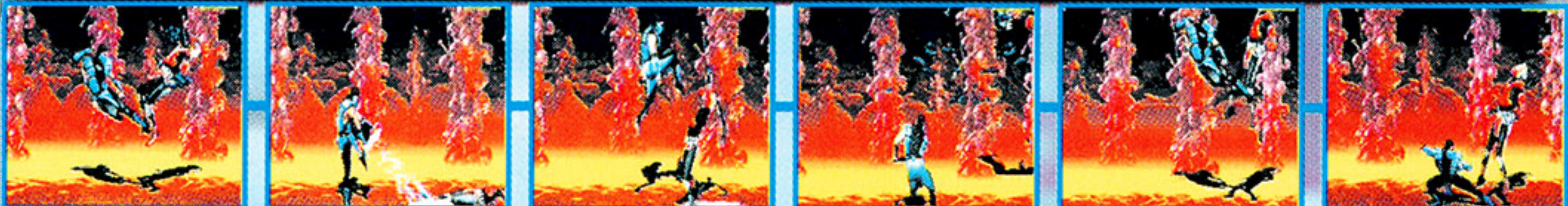
## DEFEATING HIS POWERS

Expect the ice moves and learn to anticipate them. For example, the Low Ice is nonusable in a corner. Jump in over the ice attacks for a combo. Beware of getting frozen because this combo can cause major damage. Time your retreat and attack around the ice attacks.

If you freeze your opponent, you can begin any type of combo very easily. However, the freeze will not do damage nor count as a hit.



### 7-Hit (43%) JK, Ground Freeze, JK, HP, HP, D+LP, D+HP, JK, Slide



### 4-Hit (40%) (Airborne Opponent) HP, Ice Blast, HP, JK, Slide



- \*Uppercut, JK, Sweep
- \*(In Corner) Ice Blast, JK, HP, HP, D+LP, D+HP, JP, Roundhouse, Slide



At the end of these combos, you can do a JK, Sweep, instead of a JK, Slide.

**Legend for the symbols given in the moves list:**  
 LK+Low Kick, HK=High Kick, HP=High Punch, LP=Low Punch  
 BLK=Block, F=Forward, B=Backward, D=Down, U=Up, JK=Jump Kick, JP=Jump Punch

**Friendships and Babalities:** These can only be done if you don't use Block during the round you want to use one of these.

**Animalities:** You *must* do a Mercy first. (To do a Mercy, you have to be in the third round and far away from your opponent. Hold down Run while tapping Down a few times then releasing.)

**Stage Fatality:** To do a Stage Fatality, you have to stand close to your opponent on one of these stages: Pit 3, Shao Kahn's Tower, The Subway or Scorpion's Lair.

# GYRAX



His big change is that he can only have two bombs on the screen at once.

Otherwise, he still has a great throw and a very useful Net attack. Using the bombs and the Net together is a great way to fend off or trick a player into getting caught. He doesn't have high combos but they're easy.



- \*Bomb, HK, Bomb, Uppercut
- \*Uppercut, Bomb, Uppercut
- \*RH, Bomb, Uppercut
- \*JK, Bomb, Uppercut
- \*HK, Bomb, Upper kick
- \*HK, HK, B+HK, Bomb, Uppercut

# JAX



He's a bit slower on the draw with the Earthquake, but the Double Missile move is easier to do than his last projectile. It can catch players in an Air Juggle. He still has his Multislam and the Backbreaker, as well as a useful Dashing Punch. With all these moves he is a walking arsenal.



- \*HK, HK, D+HP, HP, BL, LP, B+HP
- \*JK, Dash Punch
- \*JK, Missiles

# KABAL



In MK3, his infamous combo from the Tornado Spin was way too damaging. They have changed that thankfully, and it now does less damage than most auto combos. He is still very tough, especially with the Eye Spark in the air and his ease of the Tornado spin into a combo.



- \*JK, Spin Dash, LK, LK, HP, HP, D+HP, JK, Fireball
- \*JK, Spin Dash, Ground Blade
- \*JK, Spin Dash, LK, LK, HP, HP, D+HP, Ground Blade, LK
- \*JK, Fireball





# KANO

He has a completely new Ball move that is very reminiscent of Blanka's from SF. This move is sort of tough to do and doesn't add much to the already powerful character. His best asset is the speed of his Rolling Attack, which can be used to counter many moves.



- \*HP, HP, D+LP, D+HP, JK, Blade Upper
- \*JK, Cannonball
- \*JK, Blade Uppercut
- \*HP, HP, D+LP, D+HP, Cannonball
- \*HP, HP, HK, LK, B+HK

# KUNG LAO



With the addition of being able to do combos from a Jump Punch, he can now do long seven-hit auto combos from a Teleport Punch. His Hat Toss is steerable but leaves him open. The Dive Kick is good for jumping players, if you leap at them with a regular kick and then Dive Kick.



- \*Top Spin, HP, JK, Dive Kick, Sweep
- \*JK, Dive Kick, Sweep
- \*Top Spin, Hat Toss



# LIU KANG

He now has a new combo move (HP,HP,B+LP). This doesn't really add much to his arsenal of moves but it provides an easy pop-up combo. His standard auto combo is actually more damaging than most linked to that initializer. He is still the king of keep-away with high and low fireballs.



- \*HP, HP, B+LP, JK, High Fireball, Flying Kick
- \*Bicycle kick, HP, HP, BLK, LK, LK, HK, LK
- \*Bicycle Kick, Flying Kick
- \*JK, Bicycle Kick

# NIGHTWOLF



He has changed slightly. His only addition is a fast Arrow move when done after a Jump Kick. He has several moves, but most are more useful in a combo such as the Hatchet move. The Reflecting Shield works on most projectiles but is slow to do and leaves you too vulnerable.



- \*HK, HP, HP, LP, Axe, Axe, Shadow Shoulder
- \*JK, Shadow Shoulder
- \*HP, HP, LP, Axe, JK, Sweep
- \*Axe, Axe, HK



# SEKTOR

His Teleport Punch now seems to track the player better. Still, this can leave him very open to counter attacks. Use it in conjunction with his Seeker Missile or from a jump to confuse players. His two different types of missile are very useful for trapping players...one is slow, the other fast.



- \*H. Missile, Teleport, JK, Sweep
- \*RH, Bomb, Uppercut
- \*HP, HP, HK, HK, B+HK, H. Missile
- \*JK, Bomb, Uppercut
- \*HP, HP, Bomb, JK

# SHANG TSUNG



His morphing ability makes him any character you like, however you must have the time to do it. If a player tries to change, run in to keep him/her from transforming. Also, use his triple fireball to pin players back or juggle them when they jump in. His Flame Eruption is good but hard to use.



- \*3 Fireballs, Kung Lao Morph, Top Spin, JK, Sweep
- \*3 Fireballs, Stryker Morph, HP, Baton Throw
- \*JK, Fireball, JK, Sweep
- \*3 Fireballs, HP, HP, JK



# SHEEVA

No change from the earlier version. Unfortunately, her auto combo does major damage, and when coupled with the cheap Teleport Stomp, she is very tough. The best way to play against her is to Run in, especially under her Stomp. Also, look out for her long-range kicks.



- \*HP, HP, LP, F+HP, HP, Fireball
- \*HP, HP, LP, F+HP, HP, JK
- \*Throw Fireball
- \*HP, HP, LP, F+HP, Fireball
- \*HP, Fireball
- \*Throw HK

# SINDEL



Sindel has a great-looking combo with the use of her Air Fireball. Use this move to keep opponents at bay. Also, take advantage of the wide range of her Scream move to catch players and easily combo them. She is a tough character because of her many projectile attacks.



- \*HK, HP, HP, D+HP, HP, JK, Air Fireball
- \*HK, HP, HP, D+HP, JK, Air Fireball
- \*JK, Fireball
- \*HK, HP, HP, D+HP, Fireball





# SMOKE

This robot ninja is deadly and can do a lot of damage with his Air Throw. Try using it in a combo such as JK, Teleport Punch, Hop Kick, Air Throw. It does more damage than it says! His Spear and Teleport Punch, like Sektor's, track his opponent and is very useful when jumping in.



- \*JK, Teleport, HP, Spear, HP, HP, LK, HK, B+LP
- \*Teleport, Spear, HK, HK, LP

- \*Teleport, HP, Spear, HP, HP, LK, HK, B+LP
- \*Teleport, Sweep



# SONYA

She gains a new combo in UMK3 (HP,HP,U+LP). This will knock an opponent in the air and set him/her up for a good combo as shown below. Her good old Leg Grab is as quick and deadly as ever. However, her new kick the Bicycle Kick is very hard to use effectively and does little damage.



- \*HK, HP, HP, LP, B+HP
- \*HK, HK, HP, HP, U+LP, JK, Leg Grab
- \*HK, HP, U+LP, Fireball

- \*Bicycle Kick, Leg Grab
- \*HP, E-Rings
- \*JK, E-Rings



# STRYKER

His new Gun move gives him a great new combo (listed below). It isn't that powerful, but he already has several good zoning moves, such as his High and Low Grenades. Not a very commonly played character, he is very hard to fight against due to his throw and grenades.



- \*LK, HP, HP, D+LP, Gun, Run, HP, HP, JK, Sweep
- \*HK, HP, HP, LP, JK, Baton Throw

- \*HK, HP, HP, LP, Baton Throw
- \*HP, HP, LP, Baton Throw/Gun
- \*JK, Baton throw



# SUB ZERO

His many ice attacks make him extremely powerful, both offensively and defensively. He doesn't have exceptionally devastating combos, but his ice moves can easily trap a player. He can jump in and attack with his Ice Blast or sit back and use his Ice Clone or Ice Shower to catch foes on the move.



- \*JK, Ice Blast, HP, Ice Blast, JK, Slide
- \*JK, Ice Blast, JK, Ice Clone, RH

- \*JK, Ice Blast, Uppercut
- \*JK, Ice Blast, HP, HK

# BOSS STRATEGIES



# MOTARO

He is invincible to projectiles, except when he is struck in the head with certain ones, like Sindel's air fireball. The best strategy to beat him is a hit-and-run approach. He is still a sucker for Jump Kicks, and you can usually wear him down by timing them well. Also, he is still susceptible to combos. He's not as easy as he was in MK3, but he can still take a good beating if you run in and time your combos well. The best overall way to take him out is with kicks when he teleports or jumps in. Try uppercuts when he jumps and Jump Kicks to hold him off and retreat.



# SHAO KAHN

He isn't too bad, but when he's on a rampage, look out! If he pins you in a corner or starts closing in quickly, try to use a Turn Jump Kick to escape. From a distance, you can crouch under his fireballs. Look for his Rising Knee—you can easily uppercut. This works well as long as you remember to block his Shadow Charge. Also, be on the look out for his taunts. This is the best time to run in and combo. Certain characters have an advantage, like Sub-Zero's ability to freeze, uppercut and refreeze. Look for them!





**Key to Codes to the left:**

First 3 — # of taps on LP,B,HP for P1  
 Last 3 — # of taps on LP,B,HP for P2  
 0-MK Dragon 5-Lightning bolt  
 1-MK Logo 6-Goro  
 2-Yin-Yang 7-Raiden  
 3-Number 3 8-Shao Kahn  
 4-? 9-Skull

**Two-on-two (only in Two-on-Two Mode)**

022-220 Explosive combat and Throwing disabled  
 227-227 Explosive combat (fighters will explode)

**Winner fights codes:**

033-564 Winner fights Shao Kahn  
 769-342 Winner fights Noob Saibot  
 205-205 Winner fights Human Smoke  
 969-141 Winner Fights Motaro

**ERMAC**

Player 1: HP - 1 LP - 2 BLK - 3 HK - 4 LK - 4  
 Player 2: HP - 4 LP - 4 BLK - 3 HK - 1 LK - 2

**SUB-ZERO**

Player 1: HP - 8 LP - 1 BLK - 8 HK - 5 LK - 3  
 Player 2: HP - 8 LP - 1 BLK - 8 HK - 5 LK - 3

**MILEENA**

Player 1: HP - 2 LP - 2 BLK - 2 HK - 4 LK - 6  
 Player 2: HP - 2 LP - 2 BLK - 2 HK - 4 LK - 6

**Kombat Zones:**

077-022 Bridge  
 330-033 Jade's Desert  
 880-088 Subway  
 343-343 Roof  
 820-028 Pit III  
 079-035 Street  
 933-933 Ermac's Portal  
 666-333 Graveyard  
 600-040 Kombat Temple  
 004-700 Kahn's Kave  
 666-444 Scorpion's Lair  
 091-190 Bell Tower  
 002-003 River Kombat  
 050-050 Noob's Dorfen  
 880-220 Kahn's Tower  
 123-901 Soul Chamber

**Other Codes:**

999-999 Shows your revision  
 466-466 Unlimited run  
 688-422 Dark fighting  
 033-000 Half energy player one  
 000-033 Half energy player two  
 707-000 Quarter energy player one  
 000-707 Quarter energy player two  
 010-010 Throwing encouraged  
 100-100 No Throws  
 444-444 Randper Kombat  
 020-020 No blocking  
 788-322 Quick uppercut recovery  
 044-044 Sans power  
 897-123 No Meters  
 642-468 Galaga  
 985-125 Psycho Kombat  
 300-300 Silent Kombat

**Messages:**

004-400 Watcha gun do?  
 448-844 Don't jump at me  
 123-926 No knowledge that is not power  
 987-666 Hold Flippers during casino run  
 122-221 Skunky!!  
 282-282 No Fear  
 550-550 Go see Mortal Kombat the live tour!

KITANA	
Fan Toss	→ → ○○
Fan Wave	← ← ← ○○
Square Wave P	↓ ← ○○
C1:	○○ ○○ ← ○○ → ○○
C2:	○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

## UMK3 MOVE CHART

**Fatality** (Red)

**Animality** (Orange)

**Babality** (Pink)

**Friendship** (Light Blue)

**Stage Kill** (Brown)

**A** Anywhere

**C** Standing Next To

**F** Far Away

**S** Sweep Distance

**O** Outside Sweep Distance

○○ = High Punch

○○ = Low Punch

○○ = High Kick

○○ = Low Kick

**B** = Block **R** = Run

This chart is specifically designed for updating as new secrets are found. Just write the new stuff in!

Hold down on that button

SCORPION	
Spear	← ← ○○
Teleport Punch	↓ ← ○○
Air Throw	(In Air) <b>B</b>
C1:	○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

REPTILE	
S/F E-Ball	← ← / → → ○○
Acid Spit	→ → ○○
Invisibility	<b>B</b> ↓ ○○
Slide	← <b>B</b> ○○
Elbow Rush:	← → ○○
C1:	○○ ○○ ↓ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SONYA	
E-Rings	↓ → ○○
E-Wave	→ ← ○○
Leg Grab	↓ ○○ + <b>B</b>
Up Bicycle Kick	← ← ↓ ○○
C1:	○○ ○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

JAX	
Two Missiles	→ → ← ← ○○
Dashing Punch	→ → ○○
Gotcha Grab	→ → ○○ (Tap LP)
Earthquake	○○ Release
Quad Slam	After a throw tap HP
Backbreaker	(In air) <b>B</b>
C1:	○○ ○○ ← ○○ ○○ ○○
C2:	○○ ○○ ○○ → ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

NIGHTWOLF	
Arrow	↓ ← ○○
Axe Uppercut	↓ → ○○
Project Reflect	← ← ← ○○
Shadow Shoulder	→ → ○○
C1:	○○ ○○ ○○ ○○ Axe Axe ○○
C2:	○○ ○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

JADE	
Boomerang S/U/D	← → ○○/○○/○○
Glow Slide Kick	↓ → ○○
P. Invincible	← → ○○
Star W/Return	← ← → ○○
C1:	○○ ○○ ↓ ○○ ○○ ○○ ← ○○ ○○
C2:	○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

KANO	
Blade Toss	↓ ← ○○
Blade Upper	↓ → ○○
Cannonball	○○ Release
Grab & Shake	↓ → ○○
Vertical Ball	→ ↓ → ○○
C1:	○○ ○○ ↓ ○○ ↓ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

MILEENA	
Sai Throw	○○ Release
Drop Kick	→ → ○○
Roll	← ← ↓ ○○
C1:	○○ ○○ ○○ ○○ ↑ ○○ ↓ ○○
C2:	○○ ○○ ○○ ○○ ↓ → ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

ERMAC	
Fireball	↓ ← ○○
Teleport	↓ ← ○○
Inviso Slam	← ↓ ← ○○
C1:	○○ ○○ ← ○○ ○○ ○○
C2:	○○ ○○ ○○ → ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SUB ZERO	
Ice Blast	↓ → ○○
Ground Freeze	↓ ← ○○
Slide	← <b>B</b> + ○○
C1:	○○ ○○ ↓ ○○ ↓ ○○
C2:	○○ ○○ ○○ ← ○○ → ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SUB ZERO	
Ice Blast	↓ → ○○
Ice Shower	↓ → ○○
Ice Shower Front	↓ → ← ○○
Ice Shower Back	↓ ← → ○○
Ice Clone	↓ ← ○○
Slide	← <b>B</b> + ○○
C1:	○○ ○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SEKTOR	
H. Missile	→ → ↓ ← ○○
Dumb Missile	→ → ○○
Teleport Punch	→ → ○○
C1:	○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ↓ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SINDEL	
Fireball	→ → ○○
Fireball in Air	↓ → ○○
Levitate	← ← → ○○
Scream	→ → → ○○
C1:	○○ ○○ ○○ ↓ ○○
C2:	○○ ○○ ○○ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

STRYKER	
L/H Grenade	↓ ← ○○/○○
Truncheon Trip	→ ← ○○
Truncheon Throw	→ → ○○
Gun	← → ○○
C1:	○○ ○○ ○○ ○○
C2:	○○ ○○ ↓ + ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

CYRAX	
Bomb Close	○○ ← ← ○○
Bomb Far	○○ → → ○○
Energy Net	← ← ○○
Teleport	→ ↓ <b>B</b>
Air Throw	↓ → <b>B</b> ○○
C1:	○○ ○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

KUNG LAO	
Hat Toss	← → ○○
Dive Kick	Jump ↓ ○○
Teleport	↓ ↑
Top Spin	→ ↓ → <b>R</b> (Tap R)
C1:	○○ ○○ ○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ ← ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

KABAL	
Eye Spark	← ← ○○
Ground Blade	← ← ← <b>R</b>
Spin Dash	← → ○○
C1:	○○ ○○ ○○ ○○ ↓ ○○
C2:	○○ ○○ ○○ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SHEEVA	
Fireball	↓ → ○○
Ground Stomp	← ↓ ← ○○
Teleport Stomp	↓ ↑
C1:	○○ ○○ ○○ ○○ ○○ ○○ ← ○○
C2:	○○ ○○ ○○ → ○○ ○○ Fireball
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SHANG TSUNG	
Fireball	← ← ○○
2 Fireballs	← ← → ○○
3 Fireballs	← ← → → ○○
Eruption	→ ← ← ○○
C1:	○○ ○○ ○○ ○○ ← + ○○
C2:	○○ ○○ ← + ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

LIU KANG	
High Fireball	→ → ○○
Low Fireball	→ → ○○
Flying Kick	→ → ○○
Bicycle Kick	○○ Release
C1:	○○ ○○ <b>B</b> ○○ ○○ ○○ ○○
C2:	○○ ○○ ↓ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

SMOKE	
Spear	← ← ○○
Teleport Punch	→ → ○○
Invisibility	<b>B</b> ↑ ↑ <b>R</b>
Air Throw	(In Air) <b>B</b>
C1:	○○ ○○ ○○ ○○ ○○
C2:	○○ ○○ ○○
C/S	↓ ↓ ↓ ↓ ↓ ○○
A	↓ ← → → ○○

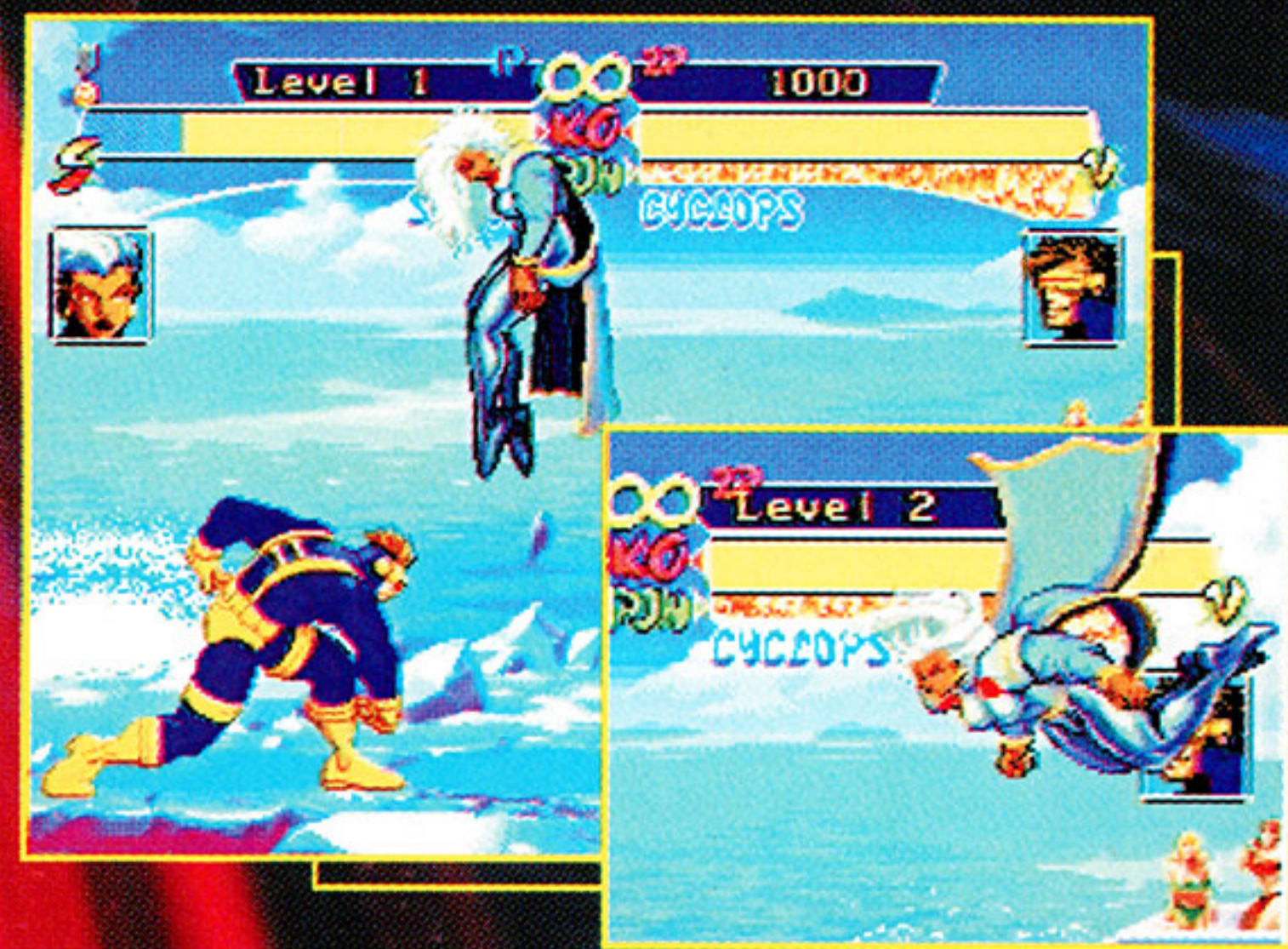
Key: HP=High Punch LP=Low Punch, LK=Low Kick, HK=High Kick, BLK=Block, R=Run  
 Shang Tsung's Morphs: **Cyrax:** BLK x3 **Jax:** F,F,D,LP **Kabal:** LP,BLK,HK **Kano:** B,F,BLK **Kung Lao:** R,R,BLK,R **Liu Kang:** F,D,B,U,F **Nightwolf:** U,U,U  
**Sektor:** D,F,B,R **Sheeva:** Hold LK,F,D,F **Sindel:** B,D,B,LK **Sonya:** D+R+L+BLK **Stryker:** F,F,F,HK **Sub-Zero:** F,D,F,HP **Kitana:** F,D,F,R **Reptile:** R,BLK,BLK,R  
**Scorpion:** D,D,F,LP **Jade:** F,F,D,D+BLK



The arcade hit is now available for **SATURN** with all the moves and options including an extra Juggernaut code.

## LANDINGS AND REVERSALS

With as many offensive attacks as this game has, players also have the ability to counter throws. In order to do this, you must have accumulated at least Level Two X-Power. When an opponent begins to throw, immediately press Away on the pad along with any Punch button. You will then flip out of the throw and land safely:

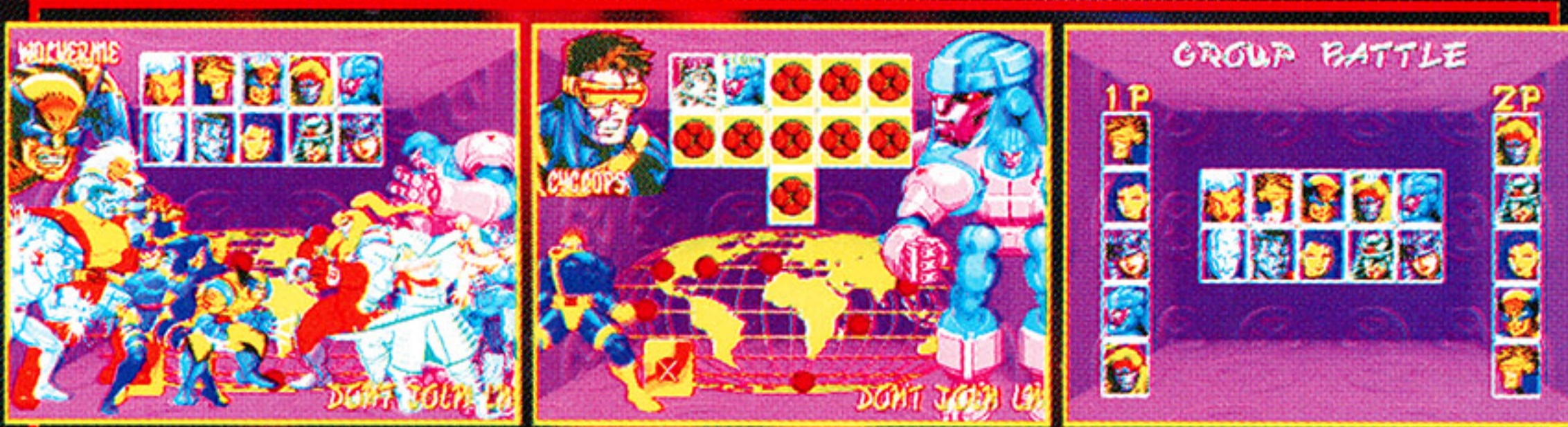


# FWOOSH



## FACE OFF!

The Face Panel (right) is your Vitality Meter which needs special attention in battle. As you take damage, the panel will change in three phases from blue to red. Each displays how badly you're getting pummeled. Fend off attacks to recover from damage!



## SURVIVAL & GROUP MODE

As in many fighting games, there are an assortment of modes of play, including the usual Arcade Mode and Versus Mode. Although these are great playing modes, two of the best features of X-Men: Children of the Atom is the Survival Mode and Group Battle Mode. Survival Mode is a One-player Mode where you must face randomly selected fighters in a set of one round win-or-lose battles. Group Battle Mode is a Two-player Mode where you and a second player select a team of up to five players and have them fight each other one fighter at a time until the last fighter of one of the teams loses.

# X-MEN

## CHILDREN OF THE ATOM

**X**-Men: Children of the Atom is one of the hottest fighting games in the arcades and it's set to burn the video screens at home on the Sega Saturn! This is quite possibly the best fighting game to come out for the Saturn with pixel-for-pixel perfect graphics and a totally rockin' CD soundtrack! You get everything in this game: from all the fighters, to all the cool Playing Modes, to the awesome Boss codes! You even get to play as Akuma from the recent Street Fighter series! Play control is simple with all the special attacks being easily executed from Cyclops' Gene Splice to Omega Red's Carbonadium Coil. New features such as defensive counters and super jumps add to an all-around fighter!





# CHARACTER CODES

## PLAY AKUMA & JUGGERNAUT!



To play as Akuma, go to the Character Select Screen and place the Selection Box on Spiral. Wait two seconds, then go to Silver Samurai, Psylocke, Colossus, Iceman, back to Colossus, Cyclops, Wolverine, Omega Red, then down to Silver Samurai. Wait two seconds, then press the Fierce, Short and Roundhouse buttons (one player). For player two, wait two seconds on Storm, the travel to Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, I and wait two second. The hit same buttons as one player. To play as Juggernaut, only on the **SATURN**, you must be versus mode and do the Akuma trick, then go back to the Selection Screen, leave the Select Box where it is and press the pad to the upper-left corner three times. When his face appears you got him!



## JUGGERNAUT

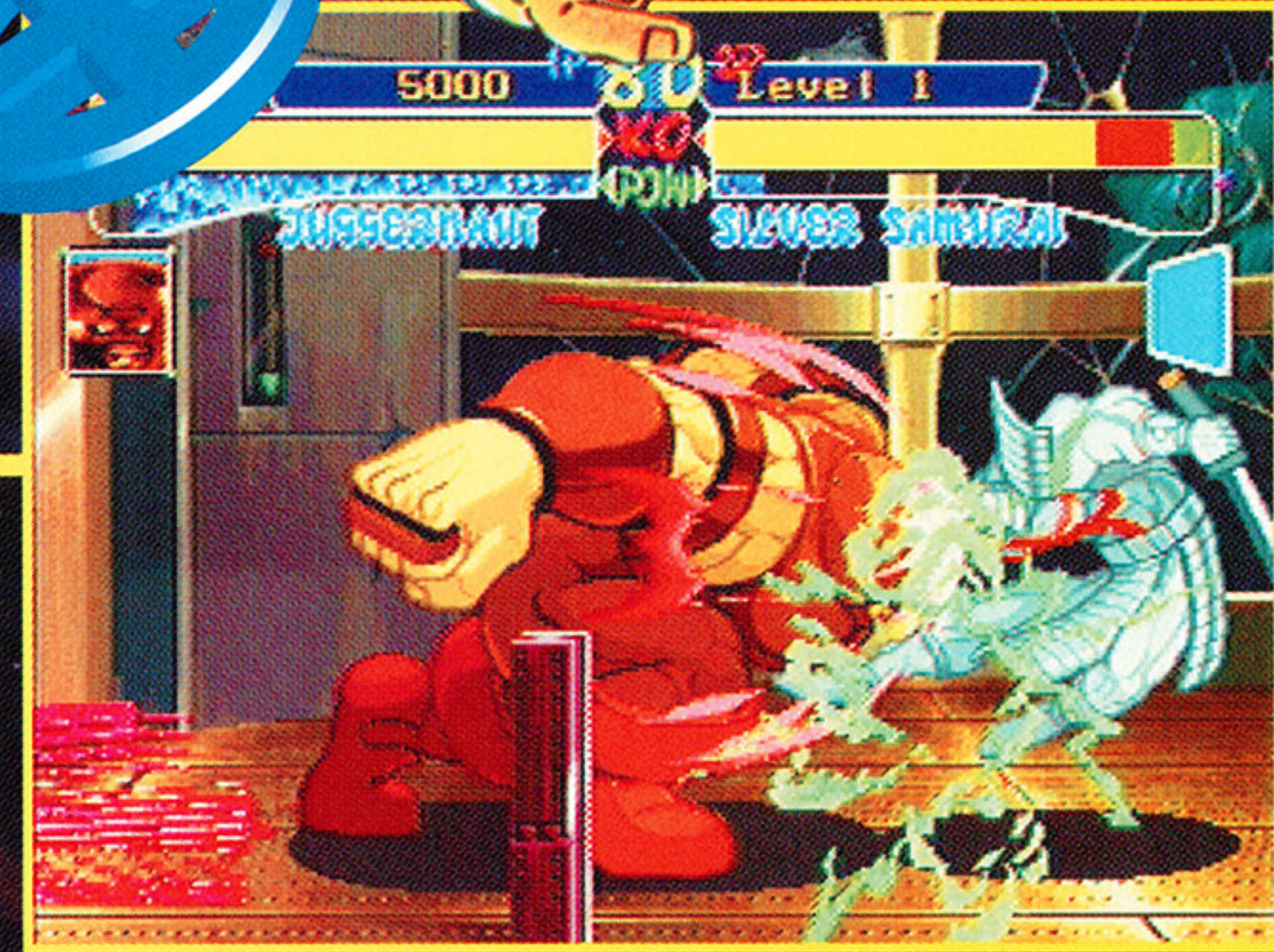
Juggernaut—one mother of a Boss can totally waste you with just a few hits—is a complete riot to play only on **SATURN** version. Destroy your friends with his massive strength and abilities!



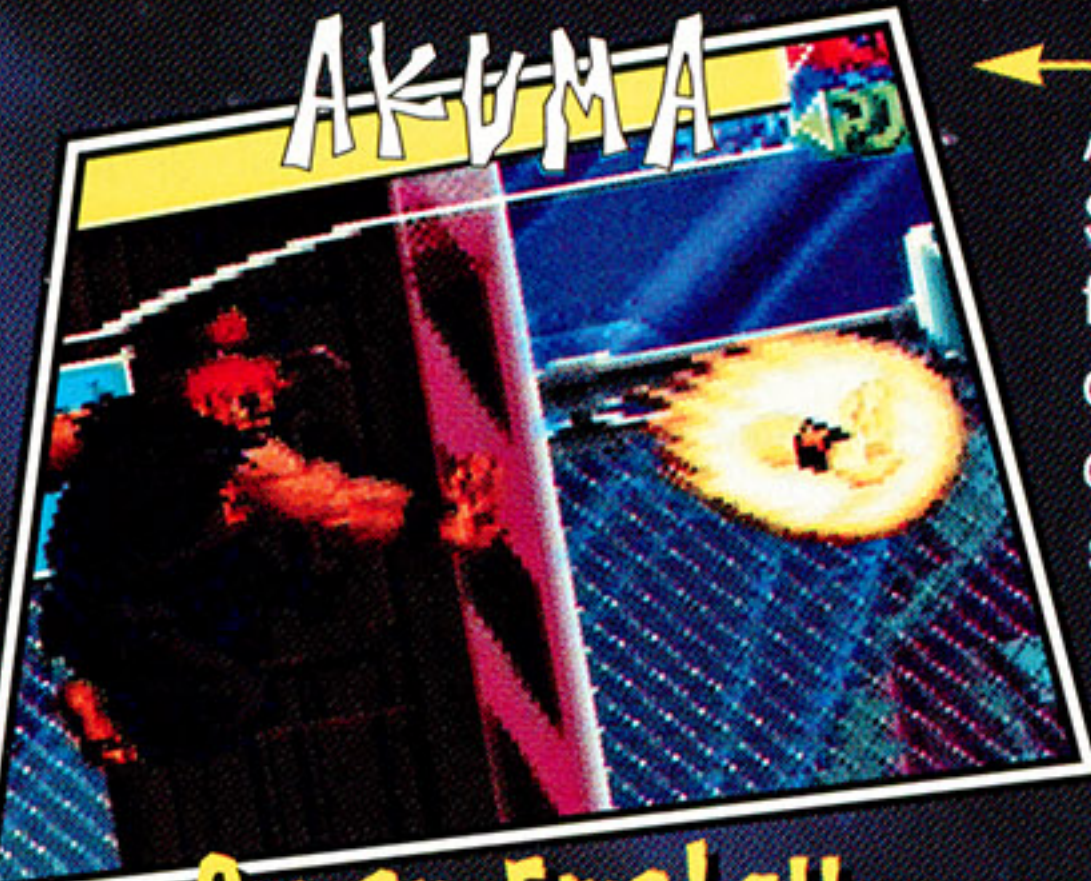
- GIRDER SMASH**  
Fist in front of beam ▼▼ Punch
- DOUBLE FIST**  
▼▼ Punch
- EARTHQUAKE**  
▼▼ Kick

### Juggernaut Headcrusher

- ◀▶▶▶ Fierce



## AKUMA



Akuma, from Street Fighter fame, is a hidden character that you can play. His awesome moves and special attacks can put serious hurt to his competition.



### Super Fireball



### Super Dragon Punch



## x-abilities

Akuma has a plethora of abilities, so many that there isn't enough room to list them all here. Below are his basic attacks and his new Drop Kick.

- DROP KICK**  
In the air ▼▶▶ Kick
- DRAGON PUNCH**  
▶▼▶ Punch
- FIREBALL**  
▼▶▶ Punch
- HURRICANE KICK**  
▼▶▶ Kick

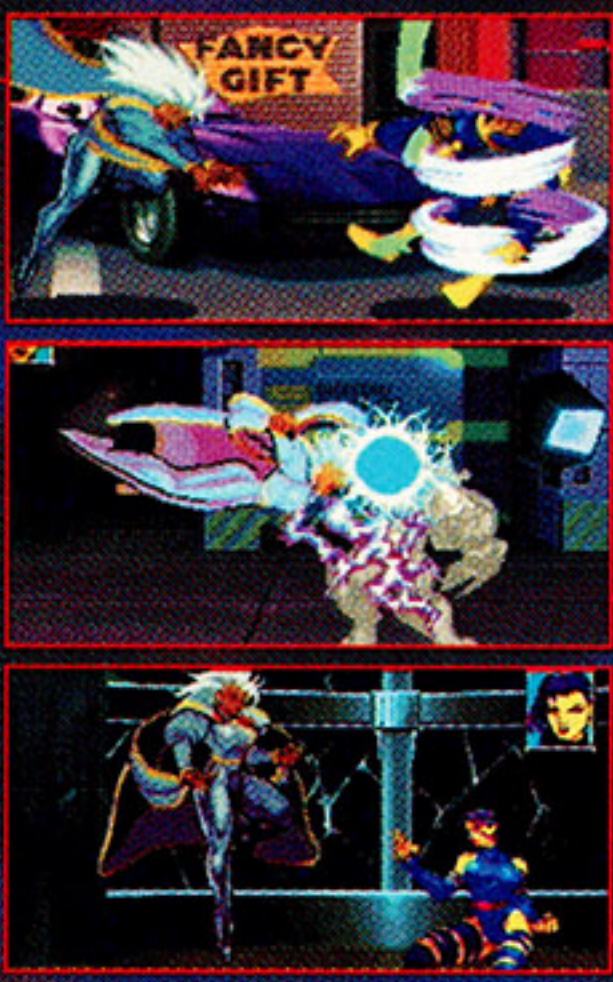
- ▶▶▶▶ Punch
- ▶▶▶▶ Punch



**x-abilities**

Most of Storm's special attacks consist of controlling the elements such as the Typhoon and Lightning attack.

- TYPHOON
- ▼ ▲ ➤ Punch
- LIGHTNING ATTACK
- Punch + Kick (same strength)
- FLYING
- ▼ ▲ ➤ All Punches



Use Storm's Lightning attack to evade many of Magneto's long-range attacks. This can also be used to counter your opponent if he/she is caught offguard.



Storm is the X-Men's sub-leader, gifted with the godlike power of being able to command the elements. She will sacrifice everything for what she thinks is right—this defines her strength of will and honor.

everything for what she thinks is right—this defines her strength of will and honor.

**Hail Storm**



Start button



Crouch Forward



Jump Forward



Jump Roundhouse



Stand Roundhouse

Storm's overall regular attacks that can be used defensively are done mostly in the air with kicks. Her Standing attacks are okay.

**x-abilities**

Cyclops controls very similar to Ken and Ryu from SF2. His special attacks consist of beam projections from his visor.

- GENE SPICE
- ▼ ▲ Punch
- OPTIC BLAST
- ▼ ▲ ➤ Punch
- LEG THROW
- ▲ ▼ ▲ Forward or Roundhouse



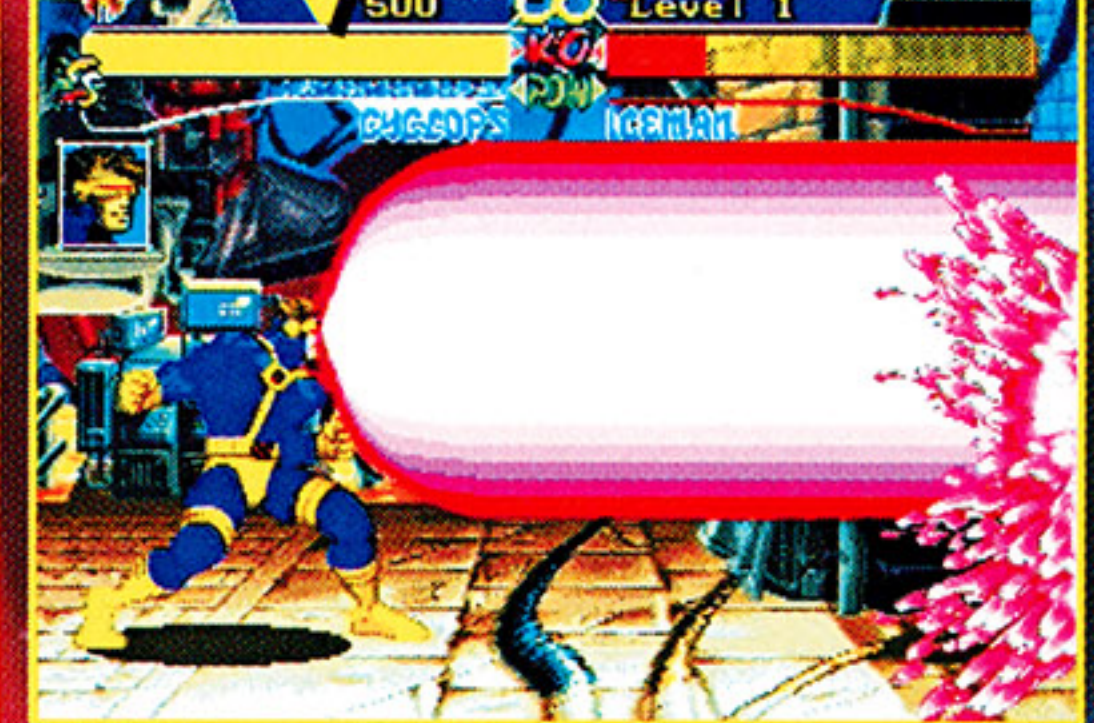
At the first opportunity, get underneath Magneto and do a Gene Splice with the Jab button. Flying Roundhouses followed by a sweep also work well.



The leader of the X-Men, Cyclops takes his sense of responsibility to the team's safety as seriously as his conscience dictates.

The ruby lenses of his visor allow light beams to be emitted from his eyes.

**Mega Optic Blast**



All Punches



Crouch Forward



Crouch Strong



Stand Strong



Stand Fierce

Cyclops can use regular attacks defensively. Most of them take place on the ground. The Standing Fierce is good for offense also.

**x-abilities**

Wolverine uses his speed and awesome Berserker Barrage as his main weapons. He can also heal himself.

- DRILL CLAW
- Punch + Kick (same strength)
- HEALING FACTOR
- ▼ ▲ ➤ All Kicks
- TORNADO CLAW
- ▼ ▲ Punch



Dash in close when Magneto floats and throws his projectiles. Do the Tornado Claw with the Jab button from underneath him. He'll go down in no time.



Wolverine has a very short temper—and very long claws. His skeleton was surgically replaced with adamantium, the strongest metal known to man. He was also fitted with retractable adamantium claws.

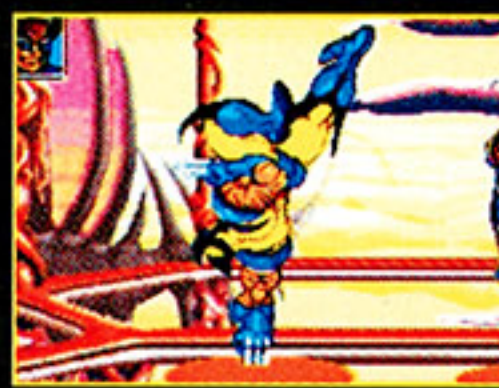
**Berserker Barrage**



All Punches



Crouch Strong



Stand Forward



Stand Strong

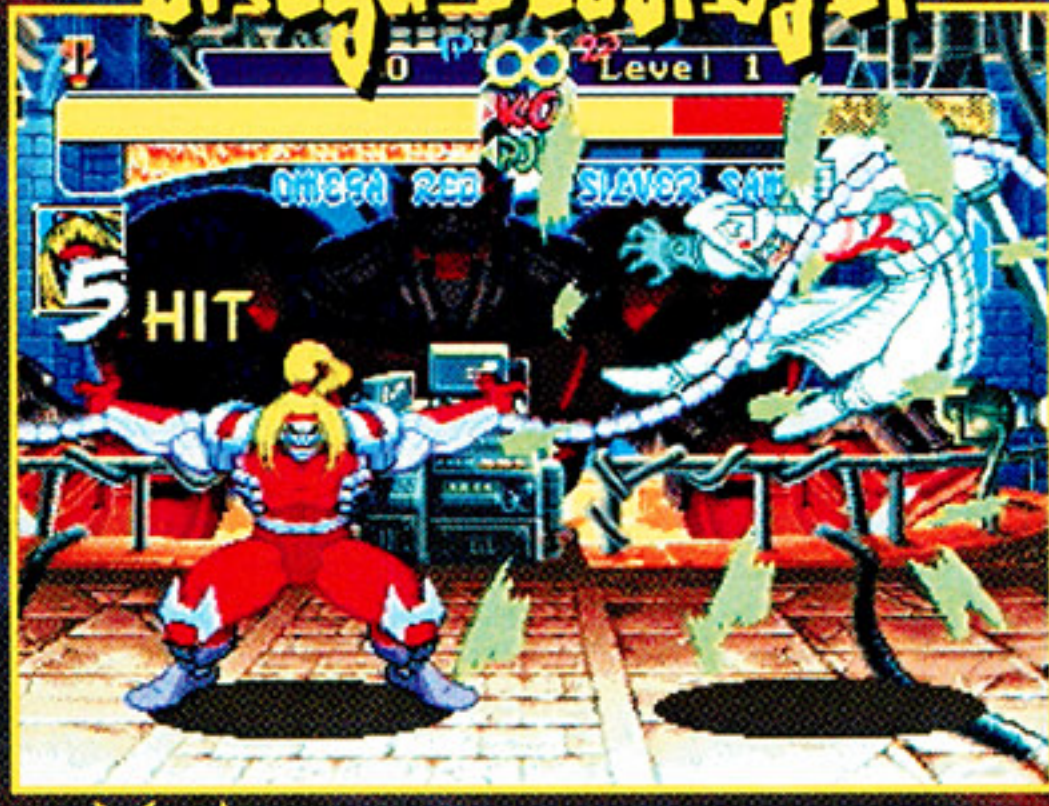


Stand Jab

Wolverine defends mostly with regular Standing attacks. Probably the best defensive attacks are his Standing Forward and Strong.



# Omega Destroyer



This soldier was created by Soviet secret forces. But because of his super powers, he was sealed away for 30 years. After breaking free, he began to kill without authorization or mercy, absorbing the life force of his victims.



## x-abilities

Omega Red specializes in long-range attacks with his Carbonadium Coil. He's a great throwmeister!

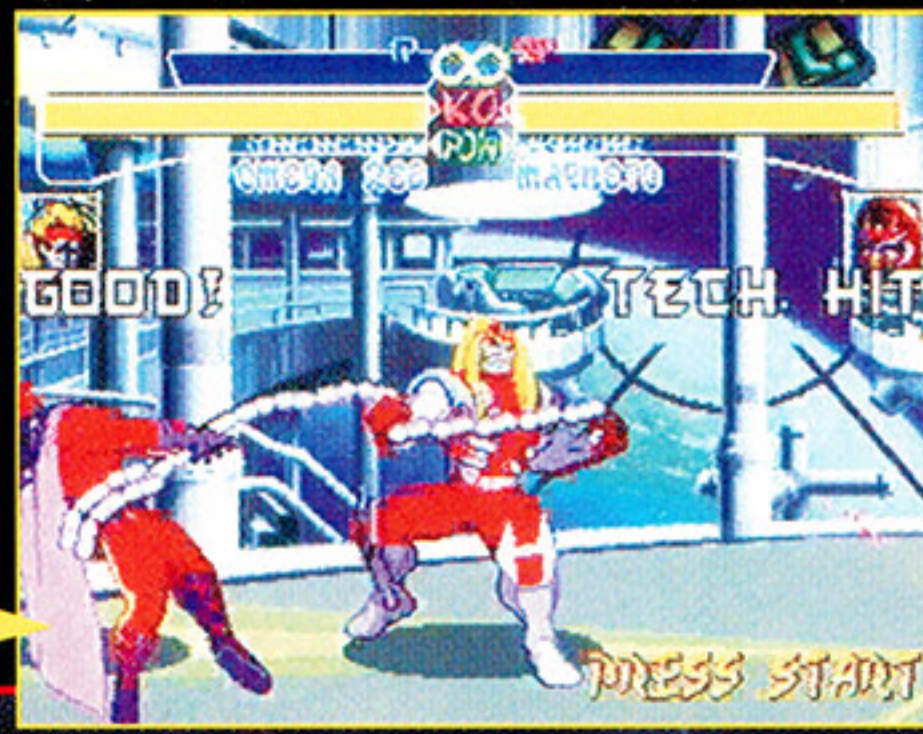
- COIL CARBONIUM COIL
- ▼ ▲ ➤ Punch or Kick
- FLIP SMASH
- or ◀ + Punch
- OMEGA STRIKE
- ▼ ▲ ➤ Kick



All Punches



Stay low with this guy. Omega Red's defensive attacks rely on him to be near the ground more often than not.



Use his Omega Strike with the Forward button to position yourself near Magneto over his head to set up for any combination of Fierce attacks.

# Plasma Storm



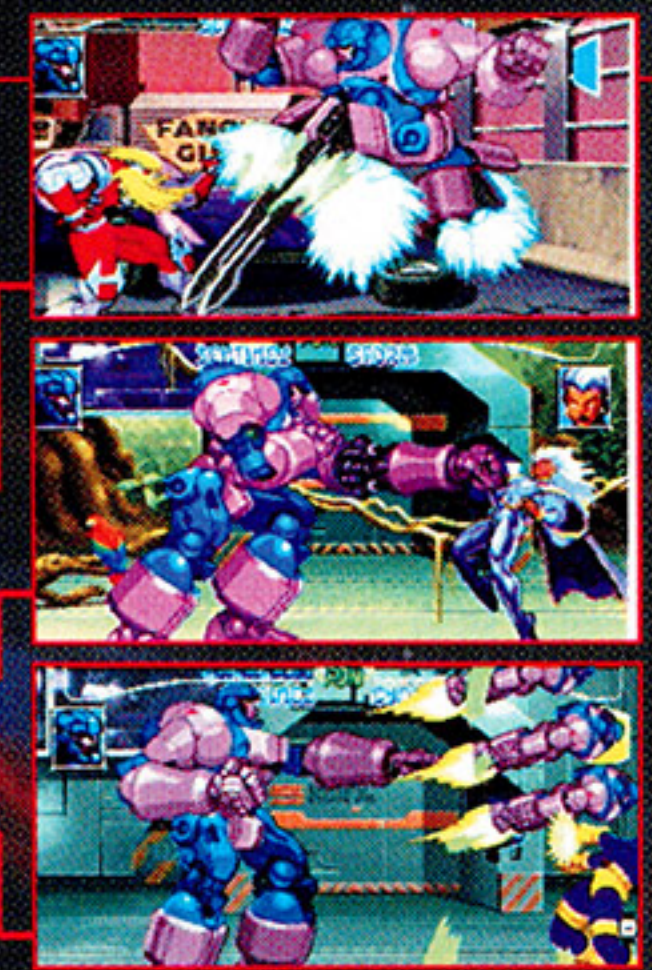
These robots have been created by humans who hate and fear mutants. Sentinels have no emotion or understanding. They are designed for one purpose only: to kill all mutants by any means possible.



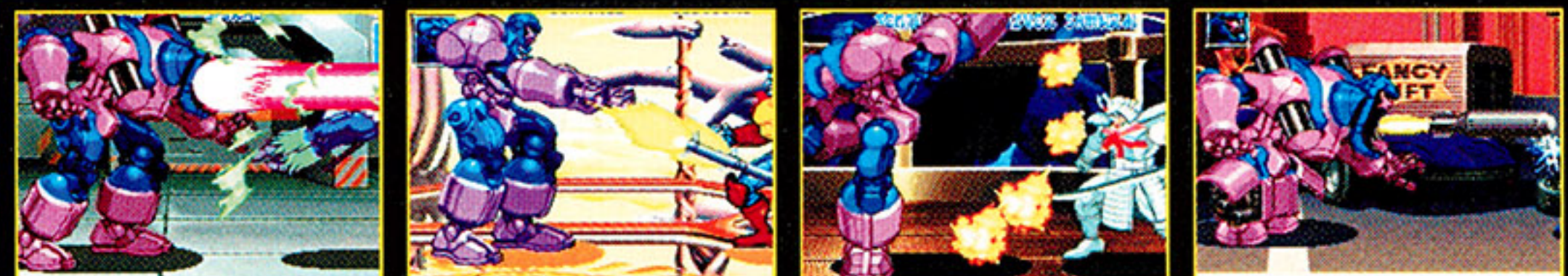
## x-abilities

Its girth and slow mobility are offset by its massive attacks, namely its Rocket Punch and Sentinel Forces.

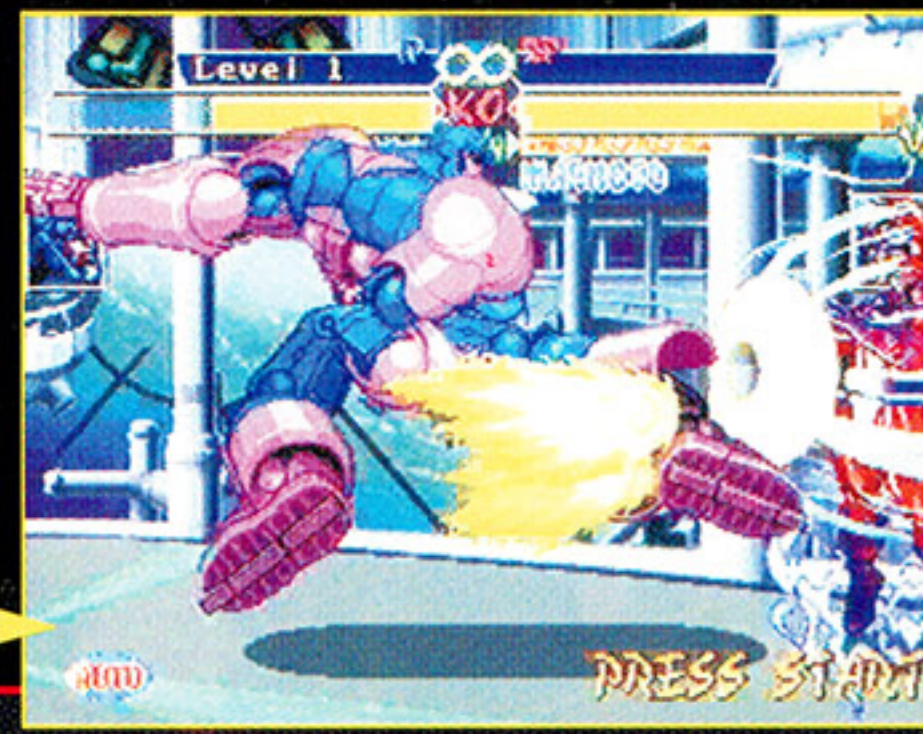
- FLYING
- ▼ ▲ ◀ All Punches
- ROCKET PUNCH
- ▼ ▲ ➤ Punch
- SENTINEL FORCES
- ▼ ▲ ➤ Kick



All Punches



There seems to be no gettin' by this guy as most of his regular moves can almost be used as a special attack.



Do not keep your distance when you're Sentinel. Close attacks are your best chance and keep the battle against Magneto in the air.

# Arctic Attack



Childish and impulsive by nature, this rash X-Men team member can lower the temperature around his body to the point where moisture freezes. He can control this freezing power to create weapons out of ice.



## x-abilities

Iceman's control of freezing moisture gives him considerable advantage with his Ice Beam and Ice Avalanche.

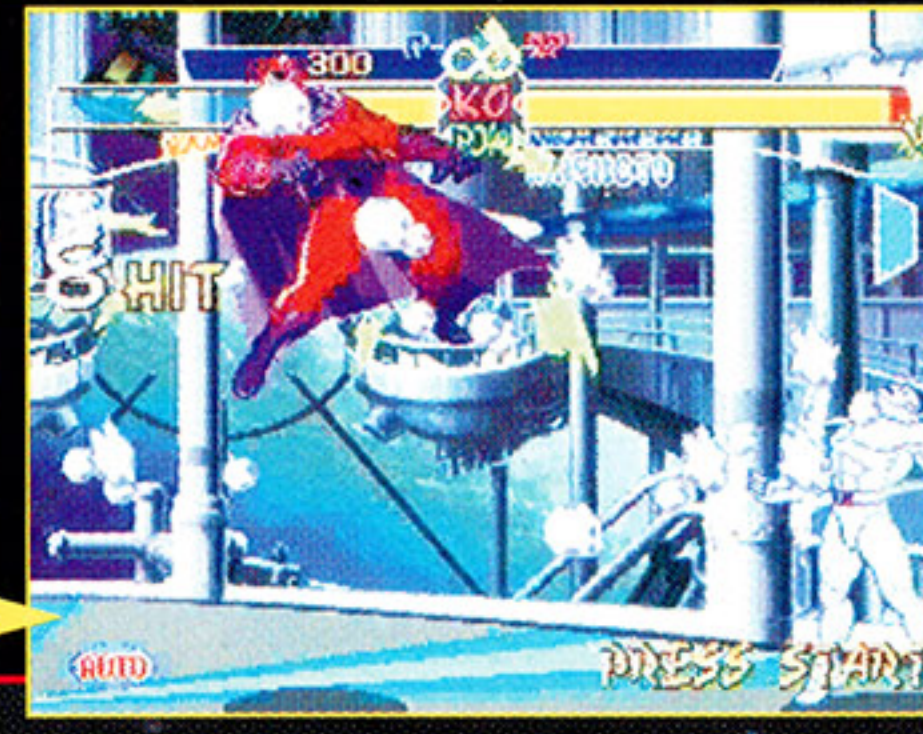
- ICE AVALANCHE
- Punch + Kick (same strength)
- ICE BEAM
- ▼ ▲ ➤ Punch
- ICE FIST
- ▼ ▲ ◀ All Punches



All Punches



Not only can Iceman defend himself with these attacks, he also looks good doing it. Check him out in action.



Catch Magneto off-guard at the beginning of the round and throw him. Stay about a half screen away and continue to attack with a Flying Fierce.





**x-abilities**

Colossus relies on brute strength to battle his opponents. His Giant Swings and Power Tackles are devastating.

- GIANT SWING
  - ▼ ▲ ▶ Punch
- POWER TACKLE
  - ▼ ▲ ▶ Kick
- BODY PRESS
  - ▼ + Punch



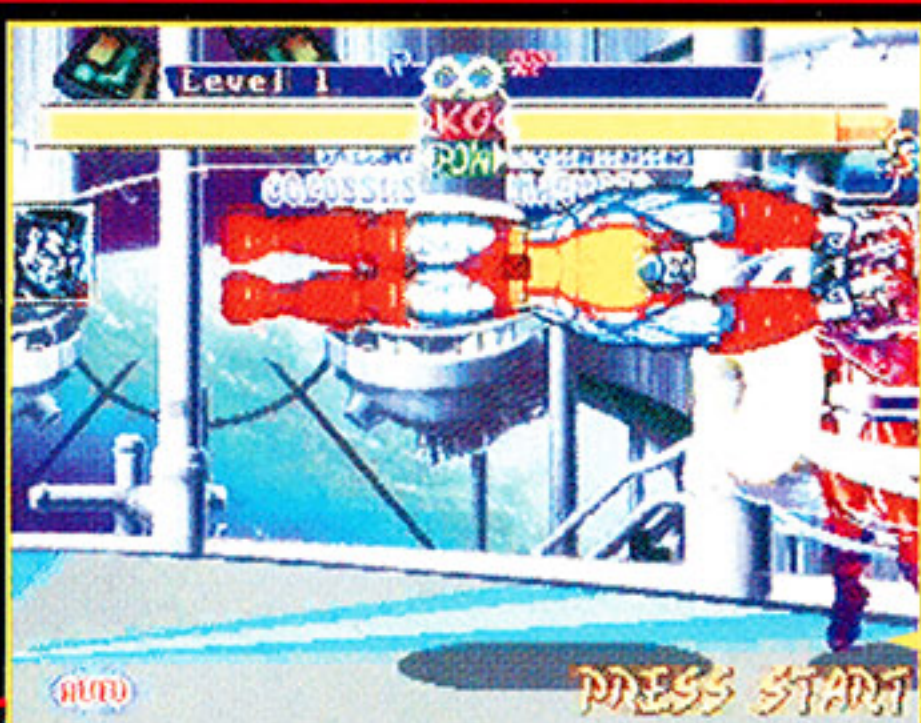
Born in Russia, this innocent young man has been through many tragedies. In his armored form, Colossus becomes living metal, and is able to lift as much as 100 tons of weight. He's just one strong individual.



**Super Dive**

All Punches

The Super Armor is a must when going up against Magneto for obvious reasons. Colossus can then Power Tackle while in this state to completely overpower him.



Crouch Strong



Crouch Forward



Stand Forward



Stand Strong

Along with his great strength, Colossus also has great reach, especially with some of his defensive attacks.



**x-abilities**

Psylocke has both endurance and speed along with special abilities. Her Psiflash is good, but watch out for her Ninjutsu.

- NINJUTSU
  - ▼ ▲ ▶ Punch or Kick
- PSIBLADE
  - ▼ ▲ ▶ Kick
- PSIFLASH
  - ▼ ▲ ▶ Punch



Belying her exquisite exterior, Psylocke has a hard and stern interior. Her fighting talents come from her telepathic abilities. Psylocke is able to blast her opponents' nervous systems from the inside.



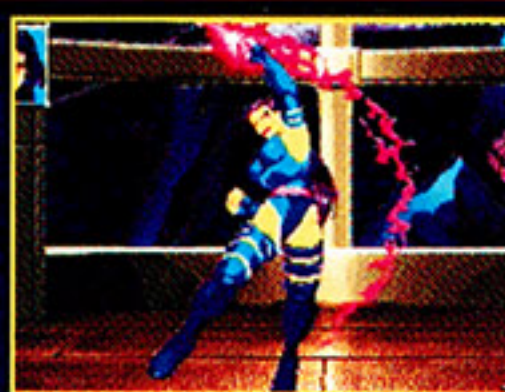
**PsiSpear**

All Punches

Psylocke must alternate her Psiflash attacks aiming them various direction to keep Magneto confused. Jump into him once in a while and do a combo attack.



Crouch Forward



Crouch Strong



Stand Forward



Stand Strong

She is not a very defensive type of fighter, but some of her attacks can still be used in a defensive manner.



**x-abilities**

Silver Samurai has great special powers that must be reckoned with like his Shuriken and Hyakuretsutoh! God bless you!

- BLINK
  - ▼ ▲ ▶ Kick
- HYAKURETSUTOH
  - Tap Punch Rapidly
- SHURIKEN
  - ▼ ▲ ▶ Punch



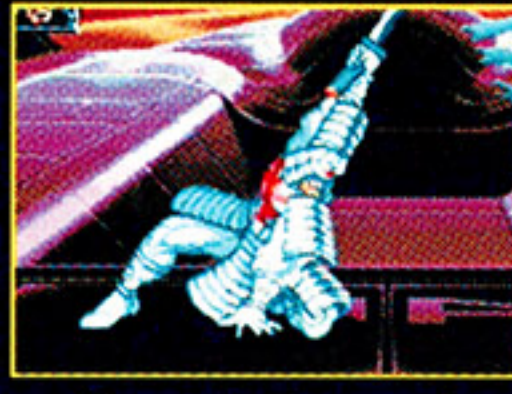
Silver Samurai is a master of Japanese sword techniques and is a member of the most powerful Yakuza family in Japan. With his titanium armor and magical Japanese sword, he is a much feared warrior.



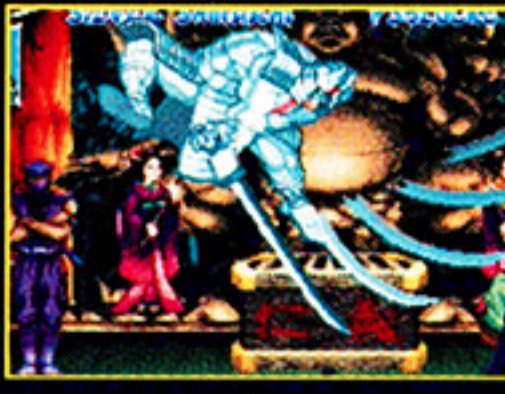
**RaiMeiken**

All Punches

Silver Samurai's best chances against Magneto are to keep his distance and jump up and throw Shurikens to wear him down while building up his X-Power.



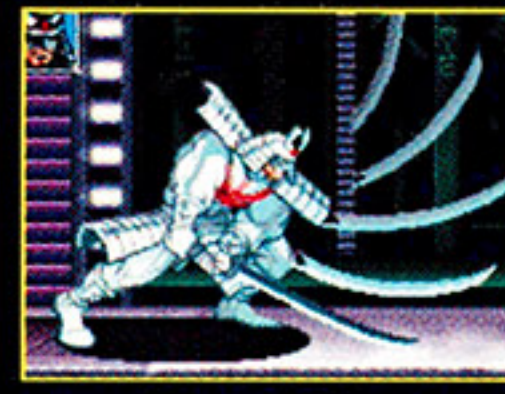
Crouch Forward



Jump Forward



Stand Forward

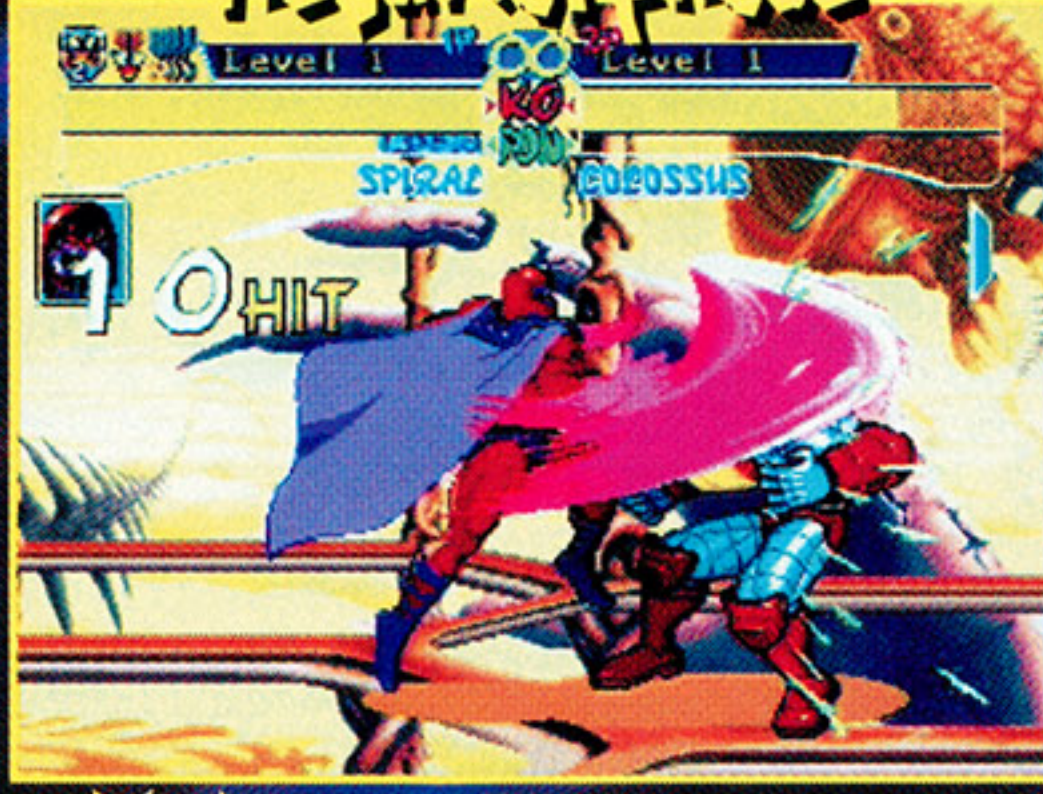


Stand Short

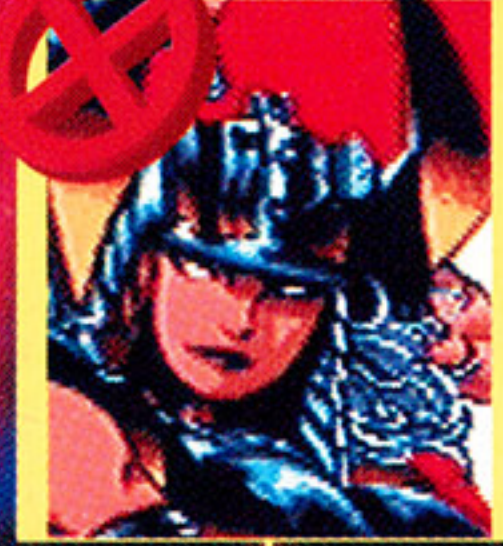
With his great swordsmanship, Silver Samurai's regular attacks have a long reach, which are great for counterattacking.



# Metamorphose



This Bio-android comes from the Mojo World, a place in a dimension separate but connected to ours. Her six-armed attacks are just as fearsome as her magical powers. She loves to see her opponents in pain.



# x-abilities

Although she has the ability to throw swords, it is best to use her speed and Position Switching techniques.

- DANCING SWORDS**
  - Strong & Fierce
- POSITION SWITCH**
  - Jab
- SWORD TOSS**
  - Punch



SPIRAL

All Punches



Crouch Roundhouse      Jump Jab      Jump Roundhouse      Stand Fierce

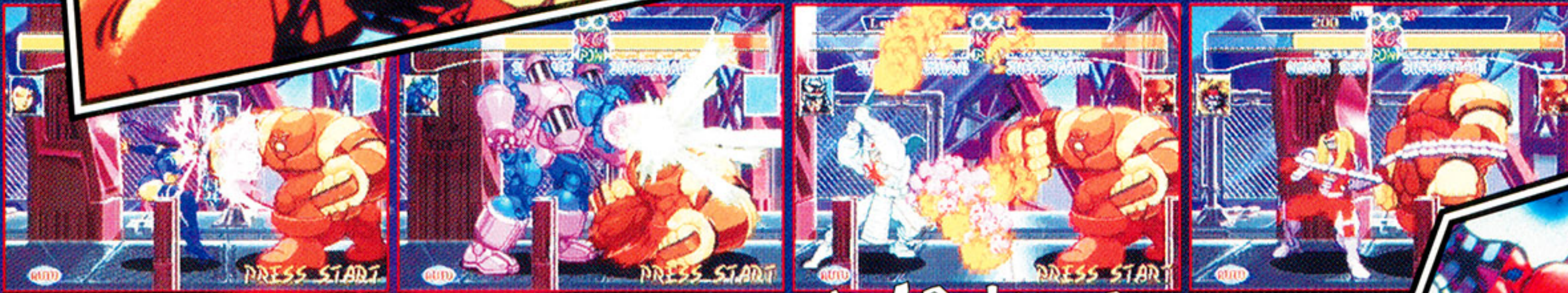
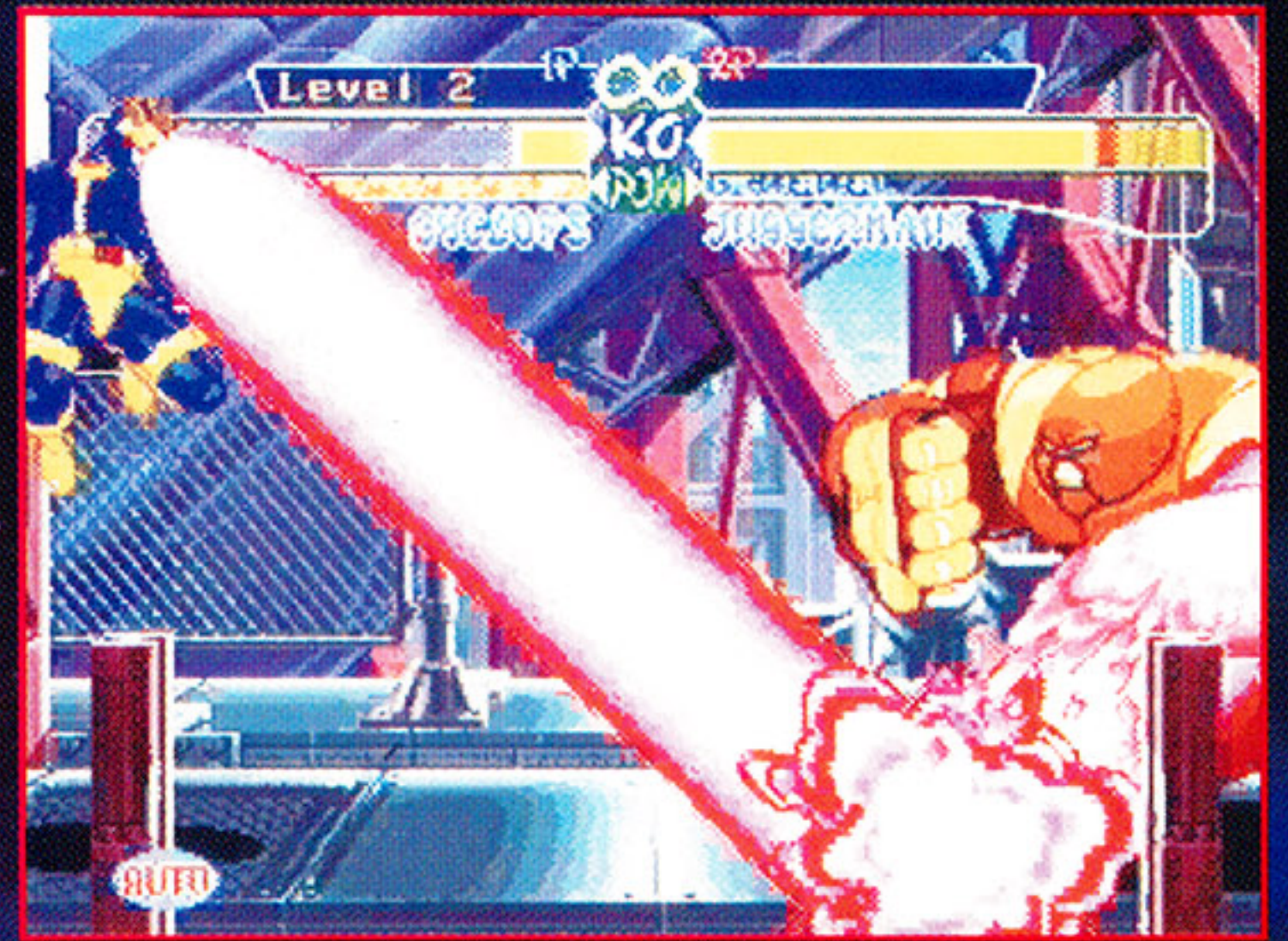
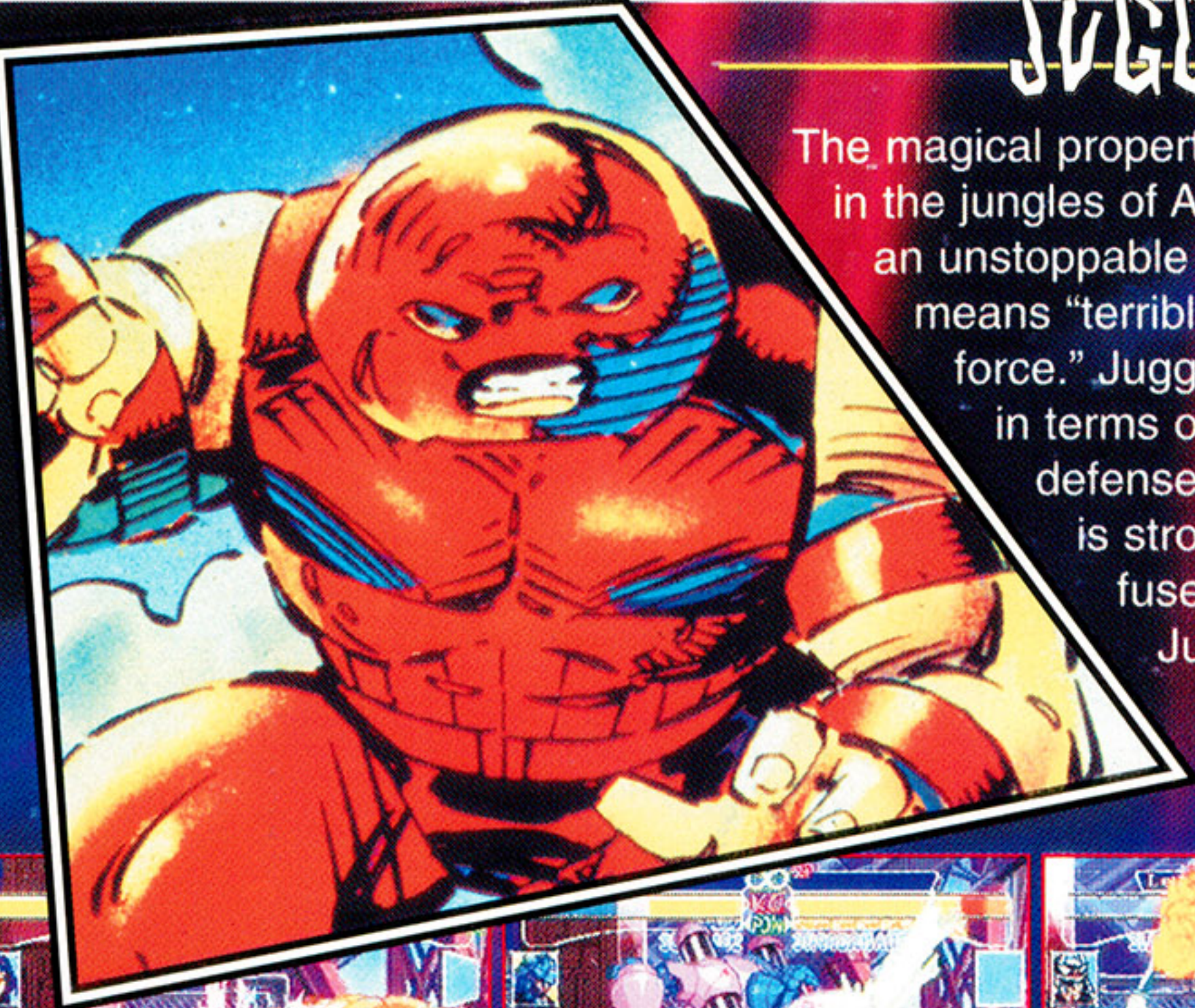
Spiral is a well-rounded individual when it comes to using her regular moves on the defensive side.



Surprisingly, Spiral seems to do a good job against Magneto using regular attacks, especially when she jumps into him with the Fierce attack.

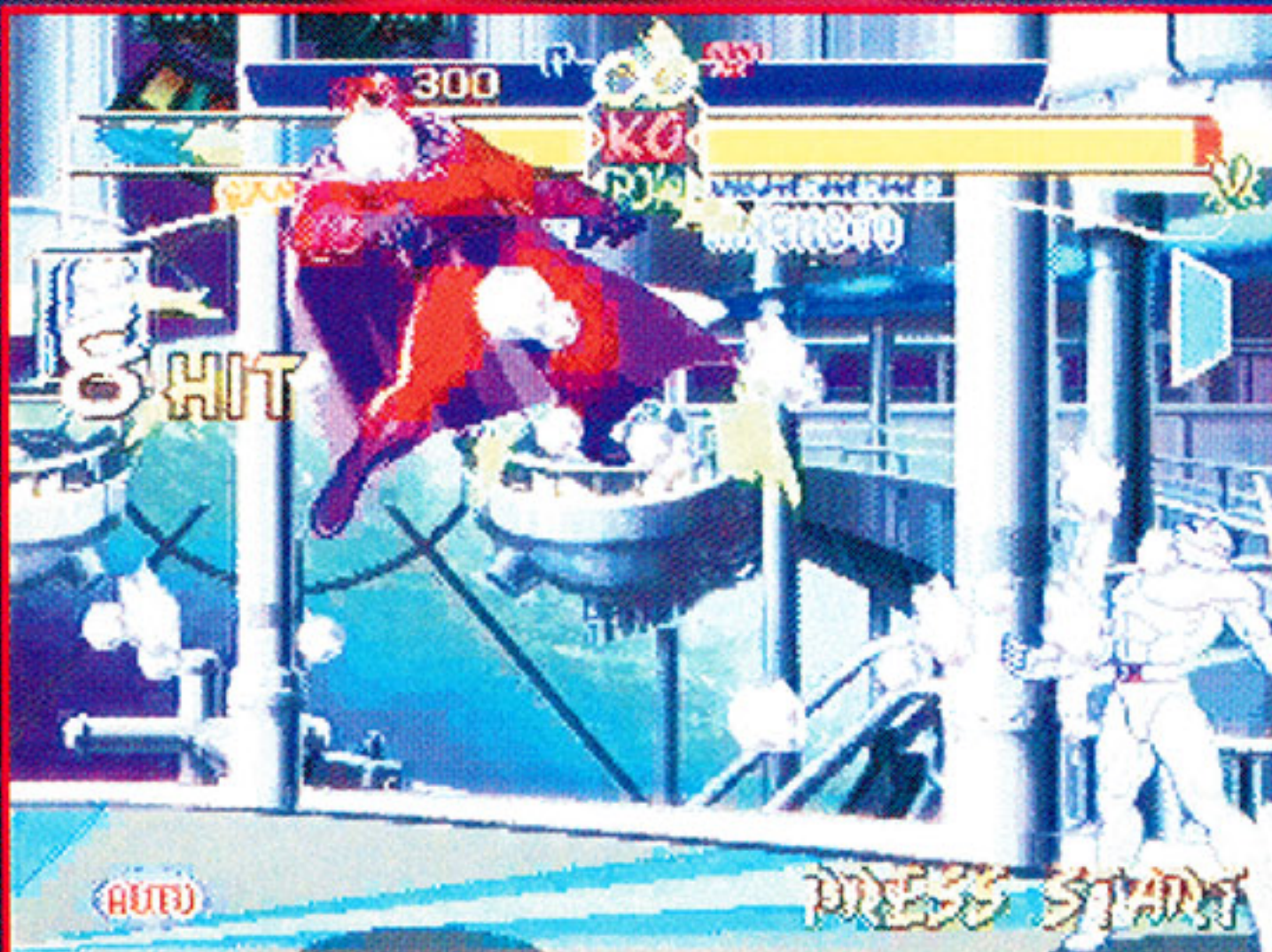
# JUGGERNAUT

The magical properties of stone found in the jungles of Asia have created an unstoppable evil. The name means "terrible, irresistible force." Juggernaut is slow, but in terms of sheer attack and defense strength, no one is stronger. Try to confuse him with Super Jumps and use the moment to attack, as he will need time to react.



# MAGNETO

Magneto believes that mankind should be placed under Mutant control—with himself as leader. He has amazing powers of control over magnetic fields, and will do anything to destroy those who stand between him and world domination. He has devastating attacks like the Hyper-X Airbeam Sliding attack! Attack when you can, with everything you have, and defend yourself by any means possible.







# SOUL EDGE

Just released recently, Namco's newest fighting game utilizes the 3-D environment similar to Tekken and incorporates fighters derived from a fantasy realm. Each fighter is equipped with weapons such as swords, daggers, axes and nunchakus; all of which look really cool when the fighters sweep and swing them across the screen. Graphically, this game is very impressive with awesome moves and ever-changing environments as the battles progress. The combos are fast and furious and look too cool. It's a good thing there's instant replay!



## ROCK

Rock is more of a primitive caveman-type fighter. His weapon of choice is a huge battleaxe. Watch out for his giant swings!

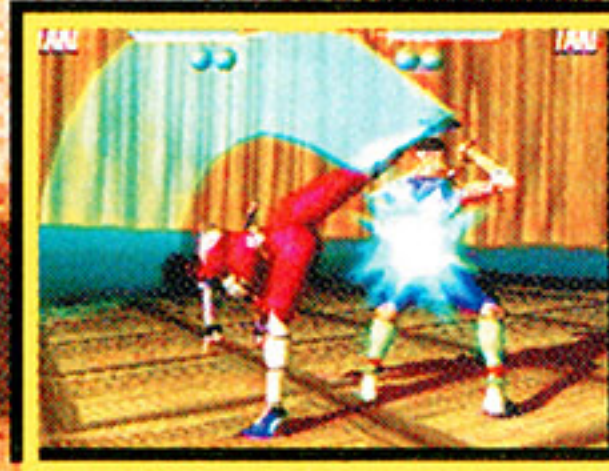


Watch it! My haircut's not till next Saturday!



## TAKI

Taki uses the ancient skills of the Ninja. She is equipped with a Ninjen, a deadly weapon that compliments her speed.



Hey there! Pleased to meet you!



Shin Slicer	➤ A
Sky Splitter	➤ B
Rock Climber	➤ K
Buffalo Charge	➤ K
Tornado	➤ A B
Wishbone	➤ A+K
Cut-to-Pieces	A A A
Piston Attack	B B B



Windmill Kick	➤ K
Flying Saucer	➤ K
Great Loop	➤ K K
Shooting Stars	K K K
Thunder and Lightning	A A A
Lightning Strike	B B B
Assassin's Combo	B A K
Killer Ice Pick	➤ A B B B





# the COMBATANTS



## CERVANTES



Cervantes is a pirate who is skilled with many attacks, and is quite deadly with his swords.

### the CONTROLS

Below is a guide to the special attacks.

A: Slash 1    G: Guard    Tap Forward  
 B: Slash 2    K: Kick       Hold Forward

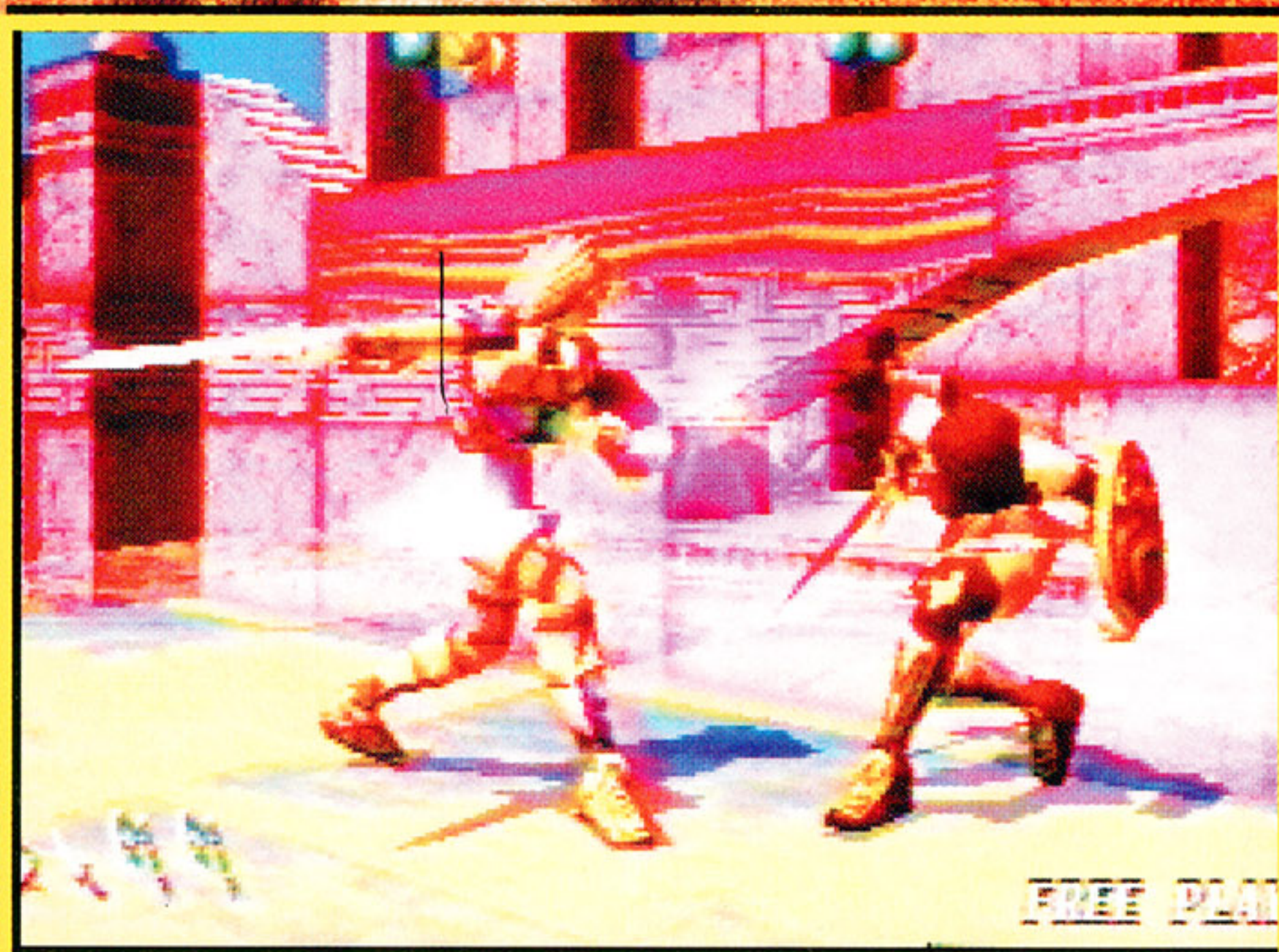


## SOPHITIA

Sophitia is a beautiful goddess. With shield and sword in hand, she unleashes a fury upon her opponents that is feared by many.



Oops! I missed a spot. Let me get that for you.

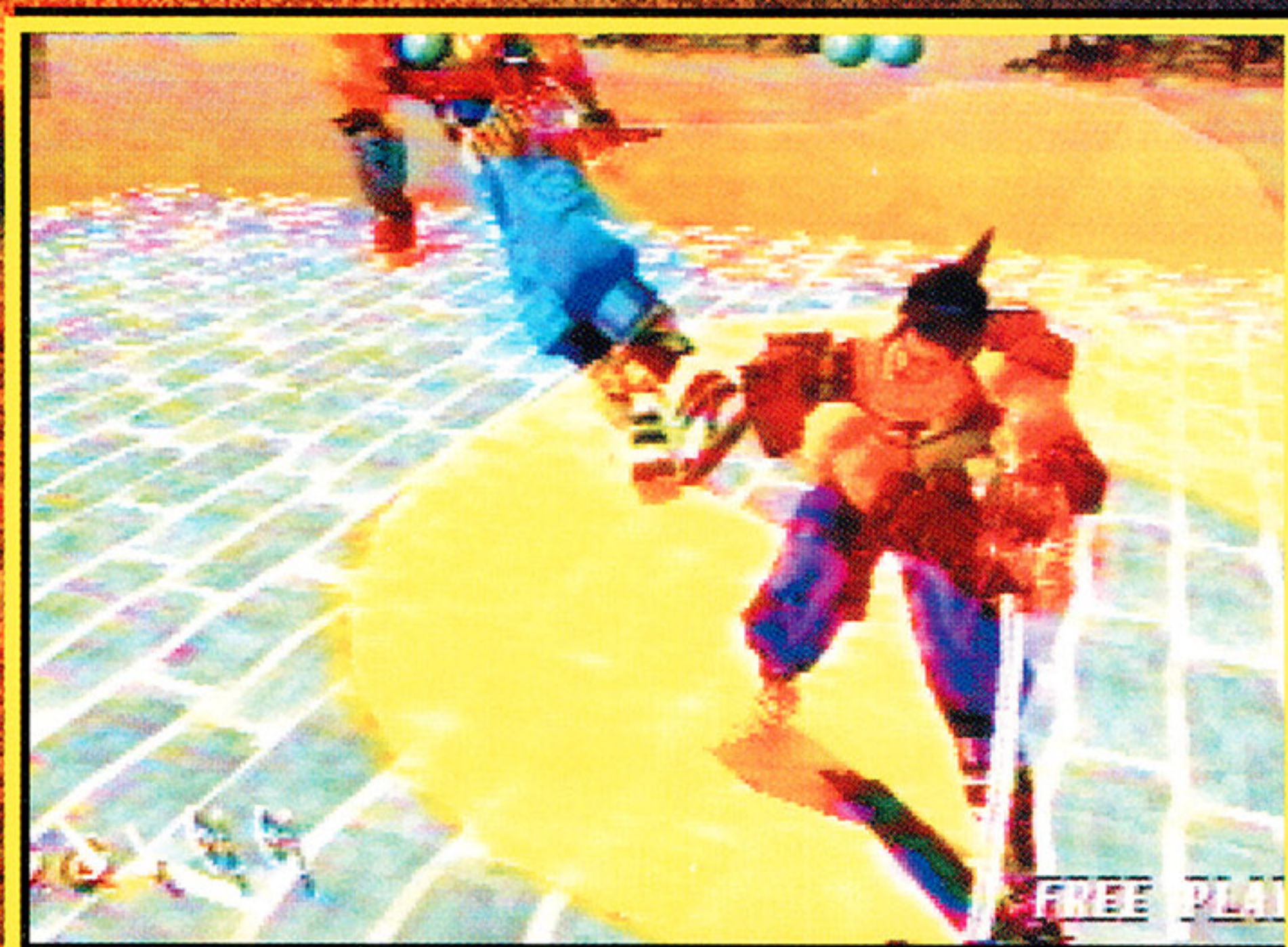


## mitsurugi

Mitsurugi is sorta like the Ryu character for the game. His attacks are great eye-candy, especially when he cuts an opponent in half.



It slices! It dices! Yes, it's the ginsu fighter!



◀ B  
 ▶ B  
 ▶ K  
 ▶ K  
 ▶ A+K  
 ▶▶ B  
 B B B  
 A A K

Chinese Fury  
 Twin Arrow  
 Slam-to-Ground  
 Neck Breaker  
 Combo Swinger  
 Chinese Massage  
 Low Blow  
 Jack Hammer



▼ A  
 ◀ A  
 B B  
 A A A  
 B B B  
 ▶▶ B  
 A+B  
 ▼ K

Heaven's Swing  
 Praying Mantis  
 Deadly Rose  
 Demon Elbow  
 Legtrap  
 Killer X  
 Mutilator  
 Dark Shredder





# PLAYER SELECT

There are a total of eight selectable fighters. Of course, there is a same player feature as well.



# COMBO ATTACKS

Each character has the ability to unleash a lethal combination attack. All have great flare too!

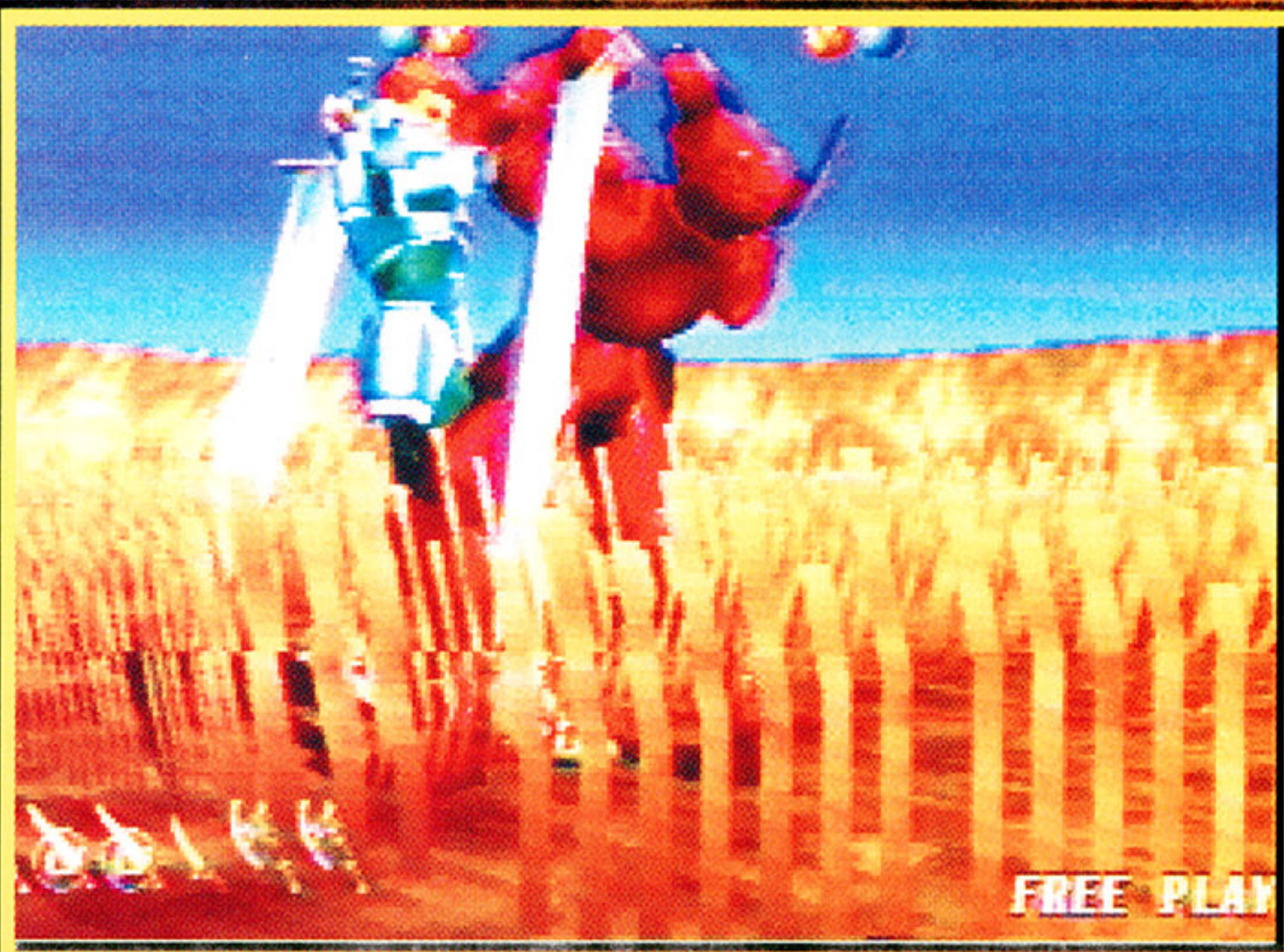


## SIEGFRIED

Siegfried is a valiant knight, with armor and sword—a real big sword. Its range makes it difficult to get in close.



I can pick my nose for myself, thank you!



## SEUNG MINA

Out of all the females in this game, Seung Mina is "Ultra Babel!" But don't get too fresh as she is very capable of kicking your butt!



Sheesh! You are heavy for a girl!



Executor	➤ A
Head-butt	➤ B
Meat Slicer	AA
Brain Masher	BB
Cross Cutter	BA
Spiral Attack	AAB
Skull Scraper	➤➤ B
Sledge Hammer	➤➤ A+B



Windmill Kick	◀ A
Flying Saucer	▶ K
Great Loop	AAA
Shooting Stars	BBB
Thunder and Lightning	A+B
Lightning Strike	➤➤ K
Assassin's Combo	➤➤ B
Killer Ice Pick	◀➤ B A+B







# COOL FEATURES



If two players attack at the same time, their weapons may clash. At this point, tap on the buttons quickly to gain the edge.

With a good combo, you can even knock out the opponent's weapon. But he can still fight you.



# SOUL EDGE

After defeating Cervantes, lightning will strike his body and he will metamorphose into Soul Edge. Lethal in skill and quickness.



# LI LONG

Li Long takes his skills from China to battle. His nunchakus can put some serious hurt on anyone who wishes to tangle with him.

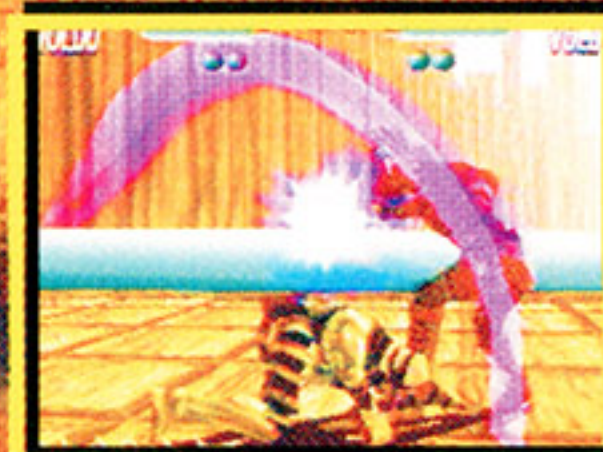


Um...No comment here, if that's okay!



# VOLDO

Voldo is one of the strangest-looking characters in the game, as is his unorthodox fighting style. His moves are very powerful.



Hey! My pits don't smell that bad, do they?



- ▶ A
- ◀ A+B
- G+A
- G+B
- A A A
- B B B
- ▶ B
- A A K

- Chinese Fury
- Twin Arrow
- Slam-to-Ground
- Neck Breaker
- Combo Swinger
- Chinese Massage
- Low Blow
- Jack Hammer



- ▼ B
- A+B
- ▶ A+K
- ▶ B
- ▶ A+B
- B B
- A A B
- A B A

- Heaven's Swing
- Praying Mantis
- Deadly Rose
- Demon Elbow
- Legtrap
- Killer X
- Mutilator
- Dark Shredder





If you hold down the first three buttons, your character will have a glowing aura surround him/her. This charges up your special move as well as let you deal more damage.

## TECHNIQUE

A lot of new techniques have been added to SS3. Here are a few things you'll notice: Throws now push a foe instead of doing damage. While they may sound worthless, you can often get in a few cheap hits. It is also possible to block in the air, making it hard to zone. Side-stepping is another new feature that can be quite deadly.



It is also possible to rotate around a foe by pressing the first two buttons together. You'll flip around, catching your opponent off guard. It's just perfect for starting combos!



## KYROKOU

Kyrokou is the mid-Boss of the game. He morphs into the opposite form of whoever you are playing. He's not too tough if you keep on him. He's nothing like he was in Samurai Shodown II.



## ZANKURO — THE LAST BOSS... MINAZUK

Wielding a 12-foot sword, Zankuro stands as one of the most fearsome Bosses in the series' history. He has few specials, however his attacks are devastating. Use a lot of hit-and-run tactics to weaken him. For the most part, he is weak against aerial attacks.

Watch out for his Mammoth Sword Slice.





# CHIVALRY

Use a complement of Cyclones to keep foes at bay, and uppercut when they get close—typical Ryu/Ken-type style of play. His slashes are great counters against air attacks.



- CYCLONE HOMICIDE SLASH**  
D, DF, F, + **SLASH**
- CRESCENT MOON SLASH**  
F, DB, D, DF, + **SLASH**
- TYPHOON WAVE**  
D, DF, F, + **D**
- SERENE SLICE**  
D, DB, B, F, + **SLASH**
- TREACHERY POWER**  
B, D, DB, B, D, DB, + **SLASH**



# HAOHMARU

- CHIVALRY POWER**  
F, B, DB, D, DF, F + **CD**
- CYCLONE SMASH**  
D, DF, F, + **SLASH**
- CRESCENT MOON SLASH**  
F, DB, D, DF, + **SLASH**
- EARTHQUAKE SLICE**  
B, D, DB, + **SLASH**
- FLYING CYCLONE SMASH (JUMP)**  
D, DF, F, + **SLASH**



For Haohmaru, the alternate version is not all that different. The uppercut has a different angle. Use the same offensive/defense as with the other form of Haohmaru.

# TREACHERY

# CHIVALRY

Ukyo is one of the best counter characters. His long sword swipes are best used to keep foes at bay. Also trying using a jump attack, then go to a Snowfall Slash.



- SKYLARK SWIPE**  
B, F, + **A**
- SWALLOW SWIPE (JUMP)**  
DB, D, DF, F, + **SLASH**
- DREAM MIST**  
DF, D, DB, B, F, + **SLASH**
- HEAT FLASH**  
F, D, DF, + **SLASH**
- TREACHERY POWER**  
B, DB, D, DF, F, B, + **DC**



# UKYO TACHIBANA

- CHIVALRY POWER**  
F, B, F, + **CD**
- SNOWFALL SLASH**  
D, DB, B, + **SLASH**
- SWALLOW SWIPE (JUMP)**  
DB, D, DF, F, + **SLASH**
- HAZE KICK**  
D, DF, F, + **SLASH**
- HEAVEN'S GALES**  
F, DF, D, DB, B + **C THEN A**



Ukyo's Skylark Swipe can do a lot of damage. As with most combos, start this one with a jumping weak kick. A powerful hit will knock an opponent too far back.

# TREACHERY

# CHIVALRY

Nakoruru's bird is too easy to dodge, so you will want to concentrate on her body projection moves. Mix them up, and be unpredictable. Attack both high and low.



- LELA O CHIKIRI**  
F, D, DF, + **D**
- WOLF POUNCE**  
D, DB, B, + **D**
- MYU SHIKITE**  
B, DB, D, + **C**
- KANTO SHIKITE**  
D, DF, F, + **C**
- TREACHERY POWER**  
B, DB, D, DF, F, (X2) **AD**



# NAKORURU

- CHIVALRY POWER**  
B, DB, D, DF, F, D, DF, + **CD**
- ANNU MUTSUBE**  
B, DB, D + **SLASH**
- LELA MUTSUBE**  
D, DF, F, + **SLASH**
- KAMUI RISSE**  
B, D, DB, + **SLASH**
- LELASHE**  
F, DF, D, DB, B, + **A**



Nakoruru gains a lot more mobility on the wolf. Try to get on as soon as you can. Jag on the buttons for a bunch of rapid fire hits. Hit-and-run tactics seem to work best here.

# TREACHERY



# CHIVALRY

Try for the Rolling Crush. It's a two-hit move that does the most damage. You can chain a move before it and sometimes a Plasma Blade right after it.



- PLASMA FACTOR**  
DF + AB
- SHADOW COPY**  
F, B, DB, D, DE, F, + A OR B
- STRIKING HEADS**  
F, D, DE, + D
- LIGHTNING SLASH**  
F, D, DE, + C
- TREACHERY POWER**  
B, F, DE, D, DB, B, + C



# GALFORD

- CHIVALRY POWER**  
F, DE, D, DB, B, F, + C
- PLASMA BLADE**  
D, DE, F, + SLASH
- ROLLING CRUSH**  
F, D, DE + C
- RUSH DOG**  
D, DB, B, + A
- REPLICA DOG**  
D, DB, B, + C



This version of Galford has a lot of illusion-type moves that don't do any damage. Use a combination of these for a series of hit-and-run techniques. Confuse your foe!

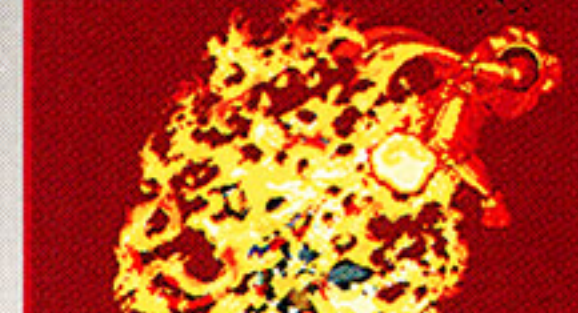
# TREACHERY

# CHIVALRY

When playing with this style Hanzo, you'll want to wait and counter with your specials. It'll be a war of attrition, but you'll end up doing more damage in the long run.



- NINJA EARTH OPENER**  
B, DB, D, DE, F, + BCD
- EXPLODING DRAGON BLAST**  
D, DB, B, + SLASH
- NINJA MONKEY DANCE**  
B, D, DB, + ANY BUTTON
- EXPLODING ATOM FLASH**  
F, D, DE, + CD
- TREACHERY POWER**  
D, D, D, + AD



# HANZO HATTORI

- CHIVALRY POWER**  
D, DE, F, D, DE, F, + AB
- EXPLODING DRAGON BLAST**  
D, DB, B, + SLASH
- BUDDHA REVERSE BLOW**  
(WHEN HIT) AC
- NINJA DEVIL REVERSE BLOW**  
(WHEN HIT) BD
- NINJA SHRIKE DASH**  
(DASH) F, D, DE, + CD



If you want to go all-out on offense, this is the style you should pick. Hanzo is fast, and his specials are pulled off quickly (except the Dragon Blast). Rely on this.

# TREACHERY

# CHIVALRY

Kyoshiro's flame is deadly here, so chain it with a jump slash. After that, do a low slash for three hits and roll out the flame. This is the deadliest combo in the game.



- TWISTING HEAVENS**  
F, D, DE, + SLASH
- EIGHT COIL SERPENT**  
D, DB, B, D, DB, B, + C
- KYOSHIRO JIG**  
D, DE, F, D, DE, F, + C
- LION TAIL BLAST**  
F, DE, D, DB, B, + SLASH
- TREACHERY POWER**  
D, DB, B, D, DB, B, + BC



# KYOSHIRO

- CHIVALRY POWER**  
D, DE, F, D, DE, F, + BC
- TWIRLING FLAME**  
D, DE, F, + SLASH
- TOAD PLAGUE**  
F, B, DB, D, DE, F, + AC
- TSUNAMI CRUNCH**  
D, DB, B, + SLASH
- SMOLDERING BLOOD POUNCE**  
(DURING JUMP) D, + A



Watch out. The flame attack here doesn't work up close. However, his Twisting Heavens attack goes across the screen. It totally nails any jumping character.

# TREACHERY



# CHIVALRY

If you can get the Judgement Blow off, you'll hit your enemy multiple times. Try pinning someone in the corner for the best results.

# AMAKUSA

**CHIVALRY POWER**  
B, F, D, DF, + BC  
**HOLY SPIRIT SLICER**  
D, DF, F, + SLASH  
**DARK DESTROYER**  
F, B, DB, D, DF, F, C JUMP, SLASH  
**JUDGEMENT BLOW**  
F, DF, D, + C  
**PHOENIX FLASH**  
B, F, B, F, + SLASH



**EVIL HORNET GOUGE**  
B, DB, D, DF, F, + D  
**UNDERWORLD LORD BLAST**  
D, DF, F, SLASH  
**INVITATION TO EVIL**  
B, F, B, F, + SLASH  
**MIASMA PLASMA**  
B, DB, B, + A  
**TREACHERY POWER**  
F, B, D, DB, + BC



This version of Amakusa is more maneuverable, but is played the same way. Being a character that relies on specials, Amakusa is weak against close hits. Keep your distance.

# TREACHERY

# CHIVALRY

Genjuro can slide a hit through a foe, and hit an unprotected opponent from the other side. This makes an excellent lead-in for a number of deadly chain attacks.

# GENJURO

**CHIVALRY POWER**  
F, B, DB, D, DF, F, + CD  
**TRIPLE DEATH HACK**  
D, DF, F + SLASH X3  
**CHERRY BLOSSOM SLICE**  
D, DB, B, + SLASH  
**DEATH DROPS**  
B, D, DB, + C  
**SCARLET SLASH**  
F, DF, D, SLASH



**LIGHTNING WINGS**  
F, D, DF, + SLASH  
**DEATH OF 100 DEMONS**  
F, B, F, + SLASH  
**THREE HEAVENS DEATH**  
D, DF, F, + SLASH  
**PURPLE SUNSET**  
F, DF, D, + SLASH  
**TREACHERY POWER**  
B, F, DF, D, DB, B, + AD



Use this Genjuro like you do Haohmaru. Throw cards and wait for your opponents to jump over. You have a deadly sword range that is matched only by Ukyo.

# TREACHERY

# CHIVALRY

Forget using Basara's special moves and concentrate on using his multihitting slash attacks. The low ones are particularly devastating.

# BASARA

**CHIVALRY POWER**  
B, DB, D, DF, F, B, + DC  
**STABBING FEET (JUMP)**  
D, + D  
**FRIENDLY RIP**  
B, DB, D, DF, F, + A  
**SHADOW SITCHER**  
F, DF, D, DB, B, + SLASH  
**SOUL OF THE BEAST**  
B, DF, D, DB, + C



**FRIENDLY RIP**  
B, DB, D, DF, F, + A  
**SHADOW EXIT**  
F, DB, D, DF, + SLASH  
**SHADOW SUCKER**  
D, DB, B, + D  
**SHADOW FEINT**  
F, B, F + ANY BUTTON  
**TREACHERY POWER**  
B, DB, D, DF, F, B, + AD



The same techniques as with the other Basara work here. Your specials just leave you open to too many attacks. Basara is a good in-close character. Use your blades!

# TREACHERY

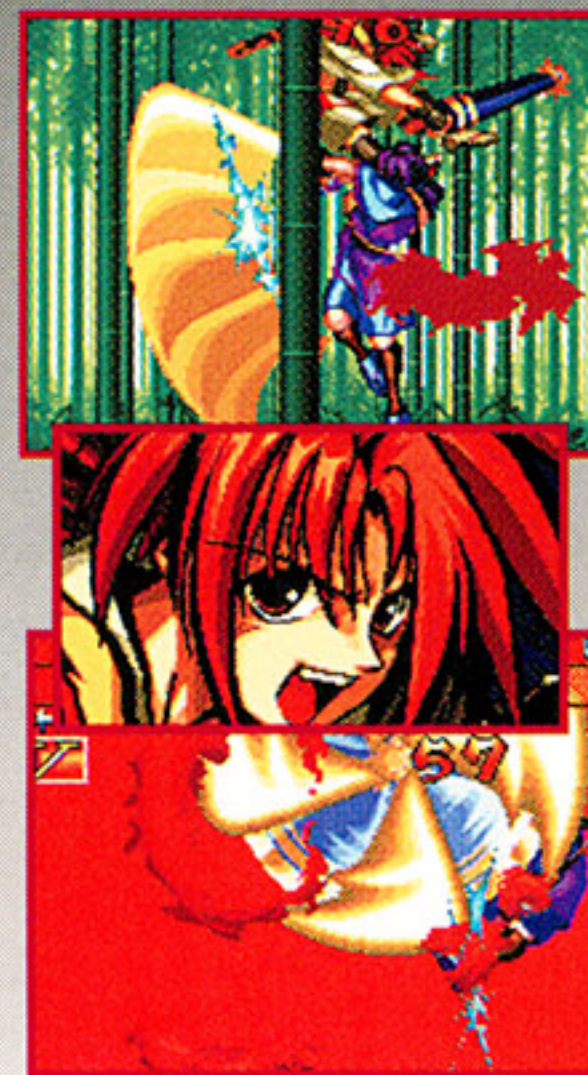


# CHIVALRY

Shizumaru's umbrella can hit someone while it's returning. If someone is jumping at you, throw it, and you'll most likely counter his/her move. You can set up combos this way.

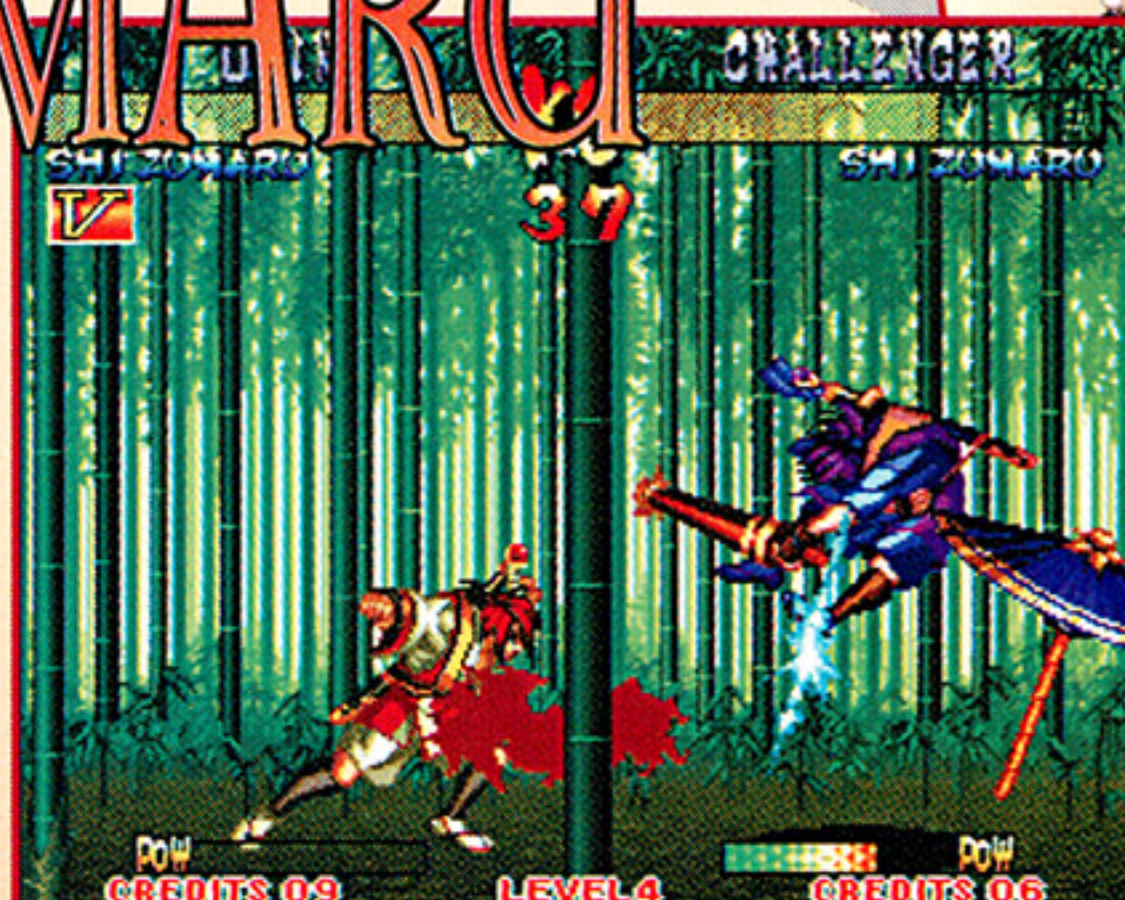


**RAINS OF TIME**  
(JUMP) U, + **C**  
**DEADLY DRIZZLE**  
(JUMP) D, + **C**  
**WINDSHEAR SLICE**  
B, D, DB, + **SLASH**  
**MIST BLAST**  
D, DF, F, + **SLASH**  
**TREACHERY POWER**  
B, DB, D, DF, F, + **CD** X2



# SHIZUMARU

**CHIVALRY POWER**  
F, B, DB, D, DF, F, + **AD**  
**DOWNPOUR THRUST**  
F, DF, D, DB, B, + **SLASH**  
**CROSSCURRENT SLICER**  
F, DB, D, DF, + **SLASH**  
**HAIL FIRE**  
F, DF, D, DB, B, + **A**  
**WINDSHEAR SLICE**  
D, B, DB, + **SLASH**



The evil Shizumaru has a sword inside her umbrella. Here, it can only hit when it's going forward, but her dash can deal a lot of hits. Chain it with her Windshear Slice!

# TREACHERY

# CHIVALRY

Rimnerei can be a really annoying character if you use her ice moves to keep your opponent away. Opponents will find it near impossible to get in close to her.



**LUPU THOMUMU**  
DF, **AB**  
**KONRIL SHLAYU**  
(JUMP) F, DF, D, + **A**  
**LUPU DE MU**  
F, DF, D, DB, B, + **D**  
**LUPUN OH**  
HIT **SLASH** REPEATEDLY  
**TREACHERY POWER**  
B, DB, D, DF, F, X2 **CD**



# RIMNEREI

**CHIVALRY POWER**  
F, DF, D, DB, B, X2 + **CD**  
**KAMUI SHTOKKE**  
D, DB, B, F, + **C**  
**KNRIL MYU**  
B, DB, D, + **A**  
**LUPU QUALL**  
D, DF, F, + **SLASH**  
**KONRUL NONRIL**  
F, D, DF, + **A**



Try to keep moving with the evil Rimnerei. Her aerial special can catch most opponents. Weasel hits done up close can remove a remarkable amount of life too.

# TREACHERY

# CHIVALRY

If you want to win, just block whatever a foe does and retaliate with a fierce hit from your beads. Three or four good hits will win you the match.



**ONE HUNDRED DROPPER**  
(JUMP) D, + **D**  
**NAG BLAST**  
D, DB, B, + **A**  
**HEAVEN HEART SLICER**  
D, DB, B, F, + **AB**  
**HADES HEART SLICER**  
D, DB, B, F, + **CD**  
**TREACHERY POWER**  
D, DB, B, D, DB, + **AD**



# GAIRA CAFFEIN

**CHIVALRY POWER**  
D, DF, F, D, DF, + **AD**  
**NAG BLAST**  
D, DB, B, + **A**  
**VICTORY RISER**  
F, D, DF, + **SLASH**  
**EARTHQUAKE ASSAULT**  
D, D, + **AB**  
**HARD HEAD GRABBER**  
B, D, DB, + **B**



This Gaira uses exactly the same style as the other. Keep on the defensive, and rely on counters to win the day. Gaira is excellent for fighting against the Bosses.

# TREACHERY



# Virtua Fighter



Need more VF? Well, here it is, a whole school-bus full of it! In this latest VF endeavor, the characters are "child" versions of themselves. Is this just more of the same with a funny new look? It's difficult to say just yet. Take a glance at the pics and decide for yourself.



Nope, its not a Saturday morning cartoon, it's VF Kids. Kids!



## Wacky, exaggerated fighting action

The moves are lanky and totally exaggerated to compensate for the enormous size of the characters' heads. However, a shimmering beam of gameplay pierces through the humor value.

## Alright, the throws have it

Well, there is no shortage of throws. From what we have seen, each character has animations for throws which very closely match those we're used to from previous versions of VF, with a comical touch. Very interesting to watch, and a definite plus to the overall look of the game.



### Pai

Senpuga:K+D  
Ensen-hairyu:B+P  
Renkan-tenshinkyaku:PPPK  
Hien-rekyaku: UF+KK  
Senchu-ken: DF+P  
Kotan-kyaku:FF+K  
Tenchi-toraku:FF+P

### Shun Di

Osogeki:B+P  
Rensai-gakushu:F+P  
Gyoshin-totai B+K  
Chubu-sotenkyaku:FF+K  
Tenshin-sochusho:P+(PK)  
Senshi UF+K

### Lion

Zensotai:D+KK  
Jucho-sensho:U+P  
Senten-kukyaku:UF+K  
Taizan-sokoshu:B+P  
Senshippo:FF+P  
Souji-senpu:F+(PD)

Shicchi-soutai:DF+(KD)

Shichisei-tenbunchu:B+(PK)

### Kage

Suisha-geri: UB+(KD)  
Sandan-urageri:PPPK  
Koenraku:B+P  
Kagergasumi:BF+P  
Tsumuji-geri:D+(KD)  
Genyo:B+(KD)  
Fusenjin:D+(PK)  
Kotengaeshi:D+P

### Jacky

Spinning Blade-knuckle B+P  
Elbow-spin kick:F+PK  
Dash Hammmer kick:FF+K  
Somersault kick:UB+K  
Leg Slicer:D+(KD)  
Beat Knuckle:(PK)  
Knee Strike:FB(PK)  
Lightning Kick:UF+(PK)K

### Akira

Renkantai:FF+KK

Rimon-chochu:FF+P

Moko-kohazen:D,F+P

Tetsuzanko:FFF+(PK)

Shin-i-ha: FF+P

Daiden-housui:BBF+(PK)

Shinporiko:DB+(PD)

Gaimon-chochu:

Defence,B+P

### Lau

Senpuga (KD)

Tenshin-hainsho:B,F+P

Renken-tenshinkyaku:PPPK

Kokyaku-haiten:UB+K

Toku-kosen-kyaku:UF+K

Ku-kokyaku:UF(KD)

Chisoutai:F,D+K

Junho-chusho:DF,DF+P

### Wolf

Body Slam: F+P

Axe Lariat: FF+P

Shoulder Attack:BF+P

Drop Kick:UF+K

Rolling Back Kick:F+(KD)

Flying Knee Kick:FF+(KD)

Tiger Driver:B+(PKD)

Giant Swing:B,DB,D,DF,F+P

### Jeffery

Power Slam:F+P

Elbow Upper FF+PP

Slash Mountain:DF,DF+(PK)

Toekick Hammer:D+KP

Head Butt:F+(PK)

Hell Stab:UF+(PK)

Long Stomp Kick: FF+K

Flying Hip Attack:(PKD)

### Sarah

Double Knee Butt F+(PK)

Illusion Kick:DF+KK

Combo Rising Knee:PPPK

Neck Breaker Drop:FF+P

Double Kick:B+K

Tornado Kick:UF+(KD)

Round Kick:DF+K

Spinning Kick:(KD)





# FIGHTING VIPERS



**SO WHY NOT JUST CALL IT..**

## IN THE PIT



The barriers in FV play a more important role than you would think. Most characters can climb to the top of each surrounding "wall" and leap on you from above. The barriers can also be broken through a la fatalities.



It's a worthy follow-up (though, it's a seldom-known arcade fighting game) to AM2's impressive Virtua Fighter 2, and it should be appearing at local arcades everywhere. That's the good news. The bad news is that in reality you might have to travel a little farther than your local gaming pub to play it, because Fighting Vipers hasn't had the same outstanding publicity in the U. S. as its predecessor did, which is really a shame. At first glance, this quarter muncher may not seem as graphically intense as VF2. However, FV has many good features going for it. For instance, new to the scene is the absence of those annoying "ring outs" that sucked more than a few gamer's tokens. Instead, each stage is now completely closed within itself, forming a sort of "pit." Also, each fighter comes equipped with his or her own absorbing battle armor that can break away when weakened. Hopefully, we'll see a home version of this title in the near future. Meanwhile, fans of the series should check it out.



## KEY TO MOVES

- |                      |                       |
|----------------------|-----------------------|
| 1. DF : Down Forward | 5. P : Punch          |
| 2. DB : Down Back    | 6. K : Kick           |
| 3. UB : Up Back      | 7. G : Guard          |
| 4. (B) : From Behind | 8. R : Press and Hold |


















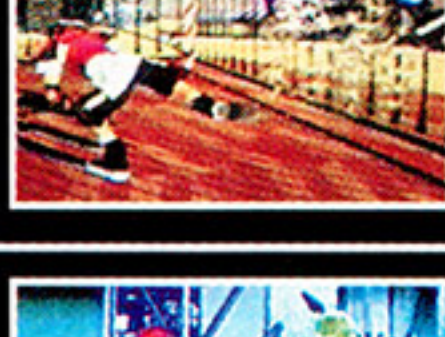











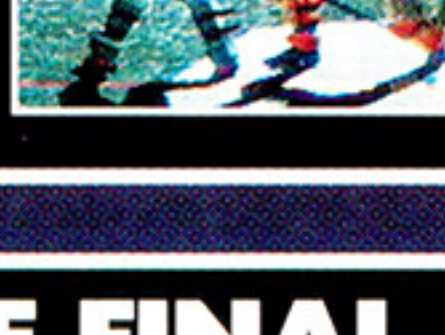


## THE JOYOUS ART OF ARMOR BREAKING

Relatively new to the arcade fighting scene is the introduction of battle armor. In some way, each warrior possess this new feature. The armor, which can be weakened through normal damage or special "Armor Breaker" techniques, is a privilege and cannot be replaced at the start of each round. Of course, this puts you at a considerable disadvantage in round two or three. Even though both combatants' life bars have been replenished, you're still out there fighting in your underwear! (So to speak.)





## AND IN THIS CORNER...THE FIGHTING VIPERS!

FIGHTER	SPECIAL ATTACKS	1	2	3	STRATEGY
<b>BAHN</b> 	1. Head Attack P+K+G 2. Rising Uppercut F,D,DF,P 3. Jingi Gekitouha DB,DF,P				A difficult fighter to use effectively, Bahn's stealthiness is a very rewarding art to master.
<b>CANDY</b> 	1. Cat Diving DF,DF,P 2. Cat Flip D,B,P+G 3. Cat Slap F,F,P				Don't let her petite physique fool you, or you'll quickly find yourself on the receiving end of Candy's combos.
<b>GRACE</b> 	1. Somersault Kick UB,K 2. Sit Spin D,K+G 3. Tip Slam F,F,P				Like Picky, Grace is a very forgiving character and is fairly simple to master for beginner players.
<b>JANE</b> 	1. Clinch Punch P+G 2. Tiger Suplex (B),P+K+G 3. Tornado Punch B,DB,D,DF,F,P				One of the toughest of the group, Jane's almost fatal throws make her a fighter to keep your distance from!
<b>PICKY</b> 	1. Heel Attack U,D,K 2. Back Drop (B)P+G 3. Board Slap B,F,F,P				Picky is a good beginner's character to use. This character's attacks are easy to pull off and has generous speed.
<b>RAXEL</b> 	1. Guitar Thrust F,F,P 2. Neck Fold B,F,P+G 3. Death Spin Kick F,P+G				This rocker's guitar packs a wallop! Raxel has the deadly combination of both speed and power.
<b>SANMAN</b> 	1. Hammer Down F,P+K+G 2. Giant Swing B,DB,D,DF,F,P 3. Elbow Smash F,F,P				The Sanman is a powerful character indeed! Use the Giant Swing to quickly end a lingering match.
<b>TOKIO</b> 	1. Open Arm P. P,P,P 2. Rolling Throw F,B,P+K+G 3. Armor Breaker F,B,F,B,P+K+G				If there ever was a combo king, Tokio would wear the crown. Try to get in close when fighting against him.

# B.M.

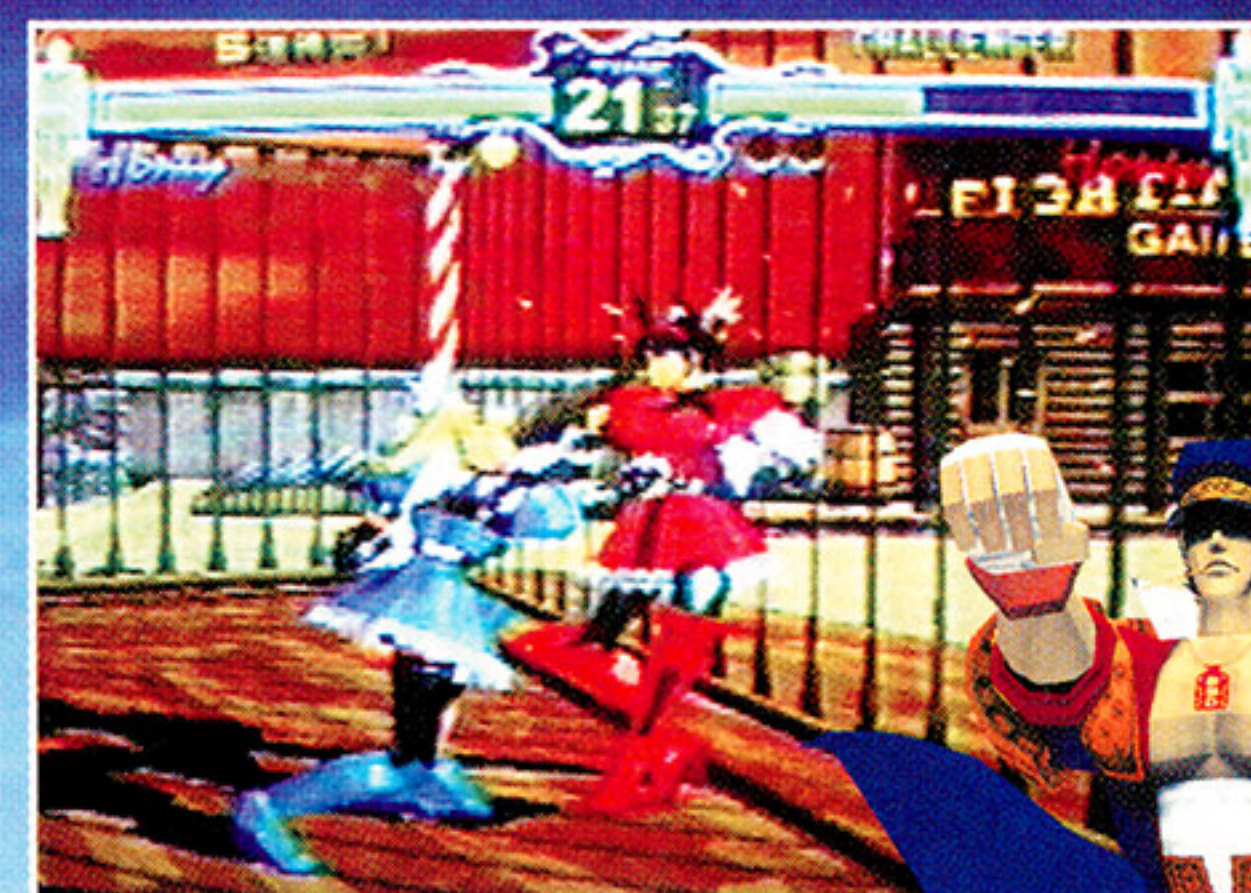
## THE FINAL BOSS OR SERPENTOR IMPERSONATOR?



B.M. (don't ask) is one tough nut to crack! Be on guard, because his attacks are as fast and furious as they come. Throws incorporate a vast majority of his attacks so keep your distance! It's difficult to play the waiting game with him, because he will constantly match your moves while the short 30 second timer quickly winds down. Like they say, "If you don't know what you're doing, don't step into the ring!"

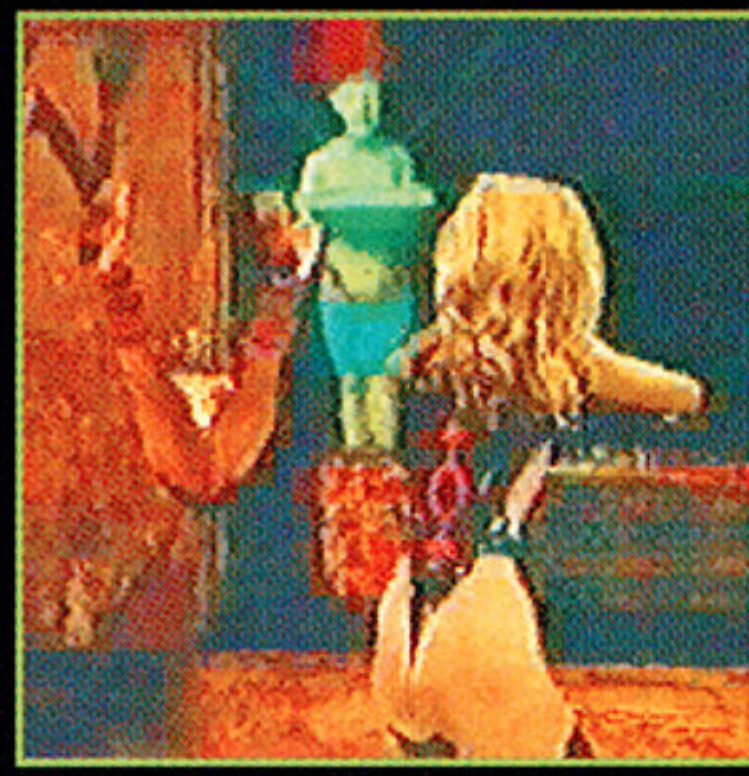
## THROWS' APLENTY

Throwing maneuvers infest the majority of one-on-one fighting games these days, and Fighting Vipers is no different. What is special about them this time is, depending where the bout is to be waged in the cage, your character can incorporate them into his/her combo. The fighter with his/her back against the wall can be plastered against it if he/she isn't careful enough.



Hey, go easy on the spine, will ya?





# WAR GODS



## REVOLUTIONARY FEATURES

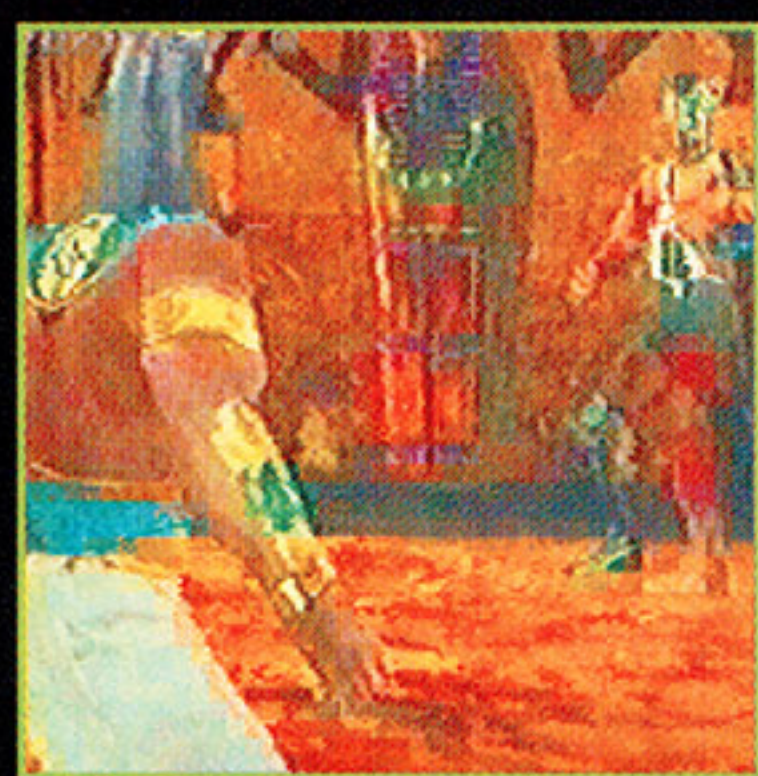
- First truly 3-Dimensional arcade fighting game
- Digital skin technology eliminates polygon look
- Reality map surfacing for photo-quality graphics
- Exclusive 3-D button allows movement around entire fighting arena

The concept is nothing new, but Midway's new fighting game will surely dominate the arcades. Featuring new technology, War Gods immerses the players in a 3-D playing field in which they can move almost anywhere. They are not subject to just a two-dimensional view. And unlike all other 3-D fighting games, the fighters in War Gods look almost too real because of the advanced texture-mapped features. Their attacks are silky smooth as they move across the screen. All look great with the special 3-D view. Everything from fatalities, multilevel combos, grappling throws and secret moves can be done.

As far as combos go, players can execute multiple super hits and special kicks, which can completely annihilate your opponent. And it doesn't stop there. The game has one of the most advanced sound systems, resulting in the highest quality.



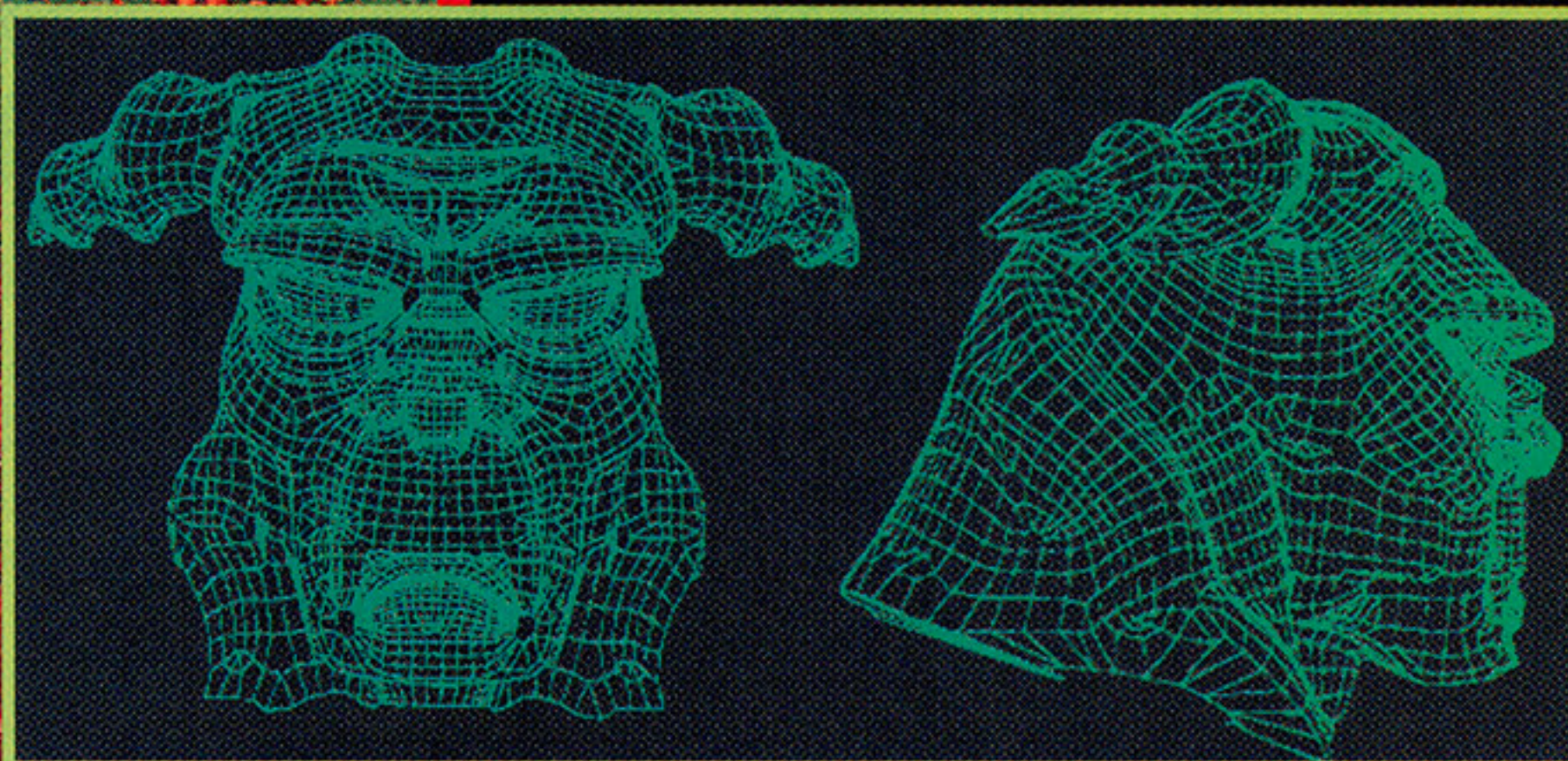
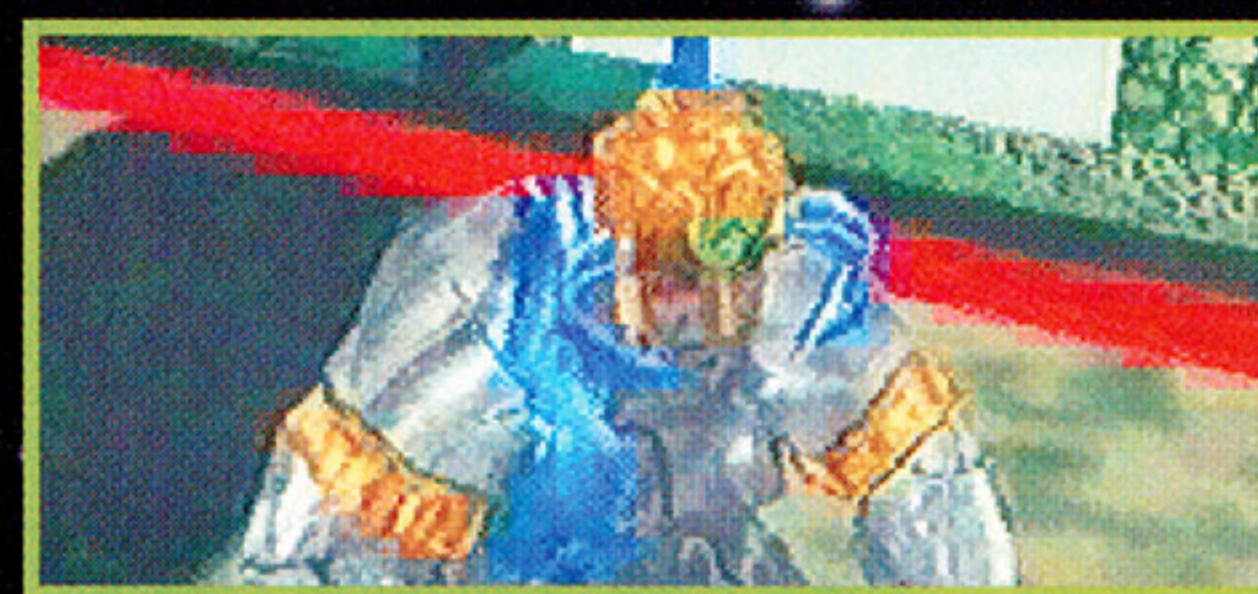




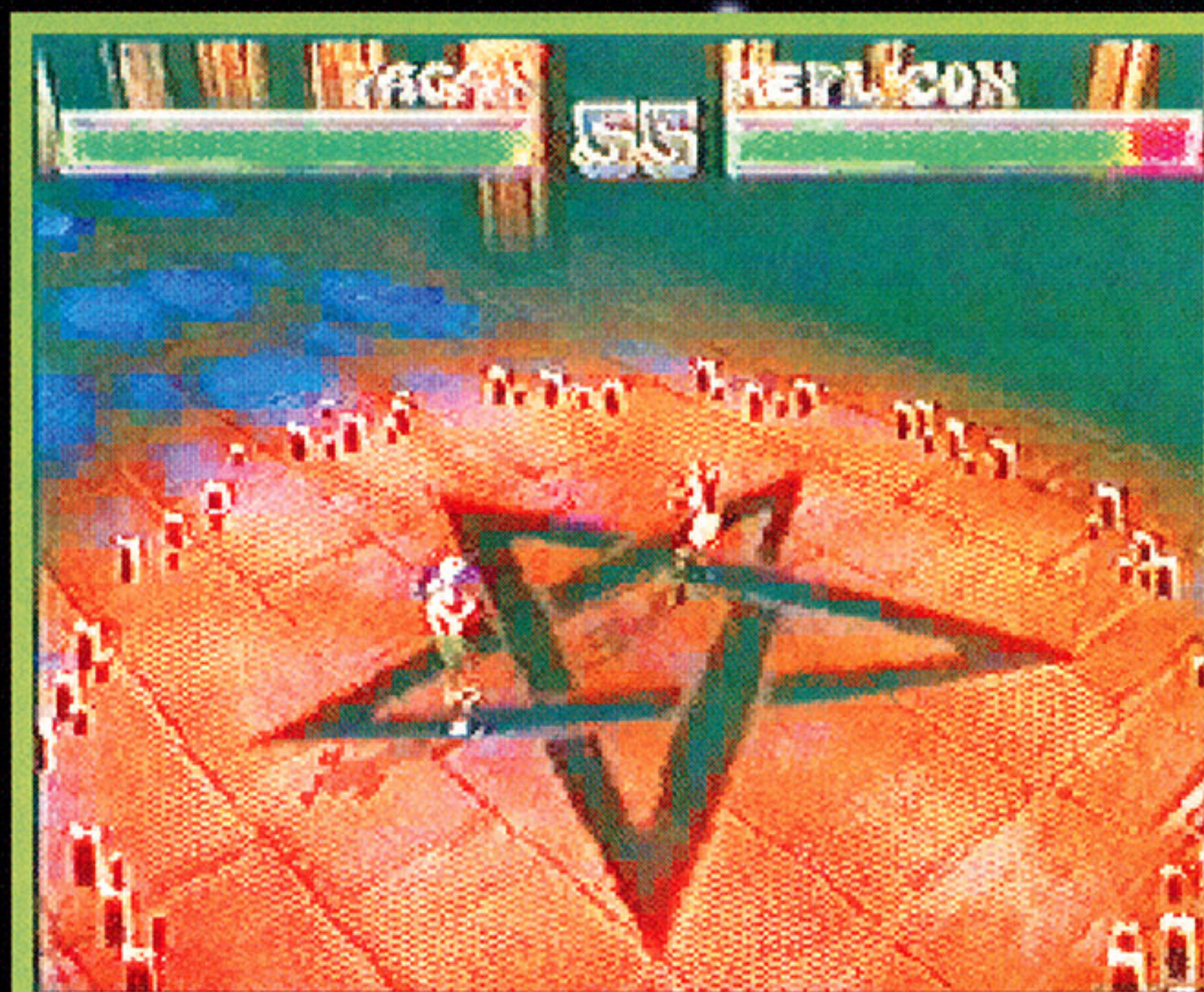
you HAVEN'T GOT A PRAYER!



AWESOME  
GODLIKE  
POWERS!



THIS IS A SUPER  
3-DIMENSIONAL ARCADE  
FIGHTING GAME!

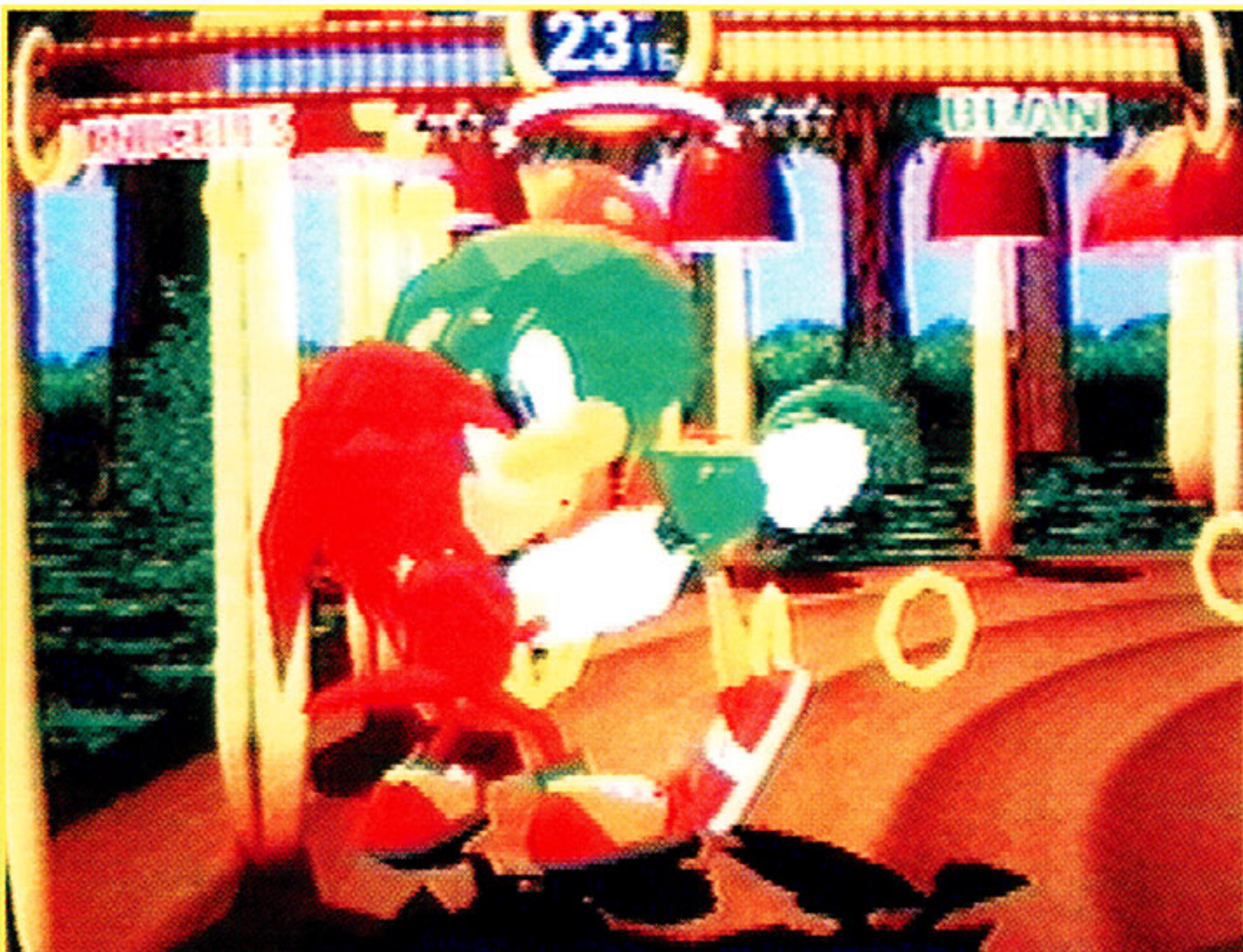
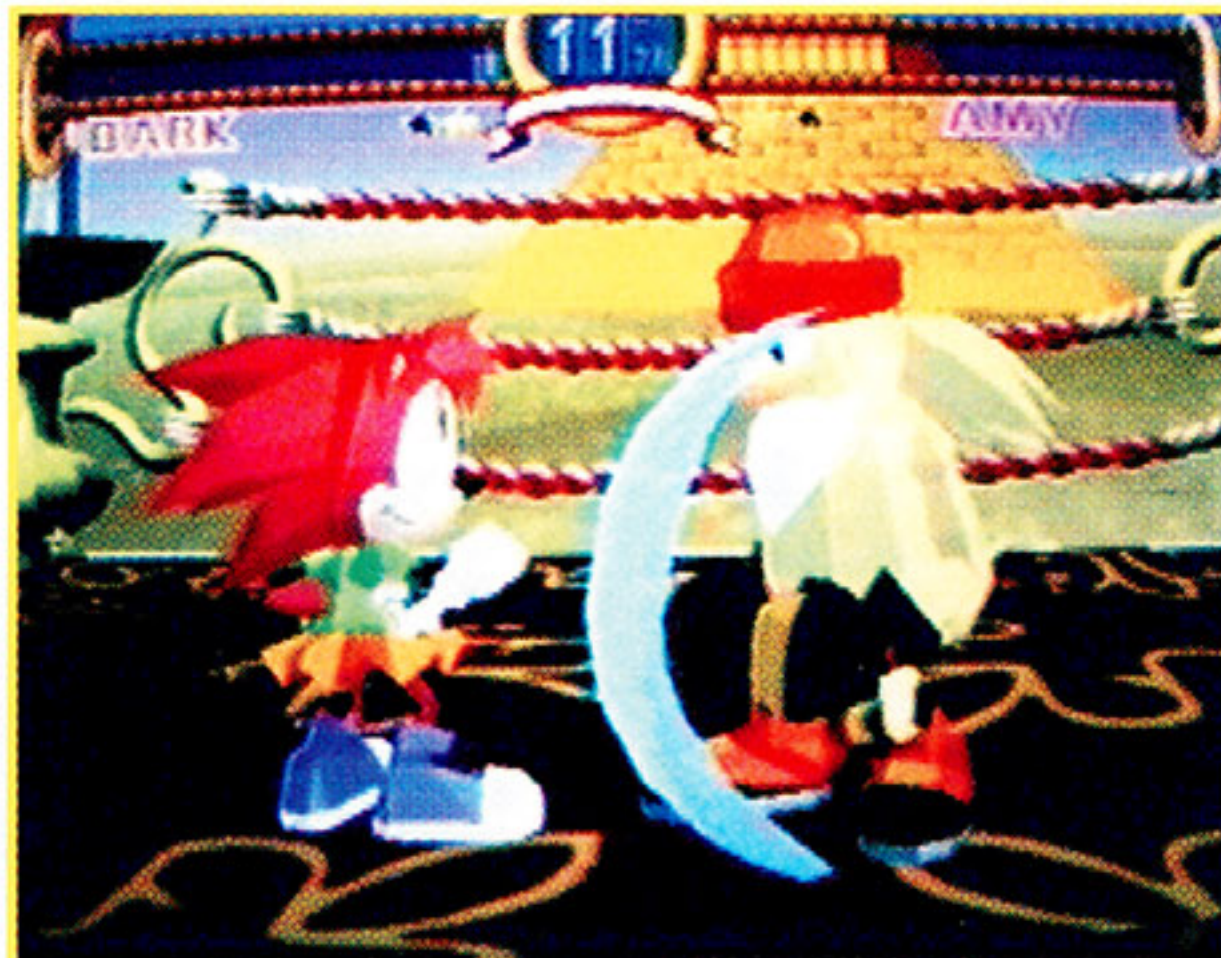
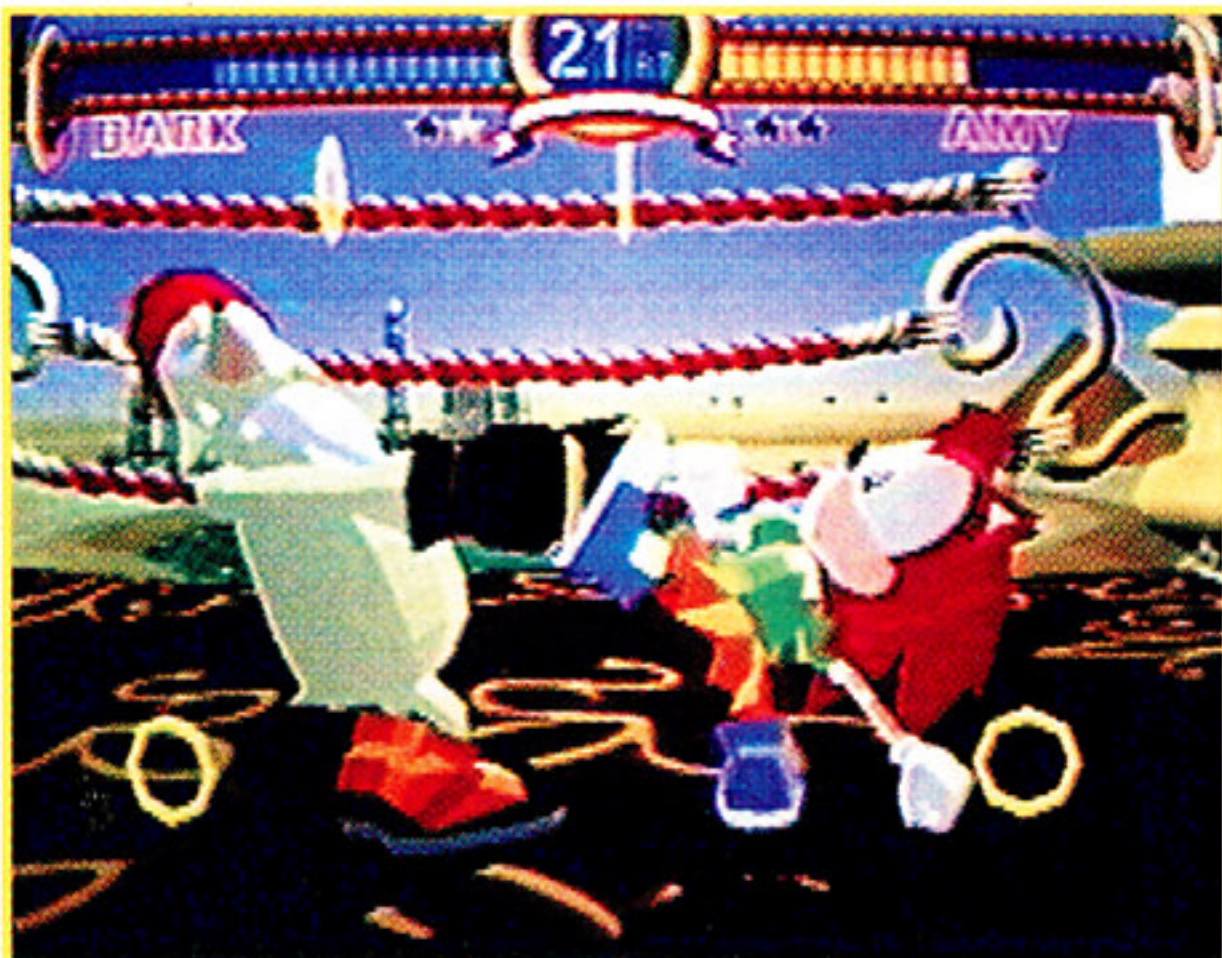






Who would have ever thought that this was going to happen? Along with the characters we are already familiar with, Sonic, Tails, Knuckles, and Amy (from Sonic CD), there are some new ones. Bark, Espio, Bean and Fang. These new characters are in the cutesy tradition of Sonic the Hedgehog and all of his friends. Similar to the platform games, hitting your enemies will send coins flying. Each character has a ton of

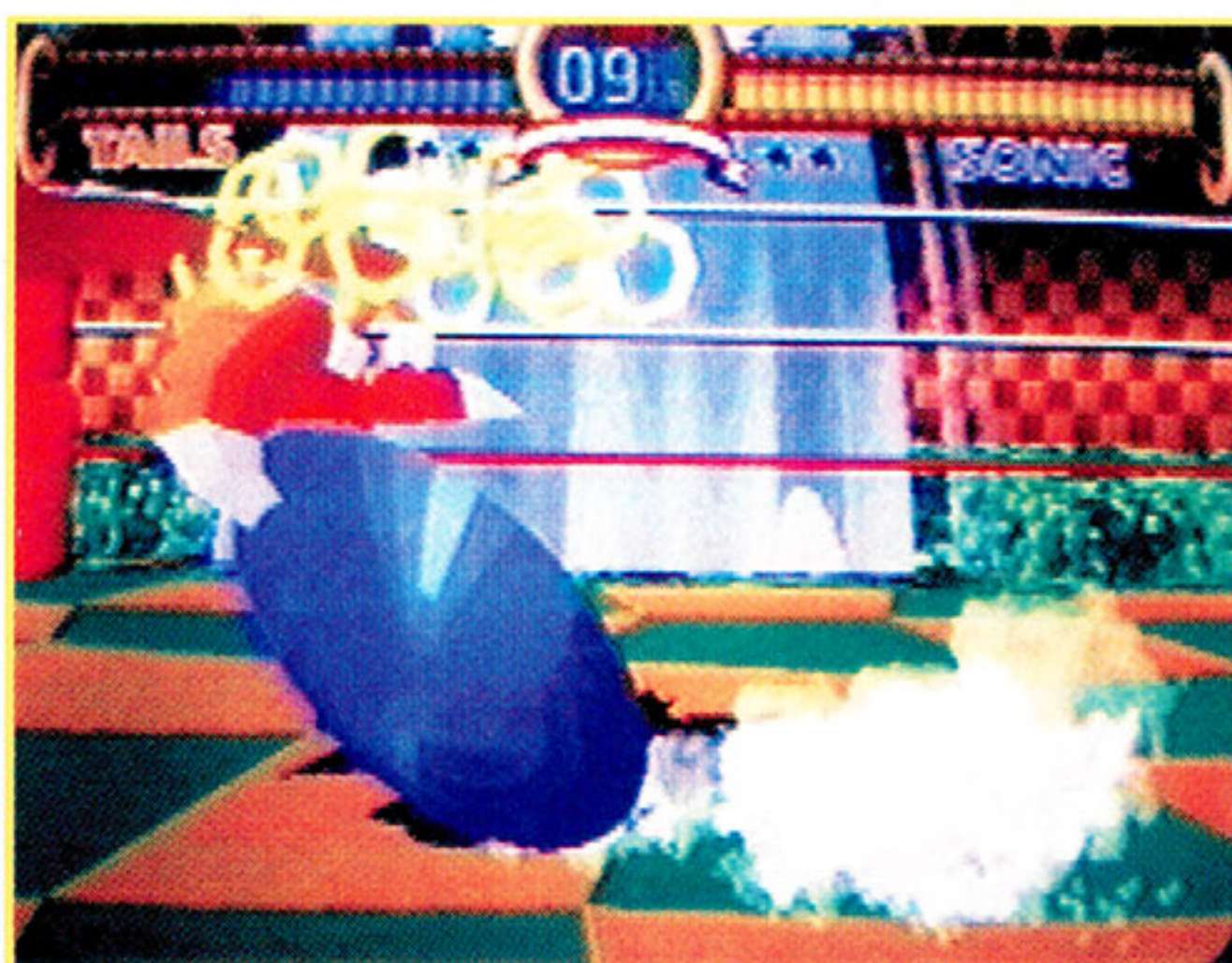
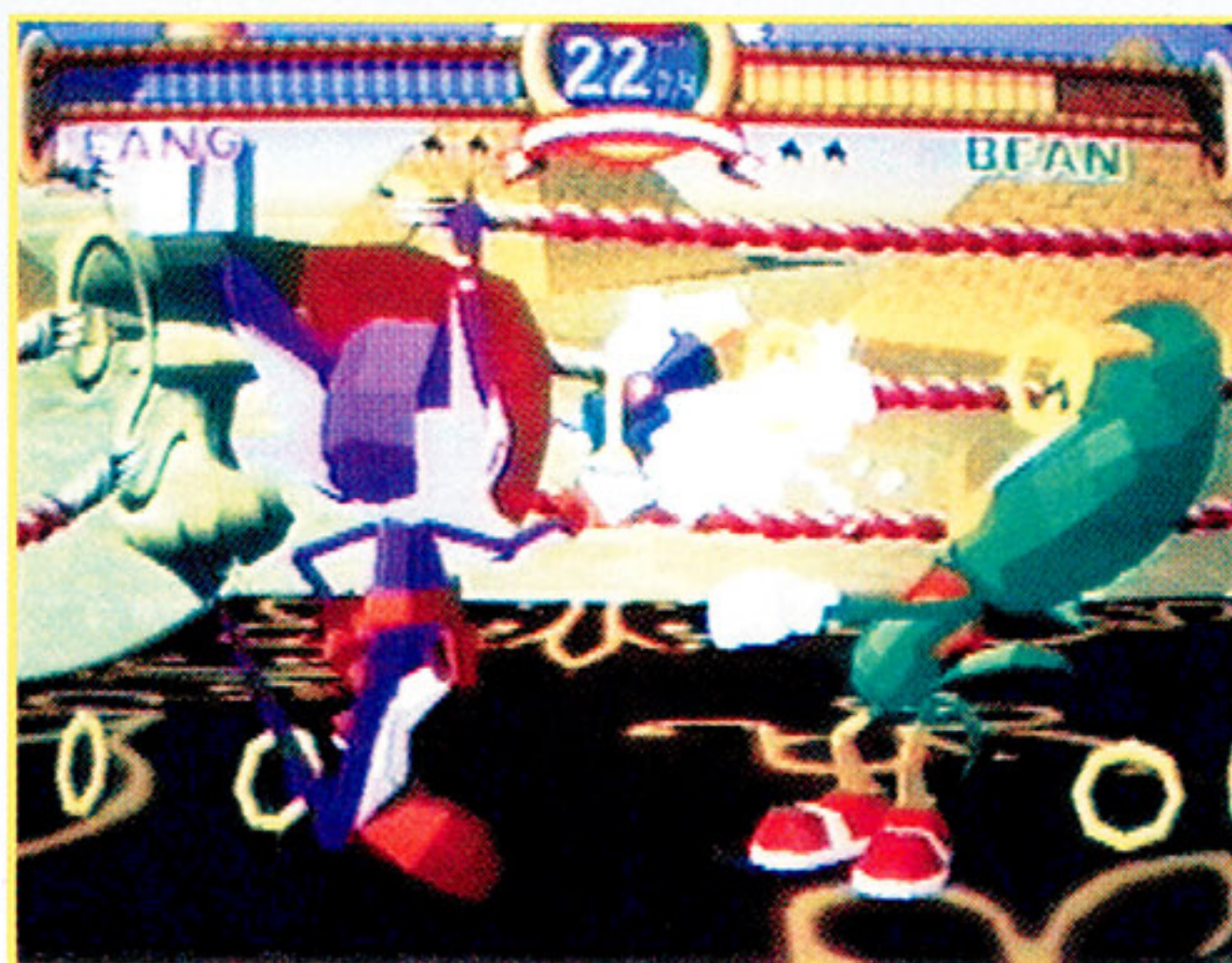
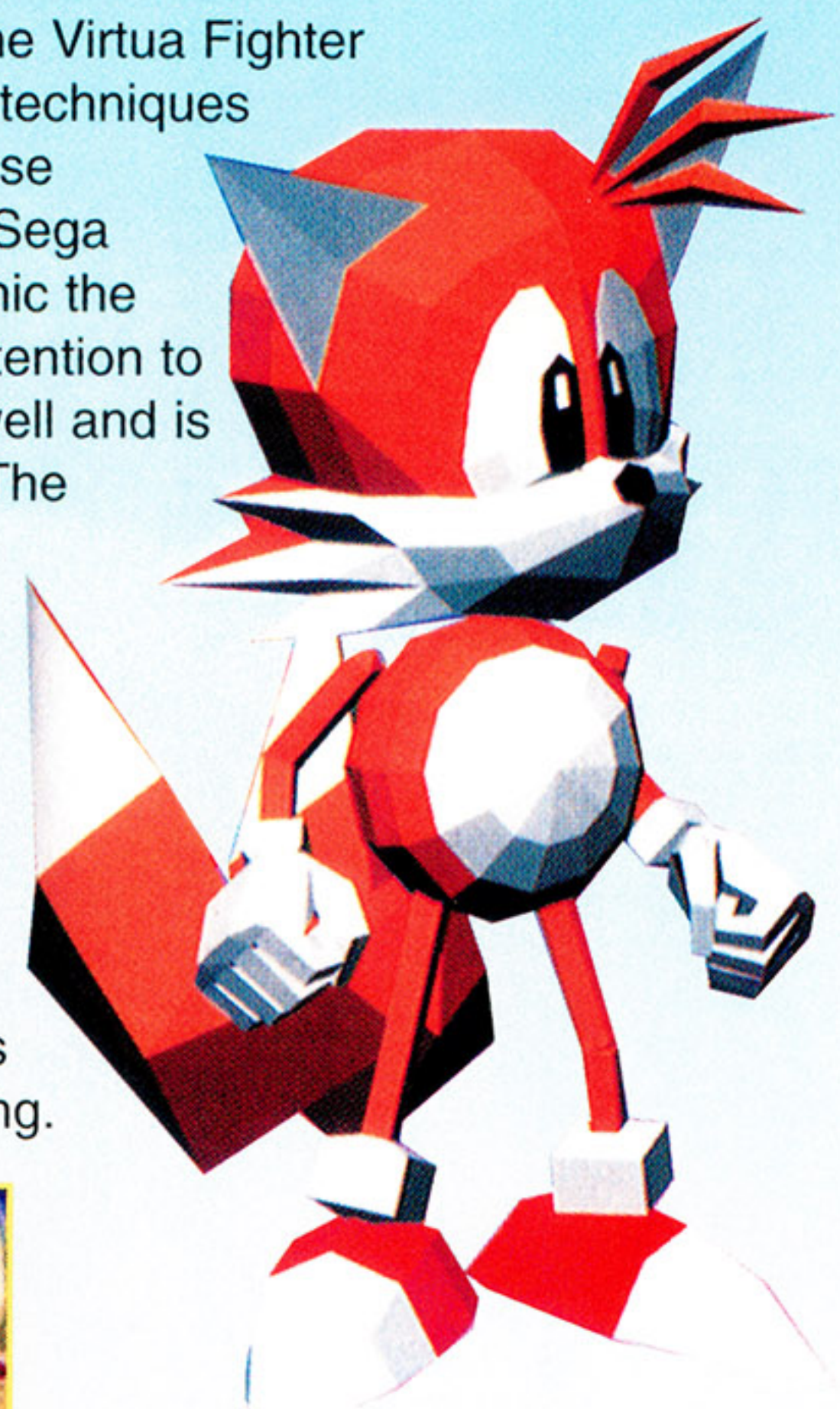
moves for you to master. There are a lot of moves that are done from the air as well. Each character can pull things from out of thin air and use them to beat up on each other. Combos are a bit tougher to pull off which might actually be a welcome change from the auto-combo games out there right now. Anyone who loved the Sonic games will probably get a kick out of being able to fight as your favorite character.







This game is similar to the Virtua Fighter series. A lot of the same techniques and other qualities of those titles will be found here. Sega really went all out on Sonic the Fighters, paying great attention to detail. The game plays well and is actually quite addictive. The challenge isn't too bad so the younger players should pick it up in no time. In fact, this title will appeal to gamers of all ages as it is not just for little kids. The older players will be just as excited to get their hands on the latest Sonic offering.



## Moves List

### Amy

Magical Hammer - D, P  
Spin Hammer - F, P  
Whirlwind Kick - DF, KKK  
Hammer Dive - U, P  
Hammer Down Attack - D, P

### Bark

Stamp And Hook - DP, P  
One-Two-Throw - PPP  
Hammer Punch Dive - U, P  
Giant Swing - B, D, F, P

### Bean

Swing Uppercut - DF, P  
Rapid Peck - PPPPP  
Peck Dive - U, P

Bomb Down Attack - DF, K

### Espio

Espio Spin Attack - D, P  
Big Foot Kick - K, B  
Tongue Attack F, P  
Body Dive - U, P  
Tongue Down Attack - D, P

### Fang

Rapid Shoot - F, PPPPP  
Tail Attack - K, B  
Tail Spring Kick - F, K  
Body Dive - U, P  
Tail Down Attack - D, P

### Knuckle

Knuckle Glider - PK

One-Two-Uppercut - PPP

Uppercut - DF, P  
Body Dive - U, P  
Big Trample - D, K

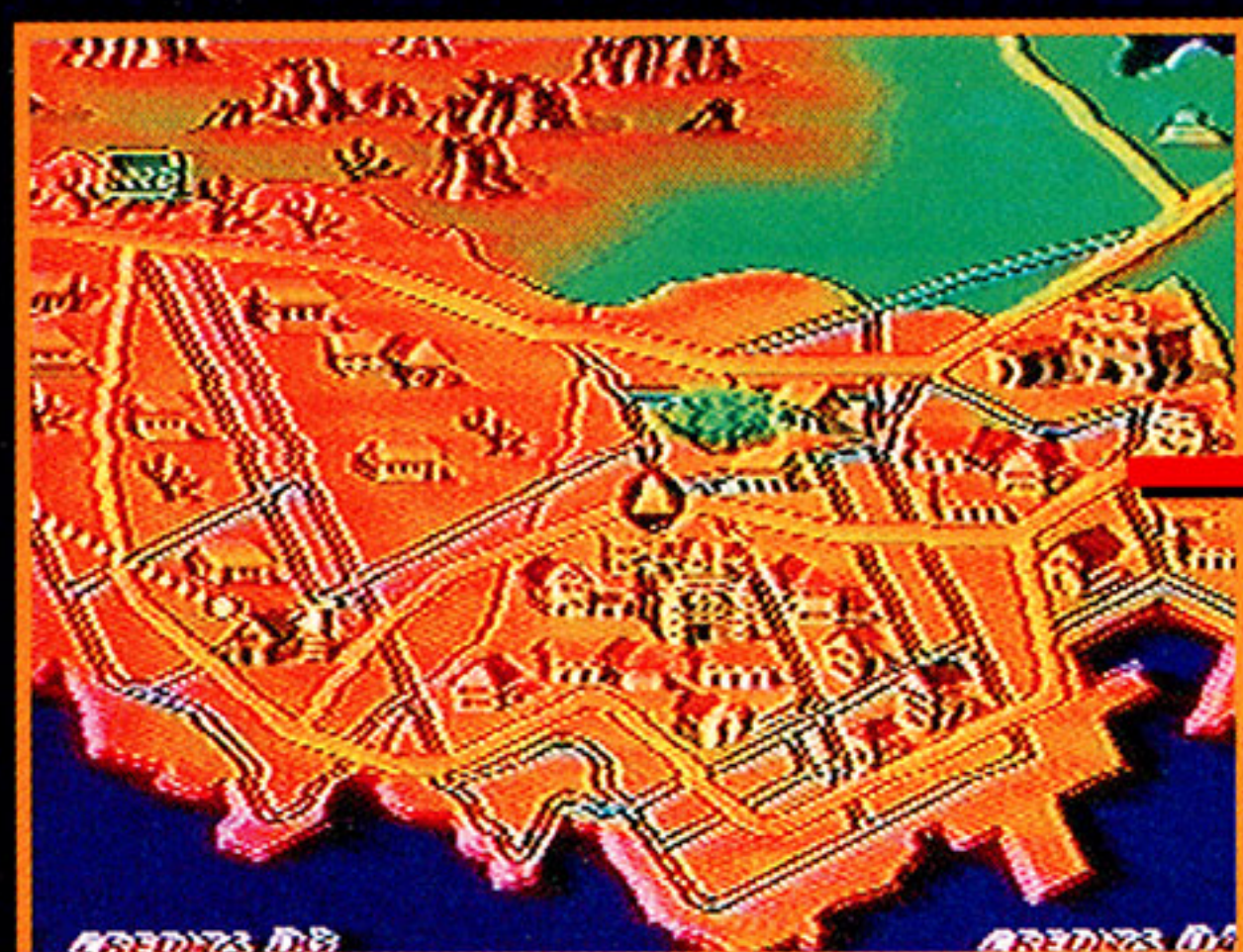
### Sonic

Spin Attack - D, P  
Super Rush - PPPPP  
Triple Kick DF, KKK  
Spin Dive - U, P

### Tails

Propeller Dash - PK  
Triple Kick - KKK  
Squash Punch - F, P  
Body Dive - U, P  
Foot Stamp - D, K



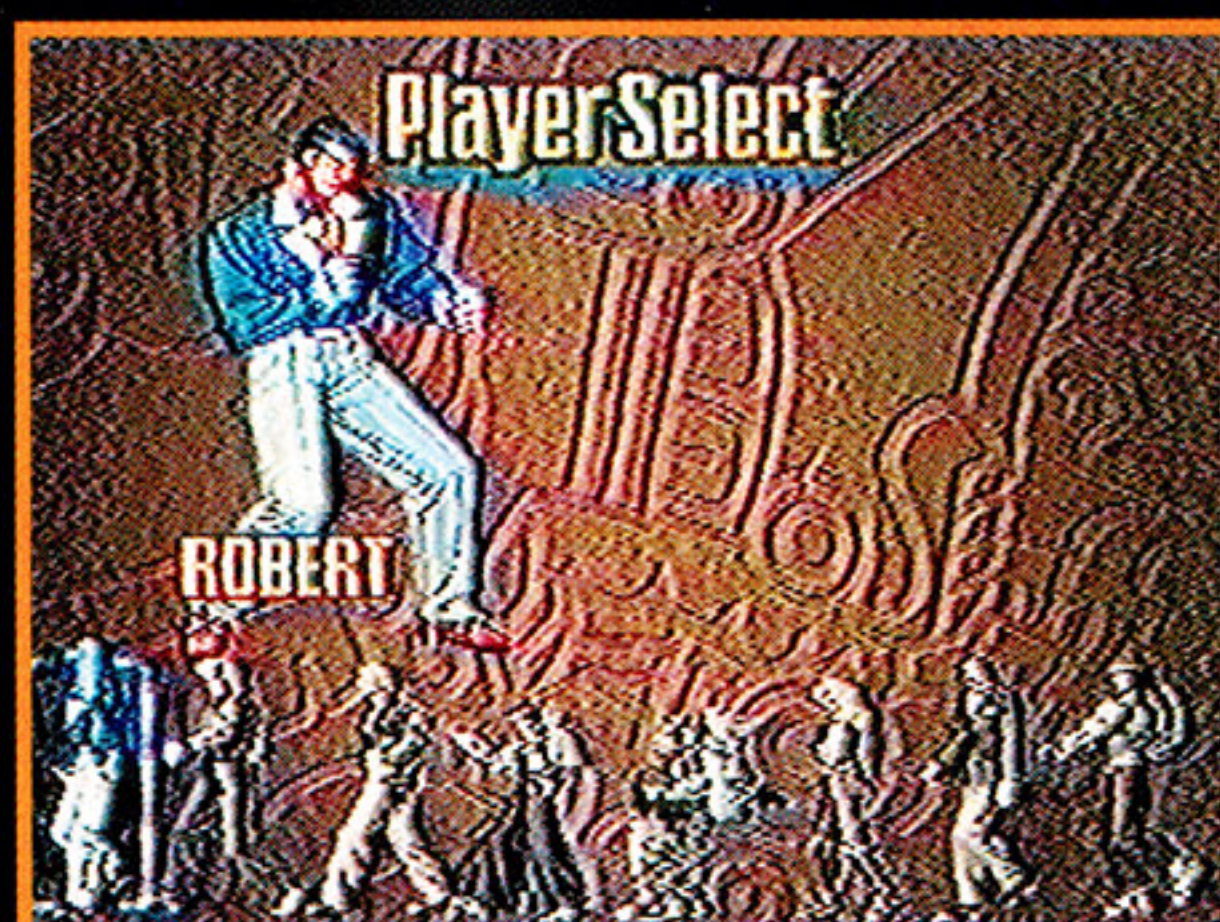


## THE ART OF FIGHTING STORY LINE CONTINUES...

True to the earlier Art of Fighting games, AoF3 gives you a story as you progress. This one goes all out, with a huge city and cinematic sequences. These will change depending upon who you choose. This certainly gives all the Art of Fighting bouts a purpose.

# THE PATH OF THE WARRIOR

## ART OF FIGHTING 3



Art of Fighting 3 introduces a new cast of warriors, and a brand-new story line. There are "Ultimate" moves that can let you win the match during the first round. Improved graphics and sound make AoF3 shine!



An Ultimate KO move can end a fight at any time!

## RYO SAKAZAKI



### TIGER FLAME PUNCH

D, DF, F + A

### TIGER BLOW

F, D, DF + A

### TIGER FLAME KICK

D, DB, B + A

Ryo is just as powerful as ever. As the main character, he has more moves than any character (just like Robert).

### DRAGON SEIZE

F, D, DF + A

### GREAT SPIRIT KICK

F, B, F + B

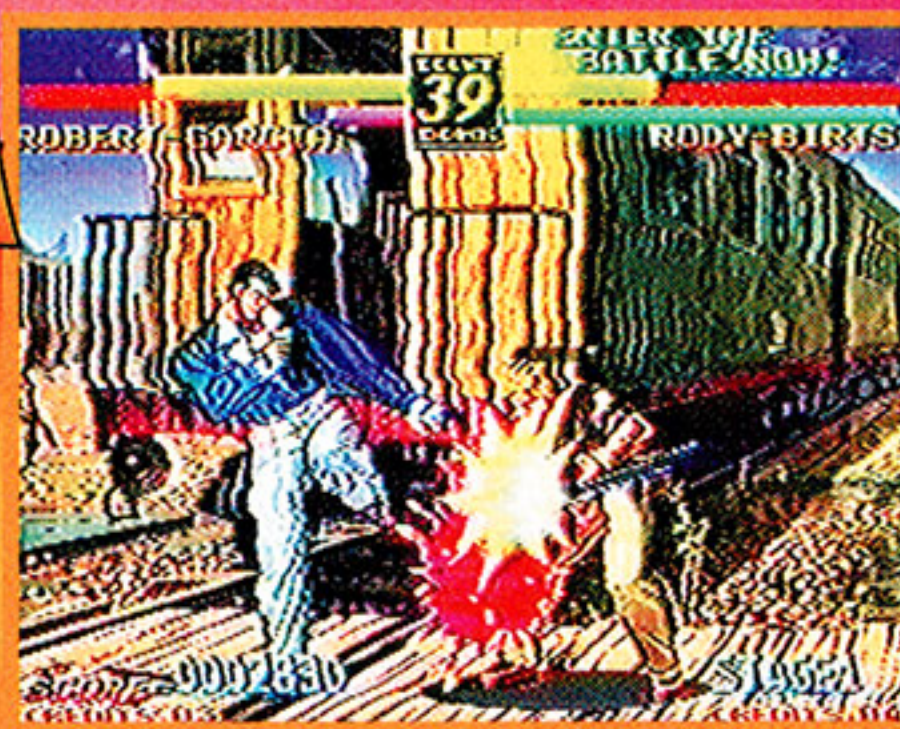
### DRAGON BLAST PUNCH

F, D, DF, F, + A

Similar in style to Ryo, he focuses on kicks rather than punches. This guy joins Ryo as one of the deadliest.



## ROBERT GARCIA



Robert's Great Spirit Kick can inflict plenty of damage.



Won has a number of fast swipes that are hard to block.

## WON KOHSAN



### MR. STONEHEAD

F, D, DF + A

### MR. MINEBUTTOCK

D, D + A

### MR. WARRIOR

B, DB, D, DF, F + A

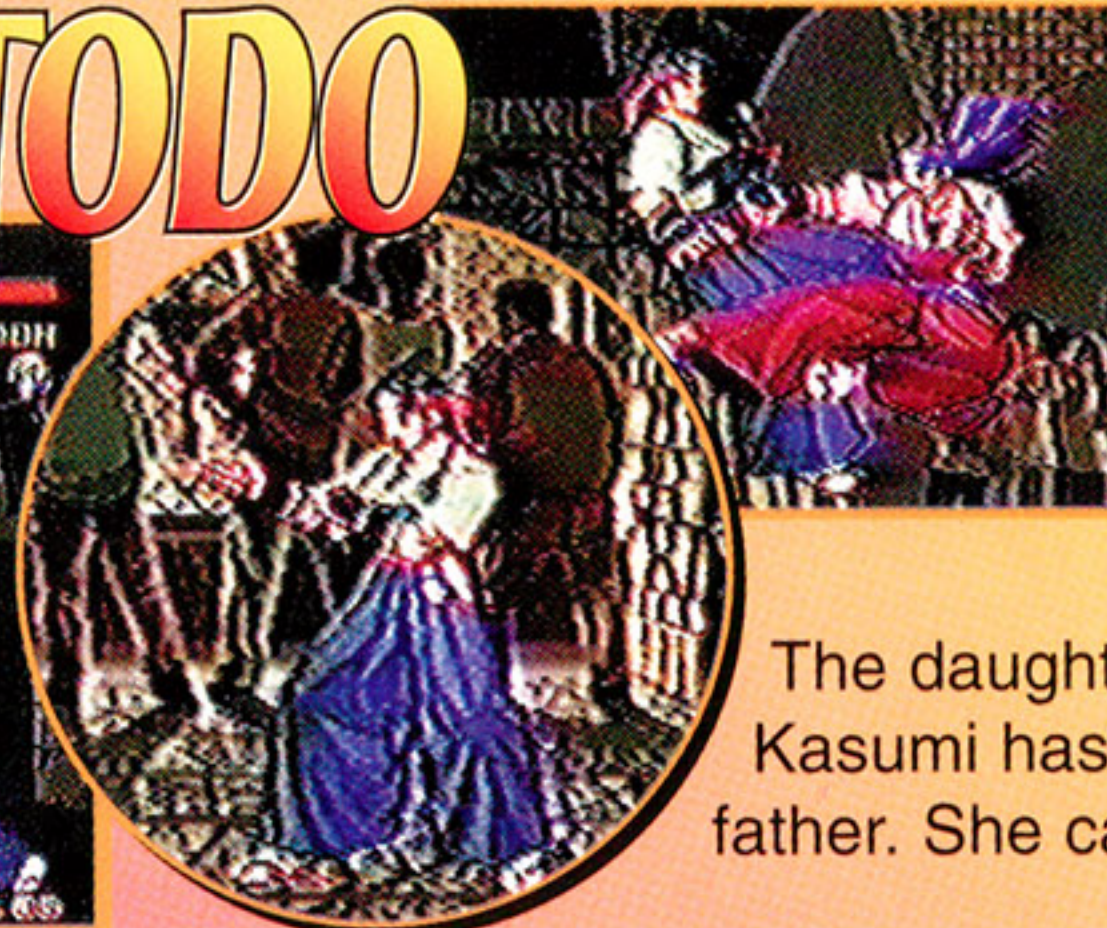
This silly guy has a lot of short-range attacks that serve as counters. Keep close to your attacker. Watch out for fireballs.





Kasumi's Ultimate almost fills the screen with power.

# KASUMI TODO



## TODO STYLE DOUBLE HIT

D, DF, F + A

## TODO STYLE LIGHTNING BLOW

D, DB, B + A

The daughter of the samurai Todo, Kasumi has all of the same attacks as her father. She can easily chain her moves.

## BEHEADING SWORD

D, DB, B + A

## NINJA HIDE

D, DB, B + A

## VIOLENT BULL THROW

F, B, DB, D, DF, F + C

This behemoth has a lot of grappling moves and is a sort of Zangief clone. Try getting in close with this guy.



# JIN FUUHA



Jin's twirl is a two-hit move that covers a lot of ground.



# CHRISTON RENNY



## FOUR SWISH RAVE

D, DB, B + A

## WHIP RUSH

F, B, F + A

## FLICK SHOT

D, DF, F + A

Tangle up foes with your whip and then throw them!

This whip-wielding lass has a long range to her hits so you'll want to stay back with her. Watch out for the Flick Shot.

## REVOLVING HURL

D, DF, F + A

## MIDDLE IMPACT

D, DF, F + B

## DECEIVE IMPACT

F, B, F + A

This guy is loaded with chain combos. His weapon lashes out quickly and it's hard to tell where he's going to attack.



# RODY BARIS



Throw your baton to hit "enemies" from a distance.



# KARMEN COLE

Another player character; not much is known about Karmen.



Karmen is armed with several deadly throws.

# SINCLAIR

Sinclair is one of the Bosses you'll meet in AoF3.

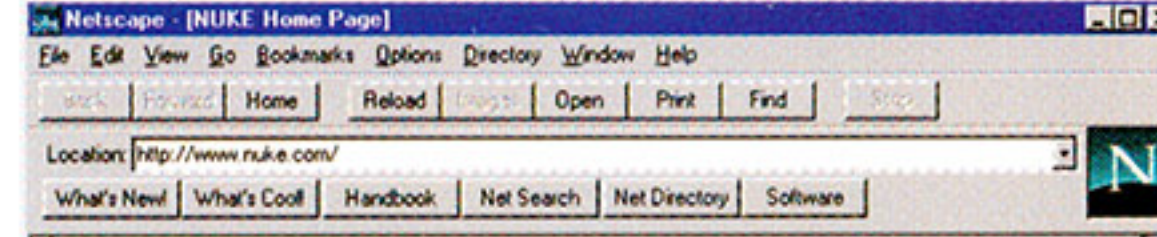
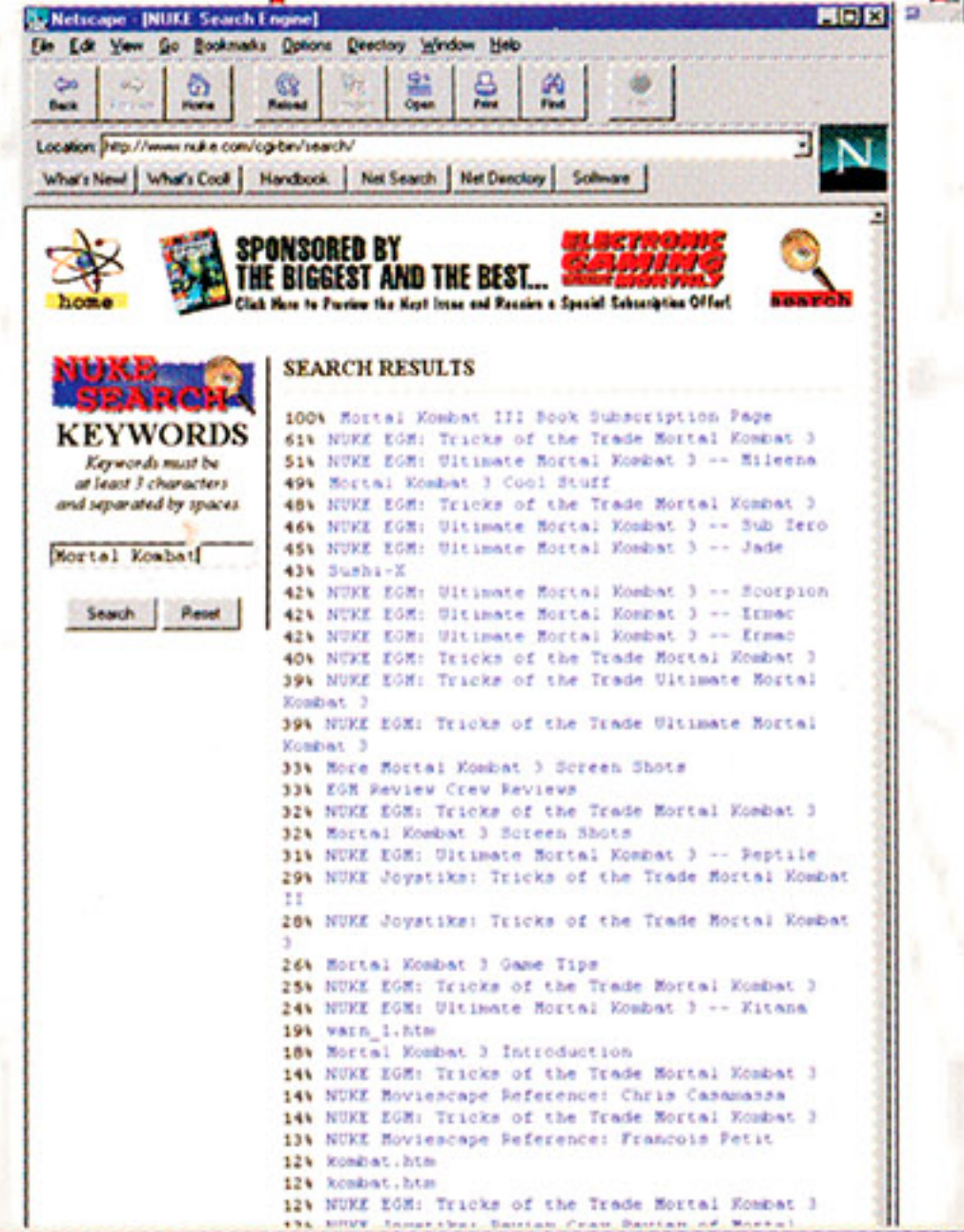
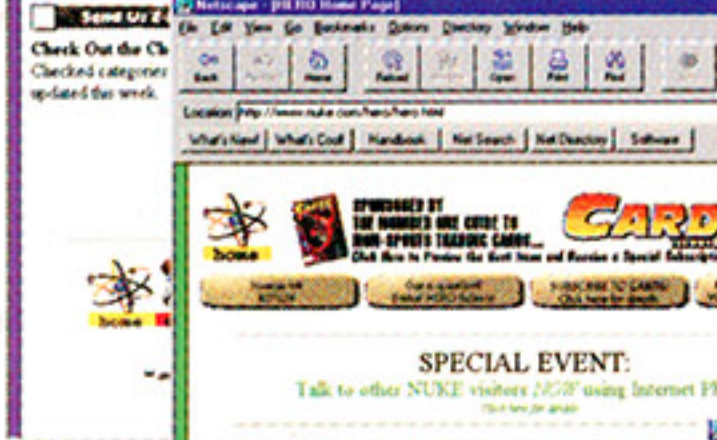


Sinclair bares a resemblance to Lee when she twirls around.





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