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RATTLE ARENA TOSHINDEN 2

FIGHTER'S GUIDE

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BATTLE ARENA TOSHINDEN 2

FIGHTER'S GUIDE

TM

OFFICIAL BATTLE ARENA TOSHINDEN 2 FIGHTER'S GUIDE

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BATTLE ARENA TOSHINDEN 2

FIGHTER'S GUIDE

Game Basics4
Fighting Basics6
Combatants14
Chaos14
Duke20
Eiji24
Ellis28
Fo32
Gaia38
Kayin42
Mondo46
Rungo50
Sofia54
Tracy58
Bosses64
Master64
Sho68
Uranus74
Vermillion78
Beating the CPU82
Game Codes85
Quick Reference86

Introduction

Fighting games have long been the most popular video games. The craze began with Street Fighter II and Mortal Kombat, and has continued with successful titles such as Mortal Kombat II, Eternal Champions, Samurai Showdown, and others. But these games were limited by their 2-D perspective. That all changed with the release of Sega's Virtua Fighter, a stunning 3-D arcade extravaganza that raised the stakes to a new level. Taking the challenge to heart, Takara developed a 3-D sensation, Battle Arena Toshinden. Clearly, an exciting new era in fighting games had begun.

Battle Arena Toshinden was one of the most popular and successful games of 1995. Taking full advantage of the PlayStation's incredible capabilities, the game featured breathtaking graphics and an incredibly realistic gaming experience. Toshinden offered many of the gameplay elements of Virtua Fighter, but added more weapons and supernatural moves, which added new fighting dynamics to the 3-D environment.

Battle Arena Toshinden 2 has several improvements over the original. In addition to the enhanced graphics, music, and sound effects, four all-new characters have been added, along with an improved gameplay engine and many new game mechanics. What does this all mean? Fast and furious fun! There's no question that BAT 2 will be one of the top gaming experiences of 1996.

The world of Toshinden is a magical place filled with mighty warriors, wondrous weapons, and unparalleled combat. In the following chapters, you will meet the characters and learn all of their moves, combinations, tricks, codes, and strategies. Can you become the best of the best? Only if you study with the masters!

Game Basics

Basic Terminology

DASH	Push the controller twice toward your opponent.
RUN	Push the controller twice toward your opponent and hold.
BACKSTEP	Push the controller twice away from your opponent.
TOWARD	Push the controller toward your opponent.
BACK	Push the controller away from your opponent.
HOLD	Push the controller and keep it in the direction indicated.
STANDING	Your character is in the upright position.
STANDING CLOSE	Your character is in the upright position and close to your opponent.
Crouch	Press and hold down on the controller.
CROUCH CLOSE	Press and hold down on the controller while your character is next to your opponent.
JUMP UP	Press up on the controller.
JUMP IN	Press up and toward your opponent.
JUMP AWAY	Press up and away from your opponent.
ROTATE	Press the L or R button or tap down twice on the controller to rotate, essentially sidestepping an attack.

Controls

Toshinden 2 enables you to configure your controller in many ways. However, you will always be able to use:

Weak Slash, Hard Slash, Weak Kick, Hard Kick, and/or Rotate

The Screen

Health Meter

In any match, the character whose Health Meter runs out loses. If the Timer runs out, the character with the lowest amount of health loses. If both characters have the same amount of health at the end of the timer, or they K.O. each other, the round ends in a draw.

Timer

The timer can be turned off or set to different times.

Overdrive Meter

When the Overdrive Meter flashes, you can perform an Overdrive move. To cause the Overdrive Meter to increase, simply block your opponent's attacks or make successful attacks yourself.

The Game

The following are the various game types:

1 Player

When selecting a 1 Player game, you fight against eight opponents, including Uranus and Master. 1 Player keeps track of how long it takes you to complete the game.

Full Game

You fight against all the enemies, including Uranus and Master, for a total of 12 characters. If you defeat everyone on Levels 5 through 7 without using a continue, you get a chance to fight against Sho. If you can defeat everyone without a continue on Level 8, you get a chance to go against Vermillion.

Vs. Human

Two players go head-to-head. After a player is defeated, both players have the option to select new characters.

Vs. Computer

You can select your character and the computer opponent you want to fight. This is a great practice mode for learning to overcome specific opponents.

Options Screen

Here are the various options you can adjust:

- Level: 1–8 (default 4)
- Bout Time: 60, 90, 00 (default 60)
- Set: 1–3 (default 2)
- Player Health: 70, 80, 90, 100, 110, 120 (default 100)
- Guard Type: Normal (default), Auto-Block, No Block
- Controller: L1, L2, R1, R2 can be configured in several ways:
 - Default
 - L1 Rotate Counterclockwise
 - L2 Rotate Clockwise
 - R1 Special 1
 - R2 Special 2
- Camera Type: Normal (default), Far, Bird's Eye, Overhead
- Sound: Stereo (default), Mono
- Character Description: Character Portrait (default), Character Information

Fighting Basics

Before you can study the individual strengths and weaknesses of each character, it's important to understand each character's basic skills.

Basic Offense

Slashes

Slashes are weapon attacks and generally have a longer reach than kicks.

Weak Slash

The Weak Slash is a quick attack that inflicts minimal damage.



Hard Slash

The Hard Slash is a moderately damaging attack that generally has greater range than the Weak Slash, but has a slower recovery.



Kicks

Kicks, for the most part, have a shorter reach than slashes. They're useful because they don't leave you wide open to a counterattack.

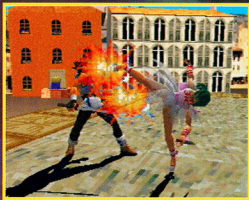
Weak Kick

Weak Kicks are quick attacks that inflict minimal damage.



Hard Kick

Hard Kicks are moderately fast and generally have more range than Weak Kicks. Crouching Hard Kicks can knock down opponents who aren't blocking.





Low and High Attacks

When your character is crouching, this is a low attack. When your character is standing, this is a high attack.

Jumping Attacks

**Jump + any slash,
Jump + any kick**

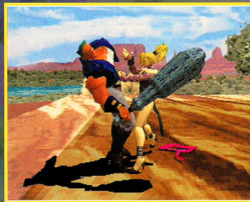
All jumping attacks must be blocked high. Anyone performing a crouching block will be hit by a jumping attack.

Throws

**Back + Hard Slash,
Back + Hard Kick**

If you press Back and either Hard Slash or Hard Kick, your character performs a throw. Each character has a different throwing style. For example, Eiji throws

his opponent over his shoulder, while Sofia picks up her opponent and slaps him silly. The best thing about throws is that you can perform them even if you or your opponent is blocking or crouching. However, you have to be close to an opponent to throw. Throws are most effective against a very defensive player or an opponent who is wide open to attack. Knowing this and using it wisely can give you a major advantage in battle.



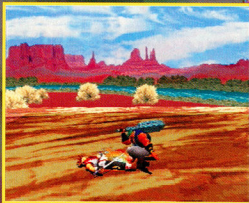
Pounces and Stomps

Pounce (Hard Slash + Hard Kick)

Stomp (Weak Slash + Weak Kick)

You can pounce or stomp on an opponent who has fallen to the ground. A pounce does a lot of damage to your opponent, but it can leave you vulnerable if you miss. You generally need to be close to your opponent to execute a pounce.

You need to be directly next to your opponent to perform a successful stomp. A stomp leaves you less vulnerable to attack if your opponent gets up quickly.



Dash Attacks

Forward, Forward + any Slash or Kick

Dash attacks are particular to each character and are detailed in the character profiles. Each character has four unique dash attacks that are associated with the four types of attacks that can be executed—Hard Slash, Weak Slash, Hard Kick, and Weak Kick. These moves are useful in starting a combination attack and provide an opening that is different from the usual jump-in attack.

Turn Attacks

Any Slash attack, any Kick attack, Down + any Slash, Down + any Kick

Turn Attacks enable you to strike at your opponent as you turn to face him. Each character has a total of four unique types of Turn Attacks. For a Slash Turn Attack, both Turn Weak Slash and Turn Hard Slash are the same Turn Slash Attack. The same is true for a Kick Turn Attack. A low or Crouching Turn Attack is the other variation of the Turn Attack—just press Down+Slash or Down+Kick. These moves are detailed in the character profiles. Turn Attacks can be extremely useful due to their quick execution time and solid damage.

Combos

A Combo is a sequence of moves that can be “chained” together to inflict maximum damage. Usually, if the first hit connects, the following moves have a good chance of connecting as well, essentially giving the player “free” hits. When you effectively use a Combo, an opponent will be hard-pressed to defend against it.

Combos can be tricky because of how the characters face each other. To block, characters must be facing each other. If opponents are slightly off, they might not be able to defend. Often combos can be done by using a Weak Attack followed by a quick special move or Hard Attack. Some Hard Attacks stagger your opponent if they hit, enabling you to strike again before your opponent can block.

Blocking

Blocking is an essential skill to master. Blocking an attack can prevent you from taking most or all damage from it. The two types of blocks are High and Low. Toshinden 2 has three modes of blocking: Normal, Auto Defense, and None.

Normal

You must choose when to block. To block, you must push the joystick away from your opponent when the opponent attacks.

Auto Defense

Whenever you're not moving or performing an attack, your character automatically blocks. This is very useful for beginners as they learn to set up combos.

NOTE: Auto Defense does not choose the appropriate type of block. The player must still decide whether to crouch, perform a Low Block, or remain standing, thereby performing a High Block.

None

In this mode, you can't block, making gameplay fast and furious. Be alert!

High Block

Back

High Blocks are used whenever an opponent attacks from a jump or performs an attack that hits either your head or upper torso. To High Block, press away from your opponent as the attack comes.

Low Block

Down/Back

Low Blocks are used whenever an opponent performs an attack aimed at the ground or toward the lower torso. The only exception to this rule is normal jumping attacks. Normal jumping attacks that appear to hit your lower torso or feet must be blocked high. To perform a Low Block, press Down/Back from your opponent as the attack comes.



Movement

Dash

Forward, Forward

If you press Forward twice on the controller, your character will dash toward your opponent. This is good when you want to close in on your opponent. However, you're vulnerable to attack at the beginning of a dash.

Run

Forward, Forward [Hold]

When you press Forward twice on the controller and hold, your character will run toward your opponent. Running is a good way of closing a distance between two characters. Running also enables a character to perform a sidestep.

Back Up

Back, Back

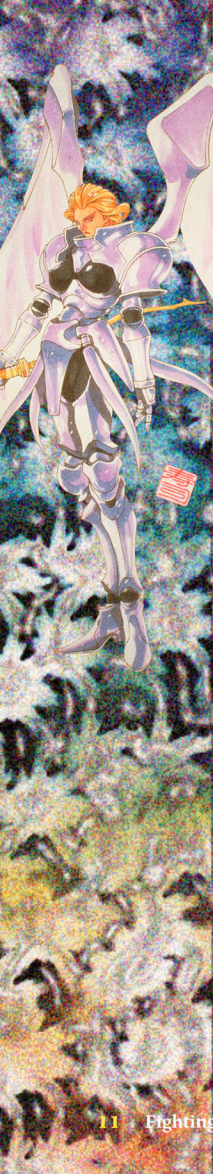
Press Back twice on the controller to back away from your opponent. However, you will get hit if the attack comes in faster than you can back up.

Jump

Up, Up/Back, Up/Forward

Press Up, Up/Forward, or Up/Back to jump. Jumping is good for closing in, dodging attacks, or starting a combo.





Getting Up

Roll Forward

Tap Forward while lying on the ground

Roll Backward

Tap Backward while lying on the ground

Roll Sideways

Tap on Rotating Button while lying on the ground

L1 to roll counterclockwise, L2 to roll clockwise

As your character is getting up, you can perform a special move, thereby skipping some frames of animation that might leave you vulnerable to attack. You might find yourself in an awkward position when getting up, such as being too close to the edge of the ring. To position yourself to a better advantage,

you can move forward, backward, or sideways while getting up from the ground.

Turning Around

You can turn to face your opponent with a quick tap on the D-pad in the direction of your opponent, or by performing a Turn Attack.

Rotating

Down, Down

Besides blocking, you can choose to rotate to avoid an attack. This is much like facing an oncoming car and moving sideways to avoid it. Rotating enables you to dodge attacks similarly. However, some attacks have enough range that rotating once might not be enough. Rotating can be done by pressing Down twice. However, this doesn't let you control whether you rotate Forward or Backward. For that, you need to use the L1 and L2 buttons.

Forward Rotate

L2

Rotate Forward to sidestep away from the screen in a clockwise motion.

Quick Forward Rotate

Forward + L2

Rotate Forward in a “tighter” circle to sidestep away from the screen in a clockwise motion.

Down Rotate

L1

Rotate Down to sidestep toward the screen in a counterclockwise motion.

Quick Down Rotate

Forward + L1

Rotate Down in a “tighter” circle to sidestep toward the screen in a counterclockwise motion.

Sidestepping

If you see an attack coming as you run toward your opponent, use Sidestep to run past your opponent and avoid damage.

Special Techniques

Special Moves

Special moves can be performed either by performing a sequence of moves on the D-pad and pressing certain buttons or by setting up the configuration in Options so that all you need is a press of a button. These moves take away a little bit of your opponent's health even when blocked.

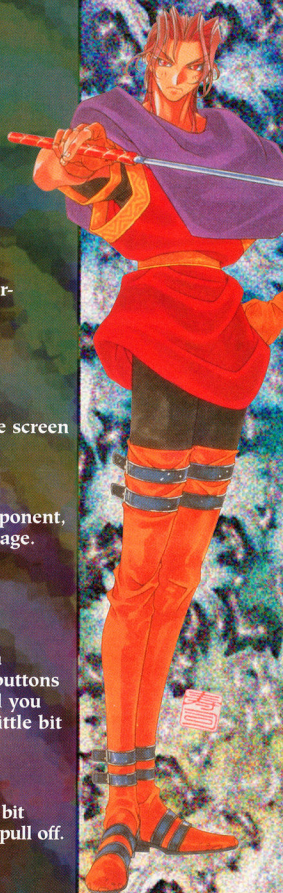
Super Moves

These moves are just like Special Moves, except they do a bit more damage. These moves are generally more difficult to pull off.

Taunts

Press Select Button

Taunts increase your opponent's Overdrive Meter. Duke and Vermillion also have a Taunt that drops the Overdrive Meter of their opponent. This Taunt is executed by pressing Weak Slash + Weak Kick.



Overdrive Moves



Hard Slash + Weak Slash + Hard Kick + Weak Kick

You can only perform an Overdrive Move when the Overdrive Meter (located along the bottom of the screen) flashes orange. These moves can inflict enormous amounts of damage.

Desperation Moves

Desperation Moves can only be performed when your character's Health Bar flashes red. These moves do a tremendous amount of damage when unblocked, and significant damage even when blocked.

Beating Your Opponent

There are several ways to defeat an opponent in the Battle Arena.

Knock Out [K.O.]

A Knock Out occurs when a character's Health Bar is exhausted.

Ring Out [R.O.]

A Ring Out occurs when a character falls off the edge of the ring.

Time Out [T.O.]

A Time Out victory occurs when the timer expires and the character with the most health remaining is declared the winner.

Draw

If you and your opponent have an equal amount of health at the end of a round (Timer must be on), the game ends in a draw.

If you and your opponent both fall out of the ring at the same time, the game ends in a draw.

If you and your opponent knock each other out, the round ends in a draw, concluding in a win for both you and your opponent.

When fighting the CPU, if a draw occurs in the last round, the CPU wins.

Now let's take a more in-depth look at each combatant.

Chaos is one of the highest-ranking officers in the Organization. His excellent fighting abilities and persistence are the two traits that set him apart from the rest. Chaos does not speak, and rumor has it he's being mind-controlled to fight.

Chaos

Chaos enters the battle with a Scythe. Much like the Grim Reaper, he uses it to deal death to any who face him. With his jerky fighting style, Chaos can strike from a variety of angles.



Chaos' Moves and Fighting Techniques

Chaos is a quick-striking but somewhat slow-moving character. His bizarre moves make it hard to determine what he plans to do, so use this unpredictability to your best advantage. Chaos is most effective when he keeps his opponent at a distance and uses his quick long-range attacks.

Special Moves

Chaos Breath

↓↘→ + Slash

The Weak Chaos Breath is a great attack against aggressive opponents, who will generally miscalculate the range of the effect.



Air Breath

↓↘→ + Slash (in air)

The Air Breath is useful for pushing opponents back, and will help keep them at bay.

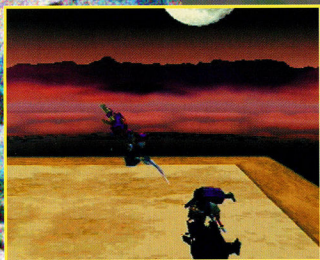




Grim Reaper

→ ↘ ↓ ↙ ← + **Slash**

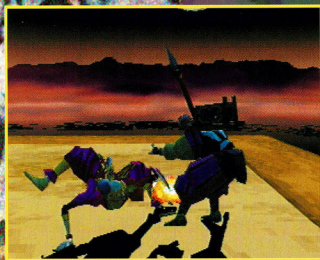
The Grim Reaper has poor recovery time if blocked, but can be executed very quickly for a good amount of damage.



Scythe Drill

← ↙ ↓ ↘ → + **Kick**

The Hard Scythe Drill allows for a longer duration period than the Weak variation. This can sometimes catch an opponent off-guard.



Crab Walk

→ ↘ ↙ + **Kick**

The Crab Walk makes Chaos difficult to control, but it can be fun to play with your opponent's head. Tapping Kick will bring Chaos back to his feet.

Hover

HK (in air)

Chaos flies in the direction he jumps, or forward if jumping straight up. This is best used to get out of sticky situations.



Super Moves

Flaming Palm Shot

→ ↘ ↓ ↙ ← → ← → + WS + HK

Chaos throws three fireballs at one time, covering high, mid, and low levels. The fireballs come out quite quickly, and can be difficult for an opponent to guard against.



Flaming Ground Strike

→ ↘ ↓ ↙ ← ↓ ↘ → + WS + HK

Unless your opponent is very aggressive or jumping, this move is difficult to connect with due to its short range.





Traveling Ground Flame

→↘↓↙←↘↓↘+ WS + HK

This fireball's long range can force an opponent to move, giving Chaos a tactical advantage.



Flaming Sickle Uppercut

→↘↓↙←→↘↘+ WS + HK

This attack is a nice humiliation move that does a good amount of damage.



Flaming Shield Swipe

→↘↓↙←↘↓+ WS + HK

This is a little slower than the Uppercut, but doesn't leave Chaos open to retaliation as long.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

This attack works great at close range because it's surprisingly quick, but Chaos can be counterattacked easily if the move is blocked. The best aspect of this move is that it automatically follows your opponent.



Desperation Move

←←↓↘→↘↓↘← + HS

This move is difficult to block because Chaos shifts as he performs the attack. However, it leaves him open to counterattacks.



Combinations

The following are some of Chaos' top combos:

Hard Slash, Grim Reaper

Crouching Weak Slash, Grim Reaper

Crouching Weak Slash, Crouching Weak Kick

Hard Slash, Crab Walk

Weak Kick, Crouching Hard Kick

Crouching Hard Slash, Crouching Hard Kick

Duke is well-known and respected throughout the French countryside as a polite, strong-willed gentleman with a penchant for good deeds. Descended from a French nobleman, Duke always believed himself to be the world's greatest swordsman. That was until he was bested in battle by

Duke B. Rambert

Eiji. In the first tournament, Duke fought for one purpose: to defeat Eiji and regain his lost honor. Duke faced many strong opponents and returned home with a burning desire to learn more and improve his fighting skill. After receiving an invitation to fight from Uranus, Duke has taken up his sword once again to test his mettle against the greatest fighters in the world.

Duke fights with a Two-Handed Sword. Duke's original sword was broken in the battle with Eiji, but he has since fixed it and bestowed upon it the name "Denial Wingcool." It's now more powerful than ever before.

Duke's Moves and Fighting Techniques

Duke is really too slow to be much of an offensive character, but his moves protect him rather well against jumping and rotating opponents. His moves do a solid amount of damage and exchanging blows is not a bad tactic. If an opponent makes a mistake and leaves himself open, strike with the Southern Cross to press the advantage. Use Duke's rushing attacks to move in quickly, and make an attempt for a throw. If you can effectively master this move, you'll do a good amount of damage.

Special Moves

Southern Cross

← → ↘ ↓ + **Slash**

This move is excellent against lesser opponents and as the final component of a combo.



Cyclone

↓ ↘ → + **Slash**

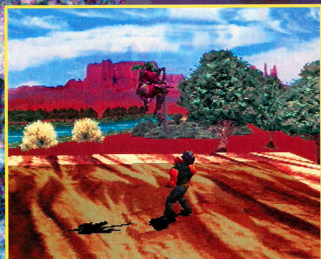
This is an excellent counter against opponents who like to rotate in. Avoid using this move at close range; it takes too long and leaves you very vulnerable.



Drop Cross (in air)

↓↘→ + **Slash** (in air)

This is a good surprise move against crouching opponents, but Duke is left fairly vulnerable.



Sword Frenzy

→↓↘ + **Slash**

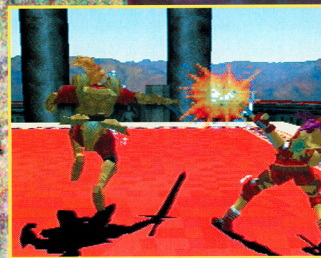
This move allows Duke to get closer to his opponents without giving them a chance to sneak in a special move.



Charge and Strike

↓↘→ + **Kick**

This move often presents Duke with an opening for a turn attack.



Super Move

Angel Tears

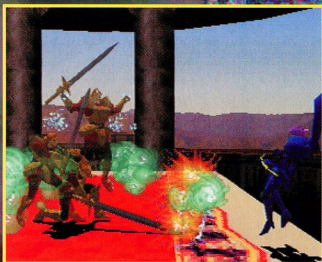
→↘↓↘←→↓↘ + **HS**

Duke will automatically face opponents when performing this attack. Although he can be hit, he cannot be knocked out of this move, forcing his opponents to run away. Angel Tears is especially effective against crouching opponents.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

The green clouds created by this attack often catch opponents off-guard.



Desperation Move

↙↓↘→← + HS

This is a great defensive move against those who try to rotate or jump in.



Combinations

These are some of Duke's top-notch combos:

Dashing Weak Slash, Weak Slash, Hard Kick

Crouching Weak Kick, Crouching Weak Kick,
Crouching Hard Kick

Crouching Weak Kick, Southern Cross

Hard Slash, Hard Sword Frenzy

Weak Slash, Weak Slash, Hard Slash

Weak Slash, Sword Frenzy

Crouching Weak Slash, Charge and Strike

Eiji is a brave, spontaneous adventurer who fights with a wealth of emotion.

As a child, Eiji was schooled in the art of sword-fighting by his older brother Sho. After spending many years in search of

Eiji Shinjo

his missing brother, Eiji found and fought Sho in the Toshinden finals. Now, after a year of training, he's back for a rematch!

Eiji's weapon of choice is the Nihontoh, a sword that has been in his family for several generations. The Nihontoh is a source of continual mystery to Eiji because throughout the years it has never rusted or been scratched.



Eiji's Moves and Fighting Techniques

Eiji possesses an excellent balance of power and speed. He works well at both close and long range with his Hishouzan and Rekksuzan. Against a projectile-happy opponent, Eiji can easily counter with his Mukurowari, jumping over the projectile and hitting him with an overhead slash. His Air Drop Kick and Slide enable him to attack easily from anywhere. Perhaps Eiji's greatest weakness is that he isn't strong at long range. He performs best up close with his powerful combos. He also works well as a countering character, waiting for an opponent to make a mistake and taking advantage of it. The Hishouzan generally overrides any opposing attack. Both his Overdrive and Desperation moves require Eiji to be close to his opponent, and if blocked, these moves can be countered quite easily.

Special Moves

Rekksuzan

↓↘→ + Slash

A good long-range move, the Rekksuzan enables Eiji to keep his foes at a distance. By mixing up the Weak and Hard Rekkusuzan, you can throw off an opponent's timing if he jumps in for an attack.



Hishouzan

→↓↘ + Slash

Although the Hard Hishouzan does more damage, the Weak Hishouzan is the choice attack. It still does a fair amount of damage without leaving you open to counters.



Mukurowari

←↓↘ + **Slash**

The Mukurowari is Eiji's strongest projectile counterattack. The Hard Mukurowari passes over projectiles, whereas the weak Mukurowari can counter a projectile before it's released.



Air Drop Kick

↓↘← + **Kick (in air)**

The Air Drop Kick can be performed at almost any time during a jump, making it useful for dodging projectiles. Eiji can also follow a successful Hard Air Drop Kick with a combo.



Slide

↘ + **Kick**

The Weak Slide is quick, making it harder to counter. The Hard Slide can be followed by a combo, but is easily countered.



Super Move

→↓↘→↓↘ + **HS**

This attack has excellent range, but is slow and easy to counter or dodge.



Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

This is a good move if you catch your opponent off-guard; of course, it's best used as part of a combo.



Desperation Move

→↘↓↙←↘↓↙→ + HS

Like all Desperation Moves, this takes a lot of health away from your opponent if it connects.



Combinations

Try these combos with Eiji:

Weak Slash, Weak Kick, Hard Slash, Rekksuzan

Weak Kick, Weak Slash, Hard Slash, Hishouzan

Weak Kick, Weak Slash, Mukurowari

Crouching Weak Slash, Crouching Strong Slash

Crouching Weak Kick, Hard Kick, Weak Slash, Hard Slash

Crouching Weak Kick, Hard Kick, Hard Slash, Hard
Rekksuzan or Hishouzan

Weak Crouching Kick, Overdrive

Weak Crouching Kick, Desperation

Crouching Weak Kick, Crouching Hard Slash, Rekksuzan

Ellis is a dancer who travels with, and watches over, a group of young performers. As a baby, she was told that her parents were killed in an accident. But she heard a rumor that her father was still alive and

Ellis

discovered the truth when she faced Gaia. Even though she had no love lost for him and decided to return to her circus troupe, she has learned that someone is going to kill Gaia. Now she has returned to the tournament to save him.

There is nothing unusual about her dirks, but she finds them useful because her speed enables her to move in close and create havoc.



Ellis' Moves and Fighting Techniques

Ellis is a very quick character whose ability to perform “cheap” combos has been slightly decreased from the previous game. If she hits with one of her Weak attacks, it's almost guaranteed that she can follow up with a special move. Her Weak Strike followed immediately by her Overdrive Move can be particularly deadly. Ellis needs to get in close because she really has no long-range offense; however, she must concentrate on combos because she inflicts less damage than any other character.

Special Moves

Twinkle Twirl

↓↙← + Slash

Besides knocking down nearby opponents, this move can stop most projectiles if timed correctly. It's slow, but it works fairly well against aggressive opponents.



Air Dive

↓↙← + Slash (in air)

This is a useful move if you need to “hang” in the air.





Knife Upper

→ ↓ ↘ + **Slash**

The Weak Knife Upper knocks down opponents, making it a safer attack. However, the Hard Knife Upper is a good alternative while Ellis is winning.



Tornado

↓ ↓ ↙ ← + **Kick**

Mainly used as a defensive move, this attack gives you some breathing room and possibly may even confuse your opponent.



Flash Kick (in air)

↓ ↓ ↙ ← + **Kick (in air)**

This is a solid attack to use while jumping in on your opponent.



Super Move

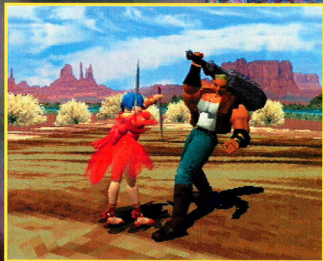
↘ ↓ ↓ ↓ ↘ ↙ ← → + **HS**

This combination is a great way to ring out an opponent due to the “push” at the end. The attack can also be inserted into a combo quite easily.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

This is a great move that does lots of damage, but it can be painful to watch. It can easily be slipped into a combo after a Weak Strike.



Desperation Move

→ ← → ← + HS

This attack is extremely difficult to block or avoid, but it is ineffective at long range.



Combinations

Ellis has a number of great combos. Here are some of the best:

Crouching Weak Kick, Crouching Hard Kick

Crouching Weak Kick, Hard Slash, Hard Knife Upper

Crouching Weak Slash, Crouching Hard Slash, Hard Knife Upper

Weak Kick, Hard Slash, Hard Knife Upper

Crouching Weak Slash, Overdrive

Crouching Weak Kick, Desperation

Little is known about the man named Fo Fai. Long believed to be a magician, Fo Fai is actually an assassin who has eliminated thousands of men. Fo Fai uses his mystical abilities, speed, and razor-sharp claws to compensate for a lack of size and strength. Few can believe that this old man fights with such skill.

Fo Fai

Fo Fai enters the battle with a set of deadly Iron Claws.

In the course of his many assassinations, the Claws have soaked up the blood of numerous victims. As a result, they've become possessed by these victims' spirits. These restless spirits often influence Fo to perform more kills.



Fo Fai's Moves and Fighting Techniques

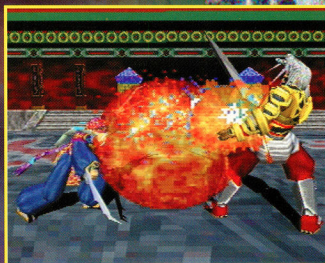
Fo works best at close range. Keep the pressure on opponents, forcing them to block by executing move after special move. Fo is surprisingly quick, so mix his attacks to create an unpredictable fighting style. Played defensively, Fo can cause a lot of trouble because his claws have a long reach. Played aggressively, his claws continue to be a problem. However, his strikes are slow enough that if he misses, an opponent can usually punish him. Mixing moves is the best strategy.

Special Moves

Mystic Sphere

→ ↘ ↓ ↙ ← + Slash

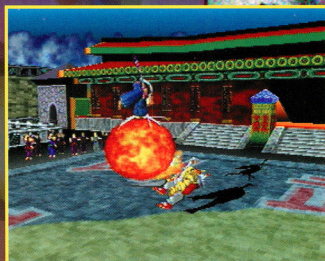
This is a good move to use against aggressive opponents. Due to the size of the energy ball, Fo has a little room to work with if his opponent attempts to attack after blocking.

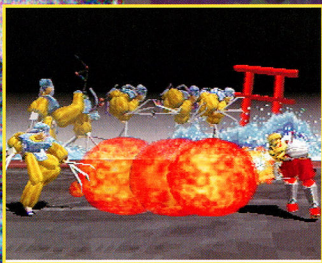


Mystic Sphere (in air)

→ ↘ ↓ ↙ ← + Slash (in air)

This move can be executed multiple times in the air, allowing Fo to keep opponents temporarily trapped.





Travel Sphere

←↙↘ + **Slash**

This move works great against opponents who like to crouch and block.



Upward Sphere

↘↙← + **Slash**

This move is best used to counter opponents as they attempt to jump in.



Pagoda Kick

↘↙← + **Kick**

Use this move to escape from an opponent, but use caution. Fo travels pretty far and often risks a ring out.

Far Claw

← → + HS

Fo strikes twice with his claws at a greater distance.

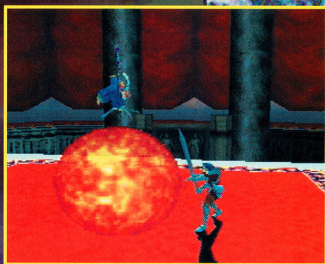


Super Moves

Mega Energy Ball

↓ ↘ → ← ↙ ↓ ↘ ← + WS + HK

This move's quick execution time makes it a great attack against crouching opponents.



Small Fart

← ↖ ↑ ↗ → + WS + HK

The poor range of this attack makes it a great way to humiliate your opponent. Otherwise, it isn't very useful.





Giant Fart

HK + WS + WK + \rightarrow + HS

This move has poor recovery and execution time, but it's very humiliating to your opponent.



Overdrive Move

HS + WS + HK + WK (while Overdrive Meter is flashing)

If this attack connects, it can easily kill an opponent. However, it has a long execution time and can be easily countered.



Desperation Move

\rightarrow \leftarrow \leftarrow \downarrow \downarrow \rightarrow \leftarrow + HS

This is a good move, but it leaves Fo vulnerable. Be ready to defend yourself.

Combinations

Practice these combos to realize Fo's true potential:

Crouching Weak Kick, Crouching Hard Kick

Weak Slash, Hard Slash

Weak Slash, Crouching Hard Kick

Weak Slash, Weak Kick

Crouching Weak Kick, Crouching Weak Slash, Pagoda Kick

Weak Slash, Pagoda Kick

Considered a traitor to the Organization, Gaia has been the target of assassins for the past year. He has returned to the ring as a competitor to battle Uranus. Gaia knows he will be tested, but stands ready to fight.

Gaia



Although stripped of his mighty battle armor, Gaia still retains possession of his Armor Baster. In his mighty hands, it's still one of the most feared weapons among the other competitors.

Gaia's Moves and Fighting Techniques

Gaia has shed his armor from the original Tohshinden, but he's still very slow and extremely strong. He works well against opponents who rotate because many of his strikes cover a wide area. Gaia needs to keep his opponents within striking distance to win. His moves are slow, so play a bit more defensively.

Special Moves

Flame Breath

←↙↘↓↗↙↘ + Slash

This move still packs quite a punch even if it's blocked, so use it often to whittle away at your opponent's health.



Energy Slash

↓↙↘← + Slash

This move works best against those who attempt to roll near Gaia. However, it's a bit slow and should be used with caution.



Charge Thrust

→↘↗↓ + Slash

Because Gaia sidesteps, you'll get the opportunity to score some free hits on your opponent.





Teleport Fly

↓↙← + Kick

This is primarily a defensive maneuver that moves Gaia closer to his opponent.



Big Slash

← → + HS

This move is a perfect ingredient for many of Gaia's combos.

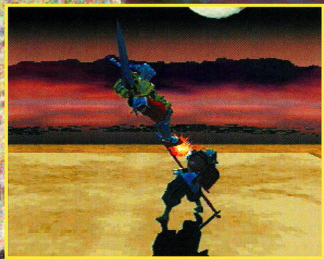


Super Moves

Armor Bastar Quad Sword Strike

↑↙←↙↓↘→ + HS

This attack keeps opponents who are in line with Gaia from approaching head-on. Because this move is quite slow, it's best used for intimidation.



Devil Face Step

↑↙←↙↓↘→ + HK

Gaia needs to be close to an opponent for this humiliating move to be successful.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

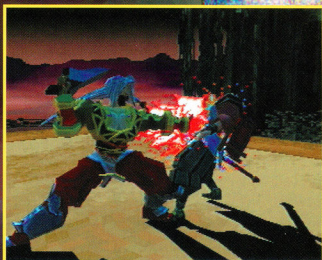
Because most of Gaia's moves are ground attacks, this attack can easily catch opponents off-guard.



Desperation Move

→↘↓↙←↘↓↙→ + HS

This attack is lethal if Gaia's hand connects with his opponent.



Combinations

These combos make Gaia a powerhouse:

Weak Kick, Hard Kick

Weak Slash, Big Slash

Crouching Weak Kick, Crouching Weak Kick, Crouching
Hard Slash

Crouching Weak Kick, Crouching Weak Slash, Crouching
Hard Kick

Weak Slash, Hard Kick

Crouching Weak Slash, Charge Thrust

Crouching Hard Slash, Energy Slash

Crouching Weak Kick, Crouching Hard Slash, Energy
Slash

Kayin is a childhood friend and rival of Eiji. Although they were taught to fight together, Kayin is very different from Eiji. Cold and calculating, Kayin entered the first tournament to find the man who murdered his father.



Kayin Amoh

But in a moment of weakness, he was unable to take revenge against Sho. Kayin vowed never to use his blade again. But after secret agents kidnapped his daughter, he has been forced to return to the Battle Arena.

As with Eiji, Kayin fights with a Claymore that has belonged to his family for many years. The sword is said to have once belonged to the Highlanders in Scotland. Unknown to Kayin is that the sword is the legendary Excalibur.

Kayin Amoh's Moves and Fighting Techniques

Like Eiji, Kayin is one of the most balanced, powerful characters, but he has more aggressive moves. Kayin works well at both close and long range with his Deadly Raise and Sonic Flash. However, with his aggressive nature, Kayin works best at close range. The Deadly Raise lets Kayin strike at an angle, rather than vertically like Eiji. This may leave Kayin a bit more open to attack, but he can also turn attacks against unsuspecting opponents. His Raging Sun can easily knock down airborne opponents. His Shoulder Crush is good against unsuspecting opponents, and pushes back opponents who block. The Upper Glide is not very valuable because it comes out a bit slowly. Like Eiji, both his Overdrive and Desperation moves require him to be close to his opponent and can be countered quite easily.

Special Moves

Sonic Flash

↓↘→ + **Slash**

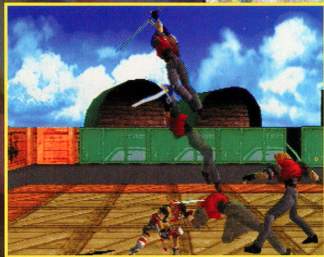
Alternating between the Weak and Hard Sonic Flash can throw off your opponent's timing.



Deadly Raise

→↓↘ + **Slash**

Kayin is often perfectly aligned for a turn attack after missing or grazing an opponent with a Hard Deadly Raise. However, the Weak Deadly Raise will knock down opponents, leaving you less susceptible to counterattacks.





Shoulder Crush

↓↘← + Kick

The Shoulder Crush is great for catching opponents off-guard and as an additional hit in a combo. Opponents will typically remain in a defensive posture after this attack, giving you the chance to perform a throw.



Raging Sun (in air)

↓↘← + Kick (in air)

This move can be performed at nearly any height, and can be used to counter jumping opponents. The Raging Sun is also a good way avoid landing on projectiles.



Upper Glide

↘ + Hard Slash

Similar to the Far Crouching Hard Slash (first part of the move), it has another slash that does decent damage. Otherwise, it's too slow to be effective.



Super Move

→↘↓↘←↘←→← + HK

Due to the speed of this attack, it's brutal when used at close range.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

This move can be done right after a quick attack for a guaranteed hit.



Desperation Move

→ ↘ ↓ ↙ ← ↘ ↓ ↘ → + HS

Use a quick attack or any move that causes your opponent to stagger to set up this attack.



Combinations

These are some of Kayin's most effective combos:

Weak Kick, Hard Slash, Sonic Flash

Weak Slash, Hard Slash, Deadly Raise

Crouching Weak Slash, Weak Kick, Hard Kick

Crouching Weak Kick, Overdrive

Crouching Weak Kick, Desperation

Weak Slash, Desperation

Crouching Weak Kick, Hard Slash, Sonic Flash or Deadly Raise

Crouching Weak Kick, Hard Kick, Sonic Flash or Deadly Raise

Crouching Weak Kick, Crouching Strong Slash, Sonic Flash

Crouching Hard Slash, Shoulder Crush

Little is known about Mondo because he lives in seclusion.

Hailing from the town of Fulijukia, Mondo is a member of the Yaki Ichizoku, a ninja clan with a reputation for death and annihilation.

Mondo is the strongest member of

Mondo

the clan and will complete any assignment without fail.

He fought in the first contest on an assignment from the clan. Now he's returned against the clan's wishes, determined to prove his real worth as a warrior.

Mondo's Spear is a prized possession of the Yaki Ichizoku. It is said that only the strongest members may use it. So far, only Mondo has had the honor of fighting with the Spear.



Mondo's Moves and Fighting Techniques

Mondo works best at long range. Because many of his moves are slow, a quick character can often retaliate before Mondo has even struck. His moves do quite a bit of damage, but he's very linear and therefore quite vulnerable to rotating attacks. He works best at a distance.

Special Moves

High Spear

↓↘→ + **Slash**

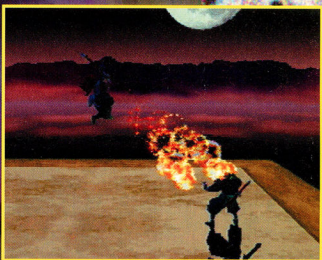
This attack is best used at long range due to Mondo's slow forward thrust.



Air Fireballs

↓↘→ + **Slash (in air)**

These fireballs are easy to use because they track the opponent.



Dragon Spear

→↓↘ + **Slash**

The Dragon Spear can be used as part of a combo. Air Fireballs can be done in the air after this attack.





Rotary Spear

←↙↓↘→ + **Slash**

Although this attack is a bit slow, its damage potential makes it worthwhile.



Low Spear

↓↙← + **Slash**

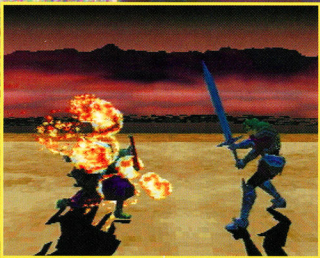
Much like the High Spear, this move takes a while to execute. Use it at long range against standing blockers.



Spear Upper

←↓↙ + **Slash**

The Spear Upper is best employed to knock down jumping attackers and attack crouchers.



Super Move

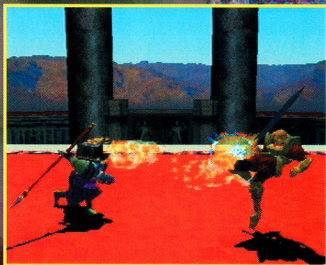
→↗↑↙←→↘↓ + **HK**

Inserted after a quick strike, this move can quickly even the odds.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

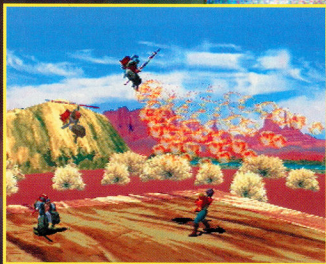
Although only one fireball will probably connect, it only takes one hit to really hurt your opponent.



Desperation Move

↓↘→↓↘→← + HS

This fireball spread is difficult to avoid, especially at long range.



Combinations

Mondo has many good combos. These are the best of the best:

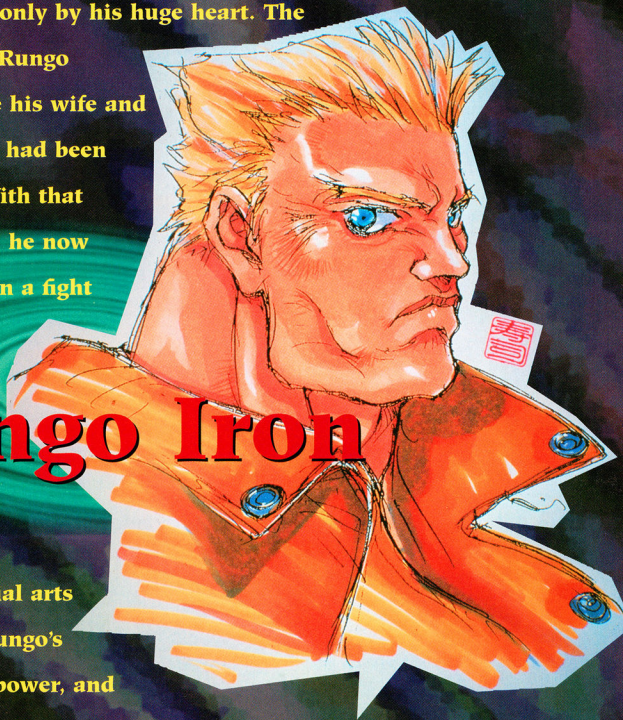
- Weak Kick, Hard Kick
- Crouching Weak Kick, Hard Slash
- Weak Slash, Hard Slash
- Hard Slash, Dragon Spear
- Hard Slash, Overdrive

Rungo is a North American miner whose immense size is overwhelmed only by his huge heart. The first time out Rungo fought to save his wife and children, who had been kidnapped. With that accomplished, he now enters battle in a fight for respect.

Rungo Iron

With no martial arts experience, Rungo's strength, willpower, and granite club will once again be put to the ultimate test.

Unlike the other competitors, there is nothing special about Rungo's weapon. It's simply an ordinary mace he found lying around the house. Still, in Rungo's powerful hands, the weapon is capable of inflicting vast amounts of damage.



Rungo's Moves and Fighting Techniques

Rungo Iron is powerful but slow. His long-range attacks are limited, and he works best up-close. If Rungo can exchange blows with his opponent, he will win easily. Rungo's strength is in hitting opponents who try to close in with rotations, but he's vulnerable to combos—so an inside fight is not necessarily a good thing. Rather, he works well with guerrilla tactics. Get in close to hit, back off, and close in again, making sure Rungo's not caught inside.

Special Moves

Fire Strike

↓↘→ + **Slash**

Unlike most projectile attacks, this hits low and can only be blocked by crouching.



Power Thrust

→↓↘ + **Kick**

The Power Thrust comes off fairly quickly and is great against jumping opponents. If you're being crowded, use this move to get away from the edge.





Top Spinner

→↓↘ + **Slash**

This attack is a great counter against opponents who attempt to roll in. It can also be used to get away from your opponent.



Batter Up

→↘↓↘← + **Slash**

The slight pause at the beginning of this move may help you catch your opponent off-guard.



Walk-a-Boot

↓↘← + **Kick**

This attack is so slow, it's really only good for humiliating an opponent. If you feel lucky, try inserting this move after a Weak Slash.



Super Move

↑↘←↘↓↘→ + **HK**

This is very damaging move if the final kick connects, but its slow recovery time leaves Rungo wide open to counterattacks.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

This move is difficult to block and does a large amount of damage. Use it to help keep Rungo in the game.



Desperation Move

←↙↓↘→↘↓↙← + HS

Rungo summons forth a huge column of flame from the ground that covers about one-fourth of the ring.



Combinations

These combos will make Rungo more than a match for any opponent:

Crouching Weak Slash, Crouching Hard Slash

Crouching Weak Slash, Hard Slash, Power Thrust

Weak Slash, Hard Kick, Power Thrust

Weak Slash, Hard Slash, Top Spinner, Fire Strike

Crouching Weak Slash, Crouching Weak Slash, Crouching Hard Slash

Crouching Weak Kick, Power Thrust

Crouching Weak Kick, Overdrive

Weak Slash, Overdrive

Weak Slash, Hard Top Spinner

Crouching Weak Kick, Walk-a-Boot

Crouching Weak Kick, Hard Slash, Walk-a-Boot

Once, Sofia was a top operative for the KGB known as the "Wind Splitter." Now she works as a private eye in search of her lost memory. Armed with her deadly whip, she entered the first tournament and discovered some

Sofia

clues to her past. Now she returns in the hope that her lost memories can be completely restored through victory.

Sofia's trademark is her whip. She's used it since her early days as a spy. It's a known fact that she can move her whip faster than the speed of sound.



Sofia's Moves and Fighting Techniques

Sofia is the queen of long-range attacks. Although her Thunder Ring projectiles are slow, aggressive opponents will find it very difficult to get close to her. Sofia has trouble closing in on a crouching defender due to her slow speed. Her Love Show lets her jump over projectile-happy opponents. If an opponent gets too close to her, she can use her Aurora Revolution to get out of harm's way. It can be used somewhat successfully in the air to close in on opponents, or as a surprise attack. The Aurora Revolution can even be used to avoid a projectile, although it can be costly. Sofia's Rattlesnake is good against defenders who fight conservatively. The Desperation Move is quite powerful and can knock many characters out of their special attacks.

Special Moves

Thunder Ring

↓↘ ← + Slash
(can be done in the air)

Due to its speed, this isn't too useful in projectile vs. projectile wars. It's best used to draw in non-projectile characters.



Aurora Revolution

→↘↓↘ ← + Slash
(can be done in the air)

This move is useful for escaping tight situations, but don't use it near the edge of the ring.





Love Show

←↙↓↘→ + Kick

This move is a good dodging counterattack against characters with projectile attacks.



Rattlesnake

↓↘→ + Slash

When opponents refuse to come to Sofia, the Rattlesnake can usually get them moving again.



Super Move

Salamander

→↘↓↙←↖←→← + HS

The slight pause after the first whip crack makes this a risky move.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

Although Sofia is extremely vulnerable at the beginning of this move, it's very difficult to defend against.



Desperation Move

→ ← → ← + HS

This move can knock down many special attacks, making it an excellent counterattack.



Combinations

Use some of these combos with Sofia:

Weak Kick, Aurora Revolution

Weak Slash, Hard Kick, Rattlesnake

Weak Slash, Hard Slash

Crouching Weak Kick, Crouching Hard Slash, Weak Love Show

Crouching Weak Kick, Hard Kick, Aurora Revolution

Crouching Weak Kick, Aurora Revolution

Hard Slash, Weak Love Show

Crouching Weak Kick, Hard Slash, Rattlesnake

Crouching Weak Kick, Rattlesnake

Hard Slash, Weak Slash

Tracy is a detective who has wholeheartedly accepted the invitation to fight. She lets her opponents strike first so she can attack them in self-defense, then inflicts her own unique brand of justice.

Tracy

Tracy's weapon of choice is the standard-issue police tonfa. Armed and ready, Tracy stands confidently, ready to take the law into her own hands.



Tracy's Moves and Fighting Techniques

Much like Ellis, Tracy is blindingly quick. She needs to close in on an opponent to be effective, though. She surpasses Ellis as a combo character, because her normal moves don't knock down an opponent under normal circumstances. Tracy's ability to hit with a variety of attacks, while keeping her opponent standing, makes her a powerful character. The Hard Flip Kick enables Tracy to inflict damage and knock down her opponent in the process.

Special Moves

Tazer Wand

←↙↓↘→ + **Slash**

The Hard Slash adds a "zap" that can stun an opponent, enabling Tracy to add another strike or possibly execute a combo.



Flip Kick

→↓↘ + **Kick**

Unlike many Hard Special Attacks, Tracy's Hard Flip Kick knocks down opponents for extra damage and keeps her safe from retaliation.



Chopper Strike

→↓↘ + Slash

This move is slow, but it causes decent damage to opponents.



Jackpot

↓↙← + Kick

The Weak Jackpot is useful for catching defenders off-guard, while the Hard Jackpot works best against jumping opponents.



King Slave

←↓↘ + Slash

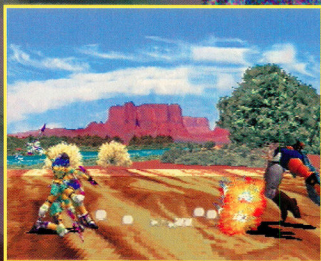
Although this move doesn't cause any damage, it's good for getting in close and avoiding projectiles.



Ground Tazer

↓ → ↘ + **Slash**

Tracy strikes the ground with her tonfa, creating a wave of flames that explode at certain points on the ground.



Air Dive

→ ↘ ↓ ↘ ← + **Kick**

The Weak Air Dive fakes a Weak Jackpot, while the Hard Air Dive performs a Weak Jackpot immediately upon landing.



Super Move

Right to Remain Silent

→ ↘ ↓ ↘ ← ↘ ← → ← + **HK**

Due to its deceptive appearance, this move works well if slipped into a combo or used at an awkward moment.





Elbow Smash

← → → + WS + WK

Although the Elbow Smash has weak range and recovery time, it looks cool and is a fun way to humiliate an opponent.



Overdrive Move

HS + WS + HK + WK (while
Overdrive Meter is flashing)

This move strikes very fast and does a good amount of damage. However, Tracy can be knocked out of this move quite easily.



Desperation Move

→ ← → ← + HS

Like Eiji and Kayin's Desperation Move, this attack really needs to follow a Weak strike to be effective.

Combinations

Try some of these combos to maximize Tracy's might:

Weak Slash, Hard Kick, Flip Kick

Crouch Weak Kick, Crouch Hard Kick, Flip Kick

Weak Kick, Hard Kick, Chopper Strike

Hard Kick, Hard Jackpot

Crouching Weak Kick, Overdrive

Crouching Weak Kick, Chopper Strike

Crouching Weak Slash, Elbow Smash

Crouching Weak Kick, Hard Slash, Elbow Strike

Crouching Hard Kick, Hard Tazer Wand

Dressed in a royal blue jumpsuit, Master is a young lady who radiates an aura of royalty. Although diminutive in size, she possesses an enormous amount of raw power and effectively combines multiple fireballs with blows from her Mystic Sword.

Master

Master's Mystic Sword is very similar to the one used by Gaia. In addition to the devastating attacks it delivers, the sword can be ridden like a surfboard.



Master's Moves and Fighting Techniques

Master's moves work well at long range. She strikes fast, and most of her normal attacks do multiple hits without knocking down an opponent. This makes it easy to throw in a special move to knock down the opponent after Master's normal moves hit. Master is not very well-equipped for a close-quarters game, though, because many of her moves have poor recovery time. Additionally, she cannot throw, making it even more critical to fight from the outside.

Special Moves

Slashing Aura Sword

←↙↓↘→ + **Slash**

The Slashing Aura Sword can be used to push an opponent out of the ring if blocked.



Forward Aura Sword

↓↘→ + **Slash**

Use this attack to punish aggressive opponents.





Upward Aura Sword

↓↙← + **Slash**

This is a good, quick strike that's easy to add at the end of a combo.



Rising Aura Sword

→↓↘ + **Slash**

This attack can be added to a combo, but its speed sometimes makes this difficult.



Aura Sword Burst

→←→← + **Slash**

The Aura Sword Burst is a great way to whittle away at an opponent's health.

Overdrive Move

HS + WS + HK + WK (while Overdrive Meter is flashing)

A clean hit with this attack inflicts massive damage, but even blocking opponents will lose a fair amount of health.



Desperation Move

←←↓↓↘→←←↓↓↘→ + HS

Although this move hits only aggressive opponents, it's usually fatal.



Combinations

The following are some of Master's most effective combos:

Weak Slash followed by any special move except Slashing Aura Sword

Hard Slash followed by any special move

Hard Slash, Hard Slash, Weak Slash

Crouching Weak Slash, Aura Sword Burst

Crouching Weak Slash, Upward Aura Sword

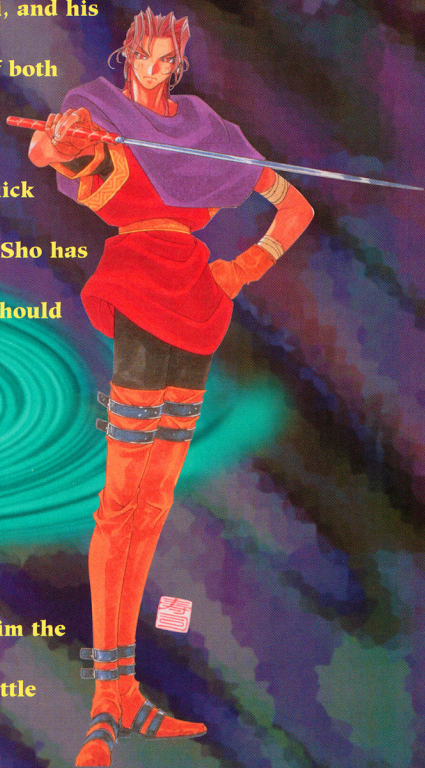
Crouching Weak Slash, Rising Aura Sword

Crouching Hard Slash, Slashing Aura Sword

Hard Kick, Hard Slash, Rising Aura Sword

Crouching Hard Kick, Hard Slash, Rising Aura Sword

Sho is the older brother of Eiji, and his fighting style mixes the best of both Eiji's and Kayin's attacks. He also happens to be twice as quick as either of them. Simply put, Sho has no apparent weaknesses and should



Sho

be considered a favorite to claim the mantle of supremacy in the Battle Arena.

Sho's sword is much like the one used by Eiji. He can perform many of the same tricks with it, but he also has a few surprises for unsuspecting opponents.

Sho's Moves and Fighting Techniques

Sho is a combination of Eiji and Kayin—and then some. He's faster than either of them and has a few special moves that they don't. Generally, Sho should be played like Eiji or Kayin.

Special Moves

Double Rekksuzan

↓↘→ + **Slash**

This move is tougher to dodge than the normal Rekksuzan.



Hishouzan

→↓↘ + **Slash**

Like Eiji, Sho goes into a spinning vertical uppercut.





Shishouzan

← ↓ ↓ + **Slash**

Sho performs Kayin's Deadly Raise attack.



Mukurowari

↓ ↓ ← + **Slash**

Sho performs Eiji's Mukurowari.



Shoulder Crush

↓ ↓ ← + **Kick**

Sho performs Kayin's Shoulder Crush.

Crescent Moon

↓↘→ + Kick

Using the Weak Crescent Moon several times and then following with a Hard Crescent Moon can fake out an opponent.



Air Drop Kick

↓↘← + Kick (in air)

Sho performs Eiji's Air Drop Kick.

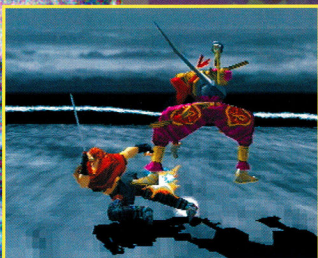


Raging Sun

↓↑ + Kick (while jumping)

Sho performs Kayin's Raging Sun.





Slide

↘ + Kick

Sho performs Eiji's Slide.



Super Moves

Plasma Vortex

→ ↘ ↓ ↙ ← ← ← → ← + HK

This stationary Plasma Ball will probably hit only a very aggressive opponent.



Harakiri Martyrdom

← ↙ ↓ ↘ → ↘ ↓ ↙ ← +
HS + WK

This is a very humiliating move, and it works great against overly defensive players. Although Sho takes some damage, he inflicts damage on his opponent without having to be close.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

If you can sneak in this move with a Weak strike, it does a solid amount of damage.



Desperation Move

→ ↘ ↓ ↙ ← ↖ ↓ ↗ → + HS

This attack is best used at close range because opponents can easily recognize and defend against it.



Combinations

As if he weren't tough enough, take Sho to the next level with these stellar combos:

Crouching Weak Slash, Hard Slash, Double Rekksuzan

Weak Slash, Weak Slash, Crouching Hard Kick

Weak Slash, Crouching Weak Kick, Weak Slash,
Hishouzan

Crouching Hard Slash, Desperation

Additionally, you may want to try some of Eiji and Kayin's combos with Sho.

Clad in white armor and wielding a pair of lethal wings,

Uranus has an angelic appearance but fights with the fury of a demon. She's both quick and powerful, making her one of the most well-rounded



Uranus

characters in the competition.

If she does have a weakness it's her slow recovery time, but only the most skillful foes will be able to exploit this.

Uranus' Magic Bow allows her to project bolts of energy from a distance. She's also equally deadly with her wings at close quarters. Opponents are well-advised to stay on the move when battling this archangel of death.

Uranus' Moves and Fighting Techniques

Uranus is a powerful character with very effective long-range attacks and strong close-range attacks. Her main problem is that the long-ranged attacks tend to leave her vulnerable if an opponent gets close. Her close-range attacks are good, but she can be hammered if they're blocked. Because Uranus has no throws, the best strategy for victory is to stick with her long-range attacks. In close quarters, use her Rising Wing Lift to get her out of tight situations. The best strategy with Uranus is to play a reactive game, seeking to defend and counter your opponent's attacks.

Special Moves

Arrow Shot

↓↘→ + **Slash**

These projectiles go much further than Uranus' basic bow shot. However, this attack shouldn't be used at close range.



Low Arrow Shot

↓↘→ + **Kick**

Similar to the Arrow Shot, this move has great range and poor recovery time.





Flight

HK (in the air)

Uranus will fly or hover in whatever direction she jumps. This also allows her to take careful aim with her Air Arrows.



Air Arrow

Slash (in the air)

This move is a great way to harass your opponent as you put some distance between you.



Rising Spiral Wing

→ ↓ ↘ + Kick

This is Uranus' ultimate counterattack. It stops many other special attacks and it's difficult to counter-attack.



Firehawk

→ ← → ← + Slash

This move is a good way to push blocking opponents out, and it does a good amount of damage.

Spiritual Orb

←↖↓↘→↖↗↓↘→ + HK

The Spiritual Orb will only work against aggressive opponents, and it leaves Uranus open to counterattacks. However, it absorbs most projectile attacks and does massive damage.



Overdrive Move

HS + WS + HK + WK (while Overdrive Meter is flashing)

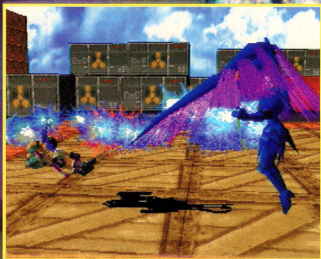
This attack is the same as the Spiritual Orb.



Desperation Move

←↖↓↘→↖↗↓↘→ + HS

This attack does a lot of damage, but it has an extremely poor recovery time.



Combinations

These are some of Uranus' best combo attacks:

Weak Slash, Hard Kick, Weak Arrow Shot

Weak Slash, Hard Kick

Weak Slash, Hard Slash (Hard Arrow pushes back but is blockable)

Hard Kick, Rising Spiral Wing

Crouching Weak Kick, Firehawk

Weak Slash, Arrow Shot

Weak Kick, Crouching Hard Slash

Little is known of the shadowy marksman
Vermillion. Like a harbinger of death, this one-eyed
wild card is dressed in a ragged black cloak and
is rumored to be the most powerful fighter
in the tournament.

Vermillion



Vermillion's firearms make him a
formidable opponent at long range. Although he's
somewhat slow on the draw, his projectiles strike with
blinding speed and keep his opponents at a safe distance.

Vermillion's Moves and Fighting Techniques

If Sofia is the queen of long-range attacks, Vermillion is the king. With his pistol and shotgun, he can take down almost any opponent at long range. His ranged aerial attacks are especially effective. However, Vermillion's power comes with some significant limitations—he has no throws and is extremely slow. But like all the other characters, Vermillion has dash attacks and uses them to keep his opponents at a distance. Because an overwhelming number of his attacks knock down his opponents, Vermillion does not and cannot rely on combos.

Special Moves

Upward Blast

↓↘← + Slash

This attack is only effective against airborne opponents.



Downward Blast

Slash (in air)

This is great attack against crouching opponents.





Dark Powder Toss

→ ↓ ↘ + **Slash**

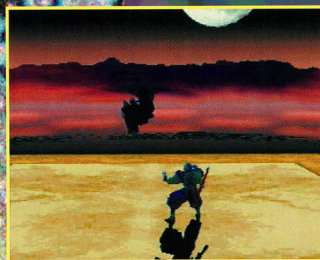
This is a strong close-range attack, but its execution and recovery time are a bit slow.



Spider Drop

HK (in air)

The Spider Drop cannot be blocked, making it an excellent surprise move when used in moderation.



Air Roll

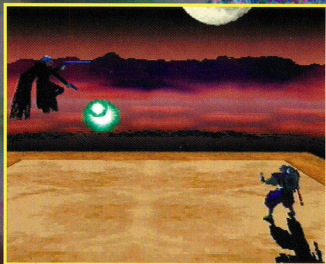
WK (in air)

This move is quick, making it difficult to defend against.

Overdrive Move

**HS + WS + HK + WK (while
Overdrive Meter is flashing)**

Surprisingly, this move doesn't do much damage, but it's a fun way to mess with your opponent.



Desperation Move

←↙↓↘→←↙↓↘ + HS

Compared to most of his special moves, this doesn't do much damage.



Combinations

As noted earlier, Vermillion isn't a good combo character. However, try this one:

Weak Close Slash, Hard Close Kick

Beating the CPU

One of the biggest improvements in *Toshinden 2* is the enhanced artificial intelligence of the CPU-controlled opponents. Try some of these strategies to defeat even the most difficult challengers in the Arena.

General CPU Tactics

Whenever the CPU's Overdrive Meter is full, it will attempt to do an Overdrive Move. If blocked, you will be able to punish your opponent, so always be ready to defend. The computer will attempt to execute an Overdrive Move just as the Meter's effectiveness ends. Also, the computer is generally more vulnerable when one of you is getting up. If you attempt a quick combo or move, you'll generally find success. This makes it advantageous to roll toward the computer when getting up. If the computer opponent is getting up, wait until it stands, then strike. Usually this type of tactic works in your favor as long as you execute your more powerful moves.

The computer also likes to strike in the range just beyond you. If you don't play aggressively, you can get the computer to open up with moves that are generally very easy to counter. Learn to recognize dash attacks, because this will help you to defend better. Also use your turn attacks. Many times, when you and your opponent are not facing each other, the turn attack will strike much quicker than normal attacks. Always keep your distance so that you can face your opponent.

Another sneaky way of taking advantage of the computer's use of the Overdrive Move is to wait near the edge of the ring, and rotate out of the way at the last second as the CPU charges forward.

Beating the CPU-Controlled Characters

Each CPU-controlled character has his/her own fighting style and quirks. Here's what to expect:

Eiji

CPU-Eiji likes to use dash attacks and the Hard Hishouzan. At almost every opportunity, the computer tries to get Eiji's Overdrive Move in. The best strategy against Eiji is to wait for him to attack by getting just within his range and defending. He'll leave himself wide open to counterattacks, especially if a Hard Hishouzan or a Hard Slash is missed or blocked.

Kayin

CPU-Kayin likes to use the Hard Deadly Raise and the Overdrive Move. Play Kayin just like you play Eiji. The only difference is that Kayin's Hard Deadly Raise often causes him to fly by you. Have patience. Make sure to align yourself with him as he drops down from his Deadly Raise, and then clobber him.

Sofia

CPU-Sofia's Aurora Revolution and Overdrive Move are her attacks of choice. Jumping in is usually the best bet against Sofia. Once inside, try some quick strikes or combos, then move back. Learn to recognize her Overdrive Move and you'll be able to hit her before she strikes. If you feel like tempting fate by dodging Sofia's assortment of projectiles, the computer will occasionally ring itself out.

Rungo

Keep a safe distance from CPU-Rungo. The computer has a nasty habit of executing his Hard Power Thrust as well as his Overdrive. If you see that the Overdrive is ready, back off. If Rungo lands on his head with the Power Thrust near you, hit him. Rungo's slowness is his weakness. Simply force him to attack just out of your range and then move in and hit.

Fo

CPU-Fo likes to rotate a lot. Fo's Overdrive is one of the deadliest in the game and the computer uses that. If you want to play it safe, wait for the Overdrive to run down before attacking. However, learning to recognize Fo's Overdrive tells you if you have enough time to step in and clobber him. Blocking patiently is the key with Fo. If you let down your guard you're just going to get hit, especially if Fo's move isn't over yet. Make sure you're aligned with Fo before striking.

Mondo

Mondo is pretty easy to defeat. Rotate to get in close. Almost all of Mondo's moves take time to start, so if you're playing a quick character, just hit him as he starts his special move. If you're playing with one of the slower characters, block, then retaliate if you don't have a quick move ready. Watch out for Mondo's Overdrive and be ready to block the fireballs.

Duke

Surprisingly, the CPU-Duke doesn't use the Southern Cross that much. Instead, the Cyclone and Sword Frenzy are among the computer's favorite moves. These moves can strike quickly but have poor recovery. Be patient when you attempt to rotate or jump into Duke, then make him pay for a miss.

Ellis

CPU-Ellis' Hard Knife Upper and Overdrive are the moves used most. The computer also likes to rotate to try to get out of your alignment. Maintain your distance and use long-range attacks, or attempt to jump in as Ellis tries to come to a stop.

Gaia

CPU-Gaia loves rushing attacks. If you can find a quick-striking attack, use it to keep your distance from Gaia. Try to keep facing him, and attack at an angle when you see an opportunity. He is one of the slowest characters, so exploit the speed difference to your best advantage.

Tracy

CPU-Tracy is very deadly up-close. Avoid crouch-blocking against her, or she'll find the gap in your defense. She has a habit of performing the Jackpot to get in close, so keep moving when this move starts. Her Overdrive Move cannot be blocked low, so don't even try. Remember to attack from a distance, and hit hard if trapped in close.

Chaos

CPU-Chaos' Overdrive Move is deadly because it tracks an opponent. Be prepared when his Overdrive Meter is ready. He also can strike hard at a distance. Your best bet is to bring the fight to him and attack inside.

Uranus

CPU-Uranus' Overdrive Move, unless inserted as part of a combo, is pretty useless. Take advantage of it by hitting her just before she executes it. After she fires her arrows, she'll pause shortly, so use this opportunity to retaliate. Otherwise, keep blocking and be patient.

Master

CPU-Master is actually one of the easiest characters to defeat—just get near the edge of the ring. Very often, Master attacks and falls over the edge if you rotate in time. Otherwise, keep defending and stay in close to minimize her abilities.

Sho

CPU-Sho uses the same techniques as Eiji and Kayin. Fight him in a similar manner.

Vermillion

CPU-Vermillion is a long-range powerhouse but almost completely ineffective up-close. His attacks are intimidating, but remember that he's slow. Approach carefully, and you should be able to close in on him. When you're in range, strike hard and fast. If he takes to the air, be ready to block his aerial assault.

Game Codes & Hints

THESE ARE SOME OF THE COOL CODES AND TRICKS HIDDEN INSIDE THE GAME.

Different-Colored Characters

To get colors other than the one- or two-player selections, go to Random Select, hold down the Select button, and select your character with one of the four symbol buttons (Square, Triangle, X, Circle).

Play as the Bosses

To play as Uranus or Master, play 1P Mode and finish the game with a high score on Level 4 or higher. Afterward, go to the Character Select Screen, highlight the Random Character Select, and press and hold the Select button to slow down the character choices. Uranus and Master will now appear as selectable characters.

To play as Sho or Vermillion, play 1P Mode with Master on Level 5 or higher and finish with a high score. Afterward, go to the Character Select Screen, highlight the Random Character Select, and press and hold the Select button to slow down the character choices. Sho and Vermillion will now appear as selectable characters.

Meet Sho

To meet Sho in combat, play a Full Game on Level 5-7 and don't use a continue. After you see your character's ending, Sho will appear behind your character. Let's get ready to rumble!

Meet Vermillion

To meet Vermillion in combat, play a Full Game on at least Level 8 and don't use a continue. After you see your character's ending, Vermillion will appear behind your character. To be the best, you'll have to beat the best!

Get Super Attacks with R1+R2

To get instant Super Moves, finish a 1P game with either Sho or Vermillion on Level 5 or higher with a High Score. Afterward, by pressing R1+R2 you will get your character's Super Move. Unfortunately, you'll lose the original R1+R2 functions (with the exception of Overdrive and Desperation Attacks).

Speed Up the Ending Credits

Press and hold down the START button to speed up the Ending Credits.

Camera Control

For some new camera angles, change the L1, L2, R1, & R2 buttons to No Assignment. Go to the Camera and select Self-Control. Go back to the L1, L2, R1, R2 assignments and change them to camera assignments. Then have fun.

Getting Rid of the Overdrive Meter, Timer and Health Meters

To clear up the screen a bit, pause the game, and on controller 1, while holding down, press Circle, X, Square, Triangle, and Select.

Getting the Advantage

If you really have trouble against the computer, reduce the health on the 2P meter and increase the health on the 1P meter. This will significantly increase your chances for success.

Quick Reference Section

Chaos

Chaos Breath

↓↘→ + Slash

Air Breath

↓↘→ + Slash (in air)

Grim Reaper

→↘↓↖← + Slash

Scythe Drill

←↖↓↘→ + Kick

Crab Walk

→↓↘ + Kick

Hover

HK (in air)

Super Moves

Flaming Palm Shot

→↘↓↖←→←→+
WS + HK

Flaming Ground Strike

→↘↓↖←↓↘→+
WS + HK

Traveling Ground
Flame

→↘↓↖←↖↓↘+
WS + HK

Flaming Sickle
Uppercut

→↘↓↖←→↓↘+
WS + HK

Flaming Shield Swipe

→ ↘ ↓ ↙ ← ↓ ↙ +
WS + HK

Desperation Move

← ↙ ↓ ↘ → ↘ ↓ ↙ ←
+ HS

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Duke B. Rambert

Southern Cross

← → ↘ ↓ + Slash

Charge and Strike

↓ ↘ → + Kick

Cyclone

↓ ↘ → + Slash

Angel Tears

→ ↘ ↓ ↙ ← → ↓ ↘ +
HS

Drop Cross (in air)

↓ ↘ → + Slash (in air)

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Sword Frenzy

→ ↓ ↘ + Slash

Desperation Move

↙ ↓ ↘ → ← + HS

Eiji Shinjo

Rekksuzan

↓ ↘ → + Slash

Hishouzan

→ ↓ ↘ + Slash

Mukuowari

←↓↘ + Slash

Super Move

→↓↘→↓↘ + HS

Air Drop Kick

↓↘← + Kick (in air)

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Slide

↘ + Kick

Desperation Move

→↘↓↘←↘↓↘→
+ HS

Ellis

Twinkle Twirl

↓↘← + Slash

Flash Kick (in air)

↓↘← + Kick (in air)

Air Dive (in air)

↓↘← + Slash (in air)

Super Move

↘↓↘↓↘←→ + HS

Knife Upper

→↓↘ + Slash

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Tornado

↓↘← + Kick

Desperation Move

→←→← + HS

Fo Fai

Mystic Sphere

→ ↘ ↓ ↙ ← + Slash

Mystic Sphere (in air)

→ ↘ ↓ ↙ ← + Slash
(in air)

Travel Sphere

← ↙ ↓ ↘ + Slash

Upward Sphere

↓ ↙ ← + Slash

Pagoda Kick

↓ ↙ ← + Kick

Far Claw

← → + HS

Super Moves

Mega Energy Ball

↓ ↘ → ← ↙ ↓ ↘ ↙ ← +
WS + HK

Small Fart

← ↙ ↑ ↘ → +
WS + HK

Giant Fart

HK + WS + WK + → +
HS

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Desperation Move

→ ← ↙ ↓ ↘ → ← +
HS

Gaia

Flame Breath

← ↘ ↓ ↗ → + Slash

Energy Slash

↓ ↘ ← + Slash

Charge Thrust

→ ↓ ↗ + Slash

Teleport Fly

↓ ↘ ← + Kick

Big Slash

← → + HS

Kayin Amoh

Sonic Flash

↓ ↗ → + Slash

Deadly Raise

→ ↓ ↗ + Slash

Super Moves

Armor Bastar Quad
Sword Strike

↑ ↖ ← ↙ ↓ ↗ → + HS

Devil Face Step

↑ ↖ ← ↙ ↓ ↗ → + HK

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Desperation Move

→ ↗ ↓ ↙ ← ↖ ↓ ↗ →
+ HS

Shoulder Crush

↓ ↘ ← + Kick

Raging Sun (in air)

↓ ↘ ← + Kick (in air)

Upper Glide

↘ + HS

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Super Move

→ ↘ ↓ ↙ ← ↘ ← →
← + HK

Desperation Move

→ ↘ ↓ ↙ ← ↘ ↓ ↘ →
+ HS

Mondo

High Spear

↓ ↘ → + Slash

Spear Upper

← ↓ ↙ + Slash

Air Fireballs

↓ ↘ → + Slash (in air)

Super Move

→ ↗ ↑ ↖ ← → ↘ ↓ +
HK

Dragon Spear

→ ↓ ↘ + Slash

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Rotary Spear

← ↙ ↓ ↘ → + Slash

Desperation Move

↓ ↘ → ↓ ↘ → ← + HS

Low Spear

↓ ↙ ← + Slash

Rungo Iron

Fire Strike

↓↘→ + Slash

Power Thrust

→↓↘ + Kick

Top Spinner

→↓↘ + Slash

Batter Up

→↘↓↖← + Slash

Sofia

Thunder Ring

↓↖← + Slash (can be done in the air)

Aurora Revolution

→↘↓↖← + Slash (can be done in the air)

Love Show

←↖↓↘→ + Kick

Walk-a-Boot

↓↖← + Kick

Super Move

↑↖←↖↓↘→ + HK

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter is flashing)

Desperation Move

←↖↓↘→↘↓↖←
+ HS

Rattlesnake

↓↘→ + Slash

Super Move

Salamander

→↘↓↖←↖←→← + HS

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Desperation Move

→ ← → ← + HS

Tracy

Tazer Wand

← ← ↓ ↘ → + Slash

Air Dive

→ ↘ ↓ ↙ ← + Kick

Flip Kick

→ ↓ ↘ + Kick

Super Move

Right to Remain Silent

→ ↘ ↓ ↙ ← ↙ ← →
← + HK

Chopper Strike

→ ↓ ↘ + Slash

Elbow Smash

← → → + WS + WK

Jackpot

↓ ↙ ← + Kick

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

King Slave

← ↓ ↙ + Slash

Desperation Move

→ ← → ← + HS

Ground Tazer

↓ → ↘ + Slash

Master

Slashing Aura Sword

← ↙ ↓ ↘ → + Slash

Aura Sword Burst

→ ← → ← + Slash

Forward Aura Sword

↓ ↘ → + Slash

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter
is flashing)

Upward Aura Sword

↓ ↙ ← + Slash

Desperation Move

← ↙ ↓ ↘ → ← ↙ ↓ ↘
→ + HS

Rising Aura Sword

→ ↓ ↘ + Slash

Sho

Double Rekksuzan

↓ ↘ → + Slash

Mukurowari

↓ ↙ ← + Slash

Hishouzan

→ ↓ ↘ + Slash

Shoulder Crush

↓ ↙ ← + Kick

Shishouzan

← ↓ ↙ + Slash

Crescent Moon

↓ ↘ → + Kick

Air Drop Kick

↓↘ ← + Kick (in air)

Harakiri Martyrdom

←↘↓↘→↘↓↘ ←
+ HS + WK

Raging Sun

↓↘↗ + Kick (while jumping)

Overdrive Move

HS + WS + HK + WK
(while Overdrive Meter is flashing)

Slide

↘ + Kick

Desperation Move

→↘↓↘←↘↓↘→
+ HS

Super Moves

Plasma Vortex

→↘↓↘←↘←→
← + HK

Uranus

Arrow Shot

↓↘→ + Slash

Air Arrow

Slash (in the air)

Low Arrow Shot

↓↘→ + Kick

Rising Spiral Wing

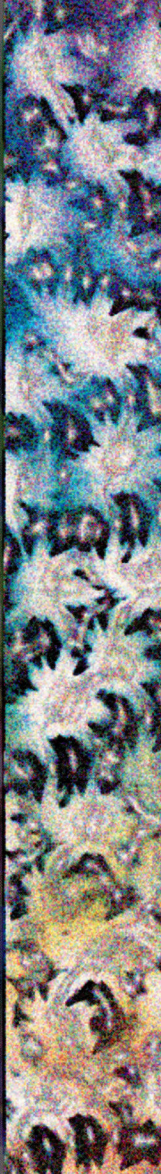
→↓↘ + Kick

Flight

HK (in the air)

Firehawk

→←→← + Slash



Spiritual Orb

←↙↓↘→ ←↙↓↘→
→ + HK

Desperation Move

←↙↓↘→ ←↙↓↘→
→ + HS

Overdrive Move

HS + WS + HK + WK
(while **Overdrive Meter**
is flashing)

Vermillion

Upward Blast

↓↙← + Slash

Air Roll

WK (in air)

Downward Blast

Slash (in air)

Overdrive Move

HS + WS + HK + WK
(while **Overdrive Meter**
is flashing)

Dark Powder Toss

→↓↘ + Slash

Desperation Move

←↙↓↘→ ←↙↓↘→
+ HS

Spider Drop

HK (in air)

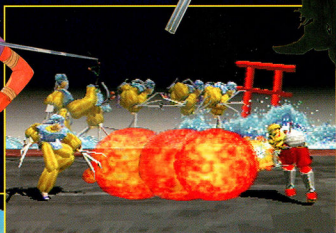
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All 15 Characters—
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