

EGM

STRATEGY GUIDE

MARVEL
COMICS

X-MEN

CHILDREN OF THE ATOM

MUTANT HUNTING!
LEARN ALL THE MUTANT
SECRETS FOR ALL CHARACTERS,
INCLUDING AKUMA!

UNCENSORED
UNBIASED
UNOFFICIAL

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THE INTERWORKINGS OF THE COMBO SYSTEM

Like most SF games, some normal moves can be linked or followed by consecutive moves. In X-Men, this factor is now more prevalent than ever. Some may be familiar with the classic combo setup of "Normal/Special," but



punches and kicks of the same strength can now be chained together and followed by one higher strength attack. This provides ample opportunity for self-combo construction and execution.



Many characters have dozens of combo sets.

GROUND ATTACKS, PRE-ROUND POSITIONING & DASHING

Since Virtua Fighter, there has been a need for ground attacks. This can be done with any old attack, but some characters (like Sentinel and Colossus) have special moves that take advantage of the hapless vermin on the ground.

Another recently neglected feature is dashing. While in other games it provides a means of escape, this game allows



The pre-round positioning is great for preparing yourself.

you to add other powerful attacks or other abilities (like Storm being invincible when dashing).

There is also pre-round positioning. The offensive can start in close and the weak far away!



The controversial ground attack can sometimes spell success or failure.



BATTLING WITH AUTO BLOCKING

A most recent addition to arcade games of this genre is the Auto Blocking Option. As nice as it seems, it does have its limitations. First, it is only good for your first match, then it is disabled. Also, your special moves will be limited in terms of variety of directions. However, in Vs. Mode you have the option every time, and with the Shortcut Mode trick (see page 3) you can play as Akuma with Auto Block.



There are a lot of ups and downs with Auto Blocking.

THE SKILLS OF THROWING

Many might think throwing is a cheap way to get in a quick damaging blow. However, in X-Men, this becomes an extremely valuable technique.

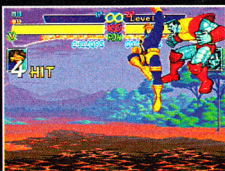
First, everyone can throw on the ground as well as in the air. Throws are also a tool for setting up many

multihit combos.

Don't worry, there are plenty of safeguards against throwing. If you time pressing the buttons right, you can either reverse a throw, break from a throw or give yourself a safe landing (strangely called Tech Hit).



To break a throw, you must be at Level 2 power.



Learn many throw setups like Cyclops' throw/GS!

KNOW THE X-POWER BAR

The X-Power Bar comes heavily into play once you start getting into the game. Despite the ability to do the Hyper-X move, there are some moves that require a Level 2 power to use. Likewise, some techniques (like the throw breakers) require X-Power. So remember, even though a Hyper-X is pretty to look at, it's a massive drain on a valuable resource!



THE CODE OF AKUMA

Player One: On the Character Select Screen, wait two seconds on Spiral, then move through Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red and wait for two seconds on Silver Samurai. Hit K1, P3 and K3 (Punch/Kick) at once.

Player Two: Wait for two seconds on Storm, then move to Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai and wait on Spiral for two seconds. Hit K1, K3 & P3 simultaneously.

USING THE "TIPS VS" KEY

In the following character profiles, know these terms for learning the best moves to use against everyone.

P1-Jab Short-K1
P2-Strong Forward-K2
P3-Fierce Roundhouse-K3

Air/Ground states where the move is taking place.

OTHER STUFF

To skip the Vs. Screen when continuing in a one-player game, just hold L&R triggers at the top when you continue.



You can skip the Vs. Screen and restart the match.

In Vs. Mode, when it asks you to continue after a match, player one or two just needs to hold an L/R trigger and continue to access this quick Menu Screen based on stats.





WOLVERINE

If there was ever a beginner's character, Wolvie's it. His quick speed is enough to counter anyone's attack, and his Drill Claw is good for elusiveness.



TIPS VS:

Go Offensive
T. Claw, D. Claw
and Air/Ground P3



Go Offensive
D. Claw and
P/K Combos



Go Offensive
D. Claw and
T. Claw



Go Offensive
T. Claw and
Air P3



Go Offensive
D. Claw, T. Claw,
P/K Combos



Go Offensive
Dash P3,
D. Claw, T. Claw



Go Offensive
T. Claw, D. Claw,
Air P3



Go Offensive
D. Claw, T. Claw,
P/K Combos



Go Offensive
Air P3, T. Claw
and D. Claw



Go Offensive
D. Claw, T. Claw
and P/K Combos



Do P/K Combos
and T. Claw



DEFENSIVE SKILLS

If he really needs a self-defense move, you can perform his Standing Fierce Punch. This produces two Wave Slashes, covering his entire front.



SPECIALS & SUPERS

Try to hit your enemy from below with the Tornado Claw. When he/she falls, pelt him/her again with the T. Claw.



him/her again with the T. Claw.



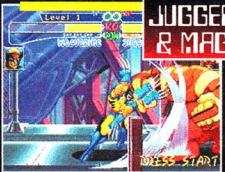
The Speed Up is useful for this quick character. Use his healing factor.

THE HYPER-X

Like most of its kind, this move should be done in tandem with a person descending or getting up from a fall. Save it until the opponent is close to death.



JUGGERNAUT & MAGNETO



Simply Drill Claw from above into Jug, then link up with Wolvie's combos. Once done, leap away and repeat.

Drill Claw Magneto when flying or Tornado Claw under him. When standing, stay close and try jump-in combos.



PSYLOCKE



Psylocke can easily be played as a defensive and offensive character. Though she lacks moves, they can be chained together for great combos!



DEFENSIVE SKILLS



Most of her attacks provide her plenty of coverage, although her most effective move is her Standing or Crouching Fierce Punch attack.



SPECIALS & SUPERS

Her Psi Flash is controllable and fast, and her Psi Blade can be linked with punches to increase the number of hits.



Only use projectiles with her Ninjuto, unless you are sure of where your location is.



THE HYPER-X

Do this at downward angles to hit low. You can also immediately follow with a second attack by hitting the three Punch buttons and the desired direction.



JUGGERNAUT & MAGNETO



This big boy is a snap with Jumping Fierce Punches. You are actually quick enough to throw him, too!

Wait for Magneto to go airborne, then dash under his blasts and do a multihit Psi Blade. Repeat and you're set!

TIPS VS:

Go Offensive
P/K Combos
and P. Blade



Go Defensive
Air P. Flash and
Air P3



Go Offensive
Air P. Flash and
P/K Combos



Go Offensive
P. Blade and
P. Flash



Go Defensive
P. Flash and
Air/Crouch P3



Go Offensive
P. Flash, P. Blade
and P/K Combos



Go Offensive
P. Blade and
P. Flash



Go Defensive
Air P. Flash and
P. Blade



Go Offensive
P. Flash, P. Blade,
Air P/K3



Go Offensive
P/K Combos
and P. Blade



Go Offensive
P. Flash, Air P3,
P. Blade



5 5 5



CYCLOPS

Any fan of Ken and Ryu will know this guy's style instantly. His throws link into combo sets, and his X-Power moves are some of the most effective yet.



TIPS VS:

Go Offensive
P/K Combos
and G. Splice



Go Defensive
O. Blast and P/K
Combos



Go Offensive
G. Splice and
O. Blasts



Go Offensive
Air O. Blast and
G. Splice



Go Offensive
O. Blast and
Air P/K Combos



Go Defensive
P/K Combos
and G. Splice



Go Offensive
O. Blasts and
G. Splice



Go Defensive
O. Blasts and
Air P/K Combos



Go Defensive
O. Blasts and
G. Splice



Go Offensive
P/K Combos
and G. Splice

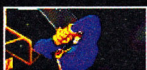


Go Offensive
P/K Combos
and G. Splice



DEFENSIVE SKILLS

The Jumping Forward Kick is an excellent air deterrent, providing a Pseudo Flash Kick covering your front. His Strong Punch gives great cover.



SPECIALS & SUPERS

Link his throw with a Gene Splice. Be sure to do low Optic Blasts, since most players can duck his High Beam.



The Leg Throw X-Power is good for a surprise, but use it in moderation to keep it a surprise.

THE HYPER-X

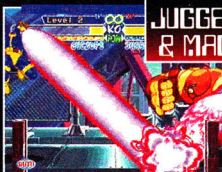
His Mega Optic Blast is best when timed with characters descending from a jump.

Also, use in moderation with the Controlled Beam to confuse them.



Both are good, so interchange them.

JUGGERNAUT & MAGNETO



Juggy will be nothing with this fun pattern. Just do quick hops straight up and keep pelting him with Optic Blasts!

Use Psylocke's pattern: Wait until he leaps into the air then use his Beams. Dash and do a Gene Splice!



ICEMAN



Despite his gippy looks, Iceman is very effective. All his attacks can be used defensively, and his Boulder Avalanche is great on Spiral's stage.



DEFENSIVE SKILLS

Nearly all his normal attacks can be used to cover him. The best is his standing



Roundhouse, which covers his front for quite a good distance.



SPECIALS & SUPERS

Use the Icebeams a lot, but save the Avalanche for the unsuspecting offensive attacker.



If you are skilled with your punch attacks, then use your X-Power for this special attack alone.



THE HYPER-X

Despite its screen coating and high hit count, the Arctic Attack doesn't do much damage. The most effective way to use it is when you have the opponent cornered.



JUGGERNAUT & MAGNETO



Like Cyclops, just do short jumps and straight Icebeams. It is a slow process, but it is the safest method.

Since Magneto likes to go airborne, the Arctic Attack is a good move, as are high Icebeams and jump attacks.

TIPS VS:

Go Defensive Air Icebeam and K3	
Go Offensive P/K Combos and Icebeams	
Go Offensive Icebeam and Boulder	
Go Offensive Boulder and Icebeams	
Go Offensive Air Icebeam and Boulder	
Go Defensive Icebeams, Air P3 and Stand K3	
Go Offensive Icebeams and Boulders	
Go Defensive Icebeams and K3	
Go Offensive Icebeams, Air P3 and K3	
Go Offensive Icebeams, Boulder and Air P3	
Go Defensive Icebeams and P/K Combos	





STORM

Storm doesn't have many special attacks, but she is a character that can practically go anywhere, making what few attacks she has deadly.



TIPS VS:

Go Defensive
Air Typhoon,
L. Attack, E. Ball



Go Offensive
Air/Ground
Typhoon, E. Ball



Go Offensive
Typhoon, K3
and P3



Go Offensive
L. Attack,
Typhoon



Go Offensive
Typhoon, E.
Ball, L. Attack



Go Offensive
Typhoon, E.
Ball, P3 and K3



Go Offensive
L. Attack and
Typhoon



Go Defensive
L. Attack,
E. Ball, Typhoon



Go Defensive
Air Typhoon,
E. Ball, P/K3



Go Offensive
P/K Combos
and Typhoon



Go Defensive
Air Typhoon,
L. Attack



DEFENSIVE SKILLS

Her kicks are the best, the wind providing extra cover. Her best attack yet is her Air Strong Punch. She releases a directional ball of electricity!



SPECIALS & SUPERS

Her Typhoon is best and partly guidable. Her Lightning Attack is good for air attacks and to flee.



The Air Blast is useless.

Use the energy for a Hyper-X or her flying ability.

THE HYPER-X

Of the two, the least damaging but most protective is her Lightning Storm.

However, her Hail Storm will do nearly 3/4 damage if it is successful.



Of the two, the best bet is the Lightning Storm.

JUGGERNAUT & MAGNETO



Juggernaut is a sucker for air attacks. Just release a volley of Air Typhoons and watch him crumble to dust.

With Magneto's Wave Blasts, just counter with a Super Jump and Typhoon, or go under him and do an L. Strike.



COLLOSSUS



This tin can of Russian muscle has no projectiles (thank God!), but he has excellent defenses and is a fireball thrower's worst nightmare!



DEFENSIVE SKILLS

He doesn't have much in the way of punch and kick defenses. His best would



have to be his Standing Roundhouse and Air Fierce Punch.

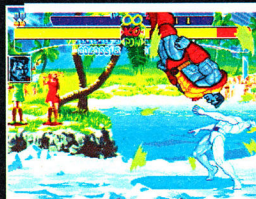


SPECIALS & SUPERS

The Power Tackle is immune to projectiles, but great against the fireballers. Use his W. Toss on those falling from a jump.



Use the Super Armor over all others. Be careful that you aren't at a critical stun level.

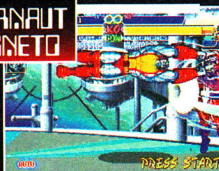


THE HYPER-X

Colossus' Atom Drop is a bit of a dud. Yes, it is powerful—when it hits. It is too hard to place correctly. The only time it's useful is when the opponent is stunned.



JUGGERNAUT & MAGNETO



The battle of the brutes. No fear here, though. Just do Air Fierce Punches with throws and Body Presses.

Magneto's Air Wave attacks are useless against his ground-to-air Power Tackle. Be sure to get Air Slams in, too!

TIPS VS:

Go Offensive W. Toss, B. Press and P. Tackle	
Go Offensive Air P3, P. Tackle S. Armor	
Go Offensive Air P3, P. Tackle and S. Armor	
Go Offensive Air P3 and High S. Tackle	
Go Offensive P. Tackle and S. Armor	
Go Offensive B. Press, Air P3, W. Toss	
Go Defensive P. Tackle, Air P3, W. Toss	
Go Offensive P. Tackle, Air DP3, S. Armor	
Go Defensive Air P3, Crouch K3, P. Tackle	
Go Offensive B. Press and P. Tackle	
Go Offensive P. Tackle and S. Armor	



Strength: 4, Agility: 3, Combs: 7



SILVER SAMURAI

Though armed with a vicious sword, SS takes a lot of getting used to in order to effectively play him. The best way to handle him is very defensively.



TIPS VS:

Go Defensive Stars, E. Sword and P/K combos



Go Offensive Air Stars and Air P3



Go Offensive Dash R. Slash and Air Stars



Go Offensive Air Stars and P/K Combos



Go Defensive Air Stars and P/K Combos



Go Offensive E. Sword and Air Stars



Go Defensive Air Stars and P/K Combos



Go either Dash R. Slash and Air Stars



Go Defensive Crouching P3/K3 and Stars



Go Offensive P/K Combos and Air Stars



Go Defensive Air Stars and R. Slash



DEFENSIVE SKILLS

Hit a button...seriously! Samurai has plenty coverage while crouching, in the air or standing. Mostly, the Fierce and Strong Punches work best.

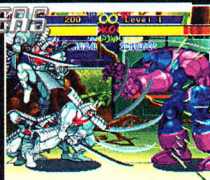


SPECIALS & SUPERS

The Stars are a good deterrent, but lack power. The best move to try is his dashing Rapid Sword attack.



dashing Rapid Sword attack.



His Warp is a waste of power. Use his Elemental Blades if you know his normal moves well.

THE HYPER-X

SS's Lightning Storm performs best when in a corner. His 5 Star Toss is even more powerful, but can be easily blocked, therefore rendered useless.



The L. Storm has the best chance to hit.

JUGGERNAUT & MAGNETO



This can be a bit of a problem. The best thing to do is the classic short-hops-and-Star-him-to-death method.

Super Jump over his Waves and beat him with Stars. Try to stay close and sweep him at every opportunity.



OMEGA RED



A sickeningly fun character, he can be played aggressively but within reason. His Tendrils are useful, but are his downfall when they miss their prey.



DEFENSIVE SKILLS

Crouching Fierce! It is a multihitter that will either do damage or knock them away.



His **Air Fierce** is in the same light, with plenty of range to it.



SPECIALS & SUPERS

The first thing to know is to double tap to recall a sent Tendril. Don't waste time with Life Draining... slam him!



Omega Red doesn't have any X-Power specials, so all your energy can be used for the OD!



THE HYPER-X

The Omega Destroyer is a lovely weapon that can hit high and low! Like most of its genre, this full-screen attack is best done while the opponents are cornered.



JUGGERNAUT & MAGNETO



Guess what? The Jug is a sucker for Air Tendrils! Couple that with Air Fierce Punches and he is as good as toast!

Super Jump over his Waves or dash under and do an O. Strike. Try to stay far and do a Crouch Roundhouse Kick on him.

TIPS VS:

Go Defensive C. Coil and Crouch P3	
Go Offensive Air C. Coil and Air/Crouch P3	
Go Offensive Ground/Air C. Coil and Air P3	
Go Offensive Air P3 and Air C. Coil	
Go Offensive Air C. Coil and O. Strike	
Go Offensive C. Coil and Crouch, Air P3	
Go Offensive Air C. Coil and Crouch K3	
Go Offensive Air C. Coil and Crouch K3 and P3	
Go Offensive Air C. Coil and Crouch K3 and P3	
Go Offensive Air C. Coil and Crouch K3 and P3	
Go Defensive Air C. Coil, Crouch P3 and K3	



7 4 7



SPIRAL

One of the hardest characters to get used to, but when you learn her moves, look out! Her defense is great, and she packs a hard Hyper-X move!



TIPS VS:

Go Defensive P3 and Throw Combos



Go Defensive. Air Knives and Air P3



Go Offensive. S. Toss, Air/Ground P3



Go Defensive S. Toss and Air/Ground P3



Go Offensive Air/Ground P3 S. Toss and S. Ring



Go Offensive Air/Ground P3, S. Toss and S. Ring



Go Offensive Air/Ground P3 and S. Toss



Go Offensive Air/Ground P3, S. Toss and S. Ring



Go Defensive P3, S. Ring and S. Toss



Go Offensive S. Toss and Air/Ground P3



Go Offensive S. Toss and Air/Ground P3



DEFENSIVE SKILLS

Fierce Punch is an auto six-hitter that has great range and can be done in the air.

Next to that, there really isn't another attack that is as powerful.



SPECIALS & SUPERS

All she consists of is X-Powers, mostly Rotating Knives. Send them straight out one by one.



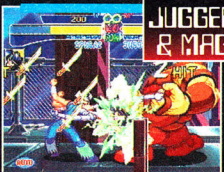
Invisibility is nasty, but use the TeleSwitch, especially when you're above them. It's a good setup for an Upgrab combo.

THE HYPER-X

Vicious and brutal, it can be done both in the air and on the ground. It's best to scare the opponent into jumping away, which makes it harder to block her attack.

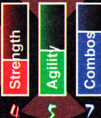


JUGGERNAUT & MAGNETO



Just keep pelting him with Singular Knife Tosses and he should be skewered in no time.

Use Air Fierce to combat Magneto's Air Wave. Also, try to stay close and wedge in your six-hit Standing Fierce.



SENTINEL



This mighty Tetujin possesses an arsenal of moves that may seem weird, but his moves can counter nearly any attack to his (its?) body.



DEFENSIVE SKILLS



The best defense on ground is his Medium Kick, a full frontal arc lined with bombs. Hold



Down while in the air and do a Fierce Kick for a multihit Fan Blade.



SPECIALS & SUPERS

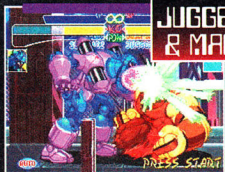
The Rocket Punch is really effective when in the air. Sentinel Force is good for airborne attackers.

Its only other X-Power is flight, which is good with its normal downward attacks.

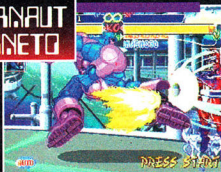


THE HYPER-X

Don't charge the Plasma Storm on nearby enemies, unless they touch the Charging Orb. If they do, release immediately to tag them on the way down.



JUGGERNAUT & MAGNETO



With Jug, you can either do plenty of repeated Sentinel Forces or Air Down/Crouching Roundhouses.

Stay in the air and level him with Rocket Punches. While he's in the air, try for an Air Down Roundhouse.

TIPS US:

Go Defensive
Use Medium Kick
and S. Force



Go Defensive
Air R. Punch
and Down P3



Go Defensive
Crouch K3, Air
R. Punch



Go Offensive
P/K Combos, S.
Force and Flight



Go Offensive
Air D/K3 and Air
R. Punch



Go Defensive
Air R. Punch
and Air D/K3



Go Defensive
Air R. Punch
and S. Force



Go Offensive
Air D/K3 and
S. Force



Go Offensive
K2, S. Force, P3
and P4



Go Offensive
S. Force and Air
R. Punch



Go Defensive
K3, S. Force and
Air R. Punch



Strength

Agility

Combos

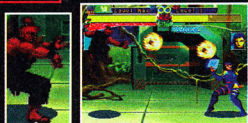
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2












4

AKUMA

Ported straight from SSFTT, this guy can be played any way you like. His speed is unmatched, his power is great and he is such a tiny thing to hit!



TIPS VS:

Go Defensive Use Counter often and D. Punch	
Go Defensive Use Air Fireballs from far away	
Go Offensive Use Punch/Kick Combos	
Go Offensive Keep close, use Counters and DP	
Go Offensive Air Fireballs and Punch/Kicks	
Go Defensive Use Counter and Dragon Punch	
Go Offensive Use Counter and Dive Kicks	
Go either Use Counter and Air Fireballs	
Go Defensive Use D. Punch and Air Fireballs	
Go Offensive Punch/Kick Combos and DP	
Go Offensive P/K Combos and Counters	

DEFENSIVE SKILLS

Like his previous version, his arcing Fierce Kick is good for frontal protection, and his Crouching Fierce is an easy out. His best is still his Counter X move.



SPECIALS & SUPERS

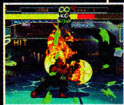
You can throw consecutive Dual Air Fireballs. If the enemy is on the ground, do a Dragon Punch or Dive Kick.



His best X move is his Counter. If used sparingly, it will sucker the enemy all the time!

THE HYPER-X

His Super Fireball should be timed up close on descending opponents. Likewise with the DP version, this will ensure both surprise and a good hit!



Both moves should be done fairly close.

JUGGERNAUT & MAGNETO



Why is it that the first Boss is always a sucker for air attacks? A flurry of Air Fireballs will keep the Juggernaut away.

Do a Super Jump over his Waves and attack with Close Air Fireballs. While on the ground, do the Juggernaut pattern.

Strength

6

Agility

7

Combos

9

WOLVERINE

Tornado Claw	→ ↓ ↖ ↗ P
Extra Hits	P (Rapidly)
Drill Claw	P & K (Same Strength)
Second Drill Claw	P & K (Same Strength)
Berserker Charge	↓ ↖ ↗ P
Healing Factor	↓ ↖ ↗ K
Berserker Barrage	↓ ↖ ↗ P

CYCLOPS

Optic Blast	↓ ↖ ↗ P
Gene Splice	→ ↓ ↖ ↗ P
Extra hits on Gene Splice	P (Rapidly)
Leg Throw	↖ ↓ ↗ P
Double Jump	(Jump) ↑
Controlled Optic Blast	↓ ↖ ↗ P
Mega Optic Blast	↓ ↖ ↗ P

COLOSSUS

Windmill Toss	↓ ↖ ↗ P
Increase Spin Speed	(rapid 360 degrees)
Power Tackle	↓ ↖ ↗ K
Body Press	↓ P (on fallen opponent)
Super Armor	↓ ↖ ↗ P
Super Dive	↓ ↖ ↗ P

SPIRAL

Quick Drop	(In air) ↓ ↖ ↗ P
Six-Hand Grapple	↓ ↖ ↗ P
Dancing Swords	↖ ↓ ↗ P
Sword Toss	↓ ↖ ↗ P
Sword Circlet	↓ ↖ ↗ P
Sword Spiral	↓ ↖ ↗ K
Position Switch	↓ ↖ ↗ P
Teleport Dance	↓ ↖ ↗ P
Power Dance	↓ ↖ ↗ P
Speed Dance	↓ ↖ ↗ P
Dimensional Dance	↓ ↖ ↗ P
Metamorphosis	↓ ↖ ↗ P

HAPPY FUN X-MEN MOVES LIST!

P K =All Buttons P K =Any Button
1 =Roundhouse 1 =Roundhouse
2 =Roundhouse 2 =Roundhouse
3 =Roundhouse 3 =Roundhouse
L/R =L/R Trigger
 =Special Move
 =Requires X-Power
 =Hyper-X Move

STORM

Typhoon	↓ ↖ ↗ P
Lightning Attack	P & K (Same Strength)
Second L. Attack	P & K (Same Strength)
Ball Lightning	(In air) P
Slow Descend	(In air - Hold) ↑
Quick Flight	(In air) P
Flying	↓ ↖ ↗ P
Wind Push	↓ ↖ ↗ K
Lightning Storm	↓ ↖ ↗ P
Hail Storm	↓ ↖ ↗ L/R

OMEGA RED

Carbonadium Coil	↓ ↖ ↗ P
Carbonadium Coil (in air)	↓ ↖ ↗ K
Coil Throw	← or → P
Death Factor	P (Rapidly)
Energy Drain	K (Rapidly)
Coil Recall (before grab)	P (Rapidly)
Omega Strike	↓ ↖ ↗ K
Ground Coil Burst	↓ P
Omega Destroyer	↓ ↖ ↗ P

SENTINEL

Rocket Punch	↓ ↖ ↗ P
Sentinel Force	P
Body Press	(on fallen opponent) ↓
Chopper Blade	(in air) ↓ P
Spinning Dive	(in air) ↓ P
Flying	↓ ↖ ↗ P
Plasma Storm	↓ ↖ ↗ P
Power Charge-Up	P (Rapidly)
Three Plasma Storm shots	P (Rapidly)

PSYLOCKE

PsiFlash	↓ ↖ ↗ P
PsiBlade	↓ ↖ ↗ K
Extra hits	K (Alternating Strengths)
Taunt	L/R
(Projectiles will pass through timed Taunt)	
Ninjuto	↓ ↖ ↗ P
PsiSpear	↓ ↖ ↗ P
Second Spear (hold Direction)	P (Rapidly)

ICEMAN

Icebeam	↓ ↖ ↗ P
Ice Boulder	P & K (Same Strength)
Ice Fist	↓ ↖ ↗ P
Arctic Attack	↓ ↖ ↗ P

SILVER SAMURAI

Shuriken	↓ ↖ ↗ P
Rapid Sword Slash	P (rapidly)
Dash with RSS	→
Blink	↓ ↖ ↗ K
Touki—Ice Sword	↓ ↖ ↗ P
Touki—Electric Sword	↓ ↖ ↗ P
Touki—Fire Sword	↓ ↖ ↗ P
Bushin	↓ ↖ ↗ K
RaiMeiKen	↓ ↖ ↗ P
Triple Shuriken	↓ ↖ ↗ P

AKUMA

GouHaDouKen	↓ ↖ ↗ P
Fire GouHaDouken	← ↖ ↓ ↗ P
Air GouHaDouKen	(in air) ↓ ↖ ↗ P
GouShoRyuKen	→ ↖ ↗ P
Tatsumaki ZankuuKyaku	↓ ↖ ↗ K
Diving Kick	(in air) ↓ ↖ ↗ K
Counter Attack	↓ ↖ ↗ P
S. HaDouKen	↓ ↖ ↗ P
S. ShoRyuKen	↓ ↖ ↗ P

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STRATEGY GUIDE



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