

Neo Geo Pocket Color

Pocket Fighting Series

Samurai Shodown

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(Note: The characters' names in most section are in alphabetical order, even this Table of Contents.)

About this Game

---Game Info---

This is the second SS game that is released on the Neo Geo Pocket. The first one is called SS!, it was released on the black and white Neo Geo Pocket. Now, this is the first color SS game that is made for the Neo Geo Pocket Color.

Game title : Samurai Shodown ! 2

Publisher : SNK

Developer : SNK

Genre : Pocket Fighting Series

Game size : 16 megabits

Year of release : 1999

No. of player : 1 or 2 players

(Note: For 2 Players mode, you need a link cable, 2 Neo Geo Pockets, and 2 SS2! cartridges.)

Price : \$35(U.S.)

System : Neo Geo Pocket Color

---Basic Story Lines---

This story lines(or ending) of this game is basically based on Samurai Shodown 64 II Warrior's Rage(Samurai Spirits 2 Asra Zanmaden) . The story basically goes like, after Yuga is sort of defeated in SS64, he is back again. In order to unite the world of Light and Darkness, he needs to have Haohmaru and Shiki. So Yuga send Asra(Bust) and Shiki(Bust) to get them. (Okay, I'm not good at explaining the story lines)

---Character Names Confusion---

Sometimes SNK gives two different version of names to certain characters(don't ask me why?!) The one we usually see is Rimnerel/Rimururu. Now in this game, there are a few more cases like this, for instance, the names you see in the endings and cards don't quite match the names you see in character seletion screen. So, if you are new to Samurai Shodown, I hope the following will help you clarify their names.

(Note: The names on the right side is their official name, the names we usually see in SS games. The names on the left side is like some SNK screws up names.)

Asuras=Asra

Haomal=Haohmaru (you see the name Haomal(what the?) in the manual)

Morosumi=Morozumi (same as above)

Rimnerel=Rimururu

Saki=Osaki (The name you see on the card is different than the ending, Osaki is just a girl Ukyo saved(not his lover, Kei is his lover).

-Other-

Slash=Chivalry

Bust=Treachery

Basic Movelist

(Most of the commands are taken from the instruction booklet.)

A button	Press briefly for a 'Weak' attack Press longer for a 'Strong' attack
B button	Fake out
Escape Step-In	During escape, press forward
Escape Step-Back	During escape, press back
Shish Kabob Toss	Near opponent, press forward + A
Body Snag	Near opponent, press back + A
Passivity Roll	Before being knocked down, push A or B
Forward Rise	Press forward when down
Backward Rise	Press back when down
Rising Middle Attack	A when knocked down
Rising Low Attack	B when knocked down
Rage Explosion	A, B pushed down simultaneously
Flash Attack	A, B pushed down simultaneously during Rage Explosion
Hidden Methods of Mayhem(Super)	When the rage gauge reaches MAX, press back forward down + A
Samurai Combination System	Backward or forward or down + B, then AAA or ABB or BBB

About the Samurai Combination System

Even though the instruction booklet says either backward or forward or and then press B will start the SCS, but it seems to me only backward + B will usually start the combo.

Backward + B then AAA	After done this combo, half bar of your POW gauge will be filled up.
Backward + B then ABB	After done this combo, your opponent will be bounced and knocked back.
Backward + B then BBB	After done this combo, your opponent will float on air for a bit, so you can combo one or more hits after it.

Character Movelist

d=down

f=forward

b=backward

d=down

df=downforward

db=downback

(* = Super move, can only be used when POW gauge is at max)

-Asra(Slash)-

Refi Shull f,d,b+AA+BA

Shed Moosa d,df,f+A

Rofe Lef f,d,df+A

Noh Ahmu b,d,db+B

*Thanatus b,f,d+A

-Asra(Bust)-

Le Ille Baque d,df,f+A

Les Mals f,d,df+A

Les Shima f,d,b+A

Le Tag Ragoo d,df,f+B

*Les Fa La b,f,d+A

-Charlotte(Slash)-

Power Gradation f,d,df+A

Triad Slash d,df,f+A

*Splash Gradation b,f,d+A

-Charlotte(Bust)-

Power Gradation f,d,df+A

Bio Net Rush d,df,f+A

*Crystal Rose b,f,d+A

-Galford(Slash)-

Shadow Copy b,f,d,b+A or B

Rush Dog d,df,f+A(Pressed shortly)

Machine Gun Dog d,df,f+A(Pressed down)

Strike Heads d,db,b+A

*D.D.D. b,f,d+A

(Note: There is a mistake in the instruction booklet, it prints the motion for Strike Heads as d,df,f+A(Pressed shortly), which is supposed to be d,db,b+A)

-Galford(Bust)-

Replica Attack	b,f,d,b+A or B
Plasma Blade	d,df,f+A
Strike Heads	f,d,df+B
Lightning Slash	b,db,b+B
*T.B.C.	b,f,d+A

-Genjuro(Slash)-

Lightning Wings	f,d,df+A
Cherry Blossoms Slice	d,db,b+A
Triple Death Hack	(d,df,f+A)3 times
Death Drops	f,d,df+B
*Five Photon Slice	b,f,d+A

-Genjuro(Bust)-

Death of 100 Demons	d,df,f+A
Evil God Pommeler	f,d,b+AA
Purple Sunset	b,db,d+A
*Quintuple Photons of Anti-Matter	b,f,d+A

-Hanzo(Slash)-

Ninja Windsplitter	d,df,f+A(During jump)
Exploding Dragon Blast	d,db,b+A
Exploding Atom Flash	f,d,df+B
Sky Cicade Boogie	b,f,d,b+A
*Wild Whirl Wind Dirk	b,f,d+A

-Hanzo(Bust)-

Shadow Splitter	b,f,d,b+A or B
Shrike Drop	f,d,df+B
Spider Dash	d,df,f+B
Thunderbolt	f,d,b+B
*Sublime Shrike Slam	b,f,d+A

-Haohmaru(Slash)-

Crescent Moon Slash	f,d,df+A
Secret Cyclone Slash	d,df,f+A
Sake Bottle Bash	d,db,b+B
Titan Toss	f,d,df+B
*Slash of Supreme Judgment	b,f,d+A

-Haohmaru(Bust)-

Crescent Moon Slash	f,d,df+A
Secret Cyclone Slash	d,df,f+A
Secret Earthquake Slice	b,db,d+A
Power Burst	f,d,df+B
*Lord of Heaven Smite	b,f,d+A

-Jubei(Slash)-

Geyser Thrust	d,df,f+A
Tsunami Sable	f,d,df+A
Sabre Thrash	d,db,b+AA
*Jellyfish Thrust	b,f,d+A(Then press A again)

-Jubei(Bust)-

Gayser Thrust	d,df,f+A
Heavenly Exterminator	d,db,b+A(Pressed down)
Assured Destruction Swipe	d,db,b+A(Pressed shortly)
Geyser Death Thrust	d,db,b+B
*Furious String of Storms	b,f,d+A

-Kazuki(Slash)-

Stationary Strike	d,df,f+A
Glant Death Blast	f,d,df+A
Flames of Disaster	d,db,b+B
Disruption Eruption	b,d,db+B
*In the Inferno	b,f,d+A

-Kazuki(Bust)-

Imbroglia Attack	b,d,db+A
Flaming Hot Hades	f,d,df+A
Flaming Knight's Exploding	
Tiger Slash	f,d,b+B
Explosion of Righteousness	(d,df,f+A)3 times

*Crazy Awakening b,f,d+A

-Morozumi(Slash)-

Flame d,df,f+A

Wind f,d,b+A

Thunderbolt f,d,df+A

Slash b,d,db+A

*Raging Heaven b,f,d+A

-Morozumi(Bust)-

Flame d,df,f+A

Eruption f,d,b+A

Imprisonment d,df,f+B

*Flaming Blast b,f,d+A

-Nakoruru(Slash)-

Kamui Risse b,d,db+A

Annu Mutsube b,db,d+A

Lela Mutsube f,d,df+A

Mamahaha Grab d,db,b+B

*Iruska Yatrori Musse b,f,d+A

-Nakoruru(Bust)-

Kamui Shikitay d,df,f+A

Wolf Pounce d,db,b+B

My Shikitay During "Wolf Pounce," b,db,d+A

Kanto Shikitay During "Wolf Pounce," f,d,df+A

*Iruska Emushi Newa Shikitay b,f,d+A

-Rimururu(Slash)-

Lupu Quall d,df,f+A

Konril No No f,d,df+A

Upon Wo d,db,b+A

Konril Shira During jump db or d or df+A

*Lupu Kamui Emush b,f,d+A

-Rimururu(Bust)-

Lupu Tec Num f,d,b+B

Konril Nyu d,db,b+A

Konril Shira During jump db or d or df+A

Kamui Shtokke b,d,db+A

*Ruyan Bekon Runochoo b,f,d+A

-Sogetsu(Slash)-

Moon Glow f,d,df+A

Lunar Ring Swing d,df,f+A(During jump)

Spirit Summons d,db,b+B

Eclipse d,db,b+A

*Lunar Watersput Wave b,f,d+A

-Sogetsu(Bust)-

Rising Moon f,d,df+A

Reflecting Moon d,db,b+A

Lotus Whirlpool (d,df,f+A)3 times

*Heavenward Lotus b,f,d+A

-Shiki(Slash)-

Heavenly Halo Blast f,d,df+A

Daw Flash d,df,f+A

Netherworld Toss f,d,df+B

Neck Slice b,d,db+B

*Magic Wave Heaven b,f,d+A

-Shiki(Bust)-

Wheel of Justice d,df,f+A

Ephemeral Bop d,db,b+A or B

The Void d,b,f+B

Mash of Mutability b,d,db+A

*Colorful Curse b,f,d+A

-Ukyo(Slash)-

Swallow Swipe d,df,f+A or during jump d,df,f+A

Concealed Sabre

Snowfall Slash d,db,b+A

Blade of Zen Snowfall Slash d,db,b+B

Avalanche f,d,df+B

*Steaming Sextet b,f,d+A

-Ukyo(Bust)-

Swallow Swipe During jump d,df,f+A

Morning Calm	b,d,db+A
Still of Evening	b,d,db+B
Mist of Dreams	d,db,b+A or B
*Ghostly Afterimage Mist	b,f,d+A

-Yuga(Slash)-

(The following names are rough translation, translated from SNK Homepage.)

Veedaka	d,df,f+A
Rooda	f,d,df+A
Darani	d,db,b+B
Naraka	f,d,df+B
Kushana	d,db,b+A
*Vishasana	b,f,d+A

-Yuga(Bust)-

Puuyawaaha	d,df,f+A
Ashipatorawana	During jump, d,df,f+A
Aruga	d,db,b+B
Taputakunpa	f,d,df+A
Mahaajiuwaara	d,db,b+A
Sandansha	f,d,df+B
Karunaa	f,b,d,f+B
*Rudiraanda	b,f,d+A

Character Quotes

(Note: I couldn't write down all the quote, that's because in 1P mode, you don't meet all the characters(for instance, you'll never seen Bust Nakoruru as CPU character). So, that's why there are no pre-fight quotes for certain characters.

Every character basically have 3 quotes in the game. And sometimes when a character say to Shiki, Asra and Yuga will be different than to others.

1. After win(to characters other than Shiki, Asra and Yuga)
2. After win(only to Shiki, Asra or Yuga)
3. Pre-fight(to characters other than Shiki, Asra and Yuga)
4. Pre-fight(only to Shiki, Asra or Yuga)

-Asra(Slash)-

1. You were no match for me!
2. I knew you'd lose from the start.
3. Why do you even bother to fight?
4. Here I come!

-Asra(Bust)-

1. You were all I thought, and less.
2. Despicable...
3. You were lucky to come so far.
4. You were lucky to come so far.

-Charlotte(Slash)-

1. Hah, hah. You stink!
2. Hmph. C'est La Vie.
3. Very well, I'll indulge you.
4. Here your journey ends.

-Charlotte(Bust)-

1. I am not worthy. Forgive me.
2. Know this: all roses bear thorns.
3. (N/A)
4. (N/A)

-Galford(Slash)-

1. Thank you, buddy!
2. Justice wins!
3. (N/A)
4. (N/A)

-Galford(Bust)-

1. Oh, I'm sorry!
2. Good night!
3. Hey, be my disciple, baby!
4. Let's start this crazy thang!

-Genjuro(Slash)-

1. Die, punk!
2. Who do you think you are?
3. (N/A)
4. (N/A)

-Genjuro(Bust)-

1. Miserable cretin!
2. This pinhead amuses me!
3. I'll make it easy. Let's play!
4. You disgust me.

-Hanzo(Slash)-

1. Forgive me...
2. May you reach Buddha's land.
3. Trouble me no longer!
4. Resign yourself to total destruction!

-Hanzo(Bust)-

1. Sad fool...
2. Descend into the darkness!
3. (N/A)
4. (N/A)

-Haohmaru(Slash)-

1. Rest in peace.
2. You ain't no big deal.
3. (N/A)
4. (N/A)

-Haohmaru(Bust)-

1. You can't win if that's your best.
2. What? That's all?
3. You have no right to pass!
4. You have no right to pass!

-Jubei(Slash)-

1. You fight well, sire.
2. That's it. Quite the wimp, Huh?

3. All youngsters finish here!
4. Keep your eye on the Yagyu Blade!

-Jubei(Bust)-

1. Devote yourself to the sword.
2. A bamboo sword is just right on you!
3. (N/A)
4. (N/A)

-Kazuki(Slash)-

1. Hah, hah, hah! Eat flame, fool!
2. You can't quench my fearful flame!
3. (N/A)
4. (N/A)

-Kazuki(Bust)-

1. Grrrr Gyah!
2. Dwaaah!
3. Buuuurn!
4. Diiiiie!

-Morozumi(Slash)-

1. I cannot lose.
2. Foolish Twit.
3. Back off! Only I can defeat him!
4. Are you resolved?

-Morozumi(Bust)-

1. Not too pathetic...
2. Justice is with me!
3. (N/A)
4. (N/A)

-Nakoruru(Slash)-

1. I just can't lose!
2. Feel nature's punishment!
3. You underestimate my power!
4. Know nature's awesome rage!

-Nakoruru(Bust)-

1. Huh? Is that all?
2. Nature's wrath! Got the message?
3. (N/A)
4. (N/A)

-Rimururu(Slash)-

1. That's nature's wrath...I think.
2. Feel nature's punishment!
3. I will defeat the evil Yuga!
4. Watch me Nakoruru. I will surely win!

-Rimururu(Bust)-

1. Wah hah hah! You really stink!
2. I'm too much today!
3. (N/A)
4. (N/A)

-Sogetsu(Slash)-

1. Bet that feels good...
2. Over so soon?
3. (N/A)
4. (N/A)

-Sogetsu(Bust)-

1. You...cannot...stop me...
2. Well, did you feel that?
3. Drown!
4. Die!

-Shiki(Slash)-

1. That was awesome!
2. Whoops! Did you die?
3. (N/A)
4. (N/A)

-Shiki(Bust)-

1. Wow, that was quick!
2. Over so soon?
3. Your life terminates here

4. Your life terminates here

-Ukyo(Slash)-

1. Hmph...
2. (Ugh. Argh. Argh.)
3. Pathetic fool...
4. En Garde...

-Ukyo(Bust)-

1. Hmph.
2. (Ahem. Hack, hack.)
3. (N/A)
4. (N/A)

-Yuga(Slash)-

1. Get lost!
2. Disappear!
3. Heh, heh, heh! Whooooooooo! I am God enter darkness and serve me.
4. Heh, heh, heh! Whooooooooo! I am God enter darkness and serve me.

-Yuga(Bust)-

1. You know me, now die!
2. You'll make a fine servant.
3. Gwoooooah! You're neck will be in chains! A sign of death and destruction.
4. Gwoooooah! You're neck will be in chains! A sign of death and destruction.

Codes

-Play as Yuga-

On the character selection screen, move the cursor to Kuroko, hold down the B button, while holding down the button, move around the controller(do 360 motion) 3 or 4 times(it doesn't matter which way you move), Yuga will appear on the Kuroko's slot. Press A on Yuga while still holding the B button.

(Note: When you do the 360 motion, make sure you push the stick as far as it can go.)

Cards

Q: How to get cards in 1P mode?

A: In 1P Mode, use super to finish your opponent every stage, you'll get a card. When defeating Gandara, you'll get a card regardless you super finish him or not.

Q: How to get cards in survival mode?

A: In Survival Mode, every 8 characters you beat, you'll get a card, super finish your opponent will not get a card.

Q: How to get as many cards and as fast as possible?

A: Go to option and set the difficulty to 'Hard', you'll get 4 cards after you beat Yuga. (You get 5 cards if you super finish Yuga). Set the round to 1 round game, then, you can get many cards in a very short time.

Q: How many different cards total?

A: 120 cards. Each character has 8 different cards(4 slash, 4 bust), and there are 15 characters total, including Yuga.

Q: How many cards total you have to get?

A: 960 cards. Since there are 120 different cards total, and you have to get the same cards 8 times. By the way, I got 960 cards, and you don't get anything.

Q: How to get Yuga's cards?

A: You have to play as Yuga(Check the code section above to find out how to play as Yuga). Although I did get Yuga's cards when I cleared the game, but that's very rare.

Q: What does the cards do?

A: Each character(Slash or Bust) has 4 different cards to choose from(if you already acquire the cards) before you start the first stage. You can choose 2 of the 4 cards. The cards you

append can either make your character 'Power Up', or 'Defence Up'.
The special moves cards can either let you use a special move that you don't have, or can 'power up a move' that you already have.

Below are the description of all 120 cards you get in the game:

-Kazuki(Slash)-

No.1----Kazuki uses his loved sword and flame magic.

Chased by his older brother but refuses to hate him.

No.2----Quick to lose his temper but a young man filled with passion. Sympathizes most with his sister Hazuki.

No.3----Command: [f,d,b+A]

A flaming dragon rises from the earth to bake all enemies.

No.4----Command: [Near enemy, f,d,df+B]

Slam a column of fire into a fearing enemy's bare belly!

-Kazuki(Bust)-

No.5----Filled with a hunger for power, he is possessed by Suzak's power and sacrifices his sanity.

No.6----With flames raging, he bears the flames, and like a beast uses his power.

No.7----Command: [Rage at Max & d,df,f+B]

Hit the enemy once, then push the button at the right time for combo attacks!

No.8----Command: [b,d,db+B]

All power is sent to Suzak to summon the Flame God's incarnation.

-Sogetsu(Slash)-

No.9----He uses his sword 'Seiryu' and water magic to battle.

A pro at spying and killing.

No.10---To rub out his brother, he becomes a hunter.

Strongest of the Kazamas, he is firm on finishing his mission.

No.11---Command: [During Jump, d,db,b+B]

Pounce on an enemy from the air and pummel him into defeat!

No.12---Power up move: [f,d,df+A]

Destroy the enemy easily with this water blast.

-Sogetsu(Bust)-

No.13---Entrusting his soul to the power of 'Seiryu', Sogetsu take on a new form. His senses go blank.

No.14---With the power of a water god, and other essential abilities, Sogetsu achieves awesome powers.

No.15---Power up move: [f,d,df+A]

Pound the true terror of this move into your enemy's cranium!

No.16---Command: [b,d,db+B]

The water god's power can only be wielded by one with superior abilities.

-Haohmaru(Slash)-

No.17---A man who walks a dangerous path with faith and a sword. Whatever chaos he meets, he lets his blade talk.

No.18---His sword wielded in the heavens is said to have crushed mountains. He is also a lover of sake and the fair maiden.

No.19---Command: [f,d,b+A]

A blow with a shrieking shout to smash the steel of the enemy!

No.20---Power up move: [Rage at max & b,f,d+A]

-Haohmaru(Bust)-

No.21---An evil being lies beneath his chivalrous facade.

This bloody style of combat is called: "The Blade of Murder."

No.22---And at the terminus of the deadly path cut by this evil tool awaits the dreaded Zankuro Minazuki.

No.23---Command: [Near Enemy, b,d,f+B]

A fearsome blow that can split a wave in two. This is a blade of Murder!

No.24---Power up move: [f,d,df+A]

Those who use this move will be as feared as the evil Rasetsu.

-Genjuro(Slash)-

No.25---His hands, red with his profession. A forceful, aggressive sword play marks the terror of Haohmaru's tough rival.

No.26---His violent nature comes from a trauma in childhood.

However, Genjuro's stylishness and whimsy hint at

gentility.

NO.27---Command: [Near enemy, d,df,f+B]

First use this blow to knock your enemy off guard and get the advantage.

No.28---Power up move: [f,d,df+A]

A unique move to carve your rage into the enemy.

-Genjuro(Bust)-

No.29---Awakened by a thirst for blood. He believes in himself and will yield to no one.

No.30---Yet cut and cut, the hunger still remains. In search of victims, Genjuro's search goes on.

No.31---Command: [Near enemy f,d,df+B]

This is the move to make the enemy much more docile.

No.32---Power up move: [d,df,f+A]

Demon or man, all who face this move will meet the same nasty end!

-Nakoruru(Slash)-

No.33---The kind and gentle guardian of nature, with the trusty sword Chichi-ushi and hawk Mamahaha. Fights all foes of nature.

No.34---Torn between her duty as shrine maid and desires as a woman, Nakoruru strives to realize her needs and respect the hopes of her late fate father.

No.35---Power up move: [Grab hawk, A+B]

Tear through the sky and show the true power of the wrath of Nature.

No.36---Power up move: [b,d,db+A]

Energy of an adherent to nature. A graceful move to purge evil from the face of earth.

-Nakoruru(Bust)-

No.37---The gutsy and straight talking ainu maiden, she cannot be separated from her loyal wolf companion shikuroo.

No.38---All who foul nature will face the reprisals of this bold, daring maid.

No.39---Command: [Near enemy, f,d,df+B]

The pain the enemy feels will be less than that felt by Nature!

No.40---Power up move: [Back,down-back,down+A]

The power to rend the land asunder is proof of the rage of nature.

-Rimururu(Slash)-

No.41---Nakoruru's kid sister, a cheerful tomboy. Employing the spirit of Konril, she battles all foulers of nature.

No.42---Rimnerel is devoted to Nakoruru and wants her to find happiness. Her rash nature is loved by her friends, feared by her enemies.

No.43---Command: [Near enemy, d,df,f+B]
The rage of nature, or something much more?

No.44---Power up move: [f,d,df+A]
Release the forces of the goddess Konril, that course in the being of Ainu maids.

-Rimururu(Bust)-

No.45---Her cheeky personality keeps her sister on her toes. she plans to succeed her sister as a pure temple maid.

No.46---Locked into a fate as a temple maid and moved by her tomboy instincts. While trying to help her sister find happiness, an internal voice calls.

No.47---Command: [Near enemy, d,df,f+B]
I'll show you my specialty! It scared the heck out of Nakoruru!

No.48---Command: [b,d,db+B]
United with the power of Konril, the dreaded Ice God appears.

-Hanzo(Slash)-

No.49---A first-rate warrior, his name holds a firm place in history. Superior in ninja arts and deadly swordplay.

No.50---His cool and calm reason enables him to foresee all dangers and protect his group of Iga Ninja.

No.51---Command: [When hit, forward+B]
Cut enemy's shadow, put them off guard, and give them Buddha's punishment.

No.52---Command: [When hit, back+B]
Cut enemy's shadow, put them off guard, and knock them down. An act of Demon.

-Hanzo(Bust)-

No.53---In addition to swordplay and ninja arts, Hanzo the dark is a master of physical movement.

No.54---From when Shinzo, his son, was seized by Amakusa, Hanzo has known only calamity. And this fate will not relent.

No.55---Power up move: [Near enemy, f,d,df+B]

Send the enemy to nirvana. Only skilled can handle this move.

No.56---Power up move: [During secret slice, f,d,df+B]

Unleash the true power of a secret slice move.

-Galford(Slash)-

No.57---The super hero in training from San Francisco. He's become a splendid ninja.

No.58---In blue ninja wear and with his dog, Poppy, he has solved many crisis. He hopes to confess his feelings to the fair Nakoruru.

No.59---Command: [d,db,b+B]

Give Poppy some meat to increase his power and improve his performance.

No.60---Command: [Rage at max & d,db,b+A]

An acrobatic move that melds Poppy and Galford. It's name: Mega Strike Dog! M.S.D.!

-Galford(Bust)-

No.61---Puts the hammer down on those who violate the just. With his mastery of plasma, this Galford has no mercy.

No.62---Galford's hot blood seethes for justice against the putrid presence of evil.

No.63---Command: [Rage at max & d,db,b+A]

Lightning strike three is what? Only masters of ninja can use this divine move!

No.64---Command: [b,d,db+B]

The judgement of justice appears like a bolt where evil lurks to unleash justice's sanctions.

-Asra(Slash)-

No.65---To Hade's bowels came a being unknown. Asura, the betrayal of the gods.

No.66---From his hands are summoned 7 weapons of the ancients.

Defeated by Yuga's magic, he has been reborn to get revenge.

No.67---Command: [Near Enemy, f,d,df+B]

Breaks the curse of ancient weapons to exact revenge.

No.68---Command: [d,df,f+B]

There is nothing the sword of vengeance cannot cut!

-Asra(Bust)-

No.69---An Asuras born from the magic of Yuga. Even Yuga sees this being as his true masterpiece.

No.70---With a keen sensibility and strong, merciful heart, he is attracted to Shiki, his soul mate of circumstance and destiny.

No.71---Command: [b,d,db+B]

A move to snuff all the frail, which is my duty.

No.72---Command: [f,d,df+B]

A suitable move for fools who don't know their own weakness.

-Charlotte(Slash)-

No.73---La Louche, her trusty sword in her hand, this lady knight hits evil hard. She brings agility and lion-like power to the battle.

No.74---For country, for public, for pride, she battles. Aloof before the public. Yet afraid of rodents. An enigmatic heroine of the age of reason.

No.75---Command: [d,db,b+B]

Known as the Lion Talons, this move is inescapable.

No.76---Command: [Near enemy, f,d,df+B]

A move of Charlotte's papa, Serge, taught to his beloved daughter.

-Charlotte(Bust)-

No.77---Sensing the revolt nigh, Charlotte strikes out. Meeting the soldiers in the fight, Charlotte gives her heart to the revolution.

No.78---A male's sword work, a female's needlework, Charlotte seeks the way of the sword and the heart of Haohmaru.

No.79---Command: [b,d,db+B]

A suitable penalty for fools who know not the import of the rose.

No.80---Command: [Near enemy, f,d,df+B]

Gambling her warrior ego, she hungers for a worthy opponent to use this on.

-Morozumi(Slash)-

No.81---Master of the curse of containment. A taciturn, family man.

No.82---Keeping his talents hid, when his family is seized by evil Yuga, he becomes a demon.

No.83---Command: [f,d,df+B]

Destroys all evil beings with a jerk of a brush and writing of a Chinese character.

No.84---Power up move: [Rage at max & b,f,d+A]

Unleash the power of this secret slice move!

-Morozumi(Bust)-

No.85---Sworn to vengeance, he becomes a demon. Wielding the lost weapon, he heads to slay Yuga.

No.86---Strict with all yet sure to finish his own tasks, Taizan is an loyal swain.

No.87---Command: [d,db,b+B]

Destroys all evil beings with a jerk of a brush and writing of a Chinese character.

No.88---Command: [b,d,db+B]

When his brush takes on a magic attack, flames of scorn toast the enemy.

-Ukyo(Slash)-

No.89---Struck with consumption and love unrequited, he seeks a flower that blooms only in Hades to offer his sweetheart.

No.90---With days numbered, he meets the lovely Saki. A fanatic of "Haiku", too.

No.91---Command: [b,d,f+B]

A watchless sword draw. It cannot be blocked.

No.92---Power up move: [During jump, d,df,f+A]

The enemy is but a mayfly in a whirlwind. -Ukyo-

-Ukyo(Bust)-

No.93---Diseased, he gives all to the way of the sword. No one can match his remarkable swiftness.

No.94---An air of sadness mars a thin, sweet face. A bevy of beauties surround this man; he desires just one.

No.95---Command: [d,df,f+A]

In dusk, fangs cannot fend off a farewell. -Ukyo

No.96---Power up move: [During jump, d,df,f+A]

The enemy is but a mayfly in a whirlwind. -Ukyo

-Jubei(Slash)-

No.97---A samurai spy with one eye, two blades, and intrepid swordplay. On orders of the "Mikado", he engages in finding the revolt's ringleader.

No.98---A man who has survived countless cataclysms. he grieves over many, slain at his icy hands.

No.99---Command: [Near enemy, f,d,df+B]

A move that relies not on a sword but a fist. One of many Jubei moves.

No.100--Power up move: [f,d,df+A]

I never loaf in training!

-Jubei(Bust)-

No.101--Able to read any move in an instant and psychic, Jubei slays all enemies with swift swordplay. Wielding blades of death, short and long.

No.102--Often in training, day in, day out. Called by his lord, he finishes his task swiftly. His weakness? An addiction to pudding.

No.103--Command: [f,d,df+B]

Jubei's has no trifles in his keen arsenal. This shout of havoc pierces to the marrow.

No.104--Command: [b,d,db+B]

Lollipop in hand, Jubei knows no downtime.

-Shiki(Slash)-

No.105--Freed from a spell of the feared demon Yuga, Shiki seeks her origins.

No.106--An imbalance of body and soul from Yuga's spell transforms Shiki into an enticing young lady, who has eyes for Asuras.

No.107--Command: [d,b,f+B]

This dance of beauty, hides fatal swordplay that steals the soul of all unlucky onlookers.

No.108--Power up move: [Rage at max & b,f,d+A]

Unleash the true power of a secret slice move.

-Shiki(Bust)-

No.109--Having met Ur-Asuras, she's caught by Yuga. A strongly cast

spell makes sure Shiki cannot escape the spell again.

No.110--With a belligerent and strange magic, Shiki smites her foes.

Shiki has come closer to reaching Yuga's evil epitome of darkness.

No.111--Command: [f,b,d,f+B]

Those who are bathed this curse's awful light face the torment of an unending guiltiness.

No.112--Command: [f,d,df+B]

Magic that abandons the earth for sky. It's form is that of Varnah, the Sky Goddess.

-Yuga(Slash)-

No.113--The ruler of Hades' realm and reigning over demons.

Possessing total might. He seeks to unite worlds of light and darkness.

No.114--To restore a Dark Utopia, and restore evil rule, Yuga seeks dominance through evil and fear.

No.115--Command: [f,d,df+B]

I am a god. I call all to serve my whims!

No.116--Command: [Rage at max & b,f,d+A]

I am a god. I sentence all to death and erasure.

-Yuga(Bust)-

No.117--A being with a man's form and a heart of evil fits the ruler of Hades' realm. His presence bends time and appears translucent.

No.118--Continuing slaughter until all those living are made extinct, it appears no one can stop the horrid Yuga.

No.119--Command: [f,b,d,f+B]

I am a god. Know my bounty of mercy.

No.120--Command: [Rage at max & b,f,d+A]

I am a god. Be pure in the light of prehistory.

Endings

-Asra-

Vengeance is Asra's "I depart for eternity...Shiki, I entrust you with my mission..." His soul spent, Asra closes his eyes gently.

They will never gaze upon this world again.

-Charlotte-

Charlotte lays a rose on the slain Yuga. "Now, I can return home."
But before leaving for France, one duel awaits. Yet one more
encounter. Where is he? Haohmaru...

-Galford-

"Don't go!" But Nakoruru walks toward the beckoning Rimmerel.
"I'll always love you! Go, Poppy!" Galford runs after his canine pal.

-Genjuro-

"You killed my father!" The boy stabs Genjuro. The duel is finished.
Genjuro whispers. "More sake!" "Tonight we drink!" "...Fool..."

-Hanzo-

Behind Hanzo, Gandara rises from the maw of the earth. "To Hades's
bowels, you!" A fountain of blood spurts and Gandara collapses. The
shrieks of crows drown out all sounds.

-Haohmaru-

After parting with Shiki, Haohmaru feels aware of an unknown
presence. "A baby? oh well..." "Come with me, buddy." He scoops up
the baby. "You'll learn how to hold your sake, you scamp!"

-Jubei-

Imperial secret: Mission, complete. The nation is safe. On the way
home, a feast of dumplings awaits him. However..."Do you lack
commitment?"

-Kazuki-

Yuga is back in darkness. The voice of his forebears brings Kazuki
to awareness. "Your power is superior." "We are one with you." Kazuki
draws the hand of his treasured sister near.

-Morozumi-

"It's done..." Thanks to this foul weapon, a priceless entity has
been sacrificed. "Now, I must return home." Home, where the souls
of his wife and child seek his needed presence.

-Nakoruru-

Galford takes Nakoruru's small hand. "Be with me. Forever..."

"I can't. I'm a maiden of the Ainu". Galford shouts to his beloved Nakoruru, "I'll never give up!"

-Rimururu-

"I won! Now Nakoruru can finally find happiness!" Galford and Nakoruru have been watching over the girl. Nakoruru, who wrapped her sister with a protective gaze, smiles with relief.

-Shiki-

"Please..." Shiki leaves her dear child to the trusty Nikochin.

"Goodbye" The baby looks at Nikochin and wails. "Doh! babies!"

-Sogetsu-

"Kazuki! Look what I've planned for the future!" Sogetsu soon took action. In no time, he became leader of the Fuma Ninja. And finally seized reign of all ninja regions...

-Ukyo-

Osaki wakes, fully cured. She is given a pinwheel by Haohmaru.

"It was this man who saved you." "Ukyo?!..." Blood stains the spinning pinwheel.

-Yuga-

A swarm of fiends gather in the rank, rotting dark. Asra, Shiki hover above the foul mob. Yuga appears between his two vassals. He declares completion of Utopia. A Utopia of pure evil!

Miscellaneous Combos

(Submitted by INtheINferno)

-Sogetsu(bust)-

down+A twice, then Rising Moon.

-Genjuro(Slash)-

down+A three times, down+A two times then super, headbutt then down+A then super/wing blade DF+A two times then super/wing blade.

-Kazuki(Bust)-

down+A two times then Flaming Hot Hades(with power up) jumping B, twice down+A then Flaming Hot Hades/Hell Path or jumping B, down+A, hard punch, then Flaming Hot Hades/foot slide/hell path.

jumping B,down +weak slash, standing weak slash,foot slide...for a 6 HIT COMBO, and it looks as killerish as it damages! (dont forget the power up)

Miscellaneous Notes

(The following notes are the little things I find out in the game. As you can see, I haven't known much about the game yet. So, if you have any input, please email me.)

-Bust Shiki's Air Super Move-

She has one more super move that is not listed in the cards or manual. You have to append Card No.112 and use the move in the game, that move will enable her to fly on the air(very cute), then you do the super move (as usual, when POW gauge at max, do b,f,d+A).

-The Japanese writings for Bust Ukyo's super-

After Ukyo(Bust) does his super, there are some Japanese writing appear on the screen. There are 2 different one, and they are the Haiku Ukyo wrote. If you want to know the meaning, go check Card No.95 and Card No.96, they are actually the translation for it. But it isn't quite the direct translation, but very close.

My comments

This is the second FAQ I wrote, the first one is SSRPG walkthru. Since there were many people used my SSRPG walkthru(Thanks to Gamefaqs.com), I decided to write another SS FAQ, so I wrote this.

This TAPFAQ is subject to changes and updates in the future. If you

spot any mistake in this text or you have something useful that you think I should add it to this TAPFAQ, please e-mail me. Since I still have a lot of things I don't know about this game, I hope you guys can contribute some info about the game to me.

Any other comments or complains, please e-mail me at: ckgan@home.com

Hope you have a fun time playing this game.....till the next SS! ^_^
