

RAGE OF THE DRAGONS
Complete Faq (Final Release)

Rage of the Dragons and all related characters (c) 1987-1988-1989-1990-2002, Technos, Noise Factory, Evoga, Playmore.

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1) REVISION HISTORY

Version 1.4 (2003/03/22)

- a) I make some little modifications about the endings and the combos.

Version 1.3 (2002/12/16)

- a) Major update! In fact, I revamped my faq a lot and I think this is probably the final version.
- b) I make some corrections about the profiles of some characters.
- c) I change the names and motion for some special moves of different characters.
- d) I add the Overhead Elbow and Uppercut Finish to Jimmy's moves list. Look at Jimmy's own character moves list for details. Thanks a lot to

Serpent Snake for the infos.

- e) I add the complete moves list of the final boss Johann and some infos about him. Look at Johann's own character moves list for details. Thanks a lot to Muhammad Ali for all the infos.
- f) I add some combos for all the characters and some teams. Look at the combos list for details. Thanks a lot to Hayato Kanzaki, K'BRON, Terry Bogard, Bhai, Yashiro!!! and FRK for their precious help with this.
- g) Finally, I put in this faq the endings for all the teams. Look at ending section for details. Thanks again to FRK for his help.

Version 1.2 (2002/08/12)

- a) I make some modification about the Super Special Move (look at the Basic Controls section). I found you can have access to two levels of power when you're doing a Super Special attack.
- b) You can make an alternate version of Cassandra's White Wave Super but directly on the ground. Look at Cassandra's own character moves list for more details. Thanks a lot to Kuang Liew for this great piece of info.
- c) I found some infos about Abubo (not Abobo). Look at Abubo own character moves list for more details. Thanks to Playmore(www.playmore.co.jp) for the new things about this mid-boss.

Version 1.1 (2002/08/01)

After having played many times, and writing a faq for some times now, I am ready to give it to the public. My major issues in this faq are about the backgrounds of the characters, the controls, and the moves names and their respective joystick motions. Any help on these will be greatly appreciated.

2) INTRODUCTION

Rage of the Dragons it's a Tag Team fighting game (2 VS 2) developed by Noise Factory and distributed by Evoga. The victory goes to the first team able to defeat the 2 other fighters. The game features 14 playable characters and 2 bosses.

I'm writing this because I don't find any faq about this game until today, and I think this game deserve it because it's a very good one. The fighting engine is great and the graphics are good (a little under Mark of the Wolves standard). The animation it's sometimes choppy, but real good in general. The backgrounds and the musics are OK.

There probably a few mistakes about the names and the background of the characters; the controls; the names and the motion of the special moves, but I'm still working on it. Sadly, the Rage of the Dragons machine in my local arcade it's already gone. So, if I don't find another arcade with the game, I will probably buy the NeoGeo cartridge to complete this faq when it's come out.

3) STORY

3.1) The Legend of the Dragons

The art of the dragons it's a very unique art among the rest because it practices the worship of the dragons, ancient creatures that once roar on the earth. This mythical art can transform the human energy into power for good or evil depending of which dragon the user decides to adore.

The cult comes from all parts of the world, and in many ancient cultures it was used. However, there are different ways to learn the abilities of the dragons. The power of the dragons gives to the user the power over many elements among other powers. But the resonance among the different dragons provokes the user to look for the challenge of other dragons. Those who pay respect to the legends will fight for honor. But those blinded by ambition and power will destroy the adversaries to gain more power from the defeated dragon.

The dragons have been in many different ways and in very different persons along the history. They have decided some important parts of mankind during many centuries. Sometimes, evil dragons raise to gain power to become superior over other dragons and rules. Unavoidably, the dragons must clash to balance the power and keep peace.

The humans are conducts to the dragons energy, and can live in harmony or be consumed by the power of the dragons. Those that had summoned a dragon are also mark to be in constant confrontation with the rest of the dragons and to feel the resonance of the spirits. Only those who train can control the full power of the dragons. Those who don't will live in a constant confusion because they don't know how to deal with this kind of power.

3.2) Background Story

Sunshine City is ruined. Decadent and corrupted, the city is a no man's land ruled by the law of the strongest. The police and the national army are not able to stop the violence wave along with the corruption in

the government and others authorities that make the situation worse.

Among the chaotic situation exist a strong group that practice the religious worship to the BLACK DRAGON. This group is quite recent but has gain a lot of young followers with their faith lost in life and in a world in economic recession and severe climatic crisis. The leader of this sect is a young and powerful heir with a sumptuous mansion set in one island close to the Sunshine Bay. From their, this young man controls the city in totality and the fates of many people.

This man has been possessed by the evil spirit of the BLACK DRAGON, an ancient spirit confined in a sacred stone and it was awaken by this powerful man. Long ago, he was a martial student, tenacious and strong but also too ambitious. Because of this, he was expelled from the dojo where he was learning the ways of the dragons along with the SHO SETZU KEN art. Because of this, he promises that his old master will be trash for rejecting him. So, he steal one of the old seals that kept the BLACK DRAGON spirit. His anger and hate feed the BLACK DRAGON spirit and took possession of him and became a powerful leader. With his power, his cult grow quickly and overpowered the Sunshine City authorities, and now, its expanding through the country. This has happen in humanity several times, and now, it will happen again.

This sect will overwhelm in a way or another the life of many people in Sunshine City. The sect has grow more and more ruthless. So this time, when two brothers feel the need for confrontation, that flows from the BLACK DRAGON energy. The dragons have the destiny to fight each other and they can't escape from it. The confrontation is set! The dragons are summoned! This is the...

3.3) Rage of the Dragons

Old master of the SHO SETZU KEN and guardian of some of the Dragon Spirits have travel long time ago and stay in Sunshine City when it was a blooming community in development. From there, he will look to fulfill his mission, and the task of guardian of the dragon symbols is to keep alive the ancient art of the SHO SETZU KEN, but he will commit a mistake...

Knowing the power of the dragons and feared to not find nobody capable of keeping the seals, he took the decision of inserting the spirit of the dragons in his most noble students.

He found two brothers with the natural spirit of the dragon born with them, something very unusual. This young blood came from Jimmy and Billy Lewis. This brother were from a violent family that make big brother Jimmy to escape from it with his younger brother and they were welcome by Master Lee. He felt the energy that marks those who can achieve the enlightenment of the dragon, so he started the training of both brothers on different worships. Jimmy started the training on the RED DRAGON, while Billy did the same with the BLUE DRAGON. But a tragedy and a dispute between both brothers after Marian's death, the girlfriend of Jimmy, make them to split and leave the training.

The old master knew that this could be dangerous because they did not achieve enough discipline to control the dragons power that lives inside them. After the confrontation, both brothers took different ways in a self quest to find more about the dragons and how to control the power that lives inside them and grows each time more and more.

Knowing that his days where count, the master decide to give to his granddaughter, Lynn Baker, the WHITE DRAGON seal and train her in this art to have a successor. But he did not expected that an old student returned to show how powerful he became with the BLACK DRAGON spirit. So he confronted his old master, but because of his elderly age, the old man died before the fight. After he left the dojo, Lynn returned to the site after she escaped from the training. She felt the fall of a dragon and the rising power of a new one. This energy was felt also to by the brothers who decide to return to the city, each one by their own side to know what is going on, while the power of the BLACK DRAGON keeps growing more and more powerful.

4) BASIC CONTROLS

Up : Up QCF : Quarter Circle Forward
Uf : Up-Forward QCB : Quarter Circle Back
Fd : Forward HCF : Half Circle Forward
Df : Down-Forward HCB : Half Circle Back
Dn : Down DP : Fd,Dn,Df (Dragon Punch Motion)
Db : Down-Back
Bk : Back
Ub : Up-Back

Buttons A-B-C-D : Weak Punch - Weak Kick - Strong Punch - Strong Kick

Swift Escape : Press AB

Escape Roll : Fd or Bk + AB
Tag Partner : Press BC
Counter Attack : Back + CD (before the opponent hits you)
First Impact : Press CD
Team Duplex : QCF+BC
Dash : Forward, Forward
Retreat : Back, Back
Taunt : Press Start
Surrender : Press ABCD

SPECIAL METER :

You can accumulate three Power Stocks and you keeps it when you tag your partner. With this Power Stocks, you can do Super Special Moves and Duplex Combos. The Special Meter fill up very quickly when you're using Special Moves, and when you hit the opponents or when they hit you.

PARTNER METER :

The Partner Meter fill up automatically, and when it's full, you can tag your partner or you can use a Team Duplex. When you're tagging your partner, he comes out running and he hits the opponent. You can also use this in combos.

FIRST IMPACT :

After pressing CD, the opponent fly into the air and you can do a special combo (in the air). Each fighters has specific combo, consisting of a series of different buttons press (indicated at the bottom of the screen). Other combos are also usable when your opponent is near the edge of the screen.

DUPLEX COMBO :

By doing QCF + BC, you can do a Duplex Combo (used two Power Stocks of the Special Meter). To do this kind of attack, your two partners should have energy life and the Partner Meter must be full. It's like a Team Super Special Move. Your character will ram the opponent. If you hit the target, your character will do a combo and your partner will come out. You can even do a second Duplex Combo with your new character before the opponent falls down. Timing is the key.

Note : If you fight with your Special Partner, the Team Duplex will be different and exclusive for the team, comparatively to a Team Duplex with any other partner.

SUPER SPECIAL MOVE :

Each character has one Super Special Move, but you have access to two different levels of power. If you make the move with WP or WK, this will use one Power Stock of the Special Meter. But if you make it with SP or SK, the attack will be more powerful and it will use two Power Stocks of the Special Meter. This attacks are very devastating (similar to the Desperation Moves and Super Desperation Moves in King of Fighters).

SPRING ATTACK :

Like KOF 2001, some sort of Wire Attack exist in this game : the Spring Attack. However, the opponent don't bounce back at you. In fact, he stucks on the wall a few seconds and falls down. After several Spring Attacks, the wall will disappear and the background comes taller (like Real Bout).

SURRENDER :

One of your character can surrender during a fight. This technique has the characteristic that your surrendering partner will give you his remaining Power Stock(s). To do a Surrender, your two partners should have energy; the Partner Meter must be full, and you should not be under attack.

SPECIAL NOTE : Some characters have Special Cancels (Fd + WP or WK).

5) CHARACTERS MOVES LIST

5.1) ~~BILLY~~

Real Name : William Lewis (Lee) Nationality : American
Age : 22 years old Fighting Style : Ryu Zui Ken and Own Style
Best Partner : Lynn or Jimmy Emblem : Blue Dragon

Billy, the young brother of Jimmy, have always followed his brother in different adventures since their childhood. Because of that, he decided to leave his house when Jimmy had enough of multiple physical abuse. He contact his uncle in Sunshine City and where taken by him. The man put them under the guidance of the master Lee Song. The old man introduce Billy to the training of the RYU ZUI KEN and the ways of the BLUE DRAGON. More centred and calm than his brother Jimmy, he decides to move away from the gangs and to be devoted to the training with his teacher Lee Song and his young granddaughter, Lynn.

But even with his efforts to stay away from the gangs, he felt a special

attraction for Jimmy's girlfriend. At that time, Billy had opposing feelings because he felt something more than just friendship. So, he decided to talk with her, and when they met, she was murdered by the gang that wanted to attack Jimmy. Because of this, Jimmy blamed him for her death, and the relation between both brothers was broken. Both of them abandoned the city, leaving the dojo and the training unfinished.

With time, Billy found fortune on street racing; earning a good reputation with his first car, an old Trans Am 77 customised by himself. He was catapulted from there to semi and pro circuits, until he became a professional, and carrying on the training of the RYU ZUI KEN with a self-made discipline.

Someday, he felt the resonance of the dragons and he contacted his master just to hear in the other side of the phone Lynn, crying and telling him of the death of his grandfather. So, he took his car and headed to Sunshine City; feeling that he would meet his brother again.

> Additional Attack : Fd+B
> Slashing Cross : QCF+Punch (repeat two times)
> Ko Ryu Kyaku : DP+Kick
> Lightning Tail : QCF+Kick
> Blue Rage : QCB+Kick (repeat three times with D)
> Back Slasher : QCB,HCF+Kick***

> First Impact Combos : (ground) BACDD
(air) ABBCD

5.2) ~~LYNN~~

Real Name : Lynn Baker (Lee) Nationality : Chinese/American
Age : 18 years old Fighting Style : Ryu Zui Ken and Tai Chi
Best Partner : Billy Emblem : White Dragon

Lynn is the unique daughter of an American father and a Chinese mother. She lived her childhood in China, but had to leave the country after the war. The family established itself in Sunshine City, where her grandfather was living since a long time. There, she learned the ways of the dragon from her grandfather, and her mother taught her to enjoy the martial arts. But she often escapes from the hard training and prefers to go to the malls in downtown.

She met the Lewis brothers, Jimmy and Billy, at the age of 14 years old and she feels special attraction for the younger brother. All three were under the guidance of the old master Lee Song. She also remembers another student that one day left the dojo in a hurry. The old master trained her under the WHITE DRAGON spirit. In that way, Lee Song hopes that she will be the next guardian of the old scrolls. With the use of Tai Chi, Lynn developed a faster and smoother version of the RYU ZUI KEN. However, she does not take seriously all these things and she wants to be like a normal girl of her age. She likes to wear the most recent colourful miniskirts, and she hates pants. Her father brought a pair of loose socks from a trip to Japan and she loves to put it on for training. She prefers more suitable clothing that usually the master did not approve, and to make some money, she gives classes to some students in the backyard of the dojo.

Someday, after school, she heads for the dojo, but finds that her grandfather had just passed away. She feels an enormous power. She knows that this power is the spirit of an evil dragon. The kids tell her that one strange man was there just some minutes before. Then, she receives a call from Billy and she explains the situation. Billy calms her down and heads for Sunshine City to fix the burial of the master; to look for the mysterious guy and to find a relation that exists between the master's death and the dangerous man.

> Additional Attack : Fd+A and (air) Bk+B
> Air Throw : (air) Fd+C
> Enretsu Ken : HCB+Punch
> Ko Ryu Sho Zan : QCF+Punch
> Ryu en Hou : DP+Punch, then QCF+Kick,Kick
> Ko Ryu Kyaku : Dn,Up+Kick
> Tobi Ryu : QCB,HCF+Kick***

> First Impact Combos : (ground) AAACC
(air) AAACC

5.3) ~~ONI~~

Real Name : Oni Inomura Nationality : Unknown (possibly Japanese)
Age : 20 years old Fighting Style : Predator Art
Best Partner : Cassandra Emblem : Hunting Claw

At the age of 12, Oni lit fire on the dorm rooms of the orphanage and escaped along with Cassandra. With a background of violence for Oni and

autism for Cassandra, both lived alone in the streets for some years until an Irish preacher gave them shelter, but after the good man save Oni from several injuries caused by a fight with an entire gang.

They lived under the guidance of Elias for 2 years. But the violence in Oni kept growing. Elias believed that he was possessed by some kind of demon and tried to help him. But after Oni tried to attack Cassandra in her sleep, Elias lost his temper and punish him severely. Because of that, Oni went back to the streets and Cassandra join him some times later and without knowing what happened at Elias' shelter. Soon, Oni was well known in low Sunshine City, thanks to his extreme violence and his fame as a ruthless fighter in the illegal circuits. Oni does not have relation with nobody, except for one girl from low Sunshine City.

After hearing about a person that knows everything, Cassandra decide to look for this person in an attempt to know something about her past and their parents. The reason is, even if they are as close as brothers, she is not sure about that. So, Oni decide to go with her to look for the one that calls himself "BLACK DRAGON".

> Additional Attack : Fd+A and Df+B
> Air Throw : (air) Fd+C
> The Ripper : HCF+Punch
> Rising Cutter : DP+Punch
> Cold Steel : QCB+Punch (repeat three times)
> Cutting Edge : (air) QCB+Punch
> Bloody Mess : QCF,QCF+Kick (can be held with D)***

> First Impact Combos : (ground) AACCD
(air) ABCCD

5.4) ~~CASSANDRA~~

Real Name : Cassandra Murata Nationality : Unknown (possibly Japanese)
Age : 20 years old Fighting Style : Tenshino Energy User
Best Partner : Oni Emblem : Gabriel's Wings

One of her first recalls is when Oni stand on her side during the L.A exodus. She consider Oni her brother, but she is not quite sure about this. A close relation exists between them and when Oni lit fire in the orphanage where they lived, she decided to follow him into the streets.

They expended some time living alone and starving. While she developed an autistic case, Oni developed a violent behavior. After Oni fought against a gang and trying to protect Cassandra from abuse, he was badly injured. Cassandra decided to ask for help even with the disapproval of Oni, because he believed that they will be separated. So, Cassandra asked for help to a preacher. Both where took by Elias and bring into his shelter. Finally, and after a long time, they had a good place to live.

Later, Cassandra recalls the years with Elias; some of the best she ever had. He taught her some techniques to control her energy, avoiding by that to fall into a case of autism where she may lose all contact with reality. But after the runaway of Oni from the shelter under unknown circumstances, she decide to say goodbye to Elias and follow Oni into the streets.

Some times later, she try to stay away from the savage adventures of his "brother", but her state was not so good. Oni likes to dress her just as he wants. And he was proud of the fact that Cassandra can have everything money could buy, thanks to his success in the street fights where he was ruthless. But when the sect started to spread the word that a visionary and mystic man that knew everything had arrived to the city, she saw an opportunity to, once again, look for her past and her parents. She had attempted before, but Oni did not allow it. Now, after convincing him, both go in search of this man that may have a clue for their past.

> Additional Attack : Fd+B and Df+B
> Fallen Angel : (air) QCB+Kick
> Angel Wings : DP+Punch
> Illusion : QCF+Kick (she appears in the front with B
and in the back with D)
> Innocence : HCB+Punch (counter high and mid attack)
> Air White Wave : (air) QCF,HCB+Punch***
> Ground White Wave : QCB,HCF+Punch***

> First Impact Combos : (ground) ABCCD
(air) ABCCD

5.5) ~~PUPA~~

Real Name : Pupa Salgueiro Nationality : Brazilian
Age : 17 years old Fighting Style : Regional Capoeira

Best Partner : Pepe Emblem : Sun Dancer

Pupa is a young girl from Brazil that likes to eat, dance, go to parties and cause problems. The little sister of two brothers, she loves to make sport, practising regional capoeira, the traditional martial art/dance of Brazil. She's a hard worker and she has also a strange fascination for machines. She loves to assemble and dismantling machines, a passion hereby by her father.

She lived in Brazil with her brothers and her father, an engineer who raise them after their mother pass away when she was only a child. She specifically remember her mother the day of her 5th birthday. The woman gave her a hand-made hat that now is one of her most precious belongings.

One day, her father decided to send his children to America to attend school. There, Pupa made lots of new friends, especially boys that were amazed by the little blonde girl that speak broken english and very smart in class. But her brother was shocked by the city, and soon, he started to get into troubles when he goes to some sect sessions that were quite popular.

Finally, one day, her brother did not came back home and she was worried about him. Sometimes, he heard his other brother talking about a very special group that had the real truth about the world. She knew that those sects where nothing but troubles and were quite dangerous. So, she decide to go out to look for his brother. But she knew that task would not be easy in a dangerous place like Sunshine City. So, she look for Pepe; a popular guy from school that bothered her several times. So, she had to kick him out. But this time, Pepe notice how much worried was Pupa and he decided to go with her in the dark streets of Sunshine City.

> Additional Attack : Fd+A and Df+B
> Parafuso : HCB+Kick
> Bencao : QCF+Punch (A version goes straight and C version goes upward)
> Breeze Dancer : DP+Kick, then Dn+Punch
> Queixada : Hold D for at least 2 seconds and release
> Real Beat : Tap B or D repeatedly, then QCF+Kick
> Au Lande : QCF,QCF+Kick***
> Super Queixada : Hold D for at least 10 seconds and release (needs 1 Power Stock)***
> Ultimate Queixada : Hold D for at least 30 seconds and release (needs 2 Power Stocks)***

> First Impact Combos : (ground) AABBD
(air) BBDDD

5.6) ~~PEPE~~

Real Name : Jose Rodriguez Nationality : Mexican
Age : 19 years old Fighting Style : Aztec Fighting Art
Best Partner : Pupa Emblem : Green Dragon

Pepe has a fame to be tough and undisciplined at school and house. That's why he's usually in troubles. When he was 13 and after moving to southern Mexico, he started to practice all kinds of extreme sports, even expeditions into the jungle alone. There he found an ancient ruin that once belong to the great Aztec empire that spread across all Mexico. Inside, he found an ancient scroll that kept the spirit of the GREEN DRAGON, the winged serpent god Quetzalcoatl, as it was know in ancient Mexico. The sleeping spirit felt the natural resonance in this new host and took possession of Pepe's body. Confused, Pepe returned to the city.

After this encounter, he started to train under the hidden guidance of the spirit to the ancient Aztec art of fighting with bases in speed, kicks, short range attacks and grabs. Because Pepe ignored he was doing all this stuff under the guidance of Quetzalcoatl, he tough it was cool all those movements that suddenly he was able to perform. But this, along with his lack of discipline, got him some troubles.

Back in Mexico City, he got into troubles with a band that ruled his neighbourhood. Because of that, his father, fearing something may happen to his son, decided to send Pepe to Sunshine City where an uncle lived. There, he goes to high school and easily made lots of friends. He met Pupa and Pau, two girls that will cause him lots of pains.

After the rising power of the BLACK DRAGON and the arrival of the rest of the other dragons, Pepe felt something was not right. The spirit of the green dragon felt the confrontation with evil forces was about to start. So, once again, the dragon leads Pepe into battle when he decided to help Pupa to find her big brother lost in the turmoil of the sect.

> Additional Attack : Fd+A and Df+B
> Air Throw : (air) Fd+C
> Arriba : DP+Kick
> Istak : QCB+Punch
> Cuautli : (near) HCB+Punch
> Temoc : (air) QCB+Kick
> Quetzalcoatl : QCF,QCF+Punch***

> First Impact Combos : (ground) ABCDD
(air) BACDD

5.7) ~~Mr. JONES~~

Real Name : Johnny Jones Nationality : American
Age : 34 years old Fighting Style : Jeet Kune Do/Kung Funky
Best Partner : Kang Emblem : Funky Music

Fanatic of the retro era and the disco music, he has devoted his entire life to become a real legend, just like his childhood heroes from martial arts movies. Now, after years of hard work, he has finally develop a very unique martial art derived from Jeet Kune Do and named Kung Funky. This impressive style has won fame in the underground circuits and he became very popular as an actor in action movies.

But his spirit and will, following the basis of his heroes, has made a freedom fighter of Mr. Jones. Always willing to help the weak and fight evil, he travels from city to city, proving his skills in the heat of the fight and the sound of the music, all this while shooting his latest movie.

Now, Mr. Jones is worried about his acting carrier. After a big fall in the box office, he needs a good story to save his status. So, after a conversation with Kang about the making of a great action movie, he's convinced that the time for major change has come. He decided to join his friend in this new adventure to make the best action movie ever. But once more, his will to prove himself took him and Kang in front of the "ultimate challenge". A fight against the leader of a sect that calls himself the "BLACK DRAGON". Now, he wanders in Sunshine City, looking for this terrible foe and proving that he's a real "Dragon" himself.

> Additional Attack : Fd+A and Df+B
> Air Throw : (air) Fd+C
> Retro Knuckle : QCB+Punch
> Gaudy Punch : Tap Punch repeatedly
> Arc Fliegen : QCB+Kick
> Funky Impact : QCF+Punch
> Groove Master : QCB,QCB+Kick***

> First Impact Combos : (ground) ABCDC
(air) ABBCC

5.8) ~~KANG~~

Real Name : Jae Mo Kang Nationality : Korean
Age : 35 years old Fighting Style : Free Wrestling
Best Partner : Mr. Jones Emblem : Heavy Strenght

Kang was quite a big child, and sometimes, people made fun about his size. But soon, they found that the young Kang knew how to take profit from it. Since his early years, Kang trained himself. Pushing his body and strength to the limits while practising wrestling movements. This allowed him to move fast even for his size. Soon, he won fame in the wrestling circuits and after a world tour around the world, his fame grew. In those constant world tours, he liked to check for street fights in all the countries he visited.

One day, in California, he assisted to a private fight. There he met Mr.Jones, a B-movies action hero, but also an excellent fighter. After the fight, they met on the street. Kang just knew some words in English and Mr.Jones some in Korean, but after a while of funny chat with signs and pantomime, both were very good friends.

But Kang's dream was beyond the arena. Since his childhood, he had the dream to produce films like those he collected. Action movies from all around the world could be seen in Kang's house. He knew he had the resources to fulfilled his dream, but he needed help and who's better than his old friend Jones for this task.

He establish his company and headed to America to met Jones in Sunshine City, where the actor was shooting his last film: "BIG TROUBLE IN GROOVY CHINA". There, he talk about the project with Mr.Jones. Jones was pleased with the idea and he knew the right people for that. But first, he wanted Kang to go with him to check about the rumor of a incredible

foe that called himself "BLACK DRAGON". Kang accepts because he never refuses a good fight. While they get into the city, both decides the title for their first movie: "ENTER THE FUNKY DRAGON".

> Additional Attack : Fd+B, Df+A and Df+C
> Fire Bomb : QCF+Punch
> Kang Anger : HCF+Kick (unblockable)
> Rolling Fire : QCB+Punch
> Kang Screw : DP+Punch
> Body Press Special : (near) HCB,HCB+Kick***

> First Impact Combos : (ground) AAAAC
(air) AAAAC

5.9) ~~RADEL~~

Real Name : Radel Nationality : European (possibly Norwegian)
Age : 26 years old Fighting Style : Ancestral Hunting Art
Best Partner : Annie Emblem : Siegfried's Sword

Radel's lineage is lost in the mist times. His family is descendant from a clan that is slowly disappearing. Along the centuries, they have fought the mystic beings that exist in our world; those that cause pain because of the ambition of power and the dark side that dominates them. It's believed that the mighty hero Siegfried, who battle and slain a dragon, might be an ancestor of Radel. Before this dragon died, he anticipated his return to cause more mayhem in the world.

When Radel was just a small kid, an evil curse struck his family. Weakened for years of combat, Radel's parents where killed in battle against the BLACK DRAGON and others spirits. When Radel saw his parents died in front of his eyes, he made a promise to follow what his father had taught him: never to use his soul to fight unless it was for a fair cause. He knew then, which was his destiny.

He began to train hard along with his brother. When both finish they decided to leave their hometown to search the BLACK DRAGON and they took the road. Their grandfather told them that the family was almost extinct and they should be very careful and confident on their souls to make the correct decisions. Finally, he told Radel to visit the patriarch of the Murakami family. He would know how to help him in this quest.

Radel head up for Japan and lost trace of his brother who took a different way. In Japan, he finally met the patriarch of the Murakami clan. He also met Annie, a young girl with psycho powers and her mysterious black cat that she's adopted. Annie was ready to leave for the quest along with Radel even if he not liked the idea to be guided by such a small girl. But he knew that he should follow his grandfather's advice.

> Additional Attack : Df+B
> Glass Escape : QCF+Punch
> Head Execution : HCB+Punch, then QCB+Punch
> Screw Back : HCB+Kick
> Dead Dragon : DP+Punch
> Shadow Sword : QCF,HCB+Punch***

> First Impact Combos : (ground) AAACD
(air) AAACD

5.10) ~~ANNIE~~

Real Name : Annie Murakami Nationality : Japanese
Age : 16 years old Fighting Style : Psychic Powers User
Best Partner : Radel Emblem : Shadow Cat

Annie comes from an old Japanese province and since her childhood, she has been taught to dominate the psychic forces that her family had since many generations. The patriarch of the Murakami family is Annie's parents best friend. He think Annie will became a good representative of the family; and she must be ready to face the challenges soon.

Annie, although she likes to practice her abilities, is too young and too distracted, reason why she sometimes gets in troubles. She needs to be focus when practising her abilities, for which she's constantly reprimanded by her parents.

One day, the patriarch of the dynasty announce Annie's parents something very important. He told them that a man will come to request for help in a dangerous task and Annie was the most suitable to go with this man. Her parents insisted that she was too young and inexpert to confront alone the challenges that would come up. But the patriarch told them this kind of quest would be good for Annie to develop her powers under the guidance of this man from abroad. So Annie's parents had a long

talk with her daughter, and she found great excitement and curiosity to meet the warrior that will accompanied her in this trip.

Later, Radel arrived, and even if Annie never met him, she knew perfectly who he was. But she kept the secret, because it was the first time she felt that strange feeling. However, her concentration broke apart when she saw her small cat walking behind Radel like a shadow. This cat was Quizi, a small companion who will follow Radel and Annie on their quest.

Shortly after the Murakami's patriarch speak with Radel. He introduce them formally and later, they set off to the quest that will lead them into a journey of self discovery for Annie and dangers for Radel. They started in the Orient and now they bound for America... to Sunshine City.

> Additional Attack : Fd+B
> Air Throw : (air) Fd+C
> Zoom : QCF+Punch
> Zoom Cross : DP+Punch
> Ichi ni Zan : HCB+Kick
> Cat Leap : HCB+Punch
> Magical Comet : (air) QCF+Punch
> Crossing Wrath : QCB,QCB+Punch (can be held)***

> First Impact Combos : (ground) AABCC
(air) AABDC

5.11) ~~ALICE~~

Real Name : Alice Carroll Nationality : English
Age : 13 years old Fighting Style : Gymnastic and Evil Powers
Best Partner : Elias Emblem : Insane Rabbit

Alice was a normal girl from an aristocratic family in London. She had gymnastic classes and was one of the best. She likes to use a pair of old boots that belonged to his father because they are a cool fashion in London even with the disapproval of her mother.

When she was 10 years old, a terrible crime was committed in her family's summer house in England's county. Both of her parents were found brutally murdered and she was covered with blood and in catatonic state. Any assassins were found and some people had suspects Alice because after the events, she became a very aggressive child. She was interned in a psychiatric hospital under aggressive treatments.

There, she also received treatment from the priest Elias. He was trying to cure her by other meanings because he knew that she had something abnormal that science could not cure. When she was hospitalised to America, her state got worst and finally, she made a impulsive runaway. Only Elias was capable to follow her and took her under his control. He manage to control the evil that lived within her.

Now she hopes that her hellish nightmare will end and finally find the true behind the death of her parents.

> Additional Attack : Fd+A or (air) Dn+B
> Eat It : QCB+Punch
> Rising Hell : DP+Punch
> Twinkle Twinkle : QCF+Punch
> Heads Off : (air) QCB+Kick
> Red Rose of Darkness : HCB,Fd+Punch (counter)***

> First Impact Combos : (ground) AACCC
(air) BACDD

5.12) ~~ELIAS~~

Real Name : Patrick Elias Nationality : Irish
Age : 42 years old Fighting Style : Boxing and Exorcism Talent
Best Partner : Alice Emblem : Salvation Cross

Born in a high class family, he was taught, since his youngest age, to follow a strict religious life. He made studies of philosophy, theology, psychology and psychiatry as well as ancient languages. There, he met a foreigner student that, even if they were good friends, both had different goals in life and in human theories. After a family tragedy, his faith was lost.

Later, he was accused of murder and put in prison even if he was innocent. Then, he learned from the jail's priest the ways of the exorcism and he train himself to build a perfect body naturally. In this long years in prison, he recovered faith in the religion and, after his innocence is proved, he finally steps out.

Now, his primary task is to help. He travels to America to help in the L.A exodus and installs a shelter in Sunshine City. There he met Oni and Cassandra. He was worried about the behavior of Oni. According to what he knew, there was an evil spirit, not only inside Oni, but in Cassandra as well. After both escape the shelter, Elias made a long search to find them but the kids simply vanished in low Sunshine City. So, Elias went back to England because he was ask to check some patient.

There, he had another encounter with an evil spirit, but this time in the body of a little girl named Alice. With Alice, he knew that a new task had been addressed to him, so all of his thoughts and wise were focus on the small girl. Later, she was transferred in America to a new research facility and Elias followed her. Once in the facility, Alice condition got worse and she was not able to control the evil spirit that had been awakened. She escape from the facility and only Elias was able to track her down in Sunshine City. Now, he has been able to control the spirit and is looking for a way to help without harming her.

> Additional Attack : Fd+A and Fd+B
> Sinful : (near) DP+Punch
> Magnus : QCB+Punch
> Holy Flare : QCF+Punch
> Hell or Heaven : HCF+Kick
> Maximum Delirium : HCB,Fd+Punch***

> First Impact Combos : (ground) ABACD
(air) ACDDD

5.13) ~~JIMMY~~

Real Name : James Lewis (Lee) Nationality : American
Age : 24 years old Fighting Style : Ryu Zui Ken and Street fighting
Best Partner : Sonia Emblem : Red Dragon

Hardboiled, explosive and very unsociable, he escaped from his home along with his brother Billy and lived on the streets for a while until they were take by an uncle who was a cop in the Sunshine City department. He put both brothers under the guidance of master Lee Song.

When young, he had always problems with the local gangs of Sunshine City and he was the type of guy that do not follow any rules. He was under the guidance of the old master Lee Song to learn and train in order to take the RED DRAGON spirit without knowing the plan of the old master.

When a powerful gang, angered because Jimmy reject them to join the gang, attacked his girlfriend, he was not able to protect her and she died. Jimmy went in search of vengeance, destroying all the group with the help of his younger brother Billy. He blames himself for the death of Marian and the broken relation with his brother. He left the training and became a lone fighter, picking up fights to earn money or just for the thrill to hide the burns inside his tormented soul. In those circuits, he earned fame to be a tough opponent. But some day, an unknown fighter hurts him badly leaving a scar in his face. In these low places, he meets Sonia, an assassin for hire that challenge him. He refuses, but Sonia insist. So after a tight fight where he won, Sonia started to follow him from town to town close in the shadows.

One day, Jimmy, because of his natural resonance with the RED DRAGON spirit, knows that something is wrong and decide to return to the city he left to forget his past.

> Additional Attack : Fd+A and Df+A (autoguard)
> Red Rage : QCF+Punch
> Sho Ryu Dan : DP+Punch
> Heat Hurricane : HCB+Punch
> Overhead Elbow : Press Up before the third hit of the Heat Hurricane
> Uppercut Finish : Press Dn before the third hit of the Heat Hurricane
> Cannon Kick : QCB+Kick
> Gun Blow : QCB,HCF+Punch***

> First Impact Combos : (ground) AABCC
(air) BACDD

5.14) ~~SONIA~~

Real Name : Sonia Romanenko Nationality : Russian
Age : 22 years old Fighting Style : Killing Techniques and Sambo
Best Partner : Jimmy Emblem : Cold Snake

Sonia comes from an old family with deeps roots in Russia. She's the only daughter of a general. So, she was raised in her childhood in constant luxury despite the severe crisis in this poor country. But her life had a shocking turn when her father is murdered because of

political fights and her mother disappears. With nobody to look for her, she's quickly dragged by the turmoil of crisis on the country, and soon, she found herself as an assassin under the orders of former partner of his father.

After several years of training that turns her into a cold machine of assassination, she discovers that her father's death was planned by the man she have served for several years and finds the reality behind the works she has done before: they were sometimes just innocents that were in the ambitious way of her boss.

After failing the assassination of her own boss, she fled from the country, and after a while, she gets to America where she continues her job as a hitman. To gain money, she joins the BLACK DRAGON sect because she know the head behind the sect: a powerful and handsome richman. She had a torrid romance with him, but later, while out for a job, she met Jimmy. The first impression of the young fighter leaves her without breath and falls in love; all of this after having a fight with him. But she ignores everything about the dark shadow that torments Jimmy. After this, some guys from the sect have been trying to kill her. While following Jimmy, she realises that soon, both will be in Sunshine City, and the time to settle business with her former boss is close.

> Additional Attack : Fd+B and Df+B
> Fascination Sharp : HCB+Punch
> Snake Hold : QCF+any button (the button pressed change the direction of the knife)
> Snake Bite : QCB+Kick
> Snake Whip : DP+Kick
> Guardian Mercy : QCF,QCF+any button***

> First Impact Combos : (ground) AACCD
(air) BABAC

6) BOSSES

6.1) ~~ABUBO~~

Real Name : Abubo Rao Nationality : American
Age : 32 Fighting Style : Street Brawling
Best Partner : None Emblem : Unknown

> Additional Attack : Fd+A, Df+A and Df+C
> Destruction : HCB+Punch
> Steel Crusher : QCF+Punch
> Flea Catch : DP+Punch
> Violent Instinct : HCF+Kick
> War Path : HCB,HCB+Punch***

> First Impact Combos : (ground) AABBD
(air) AABBD

Note : To play with Abubo, at the Characters Select Screen, quickly press Up, Up, Up, Up, Dn, Dn, Dn, Left, Left and Right. If you done it right, Abubo's portrait will appears in the middle of the characters select screen.

6.2) ~~JOHANN~~

Real Name : Unknown Nationality : Italian
Age : Unknown Fighting Style : Ryu Zui Ken and Methods of Mayhem
Best Partner : None Emblem : Black Dragon

Surge of Anger : QCB+A
Signs of Doom : QCB+B
Silent Sorrow : QCB+C
Painful Scream : QCB+D
Burnt Offering : QCF,HCB+Punch***

> First Impact Combos : (ground) ???
(air) ???

Note : It seems that Johann is only playable with an emulator and the roms of the game. I also heard that you can used him in Training Mode in the home version (NeoGeo Console). Johann doesn't have a Duplex Attack. If you do this, he gets stuck on the screen for 3 seconds. He doesn't have any jump attacks except with Strong Kick, and he doesn't have a crouching attack with Weak Punch.

7) COMBOS LIST

7.1) Individual Combos

Billy :

- Jumping D -> (ground) Dn+B -> Fd+B -> QCB,QCB+D -> (dash) C -> QCB,HCF+B or D
- Jumping D -> (ground) D -> QCB,HCF+D -> (wall) CD -> BACDD -> Fd+B ->

QCB,HCF+B

Lynn :

- Jumping C or D -> (ground) D -> B -> (wall) CD -> AAACC -> D
- Jumping D -> (ground) Dn+B -> Fd+A -> Dn+B,B -> QCB,HCF+D
- Jumping D -> (ground) D -> QCB,HCF+D -> (wall) CD -> jumping AAACC -> (ground) QCB,HCF+B

Oni :

- Jumping C -> jumping D -> jumping QCB+A
- Jumping C -> (ground) C -> Fd+A -> QCB+C -> QCB+C -> QCB+C
- Jumping C -> (ground) C -> Fd+A -> QCF,QCF+D -> CD -> jumping ABCCD -> (ground) Df+B -> QCF,QCF+D

Cassandra :

- Jumping D -> (ground) Dn+B -> Df+B -> QCF+B/D or DP+A/C
- Jumping D -> (ground) D -> Df+B -> DP+C -> (wall) CD -> ABCCD -> QCB,HCF+A

Pepe :

- CD -> ABCDD -> DP+D -> (wall) CD -> ABCDD -> DP+D
- C -> Df+B -> DP+D -> (wall) CD -> ABCDD -> QCF,QCF+A or C
- Jumping D -> (ground) C -> Df+B -> DP+D -> (wall) CD -> jumping BACDD -> (ground) QCF+BC,QCF+BC
- Jumping C -> (ground) C -> HCB+B or D -> (wall) CD -> jumping BACDD -> (ground) QCF+BC,QCF+BC

Pupa :

- Jumping D -> (ground) CD -> AABBD -> QCF,QCF+B or D
- Jumping D -> (ground) C -> Df+B -> DP+B or D -> Dn+A or C -> (wall) CD -> AABBD -> QCF,QCF+B or D
- C -> Df+B -> DP+B or D -> Dn+A or C -> (wall) CD -> jumping BBDDD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) CD -> AABBD -> QCF,QCF+B -> (wall) CD -> jumping BBDDD -> (ground) QCF+BC,QCF+BC

Mr.Jones :

- Jumping D -> (ground) C -> Df+B -> QCB,QCB+B or D
- Jumping C -> (ground) C -> Df+B -> QCB,QCB+D -> (wall) CD -> jumping ABCC -> (ground) QCB,QCB+B

Kang :

- Dn+B -> Dn+A -> (dash) HCB,HCB+A or C
- Jumping D -> (ground) Dn+C -> Df+A -> HCB,HCB+A or C

Radel :

- Jumping D -> (ground) D -> HCB+ A or C -> QCB+A or C
- Jumping C or D -> (ground) D -> B -> C -> (wall) CD -> AAACD -> C or D

Annie :

- Jumping D -> (ground) D -> Fd+B -> HCB+B or D -> QCB,QCB+A or C (in the corner only)
- Jumping D -> (ground) Dn+B -> jumping D -> jumping QCF+A -> (ground) D -> Fd+B -> HCB+B -> QCB,QCB+C

Alice :

- Jumping D -> jumping D -> (ground) Dn+B -> (wall) CD -> jumping BACDD -> (ground) Dn+B -> CD -> AACCC -> HCB,Fd+C
- Jumping D -> (ground) D -> Fd+A -> HCB,Fd+C -> (wall) (dash) HCB,Fd+A
- CD -> jumping BACDD -> (ground) Dn+B (repeat the sequence indefinitely)

Elias :

- Jumping D -> (ground) C -> Fd+B -> HCB,Fd+A or C
- Jumping D -> (ground) C -> Fd+B -> HCF+B -> (wall) -> CD -> ABACD -> HCB,Fd+A

Jimmy :

- Jumping D -> (ground) C -> DP+C -> (wall) CD -> AABCC -> Df+A -> QCB,HCF+A
- Jumping D -> (ground) C -> QCB,HCF+C -> (wall) CD -> AABCC -> Df+A -> QCB,HCF+A

Sonia :

- Jumping D -> (ground) C -> Df+B -> DP+B
- Jumping D -> (ground) Df+B -> DP+D -> (wall) CD -> jumping BABAC -> (ground) QCF,QCF+A

Abubo :

- Jumping D -> (ground) C -> Df+A -> HCF+D -> (wall) CD -> AABBD -> Df+A -> QCF+A or HCF+D

Johann :

- Jumping D -> (ground) D -> QCF,HCB+C -> (wall) QCF,HCB+A -> B -> QCB+A -> B -> QCB+D -> QCF,HCB+A

- D -> QCB+A -> D -> QCB+A -> D -> QCB+A -> D -> QCB+A -> D -> (wall) C
-> QCF,HCB+C

7.2) Special Teams Combos

Billy & Lynn :

- Fd+A -> QCB+D -> QCB+D -> C -> QCF+A -> QCF+A -> Dn+B -> QCB,HCF+D ->
(wall) CD -> BACDD -> BC -> QCB,HCF+B
- Jumping D -> (ground) CD -> BACDD -> Fd+B -> QCB,HCF+B -> (wall) CD ->
jumping ABBCD -> (ground) QCF+BC,QCF+BC

Lynn & Billy :

- Jumping D -> (ground) Dn+C -> QCF+A or C -> (dash) Dn+B -> QCB,HCF+D
-> (wall) CD -> AAACC -> BC -> Fd+A -> QCB,HCF+B
- Jumping D -> (ground) Dn+C -> QCF+A or C -> (dash) Dn+C -> QCF+A or C
-> QCF+BC,QCF+BC

Oni & Cassandra :

- Jumping C or D -> (ground) C -> Fd+A -> QCF,QCF+D -> (wall) CD ->
jumping ABCCD -> (ground) Df+B -> QCF+BC,QCF+BC
- Jumping C or D -> (ground) C -> Fd+A -> QCF,QCF+B or D -> CD -> ABCCD
-> BC -> QCB,HCF+A or C

Cassandra & Oni :

- Jumping D -> (ground) CD -> ABCCD -> QCB,HCF+C -> (wall)
QCB,Ub,QCB,Ub+B -> CD -> jumping ABCCD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) D -> Df+B -> DP+C -> BC -> (cancel) Fd+AB ->
(wall) CD -> jumping ABCCD -> (ground) QCF+BC,QCF+BC

Pepe & Pupa :

- Jumping D -> (ground) D -> Df+B -> QCF,QCF+A or C -> (wall) CD ->
ABCCD -> QCF+BC,QCF+BC
- Jumping C -> (ground) CD -> ABCDD -> BC -> DP+B or D -> Dn+A or C ->
(wall) CD -> jumping BBDDD -> (ground) QCF,QCF+B or D

Pupa & Pepe :

- Jumping D -> (ground) CD -> AABBD -> BC -> DP+D -> (wall) CD -> ABCDD
-> QCF,QCF+A
- Jumping D -> (ground) CD -> jumping BBDDD -> (ground) QCF,QCF+B ->
(wall) BC -> (cancel) Fd+AB -> CD -> ABCDD -> QCF,QCF+C

Mr. Jones & Kang :

- Jumping C -> (ground) C -> Df+B -> QCB,QCB+B -> (wall) CD -> jumping
ABBCC -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) Dn+C -> Df+B -> QCB,QCB+D -> BC -> (cancel)
Fd+AB -> (wall) CD -> jumping AAAAC -> (ground) DP+C

Kang & Mr.Jones :

- Jumping D -> (ground) D -> Df+A -> HCB,HCB+A -> (wall) CD -> jumping
AAAAC -> (ground) QCF+BC -> QCF+BC
- Jumping D -> (ground) CD -> AAAAC -> BC -> QCB+D -> (wall) CD ->
jumping ABBC -> (ground) QCB,QCB+B

Radel & Annie :

- Jumping D -> (ground) D -> Df+B -> QCF,HCB+A -> (wall) CD -> jumping
AAACD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) D -> Df+B -> HCB+B -> BC -> QCB,QCB+A
- Jumping D -> (ground) D -> HCB+A or C -> QCF+BC,QCF+BC

Annie & Radel :

- Jumping C -> (ground) D -> Fd+B -> HCB+B or D -> QCB,QCB+A -> (wall)
CD -> jumping AABDC -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) CD -> jumping AABDC -> DP+C -> (wall) CD ->
AABCC -> BC -> QCF,HCB+C

Alice & Elias :

- Jumping D -> (ground) D -> Fd+A -> QCF+A -> HCB,Fd+C -> (wall) CD ->
jumping BACDD -> (ground) Dn+B -> QCF+BC,QCF+BC
- Jumping C -> (ground) D -> Fd+A -> QCF+A -> HCB,Fd+A -> (wall) CD ->
jumping BACDD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) D -> QCF+A -> QCF+BC,QCF+BC

Elias & Alice :

- Jumping D -> (ground) D -> Fd+B -> HCB,Fd+A -> (wall) CD -> jumping
ACDDD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) C -> Fd+B -> QCB+A -> BC -> (cancel) Fd+AB -> CD
-> jumping BACDD -> (ground) HCB,Fd+A

Jimmy & Sonia :

- Jumping D -> (ground) CD -> jumping BABAC -> (ground) QCF+BC,QCF+BC ->
CD -> AABCC -> Df+A -> DP+C -> (wall) CD -> jumping BACDD -> (ground)
QCF+BC,QCF+BC
- Jumping D -> (ground) CD -> AABCC -> Df+A -> QCB,HCF+A -> BC ->
(cancel) Fd+AB -> CD -> jumping BABAC -> (ground) QCF,QCF+A

Sonia & Jimmy :

- Jumping C or D -> (ground) QCF+BC,QCF+BC -> CD -> ABCDD -> Df+A -> QCB+D -> CD -> jumping BABCD -> (ground) QCF+BC,QCF+BC
- Jumping C or D -> (ground) D -> Df+B -> QCF,QCF+A -> (wall) CD -> jumping BABAC -> (ground) QCF+BC,QCF+BC -> CD -> ABCDD -> Df+A -> QCB,HCF+A
- QCF+C -> (dash) CD -> jumping BABAC -> (ground) QCF+BC,QCF+BC -> CD -> AABCC -> Df+A -> QCB,HCF+A -> (wall) CD -> AABCC -> BC -> QCF,QCF+A

7.3) Edit Teams Combos

Billy & Jimmy :

- Jumping D -> (ground) Dn+B -> Dn+A -> Dn+A -> QCF,QCF+C -> (wall) CD -> jumping ABBCD -> (ground) QCF+BC,QCF+BC
- Jumping D -> (ground) CD -> BACDD -> BC -> Df+A -> QCB,HCF+C -> QCF+A -> CD -> AABCC -> Df+A -> QCB,HCF+A

Oni & Radel :

- Jumping D -> (ground) Fd+A -> QCF,QCF+B -> CD -> AACCD -> Df+B -> QCF,QCF+D or QCF+BC,QCF+BC

Cassandra & Billy :

- Jumping D -> jumping C -> (ground) QCF,HCB+C -> (wall) CD -> ABCDD -> BC -> Fd+B -> QCB,HCF+B

Pepe & Jimmy :

- Jumping D -> (ground) D -> Df+B -> QCB+B or D -> (wall) CD -> ABCDD -> BC -> Df+A -> QCB,HCF+C

Radel & Oni :

- Jumping D -> (ground) D -> Df+B -> QCF,HCB+A -> CD -> AAACD -> BC -> Df+B -> QCF,QCF+D
- Jumping D -> (ground) CD -> AAACD -> QCF,HCB+A -> CD -> AAACD -> QCF+BC,QCF+BC

Annie & Oni :

- Jumping D -> (ground) Dn+C -> Fd+B -> HCB+B or D -> QCB,QCB+C -> (wall) CD -> AABCC -> BC -> Df+B -> QCF,QCF+B

Elias & Oni :

- Jumping D -> (ground) CD -> ABACD -> BC -> Df+B -> QCF,QCF+B -> (wall) CD -> AACCD -> Df+B -> QCF,QCF+D

Jimmy & Billy :

- Jumping D -> (ground) CD -> AABCC -> Df+A -> QCB,HCF+A -> QCF+A -> CD -> jumping BACDD -> (ground) QCF+BC,QCF+BC

Abubo & Billy :

- Jumping D -> (ground) D -> HCB,HCB+C -> (wall) CD -> AABBD -> BC -> Fd+A -> QCB,HCF+B

8) ENDINGS

After your battle with Johann and your victory over him, the threat of the Black Dragon is supposed to be over. So, you will see an image of Johann's Dark Island and a beam of light emerging from it. Then :

8.1) Edit Teams

A young woman and a strong officer are talking on the bridge of a battleship...

- Eddie : What a mess!
- Wong : It looks like we miss the party.
- Eddie : Maybe... But there still a lot to do in this city.
- Sailor : Sir! We haven't found anything near the explosion site, no bodies or survivor.
- Eddie : Well, it looks like somebody help us to destroy the sect.
- Wong : I think there still a lot to do about this sect problem.
- Eddie : I still have a bad feeling about this.

8.2) Billy & Lynn

- Lynn : Wha... What happened? The Black Dragon!?
- Billy : He's gone Lynn. Don't worry about it. Now stay calm... I'll take care of you.
- Lynn : But...
- Billy : Shhhhhhh... Just stay calm...

2 days later...

- Lynn : Are you serious? Please Billy. Don't go. I need your help.
- Billy : Lynn, you should be resting. Now it's all over.
- Lynn : No, it's not. Who will take care of grandpa's dojo? Who will take care of the seals?
- Billy : I'm pretty sure that you will make a wonderful job, Lynn.
- Lynn : You think that?... Thank you.

- Billy : Cutie... You are still the same.
- Lynn : Goodbye Billy!!!

After a moment...

- Billy (in his car) : Sorry Lynn, but I have some unfinished business with my brother... And I feel that this is not over yet. The Black Dragon was only the beginning.

And in the street...

- Kid 1 : Wow! You saw that car!!!
- Kid 2 : An impressive 1977 with 220hp and turbo engine...
- Kid 3 : Is that your boyfriend, Sensei?
- Lynn : Eeh... ki... kids, lets go inside...

8.3) Oni & Cassandra

- Cassandra : Enough of this. Please don't keep going. Enough of this destruction. Please...
- Oni (talking to Johann) : I can't believe it!!! I'm tired of leaving scumbags like you alive. You don't have answers. You have no use for me. Hell's waiting you.

A flash of light, then...

- Oni (carrying Cassandra on his back) : Soon, you will be ok Cassandra. I know that you suffer the same as I. Even if you fight it. But I can feel that soon, we will know the truth about this rage. Thrust me...

8.4) Pupa & Pepe

- Pepe : Ay ay ay ay... I hope they won't charge us for this mess.
- Pupa : He is not here! He his not here! It can't be... Big brother is not here. Pepe! What can I do?
- Pepe : Don't worry Pupa. I'll help you to keep looking for him. I promise. Now gimme a big smile and let's get out of here. Still I have a strange feeling about that guy.

Some times later, at school...

- Pau : Hi Pepe! I heard that you had a very dangerous adventure last night.
- Pepe : Oh! It's nothing really. Just some lonely guys that tried to challenge me.
- Pau : I bet you beat them.
- Pepe : Of course! Now, what about if we go dancing tonight?
- Pupa : No mister! You promise me that today... Pepe, you liar!
- Pepe : Pupa!? Aaahhh! I can explain it!!!
- Pau : Heyyy girl! Hands of him... I was first!!!
- Pepe : Hey girls! Don't fight! Maybe we can fix this... How about if we go all together out?
- Pau and Pupa : NO WAY!!!

8.5) Mr.Jones & Kang

- Jones : Ha ha ha!!! I'm the main man!!! I'm fabulous! I'm cool!!! I'm one step closer to the great master!!!
- Kang : Hey Jones... I'm having an idea about this. We might be rich.

Some times later...

- Producer : Mr.Kang, this idea about a martial arts movie and computer graphic effects will be a success.
- Kang : It was an idea I had from a long time ago Mr.Dino... And my star, Mr.Jones, will make all the action sequence.
- Jones : Of course! I'm sooo good that I don't need double. And I love the tight black leather clothes.

During a movie festival...

- Actress : And now the winner! For the best action movie "Rising Dragon"... Mr.Jones!!
- Jones : Thanks all! It's a pleasure to receive this prize. Now, I'm truly a Master of martial arts!!

8.6) Radel & Annie

- Radel : It's all over... Impossible... Look out Annie!!!!

A burst of flames appears...

- Radel : Arghhhhh... A... Annie... It can be...

- Annie : Radel!!!! Noooooo!!!!
- Black Dragon : Your friend underestimated me! That was a fatal mistake. Enjoy your last moment with him child because I shall return for you. A Dragon hunter may be very useful for my plans...
- Annie : Radel!!!! Wake up!!! Don't leave me!!!! You were the best Dragon hunter...

Some times later...

- Annie : Radel! What I'm going to do. I can't hunt by myself. I need your help, your strenght, your experience. The Black Dragon is too powerful for me... What do we do now, Quizi?

And a mysterious man is waiting in the dark???

8.7) Alice & Elias

All the island is breaking up...

- Black Dragon : With her spirit, my power will be immense, hahahahaha. Nobody will stop me. Elias, you fool! You brought the child to me!
- Elias : Alice, get out of here! Quickly!
- Alice : But Father... I can't leave you here!
- Elias : Escape my child. Now you are free!
- Alice : Father Elias!!!!!!!!!!

Some days later...

- Alice (thinking on a swing) : Father Elias... It looks like now I'm alone... You are not here... The spirit is not here. I'm free at last, but I'm afraid. What should I do now?
- Elias (thinking in a different site): My little child... You must build your own path. Be brave and have a humble heart. I must go now. I will follow the lord wishes to seek the Black Dragon. Take care my child. I'll be watching you.

8.8) Jimmy & Sonia

- Jimmy : Are you ok?
- Sonia : Ye... Yes... What happened?
- Jimmy : Too much power to handle. What a jerk. The pain is still the same...

Some times later, in a cemetary...

- Jimmy (in front of a tombstone) : Hello baby... It's been a long time... There are things I haven't not fixed yet. But besides that, there is something wrong and I think this is only the beginning.
- Sonia : So, who was she anyway?
- Jimmy : "She" was somebody special for me! So keep your mouth shut!
- Sonia : Sorry, but I was just asking why we are here.
- Jimmy : She died because of my fault... And I must live with that... You had your vengeance! Why are you still here?
- Sonia (thinking) : That was not a vengeance. I was only returning a favor. I think I should thank you for saving me last night.
- Sonia : Now, what are we going to do?
- Jimmy : ... (He's gone)
- Sonia : Jimmy, you are so rude to leave a lady alone here. Well, I think the chase game starts again. I will catch you Jimmy... Ok, let's go!

8.9) Abubo

- Abubo : Ha ha ha! Abubo power is superior. Abubo strenght is greater than ridiculous mystic power. Now Abubo will rule completely this city!!!!

Some times later, Abubo now rules over the mafia groups with force.

- Reporter 1 : Mr.Abubo, what do you think of the rumors that connect you with the mafia??
- Reporter 2 : What about the rumors for political corruption that surrounds your person??
- Abubo : No comments!

8.10) Extra Ending

Some times after the battle with Johann...

- Jimmy : What are you doing here?
- Billy : I need to talk with you about all this mess the Black

Dragon made. Jimmy, this is important. This is not over yet. I can feel it. Jimmy! Are you listening to me?

- Jimmy : ...

- Billy : I know that it hurts about what happen to Marian, but it wasn't your fault. You must forget that!

A flash of light, and Billy is down...

- Jimmy : You know nothing!! And I don't care about the Black Dragon!

- Billy : Jimmy, please... You need to forget her. Wake up! I need your help on this. You can't run forever Jimmy. Someday, the Rage of the Dragon will consume you. The spirit is to strong and you feed it with hate!

- Jimmy : Don't worry about me little brother. I'll be ready if that's my destiny. And for the Black Dragon, don't worry if he gets in my way. I'll take him down.

- Billy : You don't understand, but I wish you good luck anyway...

SPECIAL NOTE ABOUT THE ENDINGS : In some of the endings, I tried to correct the text because of the bad "english" we are used to know from SNK/Playmore and Co.

9) AUTHOR NOTES

- Maybe sometimes, I will made new sections about the Team Duplex attacks and other moves combinations for all the characters.
- Like I said before, I probably make some mistake about the names and the background of the characters; the controls; the combos; the names and the motion of the special moves. Sometimes, I tried to translate the japanese names, but my japanese it's not so good.
- The entire story of the game and the characters backgrounds are from the Evoga Entertainment site (www.evoga.com) and the Noise Factory site (www.noise.co.jp) and the Playmore site (www.playmore.co.jp). You must take a look at this site if you didn't do it already.
- The Basic Controls list and the Special Moves list are from the Evoga Entertainment site (www.evoga.com), the Noise Factory site (www.noise.co.jp), the NeoGeo-World Online site (change to Neo-Arcadia now), (www.neo-arcadia.com), the SpekSnk site (www.speksnk.com), and finally, the RotD arcade cabinet itself.
- If you have some infos about this game or you want to contribute to this faq, you're welcome. Contact me to ouelletdom_n75@hotmail.com and you will be credited for your work. Thanks!

10) CREDITS

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- To my friends FRK, who bought an RotD MVS board, and for helping me to found some combos; for his help with all the teams ending, and for giving me the chance to play this great game again.
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- To you for reading this faq.

END OF THE RAGE OF THE DRAGONS FAQ

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