

BLOODY ROAR®

PRIMAL FURY



ACTIVISION

activision.com

Activision Asia Pacific,
Century Plaza, 41 Rawson Street,
Epping, NSW 2121, Australia



80341.226.AU

© 2002 HUDSON SOFT / © EIGHTING 2002. All rights reserved.
Published and distributed by Activision Publishing, Inc. under license.
Activision is a registered trademark of Activision, Inc. and its affiliates. All other
trademarks and trade names are properties of their respective owners.

EmuMovies



NINTENDO
GAMECUBE.

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

CONTENTS

Step Into the Ring	2
Controller	3
Starting the Game	4
Game Modes	4
Pause Menu	12
Options	13
Game System	16
In-Game Control	17
Beast Form	19
Hyper-Beast Form	20
Beast Drive	21
Character Special Moves	21
Credits	28
Customer Support	30
Product Licence Agreement	31

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



LICENSED BY

Nintendo

STEP INTO THE RING

During the Age of Feuding between humans and Zoanthropes, a new kingdom was born.

Founded upon a dream of peace and equality for both, this new land attracted scores of Zoanthropes from far and wide. However, the kingdom was young, and relied heavily upon its Zoanthrope army for security and on its special brigade of Zoanthrope mercenaries for income. Even more troublesome for the infant nation were rumours of cruel experiments being carried out on Zoanthropes to uncover the secret behind their mysterious ability to transform into fighting beasts. Though nearly everyone, Zoanthrope and human alike, strongly opposed these experiments, no one could

prove that they were actually taking place, much less who was responsible for them. In an effort to bring the nation together and show off the power of their Zoanthrope army and mercenary brigade, the kingdom decided to sponsor the ultimate Zoanthrope fighting tournament. The winner would not only earn the title, "Zoanthrope Champion," but also take home a handsome cash prize. If only the participants knew what was really awaiting them...



CONTROLLER

Two controllers are required for 2-player versus fighting.

Control Stick/Pad

Menu: Moves the cursor, selects the stage.

Game: Moves the character.

START/PAUSE

Menu: Starts a new game, and challenges other player in Arcade Mode.

Game: Pauses the game and displays PAUSE menu. See page 12 for more info.

L Button

Menu: Not used.

Game: Side-step out of screen.

R Button

Menu: Not used.

Game: Side-step into screen.

Y Button

Menu: Changes character costume when selecting a character and stops music and sound in audio settings menu.

Game: Performs heavy block and throws.

A Button

Menu: Confirms menu selection.

Game: Performs kicks.

B Button

Menu: Exits the current menu.

Game: Performs punches.

X Button

Menu: Not used.

Game: Transforms character into beast form (beastorise) and performs beast attacks while in beast form.

Z Button

Menu: Not used.

Game: Transforms character into Hyper-beast form. See page 20 for more info.

C Stick

Menu: Not used.

Game: Resets character position and other settings in Training Mode.

Various moves can be performed by moving the Control Stick and pressing the A, B, X, and Y Buttons. See the included moves list starting on page 21 for details on each character's moves.

The button functions described are the in-game default NINTENDO GAMECUBE Controller settings. You can reassign these button functions in the CONTROLLER CONFIGURATION menu in the OPTIONS menu, the PAUSE menu, or the TRAINING MENU. See pages 13-14 for more information.

STARTING THE GAME

Insert the BLOODY ROAR®: PRIMAL FURY Game Disc into the NINTENDO GAMECUBE™, and a NINTENDO GAMECUBE Memory Card into Memory Card Slot A. When the title screen is displayed after the opening movie, press START.



NINTENDO GAMECUBE Memory Card

This game uses a NINTENDO GAMECUBE Memory Card to save game data. Only one set of Bloody Roar: Primal Fury data can be saved to a Memory Card. You can play the game without a Memory Card, but you will not be able to save any game data. Additionally, Memory Card Slot B is not used in this game; please use Memory Card Slot A.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

GAME MODES

ARCADE

Arcade mode is an arcade style, one-on-one fighting mode. The main focus is single-player versus COM (computer) battles, but another player can challenge you in the middle of Arcade mode.

How to Start Arcade Mode

When the Select Your Character screen is displayed, choose the character you want to use. To return to the title screen, press the B Button. There are two different costumes for each character; press the Y Button to change each character's costume. When you have chosen a character and a costume, press the A Button to select that character. You may also pick your character and the costume randomly by selecting the question mark and pressing the A Button. After you've selected your character, press the A Button again to begin. Your first opponent will be chosen automatically. If you win the battle, you will move on to the next opponent. If you lose, the continue screen will be displayed.



Continue

To continue, press START before the countdown reaches zero, and the Select Your Character screen will be displayed. You can only challenge your opponent with the same character that you were using. There is no limit to the number of times you can continue.

Challenge

You can challenge someone playing Arcade mode by pressing START on a second Controller plugged into Controller Socket 2. The battle will begin after you choose your character and the stage.



VERSUS

This mode is designed specifically for two-player one-on-one fighting. Two controllers are required to play Versus mode.

How to Start Versus Mode

When the Select Your Character screen is displayed, each player must choose a character to use in battle. There are two different costumes for each character; press the Y Button to toggle between the costumes.

The first player to choose their character gets to choose the stage, handicap level, time and number of rounds. Use the Control Stick to make these selections. After the battle, you will be brought back to the Select Your Character screen.



TIME ATTACK

See how fast you can play through the game in Time Attack mode. This mode keeps track of your total play-time and gives you a time-based ranking when you finish.



How to Start Time Attack Mode

When the Select Your Character screen is displayed, choose a character as you would in Arcade mode, and press the A Button to begin. The opponents and stages will be chosen automatically.

SURVIVAL

Survival mode is a special single-player versus COM battle mode where you try to beat as many opponents as you can in a row.

Your life gauge will not fully recover after each battle, and the game is fixed to one-round, 60-second battles.

In Survival mode, you can regenerate up to 50% of your life in the next match (after a win) depending on how much time was left in the previous match.

How to Start Survival Mode

When the Select Your Character screen is displayed, choose a character as you would in Arcade mode, and press the A Button to begin. The opponents and stages will be chosen automatically.



TEAM BATTLE

Choose three or five characters and fight against a team of COM opponents in Team Battle mode. Each time you lose a round, you will begin the next round with the next character on your team.

Three character teams fight matches to three rounds, while five character teams fight matches to five rounds. Set the number of team members used in Team Battle mode (and VS Team Battle mode, see below) in the GAME SETTINGS menu in the OPTIONS menu.



How to Start Team Battle Mode

When the Select Your Character screen is displayed, choose the characters you want on your team by pressing the A Button. Then press the A Button again to begin. The opponents and stages will be chosen automatically.

VS TEAM BATTLE

VS Team Battle mode is a two-player one-on-one version of Team Battle mode. In VS Team Battle mode, each player fights with a team of three or five characters. Each time one of the players loses a round, they begin the next round with the next character on their team. Two controllers are required to play VS Team Battle mode.



How to Start VS Team Battle Mode

When the Select Your Character screen is displayed, each player must choose a team of three or five characters to use in battle. The first player to finish selecting his or her team gets to choose the stage, handicap level, time and number of rounds. Use the Control Stick to make these selections. After the battle, you will be returned to the Select Your Character screen.

TRAINING

In the Training mode, you can practice your moves and combos on the COM-controlled dummy. You can also assign the dummy's behaviour.



How to Start Training Mode

When the Select Character screen is displayed, choose your character and the dummy character. After you have chosen your character and the dummy character, choose the stage. You can change the dummy's settings on the training menu by pausing the game.



How to Use the Training Menu

While in Training mode, press START to pause the game and call up the Training menu. See below for a description of the various settings you can change on this menu.

RESUME: Resumes the game.

ACTION: Select the dummy's behaviour with the Control Stick. (You'll need to reset these settings each time you select new characters in Training mode.)

Note: Any behaviours set on the list of options below the ACTION menu will take priority.

STAND: Stands still.

CROUCH: Keeps crouching.

JUMP: Keeps jumping straight up.

EVADE: Performs Guard Escape repeatedly.

THROW: Performs throws repeatedly.

BLOCK: Blocks all blockable attacks.

COM LEVEL 1-5: Determines the strength of the dummy. The higher the number, the stronger the dummy gets.

RECORD & REPLAY INPUT: Lets the player program the dummy's actions. See page 11 for more information.

RECORD & REPLAY INPUT on COUNTER: Lets the player program the dummy's counterattack actions. See page 11 for more information.

MANUAL CONTROL: Lets another player control the dummy's actions using a separate controller.

BLOCK AFTER TAKING DAMAGE: After receiving a hit, the dummy blocks the rest of the attacks.

QUICK RECOVERY: Turning this on reduces the duration of stuns and knockdowns.

AIR RECOVERY: This changes the dummy's Air Recovery timing. The dummy will perform an Air Recovery after one to seven attacks, depending on this setting.

ALL/ATTACK-7TH/ATTACK means that the dummy will attack after performing the air recovery.

COUNTER HIT: Turning this on will force the dummy to take counterattack damage on hits.

BEASTORISE: Set the dummy to beatorise or transform into Hyper-beast form as soon as it is able.

EVADE THROWS: By turning this on, the dummy will evade throws.

RISING ATTACK: By turning this on, the dummy will perform rising attacks.

GAUGE RECOVERY: By turning this on, the player's beast gauge and/or the dummy's beast gauge will replenish immediately after performing a Beast Drive or going into Hyper-beast mode.

H. BLOCK: Lets you choose if you want the dummy to block your attacks with a Heavy Block. **H. BLOCK OFF** forces the dummy to only perform Light Block.

ALL DISPLAY: Lets you choose if you want on-screen information, such as the Beast Gauge, to be displayed. By turning it off, the **INPUT DISPLAY** (Controller input display) will not be displayed either.

INPUT DISPLAY: Lets you choose if you want the **INPUT DISPLAY** (Controller input display) to be displayed. This will not affect the rest of the on-screen information.

SELECT CHARACTERS AND STAGE: Lets you select the characters and stage.

CONTROLLER CONFIGURATION: Allows you to change the Controller button function assignments.

QUIT: Quits the game and returns to the title screen.

RECORD & REPLAY INPUT

First, you need to input the dummy's actions. By pressing the C Stick down, the message "RECORDING" will be displayed on the bottom of the screen. During this time, use your controller to control the dummy.

To end the recording session, press the C Stick down again.

The message "RECORDING FINISHED" will be displayed. By pressing the C Stick down for a third time, the message "REPLAY" will be displayed on the bottom of the screen, and the recorded actions will be replayed. Pressing the C Stick down a fourth time will stop the playback.



Training Mode Screen

The Training mode screen displays information about the amount of damage your character and the dummy inflict on each other and the length of the combos your character and the dummy perform.



BASE DMG: Base damage of most recent successful attack.

COMBO DMG: Total damage of most recent successful attack, including combo bonus.

MAX COMBO DMG: Maximum amount of damage caused by a successful attack, including combo bonus.

TOTAL DMG: Total amount of damage inflicted on opponent.

MAX COMBO: Number of hits included in the longest successful combo.

The Training Mode screen also displays the player's attack type (High, Middle, Low) and the player's Controller input.

PAUSE MENU

When START is pressed during gameplay, the game will pause and a menu will appear. Use the Control Stick to select the menu item of your choice and the A Button to confirm your selection.



RESUME

Resumes the game.

CONTROLLER CONFIGURATION

Allows you to change the Controller button function assignments.

QUIT

Quits the game and returns to the title screen.

OPTIONS

In the OPTIONS menu, you can change the game settings, such as difficulty and sound, and check your statistics. Use the Control Stick to select the menu item of your choice, and the A Button to confirm your selection. The B Button will return you to the previous screen.



GAME SETTINGS

COM STRENGTH

This sets the COM strength. There are eight levels, and the higher the number, the stronger the COM opponent. The default setting is 4.



PLAYER STRENGTH

This sets the amount of damage caused by both characters. There are eight levels, and the damage increases as the number increases. The default setting is 4.

TIME LIMIT

This sets the time allotted for a single round in ARCADE, VERSUS, TEAM BATTLE, and VS TEAM BATTLE modes. The options are: 20, 40, 60, 90, and infinite. The default setting is 60.

MATCH TO

This sets the number of rounds you need to win in order to win a match in ARCADE and VERSUS modes. You can select a value between 1 and 5. The default setting is 2.

TEAM MEMBERS

This sets the number of team members used in Team Battle and VS Team Battle modes. You can choose either 3 or 5 team members. The default setting is 3.

DEFAULT SETTINGS

This returns all of the above settings to their default.

CONTROLLER CONFIGURATION

You can change the Controller button assignments in this menu. This is accessible from the pause menu and the training menu as well.



AUDIO SETTINGS

AUDIO OUTPUT

This switches the type of audio output between stereo and mono. The default setting is stereo.

MUSIC VOLUME/SFX VOLUME

This sets the volume of the background music/sound effects. The default setting is 100.

MUSIC PLAYER

Use this to listen to the background music.

SFX TYPE/SFX PLAYER

Use the SFX PLAYER to listen to the sound effects that are used in the game. Choose the stage/character in SFX TYPE, and then select the track with the SFX PLAYER.

DEFAULT SETTINGS

This returns all of the above settings to their default.

STATISTICS

Here you can view various statistics, such as rankings and character usage.

TIME ATTACK RANKING

The ranking is displayed according to the time it took each player to finish the game in Time Attack mode.

RANK	HUD	CHARACTER	TIME
1st	HUD	VUGO	10'00"00
2nd	HUD	HIRIKO	20'00"00
3rd	HUD	STON	30'00"00
4th	HUD	XION	40'00"00
5th	HUD	SHENLONG	50'00"00
6th	HUD	CHINA	50'00"00
7th	HUD	LONG	50'00"00
8th	HUD	JENNY	50'00"00
9th	HUD	GADO	50'00"00
10th	HUD	BUSUZIMA	50'00"00

SURVIVAL RANKING

The ranking is displayed according to the number of stages beaten in Survival mode.

OVERALL STATISTICS

Displays the percentage of times each character has been used, their win rate against COM, and their win rate against human opponents.

VS MODE STATISTICS

Displays each character's winning percentage and their overall win/loss record in Versus mode.

VS MODE MATRIX

This chart displays each character's record against every other character in Versus mode. 10 is a perfect score.

MEMORY CARD

You can change the Memory Card settings and save/load data here.

AUTO SAVE

This turns the auto save function ON/OFF. The default setting is OFF.



LOAD

This loads game data from the Memory Card in Memory Card Slot A.

SAVE

This saves game data to the Memory Card in Memory Card Slot A.

GAME SYSTEM

Life Gauge: Displays the character's remaining life. The Life Gauge will fully recover at the beginning of each round, except in Survival or Team Battle modes.

Time: Displays the remaining time for the round.

Rounds: Displays the number of rounds required to win the match. An orange icon indicates that you have won a round.

Beast Gauge: When the words, "BEAST CHANGE!!" are displayed, you can transform into beast form.

The left half of the screen is for the first player, and the right half is for the second player.

Life Gauge



Time

Rounds

Beast Gauge

How to Win

You win a round if you knock out the opponent by depleting the opponent's life, have more life than the opponent when the time runs out, or knock the opponent out of the ring. If you and the opponent have the same amount of life at the end of the round, it is considered a draw and each player will receive a win. You win the match when you accumulate the predetermined number of round wins. If the final round results in a draw, you will fight in a sudden-death match to determine the winner. Characters will begin the sudden-death match with their life gauge depleted. The first character to score a hit wins.



IN-GAME CONTROL

The Control Pad commands apply when the character is facing right. Reverse the commands when facing left.

Throw: You can perform a throw by pressing the Y Button while holding the Control Stick towards your opponent.

Duck: ⬇⬇ You can evade high and middle attacks by ducking.

Blocking Mechanism

Light Block

Control Stick in neutral position

This is a quick move, but you cannot use it to block Block Break moves. Press ⬇ for Low Light Block.

Heavy Block

← or Y Button

You can use this to block Block Break moves, but it takes more time. Press **↓+Y** Button or **↙↓** for Low Heavy Block.

Evade

Y Button

By pressing the Y Button right before your opponent lands an attack, you can evade the attack.

Air Recovery

A, B, X, or Y Button

If your opponent launches you into the air with an attack, pressing the A, B, X, or Y Button allows you to recover in the air. Instead of being knocked down, you can attack immediately.

Block Break

Performing these attacks causes the character to flash briefly; these attacks cannot be blocked by Light Block.

Block Attack

↙↘←+A or B Button

This move, indicated by green lightning around the character, allows you to attack your opponent while performing High/Middle Light Guard. The button to press (A Button or B Button) for the command and the effect of the move, are different for each character.

Sidestep

Sidestepping allows you to move into or out of the screen. To step out of the screen, press L Button. To step into the screen, press the R Button.

Throw Evasion

You can evade a throw by pressing the A, B, X, or Y Button immediately after the opponent executes a throw.

Recovery

Moving the Control Stick in circles and pressing any of the buttons rapidly while stunned or knocked down reduces the amount of time needed to recover.

BEAST FORM

In Bloody Roar: Primal Fury, the battle tactics revolve around three factors – Beast form, Hyper-beast form, and Beast Drive. Skillful use of all three of these weapons is key.

Changes in the Beast Gauge

While in human form, the beast gauge is blue. You cannot beatorise until this blue gauge fills. To fill the gauge, perform moves.

When the blue gauge fills up completely, it becomes empty again and the words, “BEAST CHANGE!!” appear. At this time, you can press the X Button to beatorise. You begin each battle in this state. If you choose to remain in human form, the gauge turns yellow and starts to fill.

Once you change into beast form, the Beast Gauge will not fill. Rather, it will begin to empty as you sustain damage from the opponent. When the gauge empties completely and you are knocked down, you automatically revert to human form, and the gauge turns blue (as long as you are not knocked down, you will remain in Beast form).

When in Beast Form

The following are the benefits of Beast form:

1. You can perform beast moves by pressing the X Button.
2. When jumping into the air, you do not rise as high as in human form.

3. New cancel points (parts of certain moves where you can shift to another move) become available.
4. You can perform a Beast Drive once.
5. Your Life Gauge gradually fills.
6. The amount of damage you can inflict increases.

Life Gauge Recovery

While in beast form, you can recover 30% of the damage you take in human form. The total amount of life you can recover while in beast-form is displayed in blue. Your life will be restored gradually, but not when you are blocking. Also, when you revert to human form, the recoverable amount of life becomes zero.

HYPER-BEAST FORM

Z Button or A+X+Y Button

You can transform into Hyper-beast form at any time during the battle by entering the above command. However, if your Beast Gauge is not flashing, this transformation will cost you health. The more full your Beast Gauge is when you transform, the less life you will lose. The following are the benefits of Hyper-beast form:

1. The time stops.
2. You can shift to another move from any part of a move.
3. Within the time limit, you can perform Beast Drives without reverting to human form. See below for more information.
4. Your Life Gauge recovers at a faster rate than in beast form.

When time runs out and you revert to human form, the Beast Gauge empties.

BEAST DRIVE

Beast Drives are the most powerful of the beast moves, with tremendous damage potential, but once you enter the command, you will revert to human form whether you successfully hit your opponent or not. The only exception is the Hyper-beast form; as long as you are within the time limit, you can perform as many Beast Drives as you want. See the included moves list starting on page 22 for each character's moves.



CHARACTER SPECIAL MOVES

Key

↻ = ↓, ↘, →

↻ = ↓, ↙, ←

Ⓚ = Kick = A Button

Ⓟ = Punch = B Button

Ⓛ = Beast = X Button

Note: This key is based on the default button assignments. Feel free to change these assignments in the CONTROLLER CONFIGURATION menu in the OPTIONS menu, the PAUSE menu, or the TRAINING MENU. See page 12 for more information.

Yugo

One Two Body Upper	↗ P → P → P
Silver Wolf Knuckle	↖ P
Counterblow	↗ K ← P
Meteor Crash	↘ S ↓ S
Clinch	↗ P K
Heart Break Blow	⇒ P → P → P
Champion Straight Punch	⇐ P ← P ← P
Dragon Finish Blow	↗ P ↗ P
Final Machine Gun Upper	↘ P ↘ P ↘ P ↘ P ↘ P
Low & Step In	↓ K ↘ K
High Speed Combination	↓ P P P
Blind Blow	↘ S → P
Panther Two	⇒ ⇒ K P P
Claw Twin Knuckle Slash	↘ S P ↘ S
Flicker Lightning	↗ P P P P P → K
Spiral Kick	K ↓ K
Leg Slash	P P ↗ P
Bloody Roar	↘ S

↗ ↘ S
Spiral Fang

BEAST DRIVE

↖ ↗ S
King of Breaker

Long

Consecutive Strike	P P P (to six-level combo)
Cross Attack	S S S
Rotation Back Gate Elbow	P K ↓ K ⇒ ⇒ P
Hawk Shoulder Plant	↘ P P
Consecutive Attack	⇐ ⇒ K ⇒ S ↓ P

Ax Leg	Break	Left Kick
↓ K	↔ P	⇐ K
↕	Hawk Six-Level Combo Ring	↓ P
↗ P	↔	↘ P
Single Grip	Right Kick	Grasp Sun & Moon
↔ S	↔ S	⇐ S
Low Tiger Blade	Cross Claw	Rolling Crow
⇐ ⇒ S	⇐ S	⇐ S
↕	Tiger Six-Level Combo Ring	↕
↗ P	⇐ ⇒ S	↘ P
Tiger Attack	Swallow Kick	Blade Whipping
↗ P	⇐ ⇒ S	⇐ P
End of Six-Level Combo Ring	Back Gate Elbow	Demolition Attack
↘ P	⇐ ⇒ P	⇐ P
Cont. Gem Bombardment	↘ P	Rotation Kick
↘ P	⇐ ⇒ P	⇒ ⇒ K
Turn Over Cont. Kick	⇐ K	Fwd Sweep Illusion
⇐ K	⇐ K	⇐ ⇒ K

↗ ↘ S
Course to Heaven

BEAST DRIVE

↖ ↗ S
Ferocious Tiger Laceration

Alice

Blitz River Throw	P K P ↓ K
Sway Kick Combination	⇐ P K
Through Punch Upper	⇒ P → P
Rabbit Step	↘ P P P ↓ K
Low Rabbit Knee Rush	↓ S ↓ S S S S
Leg Beat Combination	↘ K K K
Somersault	↓ ↑ K
Triple Somersault	K ← K ← S
Rabbit Spiral	↗ P
Spring Slap	↖ P
Rabbit Slide	↗ K
Somersault kick	↖ K
Triple Somersault Kick	↖ K K ← S
Squat Combination	↓ P ↓ K ↓ K
Rabbit Flip Chain	↘ K K ← K
Rabbit Blast	↘ K P ↗ S
Rabbit Step Hammer	↘ P P P ↑ S
Low Rabbit Slider Rush	↓ S ↓ S ↓ K ↓ P

↗ ↘ S
Bunny Love

BEAST DRIVE

↖ ↗ S
Lifting Star Lane

Shina

M-VI Stinger	P P P P K
M-VI Nupperm	P P ↓ K
M-VI Nupperm Fake	P P ↓ P
Hunting Arrow	⇒ P K
Assault Kick Mine	⇒ K K K ↓ K
Triple Low Scratch	⇐ S ↓ S
Pile bunker	⇐ ⇒ K
Lightning Slash	↘ P ⇒ S S S ⇐ S
Hunting Double	⇒ P P P
G-III Combination	K K K
Assault Kick Bomb	⇒ K ⇒ K K
Angry Crow Judgment	⇐ S S
Somersault Scratch	↑ S
Fake Mine	⇒ ⇒ K
Trident Shoot	↖ K
Scramble Snatch	↗ K
G-III General Attack Combination	K K ⇒ K K K P P P K
Flying Drop	↗ K ↓ ↑ K ⇐ S

↗ ↘ S
Mad Trap

BEAST DRIVE

↖ ↗ S
Cross Blade Zapper

Stun

Hand Knife Combination	↓ P K
Body Slasher	⇒⇒ P
Shell Slasher	P K P P
Lightning Mine	⇐⇒ P
Bio Shock	⇒⇐ P
Shell Rush Guillotine	P P P K
Thrust Blow	⇒ K K ⇐ P
Solid Cutter Combo	K P P
Thrust Knee Smash	⇒ K K
Thrust Knee Crash	⇒ K ↓ K
Chaos Beetle Rush	Ⓚ Ⓚ ↓ Ⓚ ↓ Ⓚ
Violence Beetle Rush	Ⓚ Ⓚ ↓ Ⓚ Ⓚ ↑ Ⓚ
Grasshopper Leg	↖ K
Spider Drop	↘ P
Antler Bomb	↖ P
Hornet Grab	↘ K
Combination Antler Bomb	⇒ K ↓ K ↖ P
Thrust Bug Throw	⇒ ↓ Ⓚ



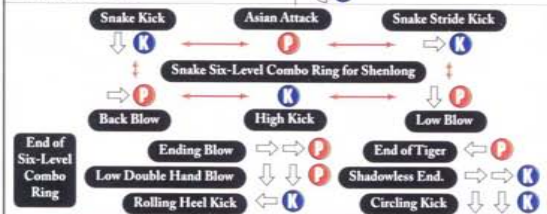
Xion

C-A-I-N	P P P P
A-B-E-L	P P ↓ P P
Lunatic Attack	P P K
Crimson Lunatic	P P P K K K K
Paradise Lost	⇒ P P Ⓚ
Moebius	↘ P P
Spiral Babel	⇒⇒ K K K K K
Velvet Chain	K K K
Tyrant	Ⓚ Ⓚ Ⓚ
Darkness Baron	⇒ Ⓚ Ⓚ Ⓚ Ⓚ ↑ K
Crusader	⇐ P P
Executioner's Virtue	K K Ⓚ
Chain Breaker	K K Ⓚ
Guilty Chain	K K ↓ K K K K K
Mystic Slicer	⇒ K K K
Mystic Rink	⇒ K P K
Striker	↓ Ⓚ Ⓚ
Song to Naught	(when ducking) Ⓚ Ⓚ



Shenlong

Snake Elbow	P P P (to six-level combo)
Cross Blow Attack	Ⓚ Ⓚ ⇒ Ⓚ
Low Rolling Sobat	P K ↓ K
Double Cross Crow	↑ P (to six-level combo)
Ring Cross Attack	Ⓚ Ⓚ Ⓚ
Enemy Grasp Sun & Moon	↖ Ⓚ Ⓚ Ⓚ Ⓚ ↓ Ⓚ
Snake Attack	↘ P
Rolling Sobat Combination	↖ P
Stride Kick	↘ K
Shadowless Kick	↘ K



Busuzima

Busuzima Kick	⇒ P K
Back Attack	↘ P ↖ P ⇐ P
Chopping	K ↓ K P P
All Open Transparent Kick	P P P K ↓ K
All Open Upper Punch	P P P Ⓚ
Busuzima Head Butt	⇐⇒ Ⓚ
Grand Elastic Punch	⇐ Ⓚ ⇐ Ⓚ ⇐ Ⓚ ⇐ Ⓚ
Heaven Elastic Upper Punch	↑ Ⓚ ↑ Ⓚ ↑ Ⓚ ↑ Ⓚ
Busuzima Punch Combination	⇒ P ⇒ P ⇒ P ⇒ P ⇒ P ⇒ P
Busuzima Kick Combination	⇒ P ⇒ P ⇒ P ⇒ P ⇒ P ⇒ P
Hooligan Fake Kick Combination	⇒ K ⇒ K ⇒ P
Tongue Lash	⇒⇐ Ⓚ
Super Tongue Lash	⇒⇐ Ⓚ Ⓚ Ⓚ
Busuzima (Poison Island) Serious	↘ K
Serious Punch	↘ K P P P
Serious Kick	↘ K K K
Dokujima Exercise	↖ K K K K K K K
All Open Hell Attack	P K P P P P K ⇐ K



Jenny

Passionate Heal Rush	⇒ K K K K K
Enamel Blade	↘ K K K K
Complete Disorder	Ⓟ Ⓟ Ⓟ Ⓟ Ⓟ
Nightmare Walking	⇒ Ⓟ Ⓟ Ⓟ
Twisted Explosion	↗ P K K K K K K K
Drill Talon	↖ Ⓟ Ⓟ Ⓟ or P or K
Air Blast	(in the air) Ⓟ Ⓟ Ⓟ
Spiral Talon	(in the air) ⇒ Ⓟ Ⓟ Ⓟ
Step Slap	P P
Back High-heeled Kick	⇒ K K K ← K
Sly Kick	↓ K K
Gross Edge	(when ducking) K K
Wind Slider	Ⓟ Ⓟ Ⓟ ↓ Ⓟ
Twist Heal Change	↗ P K K ↓ K
Bat Wing Blade	↗ Ⓟ
Enamel Wall Wind	↘ K K ↓ K K
Slap & Nightmare	P P ⇒ K K K ⇒ Ⓟ Ⓟ Ⓟ
Slap & Disorder	P P Ⓟ Ⓟ Ⓟ Ⓟ Ⓟ



Uriko

Thunder Dance	P P ← P P (to six-level combo)
Thunderclap Peace	↗ Ⓟ Ⓟ (when hit) Ⓟ
All Around 1-2-3	P K K ↑ K
Supreme Penetrating Bow Thigh	⇒ ⇒ P K
Wings of the Phoenix	↖ Ⓟ (← Ⓟ six times)
Double Kick Combination	⇒ K K
Thunder Blade	P P ↓ P
Rolling Punch	⇒ ⇒ P P
Dance of the Cat	Ⓟ Ⓟ Ⓟ
Rubbing Nail Peace	↗ Ⓟ K



Bakuryu

Spiral Shadow Blade	P P P P ⇒ P
Flowing Shadow Circular Kick	↘ P K
Gale Crescent Moon Drop	⇒ ⇒ K K K
Poisonous Claw Machine Gun	⇒ Ⓟ Ⓟ Ⓟ Ⓟ Ⓟ
Flying Line Drop	⇒ ⇒ P
Triple Spiral Kick	P P ↓ K
Shadow Bound	(when ducking) P
Dragon Sword	(when ducking) Ⓟ
Sword Drop Blade Kick	P P K K
Fang Drop Hammer Moon Shadow	P K K ⇒ K ← K ↑ P
Lightning	(when ducking) K K
Poisonous Claw Slash	Ⓟ Ⓟ Ⓟ
Snow Light Line Drop	↗ P
Smoke Bomb	↗ K
Smoke Spiral Kick	↖ K
Rising Scrape Up	↖ Ⓟ
Poisonous Claw Spiral Shadow Blade	P P P P Ⓟ Ⓟ Ⓟ
Dancing Lunge	⇒ Ⓟ Ⓟ Ⓟ Ⓟ ↘ P ↗ Ⓟ



Gado

Shotgun Combination Drive	P P ⇒ K
Tomahawk Basher	⇒ P P P
Shell Slash	↘ P ↓ K
Tropper Comb	K K K
Skyrunner Strike	⇒ K K K
Triple Scratch	Ⓟ Ⓟ Ⓟ
Destroy Scratch	⇒ Ⓟ Ⓟ
Absolute Fire	← ⇒ P
Shotgun Combination Fire	P P ⇒ P
Spinning Strike	← P P
Talk to the Fist	↓ P
High Command Edge Combination	K K ⇒ K K K
Heat Capture Middle Kick	↗ P (when hit) K
Heat Capture Low Kick	↗ P (when hit) ↓ K
Bloody Ridge	↑ Ⓟ Ⓟ Ⓟ
Heat Blaster Double Claw	K ← P P Ⓟ Ⓟ
Heat Blast Skyrunner Strike	K ⇒ P P ⇒ K K K
Pressure of Tyrant	↖ K ⇒ ⇒ P ↗ P ↖ P



CREDITS

Activision

Studio X Japan

Senior Associate Producer
Pat Dwyer

Production Coordinator

Yuriko Fujisawa

Senior Producer

Jeff Matsushita

Dialogue and Voice Effects

Voice Recording Director

Kris Zimmerman

Voice Talent

Dee Baker, Michael Bell, Earl Boen,
Cam Clarke, Lara Cody,
Paul Eiding, Quinton Flynn,
Michael Gough, Jennifer Hale,
Lex Lang, Vanessa Marshall,
Tasia Valenza

Voice Recording Facilities

Screenmusic Studios

Quality Assurance

QA Project Lead

Anthony Hatch Korotko

QA Senior Project Lead

Adam Hartsfield

QA Manager, Console Testing

Joseph Favazza

QA Manager, Night Shift

Jeremy Gage

Test Team

Dustin Thomas, Floor Lead
Chad Makings,
Terik (Ty) Keller-Walker,
Garrett Oshiro, Jarrod Jenkins,
Ryan Ramsey, Tim Toledo,
Scott Kiefer

QA Special Thanks

Jim Summers, Jason Wong,
Tim Vanlaw, Nadine Theuzillot,
Sam Nouriani, Ed Clunce,
Ben DeGuzman, Indra Gunawan,
Willie Bolton, Nicholas Favazza,
Jennifer Vitiello, Mike Marzola

Customer Support

Customer Support Manager

Bob McPherson

Customer Support Escalation

and Information Lead

Rob Lim

Customer Support Phone Lead

Gary Bolduc

Customer Support Email Lead

Mike Hill

Activision Studios

Executive VP, Worldwide Studios

Larry Goldberg

Senior Director, Studio X Japan

Takehisa Abe

Activision Marketing and PR

Executive VP, Worldwide Publishing

Kathy Vrabeck

Senior Director,

Global Brand Management

Dusty Welch

Brand Manager

Kevin Wynne

Associate Brand Manager

Brad Carraway

VP, Corporate Communications

Maryanne Lataif

Senior Publicist

Lisa Fields

Legal

Michael Hand

Creative Services

V. P., Creative Services

Denise Walsh

Mgr., Creative Services

Jill Barry

Activision UK

Senior VP European Publishing

Scott Dodkins

Head of Publishing Services

Nathalie Ranson

Marketing Manager UK/ROE

Carolyn London

Senior Localisation

Project Manager

Tamsin Lucas

Localisation Project Managers

Simon Dawes, Mark Nutt

Creative Services Manager

Jackie Sutton

European Services

Publishing Assistant

Trevor Burrows

European Operations Manager

Heather Clarke

Production Administrator

Victoria Fisher

Production Planner

Lynn Moss

Special Thanks

Tad Horie, Tony Byus, Austin Keys,
Haruyoshi Sawatari, Irwin Chen,
Vickie, Paul and everyone
at Screenmusic

Hudson

Director

Kenji Fukuya

Assistant Directors

Shoji Fukuda, Naoto Naruse

Product Managers

Syuichiro Nishiya, Susumu Hibi

Producers

Hiroshi Igari, Masato Toyoshima

Game Designer

Tetsu Ozaki

Assistant Game Designer

Nobuyuki Irie

Lead Programmer

Yuichi Ochiai

Programmers

Kenji Shibayama, Toshikazu Sahoda,
Hiroyuki Matsui, Toshiaki Furusato

Graphic Coordinator

Shinichi Ohnishi

Graphic Designers

Tetsu Ozaki, Hirokazu Matsushima,
Masaharu Tokutake, Hiroshi Tahara,
Yuki Yonei, Nao Mochizuki,
Keisuke Shimoda, Kensei Ogihara,
Kazuyuki Nakashima,
Koichi Sakuma

Motion Designers

Nobuyuki Irie, Makoto Suzuki,
Tetsu Ozaki, Katsutoshi Sato,
Shiori Nagai

Music

Hirokazu Furuya

Guitar

Kenmi

Mixing

Masaaki Inoue

Sound Fx

Osamu Narita

Sound Data Operate

Keita Hoshi

Quality Assurance

Tsuyoshi Nakagawa

Story Board and Animation Director

Kiyotaka Isako

Supervising Animator

Yoshihiko Umakoshi

Key Animators

Eikichi Takahashi,
Hiromi Naganawa, Yuichi Akimoto,
Chisato Ikchira, Akihiro Tamagawa,
Miki Yoshikawa, Kiminori Nishio,
Terumi Nishii, Marie Tagashira,
Isao Sugimoto, Masayuki Sato,
Keisuke Masunaga

Animation

Keiko Takahashi, Sachie Watanabe,
Masumi Yoshino, Tsuyoshi Moride,
Masahiro Yamanaka,
Yumi Funamoto,
Satsuki Muramatsu, Chinatsu Ueno,
Chieko Miyagawa, Ryoko Imoto,
Etsuko Sumimoto, Kiyomi Matsuda,
Fumiko Matsumoto

Color Setting

Kunio Tsujita

Coloration

Yuji Asada, Kayo Ohshima,
Mayumi Oikawa, Maki Kokubo,
Noriko Ohmura, Yoko Suzuki,
Nami Tsuyuki, Hiroko Kimura,
Naomasa Fukuda, Maki Kanamori,
Yoriko Matsukane, Kiyomi Sakairi,
Chiharu Hashimoto,
Tomoko Ohizumi, Yukiko Kasai,
Kunio Tsujita

Art Director

Geki Katsumata

Art Design

Hironori Ishikawa,
Teruki Tachibana, Masaki Kajiwara,
Kamekichi Suehiro

Camera Operation,

Edit and Composite

Yuji Asada

Cinematic Engineers

Zin Kamohara, Zenjiro Motono

Movie Director

Masahiko Watanabe

Movie Producers

Shoji Mizuno, Hidenori Yamaguchi

Executive Producer

Tadahiro Nakano

CUSTOMER SUPPORT

Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail support@activision.co.uk

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on + 44 (0)8705 143525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays.

Your calls may be monitored

TECHNICAL SUPPORT IN AUSTRALIA

In Australia, for Technical support, Hints and Tips, please call 1902 263 555

Calls are charged at \$1.98 + GST per minute

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

PRODUCT LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site.

Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.

- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR

IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £15 sterling per disc replacement.

Note: Certified mail recommended.

In Australia send to:
WARRANTY REPLACEMENTS
ACTIVISION, Century Plaza, Level 1,
41 Rawson Street, Epping NSW 2121
AUSTRALIA
Cartridge Replacement 61 2 9869 0955

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS

AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, + 1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.