

PlayStation 2

<http://www.replacementdocs.com>

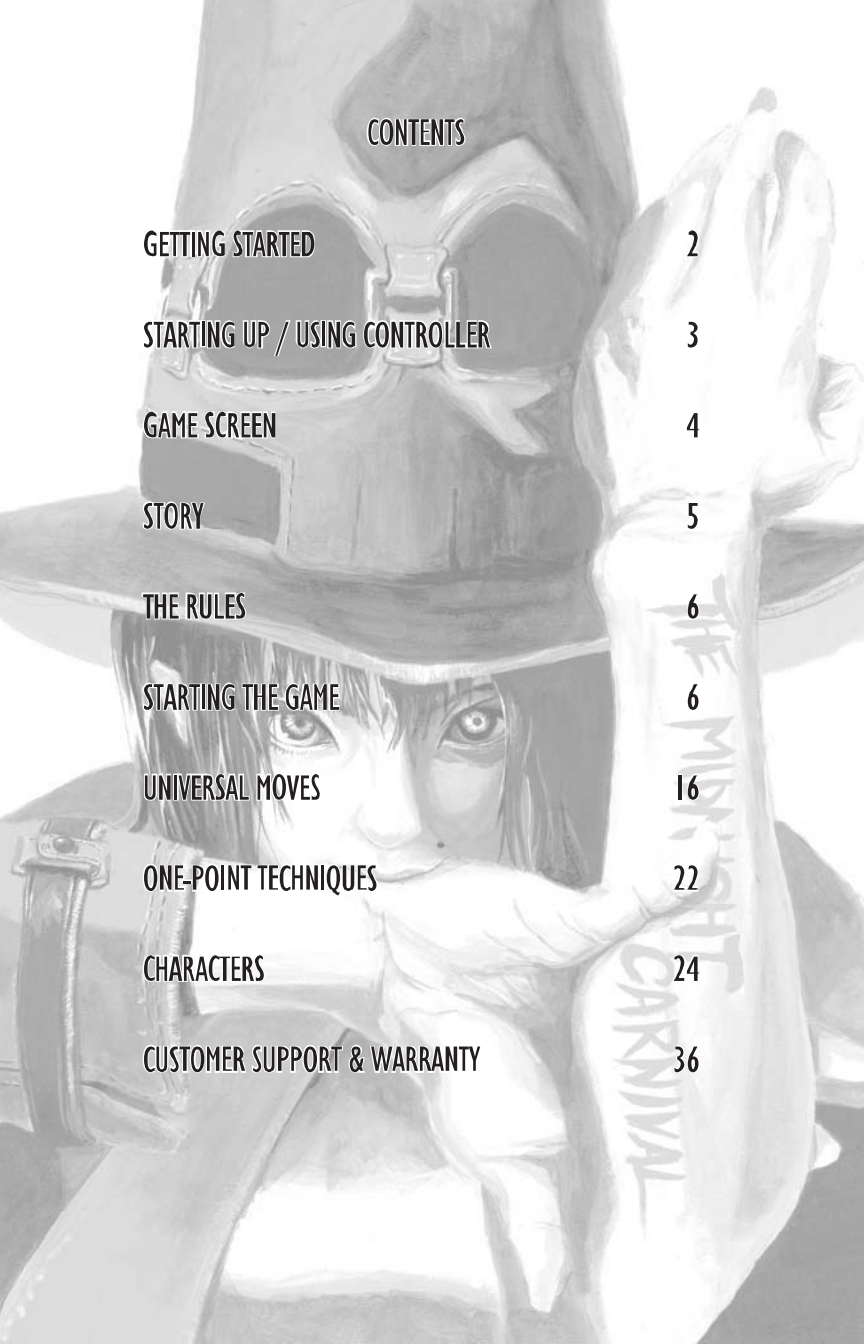


NTSC U/C

GUILTY GEAR X2



 Sammy Studios



CONTENTS

GETTING STARTED 2

STARTING UP / USING CONTROLLER 3

GAME SCREEN 4

STORY 5

THE RULES 6

STARTING THE GAME 6

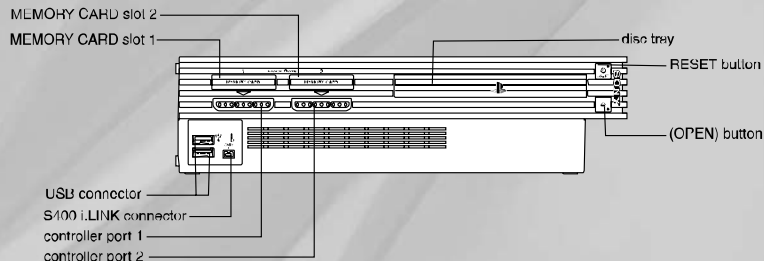
UNIVERSAL MOVES 16

ONE-POINT TECHNIQUES 22

CHARACTERS 24

CUSTOMER SUPPORT & WARRANTY 36

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **GUILTY GEAR X2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

ABOUT PROGRESSIVE MODE

If you have a PlayStation 2 Component Video Cable (SCPH-10100), along with a Progressive Mode enabled (525p) television with Component Video inputs, you will be able to enjoy a higher quality picture.

If you do not have a Progressive Mode enabled (525p) television, or if you do not use the Component Video Cable to connect the PlayStation 2 to the television, there is a chance that the picture will not be displayed properly.

For instructions on how to set up your PlayStation 2 with the Component Video Cable, refer to the instructions in the PlayStation 2 Instruction Manual, or the instructions for the Component Video Cable. Be sure to set the Component Video Out settings to "Y Cb/Pb Cr/Pr" under PlayStation 2 System Configuration. Some television sets are not Progressive Mode enabled even if they have Component Video inputs; refer to your television's instruction manual, or contact the manufacturer if you are unsure about your television's compatibility.

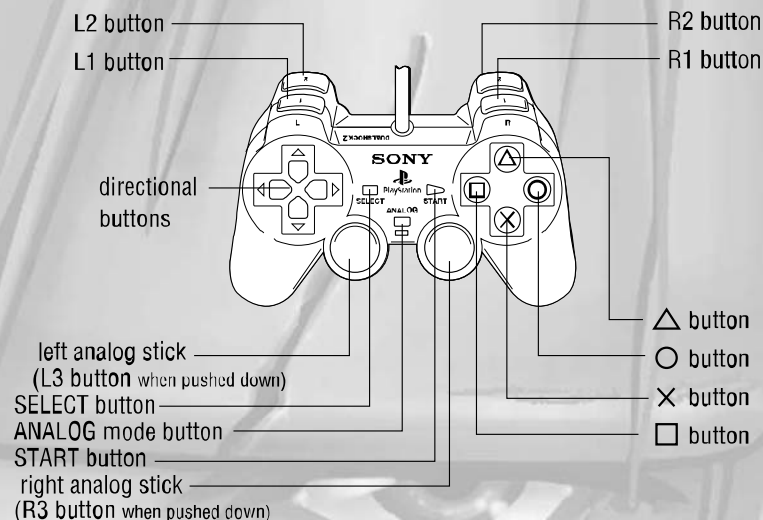
SELECTING PROGRESSIVE MODE

If you hold down the **△** and **⊗** buttons while your game is starting up, a message will appear asking to switch over to Progressive Mode. To switch to Progressive Mode, read the caution on the screen, and use the directional buttons to select "Yes" and press the

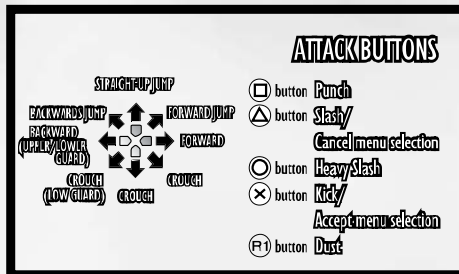
⊗ button to confirm your selection. If the picture is displayed correctly, select "Yes" once more to preserve your setting. If the picture does not appear correctly, press the **RESET** button on the PlayStation 2, and use the Normal (NTSC) Mode.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



USING CONTROLLER



* All commands are for characters facing the right of the screen.
* Commands for choosing menu items.

START Button

Push this button during game play to pause.
Push this button on the unused controller for Enter-In Two-Player Play.
* Entering into a one player game for two-player play is possible in Arcade Mode only.

SELECT Button

Character Selection Cancellation
If you mistakenly select a character during Training Mode and VS mode, by pushing the SELECT button before deciding on another character, you can cancel the previous selection and select another character.

L1 Button

Memory Button. Used in the Training Mode. See p. 10 for details.

L2 Button

Used in the Gallery Mode.

Left analog stick

By changing the Option settings, you can use the left analog stick the same way the directional buttons are used. See p. 14 for details.

R2 Button

Jump/Respect
Press R2 Button to Jump. Press R2 Button and Directional Button forward to respect the opponent.

Right analog stick

No use.

Software Reset

Press L1/R1/L2/R2/Select/Start simultaneously.

GUARD (POSSIBLE DURING JUMPS)

Push the directional button in the opposite direction to guard against attacks. This can be done during jumps, too.

DASH (POSSIBLE DURING JUMPS)

Push the directional button quickly two times in the direction of your opponent to dash. (This move cannot be used with some characters.)

BACKSTEP (POSSIBLE DURING JUMPS)

Push the directional button quickly two times away from your opponent to jump back. (This move cannot be used with some characters.)

GAME SCREEN

1. STRENGTH GAUGE

Shows the character's remaining strength. The characters that use up all of their strength lose first.

2. VICTORY MARK

This mark shows the number of rounds you have won.

3. TIME CLOCK

Displays the remaining amount of time in the round. The player with the most remaining strength wins when time runs out.

4. SCORE

Displays players' current scores.

5. BURST GAUGE

Psych Bursts exhaust this gauge's energy, but it is restored as time elapses and when opponents hit your character. An X appears on the gauge when it becomes unusable. (See p. 16 for details.)

6. GUARD LEVEL GAUGE

This gauge increases when you guard against opponent attacks and decreases when you are attacked. When this gauge climbs to a certain level, any oncoming attacks are unconditionally treated as a counterattack.

7. TENSION GAUGE

A gauge required for moves like Overdrive Attack and Roman Cancel. This gauge increases with the use of attacks and dashes. (For more details, see p. 20)

8. HITS

Displays the number of times your attack hits the opponent.



STORY

GUILTY GEAR

In the 22nd Century, mankind succeeded in harnessing the power of magic, which provided for a limitless source of natural energy. Scientific thought, as it was known, was outlawed throughout the world. But warring among the nations continued, and eventually a new breed of amazingly powerful biological weapons was developed. This was the birth of the "Gears."

One day, from among the ranks of these slave-like Gears, a rebel appeared, declaring himself capable of independent thought. This powerful being possessed awesome fighting ability, and went by the name "Justice." Enlisting an army of fellow Gears from around the globe, he declared war on the human race. In opposition, humankind formed the Sacred Order of Holy Knights, whose sole purpose was to crush the Gear rebellion and wage a Holy War against the renegade humanoids. After a period of countless battles, which came to be known as the Crusades, Justice was eventually banished to an impenetrable dimensional prison, and the remaining Gears, now leaderless, were hunted down one by one...

Five years later, a morbid sense of fear that Justice had been resurrected enveloped the world. The Union of Nations, who looked gravely upon the current state of affairs, organized an international fighting tournament to select members suitable enough for inclusion in the Sacred Order of Holy Knights. It was a cruel and suspicious affair, wherein criminals were allowed to compete and the shedding of blood during battles was not only permitted, but common...

GUILTY GEAR X

In the year 2180, Justice—the most powerful and diabolical Gear ever to have been encountered by humans—was defeated in the international fighting tournament. The remaining Gears, now leaderless, were hunted down and eliminated. Humankind was finally free from the catastrophic menace brought on by the Gears.

However... less than a year after the incident, information about the discovery of a particular Gear rose to the public's attention. The report stated, "This Gear is functioning properly, even though its activities should be inhibited by its lack of leadership. There are no signs of abnormalities or physical damage. It is also noted that no civilians have been harmed, either intentionally or accidentally. We have made several attempts to eliminate the Gear, but due to its tremendous combat capabilities, we have been unsuccessful. The number of casualties has yet to be confirmed. We are currently keeping the Gear under surveillance."

Gears are biological weapons that are programmed to blindly obey the orders given to them by their commander. In the absence of orders, they become passive and behave peacefully. However, all existing Gears have had their memories erased by Justice, and without orders, they are incapable of doing anything. Not only do they lack the instinct to protect themselves, they cannot even perform the essential activities they need to keep themselves alive. As long as a Gear is functioning properly, it should be following commands given by Justice.

Understandably, the news of this Gear that seemed to have a will of its own stunned everyone. Humans became terrified by the possible emergence of a second self-reliant Gear like Justice. To make matters worse, rumors were flying that each nation was in possession of their own Gears for the purpose of military use, driving anti-Gear sentiment among humans to an all-time high. They would not give up their long-awaited peace so easily, and soon, an announcement was made:

~ Whosoever brings about the demise of this dreadful Gear shall be rewarded with the lofty sum of 500,000 World Dollars! ~

THE RULES

MATCH FORMAT

Combatants engage in battle and the first to drain the other of their strength wins the round. The first to win the best of 3 rounds wins the match.

*You can change the number of rounds in the Game Options Mode.

TIME LIMIT

One round consists of 99 seconds. If this limit is exceeded, the ROUND ends and the player with the highest remaining strength level wins.

*You can change time limits in the Game Options Mode.

TIES

In the event of a double knockout or when players have the same amount of remaining strength levels when time runs out, the round ends in a draw. If the match cannot be decided in 3 rounds, a fourth round (the final round) begins. If the match is not decided even in the fourth round, the game ends for both players.

CONTINUE

Even when the game ends in the Arcade Mode, you can resume play by pushing the START Button while the Continue Screen is displayed.

STARTING THE GAME

Push the START Button when the Title Screen appears to call up the Mode Select Screen. Select a mode with the directional buttons and push the START Button to confirm your choice.

* Push the  Button while the Mode Selection Screen is displayed to return to the Title Screen.



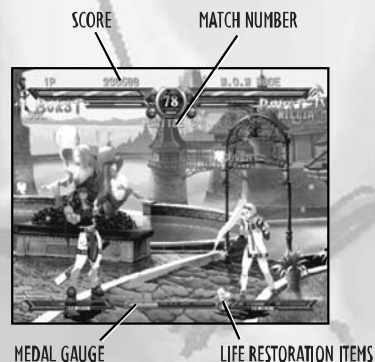
ARCADE MODE

A mode wherein you take on computer characters in elimination battles. Defeat a certain number of opponents to clear the game and reach the ending. Another player can enter into a one-player game for two-player competition by pushing the START Button on the unused controller.



M.O.M MODE

A one-fall competition wherein medals are awarded. The Medal Gauge in the bottom center of the screen rises and the level of your medal increases as you strike opponents with combination moves. The greater the level of the medal, the more points you receive. Further, by achieving certain point levels, your character receives life restoration items.



VS 2P MODE

A mode for two-player battles only. This mode cannot be used unless two controllers are connected to the main console. Once a round ends, the Character Select Screen will again appear.

* Two-player battles require a second game controller, which is sold separately.



VS CPU MODE

A custom mode wherein you enjoy battles with computer-controlled players. The Character Selection Screen appears at the end of each match.

* SELECTING BACKGROUNDS

You can select battle venues in the Versus 2P Mode, Versus CPU Mode and Training Mode. First, call up the Character Select Screen and move the cursor to the character whose background you want to use. Then push the R2 Button to call up the yellow cursor, which shows this background has been selected. If no background is selected, the background of the Player 2 character will be selected automatically.



TRAINING MODE

A mode for practicing basic commands and combo attacks. Select your character and sparring partner to serve as your punching bag. If you want to adjust various settings during game play, push the START Button to call up the Training Menu.

TRAINING MENU

Move the cursor to RETURN and push the right and left directional buttons to call up the CONFIG or ENEMY SETTING menus.

* Operations can be carried out with both the L1 and R1 Buttons.

CONFIG

Used primarily to change game settings.

RETURN	Returns you to the game screen.
TENSION MAX	Locks the Tension Gauge in the maximum position.
BURST MAX	Locks the Burst Gauge in the maximum position.
GUARD LEVEL	Lets you adjust the initial position of the Guard Level Gauge.
DISPLAY	Displays information such as directional buttons and button inputs, character damage and numbers of combos used.
CHARACTER SELECT	Lets you change the character for training.
KEY CONFIG	Lets you rearrange attack buttons to your preference.
COMMAND LIST	Displays the move commands for your character.
DEFAULT	Returns all CONFIG settings to their initial state.
QUIT GAME	Calls up the Title Screen.

ENEMY SETTING

This is used primarily for changing sparring partner settings.

RETURN	Returns you to the game screen.
MODE	Lets you select how your sparring partner is controlled.
ENEMY STATE	Lets you adjust the condition of your sparring partner to 1 of 4 settings.
GUARD PG	Lets you set how your sparring partner guards against attacks. Sparring partner's life does not decrease by special attacks and the Guard Level Gauge does not increase.
RECOVERY	Lets you set your sparring partner's ability to recoil from attacks at 1 of 5 levels.
FT	Sparring partner recoils forward when hit.
NT	Sparring partner does not recoil.
BK	Sparring partner recoils backwards when hit.
RND	Sparring partner recoils to any one of the 3 above positions at random.
SLIP RECOVERY	Sets the speed that sparring partner recovers from "slip" condition. (See p.23)
ATTACK MEMORY	Lets you manipulate the sparring partner for a certain amount of time and save that action. When you switch this item to ON and exit the menu, "STANDBY" appears on the screen to prompt recording. Then push the Memory Button (L1 Button) to begin recording. Recording time lasts 15 seconds. You can control the sparring partner during the recording period. Recording is completed when 15 seconds pass or you push the Memory Button a second time. Once recording is complete, you can make the sparring partner perform the recorded moves each time you push the Memory Button. This recorded action can be used indefinitely, as long as a new recording is not made. * SHORTCUT: Depress the Memory Button for 1 second or more to call up the Record Standby state any time you want and bypass the menu screen.
ENEMY LEVEL	Switching the MODE to "vsCPU" lets you set the CPU player's strength setting; the higher the level, the more difficult the character.
LIFE REGAIN	Lets you select the ability to recover strength during play for both the player and the CPU.
DEFAULT	Returns all ENEMY SETTING to their initial state.

SURVIVAL MODE

A mode wherein you race to defeat one CPU opponent after another and earn levels. Powerful boss characters appear at fixed intervals.

In this mode, you build up levels to increase your level ranking as you attack your opponents. As your level rises, the opponents become stronger and your Life Bar is slightly restored when you clear a stage. If you lose a round, though, the game ends.

* One-Point Strategy:

Finish matches with an Overdrive Attack to receive more bonus levels. Because you can sometimes receive bonus points, be sure to try other combinations in addition to these.



MISSION MODE

A mode wherein you must clear given missions. Move the directional buttons right or left to select the mission number and push the (X) Button to start it.

The conditions for each mission are displayed and these conditions mean the following:



TIME	Time limit.
ENEMY LEVEL	Difficulty of enemy.
CLEAR	Conditions for clearing the game stage.
BEAT ENEMY	Defeat your opponent within the given time limit.
JUDGE	If the life of your character exceeds your enemy's at the judgment when the match ends, you win.
TIME UP	If your character is not defeated before match time runs out, you win.
CHARACTER	Your character and enemy character used in the mission. There are missions wherein the circles "EX", "BLACK", and "GOLD" appear next to the enemy character. These characters possess special powers and moves different from normal characters.
LIFE	Indicates the initial life values and conditions. * Life can reach a MAX value of 420.
POISON	Life gradually decreases as time elapses.
HEAL	Life energy gradually increases with the passing of time. * Some characters possess this special power.
REGAIN	The life energy of these characters regenerates quickly unless they are continuously attacked and damaged.
GUARD LEVEL	The guard level value. *The maximum guard level is 128.
TENSION	Represents the initial Tension Gauge value and condition. * The maximum Tension Gauge value is 10,000.
NORMAL	Gauges can be increased and used normally.
HOLD	Fixes the gauge to initial values and does not decrease.
NO	Eliminates the gauge. (Deactivates all Tension Gauge-related moves.)
PSYCH BURST	Indicates whether Psych Burst can be used.
OK	Allows Psych Burst.
-	Deactivates Psych Burst ability.
SEAL	Indicates usable moves of each character are limited.
JUMP	Deactivates jumps.
SPECIAL	Deactivates Special Moves.
-	No limits.

COMBO DAMAGE	Indicates number of hits necessary to damage enemy. Failing to exceed this number of hits leaves enemies unharmed. EXAMPLE: When "OVER 3" is displayed, the enemy incurs damage from the fourth hit of a Combo Attack.
INSTANT KILL	Indicates whether you can use an Instant Kill move.
OK	Allows Instant Kill moves.
-	Deactivates Instant Kill moves.
DAMAGE	Indicates what moves can damage enemy characters.
NORMAL	Normal Attacks can damage the enemy.
DEAD ANGLE	Dead Angle Attacks can damage the enemy.
SPECIAL	Special Moves can damage the enemy.
OVERDRIVE	Overdrive Attacks can damage the enemy.
-	The above 4 attacks are ineffective in damaging enemy.

*Clearing missions enables you to obtain various CG pictures.

STORY MODE

In this mode you are able to learn more of the story plots with each battle you fight, most of which cannot be revealed through the arcade version. Get the full lowdown on the relationships between the old and four new characters and find out the origins of each through a variety of revealing events.

- First you must select your character.
- The story subsequently unfolds as you proceed through battles.

GALLERY MODE

This mode lets you view CG pictures obtained in the Mission Mode, ending movies for characters who have cleared the Arcade Mode, ending sequences reached in Story Mode, and such other things as the opening movie. Use the right and left directional buttons to switch between various modes.

After calling up CG images, you can turn menus ON and OFF with the SELECT button, move pictures with the directional buttons, enlarge images with the R1 button, reduce images with the L1 button, rotate images to the right with the R2 button, rotate images to the left with the L2 button, and return to the Gallery Menu by pressing the  Button.

* Pushing the  Button in Gallery Mode returns you to the Main Menu.

OPTIONS MODE

GAME OPTIONS

GAME LEVEL	Lets you set the game difficulty of the Arcade Mode at 1 of 6 levels.
TIME LIMIT	Lets you set the round time at 1 of 4 times in the Arcade Mode and VS Mode.
ROUNDS	Lets you set the number of rounds per match at one of five settings for the Arcade Mode and VS 2P Mode and VS CPU Mode.
DEFAULT	Returns altered settings in Game Options to their initial state.
EXIT	Returns you to the Options Screen

KEY CONFIG

Lets you assign various movements like punches and kicks, as well as special actions to the buttons you want. You can also use this to turn the Analog function on or off.

ANALOG	Switching this to "ON" allows you to use both the directional buttons and left analog stick for various operations.
--------	---

DISPLAY SETTINGS

ANTI ALIAS	Switching this to "ON," makes the image softer; switching to "OFF" makes images appear sharper.
POSITION GAUGES	Setting this to "ORIGINAL" changes the position of the score display and various gauges to those of the arcade version. NOTE: Set to "ORIGINAL", the score display and tops and bottoms of various gauges do not appear fully on the screen.
POSITION V	Lets you adjust the vertical positioning of the screen.
POSITION H	Lets you adjust the horizontal positioning of the screen.
DEFAULT	Returns the screen display to its initial position.

SOUND TEST

Lets you listen to such things as the game soundtrack and special effects.

NOTE: Adjusting the volume here affects all sounds within the game. If the volume of the BGM and sound effects is set to "0" you should be aware that these sounds will be silenced in all modes. In such an event, enter the "SOUND TEST" mode and readjust the volume, or match the cursor to "DEFAULT," and push the (X) Button.

RANKING

Lets you check scores, character charts, rankings, etc., from the Arcade Mode, M.O.M. Mode and Survival Mode. Push the right and left directional buttons to cycle through the score menus.

*Pressing the (X) Button in this mode calls up a selection screen that allows you to return ranking data to initial settings. Select "YES" and push the (X) Button to return saved rankings to initial settings.

MEMORY CARD (PS2)

LOAD	Lets you load files saved on the memory card.
SAVE	Lets you save score rankings, option settings, etc., on the memory card. 72KB of memory are required to save this data.
AUTO SAVE	Saves all sorts of data automatically when set to ON.
DEFAULT	Returns data to initial settings.

A separately sold memory card is required to save game data. Once the items above have been determined, push the (X) Button to confirm.

* It is possible to save/load data only on memory card in MEMORY CARD Slot1.

* Do not turn off the console, or remove/insert the memory card, other peripherals or the game controller while saving and loading data.



UNIVERSAL MOVES

* All commands are for characters moving left to right.

* Arrows indicate which directional buttons to push or the direction to move the analog joystick.

PSYCH BURST

TECHNIQUE

COMMAND

(Dust button + other attack button pushed simultaneously.)

This system was created to turn matches around in various situations and further permit the use of a wide range of strategies.

Not only can you knock back enemies but also increase the Tension Gauge to "MAX" by meeting certain conditions.

The Psych Burst can only be used when the Burst Gauge reaches "MAX" and it renders your character invulnerable for a set time when activated. But it cannot be activated while your character is hit by an Overdrive Attack or when being thrown. (An "X" mark appears on the Burst Gauge when it cannot be activated.)

In situations other than when your character activates a Psych Burst during a damage motion, the Tension Gauge increases to "MAX" only when you hit an enemy.



TWO-LEVEL JUMPS

TECHNIQUE

COMMAND

(↩ or ↑ or ➡ during Jumps)

Lets you jump again while in the air (allows Chipp Zanuff to jump three levels).



HIGH JUMP

TECHNIQUE

COMMAND

(↓, ↑)

Press the down then up directional buttons quickly to jump higher than the usual jumps. However, you cannot use a Two-Level Jump after a High Jump.



FORWARD THRUST ATTACK

TECHNIQUE

COMMAND

(➡ + Attack Button)

With a Punch or Heavy Slash common to all characters, keep the right directional button pressed down while attacking to transform attacks.

* Certain characters can use this with kicks, too.

* For Bridget only, use "➡ + Slash" in place of "➡ + Heavy Slash".



THE BURST GAUGE

An expended Burst Gauge gradually recovers as time elapses and with each hit your character takes. Further, the amount of gauge power expended varies with the condition at the time of use as follows:

Condition at Use	Amount of Burst Gauge Expended
Normal Conditions :	2/3
While being hit :	All (However, hitting an opponent restores the gauge by 1/3.)

* "While being hit" refers to when your character is leaning backward, slip, being thrown, being knocked down, or guarding against attacks.

DEAD ANGLE ATTACK

TECHNIQUE

COMMAND

(During Guard, → + Any 2 Attack Buttons, except Dust button, pushed simultaneously)

At the instant you've guarded against an opponent's attack, push any 2 attack buttons simultaneously while pushing the right directional button to counterattack from the guard position.

* The Tension Gauge must be at 50% or above for this move.



DUST ATTACK

TECHNIQUE

COMMAND

(Push the Dust button while standing.)

By pushing the Dust button you can use attacks that spin around and knock down your opponents. This causes them to become temporarily defenseless. At this time, push up on the directional button to pounce on your opponent. It's a perfect chance to strike back with a combo attack.

* Push the Dust Button during a jump to activate an "Aerial Dust Attack" and be able to use the unique moves of each character.



SWEEP

TECHNIQUE

COMMAND

(Push the Dust button while crouching.)

Push a Dust button while in crouch to use the Sweep move. If this attack hits your opponent, he cannot bounce back from the attack with a Recovery move.



RECOVERY

TECHNIQUE

COMMAND

(Push any 2 attack buttons when knocked down)

When knocked down after being attacked, push any 2 attack buttons simultaneously while in the air to regain your balance. This move enables you to quickly ready yourself against the next attack.



THROW

TECHNIQUE

COMMAND

(← or → + Heavy Slash while near opponent)

Push the right or left directional button near an opponent and push a Heavy Slash button to activate this special attack.

Approach an opponent during a jump while pushing the directional buttons in the direction of your approach and push the Heavy Slash button to be able to body toss your enemy during a jump.

* Note that during a Dash or Backstep your character CANNOT use a Throw move.



GATLING COMBO

TECHNIQUE

COMMAND

(Push buttons at the right time in a specified order)

A method of linking normal moves together as combo attacks. The moment you hit an opponent with a normal attack, enter the commands for another normal attack to create combos. The number of moves that can be used in combos vary with each character.



NEGATIVE PENALTIES

In a given time interval, if your character continues passive actions like failing to make an attack or retreating to either side of the screen, the Tension Gauge will drop to "0."



These are awesomely powerful attacks that use up 50% of the Tension Gauge. The commands for this move vary with each character.



THE TENSION GAUGE

The Tension Gauge is a gauge that shows a character's hostility, which holds the key to victory. The power of this gauge increases when you use aggressive moves like moving forward, dashing, forward jumps, and attacks. As the power of this gauge increases, the moves listed below can be used.

MOVE NAME	CONSUMPTION RATE	COMMAND
Overdrive Attack	50%	See above and Character Introductions.
Faultless Defense (See p. 22)	Gradually decreases while in use.	Push down punch and kick buttons during Guard.
Dead Angle Attack	50%	At the moment after guarding against an opponent's attack, push any two attack buttons except Dust button simultaneously while pushing the right directional button.
Roman Cancel (See p. 22)	50%	Press any 3 attack buttons except Dust button simultaneously while in the midst of performing an attack.

As the name implies, this is the ultimate deadly attack that can do away with opponents with a single blast. As these moves are awesomely powerful, they take a long time to unleash.

Command Input Process

1. First push down all 4 attack buttons except Dust.

2. The Tension Gauge changes from its normal condition to the INSTANT KILL GAUGE to prepare for the INSTANT KILL. The energy level of the INSTANT KILL GAUGE is the same as the Tension Gauge level was before activation. The INSTANT KILL GAUGE decreases with time, and when the gauge is emptied, character strength starts to be consumed. If you push all 4 attack buttons except Dust button again in this state, you can return to the normal Tension Gauge state.

3. To unleash the Instant Kill attack, enter the special commands (see pp. 24 to 35) in this state.

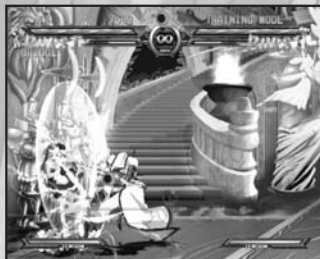
Unleashing an Instant Kill attack completely removes the Tension Gauge. That is, if this move misses your opponent, during the rest of the round you won't be able to use various actions that require the Tension Gauge.



ONE-POINT TECHNIQUES

FAULTLESS DEFENSE

Push the punch and kick buttons simultaneously while pushing the directional button for a guard position to enter a special guard condition that creates a barrier around you. This prevents your opponent from shaving away your strength with deadly attacks, and the knock back is greater than when you use normal guards, giving you more time to ready an attack against your opponent. You can also guard against attacks that cannot be guarded against during jumps. One drawback: while performing this Faultless Defense, your Tension Gauge decreases in real time. When the Tension Gauge power is depleted, this guard can no longer be used.



JUMP CANCEL

There are certain normal moves where you can forcibly stop hitting an opponent with an attack or stop guarding against an attack and link it to a jump. By using these attacks, you can combine these with attacks to widen your repertoire of combo attacks.

ROMAN CANCEL

While hitting your opponent with an attack, push any 3 of the attack buttons except Dust button to forcefully stop attack actions and return your character to a normal standing pose. With the application of this move, you can create your own original combo attacks. In order to perform a Roman Cancel, your Tension Gauge must be at least 50% full.

COUNTER HIT

While your opponent is trying to use a move, you can counter attack by hitting him with one of your attacks. Because your opponent's time off balance is increased, this move allows you to use combo attacks that you normally couldn't use.

RECOVERY DIRECTION

When you use a Recovery move by pushing a directional button, you can recover from a knock down in the direction you press. Once you realize you're going to be knocked down, a Recovery can provide you with a chance to counterattack if used correctly.

SLIP (STAGGERING)

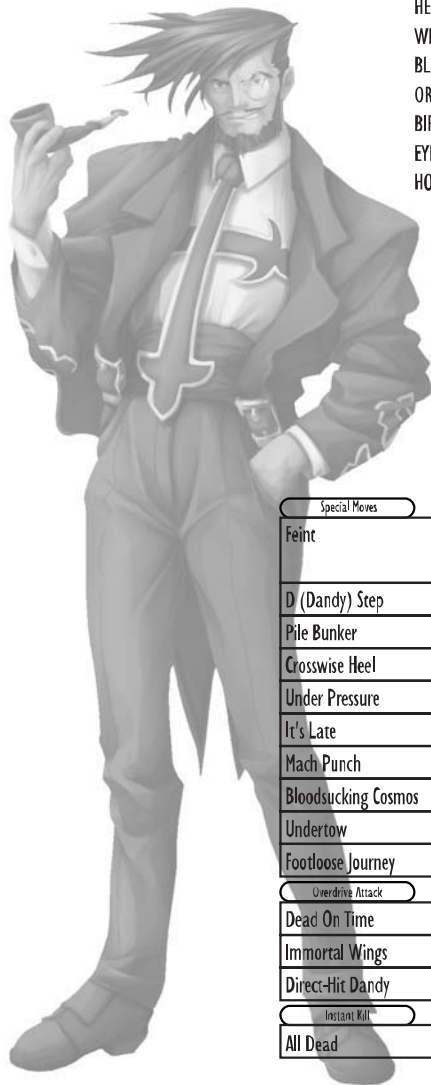
Specific Normal Moves, Special Moves and Overdrive Attacks have the special ability to put your opponent into a "slip" condition. When you hit an enemy with these moves, they render enemies defenseless for a set time, placing them in the "slip" condition.

If your character is placed into a "slip" condition, you can speed up your character's recovery by quickly pressing the left and right directional buttons repeatedly.

There are various moves for each character to set enemies "slip", so try various commands to find these on your own.



SLAYER



HEIGHT: 6" 1"
 WEIGHT: 154 LBS.
 BLOOD TYPE: UNKNOWN
 ORIGIN: TRANSYLVANIA
 BIRTHDAY: OCTOBER 31
 EYE COLOR: BROWN
 HOBBIES: WRITING HAIKUS, COMBAT, STALKING PREY

Slayer's the former chieftain of an organization of assassins and a descendant of Nosferatu. With his unyielding attacks and special vampire abilities, he makes mincemeat of his opponents in minutes - even julienne fries! During dashes he becomes invulnerable to evade attacks. His old organization now in chaos as a result of Zato's absence, Slayer emerges from retirement to "tidy" things up.

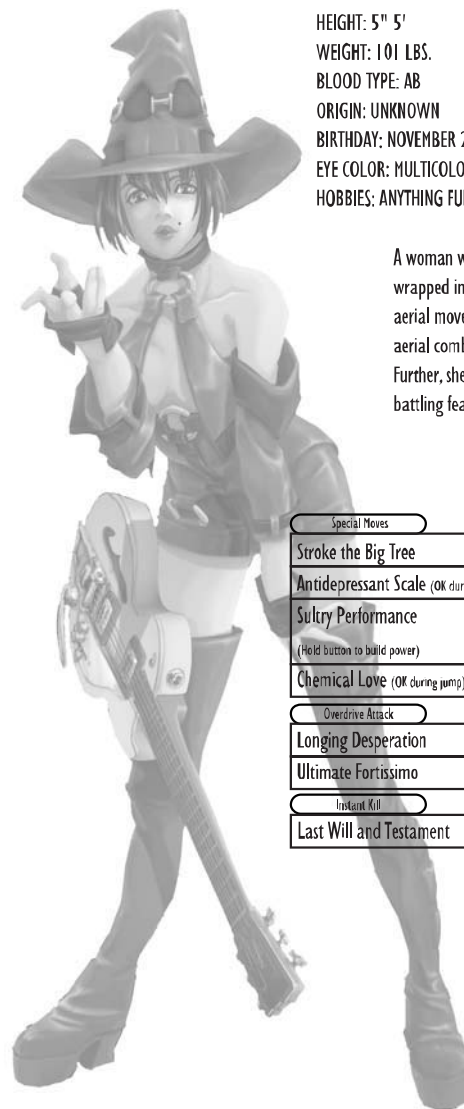
Special Moves	
Feint	During → + ⊗ ⊗ Keep on pressing
D (Dandy) Step	↓ ↙ ← + □ or ⊗
Pile Bunker	During Dandy Step □
Crosswise Heel	During Dandy Step ⊗
Under Pressure	During Dandy Step △ or ○
It's Late	During Under Pressure △ or ○
Mach Punch	↓ ↘ → + □ or ⊗
Bloodsucking Cosmos	Near opponent → ↘ ↓ ↙ ← + ○
Undertow	→ ↘ ↓ ↙ ← + □
Footloose Journey	During jump ↓ ↙ ← + ⊗

Overdrive Attack	
Dead On Time	→ ↘ ↓ ↙ ← + △
Immortal Wings	↓ ↘ → ↓ ↘ → + ○
Direct-Hit Dandy	During jump ↓ ↙ ← ↓ ↙ ← + △

Instant Kill	
All Dead	↓ ↘ → ↓ ↘ → + ○

CHARACTERS

I - NO



HEIGHT: 5" 5"
 WEIGHT: 101 LBS.
 BLOOD TYPE: AB
 ORIGIN: UNKNOWN
 BIRTHDAY: NOVEMBER 25
 EYE COLOR: MULTICOLORED
 HOBBIES: ANYTHING FUN, CODED WORD GAMES, MAKING PEOPLE PEEVED

A woman whose origins and motives are enigmas wrapped in mysteries. In command of a variety of aerial moves, I-No's air-to-surface rush attacks and aerial combat abilities overwhelm her opponents. Further, she's got an arsenal of "musical" moves, battling fearsome foes with her trusty "ax" in hand.

Special Moves	
Stroke the Big Tree	← ↙ ↓ ↘ → + △ or ○
Antidepressant Scale (OK during jump)	↓ ↙ ← + □
Sultry Performance (Hold button to build power)	During jump ↓ ↘ → + □ or ⊗ or △ or ○
Chemical Love (OK during jump)	→ ↘ ↓ ↙ ← + ⊗

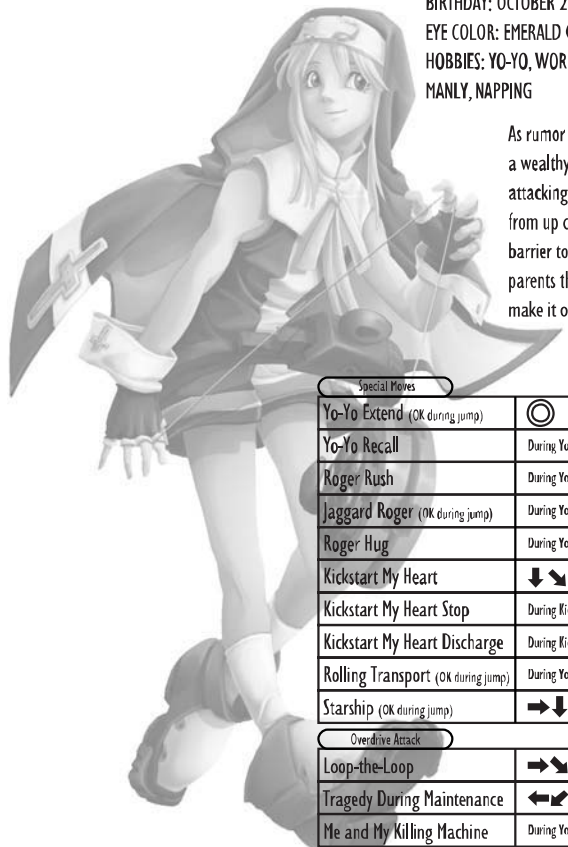
Overdrive Attack	
Longing Desperation	→ ↘ ↓ ↙ ← + ○
Ultimate Fortissimo	During jump ↓ ↘ → ↘ ↓ ↙ ← + △

Instant Kill	
Last Will and Testament	↓ ↘ → ↓ ↘ → + ○

BRIDGET

HEIGHT: 5' 2"
WEIGHT: 110 LBS.
BLOOD TYPE: O
ORIGIN: ENGLAND
BIRTHDAY: OCTOBER 26
EYE COLOR: EMERALD GREEN
HOBBIES: YO-YO, WORKING SURREPTITIOUSLY TO BE MORE MANLY, NAPPING

As rumor has it, Bridget is actually the son of a wealthy aristocrat raised as a girl. Skilled at attacking opponents with his trusty yo-yo from up close or far away, distance is no barrier to him. Bridget fights to show his parents that he's no mama's boy and can make it on his own.

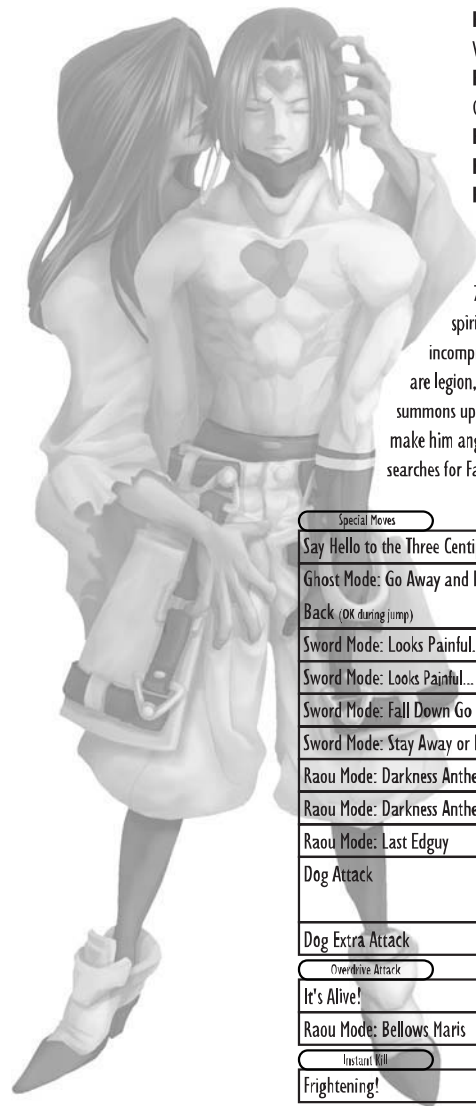


Special Moves	
Yo-Yo Extend (OK during jump)	⊙
Yo-Yo Recall	During Yo-Yo Extend ⊙
Roger Rush	During Yo-Yo Extend ↓↘→+⊙
Jaggard Roger (OK during jump)	During Yo-Yo Extend ↓↙←+⊙
Roger Hug	During Yo-Yo Extend →↓↘+⊙
Kickstart My Heart	↓↘→+⊗
Kickstart My Heart Stop	During Kickstart My Heart ⊠
Kickstart My Heart Discharge	During Kickstart My Heart ⊗
Rolling Transport (OK during jump)	During Yo-Yo Extend ↓↙←+⊗
Starship (OK during jump)	→↓↘+⊗
Overdrive Attack	
Loop-the-Loop	→↘↓↙←→+⊠
Tragedy During Maintenance	←↙↓↘→←↙↓↘→+⊠
Me and My Killing Machine	During Yo-Yo Extend →↘↓↙←→+⊙
Instant Kill	
Shoot the Moon	↓↘→↓↘→+⊙

ZAPPA

HEIGHT: 5' 11"
WEIGHT: 146 LBS.
BLOOD TYPE: A
ORIGIN: AUSTRALIA
BIRTHDAY: JUNE 15
EYE COLOR: BLUE
HOBBIES: FINDING A MATE / KEEPING A DIARY

Just a typical Joe who sadly happens to be possessed by evil spirits. Due to his origins, Zappa lacks basic combat skills, but when the spirits inside are awakened he can unleash incomprehensible destructive powers. His inner demons are legion, and when he's pushed far enough Zappa summons up the evilest and most vile spirit of all. Don't make him angry! You won't like him when he's angry! Zappa searches for Faust to relieve him of his terrible affliction.



Special Moves	
Say Hello to the Three Centipedes	Without haunted ↓↘→+⊠
Ghost Mode: Go Away and Don't Come Back (OK during jump)	↓↘→+⊠ or ⊙
Sword Mode: Looks Painful... And Is!	↓↘→+⊠
Sword Mode: Looks Painful... And Is! Extra	During Uh! Quach! ⊙
Sword Mode: Fall Down Go Boom	→↓↘+⊙
Sword Mode: Stay Away or Die	→↘↓↙←+⊙
Raou Mode: Darkness Anthem	↓↘→+⊠
Raou Mode: Darkness Anthem Extra	During Darkness Anthem ⊠
Raou Mode: Last Edguy	↓↙←+⊠
Dog Attack	(R1) or (R1)+↓ or ← or → or ↑
Dog Extra Attack	During ←+(R1) (R1)
Overdrive Attack	
It's Alive!	→↘↓↙←→+⊙
Raou Mode: Bellows Maris	→↘↓↙←→+⊠
Instant Kill	
Frightening!	↓↘→↓↘→+⊙

SOL-BADGUY



Special Moves	
Gun Flame	↓↘→+□
Gun Flame (Feint)	↓↘←+□
Volcanic Viper	→↓↘+△ or ○
(OK during jump) - Knockdown	-↓↘←+×
Grand Viper	↓↘←+△
Bandit Revolver (OK during jump)	↓↘→+×
Bandit Bringer	↓↘→+× Keep on pressing
Riot Stamp	↓↘←+×
Wild Throw	Near opponent →↓↘+×
Fefnir	←↘↓↘→+◎
Overdrive Attack	
Dragon Install	↓↘←↓↘←+△
Tyrant Rave ver.Beta	→↘↓↘←→+◎
Instant Kill	
Napalm Death	↓↘→↓↘→+◎

MAY



Special Moves	
Mr. Dolphin! (Horizontal)	← Briefly Then →+△ or ○
Mr. Dolphin! (Vertical)	↓ Briefly Then ↑+△ or ○
Restive Rolling	→↓↘+△ (OK during jump)
- Direction Change	- Push any directional button +△
Applause for the Victim	←↘↓↘→+
(Hold button to build power)	× or □ or △ or ○
Overhead Kiss	Near opponent →↘↓↘←+×
Overdrive Attack	
Ultimate Whiner	→↘↓↘←+◎
Great Yamada Attack	↓↘→↓↘→+△
Super Screaming Ultimate	→↘↓↘←+△
Spinning Whirlwind	
- Delux Tile Bomber	- □
Instant Kill	
May and The Jolly Crew	Near opponent ←↘↓↘→←↘↓↘→+◎

KY-KISKE



Special Moves	
Stun Edge	↓↘→+△
Stun Edge Charge Attack	↓↘→+◎
Aerial Stun Edge	During Jump ↓↘→+△ or ○
Vapor Thrust (OK during jump)	→↓↘+△ or ○
Stun Dipper	↓↘→+×
Greed Sever	↓↘←+×
Overdrive Attack	
Ride the Lightning	→↘↓↘←→+◎
Sacred Edge	↓↘→↓↘→+□
Instant Kill	
Rising Force	↓↘→↓↘→+◎

Millia Rage



Special Moves	
Lust Shaker	△ Tap Repeatedly ↓↘←+△
High-Speed Drop	During Jump ↓↘→+×
Tandem Top	↓↘→+△ or ○
Bad Moon	During Jump ↓↘→+□
Forward Roll	↓↘←+×
Iron Savior	↓↘←+□
Secret Garden	↓↘←+◎
	Push Any Directional Button +◎
Silent Force	During Jump ↓↘←+△
Silent Force Recovery	↓ at knife on ground
Overdrive Attack	
Winger	↓↘←↘↓↘→+◎
Emerald Rain	↓↘→↓↘→+△
Instant Kill	
Iron Maiden	↓↘→↓↘→+◎

AXL LOW



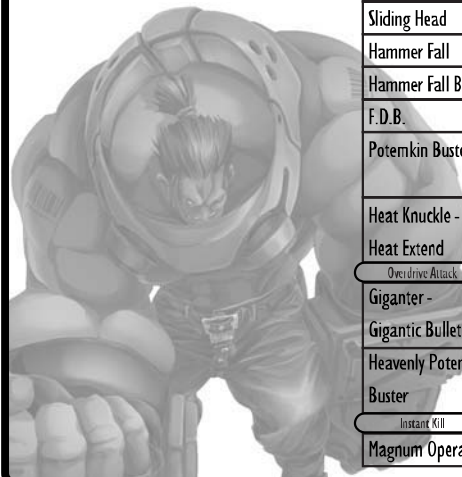
Special Moves	
Benten Gari -	→↓↘+△ or ○ -
Continue to Axl Bomber	→↓↘+○ (only ○ Benton Gari)
Rensen Geki	← Briefly Then →+△
Kyokusa Geki	During Rensen Geki ↑ or ↗ Pressed Down
Sensa Geki	During Rensen Geki ↓ or ↘ Pressed Down
Rasho Sen	← Briefly Then →+○
Tenhou Seki High/Low	↓↘←+□/×
Hachisubako	→↓↘+□
Raiei Sageki	→↘↓↘←+△ or ○
Axl Bomber	(During jump) →↓↘+○
Overdrive Attack	
Shiranami no Homura	During Hachisubako ←↓↘+□
Hyakue Renshou	↓↘→↓↘←+○
Instant Kill	
Midare Gami	↓↘→↓↘→+○

EDDIE



Special Moves	
Invite Hell	↓↓+△ or ○
Break the Law	↓↘←+× Pressed Down
Summon Eddie	↓↘→+
Return with same command	× or □ or △ or ○
Tiny Attack	During Summon Eddie □
Moving Attack	During Summon Eddie ×
Anti-Aerial Attack	During Summon Eddie △
Drill Special	During Summon Eddie ○
Middle Attack	During Summon Eddie (R)
Drunkard Shade	↓↘←+△
Damned Fang	Near Opponent →↓↘+△
Shadow Gallery	During jump ←↘↓↘→+△
Overdrive Attack	
Executor	During Jump ↓↘→↓↘→+△
Amorphous	→↘↓↘←→+○
Megalith Head	During Summon Eddie →↘↓↘←→+△
Instant Kill	
Black in Mind	↓↘→↓↘→+○

POTEMKIN



Special Moves	
Mega Fist I	↓↘→+□
Mega Fist II	↓↘←+□
Sliding Head	↓↘→+△
Hammer Fall	← Briefly, then →+○
Hammer Fall Break	During Hammer Fall □
F.D.B.	→↘↓↘←+△
Potemkin Buster	Near Opponent →↘↓↘←→+□
Heat Knuckle -	→↓↘+○-
Heat Extend	→↘↓↘←+○
Overdrive Attack	
Giganter -	→↘↓↘←→+○-
Gigantic Bullet	←↘↓↘→↘↓↘→+□
Heavenly Potemkin	↓↘→↓↘→+△
Buster	↓↘→↓↘→+△
Instant Kill	
Magnum Opera	↓↘→↓↘→+○

CHIPP ZANUFF



Special Moves	
Alpha Blade (OK during jump)	↓↘→+□
Alpha Plus	During Alpha Blade ○
Beta Blade (OK during jump)	→↓↘+△
Gamma Blade	←↘↓↘→+○
Tsuyoshi-Shiki Teni	↓↘+ × or □ or △ or ○
Tsuyoshi-Shiki Meisai	↓↘←+×
Genrou Zan	←↘↓↘→+×
Resshou	↓↘→+△
Rokusai	During Resshou ↓↘→+△
Senshu	During Resshou or Rokusai ↓↘→+×
Jackhammer Kick	During jump ↓+×
Midair Taunt	During jump (R)
Overdrive Attack	
Zansei Rouga	→↘↓↘←→+○
Banki Messai	↓↘→↓↘→+×
Instant Kill	
Delta End	↓↘→↓↘→+○

JOHNNY



Special Moves	
Glitter is Gold	↓↘→+⊙
Bacchus Sigh	↓↘←+⊙
Mist Finer	↓↘→+⊙ or ⊗ or △ Hold Down to Pose → or ← (Move Forward or Backward) ⊙ Cancel Pose, Release Button to Draw Sword
Divine Blade/ Aerial Divine Blade	→↓↘+△ Then △/ During Jump ↓↘→+△
Ensenga	During Jump ←↘↓↘→+⊙
Overdrive Attack	
Johnny Special	→↘↓↘←→+⊙
Instant Kill	
Joker Trick	↓↘→↓↘→+⊙

FAUST



Special Moves	
Rerere no Tsuki - Pull - Hello! - Speak Up! - Hello Again!	←↘↓↘→+⊗ - ← -↓↘→+⊙ - ↓↘→+⊙ -↓↘→+⊙
What's Next?	↓↘→+⊙ or During Souten Enshin Rambu (R)
Love	During Jump ↓↘→+⊙
Souten Enshin Rambu	↓↘→+△
Going My Way	During Jump ↓↘→+⊙ or During Souten Enshin Rambu ⊙
Forward / Backward	During Souten Enshin Rambu →→/←←
Neck Periscope	During Souten Enshin Rambu ⊙
Growing Flower	During Souten Enshin Rambu ⊗
See? I'm a Flower!	During Souten Enshin Rambu △
Shower Hack	Near Opponent ↓↘←+⊙
In Your Face!	↓↘←+⊙
Watch Your Back!	↓↘←+⊗
Look Out Below!	↓↘←+△
Overdrive Attack	
Super What's Next?	↓↘→↓↘→+⊙
Gamble Attack	↓↘→↓↘→+△
Instant Kill	
This Week's Climax!	↓↘→↓↘→+⊙

御津 闇慈 ANJI MITO



Special Moves	
Shitsu	↓↘→+⊙
Fuujin	↓↘→+△ or ⊙
Nagiha	During Fujin △
Hitoashi Tobi	During Fujin ⊗
Shin Ichishiki	During Fujin ⊙
Kou	During Attack Guard Motion ⊙
On	→↓↘+⊙
Kai	↓↘←+⊙ or ⊗
Shin Nishiki	During Jump ↓↘←+⊙
Overdrive Attack	
Tenjinkyaku	↓ briefly, then ↑+⊗
Issei Ougi "Sai"	→↘↓↘←→+⊙
Kachoufuugetsu	During Attack Guard Motion →↘↓↘←+△
Instant Kill	
Zetsu	↓↘→↓↘→+⊙

梅 喧 BAIKEN



Special Moves	
Tatami Gaeshi (OK during jump)	↓↘→+⊗
Youshijin	During Guard ←↘↓+⊙
Mawarikomi	During Guard ←↘↓+⊗
Sakura	During Guard ←↘↓+△
Suzuran	→↘↓↘←+⊗
Yozansen	During Jump →↓↘+△
Kabari	←↘↓↘→+⊙
Tetsuzansen	During Kabari △
Overdrive Attack	
Sanzu Watashi	↓↘→↓↘→+△
Baku KI/Baku RIN/ Baku RYU/Baku HOU	During Guard ←↘→↓↘← +⊙ or ⊗ (KI) or △ (RIN) or ⊙ (RYU) or ⊙ (HOU)
Instant Kill	
Garyou Tensei	↓↘→↓↘→+⊙

蔵土縁紗夢

JAM KURADOBERI



Special Moves	
Hochifu	←→
Breath of Asanagi	↓↓↓+⊗ or △ or ○
Ryujin	↓↘→+⊗ (OK during jump)
Gekirin	↓↘←+⊗ (OK during jump)
Kenroukaku	→↓↘+⊗ (OK during jump)
Bakushu	↓↘→+△
Mawarikomi	During Bakushu □
Ashibarai	During Bakushu ⊗
Hyappo Shinshou	During Bakushu △
Senri Shinshou	During Bakushu ○
Houeikyaku	During jump ↓+⊗
Overdrive Attack	
Chokyaku Houoshou	→↘↓↘←→+△
Renhoukyaku	→↘↓↘←→+○
Geki Saishinshou	↓↘→↓↘→+○
Instant Kill	
Gasenkotsu	↓↘→↓↘→+○

TESTAMENT



Special Moves	
Phantom Soul - Crow Attack	↓↘→+□ or ⊗
Grave Digger (OK during jump)	↓↘←+□
EXE Beast	←↘↓↘→+△
Warrant	↓↘←+⊗
Hitomi	↓↘←+△
Zeinest (OK during jump)	↓↘←+○
Overdrive Attack	
Nightmare Circular	→↘↓↘←→+○
Master of Puppets	↓↘→↓↘→+○
Instant Kill	
Seventh Sign	↓↘→↓↘→+○

VENOM



Special Moves	
Stinger Aim (Increase possible)	← Briefly, then →+△ or ○
Carcass Raid	↓ Briefly, then ↑+△ or ○
Ball Formation (Change arrangement with buttons)	↓↘←+ ⊗ or □ or △ or ○
Dubious Curve	←↘↓+ ⊗ or □ or △ or ○
Double Head Morbid	→↓↘+△ or ○
Warp (With ball, move to its position)	→↓↘+⊗
Mad Struggle	During jump ↓↘→+△ or ○
Overdrive Attack	
Dark Angel	↓↘←↘↓↘→+△
Red Hail	During jump ↓↘→↓↘→+○
Instant Kill	
Dim Bomber	↓↘→↓↘→+○

DIZZY



Special Moves	
Flaming Spiral	↓↘→+△
Arctic Impaler	↓↘→+○
Skull Crusher	←↘↓+△
Hunger Strike	↓↘←+□ or ⊗ or △ or ○
Leave Me Alone!	During jump ↓↘←+□ or ⊗
Overdrive Attack	
Imperial Ray	→↘↓↘←→+△
Necro's Anger	↘←↘↓↘→↘↘+□
Gamma Ray	→↘←↘←↘↘→+○



 **Sammy Studios**

CUSTOMER SUPPORT

Tel 1-877-527-2669

E-mail support@sammystudios.com

Sammy Studios, Inc.
5650 El Camino Real, Suite 225
Carlsbad, CA 92008

For more information on Sammy Studios and products,
check out;

<http://www.sammy-zone.com>