

# DARKSTALKERS CHRONICLE

THE CHAOS TOWER

CAPCOM

M91006.02ANZ  
ULES-00016

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## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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## PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

## PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

### ULES-00016

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## WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



### AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



### GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



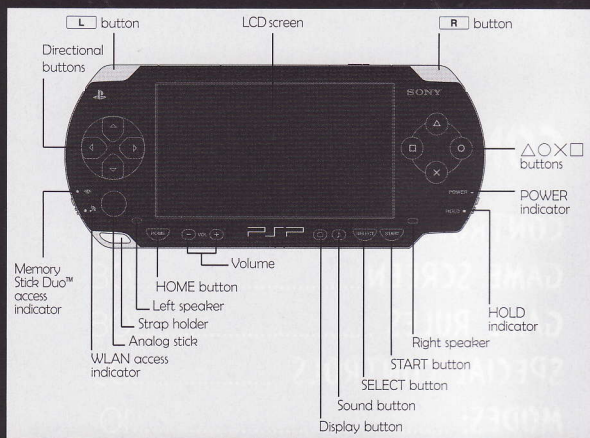
### INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

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# CONTROLS



## MOVE

- ⇒ Move forward
- ⇐ Move backward

## CROUCH

- ⇓ Crouch
- ⇓ Crouch

## Directional buttons also used in menus and options.

This button layout reflects the default settings. Change the button configuration layout or change controls to "EASY" from the Option menu. (Analog stick not used/supported)

## Attack Buttons

### PUNCH BUTTONS

- button ⇒ Light
- △ button ⇒ Medium
- L button ⇒ Heavy

## JUMP

- ↑ Vertical jump
- ↗ Diagonal forward jump
- ↖ Diagonal backward jump

## GUARD

- ⇐ Upper Guard
- ↗ Lower Guard

### KICK BUTTONS

- × button ⇒ Light
- button ⇒ Medium
- R button ⇒ Heavy



## Other Controls

**START button** ⇒ Press during a match to pause the game and open the Pause Menu.

**SELECT button** ⇒ Taunt your opponent.

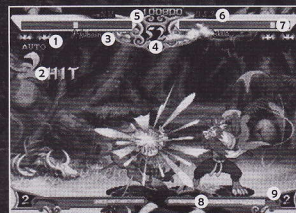
\*Only available when using DarkStalkers 3 or DarkStalkers 3 (SP) character modes.

## Dark Force

Press Punch and Kick buttons of the same strength

\*Only available when using DarkStalkers 3 or DarkStalkers 3 (SP) character modes.

# GAME SCREEN



- 1) **Auto Mark** – Displayed when Auto Mode is enabled.
- 2) **Bonus Message** – When you pull off a special move, a corresponding message is shown here.
- 3) **Character Name and Portrait** – Shows the name and portrait of the character in use.
- 4) **Timer** – Shows the amount of time remaining in the round.
- 5) **Score** – Player's current score.
- 6) **Type** – Indicates the mode for the current character.
- 7) **Win Mark** – Shows the number of rounds won.
  - In DarkStalkers or Night warriors mode, a mark appears when a round is won.
  - In DarkStalkers 3 mode, winning a round takes a mark away from the opponent.
- 8) **Special Stock Gauge** – Perform moves to fill up gauge in order to perform Dark Force, ES, and EX moves.
- 9) **Stock Number** – Number of times the Special Stock Gauge can be used. \*Not used in DarkStalkers mode.

# GAME RULES

## Matches:

For DarkStalkers and Night warriors modes, matches are divided up into rounds, with best 2 out of 3 rounds to win. For DarkStalkers 3 mode, there is only one round which goes until one side's Impact Damage Gauge (bat marks) is completely depleted, thus losing the match.

## Winning:

When one player's Vitality Gauge runs out, the other player wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner of the round. If there is no time limit, the round continues until one player wins.

## Draw Game:

A draw game occurs when both players' Vitality Gauges reach 0 at the same time (a double KO), or both players have the same amount of Vitality left when the timer reaches 0. In a draw, both players lose.

# SPECIAL CONTROLS



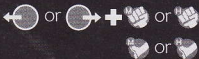
**Dashing:** Press forward or backward twice to dash in that direction.



**Pursuit Attacks:** Press  $\uparrow$  and any Punch or Kick button while the other player is on the ground to jump on your opponent and attack while he/she is down. (NOTE: Not all characters can perform this move)



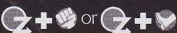
**Rolling:** Press  $\leftarrow$  or  $\rightarrow$  and any punch or kick button while on the ground to roll in that direction before getting up. Useful for dodging Pursuit Attacks and throwing your opponent off guard.



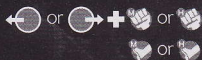
**Throws/Crabs:** Get close and press either  $\leftarrow$  or  $\rightarrow$  along with either a medium or heavy attack to grab and throw your opponent. Some characters may attack their opponents rather than throwing them.



**Tech Hits:** The moment player is grabbed by an opponent to reduce damage taken from a throw, do a throw motion ( $\leftarrow$  or  $\rightarrow$  along with either a medium or heavy attack) as soon as you are grabbed. Only works against normal throws and mid-air throws.



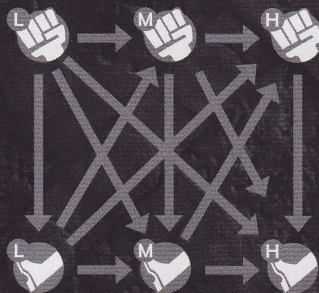
**Guard Cancel:** Input the command at the same time as when you are guarding the enemies attack.



**Advancing Guard:** Whilst you guard, press Punch or Kick constantly. (\*Not all characters are capable of this)

**NOTE:** All Directional buttons ( $\leftarrow$  or  $\rightarrow$ ) assume you are facing the right. Please reverse the direction when facing the left.

**Chain Combos:** By following the chart and pressing a new attack button the moment one attack hits, you can chain together standard attacks for a combo.



- Some characters may use slightly different chain combo button progression.

**ES Moves:** Modified versions of special moves that use 1 level of the Special Stock gauge. Press 2 or more Punch or Kick buttons at the same time while entering a normal Special Move command to perform an ES move. You can also turn Pursuit Attacks into ES moves by doing the same thing. (\*Some Special Moves cannot be turned into ES Moves)

**EX Moves:** The next step up of Special Moves past ES Moves, EX Moves use from 1 to 3 levels of the Special Stock gauge. The amount of power each move has, etc. varies between characters and moves.

# MODES

## ARCADE

Single-player mode that pits you against CPU-controlled opponents. Select from 18 characters and go head-to-head against 7 fierce opponents. If you lose a match, you can continue and try again from that opponent.

## Beginning a New Game

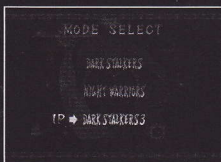
### 1) Mode Select

Select the type of fighting system

**DARKSTALKERS** Matches split into rounds. Win 2 of 3 rounds to win the match. Rounds won when opponent's Vitality gauge reaches 0. Only 1 level of Special Stock Gauge.

**NIGHT WARRIORS** Matches split into rounds. Win 2 of 3 rounds to win the match. Rounds won when opponent's Vitality gauge reaches 0. Special Stock Gauge can be filled up further.

**DARKSTALKERS 3 (SP)** Matches split into Downs. Win 2 of 3 downs to win the match. Downs taken when opponent's Vitality gauge reaches 0. Special Stock Gauge can be filled up further.



## 2) Character Select

After selecting a game mode, select the character you wish to use. Use the directional buttons to move through the list, and press one of the punch or kick buttons to make a selection. The character's costume colour will depend on which button used to select that character.



## 3) Speed Select

Select your character's speed, as well as Auto Mode.

**NORMAL:** Standard speed.

**TURBO:** Speed of the game up one level from Normal.

**AUTO:** Sets Guarding to automatic.

**AUTO & TURBO:** Sets Guarding to automatic and increases the speed of the game.

### Note About Auto Mode:

Auto mode allows you to guard against attacks automatically. However, you will still take a small amount of damage even if you guard against normal attacks, and you can only build up the Special Stock gauge to Level 3.

## 4) Type Select

Select one of three parameter setups for your character.

### DARKSTALKERS

- Moves and commands taken from the DarkStalkers game.
- Chain combo formula is different.

- Characters not in the original DarkStalkers adapted to match other DarkStalkers game characters.

### NIGHT WARRIORS

- Moves and commands taken from the Night Warriors game.
- Chain combo formula is different.
- Characters not in the original Night Warriors adapted to match other Night Warriors game characters.

### DARKSTALKERS 3

- Moves and commands taken from the DarkStalkers 3 game.
- Chain combo formula is different (mid-air chains).
- Dark Force available.
- Characters not in the original DarkStalkers 3 adapted to match other DarkStalkers 3 game characters.

### DARKSTALKERS 3 (SP)

- Moves and commands taken from the DarkStalkers 3 and Night Warriors (SP) games.
- Chain combo formula is different.
- Dark Force taken from DarkStalkers 3 (SP) and Night Warriors (SP).

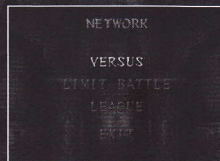
## NETWORK

Communicate with nearby PSPs™ using the WLAN functionality to go head to head with other players, any time, any place, with anyone you want.

### NETWORK MODE Introduction

#### VERSUS

Enjoy one-on-one match-ups. Change characters between each match, set handicaps to even the playing field, and select stages you want to play on.

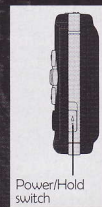


#### LIMIT BATTLE

Two-player mode where you can set limits on matches, such as "No Punches" or "No Kicks."

#### LEAGUE

League mode will allow four players to match up in round-robin battles. Order for the battles will be determined by the number of wins / losses that a player has. Any place where you have four players together, you can have a mini-tournament.



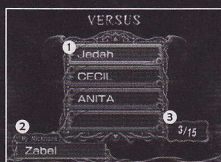
## STARTING A MATCH IN AD HOC MODE

Make sure the Wireless LAN switch is set to ON. Then select "Network" from the Mode Select screen. From there, select the mode you wish to play to connect to the Lobby waiting screen.

- Options cannot be changed during Ad Hoc Mode. If you need to change your settings, such as button configuration, please do so before entering Ad Hoc Mode.

## LOBBY SCREEN

The Lobby Screen displays a list of people who can be played using WLAN. You can select an opponent from the list, or wait for someone to challenge you. Once both parties agree to match up, Player 1 becomes the person that accepted the challenge, and Player 2 becomes the person that made the challenge. Match settings are set by Player 1 only.



### 1) Player List

Shows nicknames of connected users.

### 2) Your Name

Shows your own nickname.

### 3) Number of Users

Number of users shown versus the total number of connected users

- Press the X button to Confirm and Δ button to Cancel.
- To modify your nickname, use the PSP™ unit's settings. See the PSP™ instruction manual for details.

## AD HOC MATCH FAQ

### Q – What is WLAN?

A – WLAN, or wireless LAN, is a data transmission technology that does not require the use of actual cables. WLAN is built into the PSP™ itself, and this game uses its AD HOC MODE to enable players to play against each other.

### Q – What is AD HOC MODE?

A – AD HOC is a type of connection on a wireless LAN that does not require an access point, enabling PSPs™ to communicate with other PSPs™ close by.

### Q – What do I need to play against other players using AD HOC MODE?

A – You don't have to set up anything. All you need is a copy of this game, DARKSTALKERS CHRONICLE – THE CHAOS TOWER.

### Q – Why can't I get a signal?

A – First, check to make sure your wireless LAN switch is set to ON.

If it is set to OFF, turn it on and try again.

**Q – Sometimes when I'm playing against another person, the screen will freeze suddenly, it will restart, or the frame rate will slow down a lot.**

A – If you occasionally experience issues such as these, the wireless LAN signal may be losing strength and affecting the gameplay. The strength of the signal depends on the location of the two units, the distance between them, and a number of other factors.

## TOWER

In this mode, select 3 characters from among the 18 available, and conquer the mysterious CHAOS TOWER. Your path through the tower will change depending on how you fight, changing the outcome. The key is to always be aware of your surroundings and think carefully about which fighter to use as you make your way to the top of the CHAOS TOWER.

### Game Rules:

- Fighting System set as DarkStalkers 3 mode.
- Player chooses 3 fighters.
- Each room holds an enemy, waiting to fight. Defeat your opponent to proceed to the next floor of the tower.
- The Vitality of the two selected fighters not being used will recover gradually.
- Once all three fighters run completely out of Vitality, you lose and it's Game Over.

## BEGINNING A GAME

### 1) MODE SELECT

Select TOWER from the Mode Select screen. The next screen will give you two options:



### • New Game

Begin a new TOWER game from the beginning.

### • Continue

Pick up a saved game where you left off. During a TOWER game, you can press the START button on the Information Screen to open the TOWER Menu and save your progress to resume later. (see Page 18 for information on saving)

- Note:** Only "New Game" is available when there is no save data present.

### 2) CHARACTER SELECT

Select 3 different characters from among the 18 characters available. You cannot select the same character more than once. Just as in ARCADE Mode, once you select a character, you can set the Speed setting and parameter Type.

## Information Screen

This screen shows information on the current stage, including the strength of the opponent in that stage, as well as the requirements for advancing to the next stage.

### 1) Enemy Information

Shows the name of the enemy on that floor, the parameter type, and CPU skill level (more stars means a higher level).

### 2) Current Floor

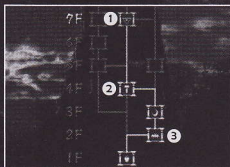
Shows the name of the floor you are currently on.

### 3) Requirements/Split

Shows the conditions to advance to the next room. If you do not fulfill these conditions, you will advance to the room with no conditions set.

## MAP SCREEN

If you press the  $\Delta$  button while on the Information Screen, you can view the map of the Chaos TOWER. The area in red indicates your current location. Move the bat icon with the directional buttons to check the area around you. If you move the bat to a stage you have already completed, you can press the  $\times$  button to view the information for that stage again. To exit the Map Screen, move the bat icon over your current location and press the  $\times$  button.



### 1) Current Stage

Stage you are currently on.

### 2) Stage Icon

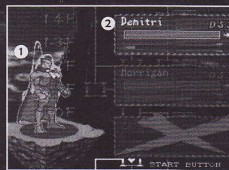
Changes to reflect the enemy waiting in that stage.

### 3) Bat Icon

Moveable cursor for the Map Screen.

## Fighter Select Screen

Use the  $\uparrow/\downarrow$  directional buttons to highlight the fighter you wish to use from among your 3 chosen characters, and press the  $\times$  button to confirm. After the match is over, the characters not selected will have recovered a small amount of Vitality.



### 1) Selected Character

Shows the character currently highlighted.

### 2) Character Information

Shows the Damage Gauge, Special Stock Gauge, and other information for each of the three selected characters.

## CHRONICLE

Here you can view artwork and movies from past games in the series. Unlocked items are saved with your save data, so by playing through the game you can work to collect them all.

## ILLUSTRATIONS

View various character illustrations and posters from the series. Highlight the item you wish to view and press the  $\square$  button to zoom in, and the  $\circ$  button to zoom out.

## SOUND

Listen to the music and sound effects used in the game. Use the  $\square$  and  $\circ$  buttons to switch between music and sound effects pages. Use the directional buttons to select songs or sounds, and the  $\times$  button to Play and the  $\Delta$  button to Stop.

## MOVIES

View the ending movies for all the characters in the series. Use the  $\square$  and  $\circ$  buttons to move through the titles in the series, and the directional buttons to select a character.

## TRAINING

Use the Training mode to practice fighting moves. When you press the START button during Training mode, aside from the standard pause menu, you also have a special menu for Training mode to let you customize your training session.

## TRAINING MENU

### ACTION

Change the actions of your sparring partner.

**STAND** – Opponent stands.

**CROUCH** – Opponent crouches.

**JUMP** – Opponent continually jumps.

**COM** – Fights controlled by the computer.

**RECORD** – Control your opponent for 10 seconds and record specific actions.

**PLAY** – Play back the recorded actions for your opponent.



## S.S. GAUGE

Adjust the level of the Special Stock Gauge used. Set to INFINITE to leave it full all of the time in order to practice special moves that use up the gauge.

## GUARD

Change the way your opponent guards. Set to ALL to make your opponent guard against all attacks, and set it to OFF to have your opponent not guard against anything.

## SPEED

Choose from 4 levels of character movement speed: Normal, Turbo 1, Turbo 2, and Turbo 3.

## ATTACK DATA

Turn on/off the on-screen display of attack data during Training mode.

## COCKPIT

Turn on/off the on-screen display of the Damage Gauge and the Special Stock Gauge.

## OPTIONS

Change settings in the following areas: Game Option, Screen Setting, Button Configuration, and Save/Load. Use the  $\uparrow/\downarrow$  directional buttons to highlight an option, then the  $\times$  button to confirm.

## GAME OPTIONS

Adjust various parameters that affect the gameplay. Use the  $\uparrow/\downarrow$  directional buttons to highlight an option, then press  $\leftarrow$  or  $\rightarrow$  to change the settings.

### DIFFICULTY

Add stars to make the opponent tougher to beat.

### DAMAGE LEVEL

Add stars to inflict more damage to your opponent - it also means you will receive more damage from your opponent's attacks

### TIMER SPEED

Set Timer Speed during fight. You can also select "INFINITE" which allows you to fight without time limit until one of the character's Vitality Gauge runs out.

### GAME SPEED

If it's activated you can select "Auto Guard" mode when choosing your characters.

### AUTO GUARD

Set this to ON to be able to select to use Auto Guard or not when selecting characters.

### DAMAGE GAUGE

Adjust the Damage Gauge on a scale of 1 to 4.

## BGM VOLUME

Adjust the volume of the music in the game on a scale of 1 to 15

## S.E. VOLUME

Adjust the volume of the sound effects in the game on a scales of 1 to 15.

## DEFAULT SETTINGS

Return all options to their default settings.

## BUTTON CONFIG.

Re-assign each punch and kick to a different button, and switch between Normal and Easy controls.

### NORMAL

Use 6 attack buttons and change their position on the controller. Combine normal light, medium and heavy attacks with buttons for 2 punch buttons at once, 3 kick buttons at once, etc. in any combination.

### EASY

Allows you to play with just 4 buttons. Note that you cannot set Medium Punch and Medium Kick. When you set controls to Easy mode, the options for Easy Chain Combos, Easy Commands, and MEMORY EX Moves will be unlocked.



**L** DARK FORCE

**R** MEMORY EX MOVE

### Easy Chain Combos

With this option, pressing Light Punch  $\rightarrow$  Light Punch in succession will automatically give you a Light Punch  $\rightarrow$  Medium Punch chain combo.

### Easy Commands

This option allows you to simplify special moves and pull them off easily. \*See page 19 - Fighters, for Easy Mode Special Move commands

### Memory EX Moves

By assigning "MEMORY EX" to a button, you can set an EX Special Move command to perform automatically by pressing just that button. Move the cursor to the Entry Ex option and press the  $\times$  button to change the assigned command. The screen will show a list of commands on the left, with the right side of the screen showing the name of the move and which mode/type it can be used with.

## SCREEN SETTINGS

### Screen Size

Switch the screen display between Wide and Normal. Setting it to Wide will display the game to the edges of the screen.

### Wallpaper

When Screen Size is set to Normal, wallpaper can be displayed on either side of the screen. Change the wallpaper displayed using this option.

- Button configuration and screen settings can also be changed from the Pause Menu during the game.

## SAVE / LOAD

Save/load game data and settings.

### Save

Save data for options, CHRONICLE Mode, high scores for ARCADE Mode, etc.

### Load

Load saved data.

- Memory Stick Duo™ required to save game data (sold separately). Insert it into the slot before attempting to save.
- At least 128KB of free space is required to save game data.
- Data is automatically loaded when booting the game, so please insert your Memory Stick Duo™ with your game data before powering up the unit.
- Do not remove the Memory Stick Duo™ during save or load operations, as this may corrupt the save data.

# FIGHTERS

(example = Jedah / all moves taken from Jedah's section)

### Special moves

#### EX moves

Character	NORMAL Mode	EASY Mode
<b>Jedah</b>	NORMAL	EASY
Dio-Cega	Mid-air:  +	Mid-air:  +
Nero-Fauçica	+	+
Ira-Spinta	In Air:  +  +  +	In Air:  +  +  +
Finale-Rosso	+  +	+  +
Prova-Di-Servo	+  +  +	+  +  +

All directional button commands assume the character is facing right. Reverse left/right directions when facing the left.



**Punch Button**



**Kick Button**



**Charge** – Hold the indicated direction slightly before pressing the next direction. Shows the direction the directional button should be pressed. (In this example, press down, down+back, back)



**GC** – Indicates that the move can be used as a Guard Cancel Move as well as a Special Move.



### Jedah

	NORMAL	EASY
Special Moves	Dio-Cega Mid-air ok:	Mid-air ok:
	Nero-Fautica 	
	Ira-Spinta In Air:  Add In Air:  Add	In Air:  Add In Air:  Add
EX Moves	Finale-Rosso 	
	Prova-Di-Servo Then	Then



### Baby Bonnie Hood

	NORMAL	EASY
Special Moves	Smiling Missile Charge  or	or
	Happy Missile Charge	
	Cheer Of Fire 	
EX Moves	Cool Hunting 	
	Beautiful Memory 	
	Apple For You Close to enemy:	Close to enemy:



### Q-bee

	NORMAL	EASY
Special Moves	C->R Mid Air OK:	Mid Air OK:
	Delta A Mid Air OK:	Mid Air OK:
	S by P Mid Air OK:  tap	Mid Air OK:  tap
EX Moves	Qj Mid Air OK:	Mid Air OK:
	Plus B Mid Air OK:	Mid Air OK:



### Lilith

	NORMAL	EASY
Special Moves	Soul Flash Mid Air OK:	Mid Air OK:
	Shining Blade GC	GC
	Merry Turn 	
EX Moves	Splendor Love 	
	Luminous Illusion Mid Air OK:	Mid Air OK:



### Demitri

	NORMAL	EASY
Special Moves	Chaos Flore Mid Air OK:	Mid Air OK:
	Demon Cradle GC	GC
	Bat Spin Mid Air OK:	Mid Air OK:
EX Moves	Demon Billion 	
	Midnight Bliss 	



### Morrigan

	NORMAL	EASY
Special Moves	Soul Fist Mid Air OK:	Mid Air OK:
	Shadow Blade GC	GC
	Valyrie Turn Mid Air OK:  then	Mid Air OK:  then
EX Moves	Darkness Illusion Mid Air OK:	Mid Air OK:



### Anakaris

	NORMAL	EASY
Special Moves	Royal Curse Mid Air:	Mid Air:
	Spirit Inhale Mid Air OK:	Inhale -> Disgorge Mid Air OK:
	Cobra Blow 	
Mummy Drop 		
EX Moves	Pit of Darkness 	
	Pharaoh Magic Mid Air OK:	Mid Air OK:



### Victor

	NORMAL	EASY
Special Moves	Mega Forehead Charge:	
	Mega Fist Charge:	
	Gyro Crush 	
	Mega Shock Close to enemy:	Close to enemy:
EX Moves	Thunder Break Charge:	
	Gerdenheim 3 Close to enemy:	Close to enemy:



### Lord Rapter

	NORMAL	EASY
Special Moves	Death Hurricane Mid Air OK:	Mid Air OK:
	Skull Blade Mid Air OK:	Mid Air OK:
	Hell's Gate 	
EX Moves	Evil Scream 	
	Death Voltage Mid Air OK:	Mid Air OK:



### Hsien-Ko

	NORMAL	EASY
Special Moves	Weapon Throw 	
	Reflect Gong Mid Air OK:	Mid Air OK:
	Guillotine Swing Mid Air OK:	Mid Air OK:
EX Moves	Rising Soul Blade 	
	Spikes From Heaven 	



### J. Talbain

		NORMAL	EASY
Special Moves	Beast Cannon	Mid Air: OK Ground to Air: 	Mid Air: OK Ground to Air: 
	Climb Razor		
	Million Flicker	Tap	Tap
EX Moves	Dragon Cannon		
	Razor Slice		



### Felicia

		NORMAL	EASY
Special Moves	Rolling Buckler	Acid	Acid
	Cat Spike		
	Delta Kick		
EX Moves	Dancing Flash		
	Please Help Me		



### Rikuo

		NORMAL	EASY
Special Moves	Sonic Wave	Charge	
	Poison Breath	Charge	
EX Moves	Aqua Spread	or	or
	Water Jail		



### Sasquatch

		NORMAL	EASY
Special Moves	Big Blow	Charge: OK Charge: OK	Charge: OK Charge: OK
	Typhoon Kick		
	Ice Towers		
EX Moves	Big Freezer		



### Bishamon

		NORMAL	EASY
Special Moves	Soul Stun	Mid Air: OK	Mid Air: OK
	Soul Summon	after Soul Stun	after Soul Stun
	Storm Slash	after Soul Stun	after Soul Stun
	Quick Slash	Charge:  or	or
EX Moves	Onikubihineri		



### Donovan

		NORMAL	EASY
Special Moves	Kill Shred	Release Sword: Call Sword: (after Release) Thunder: (after Release)	Release Sword: Call Sword: (after Release) Thunder: (after Release)
	Change Immortal		



### Pyron

	NORMAL	EASY
<b>Soul Smasher</b>		
<b>Galaxy Trip</b>		
<b>Orbiter Blaze</b>		
<b>Cosmo Disruption</b>		

Special Moves



### Huitzil

	NORMAL	EASY
<b>Plasma Beam</b>		
<b>Missile Launcher</b>		
<b>Final Guardian Beta</b>		

Special Moves

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