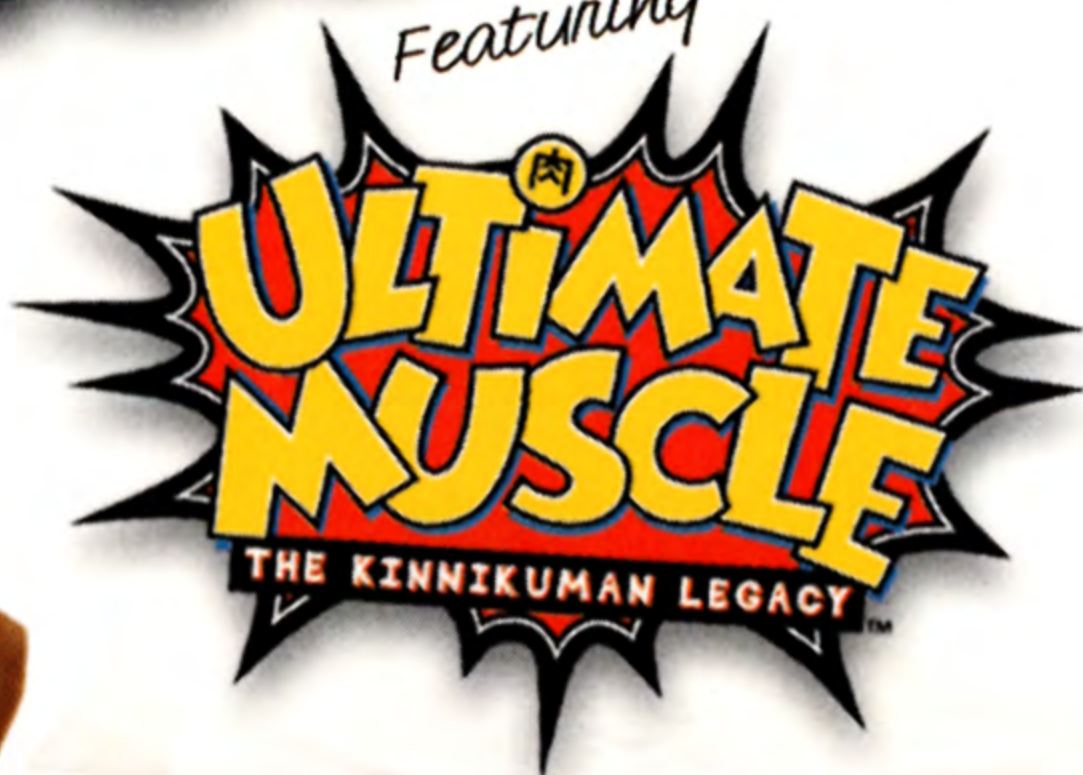


GALACTIC WRESTLING™

Featuring



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

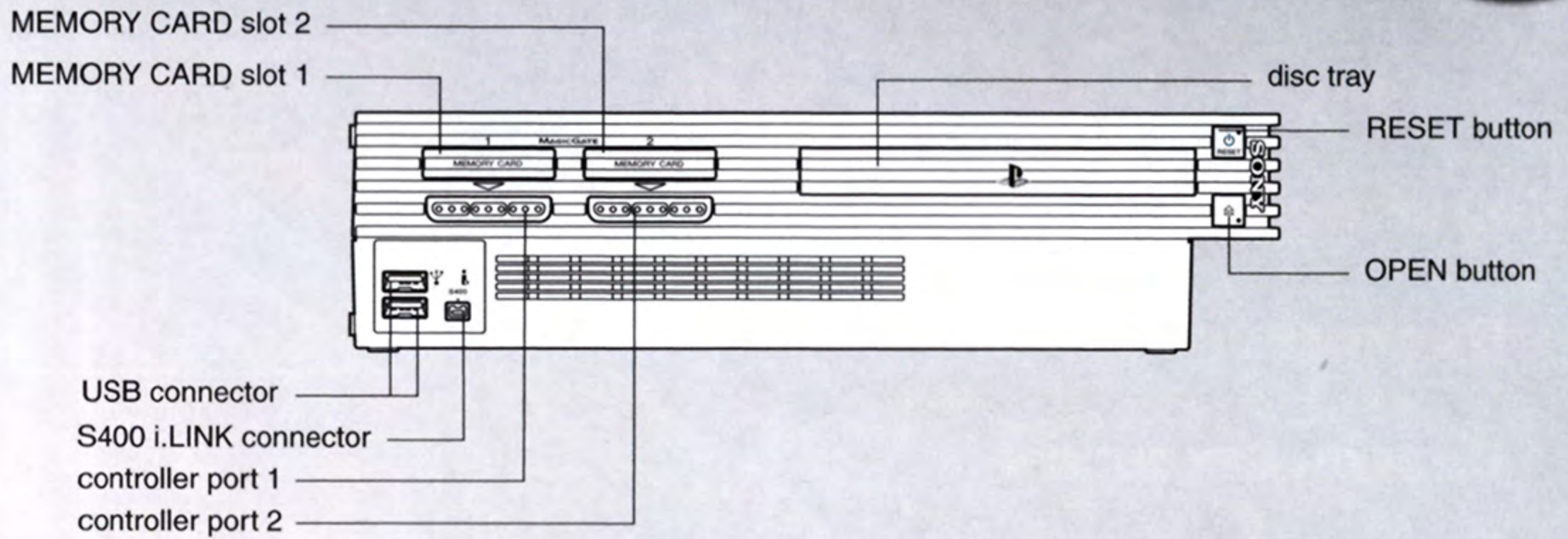
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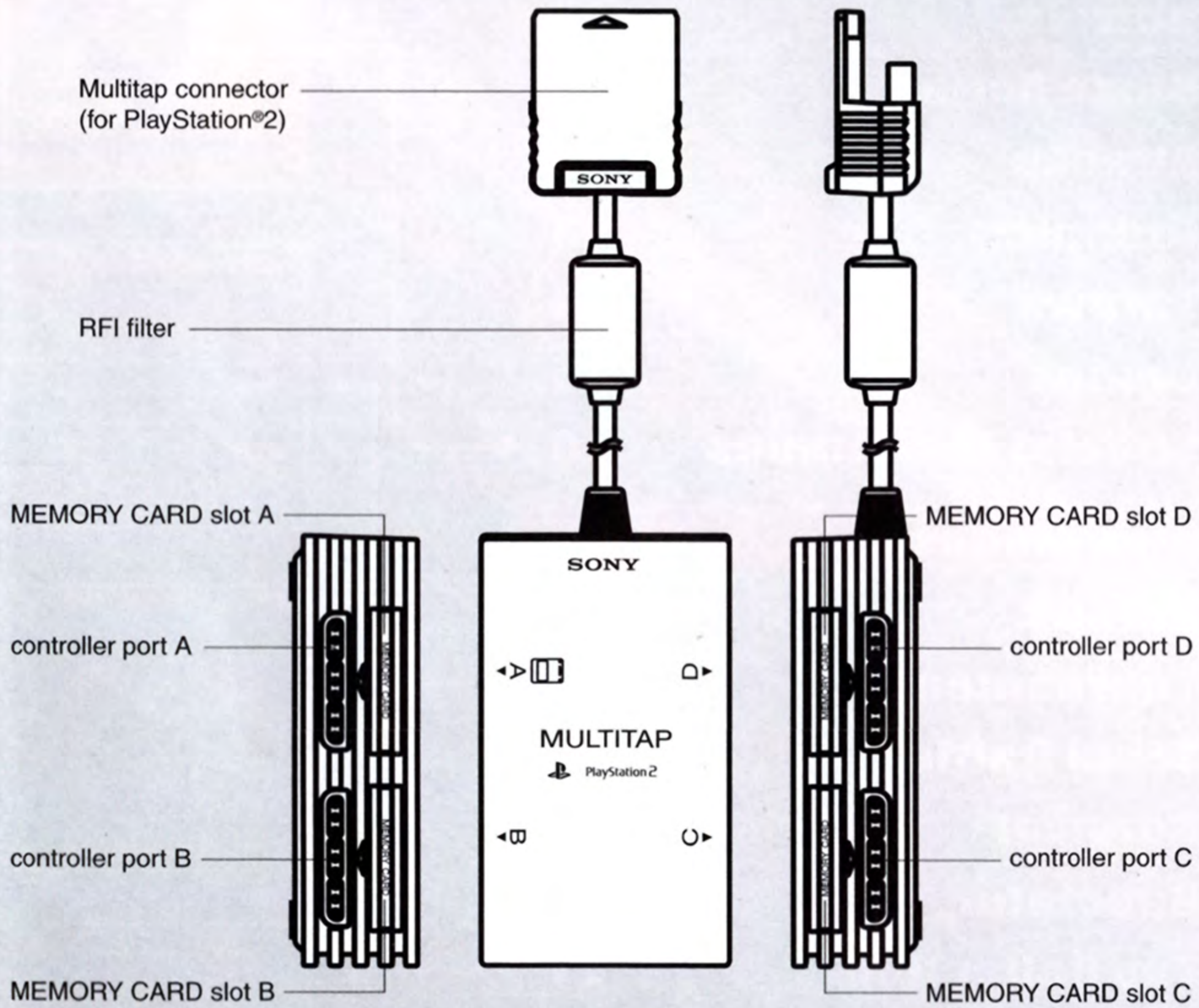
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GETTING STARTED



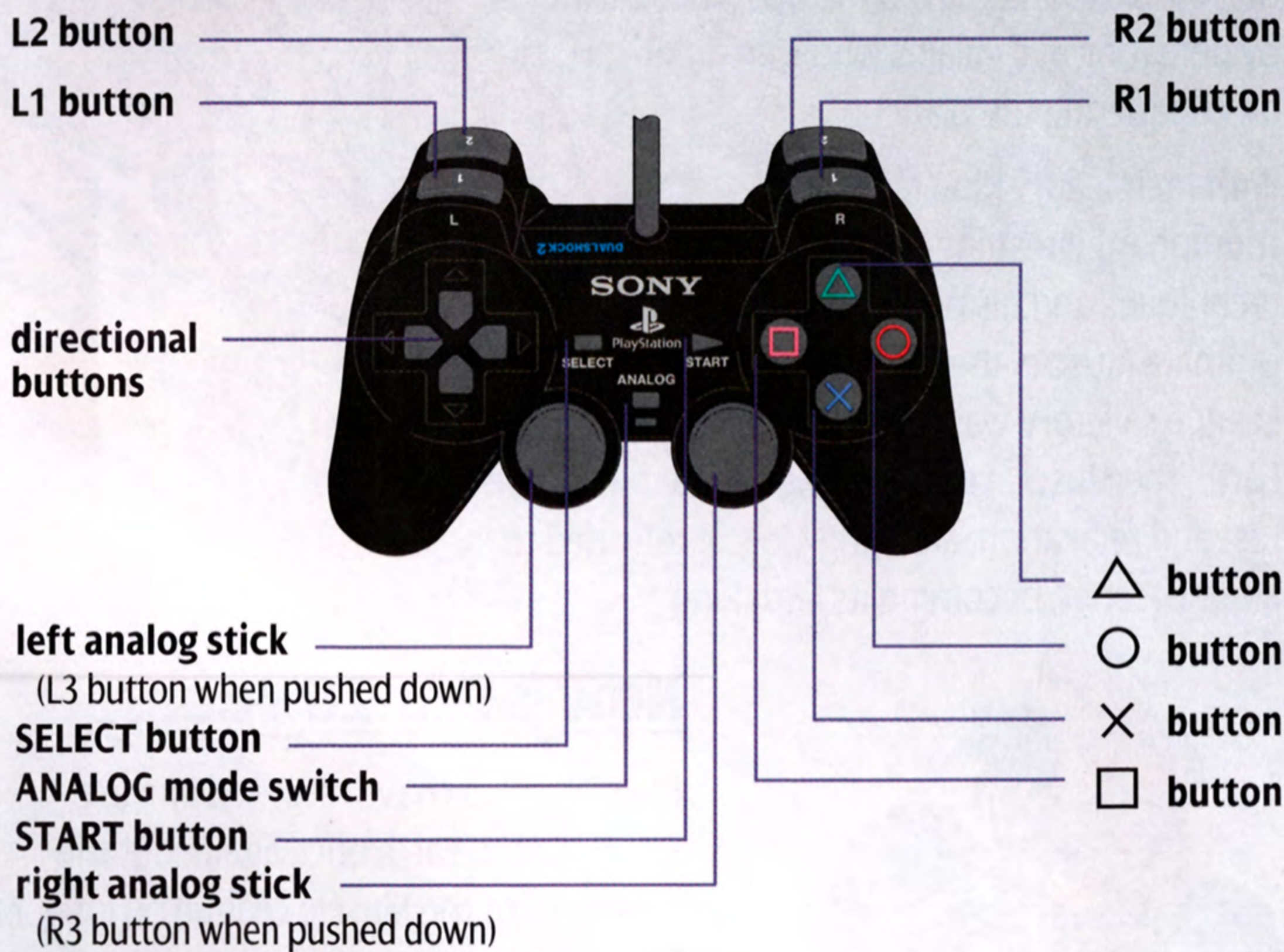
Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Galactic Wrestling 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.



Galactic Wrestling supports up to 4 players. Use a multitap (for PlayStation[®]2) to gain access to 4 controllers. For multi-player play, insert DUALSHOCK[®]2 analog controller in controller port 1 and the multitap (for PlayStation[®]2) into controller port 2. Connect controllers sequentially into controller port 2-A, controller port 2-B and so on.



DUALSHOCK®2 ANALOG CONTROLLER



BACKGROUND STORY



Long ago,

the Muscle League saved the people of Earth by defeating evil villains who were bent on conquering the planet.

With their leader King Muscle's triumphant wrestling techniques and his power of Ultimate Muscle, the Muscle League's victory was assured. Peace was restored on Earth, the Muscle League earned some much-needed rest and relaxation, and King Muscle returned to Muscle Planet, becoming its 58th king.



Now, after 28 years,

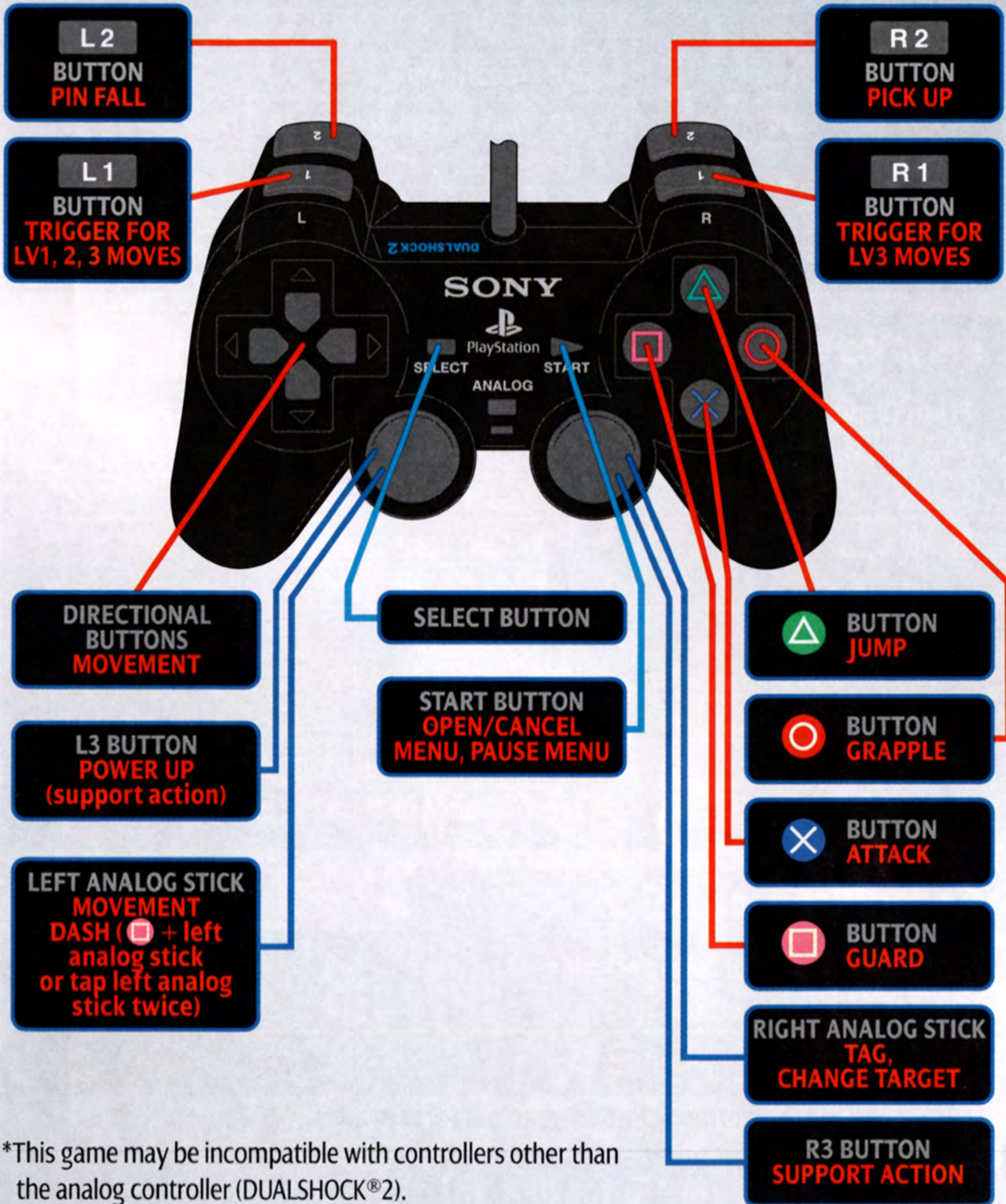
the evil villains have returned and are attacking the Earth once again, but the "Legends" of the Muscle League no longer have the capacity to fight them. The fate of the planet now rests with King Muscle's son, Kid Muscle, and the rest of the "New Generations."



CONTROL SUMMARY



*The controls below are specifically for Type A configuration.
The configuration can be adjusted in the Options or Pause menu.*



*This game may be incompatible with controllers other than the analog controller (DUALSHOCK®2).

CONTROL SUMMARY



Attacks (Refer to p. 12)

Attack	×
Strong Attack	× (hold)
Combination Attack	× (consecutively)
Strong Combination Attack	× (consecutively), then × (hold)
Dash Attack	× (while dashing)
Aerial Attack	× (in midair)
Mat Attack	× (against opponent on the ground)

Grapples (Refer to p. 13)

Front Grapple	○ (from in front of opponent)
Back Grapple	○ (from behind opponent)
Tackle	○ (while dashing)
Jumping Grapple	○ (in midair, against standing opponent)
Aerial Grapple	○ (in midair, against jumping opponent)
Throw Up	○ → △ (hold)
Throw Up Grapple	△ (hold, after Throw Up)
Hammer Throw	○ → × (hold)
Hammer Grapple	○ (hold, after Hammer Throw)
Ground Technique	○ (against opponent on the ground)

Evades (Refer to p. 15)

Grapples, Tackles, Ground Techniques	×
Attacks and Aerial Attacks	□
Hammer Throws, Throw Ups	△


*Press the button at the right timing to perform evades.

Special Techniques (Refer to p. 16)

Level 1 Special Attack	L1 + × (Chojin pwr at LV 1)
Level 2 Special Grapple	L1 + ○ (Chojin pwr at LV 2)
Level 3 Ultimate Attack	L1 + R1 (Chojin pwr at LV 3)
Tag-team Attack (either wrestler can execute)	L1 + R1 (Chojin pwr at LV 3 for both wrestlers)

STARTING THE GAME



When the title screen appears, press the START button or  button to access the Main Menu.

Versus

Play various match formats, such as one-on-one, tag team, and battle royal.

Tournament

Set up the tournament brackets and vie for the championship!

Team Battle

Select 5 characters per team in single elimination matches.

Survival

See how many wrestlers you can defeat before your HP runs out!

Spectator

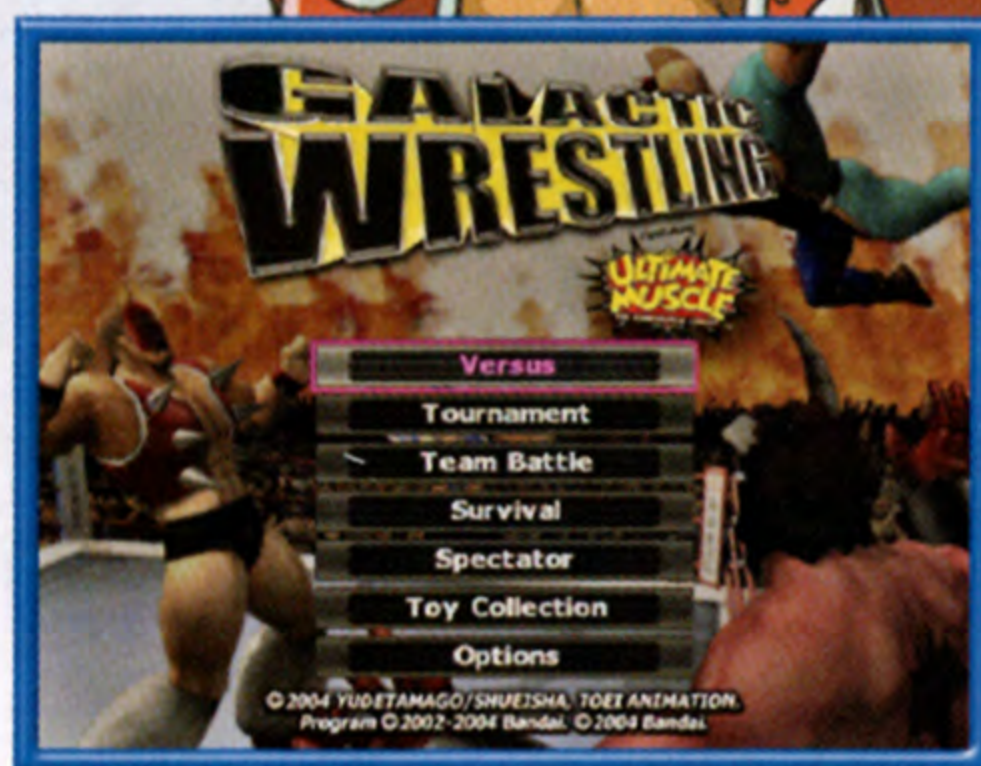
Watch computer-controlled matches.

Toy Collection

Use KIN medals to purchase and view character figurines.

Options

Adjust difficulty level, sound, control configurations, etc., and view character profiles with Meat's commentaries.

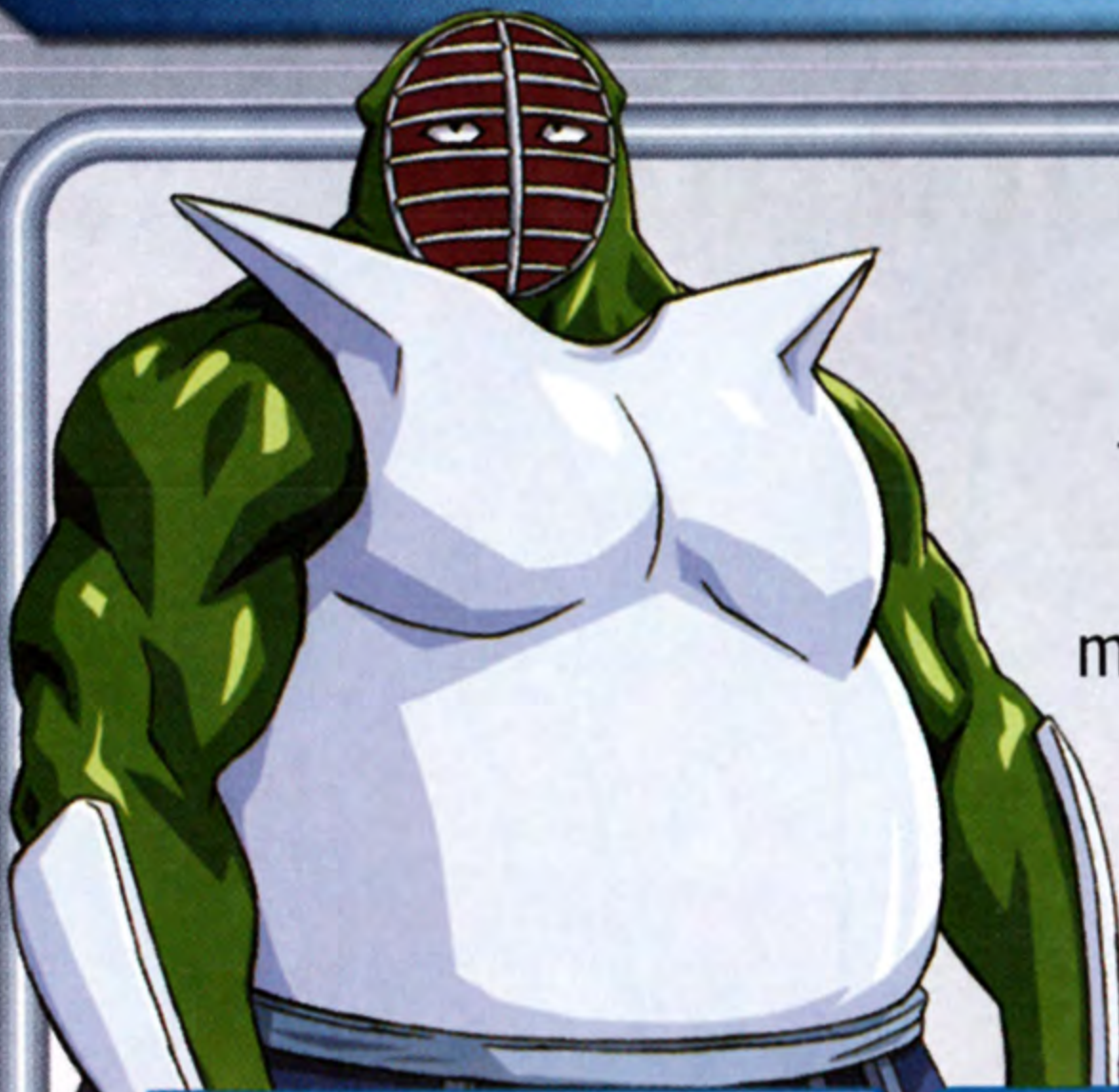


MATCH RULES

How to win

- *KO an opponent by reducing his HP to zero*
- *Bring down an opponent's HP, then pin him for the three count.*

MENU SUMMARY



There are a number of menus, each offering different features.



Controls For The Menus

left analog stick	Move cursor
directional buttons	Move cursor
X button	Confirm
O button	Cancel
△ button	Select random character
L1 button	Turn page/Change setting
R1 button	Turn page/Change setting
START button	Enter match

Pause Menu

During a match, press the START button to pause the game. A Pause Menu will appear that offers the following options.

- | | |
|-----------------------------|---|
| ● Resume Game | Resume the match. |
| ● Rematch | Restart the match using the same characters. |
| ● Skip Match | End the match and show the match results. |
| ● View Command List | View the character's moves. |
| ● Controller | Change the controller button settings.
Turn the vibrations ON/OFF. |
| ● Return to Characters Menu | End the match and go to Characters Menu. |
| ● Return to Main Menu | End the match and go to Main Menu. |



Muscle Power Gauge

When the gauge fills up, Muscle Power is achieved, and "Muscle P." appears under the HP gauge. During Muscle Power, not only do the character's parameters (such as strength and defense) improve, but he can also perform additional special techniques.



HP Gauge

The gauge represents the character's vitality. When it reaches zero, he is KO'd.



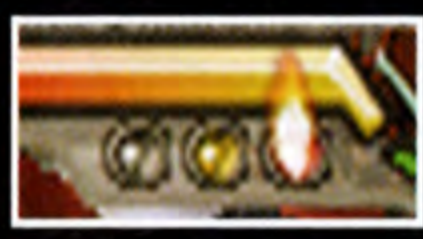
Second/Partner

Seconds and tag-team partners can help you during the match. (Refer to p. 11.)



Chojin Power Gauge

The power needed to perform special techniques. One flame signifies Level 1, two flames signify Level 2. The gauge charges up from any one of the following: dealing or receiving damage; Second or partner throws a Power Up; Meat throws an item.



- LV 1: Special Attack**
- LV 2: Special Throw**
- LV 3: Ultimate Attack**
- Both tag-team partners at LV 3: Tag-team Attack**

Second/Partner Gauge

The Chojin power gauge is also the Second/Partner gauge.

Meat Ball

Pick up the Meat Ball thrown by Meat to acquire LV 3 Chojin Power.



CONTROLS



BASIC ACTIONS

Movement

Left Analog Stick

The characters move in the direction the left analog stick or directional buttons are pushed.

Dash

□ button + left analog stick or tap the left analog stick twice (works only for Type A and D configurations)



Guard



Block opponent's attacks. You cannot guard against grapples.

Use the X button to evade grapples. Refer to p. 15



Jump



You can control the direction of the jump with the left analog stick or directional buttons. Jump on a rope for an even higher jump.



CONTROLS



BASIC ACTIONS

Pick Up

R 2

Pick up an opponent on the ground.

Pin Fall

L 2

Pin a weakened opponent with low HP.

Tag

Right Analog Stick

A move used only in a Tag Team match. Push the right analog stick in partner's corner.

Change Target

Right Analog Stick

A move used in 2 vs 2 and Battle royal. Push the right analog stick to select a target.

SECOND'S ACTIONS

Support

Chojin power at LV 3
Press the R3 button



Partners outside the ring can conduct various support actions. Support actions are available only in Single w/Second and Tag Team matches. The action varies with each character.

Power Up

Chojin power at LV 3
Press the L3 button



The Power Up ball increases the Chojin power level of the character fighting; however, it decreases the HP of the character throwing the Power Up.




ATTACKS

Regular attacks are simple but effective, in particular against the rush and grapple attempts.


Attack




Attack & Strong Attack

Press the  button to attack (hold for strong attack).

Combination Attack

Press the  button repeatedly.


Strong Combination Attack

During a Combination Attack, hold the  button.



The regular attacks change depending on the character's position.

Dash Attack

Press the  button while dashing.



Aerial Attack

Press the  button while in midair.



Mat Attack

Press the  button against an opponent on the ground.



CONTROLS



GRAPPLES

Grapple



- Front Grapple
○ button
(in front of opponent).

Four types of Front Grapples



- button (hold, in front of opponent).



- left analog stick + ○ button (in front of opponent).



- left analog stick + ○ button (hold, in front of opponent).

Back Grapple

- button (from behind).



Tackle

- button (while dashing).



Jumping Grapple

- button (in midair, against standing opponent).

Aerial Grapple

- button (in midair, against jumping opponent).

CONTROLS



THROWS

Throw Up



After grappling with the button, immediately press the button to throw an opponent upward.



Throw Up Grapple

After Throw Up, hold the button.

Hammer Throw



button -> button to perform Hammer Throw.

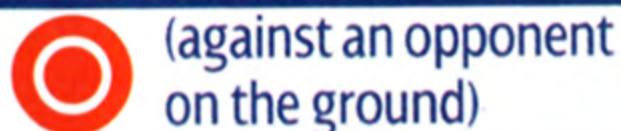


For Hammer Grapple, timing is key.

Hammer Grapple

Press the button as the opponent comes flying back at you after bouncing off the rope.

Ground Technique



The technique varies depending on whether the opponent is face up or face down. (Some characters cannot use ground techniques.)



CONTROLS



EVADES

Nullify your opponent's attacks by evading them.

Evade Grapples, Tackles, Ground Techniques



Evading Grapples



Button timing



Perfect timing is key!

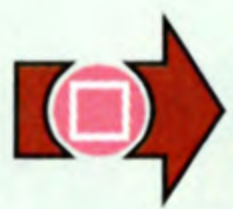
Evade Attacks & Break Falls



Evading Attacks



Button timing



Break Falls

As you are about to hit the ground...

Button timing



Receive minimal damage and get up quickly.

Evading Hammer Throws & Throw Ups



Evading Counter Throws



Button timing



Evading Throw Ups

At the top of the throw or just before hitting the mat...

Button timing



Receive minimal damage.



SPECIAL TECHNIQUES

The ignited flames indicate the level of the Chojin power. This power is needed to perform special techniques.



Lv1

Decreases Chojin power by 1

Special Attack

L1 + X



Tornado Inferno

Lv2

Decreases Chojin power by 2

Special Grapple

L1 + O



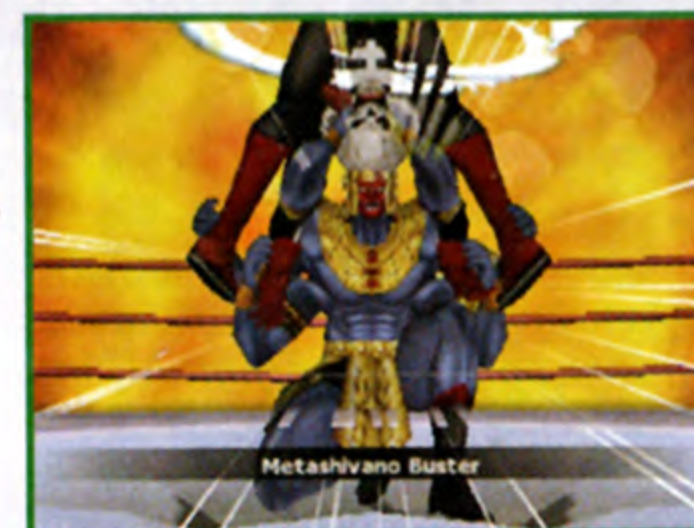
Shivano Buster

Lv3

Decreases Chojin power by 3

Ultimate Attack

L1 + R1



Metashivano Buster

The special techniques used by some characters vary depending on the situation.

TAG-TEAM ATTACKS

When both characters are at LV 3, whichever is in the ring can execute the technique.

L1 + R1



Longhorn Train



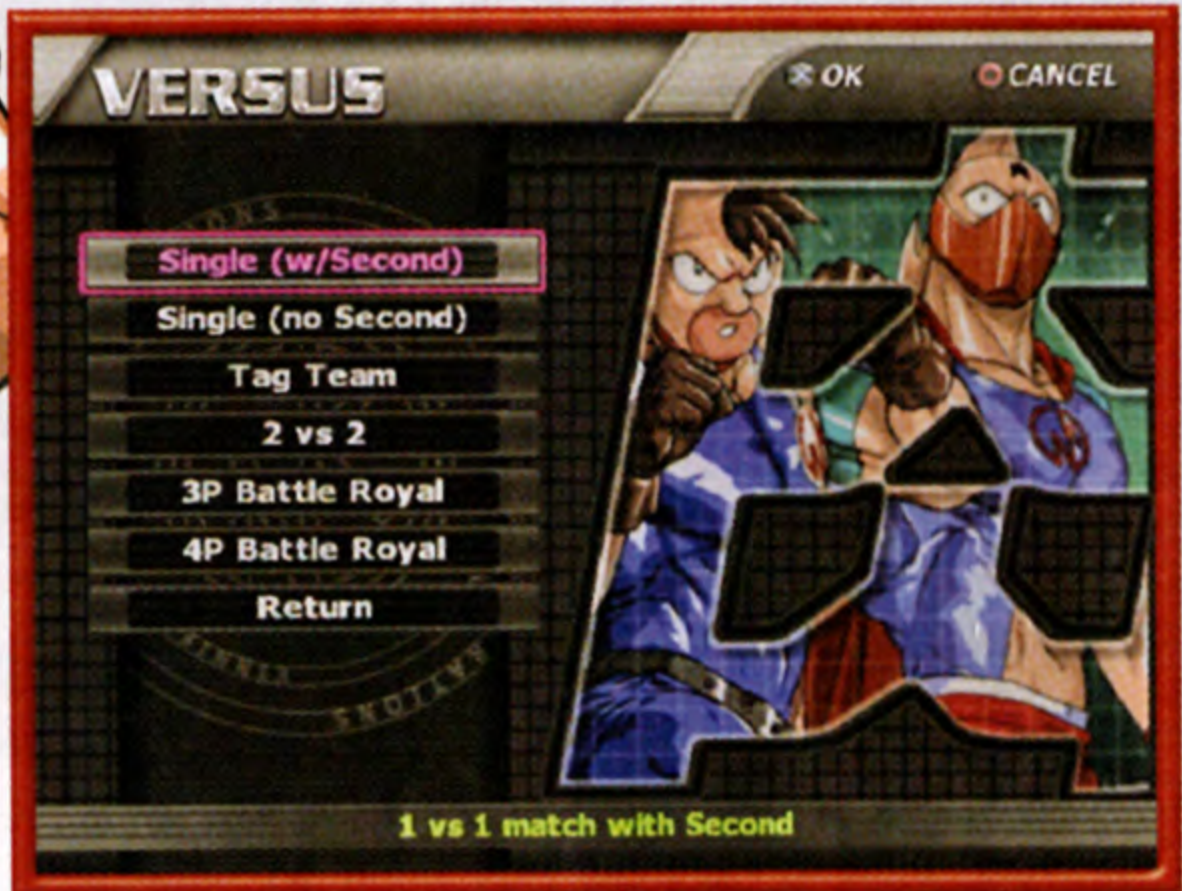
Muscle Docking

Each Ultimate Attack features a dynamic movie sequence.



VERSUS MODE

Play various match formats with your friends or against the computer!



Single (w/Second)

A one-on-one match. The Second will aid the fighter with various support actions.

Single (no Second)

A regular one-on-one match.

Tag Team

A regular team match, where you can switch with your partner by tagging. Teamwork as well as the timing of the tag is the key to success. Take advantage of the tag-team attacks.

2 vs 2

A regular two-on-two match. Take advantage of the tag-team combination attacks.

3P Battle Royal

Three characters battle it out in this match. The last one standing is declared the winner.

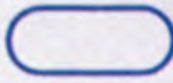


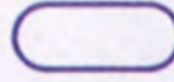
4P Battle Royal

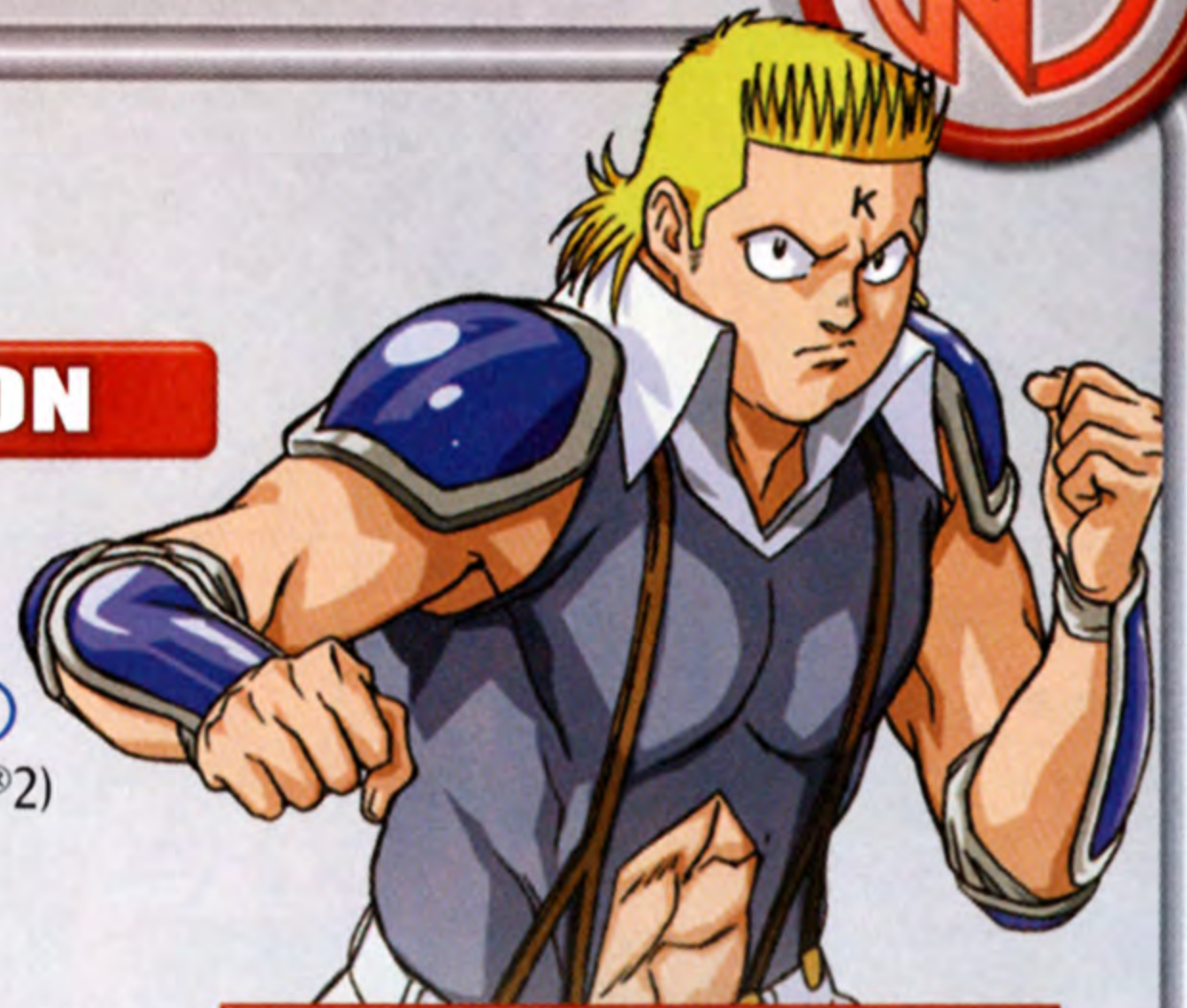
Four characters battle it out in this match. The last one standing is declared the winner.



CHARACTER SELECTION

By using the multitap (for PlayStation®2) you can have up to 4 players.

- **Player 1:** Select character with the 1P  cursor using the analog controller (DUALSHOCK®2) in controller port 1.
- **Player 2:** Press the START button. Select the character with the 2P  cursor. Press the START button, then select the character with the analog controller (DUALSHOCK®2) in controller port 2 (or in controller port 2-A, if using the multitap).
- **Players 3 and 4:** Press the START button and select a character with the 3P  and 4P  cursors respectively. Players 3 and 4 use the analog controller (DUALSHOCK®2) in controller ports 2-B and 2-C respectively. Player 3 may only enter after Player 2 enters and player 4 may only join after player 3.



*No two players may play the same character.

MATCH SETTINGS

Change various settings in this menu.

- **Start Match**
When you are ready, select Start Match to rumble!
- **Select Stage**
Select the ring in which you wish to fight.
- **Change Match Setup**
Change the match time, the number of rounds, the mat, and the rope.
- **Change Teams**
Change the teams for matches involving four characters.
- **Return**
Go back to the character selection screen.



GAME MODES

TOURNAMENT (1 to 4 players)

Who will emerge the victor? Choose between single and tag-team tournaments.

For a single tournament, 4 to 8 characters can enter. For a tag-team tournament, 4 to 8 teams (as many as 16 wrestlers) can participate.



Press the START button to enter, then press the **X** button to select the character or team you want to play as. To watch two CPU teams battle it out, press the **X** button instead of START.



TEAM BATTLE (1 to 2 players)



Two teams of five face off in single elimination matches against each other. You can challenge your friend, the computer, or sit back and watch the computer battle it out.



Select 5 characters:

The fifth wrestler is the anchor of the team. If he loses, the team loses. You have the option to skip computer-controlled matches.

The winner of each match moves on to the next round, and his HP will not be replenished.





SURVIVAL (1 player)

The Survival mode features two different match formats: Single Survival and Mask Hunt.

RANKINGS		
1 st	King Muscle	10 Win(s) 20'00'
2 nd	Kid Muscle	9 Win(s) 19'00'
3 rd	Terryman	8 Win(s) 18'00'
4 th	Terry Kenyon	7 Win(s) 17'00'
5 th	Robin Mask	6 Win(s) 16'00'

Scroll up/down to view survival rankings



Single Survival

This is the ultimate survival game, since only a small amount of HP is replenished after each match. How many opponents will you be able to overcome?

The Rankings screen shows the number of consecutive wins and the total time of the matches.

MASK HUNT (1 player)

Play as Neptuneman or Big Budo to crush the unworthy wrestlers of the world! The matches are 2-vs-2 format. Finish off the opposition with their tag-team attack, "Mask the End", to obtain the opponent's mask.





SPECTATOR

Let the computer do all the work—grab some popcorn and enjoy the show!



The Spectator mode and Versus mode have the same menu. This may be a good opportunity to learn a thing or two, or simply take a break from all the action and button mashing.

TOY COLLECTION

With the KIN medals you win, you can buy character figurines from vending machines. These toys are really fun to collect, and may provide other benefits as well. Set your goals high and collect them all!



Select a machine and buy a figurine. Unlock the secret vending machine!



You can insert 10 KIN medals at a time by pressing the R1 button.



The word "New!" will appear for new figurines.



OPTIONS

Adjust various game settings and view character profiles.



Autosave



Controller



Character Profile

Options Menu

- Difficulty** Easy, Normal, Hard.
- Save** Save your game. See below.
- Autosave** Game is saved automatically after each match.
- Load** Load saved game.
- Sound** Stereo, Mono.
- Controller** Change controller configuration and turn the vibration function ON/OFF.
- Characters** View character profiles with commentaries from Meat.
- Credits** View credits after completing either Tournament mode or Team Battle mode.
- Return** Return to Main Menu.

SAVE

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot. You can only save your game in MEMORY CARD slot 1. Saving a game in memory card (8MB) (for PlayStation®2) requires at least 42KB of free space.

CHARACTER PROFILES



MUSCLE BROTHERS

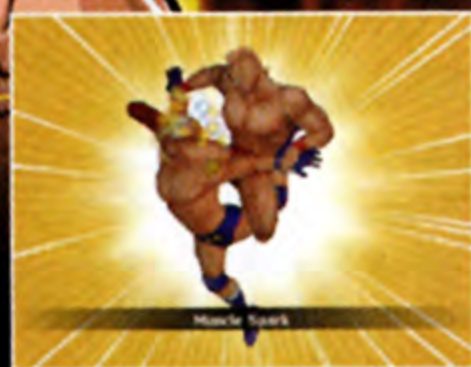


King Muscle

Category: Legend
 Birthplace: Muscle Planet
 Strength: 950,000 Power
 Height: 185 cm
 Weight: 90 kg



Tag-team
 Attack:
Muscle Docking



Specials	Commands	Chojin pwr
Ultimate Megaton Punch	L1 + X	Lv1
Muscle Curtain Attack	L1 + X (in midair)	Lv1
Kinniku Buster	L1 + O (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	L1 + O (from behind)	Lv2
Kinniku Driver	L1 + A (hold, after Throw Up)	Lv2
Muscle Spark	L1 + R1	Lv3



Lord Muscle

Category: Legend
 Birthplace: Hawaii, USA
 Strength: 950,000 Power
 Height: 185 cm
 Weight: 90 kg



Specials	Commands	Chojin pwr
Martial Arts Kick	L1 + X	Lv1
Technique 48 - Kinniku Buster	L1 + O (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	L1 + O (from behind)	Lv2
Kinniku Driver	L1 + A (hold, after Throw Up)	Lv2
Lock 52 - Arm Lock	L1 + O (lying face up)	Lv2
Lock 52 - Side Guard	L1 + O (lying face down)	Lv2
Triple Beefcake	L1 + R1	Lv3

NEW MACHINEGUNS



Terryman

Category: Legend
 Birthplace: Lone Star State, USA
 Strength: 950,000 Power
 Height: 190 cm
 Weight: 95 kg



Tag-team
 Attack:
Double German Suplex Hold



Specials	Commands	Chojin pwr
Texas Straight	L1 + X	Lv1
Texas Condor Kick	L1 + X (in midair)	Lv1
Texas Clover Hold	L1 + O (in front of opponent)	Lv2
Calf Branding	L1 + O (from behind)	Lv2
Calf Branding	L1 + A (hold, after Throw Up)	Lv2
Texas Clover Hold	L1 + O (lying face up)	Lv2
Spinning Toe Hold	L1 + R1	Lv3



Beetlebomb

Category: Legend
 Birthplace: England
 Strength: 830,000 Power
 Height: 180 cm
 Weight: 80 kg



Specials	Commands	Chojin pwr
Tomahawk Chop	L1 + X	Lv1
Wood Cutter Hand	L1 + X (in midair)	Lv1
Tomahawk Tornado	L1 + X	Lv1 + MP
Tomahawk Chop Tempest	L1 + O (in front of opponent)	Lv2
	L1 + R1	Lv3

* The Chojin pwr column indicates the amount of power consumed to execute the technique. ** MP = Muscle Power

CHARACTER PROFILES



MASTERS AND PUPILS



Robin Mask

Category: Legend
 Birthplace: England
 Strength: 960,000 Power
 Height: 217 cm
 Weight: 155 kg



Tag-team
 Attack:
 Tower of Babel



Specials	Commands	Chojin pwr
Robin Kick	L1 + X	Lv1
Human Rocket	L1 + X (in midair)	Lv1
Wrestler Rocket	L1 + X (in midair)	Lv1 + MP
Tower Bridge	L1 + O (in front of opponent)	Lv2
Reverse Tower Bridge	L1 + O (from behind)	Lv2
Robin Special	L1 + Δ (hold, after Throw Up)	Lv2
Robin Mask's Course of Doom	L1 + O (lying face down)	Lv2
Robin Special (Strong)	L1 + R1	Lv3



Warsman

Category: Legend
 Birthplace: Russia
 Strength: 1,000,000 Power
 Height: 210 cm
 Weight: 150 kg



Specials	Commands	Chojin pwr
Screw Driver	L1 + X	Lv1
Screw Driver	L1 + X (in midair)	Lv1
Palo Special	L1 + O (in front of opponent)	Lv2
Palo Special	L1 + O (from behind)	Lv2
War Leg Breaker	L1 + O (lying face up)	Lv2
Double Claw Screw Driver	L1 + R1	Lv3

MOST WANTED



Brocken Jr.

Category: Legend
 Birthplace: Germany
 Strength: 900,000 Power
 Height: 195 cm
 Weight: 90 kg



Tag-team
 Attack:
 Most Dangerous Rush



Specials	Commands	Chojin pwr
Red Rain of Pain	L1 + X	Lv1
California Crush	L1 + O (in front of opponent)	Lv2
Black Hamburg Fog	L1 + O (from behind)	Lv2
Bremen Sunset	L1 + Δ (hold, after Throw Up)	Lv2
Red Rain of Pain (Strong)	L1 + R1	Lv3



Sosumi

Category: Legend
 Birthplace: Japan
 Strength: 800,000 Power
 Height: 190 cm
 Weight: 102 kg



Specials	Commands	Chojin pwr
Wolf Slap	L1 + X	Lv1
Crazy Curve Throw	L1 + O (in front of opponent)	Lv2
Cube Hand Twist	L1 + R1	Lv3

CHARACTER PROFILES



2000 MEGAPOWER



Buffaloman

Category: Legend
 Birthplace: Russia
 Strength: 10,000,000 Power
 Height: 250 cm
 Weight: 220 kg



Tag-team
 Attack:
Longhorn Train



Specials	Commands	Chojin pwr
Hurricane Mixer	L1 + X	Lv1
Special Hurricane Mixer	L1 + X	Lv1 + MP
Tomahawk Hurricane	L1 + O (in front of opponent)	Lv2
Buffalo Blast	L1 + A (hold, after Throw Up)	Lv2
Hurricane Cross Slam	L1 + R1	Lv3



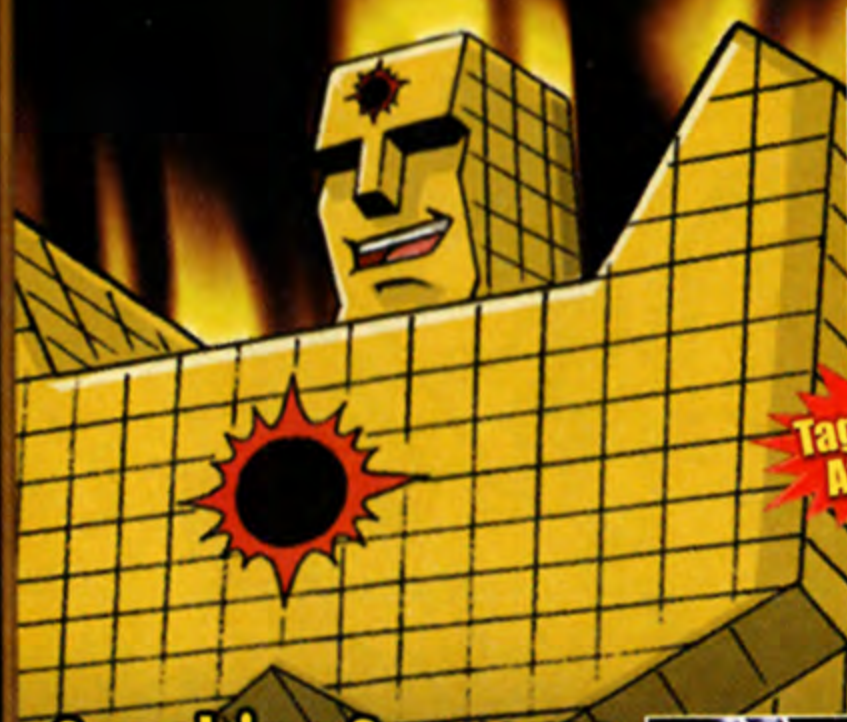
Lomeinman

Category: Legend
 Birthplace: Mongolia
 Strength: 970,000 Power
 Height: 208 cm
 Weight: 130 kg



Specials	Commands	Chojin pwr
Leg Lariat	L1 + X	Lv1
Solar Kick	L1 + X (in midair)	Lv1
Invincible Slaps	L1 + O (in front of opponent)	Lv2
Standing Camel Clutch	L1 + O (from behind)	Lv2
Spinning Camel Clutch	L1 + A (hold, after Throw Up)	Lv2
Camel Clutch	L1 + O (lying face down)	Lv2
The Great Wall Drop	L1 + R1	Lv3

EVIL VILLAINS



Sunshine Supreme

Category: dMp
 Birthplace: Lives in Florida
 Strength: 7,000,000 Power
 Height: 300 cm
 Weight: 1,000 kg



Specials	Commands	Chojin pwr
Knockout Topspin	L1 + X	Lv1
Piercing Pyramid	L1 + X (in midair)	Lv1
Giant Swing	L1 + O (in front of opponent)	Lv2
Cursed Roller	L1 + R1	Lv3



Tag-team
 Attack:
Hell's Combination

Shivano

Category: Sinister Six
 Birthplace: India
 Strength: 10,000,000 Power
 Height: 203 cm
 Weight: 200 kg



Specials	Commands	Chojin pwr
Tornado Inferno	L1 + X	Lv1
Shivano Torpedo	L1 + X (in midair)	Lv1
Shivano Buster	L1 + O (in front of opponent)	Lv2
Shivano Drop	L1 + O (from behind)	Lv2
Metashivano Buster	L1 + R1	Lv3



HELL MISSIONARIES



Tag-team Attack:
Cross Bomber

Neptuneman

Category: Ultimate Chojin
Birthplace: England
Strength: 28,000,000 Power
Height: 240 cm
Weight: 210 kg



Specials	Commands	Chojin pwr
Brawl Bomber	L1 + X	Lv1
Brawl Special	L1 + O (in front of opponent)	Lv2
Magnetic Storm Driver	L1 + Δ (hold, after Throw Up)	Lv2
The Forbidden Robin Special	L1 + Δ (hold, after Throw Up)	Lv2 + MP
Quarrel Bomber	L1 + R1	Lv3



Big Budo

Category: Ultimate Chojin
Birthplace: Japan
Strength: 50,000,000 Power
Height: 290 cm
Weight: 320 kg



Specials	Commands	Chojin pwr
Kenpo Thrust	L1 + X	Lv1
Budo Exploding Kick	L1 + X (in midair)	Lv1
Brawl Bomber	L1 + X	Lv1 + MP
Magnetic Suplex	L1 + O (in front of opponent)	Lv2
Magnetic Suplex	L1 + O (from behind)	Lv2
Magnetic Storm Driver	L1 + Δ (hold, after Throw Up)	Lv2
Megaton King Drop	L1 + R1	Lv3

4D BRAWLERS



Tag-team Attack:
Fusion 4D

Blackhole

Category: dMp
Birthplace: Bermuda Sea
Strength: 2,000,000 Power
Height: 201 cm
Weight: 420 kg



Specials	Commands	Chojin pwr
Shadow Strike	L1 + X	Lv1
Shadow Bind	L1 + O (in front of opponent)	Lv2
Black Hole Absorption	L1 + R1	Lv3



Starface

Category: Legend
Birthplace: USA
Strength: 700,000 Power
Height: 208 cm
Weight: 115 kg



Specials	Commands	Chojin pwr
Chronos Change	L1 + X	Lv1
Stop The Time	L1 + X	Lv1 + MP
Space Shuttle	L1 + O (in front of opponent)	Lv2
Space Falcon	L1 + R1	Lv3



BIG BOMBERS



Tag-team Attack:
North America Corporation



Manitoban

Category: Legend
Birthplace: Canada
Strength: 1,000,000 Power
Height: 265 cm
Weight: 218 kg



Specials	Commands	Chojin pwr
Canadian Tomahawk	L1 + X	Lv1
Permafrost Drop	L1 + O (in front of opponent)	Lv2
Canadian Back Breaker	L1 + A (hold, after Throw Up)	Lv2
Maple Leaf Lock & Canadian Back Breaker	L1 + R1	Lv3

Specialman

Category: Legend
Birthplace: Eastern USA
Strength: 650,000 Power
Height: 173 cm
Weight: 86 kg



Specials	Commands	Chojin pwr
Starry Night Tackle	L1 + X	Lv1
Hamburgerhill Driver	L1 + O (in front of opponent)	Lv2
Touchdown of Glory	L1 + R1	Lv3

Prince Lou Ow

Category: Legend
Birthplace: Hawaii, USA
Strength: 950,000 Power
Height: 185 cm
Weight: 90 kg



Specials	Commands	Chojin pwr
Martial Arts Kick	L1 + X	Lv1
Lock 52 - Back Flip	L1 + O (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	L1 + O (from behind)	Lv2
Lock 52 - Kamehame Altar Drop	L1 + A (hold, after Throw Up)	Lv2
Lock 52 - Arm Lock	L1 + O (lying face up)	Lv2
Lock 52 - Side Guard	L1 + O (lying face down)	Lv2
Technique 48 - Kinniku Buster	L1 + O (in front of opponent)	Lv2 +MP
Kinniku Driver	L1 + A (hold, after Throw Up)	Lv2 +MP
Triple Beefcake	L1 + R1	Lv3

Ninja Ned

Category: Legend
Birthplace: USA
Strength: 3,600,000 Power
Height: 190 cm
Weight: 115 kg



Specials	Commands	Chojin pwr
Ying Yang	L1 + X	Lv1
Ying Yang	L1 + O	Lv2
Ninja Web	L1 + R1	Lv3



Skullduggery

Category: Legend
Birthplace: Skull Planet
Strength: 200,000 Power
Height: 178 cm
Weight: 80 kg



Specials	Commands	Chojin pwr
Bone Headbutt	L1 + X	Lv1
Skullduggery DDT	L1 + O (in front of opponent)	Lv2
Straight Drop Back	L1 + O (from behind)	Lv2
Bone Chillin'	L1 + R1	Lv3



Kid Muscle

Category: New Generations
 Birthplace: Muscle Planet
 Strength: 930,000 Power
 Height: 176 cm
 Weight: 83 kg



Specials	Commands	Chojin pwr
Kid Muscle Heel Drop	L1 + X	Lv1
Kid Muscle Air	L1 + X	Lv1 +MP
Kinniku Buster	L1 + O (in front of opponent)	Lv2
Alphabet Soup Da Loop	L1 + O (from behind)	Lv2
Invert Kinniku Buster	L1 + Δ (hold, after Throw Up)	Lv2
The Stocky Locky	L1 + O (lying face down)	Lv2
Muscle Millennium	L1 + R1	Lv3



Terry Kenyon

Category: New Generations
 Birthplace: Lone Star State, USA
 Strength: 1,050,000 Power
 Height: 190 cm
 Weight: 86 kg



Specials	Commands	Chojin pwr
Texas Straight	L1 + X	Lv1
Spinning Toe Hold	L1 + O (in front of opponent)	Lv2
Double Dome Suplex	L1 + O (from behind)	Lv2
High Voltage Vexer	L1 + Δ (hold, after Throw Up)	Lv2
Spinning Toe hold	L1 + O (lying face up)	Lv2
Texas Clover Hold	L1 + R1	Lv3



Wally Tusket

Category: New Generations
 Birthplace: Ireland
 Strength: 910,000 Power
 Height: 193 cm
 Weight: 145 kg



Specials	Commands	Chojin pwr
Megaton Drop Kick	L1 + X	Lv1
Tombstone Pile Driver	L1 + O (in front of opponent)	Lv2
Stepover Tusk Hold	L1 + O (from behind)	Lv2
Salmon Splash	L1 + Δ (hold, after Throw Up)	Lv2
Stepover Tusk Hold	L1 + O (lying face up)	Lv2
Ice Rock Driver	L1 + R1	Lv3



Dik Dik Van Dik

Category: New Generations
 Birthplace: Tanzania
 Strength: 1,000,000 Power
 Height: 205 cm
 Weight: 136 kg



Specials	Commands	Chojin pwr
Antler Fist	L1 + X	Lv1
Antler Fist	L1 + X (in midair)	Lv1
Take This!	L1 + O (in front of opponent)	Lv2
Savannah Heat	L1 + R1	Lv3



Kevin Mask

Category: Former dMp
 Birthplace: England
 Strength: 1,170,000 Power
 Height: 218 cm
 Weight: 155 kg



Specials	Commands	Chojin pwr
Kevin Kneel Kick	L1 + X	Lv1
Tactics No. 9	L1 + X	Lv1 +MP
Mach Pulverizer	L1 + X (in midair)	Lv1 +MP
Tower Bridge	L1 + O (in front of opponent)	Lv2
OLAP	L1 + O (from behind)	Lv2
Stepover Full-Nelson Toe Hold	L1 + O (lying face down)	Lv2
Robin Special	L1 + Δ (hold, after Throw Up)	Lv2 +MP
Big Ben Bash	L1 + R1	Lv3



Jeager

Category: Generation EX
 Birthplace: Germany
 Strength: 950,000 Power
 Height: 187 cm
 Weight: 93 kg



Specials	Commands	Chojin pwr
Red Rain of Pain	L1 + X	Lv1
Dual Red Rain of Pain	L1 + X (in midair)	Lv1
SSD	L1 + O (in front of opponent)	Lv2
Beefcake Hammer	L1 + O (from behind)	Lv2
Beefcake Hammer	L1 + Δ (hold, after Throw Up)	Lv2
Cross Arm Lock	L1 + O (lying face up)	Lv2
Red Rain of Pain (Strong)	L1 + R1	Lv3



Checkmate

Category: Former dMp Nightmares
 Birthplace: England
 Strength: 1,210,000 Power
 Height: 221 cm
 Weight: 190 - 800 kg



Specials	Commands	Chojin pwr
The Castle Crush	L1 + X	Lv1
Centaurian Stomp	L1 + X	Lv1 +MP
The Castle Crush	L1 + O	Lv2
Tower of Terror	L1 + O (in front of opponent)	Lv2 +MP
Pile Driver Stallion Style	L1 + R1	Lv3



Eskara (Mars)

Category: Generation EX (dMp)
 Birthplace: Italy
 Strength: 1,380,000 Power
 Height: 200 cm
 Weight: 137 kg



Specials	Commands	Chojin pwr
Swallow Tail	L1 + X	Lv1
Swallow Tail	L1 + X (in midair)	Lv1
Spinning Double Toe Hold	L1 + O (in front of opponent)	Lv2
Full German	L1 + O (from behind)	Lv2
Buffalo Branding	L1 + Δ (hold, after Throw Up)	Lv2
Spinning Double Toe Hold	L1 + O (lying face up)	Lv2
Ultimate Scar Buster	L1 + R1	Lv3



Hanzo

Category: Gruesome Threesome
 Birthplace: IGA
 Strength: 1,470,000 Power
 Height: 212 cm
 Weight: 115 kg



Specials	Commands	Chojin pwr
Corrupt Katana	L1 + X	Lv1
Pinwheel	L1 + X (in midair)	Lv1
Sleeper Hold Suplex	L1 + O (in front of opponent)	Lv2
Corrupt Katana Mt. Fuji Face Lift	L1 + O (from behind)	Lv2
Wasabi Wallop	L1 + R1	Lv3



Bone Cold

Category: Gruesome Threesome
 Birthplace: Skull Planet
 Strength: 1,500,000 Power
 Height: 204 cm
 Weight: 147 kg



Specials	Commands	Chojin pwr
The Riveter	L1 + X	Lv1
The Riveter	L1 + X (in midair)	Lv1
3D Crush	L1 + O (in front of opponent)	Lv2
Brain Cool	L1 + O (from behind)	Lv2
Bone Cold Blade	L1 + R1	Lv3



Comrade Turbinski

Category: Muscle League
 Birthplace: Russia
 Strength: 1,200,000 Power
 Height: 227 cm
 Weight: 176 kg



Specials	Commands	Chojin pwr
Wing Clipper	L1 + X	Lv1
Wing Clipper	L1 + X (in midair)	Lv1
Stealth Genetic	L1 + X	Lv1 + MP
Stealth Genetic	L1 + X (in midair)	Lv1 + MP
Siberian Tarurana	L1 + O (in front of opponent)	Lv2
Around the World of Hades	L1 + O (from behind)	Lv2
Siberian Tarurana	L1 + O (lying face down)	Lv2
The Turbulence	L1 + R1	Lv3



Ricardo

Category: Muscle League
 Birthplace: Brazil
 Strength: 1,180,000 Power
 Height: 213 cm
 Weight: 148 kg



Specials	Commands	Chojin pwr
Sliding Kick	L1 + X	Lv1
Aranha Clutch	L1 + O (in front of opponent)	Lv2
Iguaza Lock	L1 + O (lying face up)	Lv2
Zuffara	L1 + O (lying face down)	Lv2
Torture Slash	L1 + R1	Lv3

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