

Dead or Alive 2 Ein Character FAQ

by Raikazokou

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Dead or Alive 2 FAQ For Ein by Raikazokou

Name:Ein or Hayate
Fighting Style:Karate
Age:23
Height:5'11"
Weight:165 lbs
Nationality:Unknown
Primary Partner:Ayane
Secondary Partner:Jann Lee?

Bio

Ein was left to die in the esoteric Black Forest of Germany. Even though he suffered amnesia, his deep desire to fight stayed intact with his beaten body. He mastered karate in a very short period. He hopes to find answers to his life time search of self-discovery through participation in the Dead or Alive World Combat Championship.

Move Key

U=up
UF=Up-forward
F=Forward
DF=Down-forward
D=Down
DB=Down-Back
B=Back
UB=Up-back
X=Punch
Y=Kick
A=Block or free
B2=Throw (which is the B button)
R=A+X+Y
Lower case direction means to tap and upper case means to hold.

360=Rotate D-Pad or analogue stick 360 degrees

ab=Press buttons in quick succession
a+b=Press together
a~b=Press straight after first button, so press b straight after a
a,b=Press afterwards
a>b=Brief pause between the buttons

Rear=Perform move behind enemy
Crouch=Perform on crouching enemy
Away=Perform move while facing away from the enemy
Near Wall=Perform move near wall
Side-Step=Perform move while side-stepping
Grounded=Perform move while on floor
As you Rise=Perform move while rising from floor
Dot=Indicates a continued move

Standard Moves

Strike of order	X
Rising strike	df+X
Low strike	d+X
Roundhouse kick	Y
Front kick	df+Y
Low kick	d+Y
Turning fist of truth	X(away)
Rounded reverse punch	d+X(away)
Turning low punch	D+X(away)
Reverse back kick	K(away)
Turning Heel Drop	d+Y(away)
Turning low heel sword	D+Y(away)
Jumping back kick	u+Y(away)
Front jump strike	uf~X
Front jump kick	uf~Y
Front jump twin strike	uf,X
Front jump water kick	uf,Y
Jumping strike	u~X
Jumping kick	u~Y
Jumping double strike	u,X
Jumping water kick	u,Y
Back jump twin strike	ub,X
Back jump water kick	ub,Y

Basic Striking Moves

Hilt strike	f+X
My wife	bf+X
Double fist strike	f+X+Y
Dusty wind	d,df,f+X
Clogging strike	u+X
Ice splitter	ub+X
Rising elbow strike	uf+X
†Thunder warrior	uf+XY
Strike of order	X
†Combo punch	XX
†Wind combo	XXX
†Claw combo	XX,f+X
††Bull reining combo	XX,f+XX
††Fog chime	XX,f+XY
††Falling light	XX,f+X,d+Y
†Combo-roundhouse	XXY
††Combo-combo kick	XXYY
†Combo-low kick	XX,d+Y
††Scarlet Sparrow	XX,d+YY
††Dragon Tail	XX,D+YY
†Punch-roundhouse	XY
†Punch-combo kick	XYY
Claw hand	f,f+X
†Bull rein	f,f+XX
†Sidekick	f,f+XY
†Waterkick	f,f+X,d+Y
Iron Hammer	b+X
†Low heel sword	b+X,d+Y
†Heavenly shores	b+X,d+YX
†Iron hammer combo	b+XX
†Purple haze	b+XXX
†Fuumon	b+XX,d+Y
Roundhouse kick	Y

‡Back kick	YY
Rising roundhouse	Y(side-step)
Raised front kick	b+Y
Jumping knee kick	f, f+Y
‡Falling star kick	f, f+YY
‡Leftover stars	f, f+YYY
Heaven's Lance	df, df+Y
Heel drop	u+Y
Wind and Clouds	bf+Y
Ruler of the skies	d, df, f+Y
Tears of light	A+Y
‡Hop kick	A+Y, Y
‡Water kick	A+Y, d+Y
Jewel of light	b+A+Y
Thrusting elbow	X+Y
‡Dawn's chimes	X+Y, f+X
Knee kick	F+Y
‡Demon tooth	F+YY
Heel sword kick	f+Y
‡Heel sword combo	f+YY
‡Line of stars	f+YYY
‡Sirius kick	f+YY, f+Y
Low heel sword	db+Y
‡Silver wolf	db+YY
‡Style of the sword	db+YX
‡Heel sword claw	db+Y, f+X
‡Thunder cow	db+Y, f+XX
‡Celestial thunder	db+Y, f+XY
‡Global thunder	db+Y, f+X, d+Y
Low kick	d+Y
‡Leopard tail	D+YY
Jumping front kick	uf+Y
‡Flying kirin	uf+YY
Wind of light	f+A+Y
Crane wheel	ub+Y
Front kick	df+Y
‡Jumping combo kick	df+YY
‡Celestial kirin	df+YYY

Throws

Water moon	B2
Frame of dragon	b+B2
Frame of boulder	b+B2 (near wall)
Firelight	df, df+B2
Violent flames	df, df+B2 (near wall)
Billowing wind	f+B2
Crimson lotus	d, db, b+B2
Double Acme	B2 (rear)
Summit of stars	b+B2 (rear)
Flooded moon	d+B2 (crouch)
Peck of the shrike	db+B2 (crouch)
Crane fist punch	d+B2 (rear, crouch)
Water wheel	db+B2 (rear, crouch)

On downed opponent

Demon slasher	u+X+Y
Low level punch	d+X

Special

Basic taunt	d,d+R
Special taunt	b,f,b+R

Tag team moves

Wind dance/tower kick	f,f+R (from Ayane)
Double roundhouse	f,f+R (to Ayane)
Tag Firelight	f,f+R (from anyone EXCEPT Ayane)

!Special Note!

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