

Dead or Alive 2 Ayane FAQ

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Dead or Alive 2

Ayane

Version 1.51

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A. Before you continue reading...

I created this guide after a lot of hassle, several continues, giving J40 to the nice people at Game, a few hours on Notepad and various other things too stupid to mention. You can use this guide for your own purposes but it would be better if you'd e-mail me at ldriver.kasumi@merseymail.com and ask for my permission. Also could you give me credit if you do use this guide for that purpose. ThanX

And before I get various E-mails from US gamers I am from the UK somewhere so don't winge if the details are wrong as they are correct for the UK/PAL version although they might work for the US/NSTC version.

The FAQ was originally made for the DC version. Now I don't know why people come and have a look when they have a PS2 HOWEVER I may be entitled to think that the same strategies will work for the PS2 version. so try them and e-mail me with what happened! If you do have the PS2 version could you please E-Mail me the DEFAULT controller setup for the game so it will help other people who have the PS2 version

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This guide should be on the following web sites:

<http://DreamCastStuf.homestead.com/faqs.html>

<http://www.GameFAQs.com>

<there's another one that I cant remember! {e-mail me with where it is and i'll get it sorted}>

If it is on another site then e-mail me and I will sort it out

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1. General Advantages + Disadvantages

Ayane is a great choice for the beginner in DOA2. She has speed bettered only by Kasumi and can pull off some combos of a multitude of hits which can end up being a quite spectacular replay and finisher if you can pull it off successfully. she also has a lot of attacks which can be pulled off if you're good enough.

However she has to rely on her combo chains as she isn't very powerful and like the weakest link those chains can be broken with a well timed hold or counterattack. She also has to rely on Critical Hits, Counters and High Counters to help in the effort of K.O.ing everyone. She also doesn't stand up very well to low attacks very well.

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2. What I think

Ayane is one of those characters who can 'float (and look) like a butterfly (well - I think butterflies are attractive! Got a problem with that?), sting like a bee' and although I have not mastered all of her combo attacks all her others are impressive to watch. If you can get the opponent stuck near the wall hit them with one of your best combos. She can cause a floating combo rather easily.

Her style revolves around twisty, turny techniques. She has a fistful of very confusing moves and when mastered can become very unpredictable.

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3. Some Useful Advise

Use some of the shortcut buttons which allow you to press 2 buttons, yet you're only pressing one button(i.e. the B button which is defaultly set as F+P - the throw button)

Although it isn't much use keep the R trigger as F+P+K - It's essential especially in Tag mode (F+P+K tags you're partner in and is part of the tag throw attack)

If you are using the standard DC pad, use the analogue stick for free movement rather the D-Pad + L Trigger so then you can...

...(with DC pad) Configure the L trigger as another attack - I'd recommend P+K or F+K

If you are using the Arcade Stick keep one button as free movement and make sure you can keep hold of it whilst you are pressing other buttons

It is best to remember this: Throws beat holds beat blows beat throws (remember that stone paper scissors game?)

If you get stuck in a throw or combo throw perform a throw maneuve of your own to get out of it (F+P works most of the time)

4. Key to what to do with attacks (mainly relating to DC pad)

u,t,d,b - Press up, forwards (Towards opponent), Down or Back (away from opponent) A capital indicates a longer press (if needed)

ut - Up + Towards Diagonal

dt - Down + Towards Diagonal

db - Down + Back Diagonal

ub - Up + Back Diagonal

the above 4 commands can be shown as their reverse order (i.e. tu, td etc.)

QCB - Quarter Circle Back

QCF - Quarter Circle Back

P - Punch (Default = X button)

K - Kick (Default = Y button)

F - Free (Default = A button)

F+P+K - The Free, Punch Kick Button (Default = R Trigger)

F+P - The Throw button (default = B Button)

EWBT - End With Back Turned

Wall(Face) - Wall throw that needs you to be facing the wall.

Wall(behind) - Wall throw that needs you to have your back to the wall

Back - You must be behind your opponent

Low - You and you're opponent must be ducking (or in AofP in Helena's case)

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5. Ayane's Costumes

NOTE: These are for the PAL version - so don't moan

C1: Purple Dress with the very small skirt. Plus she has that HUGE bow.

C2: Exactly like C1 only Ayane is wearing black pants, the dress is orange and the bow is purple

C3: Purple ninja outfit

C4: Schoolgirl kit (different to Kasumi's mind!)

C5: Same as C4 but has a coat

C6: Purple dress and suspenders (I think). Also has a tattoo on back.

5.1. How to get her costumes

NOTE: This is how I managed to get them - You may have to do something else in order to get the other costumes. You can use any difficulty unless specified

C1: Default (already have it)

C2: Default (already Have it)

C3: Complete story mode with either C1 or C2

C4: Complete story mode with C3

C5: Complete story mode with any costume on Hard difficulty

C6: Complete story mode with C5 on Hard difficulty

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6. Attacks

NOTE: All attacks or throws damage is only done as a normal attack and not as a Counter or High Counter also a dash between attacks mean a pause.

6.1. General Blows

Attack	Command	Damage
Sosho	PPP	20
Renten	PPKK	27
Koei	PPtPP	28
Hajin	PK	25
Koeiga	tPP	28
Soha	ttPtK	22
Fuzan	dtPbP	23
Jirai	dttdPDK	25
Rijin	bPK	28

Hishu	bP - K	35
Riji	bPdK	25
R. Hein	bP - dK	30
F. Soshō	utPPP	20
F. Renten	utPKK	22
Sajin	DTPK	25
Renkyaku	KK	22
Ryuso	tKK	25
Roso	tKdK	22
Soten	uK	25
Ryubi	utK	45
Shugetsu	ubK	40
Fujin	bK	28
Retten	F+K	35
Rekku	dtF+K	30
Roso K	dF+K	25
E. Hajin	P+KPP	25
E. Fujin	P+KPK	55
Hajinsai	P+KPubK	30
Hajin K	P+KPdK	25
Genmu	d(QCF)K	38
Fujinsai	d(QCF)F+K	55
Sho	bF+K	32

6.1A. Back Attacks

Attack	Command	Damage
R. Soshō	PPP	20
R. Eiko	PPbPPP	20
R. Fujinsai	PPbPPK	55
R. Eikosai	PPbPPubK	30
R. Eikogeri	PPbPPdK	25
R. Riijin	PPtPK	28
R. Hisu	PPtP - K	30
R. Riji	PPtPdK	25
Rahien	PPtP - dK	30
Rasajin	PPDBPK	25
Fusai	uK	35
Eigetsu	ubK	40
Z. Rajin	bPPP	25
Z. Fujinsai	bPPK	55
Z. Hajinsai	bPPubK	30
Z. Hajingeri	bPPdK	25
J. Sajin	DBPK	25
Embusho	utP	24
Enshusen	dF+K	30
Kokuso	F+K	43

6.2. Throws

NOTE: Damage for ALL throws (including combo throws) is total amount of damage

Throw	Command	Damage	Notes
Momiji	F+P	40	
H. Embu	tF+P	42	
Hikari	tF+P	55	Wall (Face)
Kirimadori	bF+P	00	Movement
Tosenka	btF+P	52	
Baisenka	btF+P	60	Wall (Behind)
K. Gengi	d(QCF)F+P	55	
K. Ranmu	d(QCB)F+P	60	
Ryusa	F+P	52	Back
Tsubaki	tF+P	55	Back

Setsuna	dF+P	55	Low
Kamiyo	dbF+P	55	Low
Muso	dF+P	57	Low, Back
Tenbujin	dbF+P	60	Low, Back

6.2A. Back throws

Namigatana	F+P	43	
Yamigarasu	tF+P	58	
Urayami	tF+P	58	Back
Shusui	dF+P	62	Low

6.2B. Combo Throws

Throw	Command	Damage
Tsurara	ttF+P - dF+P	68

6.3. Down Attacks

Name	Command	Damage
Hyomu	uP+K	20
Kawara	dP	10

6.4. Taunts/Special Behaviour

Name	Command	Notes
No Kidding	btbF+P+K	
No Kidding	tbtF+P+K	
Silly	ddF+P+K	
Haijin	uP	
Kazemai	ubP	
Furo	tt	Back
Renbu	tT - T	Back
Oroshi	dt	Back
Shimo	DT	Back
Oroshiryu	dtB	Back
S. Oroshi	dtDB	Back

7. Ayane Vs...

These tactics work in any mode

7.1. Bass

Bass certainly has the size and strength advantage in this match but the disparity in speed gives Ayane a good shot at being David to Bass' Goliath. While Bass may land one or two huge attacks, Ayane can play a hit and run game, whittling Bass down slowly. In addition, Bass makes a huge target for Ayane's quick-hitting, multi-hit combo attacks, allowing her to hit him in the air multiple times, even if the attacks are not properly coordinated. Soften up Bass' defence with unpredictable, quick attacks and then get him in the air and let loose with as many hits as you can. If you get Bass in a desperate situation, you have already won this fight.

7.2. Ein

Ein's not shy about bringing the fight directly to you. This can be both an advantage and a disadvantage. Ein's attack speed can be blinding and you'll have your face in the canvas if you don't properly counter. However, if you can read his attacks counters can make the difference. Hold back your attacks until you see an opening, then act quickly to seal Ein's fate.

7.3. Gen-Fu

You will have to play a smarter game against Gen-Fu, which isn't easy as he can hurt you pretty badly with just a few attacks. Even in close range it's better to let him throw you than to have him pummel you by his powerful, well coordinated attacks. Use your superior agility to run rings 'round him so he will take shots that will miss. Then whilst he's out of position strike quickly then go back on the defensive. If Gen-Fu starts to get in your face too much throw him out of the way.

7.4. Helena

Because of these two's histories you can bet your bottom dollar that Helena is going to be more aggressive than she will be with the other fighters. She's adept at mixing her attacks and has a slightly slower speed than Ayane. When she goes into her AofP stance (low stance). her attacks get even more confusing. Play her game by using your back attacks - like the Shugestu.

7.5. Jann-Lee

Jann-Lee's speed isn't as great as Ayane's, but he can still wreak havoc with his strength advantage. Jann-Lee's attacks are often focused on your midsection, so look for easy hold opportunities and take full advantage of them. Jann-Lee becomes even more aggressive when your back is turned so, unless you have mastered Ayane's back attacks, don't let him catch you in this position. He doesn't miss when given this sort of opportunity. Otherwise you can just dismantle him.

7.6. Kasumi

Kasumi counters well and uses throws at the right times giving her the upper hand in hand to hand combat. Also with a slight speed advantage this can get difficult. She can't stand being attacked low so sweep her when she's off her line. Then begin to nail her as she is stunned. Kasumi's fighting style is similar to Ayane's. What can be done can similarly be done to you if you pay no attention.

7.7. Lei-Fang

Lei-Fang doesn't have much of an advantage against you but if you are careless she can defeat you easily. Lei-fang with finesse, superior positioning and deft countering. She has a general lack of durability and doesn't stand up to repeated damage. But as she can avoid or counter any attack thrown at her, hit her while she's defenceless - just do it quick!

7.8. Leon

Leon is a traditional grappler, meaning that he'll tend to abandon more traditional punches and kicks for a damaging combo throw attack. However Leon still has a mean punch or two that can knock your lights out in short order. He likes using quick hitting attacks of two or three hits so, by the time you catch on, it may be too late. Do your best to ding into Leon as much as possible, beware his superior countering (holding) ability, and exploit any major weaknesses with a strong multi-hit combination attack. If he manages to get you in a Combo Throw get out of it and nail him while he is out of his position.

7.9. Ryu Hayabusa

Although Hayabusa is a quick character, Ayane's speed advantage often allows

her to win the battle of near simultaneous attacks. Don't be afraid to launch an attack in response to one of his own, especially if you are guessing where the attacks gonna hit. don't attack too frequently. Hayabusa counters well against stupid or repetitive attacks. Mix up your attack range often and use the Shugestu from time to time to keep him off his feet. The more he's off the ground, the more chance of winning.

7.10. Tengu - Story mode only

While Tengu can close the door on virtually any attack that Ayane can muster, She can interrupt some of Tengu's most feared attacks. Like when he is charging up his Tornado and Jump Back Rush attacks, Ayane can close the gap and drop Tengu cold with her Genmu attack. Once Tengu starts these manoeuvres he cannot stop, giving Ayane a free shot if he's not too far away and if you recognise the opportunity quick enough. But nothing comes easy with Tengu. Look for opportunities to counter long combo attacks, especially those that would lift you in the air and put you in his mercy. Also try to get up without putting yourself back into Tengu's attack range or you may find yourself back there on the floor.

7.11. Tina

She likes to use her grappling ability to perform combo throws, and getting out of these before she can complete them could make the difference between winning and losing. If you do get caught by one of her combo throws, get out of it before she can fully capitalise on it. Tina likes to mix up her attacks and counter yours when you least expect it. You must surprise Tina in order to defeat her. If you can defend her attacks successfully, she will almost certainly be open to a counterattack, so don't be too anxious to knock her down in the middle of her multi-hit attacks. Be patient and seize the moment when she cannot defend herself.

7.12. Zack

Zack's reliance on quick kicking attacks presents you with lots of counter opportunities - take advantage of them. However, being overzealous when it comes to countering can turn into a big advantage for Zack. His throws are underrated and a missed counter usually results in Zack sending you on a quick trip to the floor. Zack is more vulnerable to low attacks than high attacks so sweep him if he's out of position. If you can block at least some of Zack's moves and counterattack intelligently, you'll have a much better chance of winning than if you just emulate his hit and run style.

8. Tag Teams

8.1. Best Tag Teams

Ayane Works effectively with the following characters as partners

Hayabusa - He is good at doing floater combos then letting Ayane have a go to mop any remaining energy. They are also very irritant to pull of long chains of 7 or so hits!

Gen-Fu - Although the old man isn't easy to work with again he can start a floater chain easily, let Ayane get in for more hits then finishing the chain off with a move like the Side Bodycheck.

Leon - In this team Ayane has all the speed and Leon has all the strength. Unlike Bass, who's attacks have more power in them, he can start a juggle and carry on with the combo letting Ayane in to keep the floater going with an attack like the Shugetsu also she can carry on with the attack.

Kasumi - My personal favourite team and also my most used (about 200+ times) have more speed than an F1 car. quite literally they can pummel anyone who

gets in their way quite sharpish.

Ein - A combination of what I have said with Leon and of Ayane as he is fast and strong. If you play your card's right you can have a chain of 20 + hits with the brother\sister combination.

Bass - Like Leon he can start off a juggle unfortunately he cannot keep one up for long. At that time you should switch to Ayane as she's kinda great at Juggling

8.2. Ayane's Tag Attacks

NOTE the character with a * after their name must be in the ring fighting or it won't work!

Name	Command	Damage	Tagged with
M.Tensho	ttF+P+K	70	Ein/Hayate
Yougeki	ttF+P+K	70	Gen-Fu*
Yougeki Alternate	ttF+P+K	70	Hayabusa*
2 Platoon DDT	ttF+P+K	70	Bass*
Ayase 2	ttF+P+K	58	Anyone Else*
Ayase 2	bbF+P+K	58	Any
Character*			

9. Strange Ayane's going on (bad pun!)

FIREBALL!

Get the fireball cut-scene in story mode. When you fight Kasumi K.O. her with an attack which sends her a long way away - about 1/2 a screen width away (if you're kinda unsure - keep tapping back to go back faster - it might guarantee it). You'll go straight to the cutscene rather than watching the replay.

ROASTED!

The attacks that might do it for you are:

Tenryu (d[QCF]K)

H.Hembu (tF+P)

E. Fujin (P+KPK)

Hajinsai (P+KPubK)

B. Contacts

If you want to contact me about this guide - or perhaps something else DOA2 related you can E-mail me at ldriver.kasumi@merseymail.com my E-Mail account is active so I will answer your queries within a few days at least. Please make sure your query is DOA2 related or I will not answer! If you are a member of IGN you can find me posting messages at <http://boards.ign.com/> sticking up for DOA2! Also I have A Dreamcast Exclusive Web site at <http://DreamCastStuf.homestead.com/index.htm> It is sorta a good place to look. if your a DC user with Jet Set (Grind) Radio you can download some graffiti!

Legal Stuff

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One last thing...

If I have in any way copied any one else's work on the FAQ's page (and I hope I haven't) I will have to thank those people so I will. Thank you anyone who thinks I copied their work!

The Final Farewell...

Good Bye from the L00niest of all Drivers!

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