

# Dead or Alive 2 Bayman Character FAQ (JP)

by Ryu Hayabusa

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Dead or Alive 2 - Bayman Move List V1.2 (Japanese Version)

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The latest version of this FAQ can be found at:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.vgstrategies.com](http://www.vgstrategies.com)

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===Version History===

V1.0

First Version

V1.1

Experimenting with FAQ formating for easier viewing.

V1.2

Ok, figured out what was up with the formating. The margins were wrong! That's why everything looked so funky. Now it should look ok.

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===Bayman Info===

Nationality - Russian

Age - 31

Measurements

Height 6'6" - Weight 231 lbs.

B 47" W 38" H 40"

Fighting Style - Commando Sambo

Profession - Assassin

Ahhh, it sure is nice to have Bayman back again! And he isn't just a carbon copy

of Leon either! He has his own moves and requires different strategies than that of Leon.

Anyway, if you have the Japanese version of DOA2 then you can play as Bayman. Simply finish the game once with every character in order to unlock him. He has three costumes (two are initially available, just keep playing after you unlock him for the third).

Ok, enough chit-chat! On to the painful move list!

\*Note - This FAQ looks best when viewed in WordPad!

===Move List===

(All move commands assume you are facing right)

Move List Key:

ub u uf  
 \ | /  
b --o-- f  
 / | \  
db d df

Upper case letters mean you have to hold down the direction.

WS - While Standing (while crouching, return stick to neutral and input command as you are getting up)

P - Punch

K - Kick

S - "Free" button

+ - Press buttons at the same time (ie: u+K means Up and Kick at the same time)

, - Neutral then press immediately after (ie: u,K means you have to press Up, then let go of Up and press Kick)

H - Hits "High" and must be blocked standing or crouched under.

M - Hits "Mid" and must be blocked standing.

L - Hits "Low" and must be crouch clocked or jumped over.

G - Hits you while laying on the ground. Rapidly press the "Free" button to get up faster.

DC - Dreamcast Mode counter hold command.

Damge ratings based on normal non-counter circumstances.

=====  
Basic Moves  
=====

Move Name	Command	Damage
Jab	P	10 (H)
Palm Strike	df+P	20 (M)
Low Knuckle	d+P	5 (L)
High Kick	K	30 (H)
Middle Side Kick	df+K	26 (M)
Low Kick	d+K	12 (L)

-----  
While Back is Facing Opponent  
-----

Turn Back Knuckle	P	12 (H)
Smash Hook	PP	18 (HM)
Smash Upper	PPP	22 (HMM)
Turn Body Blow	d+P	15 (M)
Turn Low Spin Knuckle	D+P	13 (L)
Turn Spin Kick	K	30 (H)
Turn Side Kick	d+K	28 (M)

Turn Low Spin Kick D+K 25 (L)

-----  
Jumping Strikes  
-----

Descending Palm u, P 15 (M)  
Descending Front Kick u, K 30 (M)

Step Smash Hook u, P 20 (M)  
(while landing)

Step Leg Spike u, K 25 (L)  
(while landing)

Descending Palm uf, P 15 (M)  
Descending Front Kick uf, K 30 (M)

Step Smash Hook uf, P 20 (M)  
(While landing)

Step Leg Spike uf, K 25 (L)  
(While landing)

Trap Smash Hook ub, P 20 (M)  
Trap Leg Spike ub, K 25 (L)

-----  
While on the Ground  
-----

Mid Kick Recovery K 20 (M)  
Low Kick Recovery d+K 20 (L)

=====  
Strikes  
=====

Palm Arrow ub+p 30 (M)  
Tomahawk Elbow uf+P 32 (M)  
<1> Smash Hook u+P 18 (M)  
<2> Smash Upper u+PP 22 (MM)  
Truss Kick WS, K 36 (H)  
Rising Tomahawk uf+K 34 (M)  
? Kick u+K 30 (H)  
Sidewinder S+K 20 (M)  
Hell Bottom db+P 24 (L)  
Charging Bolt db+PP 27 (LM)  
Blast Back Knuckle b+P 17 (H)  
Blast ? b+PK 36 (HH)  
Blast Drive Knee b+P, f+K 18 (HM)  
Blast Stinger b+P, f+KP 15 (HMH)  
Blast ? b+P, d+K 22 (HL)  
Knee Lift f+K 20 (M)  
Flame Stinger f+KP 15 (MH)  
Smash DF+P 25 (M)  
Bulk Upper qcf+P 30 (M)  
Heel Hammer b+K 30 (M)  
Side Edge P+K 24 (H)  
Side Edge Knuckle P+K, P 17 (HH)  
Side Edge ? P+K, PK 36 (HHH)  
Side Edge ? P+K, P, d+K 22 (HHL)  
Flame Knuckle ff+P 24 (H)

Shoulder Tackle	bf+P	40 (M)
Swing Double Hammer	b+P+K	25 (M)
Reverse Double Hammer	b+P+K, P	30 (MM)
Leg Spike	db+K	25 (L)
???	db+KK	35 (LM)
Body Blow	f+P	18 (M)
Stomach Crash	f+PP	18 (MM)
Solid Crash	f+PPP	25 (MMM)
Crash Leg Spike	f+PP, d+K	25 (MML)
Stomach Break	f+P, K	30 (MM)
Jab	P	10 (H)
Jab to Body Blow	P, f+P	18 (HM)
Rush Sobat	P, f+PK	35 (HMM)
Rushing Leg Spike	P, f+P, d+K	25 (HML)
Jab to High Kick	PK	28 (HH)
Combo Heel Hammer	PKK	25 (HHM)
Jab to Straight	PP	10 (HH)
Knuckle Shot	PPP	24 (HHH)
Rush Tomahawk	PPK	34 (HHM)
Storm Blast Knuckle	PP, b+P	24 (HHH)
Death Bottom	PP, d+P	24 (HHL)
Charging Tiger	PP, d+P, P	27 (HHLM)
High Kick	K	30 (H)
Heel Hammer Trap	KK	25 (HM)
Double Hammer Trap	KP	25 (HM)
Reverse Hammer Trap	KPP	30 (HMM)
Turn Braid	qcb+P	32 (M)
Sliding Kick	ff+K	28 (L)
Low Kick	d+K	12 (L)
Double Spike	D+KK	25 (LL)

=====  
Throws  
=====

-----  
Enemy Facing You Throws  
-----

Front	S+P	45 (T)
Neck Hold Swing	b+S+P	0 (T)
??	df, df+S+P	10+55 (T)
Arm to Set	f+S+P	48 (T)
	or jump then S+P	
Fire Storm Knee	opponent back to wall	55 (T)
	then f+S+P	
Axial Foot Consequence (?)	bf+S+P	45 (T)
Scorpion to Set	dd+S+P	45 (T)
Standing Achilles Heel to Set	fb+S+P	25 (T)
Reverse Crab Lock	d+S+P	35 (T)
Standing Arm Lock	qcb+S+P	30 (T)
??	fb+S+P	30 (T)
DDT	d+S+P	45 (T)
Windmill Backbreaker	hcf+S+P	67 (T)

-----  
Enemy Back to You Throws  
-----

Flying Reverse Cross	S+P	55 (T)
Hell Hazard Lock	f+S+P	30+30 (T)
	or jump then S+P	50 (T)
Sleeper Hold	bf+S+P	40 (T)

Swing Sleeper	fb+S+P	30+20 (T)
Swing Breath Fall	Your back is to wall then fb+S+P	40 (T)
-----		
Enemy Crouching		
-----		
Side Arm Bar	d+S+P	20 (T)
	or jump then d+S+P	
Reverse Cross	d+S+P	8+8+8 (T)
Crazy Crash	dd+S+P	25+30 (T)
Snake Face Lock	db+S+P	20 (T)
Reverse Arm Lock	d+S+P	30 (T)
-----		
Enemy Crouching with Back to You		
-----		
Snake Face Lock	db+S+P	20 (T)
Reverse Arm Lock	d+S+P	30 (T)
-----		
Enemy On the Ground		
-----		
Ground Submission	d+S+P	30 (T)
=====		
Holds		
=====		
Head-Hunting Cross	f, ub+S	62 (C)
	<DC>ub+S	
Reverse Achilles Heel	f, ub+S	30+32 (C)
	<DC>ub+S	
Death Trap	fb+S	62 (C)
	<DC>b+S	
Snake ?? (enemy back to wall)	fb+S	72 (C)
	<DC>b+S	
Flying Knee Cross	bf+S	62 (C)
	<DC>db+S	
?? Cross	f, db+S	62 (C)
	<DC>db+S	
Cobra Death Lock	f, db+S	30+32 (C)
	<DC>db+S	
?? Lock	fb+S	62 (C)
	<DC>b+S	
Heel Hold	fb+S	62 (C)
	<DC>b+S	
=====		
Special Commands		
=====		
<<<Pounces>>>		
When opponent is on the ground:		
??	u+P+K	22 (G)
Stomping	d+K	12 (G)
<<<Misc>>>		
Tank Wheel (inner)	u+P+K	0
Tank Wheel (outer)	d+P+K	0
Taunt "I'll Kill You"	b, f, b+S+P+K	0
Taunt "Bingo"	dd+S+P+K	0

=====  
Tag Throws  
=====

Bayman & Zack  
-----

Heavy Sand ff+S+P+K 15+40+15 (T)

Bayman and Bass  
-----

Guillotine Napalm ff+S+P+K 10+30+30 (T)

Ultimate Tackle qcf+S+P+K 20+50+10 (T)

(opponent back to wall) qcf+S+P+K 20+60 (T)

Bayman & Tina  
-----

T-W-D ff+S+P+K 30+40 (T)

Bayman & Gen Fu  
-----

Desert Tiger ff+S+P+K 70 (T)

Bayman & Leon  
-----

Joint Crusher ff+S+P+K 10+10+50 (T)

Bayman and Everyone Else  
-----

Death Trap ff+S+P+K 62 (T)

(Partner) b+S+P+K 62 (T)

===Help a Brotha Out! :)===

Hey you wanna help? Well here is how you can. I need help with the following:

1. Move name translations - I have most of them but some are questionable I believe. I need someone with knowledge of Japanese to help me with the rest of the names. Move names I have marked with a "?" are the ones that I know are wrong or need clarification. Also, if I made a mistake translating any of the moves, then let me know. The web page I used to get the moves from is located here: [http://www.tecmo.co.jp/product/doa/dc\\_waza/waza\\_sa.htm](http://www.tecmo.co.jp/product/doa/dc_waza/waza_sa.htm)  
Go there and see all the moves for Bayman and their names in Japanese. Just email me if you want to help. I will give you full credit in the FAQ.

2. General strategies - I plan to add a Strategy section in the future so if you have any strategies for Bayman, then just send 'em to my addy as well. You will get full credit.

3. Future combo FAQ - I am going to do an "unescapable" combo soon. If you have combos for Bayman, send 'em through. For a good definition of an unescapable combo, check out Chi-Crew's Combo FAQ for Dead or Alive 2 at [www.gamefaqs.com](http://www.gamefaqs.com)! You get full credit.

4. Any mistakes? - If you see mistakes anywhere, let me know so that I can fix them in the next update!

===Credits===

I send my thanks to all the following:

Tecmo - For a really good and addictive fighting game.

Sega - For an awesome system known as the Dreamcast.

[www.tecmo.co.jp](http://www.tecmo.co.jp) - For providing an easy way to document the moves by posting them up at their web site.

Paul - For one of the few human opponents who can help to improve my skill by presenting a hard challenge.

www.gamefaqs.com - For providing an enormous amount of data for any game I have looked up.

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