Guilty Gear X (Import) FAQ/Move Guide

by Paul Wright   Updated to v1.1 on Jan 22, 2001

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[legalities/disclaimers]  blah, blah, blah... don't
plagiarize... blah, blah, blah... I'll sue... blah,
blah, blah... you'll suffer pain unprecedented in your
pathetic existence... blah, blah, blah, blah, and
blah.


[sammy/arc systems credit]
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
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[the faq]

I.   INTRODUCTION
Welcome to the "official" first version of my first
FAQ of any sort. As you already know (unless you
somehow stumbled here by mistake -- good for you, by
the way), this FAQ concerns the game Guilty Gear X.
It is the (highly anticipated!) sequel to Guilty Gear,
the (cult classic!) Sony Playstation fighting game.

Because of time constraints, this will be a somewhat
limited version. It features a list of moves for the
initially playable characters, and focuses on the
basic strategies of the game. More will follow,
including character specific advice and perhaps even a
fashion guide (I think). I've already started on the
rest, but I hope you find this to be of some use.
Feel free to give me some (constructive) criticism on
what you see (fusion1995@yahoo.com).

NOTE: I have decided not to reformat the FAQ to seem
limited but complete. Rather than ditch the parts I
haven't completed yet, they are marked "UNDER
CONSTRUCTION|" and will be included later on. This
will give you more of an idea of where I intend to go
in the future with the FAQ (let me know what you think
of this idea as well). Keep in mind that the above
additions mentioned aren't even included yet. But I
just had to share, as many of you already have the
game.

     A.   FAQ NOTATION
For the purposes of keeping everything simple, I'll
use for the most part those classic abbreviations that
we've all come to know and love (you can love the
abbreviations, as long as you don't LOVE the
abbreviations). There are, however, controller
motions that are seldom found outside of GG/GGX. Some
are even unique to certain characters, but more on
that will come later.

          1.   Controller Layout
[UB] [U] [UF]   Up-Back   Up   Up-Forward
   \ | /   \ | /
[B] - [N] - [F]   Back   - Neutral - Forward
   / | \   / | \
[DB] [D] [DF]   Down-Back Back Down-Forward

          2.   Button Layout
The buttons on the arcade unit are laid out to the
right of the controller as follows:
     (S)   (HS)
(K)
(P)
     Slash High Slash
Kick
Punch

With the Dreamcast import version, you'll be able to
adjust the controller settings to suit your personal
preference.
          3.   FAQ Abbreviations
Up next are my controller movement abbreviations. The
first set consists of abbreviations that anyone who
has ever read a fighting game FAQ has probably seen
time and again. The second are familiar motions with
not-so-familiar acronyms. The third set are motions
that I haven't seen much of outside of this series.
Let me know what you think.

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Abbreviation/Meaning                Controller Motion

QCF/Quarter-Circle Forward       D, DF, F
QCB/Quarter-Circle Backward      D, DB, B
HCF/Half-Circle Forward          B, DB, D, DF, F
HCB/Half-Circle Backward         F, DF, D, DB, B


DP/Dragon Punch                  F, D, DF
RDP/Reverse Dragon Punch         B, D, DB
CBF/Charge Back, Forward         hold B, then F
CDU/Charge Down, Up              hold D, then U


HBF/Half-Back, Forward           F, DF, D, DB, B, F
BHB/Backward, Half-Back          B, F, DF, D, DB, B
DD/Down, Down                    D, D
FF/Forward, Forward              F, F
BB/Backward, Backward            B, B
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     B.   UNIVERSAL COMMANDS
There are certain things in the game that everyone is
capable of doing. However, there are exceptions to
this rule. For example, Johnny can't dash forward on
the ground (he hops forward) and Potemkin can't dash
at all -- on the ground or in the air.
          1.   Normal Attacks
Just about everyone has a lightning-fast Punch attack
((P)), a slower Kick with more power and range ((K)),
an even longer-ranging Slash attack with their weapon
of choice ((S)), and a powerful High Slash attack. In
addition, [F] + ((attack)) or [D] + ((attack)) will
sometimes result in additional normal and counter
moves, most notably with Anji-Mito. I will have more
on that in the future.
          2.   Throwing
You can Throw opponents by pressing [F] + (HS) when
close. These moves cannot be blocked or shielded (see
Shield/Flawless Defense), and, for the most part, will
automatically knock down the opponent, preventing them
from recovering (see Recovery).
          3.   Sweeps
Everyone can attack with a sweep by pressing [D] + (S)
+ (HS). This must be blocked low and will
automatically knock down an opponent if it connects.
          4.   Launcher/Dust Attack
By pressing (S) + (HS), you will perform a slow
forward or upward attack. Upon connecting, it will
launch the opponent into the air, after which you can
follow them by pressing up on the controller. You can
then perform an air combo on your opponent. Note that
there is a decent window of opportunity here. You can
trade hits with someone and follow them up after you
recover - unless, of course, you were launched as
well.
          5.   Shield/Flawless Defense
One of the new features of GGX is the Shield. This is
used to reduce or eliminate damage done by most
attacks. While blocking, press (P) + (K). A pair of
green rings will revolve around you, preventing your
opponent from hitting you with an attack. It acts as

an insurance policy of sorts against damages caused by
moves where blocking might not work for you. This
"insurance" doesn't come cheap, however. You will
quickly drain your Tension Gauge as long as you have
the shield in place. In addition, you can't shield
against throws of any type.

          6.   Recovery
Recovering from attacks is an often-overlooked part of
the game at first for most players. Once you get the
hang of it, however, you'll find that it will come as
second nature. Press any two buttons after your
opponent stops hitting you and before you start
hitting the ground. You will regain your bearings, at
which point you can move around freely again. You can
control the direction that you recover in by pressing
the appropriate direction as you do. After
recovering, you can jump or dash in much the same way
as if you were on the ground, as the "jump count" is
reset after you recover. You cannot, however, super
jump after recovering.

          7.   Counters
Don't say that Sammy is completely anti-turtle.
Countering moves will result in a potential combo for
your opponent turning into a golden opportunity for
you. While in blockstun, press [F] and any two attack
buttons. You will interrupt the opponent's combo with
an attack of your own, at a cost of half of a Tension
Gauge. This can start a combo, but it more
importantly gets a hyper opponent (i.e. Chipp) off
your shoulder.

          8.   Roman Canceling
The greater the risk, the greater the reward -- and
vice versa. Moves that do the most damage often come
with the longest lag times in GGX. Whiff some special
or super moves, and you can be in serious trouble.
Fortunately, GGX has a (somewhat pricey) solution to a
whiff problem. Press any three buttons to
automatically stop a move in progress -- at a cost of
half of your Tension Gauge. Roman Canceling can be
applied to most moves in the game -- even supers.
This technique is also beneficial on offense. It has
the added benefit of causing you to recover fast
enough to perform otherwise impossible combos. All
characters except Dizzy can Roman Cancel.

    C.   CHANGES
          1.   What's In
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
          2.   What's Out
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
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II. PLAY THIS GAME!

So you know the very basic commands for the game.
That's the easiest part to learn. Here are some
general gameplay notes to get you started.

    A.   YOU AND YOUR LIFE GAUGE

Your Life Gauge is the ultimate indicator of how well
you're doing in a match. With the objective of each
round being to drain your opponent's Life Gauge more
than they drain yours, you have to know how to protect
it.

       1.   How You Lose It

There are several ways to lose part of your Life
Gauge, and it's not just about being hit. Just about
every special move will incur damage even if blocked.
While it may not seem significant, it can be (i.e.,
when facing Venom or Dizzy). You also lose life when
you are hit with one of Testament's energy drain
moves. These do an initial amount of damage, then
continuously drain you Life Gauge for a period of
time, unless you hit Testament back. What is arguably
the worst way to lose life, however, occurs after
activating Attack Mode. You'll have a certain amount
of time to perform your Instant Kill move, generally
proportional to the amount of Tension Gauge you have
filled (see II.B.7 below). If you fail to perform the
Destroy move in time your life will drain. Quickly.
While this can't kill you by itself, it can eventually
leave you with no life remaining, and no way to take
block damage. There is no easier (or more sinister)
way to defeat an opponent than to let them drain their
own Life Gauge for you.

       2.   How To Keep It

Besides just "not getting hit," there are other ways
to preserve your life. For instance, learn how to
block moves properly. While it sounds simple, it's
easier said than done (this is especially important
against Sol and Millia). Certain moves must be blocked
in certain ways, while others can't be blocked at all.
 For what you cannot -- or don't wish to try to --
block, there is the Shield. Use this in any situation
that you believe that you'll take damage to either
reduce or eliminate the amount of Life Gauge you lose.
 Finally, eat Faust's sweets. While intended for him,
the doughnuts and candy bars he tosses onto the
playing field during his Naniga Derukana? can be
picked up by you as well, restoring your life. I've
gotten a Perfect against Faust after getting hit using
this technique.

    B.   YOU AND YOUR TENSION GAUGE

The Tension Gauge is more than just a Super Meter. It
is a multi-purpose meter that you must be aware of.
How you use it in your game strategy is up to you.

       1.   What It Is Used For

The Tension Gauge allows you to perform super moves,
of course. But it also allows you to block more
effectively, save yourself from whiffed special or
super moves, perform more impressive combos or have
extra time to execute a Destroy move.

       2.   How to Fill It Up

Filling up the Tension Gauge is simple. Perform an
attack, special move (and some supers) and the Tension

Gauge starts to fill up (the closer you are to your
opponent, the more gauge energy you gain). Dashing,
air dashing, even walking -- these all add to the
Tension Gauge as well. Essentially, any aggressive
movement will result in an increase in your Tension
Gauge. The gauge fills in other ways as well. It
will increase if your opponent hits or Taunts you (but
not if they Respect you).
        3.   How to Lose It
You lose Tension Gauge energy by consuming it in the
form of a super move, Counter, Roman Cancel, or by
activating a Shield. If you activate your Attack
Timer, you will not only no longer have access to your
Tension Gauge, but if you reactivate it (see II.B.7
below), you will lose all of the Tension Gauge energy
you've accumulated, even if the Attack Timer had not
run out. You can also lose Tension Gauge energy by
doing...nothing at all. Stand around long enough
(about twenty timer seconds), or take a defensive
stance by backing away or blocking, and the word
"DANGER" will appear above your Tension Gauge. Keep
this defensive stance up, and a "NEGATIVE PENALTY"
will occur, causing you to lose ALL of the Tension
Gauge energy you've accumulated to that point.
        4.   Shielding
You've heard it. You've said it. "Why isn't this
controller blocking?" If there were a standard rule
in fighting games for blocking moves, I certainly
don't know it, nor do I know anyone who does. It has
frustrated many a player and is still a mystery to me.
 However, GGX has something to remedy that in the form
of the Shield. It quickly uses up your Tension Gauge,
but is well worth it if you think you might get hit,
such as in the air. It also helps "push" an attacking
opponent away, giving you valuable room to breathe.
Just pick and choose the times you want to shield.
        5.   Roman Canceling
Using 1/2 of a full Tension Gauge, Roman Canceling is
something you'll really want to think about doing
first. While it can help you create some wicked
looking combos, or save you from getting hit, the
opportunity cost might not be worth it.
        6.   Supers
Always try to have your Tension Gauge at least half
full. The threat of being nailed by a super is always
good to keep an opponent on their toes. You'll also
be able to be that much more offensive minded against
them.
        7.   Destroy / Instant Kill
Know how much time you'll need to activate your Attack
Timer, and to perform your Destroy move. This will
give you an indicator as to how much Tension Gauge
energy you'll need to have to do an Instant Kill.
Remember that you'll always have at least some time to
perform the move, even if your Tension Gauge is empty.

    C.   MOVEMENT
These are a few things to keep in mind when you're
just moving about in GGX. Pay close attention,
however -- you could easily end up polishing someone's

boot with your tongue if you're not careful.

1.   Walking

OK, it's fairly simplistic. You press [F] to walk.
But wait! There's more! You are able to do just
about anything when walking -- normal attacks, supers,
block, shield, etc. This is not always the case in
other situations.

2.   Dashing / Retreating

And this would be one of those situations. Press FF
to dash, and BB to retreat. For most characters, this
can be done in the air or the ground. There are
several exceptions, however. Most characters can hold
[F] to continue dashing -- Johnny can't. He will hop
forward. Likewise, he hops backward instead of truly
retreating, as does Chipp. Poor Potemkin can't dash.
Ever. Anywhere. Also not that when you dash or
retreat, you can't always do what you want. For
instance, you can't block until you have stopped
dashing forward. To get around this, try throwing an
attack to stop your opponent from getting to you,
shielding, etc. You also can't perform standing
versions of attacks. For instance, Anji-Mito must
come to a complete stop before pressing (K) to attack
with a standing kick. Otherwise, he'll perform a
double fan "counter," leaving him wide open to attack.
NOTE: Dizzy and Millia can dash/retreat TWICE in the
air.

3.   Jumping (Normal/Double/Super)

This will qualify as another on of those situations.
Jump by pressing [UB], [U], or [UF]. You can again do
just about anything you can possibly do in the air --
attack, defend, air dash or jump again. Anyone (even
Potemkin!) can jump again after his or her first jump
by performing a second jump (the second jump doesn't
have to be in the same direction) before landing from
the first jump. Keep in mind that since air
dashing/retreating counts as a jump, you can't dash or
retreat after a double jump...
NOTE: Dizzy and Chipp can TRIPLE JUMP.
...unless you're Chipp or Dizzy, who have triple
jumps. Both can dash/retreat after double jumps, or
jump, dash/retreat, and jump again. Dizzy, in fact,
can perform a number of combinations of dashing,
retreating, and normal jumps with her triple jump, as
she can dash and retreat twice as well. Super jumping
happens when you press down quickly before jumping.
It sends you about twice as high as you would after a
normal jump. You can't jump again, but you can dash.
There are even more exceptions to the jumping "rules."
 Anji-Mito and Zato have "special" jumps all their
own. If he super jumps while dashing, Anji flaps his
fans for extra lift, and gets carried the length of
the screen. When he double jumps, Zato holds his
shadow form, and starts to flap his wings. He can
hover in this form for up to two timer seconds, or
until he is hit out of the jump. By pressing [UB] or
[UF], he can float back and forth.

D.   RECOVERY

Recovering from an attack is a key to survival in GGX.

However, it can be done incorrectly, so pay attention
to what's going on around you.
          1.   The Good
The great thing about recovering is that your
opponent's combo is stopped. Not recovering from
combos can result in them continuing indefinitely.
          2.   The Bad
You can recover incorrectly. Recover in the wrong
direction, and you can wind up right back in your
opponent's face, primed for a continuation of a
made-for-TV beatdown.
          3.   The Ugly
You are also unable to block right away after
recovering. Opponents can take advantage of this by
attacking you again -- Sol immediately springs to mind
- so be aware.

E.   BLOCKING / SHIELDING
Blocking and shielding properly helps you on offense
AND defense. Learn EVERYTHING that you can do here.
For example, know when you are able to move after
blocking attacks -- this can help in terms of
counterattacking your opponent. Also note that
certain moves must be blocked in certain ways.
          1.   High Block / Overheads
All characters have at least one overhead move (the
Dust Attack) and several have more. These must be
blocked while standing (hold [B]). In fact, most
moves of any type can be blocked this way.
          2.   Low Block / Sweeps
Low-hitting moves, such as sweeps, some special moves,
and most ducking normal moves must be blocked low
(hold [DB]). Be aware of where attacks are coming
from, and how they are to be blocked. Some characters
can seemingly alternate between overheads and sweeps
at will.
          3.   Air Block / Uppercuts
Air blocking is something I've yet to really figure
out. It almost seems that while blocking normally
will get you by most of the time, some random moves
still seem to hit. Be sure to use the shield while
jumping to be certain.
          4.   No Block / Throws
Throws can't be blocked at all. These include the
standard normal throws, special throws such as
Anji-Mito's On, and super/overdrive throws such as
Potemkin's Heavenly Potemkin Buster.
          5.   No Shield / Throws
What's even worse is that moves that cannot be blocked
cannot be shielded, either. In fact, you can walk
right up to a shielding opponent and throw them, as
long as you're not attacking (you'll be pushed away).

[NEED MORE INFO|][NEED MORE INFO|][NEED MORE
INFO|][NEED MORE INFO|]
INSTANT BLOCKING/SHIELD CANCELING/ETC.
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE
INFO|][NEED MORE INFO|]

     F.   COUNTERING

Whether it is to break up the momentum of a charging opponent, or to turn a defensive situation into an offensive strike, countering your opponent's attacks can significantly alter the tide of a match.

        1.   Take the Charge

If the opponent is one that will always, ALWAYS finish off a combo, even if it is blocked, then take advantage! Counter the charging opponent, and start your own combo!

        2.   What Happens Next?

Usually, your opponent will be hit by the counterattack. This counts as a Counter Hit, which stuns the opponent longer than it normally would. You'll want to make certain you're in a situation that guarantees this, however. Sometimes, you'll be too far away and/or the opponent's move will recover fast enough for them to block.

        3.   Reaction Shot

If you hit your opponent with a counter attack, don't just breathe a sigh of relief -- beat them to bloody pulp! Make that half Tension Gauge cost efficient! Practice comboing out of counters. You can definitely tack on extra hits, specials, and supers, making that opponent of yours pay for their aggression.

    G.   (ROMAN) CANCELING

One of the feature that sets Guilty Gear X apart from the fighting game pack is the ability to stop what you (and sometimes your opponent) are doing at most any time. Anji-Mito takes this one step further. This involves move canceling and Roman Canceling, which can dramatically alter the way you play the game

        1.   Lightning Strikes

When normal move canceling occurs, both opponents have launched attacks at the same time in the same place. Lightning will "strike" the playing field around the area where the cancel occurred. If a normal move is cancelled, the player can then attack again. Special moves will continue through, and will still hit an unblocking opponent.

        2.   What Roman Canceling Can Do For You

Roman Canceling is a way into bigger and better combos, and a way out of lame duck scenarios. To enhance your offense, cancel a move as it hits the opponent, and hit them again before they recover. This method leads to some insane combos that, because of lag time after certain moves, would otherwise not be possible. To enhance your defense, cancel a move after it whiffs. You can save yourself the pain of getting nailed by a Counter Hit combo.

        3.   Limits and Applications

Remember, special moves will NOT stop for a "lightning cancel," while normal moves can. This allows someone to stop a special move with a normal one, then attack again or block while the opponent cannot do so. The one exception to this is Anji-Mito. While his jumping moves do follow the same "rules" that everyone else's does, most of his standing and crouching moves will act like special moves when move canceling occurs, and continue through their animation, doing damage if they

land successfully. This "auto-parry" is also
cancelable - like everyone else, Anji-Mito can attack
again if his normal move is cancelled by his
opponent's attack.

     H.   DUST ATTACK / LAUNCHER
Launching your opponent into the clear blue (or, in
this case, murky reddish-orange) is a way to get an
extra combo in on your opponent.
          1.   Find Your Rhythm
Practice your air combos and find which ones are the
strongest and most reliable. Remember that a whiffed
move can end the combo instantly.
          2.   What You Can Do
You can generally perform any move that is available
to you in the air. Additionally, combos that wouldn't
normally work on an airborne opponent will work here.
          3.   What You Can't Do
You cannot perform any move that is strictly relegated
to the ground, nor can you perform a Destroy move on a
launched opponent. Although they are not blocking,
they will fall through your Instant Kill. Sorry!

     I.   GROUNDED!
Try to stay on your feet while fighting. It really
does make beating your victim -- er, uh, opponent down
much easier. Get knocked down, and your opponent has
an opportunity to get in free hits, close in on you,
and put you on the defensive when you finally get up.
          1.   How It Happens
Any sweep will knock you down. Likewise, many special
moves will also do the trick, especially if they hit
you while you're airborne. In some cases, this is the
only way that will happen. Most throws will also
cause an instant knockdown.
          2.   How To Prevent It
Watch where you're going, especially if you're
airborne. A simple projectile will take you down to
the ground but quick. Also know that in many cases,
if you are hit out of the air, you can recover before
you hit the ground.
          3.   How to Take Advantage
Familiarize yourself with all of your character's low
hitting moves. In most cases, [F] + (HS) will hit OTG
(off the ground). Some special moves and supers will
also do the trick.

     J.   DIZZY (NOT THE GIRL)
Being dizzied in Guilty Gear X can easily mean the end
of a round. Therefore, you should strive to never let
it happen to you.
          1.   What You Did Wrong
Basically, getting beat down repeatedly in a short
period of time will result in you being knocked dizzy.
 Little winged eggs with halos (!) will circle you for
a specific period of time, or until you've been hit
with a substantially strong attack. I say this
because your opponent can actually dizzy you, combo
you again, and leave you still dizzy for a third
combo! To avoid this, get away from your opponent if

you sense you are close to being dizzied. After a
while, you'll hopefully be back to normal.
        2.   What Your Opponent Did Right
Likewise, your opponent, in trying to dizzy you, will
try to get as close as possible to you every time they
knock you down in an effort to combo you again
quickly. They'll also stop comboing you in order to
avoid knocking some sense into you and to take full
advantage of the situation.
        3.   How To Take Advantage
Basically, a dizzied opponent is ripe for the picking.
 Combo them, Destroy them, taunt them (or the human
controlling them) -- you name it, you can do it.
    K.   INSTANT KILL
The Instant Kill is greatly reduced in potency for
this installment of Guilty Gear. No longer do you
have to have lightning-quick reflexes in order to
avoid being hit by them. Likewise, being hit by one
is not the end of the world -- just the end of the
round. It is definitely more of a desperation move
than before. But you should still respect its power.
        1.   What Is It?
Every character except Dizzy has an Instant Kill, or
Destroy move. These moves, if they connect, will
instantly kill any opponent (hence the creative name),
regardless of how much energy they have remaining.
Unlike in GG, however, a successful one spells the end
of an opponent for the round -- not necessarily the
match.
        2.   How To Go About Doing It
One of the reasons that the Instant Kill loses some of
its luster is that there is more setup involved than
before. Before even attempting to pull off a Destroy
move, you have to enter Special Attack Mode by
pressing all four attack buttons at any time during
the fight. The screen will darken, and your character
will be surrounded by fiery pillars of flame. The
Tension Gauge will turn into an Attack Timer, which
will indicate the amount of time you have to perform
the move. The amount of time given is generally
proportional to the amount of Tension Gauge remaining.
 If there is little or no Tension Gauge available, you
are still given a small amount of Attack Timer to play
with. Be careful, however. Fail to perform the move,
and your Life Gauge will start to drain -- quickly.
        3.   Why You Should Do It
There are two important reasons you should attempt a
Destroy move. One is obviously to give you a chance
to win the round. If you're falling behind, you can
still win if you're lucky. The other is to give
yourself a mental edge over your opponent. Sol and
Potemkin can slow up opponents who like to jump in
frequently with their Instant Kills, and May and
Baiken will limit an opponent's whiffed aerial moves
with theirs. Just knowing that a mistake can cost
them the round will be enough to change the way your
opponent plays -- which is an advantage to you.
    L.   GUARD GAUGE
The third -- and seemingly least important gauge --
you'll notice is the Guard Gauge. Located just below

your Life Gauge, it is a small bar that starts out
half full, decreases as you are hit and increases as
you block. There seems to be no guard crush in this
game, so at first this particular Gauge seems to serve
no real purpose. However, this is far from the case.
          1.   What It Is
The Guard Gauge is essentially another method GGX has
cooked up to punish turtles. It is a measurement of
how much a player has been blocking (and shielding?)
during the last few seconds of a round.
          2.   What It Does
As the fight progresses, the Guard Gauge will increase
and decrease in length. The more potential damage you
block, the more the Guard Gauge fills up (this is
important to remember against Venom). Block enough
potential damage, and the Guard Gauge will start to
flash. Be VERY careful at this point. Your overall
defense falls into the toilet at this point. Getting
hit hurts -- A LOT. Get nailed by a super, and watch
your Life Gauge go bye-bye-bye-bye-bye! Not only
that, but with a flashing Guard Gauge, all hits become
Counter Hits, stunning you longer and making it even
easier for your opponent to beat you down with
otherwise impossible combos.
          3.   Why You Need To Care
You should be watching both Guard Gauges whenever
possible. If yours is flashing, get away from your
opponent until it starts to decrease again.
Otherwise, your opponent may inflict the damage of two
supers for the Tension Gauge price of one. Likewise,
if your opponent's is flashing, keep up the pressure,
and the same may happen to them.

III. CHARACTER MOVELIST
Now, it is time for the actual movelist. Move names
that appear in square brackets ([]) are ones that I've
made up, or were translated for me by Jermaine
Augustus (thank you!), who proved to be a real help.
The rest are pulled from the cabinet or the in-game
move list.

Optional parts of moves are in curly brackets ({}).

A slash (/) between buttons/move names indicates that
either is an option.

Moves that have conditions will have them indicated
(<like this>).

Super moves are indicated with a single asterix (*),
while Destroy/Instant Kills get two (**).

     A. CHARACTER .001 ANJI-MITO [WEAPON: PAIR OF
FANS/PARASOL]

Fuujin:
QCF + (S)/(HS), {(P)/(K)/(S)}

Anji-Mito quickly slides forward and swings his fan.
The (HS) version knocks an opponent off the wall. You
can optionally press an attack button after to perform
a second attack. Pressing (P) results in Anji
throwing six closed fans in a spread formation, (K)
results in a Static Field and (S) causes Anji to try
to trip the opponent with a closed fan (this is a
sweep).

Shitsu:
QCF + (P)
Anji waves his fan to produce a small energy
butterfly, which slowly flits toward an opponent. If
it is blocked, it will bounce up and become larger and
more powerful. This form is an overhead.

On:
DP + (HS)
Anji will jump up diagonally in an attempt to catch
the opponent. If he does, he shocks the opponent with
electrifying energy while covering them with an
enlarged fan.

Kai:
QCB + (P)/(K)
Anji will jump forward, then stomps straight down.
The (P) version has a low trajectory (and is more
powerful), while the (K) version has a much higher
trajectory.

[Static Field]:
QCB + (P) <air only>
Anji bends over (!) to form a large sphere of energy.
This hits up to six times.

[Fan Interrupt]:
(P) after "auto-parry"
If Anji-Mito pauses because an opponent makes contact
with him while he is attacking, pressing (P) causes
Anji to perform a jumping uppercut on opponent while
twirling his fans. This hits up to eight times

[Giant Spinning Fan]*:
HBF + (HS)
Anji-Mito leans back, and steps forward to spin two
giant fans. If it touches the opponent (this can hit
up to eleven times), fans will fold up (this also
counts as a hit). This move hits up to twelve times.

[Enter the Dragon]**:
QCF, QCF + (HS)
Anji transforms into a giant ball of energy and flies
offscreen. He returns riding a huge energy dragon.

    B. CHARACTER .002 AXL LOW [WEAPON: DOUBLE SCYTHE
CHAIN]

Benten Gari:
DP + (S)/(HS)
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE INFO|]

[NEED MORE INFO|][NEED MORE INFO|][NEED MORE INFO|]
Axl Low lashes out in both directions with his chain.
The (HS) version follows this up with the Axl Bomber.

Rensi Geki:
CBF + (S), {U/UF/D/DF}
Axl whips his chains along the ground. You can swing
the chains above Axl (press U/UF) or in a circle in
front of you (press D/DF). This move hits up to five
times.

Rasho Sen:
CBF + (HS)
Axl throws out an unblockable energy ring (1/2 screen
range) which, if it hits, suspends the victim in mid
air. Axl then attaches a chain to the victim and uses
it to torch them.

Tenho Seki:
QCB + (P)
Axl stretches his chains in front of him. If the
opponent launches a mid-level or high attack (even one
hitting behind the chains), Axl will counter the
attack, stopping the opponent in place and tossing
them away. Axl will shout, "YES!" if successful.

Axl Bomber:
DP + (S) <air only>
Axl flies up diagonally, surrounded by flames. This
hits up to <?> times.

[|Raiesa Geki]
HCB + (S)/(HS)
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE INFO|]
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE INFO|]
For the (S) version, Axl jumps forward diagonally,
attempting to slash down at an opponent. The (HS)
version has Axl jump off the screen entirely, then
falling back down to the ground hard. He can be
steered back and forth during the move.

[Hyakue Rensho]*:
QCF, HCB + (HS)
Axl whips his chain around him in a circle,
surrounding it in flames. He then whips it forward.
This hits up to four times.

[Chain Web]**:
QCF, QCF + (HS)
Axl throws a web of chains on the ground. <is this a
sweep?> If the opponent gets hit by it, they are
repeatedly strung up and slashed by chains, then
torched to death. This hits up to twenty-four times.

     C. CHARACTER .003 BAIKEN [WEAPON: KATANA]

Tatami Gaeshi:
QCF + (K) <ground/air>

```
Baiken steps forward and creates a green floor mat.
This initially stands erect and falls to the ground,
no matter where it was created (ground or air).

Senkyoko:
QCB + (P) <in blockstun>
Baiken twirls her sword in front of her as a counter
move.  This is the most effective counter for aerial
attacks.  This move hits up to six times.

Mawarikomi:
QCB + (K) <in blockstun>
Baiken stops the opponent as a counter and runs behind
them.  She recovers fast enough to attack before her
opponent.

[Third Counter]
QCB + (S) <in blockstun>
Baiken slashes out horizontally with her sword as a
counter.  This is the most effective counter for
mid-level attacks.

Syakuso:
HCB + (K)
Baiken runs forward with her sheathed sword, canceling
all hits for a short time.

Yozanken:
DP + (S) <air only>
Baiken spins in mid-air with her sword outstretched.

Tsurane Sanzu Watashi*:
QCF, QCF + (S)
Baiken runs forward and slashes with her sword three
times.  Symbols appear and enlarge for each slash.
This move hits up to three times.

[Counter Super # 1]:
HBF + (P) <in blockstun>
Baiken freezes the opponent in place as a counter, and
two Japanese symbols flash, and shrink onscreen.  If
she hits the opponent, they cannot jump.  This lasts
for eight timer seconds.

[Counter Super # 2]
HBF + (K) <in blockstun>
Baiken freezes the opponent in place as a counter, and
two Japanese symbols flash, and shrink onscreen.  If
she hits the opponent, they cannot perform special or
super moves.  This lasts for eight timer seconds.

[Counter Super # 3]
HBF + (S) <in blockstun>
Baiken freezes the opponent in place as a counter, and
two Japanese symbols flash, and shrink onscreen.  If
she hits the opponent, Baiken's defense rises and she
takes less damage when attacked by her opponent.  This
lasts for eight timer seconds.

[Counter Super # 4]
```

```
HBF + (HS) <in blockstun>
Baiken freezes the opponent in place as a counter, and
two Japanese symbols flash, and shrink onscreen.  If
she hits the opponent, Baiken's offense rises and she
deals more damage when attacking her opponent.  This
lasts for eight timer seconds.

[Assassin Trap]**:
QCF, QCF + (HS)
Baiken runs the length of the screen (or until she is
hit or this move is blocked).  If she hits the
opponent, the scene switches to a rice paper house,
where she apparently has mortally wounded them.  A
switch (?) in the corner falls, signaling the
opponent's demise.


     D. CHARACTER .004 CHIPP ZANUFF [WEAPON: WRIST
BLADE]

Alpha Blade:
QCF + (P) <ground/air>
Chipp crouches, then zips forward invisibly along a
straight path.  He can be hit at any time during this
move - even while blurred or invisible.

Beta Blade:
DP + (S) <ground/air>
Chipp performs a jumping uppercut with his wrist
blade.

Gamma Blade:
HCF + (HS)
Chipp sends out an energy double of himself along the
ground.

Tsuyoshi-shiki Ten'i:
DD + (P)/(K)/(S)/(HS)
Using this move, Chipp can teleport to a new location.
 The (P) version sends him forward, while the (K)
version sends him backward.  The (S) version sends him
to the other side of the opponent, while the (HS)
version sends him up and slightly forward.  The
(S)/(HS) locations will be relative to the opponent
when the move is performed.  This move does no damage.

[|Tsuyoshi-shiki Mesai]:
QCB + (K)
Chipp starts to fade in and out of visibility for nine
timer seconds, or until he is hit.

Genro Zan:
HCF + (K) <QCF +
Chipp performs a small flip kick forward.  This is an
overhead.

Ressyo, {Rokusai,{Senshu}}:
QCF + (S), {QCF + (S), {QCF + (K)}}
Chipp slides forward quickly with a small energy ball.
 Perform the motion again while the , and he'll slide
```

forward with a slash. After that, you can perform the
Senshu, a move identical to the Genro Zan.

[Vanishing Breaker]:
HCB + (K) <when close>
Chipp jumps in the air and disappears, reappearing
above and forward a short distance. If positioned
correctly, Chipp will wrench the opponent's neck.
This move is unblockable.

[Vertical Drill]:
D + K <air only>
Chipp stops on a dime in mid-air and drops to the
ground rapidly spinning and attacking with his feet.
This move hits up to three times.

Banki Messai*:
QCF, QCF + (K)
Chipp runs forward in a blur. After making contact
with an opponent, he rapidly attacks them, ending the
attack series with three successively larger uppercut
moves. This move hits up to twenty times.

[|Zan Sei Rouga]*:
HBF + (HS)
Chipp homes in on the opponent, slashing back and
forth across the screen. He ends this attack series
with a downward stab. This move hits up to six times.

[|Delta End]**:
QCF, QCF + (HS)
Chipp turns into five giant fireballs, which form a
pentagonal field. If the opponent touches any part,
they are drawn into the center of the field. The
fireballs connect to form a pentagram, upon which a
Japanese symbol appears. The opponent is torched to
death.

     E. CHARACTER .005 *DIZZY*[WEAPON: DEMON/ANGEL
WINGS]

Unknown 1:
QCF + (S)
Dizzy's "demon" wing takes aim with a bow and fires a
spinning arrow forward. After traveling a short
distance, it arcs upward. This move hits up to three
times.

Unknown 2:
QCF + (HS)
Dizzy's "angel" wing creates a stalagmite a set
distance in front of her.

Unknown 3:
RDP + (S)
The "angel" wing, despite Dizzy's protests, sends a
sphere skyward. The sphere then tracks the opponent,
turns into an electrified spike and shoots to that
location.

Unknown 4:
QCB + (P)/(K)/(S)/(HS)
Dizzy creates a stone "fish" that "swims" around the
screen. The button used determines the nature of the
fish. The (P) version will track the opponent three
times, traveling a short distance in that direction
and will attack by biting (if the fish touches the
opponent, it will automatically stop and attack). The
(K) version is the same, except the fish travels
faster and farther. The (S) version hovers around
Dizzy, attacking if the opponent is close (this
version vanishes after attacking twice or after twenty
timer seconds). The (HS) version will track the
opponent, travel a short distance, and fire a beam.

Unknown Super 1*:
HBF + (S)
Dizzy raises hell for this super, or so it seems. She
creates a wall of flames that travels the length of
the screen. This super can hit up to eight times.

Unknown Super 2*:
[DF], HCF, [B], [F] + (HS)
A complicated controller motion accompanies Dizzy's
next super. This one sees her create a circular
portal in front of her. If the opponent is
standing/crouching over it, they are transported into
a coffin. Dizzy's "demon" wing then takes over,
replacing Dizzy as he fires six flaming arrows over
various arcing paths into the coffin. The portal is
unblockable. This move hits up to seven times.

Unknown Super 3:
[F], [B], [F], HCF + (HS) <requires full Tension
Gauge>
The most powerful super in the game, this has Dizzy
shoot two thin laser at different heights, followed by
Dizzy's "demon" wing firing a HUGE laser across the
length of the screen. If either of the first two
lasers hit, the third will as well. This move will do
significant block damage even if shielded. This move
hits up to thirty-six times

NOTE: Dizzy CANNOT Roman Cancel. She also has NO
Destroy/Instant Kill move. Not that she needs either.

    F. CHARACTER .006 FAUST [WEAPON: SCALPEL]

Rerere No Tsuki:
HCF + (K), {B,{QCF + (P), {QCF + (P), {QCF + (P)}}}}
Faust stabs forward the length of the screen with his
scalpel. If you hits the opponent, you can
successively: pull them back, launch them into the
air, jump to chase them, and smack them down to the
ground, respectively, by performing the optional moves
described above. This move hits up to three times.

Naniga Derukana?
QCF + (P)

Faust throws up one of six random objects, all of
which (except for comets) can affect either him or his
opponent. Candy bars and doughnuts give life, but
must hit the ground before being collected. Hammers
deal out damage, but will bounce out of play after
being thrown. Mini-Fausts slowly float to the ground
and scurry away from Faust, dealing damage the entire
time they are onscreen. Bombs don't deal damage until
they blow up. Comets are thrown offscreen, then
return along a diagonal path away from where Faust
originally threw them, hitting up to five times.

Soten Enshin Rambu:
QCF + (S), {FF/BB/(P)/(K)/(HS)}
Faust stabs the ground with his scalpel, balancing on
it. From there he can: sway forward, sway backward,
sprout a flower from his head (!), stretch his bag
forward to attack, or perform the Going My Way attack
respectively by entering the commands shown above.

Going My Way:
HCF + (HS) <air only>/(HS) <after Soten Enshin Rambu>
Faust spins in the air like a spiraled football along
a wavy path. This move hits up to four times.

[Out of the Closet]:
QCB + (P)/(K)/(S)
Faust announces he is the first openly gay fighting
game character! Just kidding! But now that I mention
it, he does dry-hump and lick his opponents -- anyway,
Faust teleports to a new location, then attacks. The
(P) version sends him forward, where he pops out of
the closet, swinging the door wide open and
celebrating his newfound sexual liberation! Freed
from the constraints society has placed upon him, he
-- oh, uh, hmm... he, uh, swings the door open to
attack (just kidding again, by the way). The (K)
version has Faust drop from overhead while spinning,
while the (S) version is similar to the (P) version,
sending him backward instead.

[Scalpel Throw]:
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
Faust spins his scalpel in front of him. If the
opponent touches the scalpel, Faust slashes them up to
eight times with it. This move counts as a special
throw, as it is unblockable.

Shigekiteki Zetsumeikan*:
QCF, QCF + (S)
Faust "swims" along the ground, scalpel outstretched.
If this move, which is a sweep, hits, the enemy is
stunned for a while. One of four treasure chests will
open in the background, revealing the victim's fate.
Three contain mini grim reapers, which vary in the
damage dealt the opponent. The fourth contains an
angel, which slightly damages FAUST instead! This
move hits up to two times.

[|Na Na Na Nani Go Derukana!]*: <this name is so DOPE!>
QCF, QCF + (P)
A "super" version of the Naniga Derukana, this move sees Faust toss FIVE random items in the air. You can receive all candy bars, or all comets, or any combination of multiple items, depending on random chance.

[Afro Autopsy]**:
QCF, QCF + (HS)
Faust stabs forward with his scalpel while dancing (if one can call it that). If he hits the opponent, the scene switches to a darkened hospital room, with the opponent strapped face down to a gurney. Faust then tries to blow up the opponent with an explosives plunger. Failing on several occasions (yes, this Destroy move is THAT long), Faust inspects the gurney, only to have it explode in his face. The opponent's hair blows out, Afro-style, as does Faust's (over "Baldhead's" paper bag, no less)!

     G. CHARACTER .007 JAM-KURADOBERI [WEAPON: BARE HANDS/SPIKED HEELS]

Ryujin:
QCF + (K) <ground/air>
Jam delivers a flaming dropkick. This move can be enhanced for greater power (see Kick Enhance).

Gekirin:
QCB + (K) <ground/air>
Jam delivers a forward flip kick, which is an overhead. This move can be enhanced for greater power (see Kick Enhance). This move hits up to two times if enhanced.

Kenroukaku:
DP + (K) <ground/air>
Jam jumps up, delivering a series of rising scissor kicks. This move hits up to four times – and up to seven times if enhanced. This move can be enhanced for greater power and extra hits (see Kick Enhance).

[Kick Enhance]:
DD + (K)/(S)/(HS)
After Jam performs this move, an icon appears signifying its completion. The icons increase the power of her special kicks, automatically going into effect the next time the move is performed. The (K) version enhances Jam's Ryujin, while the (S) and (HS) versions enhance the Gekirin and Kenroukaku respectively.

Bakushyuu:
QCF + (S), {(P)/(K)/(S)/(HS)}
Jam rushes forward. She can launch one of four moves by pressing the appropriate attack button. She can

dash behind the opponent with (P), perform a split
kick sweep with (K), release a ball of energy with (S)
that hits up to three times, or do the same after
running behind the opponent with (HS), a move that
hits up to four times. Pressing nothing causes Jam to
stop after running about a half-screen distance.

[Counter Flip Off]:
QCB + (S)
Jam throws up a forearm to counter a single hit. She
recovers immediately upon countering.

[Aerial Kick Slice]:
D + (K) <air only>
Jam drops from the air, delivering a series of scissor
kicks. This move hits up to <?> times.

[Today's Special]*:
HBF + (HS)
Jam releases a giant energy ball that surrounds her.
This move hits up to thirteen times.

[Dragon Pirouette]*:
HBF + (S)
Jam rushes forth, attempting to hit the opponent. If
successful, she autocombos the opponent, ending with a
rising high kick. If Jam manages to carry the
opponent up with her while she does this, a dragon
will appear in the background. This move hits up to
thirteen times.

[I'm a Star!]**:
QCF, QCF + (HS)
Perhaps the most obnoxious Destroy move (and therefore
the coolest), this move has Jam rush forward along the
ground. If she hits the opponent, charcoal art of Jam
performing various punches and kicks flashes across
the screen, accompanied by several Japanese symbols.
After eight such art pieces, the scene switches back
to Jam finishing off the opponent with a dropkick,
killing them instantly.

     H. CHARACTER .008 JOHNNY [WEAPON: LONGSWORD]

Mist Finer:
QCF + (P)/(K)/(S), {<hold attack for Fighting Pose>}
Johnny rapidly slashes out with his sword. The (P)
version sees Johhny slash up high (this version is the
most powerful), the (K) version is a mid-range slash,
and the (S) version is a low slash. Hold the attack
button to go into Johnny's Fighting Pose and delay the
completion of the move. You can then move back and
forth slowly by walking, and release the Mist finer by
releasing the button. The Mist Finer can also be
charged up by hitting your opponent with coins (see
Glitter is Gold).

Cancel Fighting Pose:
(HS) <during Fighting Pose>

Johhny cancels the Fighting Pose, along with the Mist
Finer. You launch no attack, and don't have to
recover from one.

Bacchus Sigh:
QCB + (P)
Johnny releases an unblockable, tracking mist. If it
engulfs the enemy, they cannot block Johnny's Mist
Finer at all. If Johnny is hit while this move is
active, the mist vanishes.

Glitter Is Gold:
QCF + (HS)
Johnny tosses a coin forward. If this hits the
opponent, the level of Johnny's Mist Finer goes up by
one (it starts at Level 1). It maxes out at three,
and you have eight coins at the start of each round.
The Mist Finer increases in power with each level. A
Level 3 Mist Finer hits up to nine times.

Aerial Transport:
DP + (S), {(S)}
Johnny jumps along a high arc. You can press (S)
during this move to perform the Divine Blade.

Divine Blade:
QCF + (S) <air only> / (S) <during Aerial Transport>
Johnny shoots a thin column of flame toward the
ground. This can be performed during the Aerial
Transport as well.

[Fire Finer]*:
HBF + (HS)
Johnny lashes out up and diagonally (this move has a
greater range than it appears to have) with his sword.
 If he hits the opponent, Johnny rapidly slashes them.
 This stuns them until they are set ablaze a short
time later.

[|Joker Trick]**:
QCF, QCF + (HS)
For his Destroy move, Johnny throws a card at head
level across the length of the screen. If successful,
the card turns the opponent into a giant Joker card,
which Johnny proceeds to slice in half, killing the
opponent instantly.

     I. CHARACTER .009 KY KISKE [WEAPON: BROADSWORD]

Stun Edge:
QCF + (S)/(HS)
Ky generates a crest of energy that travels the length
of the screen. The (S) version hits once, while the
slower and more powerful (HS) version hits up to three
times. Both versions stun the opponent if they hit,
longer than most normal moves will.

[Aerial Edge]:

```
QCF + (S)/(HS) <air only>
This is just an aerial version of the (S) version of
Ky's Stun Edge.  The (S) version travels at about a
45-degree angle, while the (HS) version travels
farther -- at about a 60-degree angle.


Vapor Thrust:
DP + (S)/(HS) <ground/air>
An uppercut, this move has Ky jump up, swinging his
sword in a circular motion.  This hits throughout the
arc of his swinging sword, including slightly behind
Ky.


Stun Dipper:
QCF + (K)
Ky quickly slides forward with a sweep kick then
slashes low.  Both parts of the attack are sweeps.


Crescent Slash:
QCB + (K)
Another uppercut (this one an overhead), Ky performs a
front-facing flip kick, sending an energy trail upward
from his foot.


Ride the Lightning*:
HBF + (HS)
Ky's sole super sees him run forward, encased in a
massive ball of electrifying energy.  This move hits
up to five times.


[Holy Deliverance]**:
QCF, QCF + (HS)
Ky thrusts forward with his sword, which is surrounded
by energy, and now has about a half screen range.  If
it hits, the enemy is engulfed in energy and killed.
It's kind of pathetic, if you ask me.


     J. CHARACTER .010 MAY [WEAPON: GIANT ANCHOR/SEA
CREATURES]


Irukasan 1:
CDU + (S)/ (HS)
May calls for a dolphin to ride along a
high-trajectory path.  The (HS) version travels
higher.


Irukasan 2:
CBF + (S)/(HS)
May calls for a dolphin to ride along a low-trajectory
path.  The (HS) version travels farther.


Restive Rolling:
DP + (S), {direction + (S)} <ground/air>
May spins and spins around with her anchor, companied
by a pyrotechnic display.  You can redirect May during
this move up to four times with the optional command.


[Dolphin Attack]:
HCF + (P)/(K)/(S)/(HS)
May creates a striped hoop in mid-air, from which a
```

dolphin pops out. The (P) version lines up above May,
while the (K) and (S) versions line up successively
farther away. The (HS) version lines up with the
opponent. All versions can be delayed/charged by
holding down the button. Charging long enough causes
multiple dolphins to pop out (up to <?> can be
released this way). May is free to move about after
creating the hoop -- she doesn't have to wait for the
dolphins, and can call them whenever she wants by
releasing the button.

Overhead Kiss:
HCB + (K)
A special throw, this move has May grab her opponent
and toss them high into the air. The opponent cannot
recover before hitting the ground.

[Weigh Anchor]*:
HCB + (HS)
For this super, May swings her anchor overhead. If it
touches the opponent, she keeps whipping the around in
a circular motion. This move hits up to nine times.

Great Yamada Attack:
QCF, QCF + (S)
May's other super sees her call a whale to jump across
the screen in an attempt to attack the opponent.

[Hilarity Ensues]**:
HCF, HCF + (HS)
As cute as an Instant Kill can be, this move see may
look away haughtily, while secretly trying to grab the
opponent. If successful, may carries them into the
air before letting them go. After hitting the ground,
the opponent is trampled by the crew of the Mayship, a
baby and an old maid -- who turns around and trips
over the opponent, falling on them and destroying
them.

     K. CHARACTER .011 MILLIA RAGE [WEAPON: HAIR
EXTENSIONS]

Lust Shaker:
Press (S) rapidly
Millia-Rage's signature move -- she leans forward
while her hair whips out in various forward
directions.

Tandem Top:
QCF + (S)/(HS)
Millia spins around, creating a green ring of energy
that will cause damage if touched. The (HS) version
lasts longer and is more powerful, but has a longer
lag time. Millia can move before the ring vanishes.

Bad Moon:
QCF + (P) <air only>
With this move, Millia tumbles out of the air cradled
by her hair, which takes on the shape of the man in

the moon.

[Hair Fall]:
QCF + (K) <air only>
A no-damage transport maneuver, this move allows
Millia to shoot down to the ground from the air.

Iron Saviour:
QCB + (P)
Millia glides along the ground in a vehicle created
with her hair (!) This acts as a sweep.

Zenten:
QCB + (K)
Another no-damage transport move, this one sees Millia
tumble forward. She is invulnerable while rolling
(but not while getting up), and can roll through an
opponent.

[Moon Rising]:
QCB + (HS), {direction + (HS)}
Millia stretches out her arms, concentrating on the
formation of a large sphere of energy above her head.
This "moon" then floats forward. As the "moon" rises,
however, you can redirect its path up to four times
(and extend its life) with the optional command.
These directions must be entered prior to its
movement. Millia is free to move before the "moon"
vanishes. It can hit up to four times.

Winger*:
QCB, HCF + (HS)
For this super, Millia forms her hair into the shape
of a bird. She then flies up a short distance before
shooting down to the ground at about a 45-degree
angle. This move hits up to six times.

[|Emerald Rain]*:
QCF, QCF + (S)
A "super" version of the Tandem Top, this move has
Millia spinning in much the same way. However, she
sends the energy rings forward. This move hits up to
three times.

[Hair Extension/Rapunzel Portal]**:
QCF, QCF + (HS)

For her Instant Kill, Millia bends over (!), laying
her hair out in various directions over the ground.
This opens a portal <where?>. If the opponent passes
over this without blocking, they are suspended in the
air. A while later, two huge braids shoot out from
nowhere and cross over the opponent, destroying them.
This move hits eighteen times.

     L. CHARACTER .012 POTEMKIN [WEAPON: GATLING
GAUNTLETS]

Mega Fist I:

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QCF + (P)
Potemkin jumps forward a short distance, thrusting
both fists downward in front of him.

[Mega Fist II]:
QCB + (P)
Identical to the Mega Fist I, this move see Potemkin
jump backward instead of forward.

Slide Head:
QCF + (S)
Potemkin bows his head, then headbutts the ground,
flooring a standing or crouching opponent by causing
an unblockable earthquake.  Damage from this move is
lessened the further Potemkin is from his opponent --
the move does no damage at all at long distances, even
if it hits.

Hammer Fall:
CBF + (HS)
For this move, Potemkin slides along the ground,
slamming his outstretched fists together in front of
him.  Potemkin has armor during this move, and it
takes multiple hits to stop him from completing it.

[[|Jumping Torture Rack]:
HBF + (P) <when close>
This move is a special command throw for Potemkin, and
is unblockable within range.  Potemkin grabs his
opponent by the neck and ankles and jumps high up.  As
he drops to the ground, he slams his opponent down
across his shoulders.  Potemkin will swing wildly if
the opponent is not within throw range.

Heat Knuckle:
DP + (HS)
An "uppercut" throw move, this move has Potemkin reach
out and up with his arm.  If the opponent is caught
within Potemkin's grip, they are choked, shot, shaken
and released (Allen calls this the Choke N' Shoot!).
This move hits up to four times.

[[|Heat Knuckle Extend]:
HCB + (HS) <during Heat Knuckle>
Enter this command while the Heat Knuckle animates,
and Potemkin will extend the hold on his opponent (no
extra hits), ending the move with an explosion that
adds extra damage and sends the opponent flying away.

Potemkin Buster/[[|Giganter]*:
HBF + (HS)
Potemkin creates an energy wall in front of him.  If
it hits the opponent, they are rendered instantly
dizzy for a shortened time.  You are free to attack or
combo the opponent again.

[[|Gigantic Bleed]*:
HCF, HCF + (P) <during Potemkin Buster>
Perform this maneuver while the Potemkin Buster
animates, and Potemkin will charge his fists with
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fiery and icy energy. He'll then perform a sliding
attack with his fists outstretched. This move can hit
up to <?> times

Heavenly Potemkin Buster*:
QCF, QCF + (S)
A "super" version of the Jumping Torture Rack (not the
aforementioned Potemkin Buster), this move sees
Potemkin jump across the screen in an attempt to catch
the opponent. Should he be successful, Potemkin will
jump up, hang out on the ceiling, and stomp down with
a variation of the Jumping Torture Rack.

[Potemkin Kiss Off/|Magnum Opera]**:
QCF, QCF + (HS)
One of the more dramatic Instant kills, this move sees
Potemkin lean back in a pose. Should the opponent
touch Potemkin, his armor will fly off, sending the
opponent skyward. Potemkin then kisses his fist
(featuring a tattoo of a heart with an arrow through
it) before slamming it into the falling opponent,
destroying them.

     M. CHARACTER .013 SOL-BADGUY [WEAPON: FIREBRAND]

Gun Flame:
QCF + (P)
Sol stabs the ground with his blade, causing several
streams of flame to erupt.

Volcanic Viper:
DP + (S)/(HS), {D,B,D + (K)} <ground/air>
Sol performs a flaming, rising uppercut kick. By
entering the optional command, you can interrupt this
move to get in extra hits. The Volcanic Viper gets a
MAJOR enhancement when Installed (see Dragon Install).
 This move hits up to two times – five times if you
add the extra hits, and up to thirteen if the move is
Installed.

Grand Viper:
QCB + (S) <mash buttons for extra hits>
A combination sweep/uppercut, this move has Sol scurry
along the ground while on fire, then jump high in the
air, also while on fire, performing a rising kick.
The beginning of the move is a sweep. This move hits
up to five times by itself, and up to ten times if
mashed.

Bandit Revolver:
QCF + (K), {<hold (K)>}
This move sees Sol jump forward, performing a spinning
kick in the air. Holding the button causes the second
kick to be replaced with a fireball released from
Sol's foot. This move hits up to two times.

[Air Revolver]:
QCF + (K) <air only>
An aerial version of the Bandit Revolver, this move

cannot replace hits with a fireball. However, it hits
more often. This move hits up to four times.

Riot Stomp:
QCB + (K)
For this move, Sol jumps back and off the wall behind
him. He then rebounds while performing a flying
dropkick. Sol will continue to travel until he falls
to the ground.

[|Viper Slam]:
DP + (K) <when close>
Sol grabs his opponent, lifts them up, taunts them,
and slams them over his shoulder to the ground. He
will reach out into the air if the opponent is not
within throw range.

Tyrant Rave*:
HBF + (HS)
Sol "shoots" a shield of flame out in front of him.
An opponent that is hit be the Tyrant Rave will fly
off the wall behind them. This move hits up to four
times.

[|Dragon Install]*:
QCB, QCB + (S)
This super enhances Sol's speed (and thus his combo
ability) for eight timer seconds. Sol can perform
otherwise impossible combos during this time.
Additionally, his Volcanic Viper transforms, hitting
up to <?> times amidst a tall column of flame. Beware
-- at the end of the time, Sol drops to one knee and
shakes his head to recover. He is unable to perform
moves or block at this time.

[|Napalm]**:
QCF, QCF +(HS)
One of the most boring Instant Kill moves, this one
sees Sol jump up and forward amidst many plumes a
flame. If the flames hit the opponent, they are
destroyed.

     N. CHARACTER .014 TESTAMENT [WEAPON: SCYTHE]

Unknown 1:
QCF + (P)/(K):
Testament creates a glowing skull in front of him,
which slowly floats forward. The skull will vanish if
hit or blocked. The (P) travels at waist level, while
the (K) version travels slightly above head level. If
the skull hits the opponent, they are marked with a
seal. Testament's pet raven will then randomly
perform unblockable attacks every so often. The bird
will shoot feathers, perform a diving attack, or fly
above the opponent's head to attack in the form of a
woman. The seal stays on the opponent for twenty
timer seconds or until Testament gets hit back.

Unknown 2:

HCF + (S)/(HS)
Testament will bow his head as a demon erupts from the
ground, sliding along as it tries to attack. The (S)
version will appear behind the opponent at a set
distance, while the (HS) version appears in front of
the opponent.

Unknown 3:
QCB + (S)
Testament taunts the opponent -- as a counter. If he
is hit at or above waist level at this time, Testament
will sink into the ground, then erupt in the middle of
the screen. If the opponent is hit by this counter,
they start to flash pink. This lasts for nine (?)
timer seconds, or until Testament is hit back. While
the opponent is flashing, their Life Gauge will
gradually diminish.

Unknown 4:
QCB + (P)
Testament dashes forward, attacking with his scythe in
an overhead motion.

Unknown Super 1*:
HBF + (HS)
For his lone super, Testament creates a portal in the
air before him, out of which flies a demon. If the
demon hits the opponent, they sustain damage and will
gradually lose even more of their Life Gauge. This
lasts for nine (?) timer seconds or until Testament is
hit back.

Unknown Destroy:
Testament will swing low with his scythe for his
Destroy move. If he succeeds in hitting the opponent,
a bed appears on the screen, with the opponent lying
on it. Testament's raven then transforms into a
female specter. She places her hand on the opponent's
chest, drawing their life away and killing them
instantly. The bed remains on the screen while
Testament performs his win pose.

     O. CHARACTER .015 VENOM [WEAPON: BILLIARDS
EQUIPMENT]

Stinger Aim: UNDER CONSTRUCTION|
CBF + (S)/(HS) {hold button to charge ball}
Venom creates a cue ball and shoots it horizontally.
The (HS) version is faster and more powerful. Holding
the button down causes the ball to transform into a
darkened, jagged sphere that increases damage, hits,
and vertical range. This move hits up to six times if
fully charged.

Carcass Raid:
CDU + (S)/(HS)
For this move, Venom creates a cue ball and shoots it
downward at an angle. The (S) version bounces at
about a 45-degree angle and flies offscreen, while the
(HS) version oscillates between the floor and ceiling

before flying off.

Ball Formation: UNDER CONSTRUCTION|
QCB + (P)/(K)/(S)/(HS), {QCB + (P)/(K)/(S)/(HS)}
This is the most complex move in the game. Venom
creates a cue ball in mid-air, which can be shot at
the opponent by striking it with an attack or another
cue ball. You can have up to four balls on the screen
at once, but you must use different attack buttons for
each. Perform the move again with the same button you
used to create a ball that is still onscreen, and you
will change the formation of the balls, sending each
one to a predetermined location. More will follow on
the actual formations.
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|

Double Head Morbid: UNDER CONSTRUCTION|
DP + (S)/(HS)
Venom dashes forward, twirling his cue stick. The
(HS) version has a longer range and is more powerful.
This move hits up to four times.

Mad Straggle:
QCF + (S)/(HS) <air only>
Venom drops down at a 45-degree angle, attacking with
his cue stick. The (HS) version adds a front-facing
flip kick to the end of the move. The (S) hits up to
four times, while the (HS) version hits up to seven
times and pops the opponent up. The last hits of the
(HS) version do no damage.

[Corner Pocket]:
DP + (K)
Venom teleports up instantly. This acts as an instant
jump, as it places him in a position to perform any
aerial maneuver faster than jumping would. This move
does no damage.

Dark Angel*:
QCB, HCF + (S)
For this super, Venom creates a huge pink cue ball,
which slowly glides toward the opponent. The 'angel'
picks up speed as it travels, and Venom recovers
before it ends. This move hits up to <?> times.

[|Red Hail]*:
QCF, QCF + (HS) <air only>
For his other super, Venom rapidly shoots cue balls
like bullets at about a 45-degree angle down and away
from himself. The cue balls ricochet off the floor.
This move hits up to eight times.

[|Dime Poker]**:
QCF, QCF + (HS)
This Destroy move sees Venom take a swing with his cue
stick. If he hits his opponent, he turns them into a
billiard ball (with hairstyle intact!), then places

them into the center of a 9-ball setup. He shoots a
cue ball into the setup, scattering the eight outer
balls, which in turn are engulfed in flames and take
turns slamming into the opponent, instantly killing
them.

     P. CHARACTER .016 ZATO-1ONE [WEAPON: EDDY]

Invite Hell:
DD + (S)/(HS)
A spiraling spike appears a set distance in front of
Zato-1One. The (HS) version appears farther away from
Zato.

Break the Law:
QCB + (K) {hold (K)}
Zato dissolves into the ground. Holding the button
allows Zato to stay under for up to <?> timer seconds.
 Pressing [B] and [F] allow Zato to move while
underground.

Summon Eddy:
QCF + (P)/(K)/(S)/(HS), <repeat motion to cancel>
Zato calls for the assistance of The Shadow Currently
Known As Eddy, or Eddy for short. Eddy's appearance
and attack depend on the button used. The (P) button
calls forth the "normal" version of Eddy, which slides
along the ground and attacks by biting. The (K)
button transforms Eddy into a buzzsaw, which rolls
along the ground. Using the (S) button causes Eddy to
attack with an uppercut move, while (HS) turns Eddy
into a landmine, which will explode into a giant,
spiraling drill after being hit or after <?> timer
seconds. While the (HS) version of Eddy is a
permanent transformation, you can transform Eddy into
his other forms by pressing the appropriate attack
button (see Demonic Transformation). You can also
repeat attacks by pressing the attack buttons. A
timer will appear below Zato's name, indicating how
much time Eddy has left before he vanishes. The meter
will empty after <?> timer seconds if Eddy performs no
other attack. It will empty faster if Eddy performs
additional attacks, performs a (HS) attack, cancels
the attack altogether, or is attacked himself (Eddy
can't block or take damage). Should the timer empty
out, it must refill before Eddy can be called again.

[Demonic Transformation]:
(P)/(K)/(S)/(HS) <after Summon Eddy>
After he summons Eddy, Zato can transforms him into
his other forms using the appropriate attack button.
A transformation using (HS) is permanent -- you cannot
change Eddy into anything else until the mine explodes
and the meter refills.

[Raise Hell]:
QCB + (S)
For this move, Zato raises a shield of shadow from the
ground. This is mainly a combo ender, but can be used

to reflect certain projectiles if timed properly.

[Circle of Hell]:
DP + (S)
A special throw, for this unblockable move Zato grabs
his opponent and encases them in a huge shadow bubble.
 He then emerges from it to pop it. If the opponent
is not within range, Zato will swing out at the air.

Drunker Shade:
QCB + (K)
For this move, Zato raises a shadow "shield" in front
of him. This hits opponents as well as deflects
certain projectiles if timed properly.

[Demonic Eruption/|Mega Lizard]*:
HBF + (S) <after Summon Eddy>
While Eddy is summoned, Zato causes him to erupt like
a volcano, attacking up and forward.

Executor*:
QCF, QCF + (S) <air only>
Zato transforms into a giant sword, which tracks the
opponent a short distance (?), before turning and
flying along a horizontal path. This move can hit up
to <?> times.

Amorphous*:
HBF + (HS)
Zato calls out a giant version of Eddy who attacks in
much the same way as he does during the Demon
Eruption. This version gets more ground coverage, but
is static in its movement, unlike the Eruption, which
can be delayed and moved around by moving Eddy.

[|Blackened Mind]**:
QCF, QCF + (HS)
For his Instant Kill, Zato raises his hand, causing a
short, faint beam to shoot form the ground. If the
beam hits the opponent, they are transformed to an
ethereal image of a female face. This proceeds to rot
into a skull, destroying the opponent.

IV. TACTICAL PLAY
Now that we've covered the basics, let's move on to
more advanced play. In order to be successful at
anything, you have to have a plan -- or luck. Having
an idea of what you're going to do before starting out
can be the difference between winning and waiting.

     A.   UNIVERSAL STRATEGY
These are some general strategies that can help out
the more experienced players out there. If you have
anything major that I haven't (yet) covered, let me
know.
          1.   Learn What You Can Do
Never, ever overestimate what you or your character is
capable of doing. Likewise, never underestimate what

your opponent can do. While practicing your combos is
important, I firmly believe it is just as important to
practice being aware.
          2.   Learn What You Can't Do
Know your limitations. If you're having trouble
finishing off a combo with a special move or a super,
go for a sweep instead. It may prevent you from
getting the maximum damage on your combo, but it will
prevent your opponent from taking advantage of a
mistake on your part.
          3.   Fix Up a Mix Up (Launchers / Sweeps)
Confusion is a great weapon to use against an
opponent. We've all witnessed it, inflicted it, or
been the victim of it. How many times have you seen a
player's game come completely undone in mid-fight? A
couple of big combos, a dizzy, a super, and suddenly
the tide of a match has completely changed. As such,
you should strive to keep your opponent guessing as
much as possible. For instance, stay within sweep
distance (this is different for everyone) of a downed
opponent. As they get up, go for a sweep. You'll
often nail them again, as most players will expect you
to go for a launcher and block high. If this hits, do
it again. Keep repeating this, and randomly mix in a
launcher as well. You'll find that you will connect
with dust attacks more often this way. Likewise, if
you tend to get hit out of aerial attacks, try jumping
in and shielding. You'll stay safe, and be in perfect
position to nail a whiffed anti-air special move (This
is great against Sol). Having more than one trick up
your sleeve helps them all to work better.
          4.   How to Win The Air War
With air dashing, air retreating, jumping, double
jumping, and super jumping, much of the fight in GGX
takes place off the ground. As a result, it is
imperative that you know what to do against an
airborne opponent, as well as how to handle jumping at
an opponent yourself. Find that you seem to have
trouble hitting opponents as you air dash at them?
Try attacking a split second sooner, or dashing higher
up in the jump. You'll stand a greater chance of
hitting the opponent, and possibly connecting with a
short air combo. Also take advantage of the fact that
the air dash can be used at ANY point during a normal
jump. Try dashing just off the ground at a standing
opponent. You can often get an attack out before they
do, then land and continue to attack. At the very
least, you can pressure them into backing up,
shielding (thus consuming their Tension Gauge), or
blocking (driving up their Guard Meter). The above
tactic also helps control the ground game. This is
especially important against the likes of Anji-Mito,
Potemkin, or other characters with good anti-air
attacks. Keep the pressure up on an opponent on the
ground, force them into the air, then knock them back
down to the ground. Rinse. Repeat.
          5.   When To Attack
Of course, you'll ideally wish to use your opponents
as target practice, but how many will be happy to just
roll over and die for you? You need to pick and

choose your spots. Keep an eye on the Guard Gauges.
When your opponent's is flashing, attack, AtTaCk,
ATTACK!!! You will be so glad you did. At this
point, hits often turn into Counter Hits, doing more
damage and/or stunning your opponent longer. You'll
find that comboing the opponent is easier, and your
combos can do MUCH more damage than before. Good
players will pick up on when to best use their
attacks. Also keep in mind what is going on with your
Guard Gauge, and the opponent's Tension Gauge. If the
time isn't right to attack, you might want to rethink
that strategy. Don't open yourself up to a
high-damage combo in an effort to perform one of your
own.

          6.   When To Retreat
Likewise, know when to just cut and run. It is not
cowardly to take a step or two (or ten) back, and
gather your wits about you before continuing the
fight. If you are low on life or about to be dizzied,
get out of your opponent's way.

          7.   When To Shield
Sometimes, however, you just can't get away from the
opponent. Venom's attacking, trying to be the king of
all block damage with his Dark Angel super, and you
have a full Tension Gauge. You mistimed your jump and
are forced to block the whole thing -- twice.
Fortunately, your shield saved you. Unfortunately,
you have no more Tension Gauge energy. Such are the
decisions you'll have to make on the fly in the heat
of battle. Do you deplete your Tension Gauge? Do you
take the block damage? Generally, it will depend on
how you most often use the Tension Gauge. If you use
supers as a primary form of offense, minimize
shielding to air blocking, faking aerial attacks, or
when you're low on life. Defensive-minded players
will shield more liberally, to essentially eliminate
block damage. Keep this in mind, however: you are
using your Tension Gauge. Shield too much and you'll
likely hurt your chances of landing a super,
countering an attack, or canceling a move.

          8.   Utilize Your Tension Gauge
Shielding is just one form of utilizing your Tension
Gauge. You need to be fully aware of your Tension
Gauge, as well as that of your opponent, at ALL times.
 Know when it is "safe" to whiff attacks, and when it
would be prudent to Roman Cancel out of them. Know
just how many hits you will need to gain enough
Tension to perform a super, and link them into your
combo. Know when to cancel an aerial move to extend
your combos. Be careful when shielding - use just
enough of your Tension Gauge to get by if you can get
away with it. In general, just be knowledgeable of
what the best use of your Tension Gauge is at any
given moment, as that can and will throughout the
match. NEVER end a round with a full Tension Gauge.

          9.   Dizzy + Instant Kill Combo
This one is simple but deadly. When you dizzy an
opponent, you have an unchallenged opportunity to have
your way with them. You can use this opportunity to
end the round if you're quick enough. Just activate

the Special Attack Mode ((P) + (K) + (S) + (HS)), and
perform your Destroy move IMMEDIATELY after your
opponent becomes dizzy. Do NOT continue attacking,
even if you're performing an air combo, or if the
attacks wouldn't un-dizzy your opponent. Just stop
what you're doing and DESTROY them! Practice
performing this move so you can understand how much
time and space you'll need to pull this off.

     B.   LEARN EVERYONE!
Knowledge is power. Therefore, even if you have no
intention on ever using certain characters, you should
at least pick them up to test drive them. It can only
help you beat them down better.
          1.   Learn Strengths / Weaknesses
You know that move you always seem to fall for? By
learning how the move works, what is required of that
character in order to perform the move, what scenarios
it works best in, etc., you can better prepare
yourself for facing off against that opponent. This
applies to your own characters as well. Also learn
what can stop that opponent in their tracks and work
it for all it's worth.
          2.   Learn Start-Up / Lag Time
While Sol's Grand Viper is a royal pain to deal with,
it can avoided the vast majority of them time, as it
doesn't truly combo, unless you Counter Hit your
opponent first. The reason is that the move has
significant start-up. It often hits because it is a
sweep (although it carries you into the air), and must
be blocked low. Keep this in mind. Many players will
get away with using certain moves because their
opponents are afraid to attack them while/after they
perform those moves. May's Great Yamada Attack has a
big lag to it, allowing a blocking opponent to run up
and combo her from a long distance. Use this
information to your advantage, and take the
opportunity to punish your opponents for their
mistakes in judgment.
          3.   Learn Comboability of Moves
You notice how the CPU Dizzy almost always is going
after the same combos? That because of her
programming, but it is also because the combos work.
Play around with your character's moves to see which
moves link together. That way, you'll know which
moves will work for you, and which moves you really
don't want to get hit with.
          4.   Observe Patterns / Tendencies
Let's face it. Not all moves are created equal.
Therefore, you should stick with the ones that seem
the most effective, right? WRONG! You should always
experiment with all of a character's moves, even if
they seem ineffective, if for no other reason than to
throw your opponent off track. Never be predictable.
Likewise, study the tendencies of your opponents and
what they are most likely or most capable of doing.
          5.   Etc.
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE
INFO|][NEED MORE INFO|]
ETC.?

    C.   TESTAMENT / DIZZY TACTICS
While Testament is by and large a joke of a boss, he
can rack up a ton of damage in a hurry if you are not
careful. As for Dizzy... well, she has a nice little
laser thing going there, doesn't she?
        1.   Target Testament Taunting
Testament has two types of special move "taunts,"
which leave him wide open to attack when he performs
them. Use these opportunities to nail him to the
wall. One is part of his Unknown 2 move, which causes
him to bow his head while a demon attacks from the
ground. This is when the bulk of your attacks should
take place. Since he tends to call them more often
the farther away you are from him, stay about a third
of a screen away, and jump at him. If he's calling
the dogs out, attack. The other is a counter move of
sorts. While Testament taunts with his arms spread
out, you are unable to attack him above his waist. If
you do, he vanishes, reappearing in the middle of the
screen in an eruption of lava. If this hits, you will
lose life until nine timer seconds elapse or you hit
Testament back. Recognize which taunt is which, and
know when to attack. Note that Testament IS
vulnerable to low attacks during his counter.
        2.   Play the Waiting Game
You do not have to kill the opponent in order to win a
round. You can win rounds by time-out as well. Just
keep plugging away at both bosses when you have a good
opportunity, and don't rush in half-cocked (you should
always be fully cocked). This is a slower process,
but one that might prevent you from attacking your cat
with a phone.
        3.   Stay In Close (Or Stay Off of the
Ground)
Testament, more often than Dizzy, tends to totally
change strategy when you back away from him. He calls
forth his demons MUCH more frequently. Therefore,
keep in close enough so you can concentrate on
fighting Testament instead of dodging demon dogs.
        4.   Problem Solving
Keep your wits about you at all times. If you find
that what you're doing doesn't seem to work at all, do
something completely different. You might find an
attack or combo that will keep you out of harm's way.
If you find that whiffing even one move in a combo
will result in you being turned into demon dog food,
or target practice for Dizzy's "Demon Archer," go for
knockdowns instead of finishing your combo normally.
This allows you to control the ground game, as well as
work the clock. Just keep thinking about what you can
do differently as well as what you can do better.
        5.   Stay Away From Dizzy
Keeping a healthy distance away form Dizzy is a good
way to stay, well, healthy. If you have effective
long range attacks (like Venom's Stinger Aim), USE
THEM. If not (poor Jam!) you'll have to find creative
ways to hit and run. Don't try to fight Dizzy

straight up -- most of the time, it's
counterproductive. You'll get a couple of combos in,
and then she'll nail you with her fire wall or Evil
Archer supers. Think of short, powerful combos that
will get you in and out quickly, rather than long,
impressive ones that can leave you open to attack if
whiffed.
        6.   Stay Off the Ground If Near (Or Far)
Always keep jumping against Dizzy. You'll avoid the
inevitable Evil Archer, and be able to attack Dizzy's
head more easily. This also throws her aim off, so
her other special attacks hit less often.
        7.   Find a Pattern
If you can find even a single attack that seems to
work against the CPU bosses, work it for all it's
worth. Repeat the scenario in which the attack hits
most often (OTG, as Dizzy gets up, after Testament
taunts, as Dizzy walks/runs/jumps at you, etc.), and
keep up the pattern. The CPU isn't very bright, and
will often keep running into the same attack several
times before making adjustments.
        8.   Learn Their Combos! Stay Safe!
Testament and Dizzy have combos and traps that are
very strong (pumped up for the CPU), but also
predictable. Dizzy often goes for certain combos.
Testament also has a limited, but effective arsenal.
Stay out of situations in which you will be hit by
these combos. Try launching an attack sooner, or not
at all. Just know what the bosses will throw your
way, and you'll save yourself (and your cat!) a lot of
lives.

    D.   HIGH SCORES (HOW TO GET SOME)
There seems to be a difference in the way the DC and
arcade versions of GGX keep score (DC allows for
continues but resets the score at 0, while the arcade
adds one point to the score to designate the
continue). This section will give hints as to how to
maximize those high scores and keep your name all over
the high scorers list.
        1.   To Whom Does The Score Belong?
The high score on the arcade version goes to the
person that <?>. For the Dreamcast version, the score
automatically goes to the person who finshed the game,
as scores do NOT carry over on continues.
        2.   Keep Your Energy Up and Your Times Down
Obviously, the faster you finish your opponents off,
and the less energy you lose, the larger your round
bonuses will be. Perfects net huge bonuses (80,000
points each).
        3.   Lose Rounds
To my knowledge, there is no "complete" bonus for
winning a match in two rounds, a la the Street Fighter
series. So go ahead and throw a round if you know you
can win. The points keep piling up.
        4.   Play Humans
Not only are you not penalized for losing rounds, but
you can score points by playing humans as well! The
CPU opponents seem to provide significantly more point
scoring opportunities than human opponents, but a long

win streak adds up fast.

     5.   Continue

And who said that you actually have to win? Just keep
dropping those tokens in the machine and keep the
party going.

     6.   Exercise Inefficiency

While the above strategies work after a round or match
has ended, how do you score big during a match? Do
the least powerful, biggest point scoring moves you
can. After he hits an opponent with his Spinning Fan
super, Anji-Mito can often catch the falling victim
with his On. This will provide 8,600 points, while
doing negligible damage, as the super will have
reduced the Guard gauge to next to nothing. This also
works when comboing a special/super into a second --
the second move will do less damage than it would have
on its own, but will give you the same number of
points. Find the moves that work the best for you.

     7.   After the Clash! Is Over...

To the victors go the spoils -- and the free hits.
After you've finished an opponent off, you can sneak
in an extra normal move (or more), and a special or
even a super, provided that the move that killed your
opponent finished them on its last hit (block damage
doesn't count). By tacking on extra supers at the
ends of rounds, you can add hundreds or thousands of
points to your score in the end. This actually has a
beneficial effect in other game modes as well, such as
Survival.

    E.   THE MIND GAME

Much of the fight in GGX is mental. Make your
opponent believe (not just think) that you WILL (not
just might) win, and victory is already yours for the
taking.

     1.   The Intimidation Factor

Remember that although there are no actual punches
being thrown (although sometimes I wish...), when you
walk up to a machine to play an opponent, you are
engaging in a fight. Act like it. Do things that
will throw your opponent off BEFORE the match. Pick
your character in a slow, deliberative manner, acting
as if you are REALLY thinking of the best character to
beat them down with. Look stone-faced the entire
time, smirking only after the opponent whines about
losing. Or, my favorite, and possibly the cruelest
way to win short of a random select victory: flipping
a coin to "help" you decide which character to win
with. Of course if you're playing "just for fun,"
this point is moot. Loser.

     2.   The Poker Face

Never let them see you sweat. Or lose. Don't react
to, or rely upon, what your opponent does. Focus on
yourself and what YOU need to do to win. Don't wait
for your opponent to give you the victory -- take it
from them.

     3.   And If That Doesn't Work...

Just open up a economy-size can of WUP-@$$! Make them
pay a steep emotional price for facing you!

V.   Extra, Extra!
BUT WAIT!!! There's more...
     A.   ARCADE / DREAMCAST DIFFERENTIATION
Of course, as with most arcade-to-console conversions,
there are differences, both positive and negative.
Graphically, consoles are closing the gap on their
stand-up brethren, but are still somewhat behind. In
compensation for lost graphical quality, however, they
usually offer extra modes as well as the ability to
play in the comfort of your own nudity.
          1.   Dreamcast Modes
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE
INFO|][NEED MORE INFO|]
ARCADE/VERSUS/TRAINING/MEDAL/GG/OPTIONS/ETC.
[NEED MORE INFO|][NEED MORE INFO|][NEED MORE
INFO|][NEED MORE INFO|]
UNDER CONSTRUCTION| UNDER CONSTRUCTION| UNDER
CONSTRUCTION|
          2.   Graphic Quality
Surprisingly, there is very little difference here,
outside of the change in sprite size, and even that is
not a problem if your screen/monitor is big screen
(jerk!). Arcade rats, like myself, will notice a
small dropoff in the graphics at first, but that still
places it above that of any other 2D fighter I can
think of.
          3.   Glitches / Bugs / Etc.
I've heard of it myself, and now I've seen it with my
own eyes -- the Game Shark depixelization.
Apparently, this only happens with certain copies of
the DC import version of the GGX (mail me if you've
seen it happen in an arcade -- I'll gladly credit
you). As you attack your opponent, sometimes they'll
turn blocky -- very blocky -- LEGO type blocky. This
bears no apparent ill effect on the gameplay, but
still serves as a distraction. I've only seen it
happen on Faust and Potemkin -- the two large
characters, but if you seen anyone else receive the
LEGO treatment, let me know. Another glitch I saw in
the arcades before the import release of GGX (but
works there as well) involves Faust. Should he toss
up a comet with his Derukana special or super moves,
then become trapped in Dizzy's coffin super, the
comets will knock Dizzy out of the super animation --
and leave Faust trapped inside the coffin! This acts
as an Instant Kill of sorts, as Faust is unable to
move or block unless Dizzy performs the super again.
She can knock Faust around at her leisure for the
remainder of the round, hitting the coffin anywhere
she wants. I've heard rumors of other glitches, but
can't confirm them. Let me know if you know of any
others (fusion1995@yahoo.com).
     B.   PLAYER RANKING
If the game sits idle for a few moments (and why would
that happen?), the demo and records screens will
appear. These provide a look at the game in action as
well as the all time high scores and versus rankings.

If you have a favorite character, you'll definitely
pay close attention to how they're doing versus
everyone else, and do your best to help their cause.
After all, who wouldn't want to be number 1?
        1.   What It Is
The versus rankings are a numerical indicator of how
well a particular character is doing in versus match
play. There are one-on-one stats that indicate how
well each character is doing against every other
character. These are added to give an overall
ranking.
        2.   Where To Find It
The versus ranking grid can be accessed through the
Ranking menu on your Dreamcast, or will eventually
scroll by on either the arcade or DC versions of GGX
if the game sits idle.
        3.   How To Read It
Find your character's name on the left side, and the
numbers that line up with it. Find a particular
opponent's name at the top of the screen, and the
numbers that line up below it. The number at the
intersection of the two lines is the overall indicator
for versus matches involving those characters. For
example, if you read across from Anji-Mito and see a 6
under Jam, that means that he's winning a majority of
the matches against her. I don't have a precise
calculation method in place (based on recent/overall
percentage?), but I'm working on it.
        4.   How To Raise It
The more a character wins, the better their versus
ranking becomes. Period.
        5.   Game Impact
At my local arcade, I found that I desperately wanted
to protect Anji-Mito's huge lead over the other
characters, so I helped other Anji-Mito players get
better. Since we never did get the bosses unlocked,
the average versus rank was 65. At one point, thanks
in large part to several win streaks I had the first
week the game was there, his versus rank soared to at
least 91, with a lead of 17 (low man was Chipp, who
had a 1 versus Anji and as low as a 43 overall total,
trailing the pack by 12 at one point). I just had to
keep him in the lead (knowing mathematically that as
time passed, all ranks would eventually even out) so I
actually divulged my secrets to my opponents, hoping
they wouldn't continue to tarnish Anji-Mito's legend.
This was a very positive thing in my opinion, as it
got people talking. Of course, I became enraged as
Anji's lead quickly vanished anyway (one particular
player just LOVED playing with Anji, and just SUCKED
playing with Anji), but it's the friendly, competitive
spirit that counts, right? Right?? RIGHT?!?

    C.   TRANSLATIONS - HELP!
I really would have been lost on the translation front
if it hadn't been for Jermaine Augustus (thanks
again!). But if anyone else out there would like to
help out...
        1.   Help!
Send any TRUE translations to me for move names,

victory quotes, etc., and I'll credit you
(fusion1995@yahoo.com). Let me know what you're
translating, however.
          2.   Please!
I'm not ashamed to beg! Help me! Please?!?   With
sugar on top!?!

VI. THE END?
If you read this far, I commend you. I know I can be
a bit wordy at times, going on and on and on and on
about absolutely nothing of vital importance, engaging
in the sort of verbal masturbation that only priests
and politicians can dream of, talking your ears, eyes,
nose, and lips off, seeming to go on forever with
absolutely no chance of relieving my captive audience
by stopping...
A. THANK U
Of course, I couldn't have done this alone. The
following people helped out a great deal.
          1.   Gabriel
          2.   Eulogio
          3.   Santana
          4.   Limonez
          5.   Allen / Calvin / Sonny / Etc.

     B.   REVISION HISTORY (?!?)
These are the revisions so far. There are more to
come.
          1.   VERSION 1.0
This is the very rough "first" version, hurried along
for the release of the game.
          2.   VERSION 1.1
Finished off most of the sections, and added some move
descriptions. This is the "official" first version.
3. VERSION NEXT
Who knows?

[the end]

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Mono Spaced Fonts (for best viewing):
TTY Font
VT 100
Andale Mono (recommended!)
Courier
Courier New
Letter Gothic
MC