

Guilty Gear X (Import) Complete FAQ

by The KiD

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// 1st Gear : Monogatari / Story

// 2nd Gear : FAQ Notation

[-----]
Controller Notation
[-----]

ub	u	uf	Jump Up-Back	Jump Up	Jump Up-Forward
\		/			
b --	N	-- f	Retreat/Block	Neutral	Advance
/		\			
db	d	df	Block Low/Crouch	Crouch	Offensive Crouch

Reverse forward and back if on right side of screen or Player 2.

[-----]
Button Notation
[-----]

(Arcade Configuration)	(Dreamcast Configuration)
S HS	
K	X Y Punch Slash
P	A B Kick Hard Slash

The above is the default button setup for both the Arcade and Dreamcast. I have seen the arcade version in a "Tekken 3" cabinet to have the Dreamcast setup, so some places may vary. This FAQ acknowledges the default setups.

[-----]
FAQ Abbreviations
[-----]

P - press the Punch button
K - press the Kick button
+ - stands for "and"
/ - stands for "or"
(air) - the move can be used both on the ground or in the air
x~x - can use anything within that range
damage is anywhere in that range
qcf / qcb - motion (d,df,f) or (d,db,b) on the controller
hcf / hcb - motion (b,db,d,df,f) or (f,df,d,db,b) on the controller

- - a character's Hissatsu Waza (special move)
- † - a character's Kakusei Hissatsu Waza (super/chaos move)
- ‡ - a character's Ichigeki Hissatsu Waza (Destroy move)

[-----]
Reading the FAQ
[-----]

Each of the character's moves are broken down into parts, from the move's damage and command to telling any info or situations that happen from it. Below is how to read and understand everything:

Move name	-o	o-	Amount of damage the
	\		move does
Move command	\		

```

\      • Gamma Blade // 31 dmg
o----- hcf + HS
o----- Chipp sends a bluish image of himself forward.
/      - Knockdown attack. Opponent cannot Ukemi.
Move description
\
\
o- Special notes about the move

```

Not all moves are this easy to put in this fashion. There are some moves that have different descriptions depending on the button it's done with (i.e- Axl's Ben Ten Kari) or a move can hit within a range of damage. All such additions or special revisions are given in the "Notes" section.

Damage is based off the average. More info is given in the "Damage" section in "System Dissection".

// 3rd Gear : Basic Commands

The following list are the overall moves that each character possesses.

[Blocking]

Standing Block	Hold b when attacked
Crouching Block	Hold db when attacked
Kuuchuu Block (mid-air block)	In air, hold b / ub / db when attacked
Faultless Defense	While blocking, hold P + K
Dead-Angle Attack	While blocking, f + any 2 buttons

[Dashing / Jumping]

Dash	f,f (hold f to stay dashing)
Backdash	b,b
Dash Kougeki (dash attack)	Press attack button when dashing
Kuuchuu Dash	In air, f,f
2 Dan Jump (double jump)	ub~uf, ub~uf
High Jump	d,u

[Throwing]

Nage (throw)	When close, f / b + HS
--------------	------------------------

[Special]

Sweep Attack	S + HS while crouching
Ukemi (air recovery)	While in freefall from attack, press any 2 buttons
Roman Cancel	While in attack animation, press any 3 buttons (uses 50% Tension gauge)
Dust Attack	S + HS (hold up to pursue)
Dizzy	Hit opponent repeatedly
Dizzy Recovery	Tap buttons and motion pad when dizzy

[Destroy]

Activate Tension Gauge Disable	Press P + K + S + HS simultaneously
Destroy Execution	qcf,qcf + HS (May is the only exception; her motion is hcf,hcf + HS when close to opponent)

// 4th Gear : Guilty Gear X - Those Fighting for the 500,000 World Dollars

[-----]

Anji Mito

[-----]

- Shitsu // 17 dmg (29 dmg as overhead)
qcf + P
Anji waves a fan forward to send out a dove-shaped electric burst.
 - If the dove is blocked, it "bounces" upward in an arc and becomes an overhead attack. It can only be blocked high then. As shown above, it also does more damage as an overhead.
- Fuu Jin // 39 / 45 dmg
qcf + S / HS
Anji advances forward with a shoulder strike.
 - Using S will not knock opponent down. Using HS will knock opponent into the back wall, allowing them to Ukemi afterward.
 - Follow with Nagi Ha, Shin: Ichi Shiki, or Shin: Ni Shiki. You're unable to do the additional attack unless the Fuu Jin runs into the opponent; whether it hits or it is blocked.
- Nagi Ha // 26 dmg
Press S after Fuu Jin
Anji slashes low with his fan.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked low.
- Shin: Ichi Shiki // 2~8 dmg
Press P after Fuu Jin
Anji leaps up to throw six fans downward.
 - Each fan normally adds an extra 6 to 8 points of damage. But if done after an HS Fuu Jin that hits, after the opponent hits the back wall, the fans can hit for as less as 2 or 4 points.
- Shin: Ni Shiki // 76 dmg
Press K after Fuu Jin / Jump, qcb + P
Anji creates an electric orb in his hands.
 - Launches opponent.
- Kou // 89~100 dmg
Press P during attack guard (autoguard)
Anji ascends with a spinning fan attack.
 - Knockdown attack. Opponent cannot Ukemi.
 - Anji has moves where he will still attack even when he's been struck while in attack animation. If he does get attacked and autoguard kicks in, pressing P will interrupt the attack Anji was in and make him go right into the Kou. Some attacks include: Standing S, Overhead Fan Strike (pre-attack frames), Fan Wave, and the Fan Pirouette.
- On // 81 dmg
f,d,df + HS
Anji ascends up to grab an airborne opponent, covering them with one of his fans and sends electric shocks through them.
 - Opponent cannot Ukemi.
 - Unblockable.
 - Can only catch airborne opponents.
- Kai // 41 / 24 dmg
qcb + P / K

Anji leaps up, coming down with a vertical stomp.

- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked high.

• (overhead fan strike) // 27 dmg

f + P

Anji attacks high with an open fan.

- Knockdown attack. Opponent cannot Ukemi.
- As Anji is in attack animation, he is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Anji, causing no damage. Works on some multi-hitting attacks.
- At the beginning frames right before the attack, Anji has autoguard.

• (fan wave) // 27 dmg

f + K

Anji swings his fan outward.

- Knockdown attack. Opponent can Ukemi if they hit back wall.
- Has autoguard.

• (fan pirouette) // 64 dmg

f + HS

Anji advances while spinning around with his fans.

- Has autoguard.

+ Issei Ougi: Sai // 124 dmg

hcb,f + HS

Anji sends forward both of his fans to become one large fan to revolve in front of him. If opponent is caught, they're crushed between the two as they fold together for the final hit.

+ Zetsu [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Anji creates a large orb around him as he flies backward off-screen; coming back while riding on an energy dragon that travels full-screen.

- If blocked, Anji will run back onscreen after the dragon has passed. He is unable to attack, block, or jump until after he stops and taps his fan on his head.

[-----]
Axl Low
[-----]

• Ben Ten Kari // 39 / 50 dmg

f,d,df + S / HS

Axl slashes his kusari-gami before him to produce a crescent of force.

- Launches opponent.
- Using S is the standard crescent slash. Using HS will Axl throw a sickle upwards to hit the airborne opponent.
- Follow with Axl Bomber after HS Ben Ten Kari only.

• Ren Sen Geki // 44 dmg

Charge b,f + S

Axl sends out a sickle of his kusari-gami.

- Knockdown attack. Opponent cannot Ukemi.
- Follow with Kyoku Sa Geki or Sen Sa Geki.

• Kyoku Sa Geki // 31 dmg

Hold u / uf after Ren Sen Geki

Axl brings his sickle back as an upward crescent slash.

- Sen Sa Geki // 102 dmg
Hold d / df after Ren Sen Geki
Axl brings his sickle back, spinning it around in front of him.
- Knockdown attack. Opponent cannot Ukemi until after the 3rd or 4th hit.
- Must be blocked low.
- Sen Sa Geki hits a maximum of five times; 102 damage being if all five hits connect.
- Ra Shou Sen // 65 dmg
Charge b,f + HS
Axl sends out a blue disc. If it hits, opponent is strung up by Axl's kusari-gami before they are taken in an explosion.
- Unblockable.
- To eliminate the "cheese", Axl is unable to do this move after opponent has been knocked to the ground. Meaning, you won't be able to catch them as they are standing. Sucks, huh?
- Ten Hou Seki // 54 dmg
qcb + P
Axl stretches the chain of his kusari-gami before him to counter an attack.
- A counter-attack move. If Axl is attacked while his arms are out, he receives no damage and responds with a throw. Axl is able to reverse any jumping, standing, or crouching attack; whether it be physical or weapon. He cannot counter projectiles and unblockables.
- Rai Ei Sa Geki // 48 / 36 dmg
hcb + S / HS
Axl leaps forward to attack with an overhead sickle attack.
- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked high.
- Using S will have Axl jump forward and attack with a downward sickle. Using HS will launch Axl up off-screen. While he's up there, holding either left or right will move him to where you want him to land.
- Axl Bomber // 59 dmg (41 dmg after HS Ben Ten Kari)
Jump, f,d,df + HS
Axl ascends as he creates a flaming streak with his kusari-gami.
- Knockdown attack. Opponent cannot Ukemi.
- Axl is left in freefall after Axl Bomber. So he's unable to attack, block, jump, or air dash until he lands.
- (sickle punch) // 31 dmg
f + P
Axl punches with the handle of his sickle.
- Knockdown attack. Opponent cannot Ukemi.
- (windmill sickle) // 46 dmg
f + HS
Axl leaps forward with an overhead sickle attack.
- Must be blocked high.
- † Byakue Ren Shou // 185 dmg
qcf,hcb + HS
Axl creates a flaming circle around himself with his kusari-gami before he sends a sickle outward.
- Knockdown attack. Opponent cannot Ukemi.
- Byakue Ren Shou hits a maximum of six times; 185 damage being if all six hits connect. To get all six, stand one character's width away.

+ Ren Sen Ougi: Midaregami [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Axl spans the chains of his kusari-gami on the ground. If it hits, opponent is knocked upwards by chains back and forth until they reach the apex. Sickles slash up opponent and eventually hold them before they are taken in an explosion.

[-----]
Baiken

[-----]

- Tatamigaeshi // 39 dmg (19 dmg if fallen in air)
qcf + K (air)
Baiken stomps the ground, causing a green tatami mat to spring up from the ground.
 - Launches opponent.
 - Can negate some projectiles.
 - If Baiken is too close to opponent, the tatami mat will not hit.
 - The air Tatamigaeshi will fall to the ground after it's been created, still able to cause damage if the opponent wasn't hit by the initial attack. In that state, it will not knock the opponent down.
- Za Ku Ro // 86 dmg
b,db,d + P while blocking
Baiken throws a windmill-razor to spin at a diagonal above her.
 - Knockdown attack. Opponent cannot Ukemi.
- Mawarikomi
b,db,d + K while blocking
Baiken advances, moving onto the other side of the opponent.
- Saku Ra // 29 dmg
b,db,d + S while blocking
Baiken turns and thrusts her sword back, sending forward a purple burst of energy.
 - Knockdown attack. Opponent cannot Ukemi.
- Suzu Ran
hcb + K
Baiken runs forward.
 - Baiken will be placed in full autoguard for the duration of her moving forward. Meaning that she is able to go through attacks without being knocked down or launched. Even Destroy moves! Baiken still takes block damage, however. She cannot attack or jump until she stops running.
- You Zan Sen // 43 dmg
Jump, f,d,df + S
Baiken spins around with sword slashing around her.
 - Knockdown attack. If opponent is on the ground, they cannot Ukemi.
 - Must be blocked high.
- (advancing double fist) // 35 dmg
f + P
Baiken advances with a double hit punch.
 - As Baiken is in attack animation, she is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Baiken, causing no damage. Works on some multi-hitting attacks.
- (extended slash) // 65 dmg

f + HS

Baiken performs a vertical slash.

• (rotation slash) // 51 dmg

d + HS / Press HS while crouching

Baiken spins her sword around.

† Tsurane Sanzu Watashi // 158 dmg

qcf,qcf + S

Baiken moves forward, slashing three times with her sword; says, "Tenchinin!" ("Heaven, Earth, and Man!"). The Kanji for "ten", "chi" and, "nin" will flash onscreen for that respective hit.

† Baku: Ki // 19 dmg

b,hcb + P while blocking

Baiken interrupts opponent's attack, thrusting her arm out to strike at the kanji of "Ki" glows.

- Knockdown attack. Opponent cannot Ukemi.
- While in the blue hue, opponent is unable to jump.
- The Baku attacks are able to be combined if two are done one after the other. For example, if the Baku: Ki hits and then the Baku: Rin, opponent will be unable to jump and do special moves.

† Baku: Rin // 19 dmg

b,hcb + K while blocking

Baiken interrupts opponent's attack, thrusting her arm out to strike at the kanji of "Rin" glows.

- Knockdown attack. Opponent cannot Ukemi.
- While in the blue hue, opponent is unable to do their special moves.
- The Baku attacks are able to be combined if two are done one after the other. For example, if the Baku: Ki hits and then the Baku: Rin, opponent will be unable to jump and do special moves.

† Baku: Ryuu // 19 dmg

b,hcb + S while blocking

Baiken interrupts opponent's attack, thrusting her arm out to strike at the kanji of "Ryuu" glows.

- Knockdown attack. Opponent cannot Ukemi.
- While in the blue hue, opponent deals less damage to Baiken.
- The Baku attacks are able to be combined if two are done one after the other. For example, if the Baku: Ki hits and then the Baku: Rin, opponent will be unable to jump and do special moves.

† Baku: Hou // 28 dmg

b,hcb + HS while blocking

Baiken interrupts opponent's attack, thrusting her arm out to strike at the kanji of "Hou" glows.

- Knockdown attack. Opponent cannot Ukemi.
- While in the blue hue, opponent takes 2x damage from Baiken's attacks.
- The Baku attacks are able to be combined if two are done one after the other. For example, if the Baku: Ki hits and then the Baku: Rin, opponent will be unable to jump and do special moves.

† Garyoutensei [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Baiken runs forward. If she meets opponent, the screen changes to a view of outside a dojo looking at the silhouettes of Baiken and her opponent through a shouji-style wall. Baiken says, "???" before a shower of blood splashes upon the wall.

[-----]
Chipp Zanuff
[-----]

- Alpha Blade // 49 dmg (39 dmg in air)
qcf + P (air)
Chipp advances, disappearing from sight until he appears again on the other side of the screen.
 - Launches opponent.
 - In the air, Chipp is left in freefall after Alpha Blade. So he's unable to attack, block, jump, or air dash until he lands.
- Beta Blade // 53 dmg (42 dmg in air)
f,d,df + P (air)
Chipp ascends, using energy around his bladed-arm to perform an uppercut.
 - Launches opponent.
 - In the air, Chipp is left in freefall after Beta Blade. So he's unable to attack, block, jump, or air dash until he lands.
- Gamma Blade // 31 dmg
hcf + HS
Chipp sends a bluish image of himself forward.
 - Knockdown attack. Opponent cannot Ukemi.
- Tsuyoshi Shiki Ten'i
d,d + P / K / S / HS
Chipp phases from sight, teleporting to a new location.
 - Each button places Chipp in a different location:
 - P = 1/3 screen distance ahead K = full-screen distance ahead
 - S = 1/3 screen distance in air HS = half-screen distance in air
 - If the opponent is in the air, using HS will place Chipp at relatively the same height as them.
 - Using S will place Chipp a bit off the ground, but he cannot do any air based attacks or special moves when he reappears.
- Tsuyoshi Shiki Meisai
qcb + K
Chipp becomes transparent, says, "Find me!"
- Gen Rou Zan // 82 dmg
hcf + K
Chipp disappears, leaving leaves behind before appearing on opponent's back to slit their throat.
 - Knockdown attack. Opponent cannot Ukemi.
 - Unblockable.
 - Chipp is able to grab the opponent if they are anywhere within a 1/3 screen distance.
- Resshou // 17 dmg
qcf + S
Chipp advances with a flame punch.
 - Follow with Roku Sai or Sen Shuu.
- Roku Sai // 21 dmg (19 dmg if after Resshou)
qcf + S after Resshou
Chipp advances with a low flame slash kick.
 - Must be blocked low.
 - Follow with Sen Shuu.
 - If the Roku Sai hits alone, it will do 21 damage. If it hits as a combo after the Resshou, it will do 19 damage.

- Sen Shuu // 29 dmg
qcf + K after Resshou or Roku Sai
Chipp flips forward with a heel kick.
- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked high.
- (double punch) // 32 dmg
f + P
Chipp punches twice.
- (blade stab) // 59 dmg
f + HS
Chipp turns and downward slashes with blade arm.
- (falling drill kick) // 15 dmg for 1st kick, next -2 dmg
Jump, d + K
Chipp descends at a vertical while kicking.
- Must be blocked high.
- The first kick does 15 damage. Each additional hit is two damage less than the prior. First hit is 15, second is 13, third is 11, etc.
- (blade uppercut) // 45 dmg
d + HS / Press HS while crouching
Chipp slashing upward with blade arm.
- Launches opponent.

† Zan Sei Rou Ga // 170 dmg
hcb,f + HS
Chipp flies back and forth across the screen with Alpha Blade-type attacks to knock the opponent into the air, finishing with a vertical slash.
- Knockdown attack. Opponent cannot Ukemi.
- If blocked, Chipp will still do the attack in full.

† Ban Ki Messai // 119 dmg
qcf,qcf + K
Chipp rushes forward, meeting the opponent with an flurry of standard attacks that ends with a dual set of Beta Blades.
- Chipp is left in freefall after the set of Beta Blades at the end. So he's unable to attack, block, jump, or air dash until he lands.

‡ Dieter End [Ichigeki Hissatsu Waza]
qcf,qcf + HS
Chipp leaps into the air and splits himself into five fireballs. If opponent touches any of them, they are brought into the middle as each point is connected to form a star. Chipp reforms and falls back to the ground as the opponent is taken in an explosion.

[-----]
Dizzy
[-----]

- Dizzy can air dash twice from one jump. She can't Roman Cancel.

- (arcing wheel) // 50 dmg
qcf + S
Dizzy's "Devil" wing sends out a flaming staff to arc upward.
- (ice stalagmite) // 59 dmg

qcf + HS

Dizzy's "Angel" wing creates an ice stalagmite from the ground.

- Knockdown attack. Opponent cannot Ukemi.

- (lightning dagger) // 54 dmg
b,d,db + S
Dizzy's "Angel" wing sends out an electrified dagger.
- The dagger tracks opponent.
- (ice pirahna: short bite) // 24 dmg
qcb + P
Dizzy's "Angel" wing sends out an ice pirahna that lunges forward to attack.
- The (ice pirahna) has very bad tracking. You are able to aim it a little by holding either up or down once it's performed.
- (ice pirahna: long bite) // 24 dmg
qcb + K
Dizzy's "Angel" wing sends out an ice pirahna that lunges forward to attack.
- The (ice pirahna) has very bad tracking. You are able to aim it a little by holding either up or down once it's performed.
- (ice pirahna: follow leader) // 24 dmg
qcb + S
Dizzy's "Angel" wing sends out an ice pirahna that acts as an attack bit.
- The (ice pirahna) stays besides Dizzy. If she gets close the opponent, it will fly forward to attack twice before breaking apart.
- (ice pirahna: laser) // 44 dmg (24 dmg if pirahna hits)
qcb + HS
Dizzy's "Angel" wing sends out an ice pirahna that fires a laser.
- (dragon wing thrust) // 25 dmg
f + P
Dizzy's "Devil" wing thrust forward.
- (tail launcher) // 79 dmg
f + HS
Dizzy's tail gets large and thrusts forward to knock opponent in air.
- Knockdown attack. Opponent cannot Ukemi.
- † (fire eruptions) // 129 dmg
hcb,f + S
Dizzy waves her arms outward, creating six explosions to rip across the ground.
- Knockdown attack. Opponent cannot Ukemi.
- (iron coffin) // 151 dmg
df,hcf,b,f + P (misses from afar)
Dizzy creates an "abyss" on the ground. If opponent is caught in it, they are placed into an iron coffin. Dizzy is overtaken by her "Death" wing, in which he fires six energy arrows into it.
- Knockdown attack. Opponent cannot Ukemi.
- Unblockable.
- (death laser) // 264 dmg
f,b,f,hcf + HS
Dizzy cowers as her "Death" wing fires three thin lasers at opponent before removing removing a wolf faced-cannon that fires a huge laser.

- Regardless of if you're hit by the thin lasers or not, the large laser will still fire. If hit by the tiny laser, that makes the larger laser guaranteed to hit.

[-----]
Faust
[-----]

- Rerere no Tsuki // 29 dmg
hcf + K
Faust stabs outward with his scalpel.
 - Follow with Hikimodoshi. You're unable to do the Hikimodoshi unless the Rerere no Tsuki hits.

- Hikimodoshi
Hold b after Rerere no Tsuki
Faust brings opponent back towards him.
 - Follow with Oissu!

- Oissu! // 23 dmg
qcf + P after Hikimodoshi
Faust punches opponent into the air.
 - Launches opponent.
 - Follow with Koe ga Chiisai.

- Koe ga Chiisai
qcf + P after Oissu!
Faust jumps up after opponent from the Oissu! hit.
 - Faust is able to attack or do any air special move while in air.
 - Follow with Mou Icchou Oissu!

- Mou Icchou Oissu! // 58 dmg
qcf + P after Koe ga Chiisai.
Faust chops opponent back down to the ground.
 - Knockdown attack. Opponent cannot Ukemi.

- Nani ga deru ka na?
qcf + P
Faust throws a random object upwards.
 - Each object behaves as follows:
 - Donut : Gives back life.
 - Chocolate : Gives back life.
 - Mini-Faust : Flies down and walks along ground for 24 damage.
 - Bomb : Explosion able to hurt Faust and opponent for 79 damage.
 - Hammer : Does 43 damage.
 - Meteor : Sends meteors down for 25~35 damage a piece.
 - The Bomb is a knockdown attack. Neither opponent nor Faust can Ukemi.
 - Until the prior item is completely gone from the screen (or just hit the ground in the case of the Mini-Faust item), Faust cannot throw another item.

- Sou Ten Enshin Ranbu // 43 dmg
qcf + S (Press d to get off scalpel)
Faust uses his scalpel for a stilt.
 - Follow with Zenpou Idou, Kouhou Idou, Kubi Biyo-n, Growing Flower, or Going My Way.
 - The initial hit from the Sou Ten Enshin Ranbu is a knockdown attack. Opponent cannot Ukemi.
 - Faust will only stay atop his scalpel for 3 seconds if nothing is done. Otherwise, he'll stay there for good.

- If opponent gets behind Faust, he will not turn around on the scalpel to face them.
- Zenpou Idou // 39 dmg
f,f after Sou Ten Enshin Ranbu
Faust moves forward with a spring hit.
- If Faust is too close to opponent, the forward spring will not hit.
- Kouhou Idou // 39 dmg
b,b after Sou Ten Enshin Ranbu
Faust moves backward with a spring hit.
- If Faust is too close to opponent, the backward spring will not hit.
- Kubi Biyo-n // 29 dmg
Press P after Sou Ten Enshin Ranbu
Faust strikes out with his head.
- Growing Flower
Press K after Sou Ten Enshin Ranbu
A flower grows from Faust's head.
- From what I can tell, this does nothing.
- Going My Way // 58 dmg (65 dmg after S.T.E.R.)
Jump, qcf + HS / Press HS after Sou Ten Enshin Ranbu
Faust flies forward in an arc while spinning.
- Knockdown attack. Opponent cannot Ukemi.
- If Air Going My Way is done too close to the ground, Faust will land.
- Going My Way hits a maximum of four times; 58 damage being if all four hits connect. Air Going My Way hit four times also.
- Faust is left in freefall after Going My Way. So he's unable to attack, block, jump, or air dash until he lands.
- Metta Kiri // 88 dmg
qcb + KK (misses from afar)
Faust spins his scalpel around like a windmill.
- Knockdown attack. Opponent cannot Ukemi.
- Unblockable.
- Mae ka ra ikimasu yo // 43 dmg
qcb + P
Faust disappears, say, "Ja ma de!" ("See ya!"), appearing in front of opponent by opening a door.
- Knockdown attack. Opponent can Ukemi if they hit back wall.
- Ushiro ka ra ikimasu yo // 43 dmg
qcb + K
Faust disappears, say, "Ja ma de!" ("See ya!"), appearing behind the opponent by opening a door.
- Knockdown attack. Opponent can Ukemi if they hit back wall.
- Ue ka ra ikimasu yo // 37 dmg
qcb + S
Faust disappears, say, "Ja ma de!" ("See ya!"), appearing in air to come down atop of opponent.
- Knockdown attack. Opponent cannot Ukemi.
- (upward swing) // 31 dmg
f + P
Faust swings his arm upward.
- Launches opponent.

• (overhead scalpel) // 79 dmg
f + HS
Faust backbends to strike his scalpel downward.
- Must be blocked high.

• (scalpel drill) // 31 dmg
Jump, d + K
Faust glides at an angle downward while spinning.

† Na-na-na-nani ga deru ka na!

qcf,qcf + P

† Shigekiteki Zetsumei Ken // 29 dmg

qcf,qcf + S

Faust "swims" forward. If opponent touches him, four treasure chest pop up on screen. The contents of a chest chosen determines that fate.

- Must be blocked low.

- Opponent must press a button to select a chest to open. The chests are configured with the button layout:

P = 1st chest, K = 2nd chest, S = 3rd chest, HS = 4th chest

- An item comes out of the chest once it's chosen. Each one effects either Faust or the opponent in a different manner. See below:

Cherub - Faust is taken in an explosion for damage.
Launch attack.

Grim Reaper - Opponent is stabbed and takes 134 damage.
Knockdown attack. Opponent cannot Ukemi.

- If a box is not chosen by opponent, the Grim Reaper will automatically be chosen.

‡ Konshuu no Yamaba [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Faust punches forward. If it hits, opponent is sent to an operation table with Faust ready to blow it up. After a few pushes on the trigger and the bomb not going off, he walks over towards the table to have the entire screen be taken in an explosion. Both he and opponent are then given an afro as a result.

[-----]
Jam Kuradoberi
[-----]

• Hochi Fu
qcb + S (press S again for second Hochi Fu)
Jam sweeps an arm upward in front of her.
- Basically, this is Jam's version of a counter. Or to be more specific, it's a move that places her in autoguard plus acts like Faultless Defense. Besides throws, unblockables, and Destroys, Jam is able to stop any level of attack while in animation. A green spark will be seen where the attack was halted. She'll lose no energy nor be launched or knocked down. Once the attack is stopped, Jam has about a split second to get in her free attack.
- Once one attack has been stopped, pressing S will have Jam do the Hochi Fu again. Thus, another attack can be stopped. Only a maximum of two can be performed.

• Asanagi no Kokyuu
d,d + K / S / HS
Jam channels power, powering up one of her moves.
- Depending on the button used, Jam creates a medallion to power up one of her moves:

K : Ryuu Jin S : Gekirin HS : Ken Roukaku

- Jam can create up to three medallions for each.

- Ryuu Jin // 71 & 104 dmg (65 & 101 dmg in air)
qcf + K (air)
Jam flies forward with leg engulfed in the flaming image of a dragon.
 - Launches opponent.
 - Knockdown attack if powered up from Asanagi no Kokyuu. Opponent cannot Ukemi.
 - Follow with Gekirin or Ken Rouraku.
 - A set of three attacks can be done in all between the Ryuu Jin, Geki Rin, and Ken Roukaku. For example, if you start with the Ryuu Jin, you can move to the Gekirin, then finish with the Ken Roukaku. Jam is also able to repeat an attack, just not the same attack in a row. With the above example, if she starts with Ryuu Jin then moves to Gekirin, she can conclude the string with another Ryuu Jin.

- Gekirin // 39 & 59 dmg (29 & 51 dmg in air)
qcb + K (air)
Jam leaps up, turning with a flaming windmill kick.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked high.
 - Follow with Ryuu Jin or Ken Roukaku.
 - A set of three attacks can be done in all between the Ryuu Jin, Geki Rin, and Ken Roukaku. For example, if you start with the Ryuu Jin, you can move to the Gekirin, then finish with the Ken Roukaku. Jam is also able to repeat an attack, just not the same attack in a row. With the above example, if she starts with Ryuu Jin then moves to Gekirin, she can conclude the string with another Ryuu Jin.

- Ken Roukaku // 48 & 83 dmg (18 & 76 dmg in air)
f,d,df + K (air)
Jam ascends with a set of spinning kicks.
 - Launches opponent.
 - Follow with Ryuu Jin or Gekirin.
 - A set of three attacks can be done in all between the Ryuu Jin, Geki Rin, and Ken Roukaku. For example, if you start with the Ryuu Jin, you can move to the Gekirin, then finish with the Ken Roukaku. Jam is also able to repeat an attack, just not the same attack in a row. With the above example, if she starts with Ryuu Jin then moves to Gekirin, she can conclude the string with another Ryuu Jin.

- Baku Shuu
qcf + S
Jam glides forward.
 - Follow with Mawarikomi, Ashibarai, Hyappou Shin Shou, or Senri Shin Shou.

- Mawarikomi
Press P after Baku Shuu
Jam advances, moving onto the other side of the opponent.

- Ashibarai // 29 dmg
Press K after Baku Shuu
Jam slides low with a sweep.
 - Knockdown attack. Opponent cannot Ukemi.

- Hyappou Shin Shou // 45 dmg
Press S after Baku Shuu
Jam creates a burst of force from her fist.

- Launches opponent.

- Senri Shin Shou // 51 dmg
Press HS after Baku Shuu
Jam moves to the other side of the opponent and creates a burst of force from her fist.
- Launches opponent.

- Hou Ei Kyaku // 15~51 dmg
Jump, d + K
Jam descends with a kick. If it hits, she spirals downward with a series of kicks.
- The first kick will do 15 damage. When the spial kicks starts, damage starts at 8 and goes down 1 damage for each additional kick. Up to about five kicks can be scored altogether.

- (double punch) // 38 dmg
f + P
Jam punches twice.
- As Jam is in attack animation, she is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Jam, causing no damage. Works on some multi-hitting attacks.

- (rotation kick) // 55 dmg
f + HS
Jam spins forward while kicking.

- (launch palm) // 25 dmg
Jump, press S
Jam knocks opponent into the air.
- Launches opponent.

- † Chou Kyaku Houou Shou // 132 dmg
hcb,f + S
Jam glides forward. If she meets opponent, she performs series of attacks that ends with a flaming launcher kick in front of a large phoenix background.
- Knockdown attack. Opponent cannot Ukemi.

- † Ren Hou Kyaku // 109 dmg
hcb,f + HS
Jam holds an arm outward, creating a large orange electric orb.
- Knockdown attack. Opponent cannot Ukemi.

- ‡ Ga Sen Kotsu [Ichigeki Hissatsu Waza]
qcf,qcf + HS
Jam glides forward with a backcheck. If she meets opponent, the screen goes through a series of still pictures of Jam in attack poses. While the stills flash, Jam's yelling "Tenjou! Tenka! Yuigadokuson!" ("The Heavens! The World! Self-conceit!") with each kanji shown onscreen. The final kick is in front of an sunset background that finishes the opponent.

[-----]
Johnny
[-----]

- Glitter Is Gold // 9 dmg
qcf + HS
Johnny tosses out a gold coin.
- Johnny starts a round with eight coins. Each time the opponent is hit

with one, Johnny goes up a Level. The Level you move to flashes just above the Tension Meter. When you hold a button during a Mist Finer, the Level is shown until the button is released. Each Level "upgrades" the Mist Finer in hits and power. See chart:

Mist Finer Attack	Level 1	Level 2	Level 3	
Mist Finer: Joudan	1 / 31	1 / 69	9 / 114	(hits is the first
Mist Finer: Chuudan	1 / 28	1 / 69	9 / 108	number, damage is
Mist Finer: Gedan	1 / 25	1 / 69	9 / 108	the second)

- Opponent cannot Ukemi from the following "Power-up" versions of the Mist Finer: Any Level 2 version, Level 3 Chuudan.
- If Johnny is too close to opponent, the gold coin will not hit.

- Mist Finer: Joudan // 31 dmg
qcf + P (hold P to delay)
Johnny slashes outward to strike high.
 - Launches opponent.
 - As you are holding the P button, holding left or right will allow you to move Johnny.
- Mist Finer: Chuudan // 28 dmg
qcf + K (hold K to delay)
Johnny slashes outward to strike mid.
 - Launches opponent.
 - As you are holding the K button, holding left or right will allow you to move Johnny.
- Mist Finer: Gedan // 25 dmg
qcf + S (hold S to delay)
Johnny slashes outward to strike low.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked low.
 - As you are holding the S button, holding left or right will allow you to move Johnny.
- Mist Finer Cancel
Press HS as you are holding button for a Mist Finer.
Johnny will drop from his Mist Finer animation stance back to normal.
 - Cancelling a Mist Finer will not waste the levels that Johnny has stored up.
- Bacchus Sigh
qcb + P
Johnny creates a mist cloud to move over and cover the opponent.
 - Unblockable.
 - While the mist cloud stays over opponent, it makes Johnny's Mist Finer attacks unblockable.
- Divine Blade // 49 dmg
f,d,df + S, press S
Johnny leaps forward and throws a thin spear of flame downward.
 - Knockdown attack. Opponent cannot Ukemi.
 - Johnny is left in freefall after the Divine Blade. So he's unable to attack, block, jump, or air dash until he lands.
- Kuuchuu Divine Blade // 49 dmg
Jump, f,d,df + S
Johnny throws a thin spear of flame downward.

- Knockdown attack. Opponent cannot Ukemi.
- Johnny is left in freefall after the Kuuchuu Divine Blade. So he's unable to attack, block, jump, or air dash until he lands.

• (launch uppercut) // 29 dmg

f + P

Johnny uppercuts at his side.

- Launches opponent.
- As Johnny is in attack animation, he is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Johnny, causing no damage. Works on some multi-hitting attacks.

• (launch kick) // 39 dmg

f + K

Johnny advances with a vertical split kick.

- Launches opponent.
- As Johnny is in attack animation, he is invincible to a physical attack. The attack will pass "through" Johnny, causing no damage. Works on some multi-hitting attacks.

• (extended slash) // 85 dmg

f + HS

Johnny slashes outward far.

• (double slash) // 52 dmg

d + HS / Press HS while crouching

Johnny slashes two vertical strokes.

+ "Sore ga ore no mei da." // 126 dmg

hcb,f + HS

Johnny slashes outward. If it hits, he slashes a large "J" as opponent is stuck in stun pose before they are taken in an explosion.

- Knockdown attack. Opponent cannot Ukemi.

‡ Joker Trick [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Johnny send out a card. If it hits, opponent is changed into a Joker card beside Johnny before he slashes it in half.

[-----]

Ky Kiske

[-----]

• Stun Edge // 39 dmg

qcf + S

Ky slashes to send out a horizontal stream of electricity.

• Kuuchuu Stun Edge // 32 dmg

Jump, qcf + S / HS

Ky slashes to send out a diagonal stream of electricity.

- Using S will send the blast at a 45-degree angle. Using HS will be a near 80-degree angle; almost a horizontal.
- Ky is left in freefall after the Kuuchuu Stun Edge. So he's unable to attack, block, jump, or air dash until he lands.

• Stun Edge: Charge Attack // 51 dmg

qcf + HS

Ky charges before he slashing to sent out a large cone-shaped blast of electricity.

- Vapor Thrust // 41 / 49 dmg (41 dmg for Air HS)
f,d,df + S / HS
Ky ascends, slashing Thunderseal overhead in a crescent.
- Launches opponent.
- Air version must be blocked high.
- Ky is left in freefall after the Vapor Thrust. So he's unable to attack, block, jump, or air dash until he lands.

- Stun Dipper // 43~46 dmg
qcf + K
Ky slides forward with leg extended, then slashes low with Thunderseal.
- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked low.
- Both the slide kick and slash will only combo after one another if Ky is a certain distance away (about half-screen). The slide kick lasts a certain amount of time before the slash is executed. If done too close, Ky won't slash even if the kick hits right away. He'll wait until the entire kick's followthrough is over first.

- Crescent Slash // 35 dmg
qcb + K
Ky backflips, swinging Thunderseal around in a windmill.
- Launches opponent.
- Must be blocked high.

- (elbow attack) // 29 dmg
f + P
Ky attacks with a forward elbow.
- As Ky is in attack animation, he is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Ky, causing no damage.

- (advancing sidekick) // 24 dmg
f + K
Ky steps forward and kicks.

- (double crescent slash) // 67 dmg
f + HS
Ky slashed forward in a crescent.

- + Ride The Lightning // 131 dmg
hcb,f + HS
Ky advances while surrounded in a large electric orb.
- Knockdown attack. Opponent cannot Ukemi.
- Ride The Lightning hits a maximum of five times. Depending on the distance Ky is from the opponent will determine the number of hits.

- ‡ Rising Force [Ichigeki Hissatsu Waza]
qcf,qcf + HS
Ky thrusts Thunderseal forward to produce a large blast of lightning.

[-----]
May
[-----]

- Iruka-san: Yoko // 49 dmg
Charge b,f + S / HS
May advances while riding atop a dolphin.

- Iruka-san: Tate // 49 dmg

- charge d,u + S / HS
 May ascends in an arc while riding atop a dolphin.
 - Must be blocked high.
 - Using HS has May go forward at a wider arc.
- Restive Rolling // 29 dmg
 f,d,df + S (air) (change direction with direction + S)
 May spins around with her anchor while flying in the air.
 - Whether it's in the air or on the ground, the first direction May will fly in is up-forward. From there, you can change May's direction up to three times to any of the eight cardinal directions. If aimed back towards the ground when too low, May will land.
 - After the first hit, the damage drops to 21, then 18, then 16.
 - Hakushu de Mukae te Kudasai // 21 dmg
 hcf + P / K / S / HS
 May calls for a dolphin to rise up and jump through a hoop.
 - Each button calls the dolphin from a different location:
 P = behind May S = in front of opponent (miss)
 K = in front of May HS = in front of opponent (hit)
 - The S and HS versions appear before the opponent; the HS version being the only one that will hit if opponent is stationary.
 - Overhead Kiss // 59 dmg
 hcb + K (misses from afar)
 May grabs opponent and jumps in the air, hitting them with a flipping anchor attack.
 - Launches opponent.
 - Opponent can Ukemi after hitting the wall.
 - Unblockable.
 - (extended punch) // 29 dmg
 f + P
 May leans forward and punches.
 - Knockdown attack. Opponent cannot Ukemi.
 - As May is in attack animation, she is invincible to an attack; whether it be physical or projectile. The attack will pass "through" May, causing no damage. Works on some multi-hitting attacks.
 - (anchor slam) // 63 dmg
 f + HS
 May leans forward to attack with her anchor.
 - (anchor slide) // 29 dmg
 df + K
 May slides along the ground with anchor extended.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked low.
 - (falling anchor) // 39 dmg
 Jump, d + HS
 May descends with an anchor strike.
 - Must be blocked high.
 - † Kyuukyoku no Dadakko // 122 dmg
 hcb + HS
 May swings her anchor out. If it hits, she continues to spin it around and around over and over.
 - Knockdown attack. Opponent cannot Ukemi.

+ Great Yamada Attack // 189 dmg
qcf,qcf + S
May calls for a large whale to leap across the screen.
- Knockdown attack. Opponent cannot Ukemi.

+ May to Yukaina Nakama-tachi [Ichigeki Hissatsu Waza]
When close, hcf,hcf + HS
May grabs opponent and throws them to the ground. Several of her fellow female crewmembers run across the screen and trample opponent. After a baby losses her doll and begins to cry, a large woman backtracks to go get her but trips and falls atop opponent to smother them.
- Unblockable.
- It's a really funny Destroy. Only May can get away with such cuteness.

[-----]
Millia Rage
[-----]

- Millia can air dash twice from one jump.

- Lust Shaker // 19 dmg for 1st hit, next -2 dmg
Tap S rapidly
Millia leans forward, thrusts her hair forward multiple times.
- The first kick does 19 damage. Each additional hit is two damage less than the prior. First hit is 19, second is 17, third is 15, etc.

- Kousoku Rakka
Jump, qcf + K
Millia speeds downward to the ground at an angle.

- Tandem Top // 39 / 49 dmg
d,df,f + S / HS
Millia spins, her hair lashing out to create an energy ring around her.
- Knockdown attack. Opponent can Ukemi if they hit back wall.

- Bad Moon // 78 dmg
Jump, qcf + P
Millia's hair forms a moon shape around her as she spirals downwards to the ground at an angle.
- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked high.

- Zen Ten
qcb + K
Millia rolls forward along the ground.
- Can pass through opponent and make Millia go on the other side of them.

- Iron Savior (or "saviour") // 39 dmg
qcb + P
Millia advances while riding on her hair.
- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked low.

- Secret Garden // 29 dmg for 1st hit, next -3 dmg
qcb + HS (change direction with direction + HS)
Millia creates a blue orb.
- While the orb is being created, you have only about a second to choose up to four directions you wish the orb to fly in. Any of the eight cardinal directions can be chosen. For each input, a *clash!* sound will be heard. The first direction the orb will first in is at a

horizontal toward opponent. After that, the directions you chose will be performed.

- The first hit does 29 damage. Each additional hit is three damage less than the prior. First hit is 29, second is 26, third is 23, etc.

• (hair flower) // 36 dmg
f + P

Millia turns her back, hair extended to open up like a flower.

• (overhead flip) // 24 dmg
f + K

Millia flips forward with a kick.

- Must be blocked high.

• (hair whip) // 59 dmg
f + HS

Millia leans forward, whipping her hair over.

- Knockdown attack. Opponent cannot Ukemi.

• (hair raise) // 39 dmg
d + HS / Press HS while crouching

Millia arises while flipping her hair back.

- Launches opponent.

† Winger // 148 dmg
qcb,hcf + HS

Millia's hair turns into wings and she flies upwards before doing a divebomb-type attack.

- Knockdown attack. Opponent cannot Ukemi.

- The divebomb at the end must be blocked high.

† Emerald Rain // 90 dmg
qcf,qcf + S

Millia lashed her hair out three times, sending three large energy discs forward.

- If the discs knock the opponent into the back wall, it's a knockdown attack and they cannot Ukemi.

‡ Iron Maiden [Ichigeki Hissatsu Waza]
qcf,qcf + HS

Millia bends forward and her hair fans through the floor, coming up under opponent in a bunch of upwards spears. Two long braid comes across and form an "X" through the stunned opponent.

- The upwards blast tracks wherever opponent is on screen. If blocked or avoided, Millia is open and vulnerable to attacks.

[-----]
Potemkin
[-----]

- Potemkin cannot dash, retreat, or air dash.

• Mega Fist (Zenpou) // 49 dmg
qcf + P

Potemkin leaps forward with a double arm punch.

- Must be blocked high.

• Mega Fist (Kouhou) // 49 dmg
qcb + P

Potemkin leaps backward with a double arm punch.

- Must be blocked high.
- Slide Head // 39 dmg (0 dmg if far away)
qcf + S
Potemkin falls forward, creating an earthquake.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked low.
 - The Slide Head only does damage if it hits opponent. From far away, it does no damage, but opponent still falls.
- Hammer Fall // 59 dmg
Charge b,f + HS
Potemkin advances with a double fist crush.
 - Knockdown attack. Opponent cannot Ukemi.
 - Has autoguard.
- Potemkin Buster // 129 dmg
hcb,f + P (misses from afar)
Potemkin grabs opponent and leaps up with a backbreaker.
 - Knockdown attack. Opponent cannot Ukemi.
 - Unblockable.
- Heat Knuckle // 51 dmg
f,d,df + HS
Potemkin reaches upward to grab an airborne opponent, sending multiple fire blasts through opponent.
 - Opponent can Ukemi once released of final blast.
 - Unblockable.
 - Can only can airborne opponents.
- Heat Extend // 89 dmg
f,d,df + HS after Heat Knuckle
Potemkin charges up to make the last blast an explosion.
 - Knockdown attack. Opponent cannot Ukemi.
- (headbutt) // 34 dmg
f + P
Potemkin leans forward for a headbutt.
 - As Potemkin is in attack animation, he is invincible to an attack; whether it be physical or projectile. The attack will pass "through" Potemkin, causing no damage. Works on some multi-hitting attacks.
- (double fist punch) // 99 dmg
f + HS
Potemkin punches forward with both fists.
 - Knockdown attack. Opponent cannot Ukemi.
 - Attack seems to dizzy the opponent every third time it hits.
- (launch uppercut) // 69 dmg
d + HS / Press HS while crouching
Potemkin punches upward.
 - Launches opponent.
- † Gigantor // 48 dmg
hcb,f + HS
Potemkin creates a blue field in front of him.
 - Can negate some projectiles.
 - Opponent is placed in dizzy status if it hits.
- † Gigantic Bleed // 189 dmg

hcf,hcf + P after Gigantor

Potemkin puts together a blast of red and blue energy before advancing with a punch.

- Knockdown attack. Opponent cannot Ukemi.
- The command for the Gigantic Bleed must be input as the charge-up sequence (background is blue) is going.

† Heavenly Potemkin Buster // 170 dmg

qcf,qcf + S

Potemkin leaps upwards. If he meets opponent, he grabs them before taking a stand on the ceiling, coming down to the ground again in a backbreaker.

- Knockdown attack. Opponent cannot Ukemi.
- Unblockable.
- Can only catch airborne opponents.

‡ Magnum Opera [Ichigeki Hissatsu Waza]

qcf,qcf + HS (misses from afar)

Potemkin charges up. If he hits opponent, he erupts from his armor as he knocks opponent into the air. Potemkin kisses his fist before punching forward to hit opponent on their descent.

[-----]
Sol Badguy
[-----]

• Gun Flame // 49 dmg

qcf + P

Sol sends out a blast of flames to glide along the ground.

- Launches opponent.

• Volcanic Viper // 51 / 55 dmg (44 / 48 dmg in air)

f,d,df + S / HS (air)

Sol ascends, slashing Flameseal upwards with aflame.

- Ground Volcanic Viper launches opponent.
- If air Volcanic Viper hits opponent on the ground, they cannot Ukemi.
- Follow with (Addition Attack).
- Sol is left in freefall after the Volcanic Viper. So he's unable to attack, block, jump, or air dash until he lands.

• (Addition Attack) // 19~23 dmg

qcb + K after Volcanic Viper

Sol spins, lashing out with his leg to kick downward.

- Knockdown attack. Opponent cannot Ukemi.
- If done after the S Volcanic Viper, opponent can Ukemi before (Addition Attack) hits.

• Ground Viper // 53 dmg

qcb + S

Sol advances before rising up with a Volcanic Viper attack.

- Launches opponent.

• Bandit Revolver (version 1) // 55 dmg (72 dmg in air)

qcf + K (air)

Sol leaps forward with a windmill kick.

- Ground Bandit Revolver is a knockdown attack. Opponent cannot Ukemi.
- Air Bandit Revolver launches opponent.
- Ground Bandit Revolver hits a maximum of two times; 55 damage being if both hits connect. Air Bandit Revolver hit four times.

• Bandit Revolver (version 2) // 65 dmg

qcf + K (hold K)

Sol leaps upwards with a windmill kick, ending with a flame kick.

- Knockdown attack. Opponent cannot Ukemi.
- Must be blocked high.
- Ground Bandit Revolver hits a maximum of two times; 65 damage being if both hits connect.

• Riot Stamp // 39 dmg

qcb + K

Sol leaps to the back wall, flying forward with a kick.

- Knockdown attack. Opponent can Ukemi if they hit back wall.
- Must be blocked high.

• Bukkirabou ni Nageru // 64 dmg

f,d,df + K (misses from afar)

Sol grabs opponent and turns, throwing them to the ground to bounce up.

- Knockdown attack. Opponent cannot Ukemi.
- Unblockable.

• (gut punch) // 31 dmg

f + P

Sol punches out towards character's midsection.

- Knockdown attack. Opponent can Ukemi if they hit back wall.

• (double slash) // 82 dmg

f + HS

Sol steps in with a two-hit slash.

† Dragon Install

qcb,qcb + S

Sol rears back as he charges his body up for a limited time.

- The Dragon Install boosts up two of Sol's abilities: speed and his HS Volcanic Viper. Along with walking and running speed, all of Sol's physical attacks come out faster, thus more can be linked together (i.e- Sol can combo 4 or 5 Slash moves all together). The HS Volcanic Viper now goes the total height of the screen with a rocket-esque look.
- Once the Dragon Install is over, Sol falls to his knees from the loss of stamina for a small period of time. He is vulnerable to attacks while kneeling.

† Tyrant Rave // 135 dmg

hcb,f + S

Sol slashes Fireseal upwards, unleashing a large burst of flame a short distance in front of him.

- Launches opponent.

‡ Napalm Death [Ichigeki Hissatsu Waza]

qcf,qcf + HS

Sol ascends with a large burst of fire all around him.

[-----]

Testament

[-----]

• (soul bit) // 14 dmg

qcf + P / K

Testament sends out a floating skull.

- Using P will make the skull float low. Using K will make it float high.
- If it hits opponent, the crow form of Zio will attack automatically with random moves:

Crow Dive : 39 damage
Feather Throw : 9 damage
Zio Slash : 49 damage; knockdown attack. Opponent cannot Ukemi.

- (leaping scythe slash) // 59 dmg
qcb + P
Testament leaps forward with a scythe slash.
- Knockdown attack. Opponent cannot Ukemi.
- (behind floor demon) // 39 dmg
hcf + S
Testament calls for a demon to glide along the ground behind opponent.
- (forward floor demon) // 39 dmg
hcf + HS
Testament calls for a demon to glide along the ground in front of opponent.
- (poison teleport)
Testament shrugs and taunts.
- A counter-attack move. If Testament is attacked while his arms are out, he receives no damage and teleports behind the opponent. If opponent is hit when Testament reappears, they will be poisoned and lose life gradually as long as they are in a purple hue. Testament is able to reverse any jumping, standing, or crouching attack; whether it be physical, weapon, or projectile. He can't counter unblockables.
- (scythe jab) // 23 dmg
f + P
Testament turns his back to opponent and swings his scythe low.
- Must be blocked high.
- (sickle stab) // 45 dmg
f + HS
Testament steps forward while stabbing his scythe downward.
- + (poison gate) // 59 dmg
hcb,f + HS
Testament creates a gate that spews out a large stream of poison.
- Knockdown attack. Opponent cannot Ukemi.
- If opponent is hit, they lose life gradually as long as they are in a purple hue.
- + (succubus) [Ichigeki Hissatsu Waza]
qcf,qcf + HS (misses from afar)
Testament slashes outwards with two scythes. If he hits opponent, scene changes to opponent lying on the bed with Zio sitting beside. She thrusts her hand through their chest before fading away.

[-----]
Venom
[-----]

- Stinger Aim // 29 / 41 dmg
Charge b,f + S / HS (hold S / HS, then release)
Venom strikes a cue ball forward.
- As you are holding the S / HS button, the cue ball will change into a black orb; getting larger until you release the button. If you hold the button for too long, Venom will fire the orb automatically. The longer the Stinger Aim is held, the more damage and hits it does. See chart:

Stinger Aim Attack | 1 hit | 2 hit | 3 hit | 6 hit |

 Stinger Aim - S | 29 | 38 | 55~57 | 92~98
 Stinger Aim - HS | 41 | 48 | 66 | 114

- If Venom is too close to opponent, the Stinger Aim will not hit.

• Carcass Ride // 35 / 49 dmg

Charge d,u + S / HS

Venom strikes a cue ball downward to ricochet.

- The Roumanji "ra i do" from the book translates as "ride", but the game says it's "raid" for some reason.
- Using S will have the cue ball ricochet once off the floor at a 90 degree angle. Using HS will make the cue ball ricochet three times off the floor and ceiling.

• Ball Seisei

hcb + P / K / S / HS

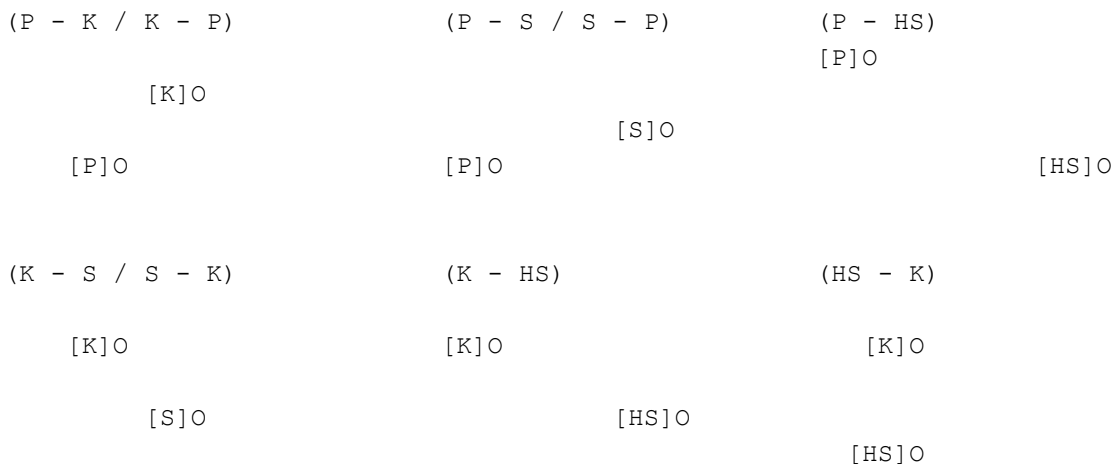
Venom makes a cue ball float in air.

- If creating only one cue ball, each button places it in a different location:
 P = low level, close S = mid level, close
 K = high level, close HS = mid level, far
- You can't create the same cue ball when that version is still onscreen.
- After creating a cue ball, Venom can do any attack and strike the ball in a certain direction and speed. The type of attack used makes the ball behave its on way. Hitting the ball with an S attack will make it fly faster than if hitting it with a P attack. Hitting the ball with a jumping attack will make it ricochet off the ground at an angle. Cue balls can smack into one another and be set off in different places. The stronger the attack used to hit the ball, the move damage it will do upon hitting. See chart:

Position	P	K	S	HS	f+P	f+HS	
Standing	25	31	37	41	35	49	("XX" are those attacks that can't be used to hit a cue ball)
Crouching	25	XX	33	41	XX	XX	
Jumping	27	31	36	45	XX	XX	

- When two or more balls are made, they start to form a pattern. The patterns all depend on whatever button you used for the recent ball. Below is a diagram of all possible combinations:
 (create balls with the buttons in order as they are listed)

[2 balls]



(S - HS / HS - S)

(HS - P)

[S]O

[HS]O

[HS]O

[P]O

[3 balls]

(P - K - S / P - S - K)

(P - K - HS / K - P - HS)

(K - P - S / S - P - K)

[P]O

[K]O

[K]O

[S]O

[P]O

[HS]O

(P - S - HS / S - P - HS)

(K - S - HS / K - HS - S)

(S - K - HS / HS - K - S)

[P]O

[K]O

[S]O

[S]O

[HS]O

[HS]O

(K - S - P / S - K - P)

(K - HS - P / HS - K - P)

[HS]O

[S]O

[K]O

[K]O

[P]O

[P]O

(P - HS - K / HS - P - K)

(P - HS - S / HS - P - S)

[K]O

[S]O

[P]O

[P]O

[HS]O

[HS]O

(S - HS - P / HS - S - P)

(S - HS - K / HS - S - K)

[HS]O

[S]O

[K]O

[S]O

[P]O

[HS]O

[4 balls]

(P - K - S - HS / P - S - K - HS)

(P - K - HS - S / P - HS - K - S)

(K - P - S - HS / K - S - P - HS)

(K - P - HS - S / K - HS - P - S)

(S - P - K - HS / S - K - P - HS)

(HS - P - K - S / HS - K - P - S)

[P]O

[K]O

[K]O

[S]O

[S]O

[P]O

[HS]O

[HS]O

(P - S - HS - K / P - HS - S - K)

(K - S - HS - P / K - HS - S - P)

(S - P - HS - K / S - HS - P - K)

(S - K - HS - P / S - HS - K - P)

(HS - P - S - K / HS - S - P - K)

(HS - S - K - P / HS - K - S - P)

[HS]O

[K]O

[S]O

[P]O

[S]O

[K]O

[HS]O

[P]O

- Beside each ball is the button that was used to call out that certain one.
- Once you make a certain pattern, you can change its look by repeating the command for a ball already onscreen. For example, with the two patterns above, if you make the left one with any of the combinations, do the Ball Seisei command with "P" and the cue balls will realign into the right pattern. The game will read that as the last ball used, thus making that the pattern for it. Each combination (two balls or more) has a way to change the pattern depending on what button you use.
- When using either two or three balls to make a pattern, they also can have their pattern's changed in either the above procedure or this alternative one. Make any of the patterns available (i.e- "HS - S - P") and only hit one of the balls in a way to not hit the others. Then do the Ball Seisei command with another button (i.e- "K"). The game will read the ball input as if the ball you hit never existed. So if you hit the "P" cue ball in the above example and replace it with "K", the game will read the pattern as "HS - S - K" instead.
- When a cue ball is created, it only lasts a certain amount of time.
- On a personal note, I really don't know how any of this information will be too helpful. I just put it in there just because it seemed to be interesting. Sure does make the move look more involved than it should be, doesn't it? ^_^

• Double Head Morvit(?) // 53 / 68 dmg

f,d,df + S / HS

Venom advances while spinning his pool stick.

- Couldn't figure the translation on the last part mainly. I thought it might have been "Double Head Morbid", but the last katakana character was "to". Plus that's what the in-game translation is. So here's a look in case anyone may know. If you do, drop me a line. It's in katakana like this: da bu ru he ddo mo- bi tto

The "ddo" and "tto" are parts with double consonants (little "tsu")

before the character).

- Launches opponent.
- Using HS will have Venom advance further than S.

• Shuukan Idou

f,d,df + K

Venom teleports.

- If using this move normally, Venom will appear in the air above his current position. He is able to attack and guard upon reappearing. He cannot jump or air dash.
- The unique part of this teleport is that if a cue ball is anywhere on the screen, Venom will teleport to where it is. So if a cue ball is left somewhere from the Ball Seisei and Venom moves to a new location, doing the Shuukan Idou will place him back where the cue ball was left.

• Mad Struggle

// 36 / 47 dmg

Jump, qcf + S / HS

Venom descends with a multi-hit pool stick attack.

- Must be blocked high.
- Using S will not knock opponent down. Using HS will launch opponent since the addition of a flip kick is at the end.
- The flip kick at the end of the HS version does no damage.

• (pool stick punch)

// 27 dmg

f + P

Venom punches with the handle of his pool stick.

• (poll stick slam)

// 51 dmg

f + HS

Venom swings his pool stick overhead.

- Knockdown attack. Opponent cannot Ukemi.

• (cue ball throw)

// 38 dmg

When close, f + HS

Venom entraps opponent in a large cue ball.

- Unblockable.
- Once opponent is caught, you have about less than a second to get another free attack in before opponent can break free.

† Dark Angel

// (starts from 10 x3~5 on down)

qcb,hcf + S

Venom sends out a large purple orb to fly across the screen.

- The damage starts at 10 damage per hit and works its way down after about three to five hits. It moves down to 9 damage for another three to five hits, then 8, 7, etc.
- More than one Dark Angel can be onscreen simultaneously.

† Red Hail

// 135 dmg

Jump, qcf,qcf + HS

Venom shoots down eight cue balls.

- The cue balls can be blocked while either standing or crouching. But if opponent blocks high, at the right angle, they can be made to hit low.

† Dame Buger(?)

[Ichigeki Hissatsu Waza]

qcf,qcf + HS (misses from afar)

Venom swings his pool stick out. If it hits opponent, they are turned into a pool ball to be set with other balls. Venom strikes the cue ball to break and it flies up, each pool ball slams into the "opponent ball" before the cue ball comes back down to hit and cause an explosion.

- I had the hardest time trying to translate the move name, so I know it

has to be wrong. Again, if anyone knows, please tell me. It's in katakana like this: de i mu bo xu ga-
Each grouping of these letters is one katakana character. The "xu" is small version of the "U" character.

[-----]
Zato-1
[-----]

- Invite Hell // 39 dmg
d,d + S / HS
Zato-1 makes a shadow drill sprout from the ground.
 - Knockdown attack. Opponent cannot Ukemi.
 - Must be blocked low.
 - Using S will make the drill come in front of Zato. Using HS makes the drill come about 1/2 screen distance away.
- Break The Law
qcb + K (hold and release K)
Zato-1 drops into his shadow on the ground.
 - Hold down K for Zato-1 to stay in his shadow. He can remain there for a maximum of 3 seconds. As you are holding the K button, holding left or right will allow you to move Zato-1.
 - While in his shadow, Zato-1 cannot be harmed with any attacks; physical or projectile.
- Eddy Shoukan
qcf + P / K / S / HS (repeat command to return Eddy)
Zato-1 calls upon a shadow creature named Eddy to assist him.
 - Besides HS, whatever button you use to call upon with Eddy is the attack he'll do upon arrival. If you use S, Eddy will appear and attack upward with his Tai Kuu Kougeki. Using HS will just make Eddy appear with no attack. However, if you use HS and hold it, that doubles as telling Eddy to do his Drill Special. While holding HS, you can still make Eddy do any of his other attacks. Once HS is released, he'll do the Drill Special.
 - Repeat the Eddy Shoukan command to return Eddy.
 - When Eddy is called, a small meter appears right below Zato-1's name. That bar shows how much longer Eddy can last onscreen. Any attack Eddy does will take away time from the meter. Pressing HS will make Eddy do his Drill Special and end any remaining time on the meter.
 - Returning Eddy uses energy from his meter too. So if the meter is near empty and you return him, it can use up the remaining energy and force you to wait until the meter replenishes before you're able to call him again.
 - When Eddy is recalled, the meter will start to replenish (i.e- a person on the sidelines getting energy back in the "Vs." games). You'll see it start filling up before it disappears. When it disappears, that doesn't mean the meter has been filled completely again. If you summon Eddy again just after recalling him, the meter will start depleting where it left off.
 - When Eddy's meter is empty, it will change red and refill. You're unable to do call Eddy until the meter filled completely again.
 - Eddy can be moved either left or right along the ground. If Zato-1 moves right, Eddy will move that way. Holding down-left or down-right will make Eddy move while Zato-1 stays in one place crouching.
 - Eddy has 1 HP and cannot block. The opponent is able to defeat him with any physical or projectile attack. Defeating Eddy is the same as if his energy meter ran out; having to wait until it replenishes before being able to call him again.

- Shou Kougeki // 14 dmg
Press P after Eddy Shoukan
Eddy lashes out with a sharp tip.

- Idou Kougeki // 62 dmg
Press K after Eddy Shoukan
Eddy rolls forward while taking the shape of a buzzsaw.
- Idou Kougeki hits a maximum of four times; 62 damage being if all four hits connect.

- Tai Kuu Kougeki // 49 dmg
Press S after Eddy Shoukan
Eddy slashes upwards with a clawed hand.
- Launches opponent.

- Drill Special // 105 dmg
Press HS after Eddy Shoukan
Eddy turns into a land mine that explodes into a large drill.
- Launches opponent.
- Must be blocked low.
- Using the Drill Special will use up any remaining time on Eddy's meter and force it to refill again.

- Drunkard Shade // 19 dmg
qcb + S
Zato-1 makes a shadow shield in front of him.
- The shield is able to return some projectile attacks.

- Damned Fang // 84 dmg
f,d,df + S (misses from afar)
Zato-1 traps opponent in a large shadow bubble before running his arm through it to pop it.
- Knockdown attack. Opponent cannot Ukemi.
- Unblockable.

- (shadow flight)
Move controller after double jump
Zato-1's shadows covers him like a gargoyle.
- After jumping twice, you're able to control Zato-1 for a short amount of time while in air. Pressing an attack button will end his flight, leaving Zato-1 in freefall until landing.

- (shadow mace) // 48 dmg
f + P
Zato-1 creates a shadow spiked mace to spin around him.

- (shadow claw) // 59 dmg
f + HS
Zato-1 creates a shadow arm to attack upward.
- Launches opponent.

- † Executer // 176 dmg
Jump, qcf,qcf + S
Zato-1 changes into a sword, flying across the total distance of the screen.
- Knockdown attack. Opponent cannot Ukemi.
- Even while Zato-1 is turning to point forward, opponent can be hit.
- Zato-1 will only fly until he hits the corner; no matter where he is.
From the full length of the screen, he can get a maximum of 19 hits and

176 damage.

+ Amorphous // 158 dmg
hcb,f + HS
Zato-1 makes the shadows rise from the ground while looking like a shark.
- Launches opponent.

+ Megalith Head // 128 dmg
hcb,f + S after Eddy Shoukan
Eddy rises up from the ground.
- Knockdown attack. Opponent cannot Ukemi.
- Wherever Eddy's position is on the stage is where the Megalith Head will be done.
- The command is always done from the point of view from Zato-1. Meaning if Zato-1 and Eddy are on both sides of the opponent, do the command motion Zato-1's way.

+ Black In Mind [Ichigeki Hissatsu Waza]
qcf,qcf + HS (mises from afar)
Zato-1 punches upwards. If it hits, a shadow portait of a female's head is seen right before it changes into skull.

// 5th Gear : System Dissection

[Under some construction / check next revision]

// 6th Gear : Miscellaneous 411 - Info You Just Cannot Do Without

[-----]
Secrets / Codes
[-----]

Unlock Testament (Dreamcast) Beat game on Normal difficulty.
Unlock Dizzy (Dreamcast) Beat game on Normal difficulty without continuing after unlocking Testament.
Quick Reset (Dreamcast) Hold X + Y + A + B, then press Start

[-----]
Arcade & Dreamcast Differences
[-----]

[Under some construction / check next revision]

[-----]
Glitches
[-----]

» Trap Faust in the coffin From The KiD
Do Faust's Nani ga deru ka na? right before being caught with Dizzy's (Iron Coffin) Super. If it's the Meteor item, it will hit Dizzy right before her "Death" wing fires at the coffin, thus knocking her out of attack animation. Faust is then stuck in the coffin for the rest of the round.

[-----]

Special Thanks

[-----]

- » Sammy // www.sammy.co.jp
They did to 'Guilty Gear' what Square did to 'Tobal' - totally make the sequel a HUGE jump from its predecessor! Thank god you put it on the Dreamcast and not the Playstation 2.
- » CJayC & GameFAQs // gamefaqs.com
Kissing ass or not, the site rules. Simply stated.
- » Express.com // www.express.com
Got the Limited Edition one! Yosh'~! ^_^;
- » Credit
Without this, where would anyone be?
- » Official Guilty Gear X Homepage // guiltygearx.com
Alot of info on the character's backgrounds and system notes. Wish it was larger in the information department though. Plus pictures. ^_^;

[-----]

Translations

[-----]

- » General Terms
 - Ukemi Passive
 - Hissatsu Waza Certain Kill Art
 - Kakusei Hissatsu Waza Awakening Certain Kill Art
 - Ichigeki Hissatsu Waza Blow Certain Kill Art
(can also be translated as "one strike certain kill art")
- » Anji Mito (ANJI= gloom mercy; MITO= honorable haven)
 - Shitsu Rapidly
 - Fuu Jin Wind Soul
 - Nagi Ha Calm Edge
 - Shin: Ichi Shiki Needle: Method One
 - Shin: Ni Shiki Needle: Method Two
 - Kou Crimson
 - On Shade
 - Kai Commandment
 - Issei Ougi: Sai Warning Secret Technique: Coloring
 - Zetsu Sever
- » Axl Low
 - Ben Ten Kari Dispose of Heaven Cut
("benten" also means "goddess of arts and wisdom", but I didn't think this was the case of it)
 - Ren Sen Geki Sickle Flash Attack
 - Kyoku Sa Geki Crooked Chain Attack
 - Sen Sa Geki Rotation Chain Attack
 - Ra Shou Sen Thin Silk Bell Rotation
 - Ten Hou Seki Heaven Release Stone
 - Rai Ei Sa Geki Thunder Shadow Chain Attack
 - Byakue Ren Shou Hundred-Fold Suckle Burning
 - Ren Sen Ougi: Midaregami Sickle Flash Secret Technique: Unravalled

Hair

(there was another kanji character used for "midare", but they both have the same meanings. figured it was the same thing)

- » Baiken (BAIKEN= plum noisy)
- | | |
|-----------------------|------------------------------------|
| Tatamigaeshi | Renewing Mats |
| | ("tatami" are Japanese straw mats) |
| Za Ku Ro | Kill Evil Carriage |
| Mawarikomi | Wraparound |
| Saku Ra | Fissure Gauze |
| Suzu Ran | Baron Run |
| You Zan Sen | Bewitching Kill Fan |
| Tsurane Sanzu Watashi | Linking Three Way Transit |
| Baku: Ki | Bind: Tortoise |
| Baku: Rin | Bind: Chinese Unicorn |
| Baku: Ryuu | Bind: Dragon |
| Baku: Hou | Bind: Male Phoenix |
| Garyoutensei | Critical Step |
- » Chipp Zanuff
- | | |
|-----------------------|---|
| Tsuyoshi Shiki Ten'i | Tsuyoshi-Style Transference |
| Tsuyoshi Shiki Meisai | Tsuyoshi-Style Camouflage |
| Gen Rou Zan | Illusion Gloom Kill |
| Resshou | Cold Palm |
| Roku Sai | Foot Smash |
| | ("foot" meaning the base of a mountain) |
| Sen Shuu | Pierce Heel |
| Zan Sei Rou Ga | Kill Star Wolf Fang |
| Ban Ki Messai | Ten Thousand Demon Destroy Smash |
- "Tsuyoshi" was the name of Chipp's ninjutsu teacher.
- » Faust
- | | |
|------------------------------|---|
| Rerere no Tsuki | Rerere Stab |
| Hikimodoshi | Bring Back |
| Oissu | (kind of grunt) |
| Koe ga Chiisai | Voice is Small |
| Mouchoi (Mou Icchou) Oissu | (grunt) A Little More |
| Nani ga deru ka na? | What came out? |
| Sou Ten Enshin Ranbu | Spear Point Centrifuge Boisterious Dance |
| Zenpou Idou | Forward Movement |
| Kouhou Idou | Behind Movement |
| Kubi Biyo-n | Neck Calisthenics |
| Metta Kiri | Metta Kill |
| Mae ka ra ikimasu yo | Coming from in front! |
| Ushiro ka ra ikimasu yo | Coming from behind! |
| Ue ka ra ikimasu yo | Coming from above! |
| Na-Na-Na-Nani ga deru ka na! | W-w-w-what came out! |
| Shigekiteki Zetsume Ken | Stimulating Death Fist |
| Konshuu no YAMABA | This Week's YAMABA |
| | ("yamaba" is a weight loss program that, apparently, doesn't work. it's a scam) |
- » Jam Kuradoberi (JAM= gossamer dream; KURADOBERI= possess earth affinity)
- ("shamu kuradoheri" is the real Roumanji that comes from the kanji characters used in her name)
- | | |
|-------------------|----------------------------|
| Hochi Fu | Exorcising Axe |
| Asanagi no Kokyuu | Breath of the Morning Calm |
| Ryuu Jin | Dragon Edge |

Gekirin	Imperial Wrath
Ken Roukaku	Inaccessible Multistoried Building
Baku Shuu	Bomb Kick
Mawarikomi	Wraparound
Ashibarai	Tripping Up
Hyappou Shin Shou	Unwilling Penetrate Bell
Senri Shin Shou	Long Distance Penetrate Bell
Hou Ei Kyaku	Hawk Baby Leg
Chou Kyaku Houou Shou	Trillion Leg Phoenix Rising
Ren Hou Kyaku	Darling Demolish Daughter
Ga Sen Kotsu	Oneself Envious Admire (according to "guiltygearx.com", it's an expression of vanity as if she was saying "Look how great I am!" or "Aren't you just in love with me?")
» Johnny	
Mist Finer: Joudan	Mist Finer: Upper
Mist Finer: Chuudan	Mist Finer: Center
Mist Finer: Gedan	Mist Finer: Lower
Kuuchuu Divine Blade	Mid-Air Divine Blade
"Sore ga ore no mei da."	"That is my name."
» Ky Kiske	
Kuuchuu Stun Edge	Mid-Air Stun Edge
» May	
Iruka-san: Yoko	Mr.Dolphin: Horizontal
Iruka-san: Tate	Mr.Dolphin: Vertical
Hakushu de Mukaete Kudasai	Please Come Out and Receive Applause (actual saying by the trainers at the Japanese "Sea World")
Great Yamada Attack	Great Yamada Attack ("yamada" is the name for the Japanese equivalent to "Moby Dick")
May to Yukaina Nakama Tachi	May and Her Happy Circle of Friends (alot of ways to translate this. "tachi" can be taken as two ways; one as "tachi" a way to make the preceeding word plural, the other having "tachi" mean "arrive" and make it translate as "May and her Happy Friends Arrive")
» Millia Rage	
Kousoku Rakka	High Speed Fall
Zen Ten	In Front Revolve
» Potemkin	
Mega Fist (Zempou)	Mega Fist (Forward)
Mega Fist (Kouhou)	Mega Fist (Behind)
» Sol Badguy	
Bukkirabou ni Nageru	Blunt Throw
» Venom	
Ball Seisei	Ball Create
Shuukan Idou	Instant Movement
» Zato-1	
Eddy Shoukan	Eddy Summon

Shou Kougeki	Small Attack
Idou Kougeki	Movement Attack
Tai Kuu Kougeki	Anti Air Attack

[-----]
Revisions
[-----]

» Setup 0.0 | 2001.01.06

Nani?! Nothing on this game given out until it hits the god system that is the Dreamcast?! Must be one scarce product in the arcades unless it's Japan. ..Would explain all the kanji in the winning quotes though. As with 99.9% of any FAQ I write, nine-times-outta-ten, this will be changed around like hell for the next couple of revisions. In the meantime, there's alot of 411 here. Need to go back and recheck things sometime or another. Especially the translations. If any are wrong, please drop me a line! They're tricky at some points (especially for Jam and Faust), so there's no doubt in my mind I screwed up somewhere. Not to mention doing the System Dissection section. Oi! By the way, Happy New Year! ^_^

[-----]
Final Note
[-----]

Oss'!

Those colors! Oh my god! That NAOMI board does wonders, ne? Well, the next installment to Guilty Gear is finally here and it's good to have more of that craziness since MvC2 in the palm of our hands. Could have sworn a long time ago they said they'd take the "Destroys" out the game. Oh well. Long live Jam Kuradoberi and Potemkin! ^_^;

Here's a list of things that will show up in future installments:

- = ASCII art!
- = In-game quotes and sayings
- = Details on Zato-1's Drunkard Shade

Got something to say you want me or others to know? Anything within this FAQ wrong? Or maybe there's stuff you want to add to. Whatever the case, send your info in! For anything posted inside this FAQ, you not only get credit. Oh no! You also receive bragging rights to annoy the hell out of people with! Is there a better reward than that?! So c'mon! Send it in!! You know the drill.. You know the e-mail address.. So I'll just shut up.
..By the way, thanks for reading!

Sayounara, adios, ciao, xie xie, au revoir, and all that other stuff. =P
- "The KiD" <Oodzume@hotmail.com>

| "It's easy to identify people that can't count to ten. They're in front |
| of you in the supermarket express line." -- June Henderson |

----- (c) Deal With It Productions 2K ----