

Psychic Force 2012 Patty Character FAQ

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Psychic Force 2012 character FAQ: Patty, Master of Tone

Composed by MarsDragon.

1. Legal stuff

i. Disclaimer

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down, it will be. The most current version of this FAQ will be at GameFAQs (www.gamefaqs.com).

My e-mail is at: marsdragon exclaimindustries.net (Commercial a symbol removed to avoid spam. I think you can figure out where it's supposed to go.)

Psychic Force 2012, Patty, and anything else that belongs to Taito mentioned in this FAQ belongs to Taito and some other

companies. The FAQ itself belongs to MarsDragon. I think that's all rather obvious, but okay.

ii. Updates:

07/20/02/: Version beta finished

07/21/02/: Forgot the basic systems information. Added that. Also messed with the formatting quite a bit.

iii. Traditional introductory paragraphs/Future plans

Well. This is an FAQ about Patty, a character from Taito's fighting game Psychic Force 2012. I can't say I'm the best

there is at this game, but I'd like to think I'm at least competent enough to write this. Actually, when I first started

playing PF, I did pick Patty, but then I quit playing after one match because I had picked Story mode and had no clue what

was going on. Heh. After that I pretty much ignored Patty because I had no idea how to really use her, all I could do was

throw Holy Whispers and Sonic Rhapsodies all day long. I was much more of a Regina/Wong fan. Then a friend of mine told me

how to use Prelude Keys, and I started working on getting good with the dear girl. Thus started my madness. I wrote this

mostly because I met a lot of people on one of the boards that I frequent that don't use Patty much and know not of her

power. And a guy on the other board challenged some of us to write an FAQ. There isn't really much to say here beyond

that... Oh, and some of you might wonder why this basically amounts to a giant block of text, and where's the pretty

formatting and such? Because I don't do that stuff, that's why. This is here to give information, not look pretty. And

that's all there is to that.

As for future plans for this document, I have a few. As soon as I get PF2 and play it for awhile this will be updated with new character strategies, notes on the new costumes, Patty in Psy-Expand mode, et cetera. I'd also like to put up the things Patty says in battle, with translations, if possible. I'd *definatly* like to expand the close-combat section, as it's not too good right now and close-in combat is pretty important on the later levels. Of course I will be refining the moves and other battle strategy as time goes on and I get better. And perhaps as your ideas are added to the mix...? I'm so lazy, aren't I. That's about it, though I may think of more as time goes on. At the moment, I cannot say if this will ever be complete, but hey, that's life.

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2. Introduction/Story

i. FAQ conventions

(Note: In PF, it doesn't really matter which way you input the directions, as long as you get them all right relative to each other. So, the command Forward, Back+Light can also be input as Back, Forward+Light; Up, Down+Light; Down-back, Up-forward+Light; and it will all do the same thing. The directional inputs used in this FAQ are just for convenience.)

F = Forward on the D-pad (Or any other direction...see note)

B = Back " "

HCF = Half-circle forward

360 = Full circle on the D-pad.

L = Light

S = Strong (Also known as 'Heavy'. That might have been PF1, though. Still.)

Q. Dash = Quick Dash

Retreat Barrier = Emergency Guard (I've seen it called that on a few sites. May be another PF1 convention.)

Throw = Catch.

Pansy-boy = Emilio.

Fred = The little ball of light that floats around Patty and makes the Prelude Keys.

Kekkai = The big box you fight in.

Pretty sure that takes care of that. If not, tell me and I'll take care of it.

ii. Game system stuff

I'll assume you've at least seen the game and know what it looks like. If not...well, can't help you there. Anyway, this section is for the enlightenment of the total PF newbie, the general systems and shared moves of all the characters. I'll

also assume you know the basic fighting game terms, such as blocking, life bar, special attacks, chip damage, et cetera.

If it's been around since Street Fighter II, you should probably have an idea of what it is.

a. Movement

You use the D-pad to control your character, with the basic press forward to move forward, back to move back, et cetera.

Same stuff we've been seeing since the very first games. The interesting thing in PF is that you have a full 360-degree

axis to move around on. You can move in any direction, but you will always be facing the other player, unless you're

dashing away from them, and once you stop the dash you'll return to normal. Pretty basic. It might take a bit of getting

used to at first, but really it's just a regular 3d fighting game on the Y-axis instead of the X as is typical.

The other thing you need to know about movement is the dash and all its varied forms. The basic dash involves pressing

the Dash button (or L+S if you either don't have a button assigned to it, or are playing in an arcade) and a direction

on the D-pad simultaneously. It will cause your character to quickly move in the direction you indicated and then stop

after a short distance. You may input move during the dash, and they will execute once the dash is finished. You are

vulnerable to getting hit while dashing. It's useful for getting out of sticky situations, dodging, and generally moving about the Kekkai speedily.

Another kind of dash is the Quick Dash. All you have to do is press the dash button with the joystick neutral, and your

character will perform a faster and longer dash straight at the opponent. You can cancel this dash with Light and Strong

physical attacks (oddly enough, if you cancel a Q. Dash that way, then your character will perform a physical attack

regardless of distance.), Barrier Breaks, and throws. Light projectiles will be deflected if they hit you while Q. Dashing.

However, if your opponent attacks while you're in the middle of a Q. Dash then you'll take about 40 more damage than usual.

The last flavour of dash is the Slide/Side dash. Input is B,F+Dash. Your character dashes on a path resembling that of

an arc. It's used mostly for close-combat and avoiding linear-type attacks.

b. Guarding/Blocking

There are three forms of blocking in PF. The first is the basic block, achieved by pressing the 'guard' button. This

will block physical attacks and light projectiles. If hit with a special attack, you'll take chip damage and fly

backward. Just like in every other fighting game, no, you cannot block throws like this. If the opponent manages to hit

you from behind by whatever means, then this guard also will not work. In other words, it's just a block. Stop expecting miracles already.

The other kind is the Barrier Guard, a special block akin to Guilty Gear X's Faultless Defense. It's a full circle of

protection around your character, rendering you completely invincible while it's up. It will also knock your opponent

away if they hit it. However, it eats your psy gauge like mad, so don't keep it on all the time, lest you not have it

when you need it. Input is 360+Guard. It can be broken by a Barrier Break. (Barrier Breaks are performed by pressing

F+S. Your character will do a strong, up-close attack. It will break a Barrier Guard, but can be normal guarded.)

Retreat Barrier is a special kind of Barrier Guard. After an attack knocks you away, if you use B,F+Guard then you will

recover quicker and get a spiffy yellow version of the Barrier Guard around you. It's pretty much there to protect you

from hideously long combos. It takes 50% of the psy gauge and turns into a regular old Barrier Guard after awhile. A

Barrier Break will destroy it like a regular Barrier Guard.

c. Basic attacks/Physical attacks

In PF, there are two kinds of attacks, near and far. Far attacks generally take the form of projectiles, while near

are the basic punches and kicks of normal fighting games. If you are near,

then pressing the Light attack button will result in a small basic attack. Pressing Strong will result in a more powerful basic attack. More on physical attacks and how they relate to Patty in the 'Close in and physical combat' section, after the in-depth movelist. When far, pressing L will give you a small, fast, low damage projectile. These can be normal blocked and Q. Dashed through. They are, however, useful due to their speed and the fact that they don't drain the psy gauge. Pressing Strong far away from the opponent will result in a Holy Whisper, the first move in Patty's movelist. More about that in the 'Moves' section.

There are also throws, which are basically the same things we've been seeing since SFII. They do more damage than a physical light attack, have a short range, and are unblockable with the regular guard. If you throw someone against a wall, they will fall no matter what. Executed by pressing either the Throw button or Guard + Light.

d. The Kekkai and psy gauge.

Right...the psy gauge is the purple thing right below the life bar. All special moves, Barrier Guarding, and Retreat Barriering will take an amount to psy to execute. If you don't have the psy, you're outta luck. All you can do is throw Light projectiles and attack physically. You can regain your psy by Charging. If you're in Beginner mode then you'll simply Charge whenever you're standing (or floating, as the case may be...) still. If you're in Normal then your psy will slowly creep up at a constant rate, but you have to manually Charge either by pressing the 'Charge' button, or by pressing Light, Strong, and Guard all at once. You can also Hyper Charge, the input for which is 360+Charge. This will increase your psy gauge beyond what it normally would be by decreasing your life. It will also increase the Power Metre (the little number below your character portrait, starts at 100), making your attacks do more damage. As you take damage, then your psy will increase to fill up the gap, but your power will not increase with it. The only way to increase power is to Hyper Charge.

The Kekkai is the big box-like thing you fight in. If you get smacked against a wall, then you will be stunned for a moment. Unlike in the first PF, however, you will not take damage. (Thank you...though I would've liked it as an extra option.) You can move against the wall yourself with no problem, you must be hit into it by another character in order to be stunned. If, at the end of the last round, you kill the opponent by hitting them with a special attack close up, then sometimes they will shatter the opposite wall and keep going when they hit it. No particular advantage or disadvantage to this, it's just there to be cool.

If you are hit against the wall another time before you can recover from the stun of the first time, then you will fall a distance. You cannot be hit while you are falling, any attack will simply pass through with no damage. Sometimes if you press L or S rapidly while you are falling you will execute a Psy-Impulse, a kind of counterattack. It will push the opponent away while doing some damage, however, it can be blocked and

will take 25% of your psy. Depending on whether you press L or S to use it, then the attack will have a different start-up time and range. Strong has a longer start-up, but less duration and, I believe, more range. Light has the opposite. Both versions do exactly the same amount of damage.

That about wraps it up for the basic game systems. If I missed anything, please notify me.

iii. So, who is this Patty chick, anyway?

Basic information:

Name: Patricia Myers
Age: 15
Power: Tone
Type: Light
Group: Nothing
Seiyuu: Kumai Motoko
Height: About 5'1'' (155cm)
Theme: Mothers

Patty is the subject of this FAQ (duh...) and a character in the fighting game known as Psychic Force 2012. She's the blue-haired girl on the right of Might (guy the cursor starts on.) on the character select screen, the one with the somewhat school-girlish looking outfit. Personality-wise, she's probably the nicest and most stable of the cast, with none of the psychotic hang-ups and personality problems of the rest of the psychics. She's something of a pacifist, and only really wants to use her powers to help people, like her mother did. Her mother is missing and presumed dead.

Patty is looking for her mother if she's still alive, or her mother's killer if she's not. On her journey, she met a boy a little older than her named Might. She and Might became friends, despite Might's little thing about wanting to destroy all psychics...huh. Anyway, Might decided to stay around her and help Patty look for her mother. However, in the end he is forced to attempt to destroy her as well. In Patty's story, he fails, she goes on to fight Wong, the guy who killed her mother and ends up wandering around looking for Might again while Wong plots from the shadows. In Might's story, you find out that Patty is actually his mother. Wong used her to make some psychic hunters in the future, and future-Wong sent back one of them (Might) to get rid of some of the annoying psychics running around messing him up in that time period. In the transition, however, Might lost his memory. Anyway, he goes after Wong, then dies himself. (just killed off his mom and creator, after all...) And that's Patty's story in a nutshell.

Gameplay-wise, Patty is a bit of an odd one out, in my opinion. She's more of a strategic/defensive character, not an all-out offensive guy like most everyone else. I personally think she's a bit harder to learn than some of the other psychics, given that her 'style' is slightly different. However, she seems to be something of a popular character, though

maybe a tad more in America? Anyway, she's a light-type, meaning she's fast, but flies pretty far when hit. Not as fast

as the speedsters Wendy and Pansy-boy, but I think she's still quicker than Might and Genshin, the other light-types.

She's a long range fighter, with no real close range capabilities. Unlike other long-range characters, however, she only

has two real projectiles, her power being mostly in her Prelude Keys and defensive capabilities. You'd probably like her

if you're more of a defensive type. maybe not so much if you're into front on, close-in fighting. I'd at least try

playing Patty, no matter what your preference. You could end up liking her. If not, well...why are you bothering to read

this?

iv. Quick-reference movelist

This is effectively the same thing that's found in the manual. It's just a quick little thing if you forget certain moves or whatnot.

Format: Move name: button input: psy cost. (If there are follow-ups, they are right after the main move, and use the same format.)

Holy Whisper: S or F,F+S up close: 30%

Sweet Tone: HCF+L: 0% Resonance: HCF+L: 20%

Prelude Key: B,F+L20% Eternal Harp: B,F,F+L: 50%

Sonic Rhapsody: HCF+S: 40%

Reverse Noise: B,F+S: 45%

Saint Requiem: B,F,F+S: 80%

Holy Purge: F,F+L: 90%

3. Moves/Basic strategy

Ah, the real point of this FAQ. Unless it's something else...ah well.

i. Moves

This section will explain all of Patty's special moves in greater depth. Pretty basic. Close-in physical combos will be

discussed at the beginning of the Basic Strategy section. With that out of the way, let's get on with things, shall we?

- Holy Whisper -

Input: S or (when close up) F,F+S

Psy cost: 30%

Start-up: 24

Damage: 160(100 power); 240(150 power); 320(200 power)

Sets off Prelude Keys? Yes. Distance traveled? Short.

Patty fires off a soundwave that looks like two concentric circles with some sparkles trailing behind. Pink or blue

depending on whether it's first-player or second-player, does not colour cycle. Pretty basic projectile, with no

particular speed in either start-up or traveling time.

It's the basic projectile everyone has. Only one special property, it will set off Prelude Keys. When the Keys

are set off, they will travel for a short distance before going out. More about that in the section on Prelude Keys. It makes for a decent stand-alone attack and combo finisher, though I personally prefer the Sonic Rhapsody. However, it's easier on the Psy gauge, so if you're concerned about that.... It makes a nice counter against people dashing in, so that's another use.

Since it can set off Keys, then you can sometimes use that to your advantage. (Well, I hope you would all the time, really.) If your opponent is behind some Keys, you can fire off a Holy Whisper, exploding the Keys. If your opponent doges the Whisper, he might be hit by the Keys. If he doges the Keys, he can still get hit by the Whisper. (Especially if they forget about the threat after the pyrotechnics of the Keys die down. This happens more often than you'd think.) If they Barrier Guard, you can just dash up and break it, or use their immobility to do something else. This is just one way our dear little songsteress can use Prelude Keys to confuse and mess up the enemy.

-Sweet Tone-

Input: HCF+L	(Follow-up)HCF+L
Psy cost: 0%	20%
Start-up: 18	26
Damage: N/A	N/A

Sets off Prelude Keys? No. Yes. Distance traveled? Short.

Patty motions Fred over to the enemy. Fred travels just short of the full distance of the kekkai, then returns. If Resonance is preformed, Fred stops for a bit, gives off a series of conceritic pink circles, then moves on. The circles remain in place for about two seconds (game time).

This move may look a bit useless at first, or at least it did to me. Of course, so did Reverse Noise, a long time ago.... Anyway, this is for the purpose of making Prelude Keys far from Patty. Just cast Sweet Tone, then make some Keys. Easy. You'll be using this one quite a bit, trust me. It's ideal for getting those pesky long-range characters who avoid everything you send at them. Also, with this move you can create Prelude Key 'chains'. Since Prelude Keys set off Keys themselves, this can be very useful. Run out a string, then use Resonance on the way back. Or the other way round, Resonance then Keys. If you use the latter, you'd better have quick fingers, but it can quickly confound your opponent, since they probably won't be expecting exploded Prelude Keys out of nowhere. The other method is a tad more obvious, but it will protect you nicely from counterattacks. Why? Resonance will cancel out any enemy psychic attack it comes in contact with. Heey....The opponent is also quite free to run about and get in your face while you're doing this, so watch out. Mix those two methods up, and keep your opponent off guard. Also remember you *can* just use it for making Keys far away, therefore setting them up for perhaps a more dangerous trap later on, and that you can do more than one Resonance per trip. As long as Fred has not totally returned to Patty, you can use it as often as you'd like. You don't even have

to wait for the first one to fade, so you can have two on the screen at once. However, I THINK this makes the first one go away faster. Not sure on this. Anyone know for sure? A very useful move, and one you should pull out often. But remember the old fighting game rule....never get predicable. That's bad.

-Prelude Key-

Input: B,F+L (Follow-up)B,F,F+L
Psy cost:20% 50%
Start-up:10 40
Damage(exploded):210(100 power); 315(150 power); 420(200 power)
Sets off Prelude Keys? Uh... Yes. Distance traveled? Long.

Fred stops and makes a stationary circle, then continues on his way. The circle is about twice as big as Fred. In this state, it lasts for 38 seconds (game time). When exploded, it becomes much larger, and blinks from pink to yellow very quickly. It also moves in a general direction away from Patty. With Eternal Harp, Patty takes out a big harp and plays it for a bit. All Prelude Keys explode.

This is what Patty's all about, right here. Prelude Keys. This is how you'll be doing much damage to your opponents.

Pretty much every move of Patty's sets these off, with the exception of Reverse Noise and Holy Purge. Yes, even the Keys themselves can set each other off. How far the Keys move after they've been set off depends on what move you used to set them off. If another Key sets one off, how far it travels depends on how far the other one travels. For instance, a Prelude Key that's been set off by a Holy Whisper only travels a short distance. If it sets off another Key during its short flight, then that Key's movement range will also be short. If the same thing happens, but the first Key was set off by a Sonic Rhapsody instead, then both of the Keys movement ranges will be long. See?

You can have up to nine Keys on the battlefield at the same time, however in a real fight you probably won't get all of them out. Fun as it is to turn the whole arena into a field of death, you do have an enemy here, and if he's beating on you and all you're doing is setting up Keys...well, it's not likely you'll ever get a chance to use them. Sure, they're great, and can do much damage quickly used right, but they're not worth a good chunk of your lifebar. Feel free to abandon them and just beat down your opponent if you have to. But I digress. How you set up your Keys depends a lot on opportunity and position. I generally quickly set up a few when I can, so often mine are in clumps. If I can, I wait for the other guy to get between a couple of them, so I can bounce them around. Strings from previous usages of Sweet Tone are also common. Still, you might prefer a more open arrangement. Assuming you can get it off....Hehe. It's generally better to have the Keys closer together when you're fighting the heavier characters, as they won't get thrown as far, and so you may not be able to get off all the hits you wanted. However, against the light guys it's very easy to get off many hits. Of course, it may be hard to hit them in the first place...really, the only way to figure out what works here is to

practice. That's what Training Mode is for.

If you can, always make sure your opponent is busy with something when you pull out the harp, as it has quite a bit of start-up and tends to get interrupted a lot. If you throw out an attack, and still have the requisite 50% left, try to get the harp out while the other guy is recovering. If you can catch them in it, then Holy Purge also works nicely for keeping someone in place while you play your little song. It can also up your hits, as it may bounce your opponent right back into the Keys after being thrown away! However, there is the possibility that your enemy will bounce right out of the Purge instead. Also, this is a very obvious tactic. Don't expect it to work on experienced opponents. Congratulations if you can pull it off, though. (Though I'd recommend a Saint Requiem instead of the harp if you have the psy...more damage.)

In general, you should drop a few when you have a free moment, then get back to them later, when the opponent is in a position you can take advantage of. Keep in mind the whole 'chaining' idea, if the opponent is far from you, but you have Keys between you and them, you can use a Saint Requiem to set off the Keys near to you, and this will cause all of them set off each other, while you're protected by the Requiem. Try to keep Keys between you and your opponent, as Keys will generally travel in a direction AWAY from Patty. The only exception to this is Resonance, where the Keys will travel away from the Resonance.

-Sonic Rhapsody-

Input: HCF+S

Psy cost: 40%

Start-up:28

Damage: 200(100 power); 360(150 power); 400(200 power)

Sets off Prelude Keys? Yes. Distance traveled? Long.

Patty flings out a larger circle than the Holy Whisper. It has little trailly circle things after it and blinks pink and yellow. It can bounce off walls, going almost the length of the area again off a straight bounce. It travels faster than the Holy Whisper.

This is my preferred projectile, it doing more damage, moving faster, setting off Keys that travel farther, and bouncing off walls so they're not gurented they won't be hit if they doge, all for only two extra frames of start-up and 10% more psy. Rad. However, the longer start-up, even if it's not all that much, is still enough for you to be hit out of easier. The Rhapsody is also easier to see than the Whisper, making it harder to take the opponent by surprise. Also, the fact that it sets Keys off that travel a long distance makes it much easier to accidentally set off all your Keys at once, thus destroying your brilliant trap. Be careful.

Despite that, you should use this and use it often. It makes for a wonderful combo finisher and a good single attack.

You can use its Prelude Key exploding ability to fake out your opponent by

flinging the Rhapsody in a different direction than your opponent is, but setting off Keys that will take them down instead. You can see CPU Patty do this occasionally as well. It's effectively a more damaging, slightly costlier Holy Whisper, and you can use it as such. Do keep in mind the whole Prelude Key thing, though.

-Reverse Noise-

Input: B,F+S
Psy cost: 45%
Start-up: 10 (+24 when hit)
Damage: *varies*
Sets off Prelude Keys? No.

Patty creates two circles and some sparkles around her. Looks a lot like the Faultless Defense from Guilty Gear, actually. If hit before the rings fade, she sends the rings over to the opponent, damaging them. (Well, that was obvious, really.)

I love this attack. I love it good. You can counter just about anything in the game with this. Meteor Hammer, Prelude Keys, Tri-Crescent, Psy-Impulse...pretty much everything. Use it often, but remember, it doesn't quite go all the way across the screen, and it can be blocked, just like any other attack. And if you're fighting Patty, Reverse Noise itself can be Reverse Noised. It can get pretty amusing when two Patties get into a Reverse Noise war..."Yamete!" "Yamete!" "Yamete!" Repeat until one messes up or blocks. Fun. Still, this is one of the better non-Prelude Key related moves in her arsenal. The ability to counter any psychic attack in the game can be quite a threat....

Note I said 'psychic' attack. Reverse Noise is not a physical counter, like in most fighting games. Ripping this out right before they hit you with anything other than a special attack will hurt. A lot. At the moment, it's not known if Gudeath's command throws Meteor Butcher and Wall Shaver are considered psychic or physical attacks. I don't THINK they would be, but as of this writing, I have no confirmation. Does anyone know...? Also, if there are follow-ups to an attack, Reverse Noise won't count them. For example, Reverse Noising Burn's Triangle Heat does no damage, as you have to do extra stuff in order to use Triangle Heat to damage people on its own. If it by an attack that is really just many little attacks strung together(Tri-Crescent, Exploder/Spark Rain, et cetera) then it will block all the attacks that hit it, but only return one. So the damage returned by Reverse Noising a Tri-Crescent is only equal to the damage of one Air Crescent, the other two are just blocked.

On the comeback, Reverse Noise can cut out just about any other power in the game, a la Resonance or Saint Requiem. I'm not sure if it can get through those two, or Holy Purge if it misses a hole yet. But I do know I haven't seen any other psychic's attack cancel out a Reverse Noise, including attacks that normally do cancel out other attacks without canceling themselves, such as Setsuna's Dark Sun. Though I'm also not sure about

Wendy's Vortex Stream, I seem to recall it managing to cancel the Noise once. Again, if anyone knows for sure, I'd like to hear about it. Patty can be hit during the Reverse Noise, under certain circumstances. If she is hit before the Reverse Noise connects, then the Noise is just cancelled, and that's all there is to it. But if she's hit after, (Usually by an Air Crescent-happy Wendy) then both attacks will hit.

Light projectiles can never be Reverse Noised. You'll just get hit. Obviously, moves that don't actually attack Patty cannot be Reverse Noised. (Dimension Blink, Frigid Shell, Thunder Break, et cetera). There's also not much point in Reverse Noising stuff that does no damage (Triangle Heat, Magnet Anchor...) unless you want to set them up for something, for it will knock them back, just not do any damage. If you want to practice your skills, Shooter Mode in Training is a godsend. Since they only use a few attacks in there, though, you might want to get a friend to help you practice on different attacks. The timing isn't too important, but it's still there and if you mess up, well...as always, practice makes perfect.

-Saint Requiem-

Input: B, F, F+S

Psy cost: 80%

Start-up: 40

Damage(two hits): 309(100 power); 459(150 power); 612(200 power)

Sets off Prelude Keys? Yes. Distance traveled? Long.

Patty creates a large kind of stylized sun-looking thing around her. (Hey, it has rays, and the typical concentric circles. Looks like a sun thing to me.) It's the usual pink.

This is another of my favourite moves. It does pretty good damage, you can add extra hits with Prelude Keys very easily, offers good protection, and is just in general a cool move. It does cost quite a bit of psy, though, and the motion means you'll probably accidentally get Reverse Noise in its place...or this in place of Reverse Noise. That's bad...of course, that happens with the Keys and Harp too, but it's not quite as bad there. Anyway. Saint Requiem is kind of like a damaging, closer range Harp. It's one of my premier moves for chaining Keys, as it doesn't get interrupted as often as the Harp, I believe. No idea why.... You can also use it right after you hit someone into a wall twice if you're in a corner, it will hit them as they're getting up.

If you set up a Holy Purge, then you can use this right next to it. The two will overlap, and your poor opponent will be smacked around inside the Purge for about nine hits, if all goes well. Of course, only about four of those hits will be from the Requiem, but hey...it is just about the only way you can get more than two hits off the Requiem, barring extreme circumstances. Personally, I recommend against pulling this move out in too close of a range...it's more of a midrange move, because of the long start-up. I mostly use it for Key chaining and the other two methods already mentioned. I've

seen the computer try to use it as a combo ender occasionally, but that seems too dangerous to me.... Still, this is a good move, and you should use it.

-Holy Purge-

Input: F,F+L

Psy cost: 90%

Start-up: 46

Damage: 0

Sets off Prelude Keys: No.

Patty makes a series of cartoony looking atoms with trails that move in a circle. They blink pink and yellow, per usual.

Disappears when Patty gets hit or after eight seconds (game time).

Huh. This is a bit of an odd kind of move, especially for one that takes so much psy. It doesn't do damage, doesn't set

off Keys, how can it be called a 'super'-type move? Well, if you think about it, it fits Patty perfectly. It is, in

essence, a defensive move. Each of the atomy things can cancel out a special attack, and if the enemy hits any of them

they get thrown back like from a regular attack. So you can trap people in this then effectively have the whole area

(except for the bit in the Purge) to yourself to set up Keys or what have you in. (This works best if you have them

against the floor of the arena and they're constantly getting smacked into it. Otherwise they might be able to get at you

anyway.) Or you can throw it up against an arrgessive opponent when you're in a corner or something, and get some great

protection. Or you can trap someone in it and start smacking them against the Purge for about the only way to get really

high combo counts in the game (that I've found. I'm not exactly a combo-freak.) Sure, not much damage...but it looks cool.

A slightly more damaging from of this strategy is the Holy Purge/Saint Requiem trick I went over in the Requiem section.

However, one thing you should always, always remember...Holy Purge decreases the amount of damage your attacks do. By a

LOT. Not sure on the exact numbers, but I do know I managed to pull off a L, Purge, L, Purge... combo for 25 hits once,

and it did under 100 damage. Yeah. Keep that in mind.

Right, so that's the advantages. What are the problems? Well, the long start-up for one. The fact that there are holes

in the Purge, so if the opponent is persistent enough, they can fire through it and kill you anyway. This is more a

problem than it sounds, because you'll be using this for protection a lot, and.... People with the 'made up of many small

attacks' type of move are especially good at this. The Purge also poses little threat to characters with teleports. (At

least if you're trying to trap them in it, and don't attack to keep them busy.) This move isn't of too much importance in

your arsenal, but it's okay. Use it, but with care and planning.

ii. Close-in and physical combat

Patty really isn't a close-range type, lacking any good moves for that kind of combat. However, she does have the usual

canned combos and some combo enders, so she can hold her own in close if she needs to. Now. Patty's one of the light types, so her canned combos look like this:

L,L,L,L (Damage: 120)
L,L,S, Special (Damage: 130)
L,S, Special (Damage: 100)
L,S,L Special (Damage: 170)

You can't add anything on to the end of the first one normally, but you can usually get a throw off if the combo smashes them into a wall. It's good for pushing your opponent away if they get too close for comfort, its overall speed and simplicity (Just mash light!) making it quite useful. However, it's not the most damaging thing in the world. If you're going for damage, use one of the other ones.

The second one is probably the combo I use the most. It's decently easy to pull off, you can add a special attack onto the end, and it does fairly nice damage. I use Sonic Rhapsody as my main combo ender, but either of the projectiles work.

Technically you can use any move as an ender, but I wouldn't recommend Holy Purge or Saint Requiem, as your opponent will likely recover and hit you before you finish. Actually, the lighter characters can sometimes do this anyway. So watch out when battling Might, Wendy, yourself, Genshin, and Pansy-boy.

This is probably the best combo to use with a special attack, as your opponent usually doesn't recover in time to guard. I don't use it very often, though....L,L,S always seems to come out instead. If you can, use this often, as it's probably your best option in close quarters.

Hm. This is a kind of chase combo, with Patty doing her normal L,S combo then running after her opponent to deliver one last hit. If you do it against a wall then you won't be able to add a special attack onto the end, as the combo will hit them against the wall twice naturally, then they'll fall. I must admit, I don't use this one much....If you do, remember that another light character can recover quick enough to guard(maybe even counterattack) before the last hit. Stay alert.

iii. Random battle strategy hints.

Exactly when the title says. Just some general battle advice.

1. As a general rule, Patty is not a close-in fighter. Stay away from your opponent.
2. The previous is not a hard-and-fast rule. There are times when you'll want to get in close, especially vs. other long-range opponents, to get some breathing room against aggressive close-in fighters, or what have you. Unlike the first game, everyone pretty much does the same damage per combo as everyone else, so you *can* work close-in. It's just you don't really have any close-in special moves.
3. Get in a good position before the battle starts. Since you can move about during the 'Ready? Go!' part, use that time

to position yourself, and to see how your opponent plays. (As in, do they try to get close, stay away, be confusing? Et cetera.)

4. Usually you'll want to play fairly defensive, since that is where a lot of her strength is. Try not to get hit too much. But feel free to go offensive if you need to.

5. Practice. That's what Training mode is for. But Vs CPU is also very nice. You can just keep fighting single battles against whoever you want as long as you need to. Very good if you're having trouble with a specific character.

6. If your opponent is between you and the wall, the quickest way (also the way with the least recovery time) to smash them into it is to use the old Barrier Guard. Unlike in the first game, this won't have the advantage of doing a bit of damage, but it will stun them (or make them fall if you keep it up for a bit) and give you some time to get your act together. Also works out in the open, but slightly less well, as they'll be able to recover and chase you faster.

4. Character specific strategy

For the most part you can get through battles with just what I've already told you, make Keys, Reverse Noise, play a mix of offensive and defensive, et cetera. This is mostly just a section to tell you what to watch out for against certain characters. Like pretty much every other vs. character strategy section out there.... Note: These write-ups are mostly based on how the CPU plays. Human players can be fairly surprising. I'm pretty sure about the general stuff being sound no matter what, though. Also remember that every character (*sigh* Yes, even Pansy-boy, sometimes) can be a threat in skilled hands. This IS a fairly balanced fighting game. Just don't get complacent, ya hear?

Right. Let's get on with this. Oh yes, and by the way...this is arranged by how the characters are on the select screen, top to bottom, left to right, all secret characters unlocked. Okay?

* Burn: Hm. Not really anything special. He was the 'Ryu' type of the last game, and he's still pretty average. Stick to your battle plan and you'll do just fine. Watch out for his Triangle Heat, as it'll only start hurting until after you're hit, so it doesn't exactly do much good to Reverse Noise it. I haven't tried, but back in PF1 he could make some pretty nasty combos off of it. So be careful. Fortunately, the range on that thing is pretty short, so it's not likely to be a big threat if you keep your distance. God Phoenix can also be a problem, as you can't hit him for most of the start-up, but if you're close enough, he can hit you. (Grr....) Burning Trail does the same thing, alibit to a lesser extent. The CPU likes to throw Flame Shoots and other projectiles all day long, so just Reverse Noise them and move on. You should be okay. By the way, am I the only one who thinks God Phoenix looked better in PF1 than here?

* Regina: On the other hand, this Master of Fire can be a bit more annoying. She's faster, got a better mix of long- and short-range moves, and can be pretty darn cheap if you let her. My second favourite character. However, she can be defeated. Her mix of moves makes her a jack-of-all-trades, but master of none. Stay in the long range as usual, her close-range moves are harder for Patty to deal with. Careful, though...she's fast, and can get into the close range quicker than you'd expect. Her long range moves are all pretty easy to see coming if you pay attention, just keep in mind that both Blaze Shot and Hyper Napalm can be exploded, and Hyper Napalm will explode over a larger area if it gets hit with a special attack. As far as I know, neither can be Reverse Noised when they're exploded. (Though it wouldn't surprise me if it was possible.) The CPU again loves the fireballs so just do your usual thing. Both Spark Rain and Hyper Napalm can defeat Holy Purge fairly easily, so keep that in mind. On the plus side, she bounces between Prelude Keys slightly easier than Burn, and an exploded Blaze Shot can be normal blocked with no problem. Just keep at it and Pantless Girl will fall eventually.

* Carlos: Yes, I know it's really Carlo. I don't care. All right, he's not too bad. Another close-in fighter, he doesn't have the versatility of Regina, but he does have a bit in the long-range department. It's pretty much only Hydro Spiral and Aqua Javelin, though. Maybe Aqua Gimlet if you're feeling generous. But in the close range, he can Own you very well. So stay out of there! Other than that, there's not much to watch out for. Nearly all his attacks are very linear, making them pretty darn easy to doge. I'm pretty sure you can't Reverse Noise Bubble Mine, so just stay out of the way. If you do get in close, watch out for Hydro Trap, it does some pretty good damage. Expect to see the Hydro Blade a lot, be mindful of that. Serpent Press isn't something to lose sleep over, due to its long start-up and short range, but do remember he has it and don't try to run through it to hit him during start-up. It's bad idea. Other than that, not much to this match-up.

* Might: Like Burn, he's a Ryu type. Unlike Burn, he can actually be quite a pain. While not as fast as Sonia was, he's more maneuverable, what with the direction-changing moves and all. Let's see...Watch out for his Electrigger, he likes to change direction even when you don't doge, so you can very easily waste a Reverse Noise if you're overeager. It also means you aren't always safe when you doge...gah. However, I *think* you can move into the tail of it with no damage. Not sure what you'd do with that information, but hey.... Stay out of range of the Lightning Sword, that thing can hurt. Watch out for Magnet Anchor as well, and if you do get caught, keep in mind you can sometimes block before he hits you. Hey, it's worth a shot. Try to hit him as soon as possible after Thunder Break, or feel the pain of severely powered up moves. Don't doge the Lighting Hound, as he can change direction and catch up faster than you can run. Better to block or Reverse Noise instead. You can easily recover and counter attack before the last hit of his L,S,L combo. So...careful of his direction-changing moves, stay out of Lighting Sword range, and do your

thing. About all you can do.

* Patty: Fighting yourself, eh? Well, you can go at this one of two ways. You can get in close and keep the pressure on her, or you can stick to your usual long-range style and just counter anything she sends at you. Although you should be very wary of counters in return....If you do decide to go long range, it can be a very pretty fight. Just keep in mind all of your traps and plans, and be aware she's probably going to try the same thing. Avoid getting trapped with Keys, but on the other hand, don't let her block off the arena for you either. If you can, try to force her to get rid of her Keys needlessly. This fight's probably gonna take awhile. If you decide to go the 'get in close and lay the smackdown' route, things won't likely take as long, but they'll be a lot less pretty. Remember, she can counterattack on the L,L,S+Special combo if you go for the Rhapsody, and maybe the Whisper as well. You should probably go for the L,L,L,L and L,S+Special combos in this case. Oh, and throws. Though I still think using them a whole bunch is getting a tad cheap...my old SFII instincts coming through. All in all, this shouldn't be too challenging a fight, as Patty's AI really isn't all that great. Sure, it's OKAY, but it can be pretty darn stupid. No problem.

* Setsuna: Get in the close range and STAY THERE. He has tons of projectiles that will just plain overwhelm you in the long range. However, he has the longest average start-up time in the entire game. This means if you get in close and don't let up you can usually prevent him from getting much out. This is still one of the more challenging fights for Patty, what with quite a bit of her arsenal being cut out because the fact you can't go into the long range. Setsuna's still not Wong though, so it's okay. I don't think he has the ability to recover before the last hit of the L,S,L+Special combo, so go wild. If he does manage to get away, get back in, but be careful. Remember, if you're hit out of a Q. Dash then the attack does more damage. Don't go in on a straight track, weave and doge around so he can't get a bead on you. Especially good times to get in are when he's charging Daggers Shadow and Dark Sun. Or just smack him out of it, that works just as well. Try to keep him from getting either a Shady Cloud or The Darkness out, as the former will follow you around and drain your psy (not all that bad, as you'll mostly be relying on physical attacks here, but a problem if you need to guard or somesuch. Not being able to pull off combo enders hurts too.) and the latter makes it much easier for him to screw you up. An invisible dash makes it that much easier for him to get away from you, and the no psy charge for you can be a pain as well. In the end, just stay on this guy and kill him. You'll probably take damage, but you should have an easier time of winning than if you stuck to the usual plan.

* Gudeath: Do NOT let him get in close. Ever. His physical combos do plenty damage on their own, plus his nice assortment of close-range moves make him quite possibly the absolute best in the short-range guy of this game. In other words, play keep away. He can get in close faster than you'd think if you aren't really paying attention, so watch out. Other than that, this fight will probably be easier than Setsuna's, as you have the full range of your abilities here. Remember,

since Gudeath's a heavier character your Prelude Keys won't bounce him as far, so make them slightly closer together than you would for the other guys. Watch out for the Asteroid Belt, as it can both help enhance his already-formidable physical attacks, or be pretty much his only long-range move. Try to take out the rocks or hit him (making the rocks fall) before he has a chance to do anything to you. Meteor Hammer has more range than it looks, so careful. Just block or Reverse Noise if you're not sure. Better safe than sorry. He likes to throw out lots of quick Gravity Bullets (That's a really stupid name for a fireball. Even beats out 'Wave Motion Punch'.) so watch out. They throw you in an apparently random direction if they hit, sometimes setting you up for a combo. Gravity Infinity can either be blocked (will still suck you in), avoided (but you could get hit by all the debris getting sucked in), or you can pull out a long execution time move like the Harp or Requiem. (Might not do any especial good, beyond avoiding the attack.) In summation, don't let him in the close range, make your Keys a bit closer together than normal, and that's about it.

* Keith: Hm. He's been toned down a bit from the first game, I think. Frigid Lance is much easier to see, and I think the start-up is longer. Oh, and he varies his moves occasionally now.... Let's see, he still loves the Frigid Lance, so be prepared to see that one often. It's pretty fast, so you'll have to Reverse Noise it early if you want to at all. Frigid Shell is a PAIN. You can either go in close and hope you can hit him with a physical attack, or just wait it out. Of course, sometimes he'll just kick in a new one as soon as the old one fades....blast. Either way it cuts out your powers for a while. Gah. Try not to get hit with the Frigid Spear, he can pull off the old 'Ping-pong' trick and do lots and lots of damage quickly. Same problems with the Blizzard Tooth as the God Phoenix....Treat it as much the same. Most of the time he tries to combo into the Frigid Prison, but you can hit back before he can get it out. His L,L,S combo (the flipkick one, not sure if that is the correct input) has so much lag on the end you can usually counterattack anything below a Blizzard Tooth, and maybe even that. He's somewhat harder than some of the other characters, but not by much. Do your usual thing, you'll be okay.

* Gates: He's effectively a slower, long-range Gudeath. Kinda. He loves the TOW Missile like Keith loves the Frigid Lance, so expect that one quite a bit. Remember, it homes in on you, so you can't just dash over to the side a little and forget about it. Probably better to block or Reverse Noise. Also watch out for the Boost Arm, it can hit you coming back, opening you up to a Pile Banger or Double Boost. However, if you can avoid it, it has one of the longest recovery times in the game. Watch out for the G-Cracker, he throws it out unexpectedly and it can hurt muchly. Personally, I've never been able to Reverse Noise it, but my timing could just plain suck. Block if at all possible. Don't get into the close range, the physical combos, Plasma Cannon, and Stun Collider will get you every time. Oh, and do remember that he shoots his light projectile in a group of five. Mind that you block all of them now. You can Reverse Noise All Range Missile, though the timing is a tad tricky. Do remember that it doesn't quite go all the way

across the screen. Stick to your usual plan and be prepared to Reverse Noise a lot. He's not that bad, but not all that easy either. Just stay on your toes and don't make stupid mistakes, and you should be just fine.

* Wendy: You can approach the long vs. short-range question in her case like you would for another Patty. In other words, you can either stick with the usual long-range plan and just counter the expected Air Crescents, Tri-Crescents, et cetera. Or you can go into the close range and try to keep the pressure on her as you would with Setsuna. I generally go with the long-range plan, as she's much better in the close range than Patty. But hey, if you think you can, go for it.

She loves the L,H, Vortex Stream combo, and might be able to follow up on it with another combo quite nicely if things work out for her. Block as soon as possible after a Vortex Stream, it's about the only thing that'll help. She's probably the fastest character in the game, and that's her biggest advantage right there. She can doge, counterattack, and get you into a nasty combo that takes off half your life before you have a chance to react. However, this makes her quite light, meaning she gets bounced between Prelude Keys INSANELY easily. In other words, you two can deal crazy damage to each other pretty quickly, so watch out. Remember that you Q. Dash to avoid Air Crescents, not just dash to the side. Also, while Air Crescents miss more than hit at close range, but they do hit occasionally. She likes the Slipheed Dance, but it's not exactly something to fear. Don't worry about it too much, though be aware of where she is at all times. Earth Gale is only a problem in the sense a toned-down Gravity Infinity is a problem. In other words, not all that much to worry about.

* Genshin: Hm...personally, I think Patty has the easiest time with Genshin out of all the other characters, due to her relatively large number of attacks that cancel out other attacks. (Without being canceled themselves, natch.) Which, of course, makes those blasted Soul Mines a bit less of a threat. You'll probably be ripping out the Sweet Tone/Resonance bit and the Saint Requiem more than usual during this match. You know, the only time I've ever seen the DC slow down on this game is when you blast two or more Soul Mines with that thing. It's even worse when there's Prelude keys too. Anyway.... Ogre Spirit doesn't go anywhere near the length of the screen, so keep that in mind before you do something about it. Try to guess if it will fade out before it hits you or not. Watch out for Prayer Bead Lightning, as it can hit you coming back as well. Be wary of the Death Curse, it's hard to see, and if you get hit with it, you're in for quite a bit of pain. Assuming he gets it off...no point in Reverse Noising it, just block or doge. Try to use Sweet Tone to get your Keys past the Mines, it'll make things a bit easier. Beware of his close range moves, and of the Big Foot attack. Oh, and try not to fly into Soul Mines. They hurt.

* Pansy-boy: Oi. I can't see why everyone thinks he's so great...he's pretty weak and can't do much even at the best of times. The speed of his attacks once they get going is about the only thing in his favour, but due to their long and flashy start-up they can be seen coming a mile away. Huh. Oh, and his

personality is annoying too. I just don't get it....

Anyway, as far as fighting him goes, just treat him like the underpowered Setsuna he is. Get in close, stay there, and

beat the crap out of him. He probably won't be able to do much about it. If he manages to run away, remember that most of

his projectiles move fast, you have to Reverse Noise them in start-up. Fortunately, the start-up is hard to miss. Now,

even if he is pathetically weak, he CAN beat you...if you let him. Just don't get cocky, now. But since his only purpose

in the game is to provide the brain dead hormonal teenage fangirls with something to drool over, this ain't gonna be a

hard fight. Okay, he does give you the EarthBound stage. And that's about it.

* Wong: And right after two of the easiest fights in the game you have one of the nastiest. Wong's an insanely close-range

fighter like Gudeath, but he can get into the proper range much faster due to Dimension Blink and Empty Illusion. While he

lost the extra damage off physical attacks he had back in PF1, they're still quite a threat. Only about three attacks, but

he makes up for it in the mindgames he can play. My other second favourite character. Right, so what can you do about it?

Well, first off, at least try to stay far away. Do your usual thing with the Keys, no big change here. I generally go for a

Saint Requiem to set them off in this fight in order to discourage simply teleporting behind to avoid damage. When he gets

into the close range, watch out for his combos. Barrier Guard after his L,S combo, otherwise you'll usually end up eating

a Baptism of Warning. If not, it will at least throw him away for a bit, so you'll have some time to think. In general

it's going to be difficult to impossible to Reverse Noise Baptism of Warning, as it comes out fast and he'll usually be

combing into it anyway. It's better just to block. You can do Tracks of Delusion fairly easily, even if he does do the

teleport trick. Projectiles may not do you much good in this fight, as Selection of Fate will nicely neutralize them.

However, you can use this to your advantage. If he's near some Keys you can try to fake him out by throwing a projectile,

then hitting him with the Keys as he comes out of it. Sonic Rhapsody would probably work best for this, as the Keys it

sets off stay around for longer. Slow Invitation isn't much to worry about, as you can still block and beat on him.

Actually, it would be a bad idea for a Wong player to use this against a Patty player, as her powers would be harder to

see against the funky background. Perfect World, on the other hand...block and hope it ends before he can make it over

there. If not, just remember that he's only doing (at best) about 240 damage. Other than that, just stick to your regular

thing.

5. Miscellaneous

The random stuff about Patty that doesn't really fit anywhere else.

i. Patty quotes

For now, these are only the victory and mid-round quotes. I'll get the stuff she actually says in the fight up later.

These romanizations may not be totally accurate, I had to do this pretty much by ear. Spaces were added where I think

they go. If anyone with a better knowledge of Japanese than me can correct this, I'd be most grateful.

Mid-Round quotes: (Said when Patty loses a round)

Quote 1 (If victor has more than 50% life):

Japanese: Yarushikanai none.

English: I'll beat the next one.

Pose: Patty slowly gets to her feet, facing the camera.

Quote 2 (If victor has less than 50% life):

Japanese: Makerarenai...makerarenai wa!

English: I...I should not have lost.

Pose: Patty lays on the ground, looking up at her opponent. She looks pretty pissed, for Patty at least.

Quote 3 (If Patty is fighting Might):

Japanese: Honkinanore, Maito.

English: Are you really serious, Might?

Pose: Patty gets up from kneeling on the bottom of the Kekkai. Sad, as usual.

Victory quotes: (Obviously, said when Patty wins a match)

Quote 1 (Patty has won all the rounds):

Japanese: Atashi, iku ne.

English: Okay, I'm going now.

Pose: Patty smiles and turns around.

Quote 2 (Patty has lost at least one round):

Japanese: Ima, shinone wa kenihakanaino.

English: I can't die yet.

Pose: Patty clasps her hands in front of her and looks up with a sad, soulful look.

Quote 3 (Not sure how to get...I think you have to lose the max possible rounds, both characters with under 50% life each round. I think.)

Japanese: Atashi...kattano?

English: Have I make it through?

Pose: Patty folds her arms and looks hopelessly off to the side.

Quote 4 (If Patty has fought Might):

Japanese: Aa, Maito!

English: Oh, Might!

Pose: Patty kind of curls up on herself and looks miserable.

ii. Colours and costumes.

The first and second-player costumes, and what I think of them. In case you

didn't know, in order to select the

second-player costume you use the 'B' button to select your character. This does not work in story mode.

First-player costume:

Hair: Light blue with yellow ribbons.

Vest: Red, white trimming and yellow...things on the collar.

Top: White with black buttons.

Culottes: Dark blue with a white stripe.

Shoes: Dark brown, white socks.

Eyes: Green.

Psy: Pink and yellow.

Comments: This is a nice and well-balanced costume. The hair contrasts with the vest and psy quite nicely while being supported by the culottes. The white top provides a simple background and does not overwhelm the outfit. The yellow accessories spice up the outfit and prevent it from getting too monotonous. The only problem is that pink is not exactly my favourite colour. It's still pretty though.

Second-player costume:

Hair: Purple with a sort of off-white/ecru ribbons.

Vest: White with green tinting. The collar trimmings are brown, and the things in the middle are also brown, but a different shade.

Top: ...Hideous 70's carpet orange.

Culottes: Olive with a stripe of the same hideous shade of orange that makes up the top.

Shoes: Light brown and orange socks.

Eyes: Blue.

Psy: Light blue and teal.

Comments: UGH. How did anyone think this looked good? There's nothing to tie this together at all besides the overabundance of the orange, and why anyone would want the have THAT shade be the main part of an outfit is anyone's guess. Maybe you could make a case for it being a triadic colour scheme of the cool colours, but they why would they pick such pitiful shades of those colours? It boggles the mind. The only saving grace of this outfit is the psy, with the blue and teal being easier on the eyes than pink and yellow. But that doesn't really help in making this thing bearable.

And that's all I can think of as far as FAQ content goes. If you think I missed something important, or have a new and spiffy keen strategy, or you see a mistake of some kind, just e-mail me. Flames are not welcome, and will usually be ignored. And would you *please* at least try to follow the basic rules of the English language? It will increase your chances of getting a polite and friendly reply exponentially. (e-mail at "marsdragon exclaimindustries.net" Commercial a taken out to avoid spam, you can figure out where it goes.)

And now, the 'Thank you' list. I would like to give credit and thanks to the following people:

Taito(www.taito.co.jp): For making the game in the first place. Thanks, guys. That was cool.

Wendy of Kurama's message board: For teaching me that Patty was an excellent and useful character, and for being one of my best online friends. If it wasn't for her, I never would've known the glory that is Patty. Thankyee kindly, and good luck in your studies.

CaptainSpam: For reading this over and reassuring me that it was accessible to people that had only the most basic knowledge of PF. Also for giving me free webspace, an e-mail address, and being another of my most wonderful online friends. Go vist his website at "<http://www.exclaimindustries.net>" and his comic over at "<http://dementia.keenspace.com/>".
First one to insult his art dies.

Kurama(kurama.freeservers.com): Pretty much for running one of the few English PF sites and for putting up the message board that introduced me to many nice people (And PF fans!). You be boss, man. (Also provided information about Patty's seiyuu.)

All the various artists that composed the music on my Winamp playlist: You guys rock. Literally and figuratively.

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