

# Ready 2 Rumble Boxing: Round 2 G.C. Thunder FAQ

by falsehead

Updated to v1.0 on Jan 11, 2003

This walkthrough was originally written for Ready 2 Rumble Boxing: Round 2 on the DC, but the walkthrough is still applicable to the PS2 version of the game.

\*\*\*\*\* READY TO RUMBLE BOXING ROUND 2 \*\*\*\*\*

## G.C THUNDER IN-DEPTH CHARACTER FAQ

(Version 1.0) 11/01/2003

Dreamcast Fighting Game: released UK 2000

Author - falsehead (Sophie Cheshire). Contact me at falsehead@aol.com

Copyright stuff; If you wish to use this FAQ on your website, feel free to do so under the following conditions. a) You email me first and let me know where it will be appearing and b) you do not alter the content in anyway (if you need to change the formatting slightly for display purposes that's OK).

If I find out that any part of this FAQ has been lifted and used without credit to me, especially if you use it to earn money, then I will be annoyed. I didn't type all this up for the good of my health you know.

\*\*\*\*\* CONTENTS \*\*\*\*\*

1) INTRODUCTION

2) MOVES AND STRATEGY

3) PROFILE, TAUNTS and OUTFITS

\*\*\*\*\* 1) INTRODUCTION \*\*\*\*\*

INTRODUCTION - Ready 2 Rumble Round 2 Boxing is an awesomely funny fighting game made by Midway. It's one that I come back to in multiplayer again and again. Over the year or so I have been playing I have developed a fondness for several of the fighters and have decided to write some character FAQs for each of them.

The FAQ contains all the basic moves, special moves and combos for each character. Plus fighting strategies, profile and the funny speech and costumes the featured character possesses.

This FAQ covers the Prince look-a-like, 80's retro soul boy - G.C Thunder.

\*\*\*\*\* 2) MOVES AND STRATEGY \*\*\*\*\*

G.C Thunder is the third character to be unlocked in Arcade Mode. Simply complete Arcade Mode three times to access him.

#### BASIC MOVES

Moving around - d-pad or analogue stick

Low Block - Right Trigger

High Block - Left Trigger

Jab - X button

Straight - Y button

Low Left Punch - A button

Low Right Punch - B button

Body Blow - forward + B

Low Hook - forward + A

High Hook - forward + Y

Sway left/right/back - up/down/back + L trigger

Jump back - down + R trigger

Parry - Double tap L or R trigger at the second the blow hits you.

Activate Rumble Mode - L and R trigger together

Activate Rumble Flurry - while in Rumble Mode, press X + Y together.

#### SPECIAL MOVES

forwards, backwards + Y

forwards, A + B

Backwards, forwards + X

#### COMBOS

X, X, Y, B

forward + A + B, X, Y

X, A, B, B

#### TAUNTS

Y + A - Jogs on spot and says "Hi-dee, hi-dee,Hi!"

This will fill up to three letters on the Rumble Meter if the taunt is not interrupted.

Y + B - Does the splits.

This will fill up one letter on the Rumble Meter if the taunt is not interrupted

X + A - Throws some shapes.

This will fill up to three letters on the Rumble Meter if the taunt is not interrupted

X + B - Does a little dance and wails "Save me!!"

This will fill up to two letters on the Rumble Meter if the taunt is not interrupted.

#### HEALTH METRE

The health meter is the red bar at the top of the screen. As you take hits, this bar is depleted. The harder the punch you take, the more health you use. When the Health bar is fully depleted you will be knocked to the canvas and the count will start. Rapidly spin the analogue stick clockwise or bash any two buttons repeatedly to restore health. You will also have your health bar topped up a little between rounds.

## POWER METRE

That is the blue bar under the health bar. Each time you throw a punch the power bar drops. The quicker and lighter the punch, the sooner you recover full power. Some power punches and all combos need a full power bar to pull them off. If your blue bar is not at full, your combos will fail.

## GENERAL HEALTH AND POWER TACTICS

Certain Boxers seem to have less stamina than others; they do great in the first round but go downhill very quickly by the third. Others can maintain more of a pace through out, but don't have the same range of power moves or fast combo's. In general fighters who are tipped more towards great speed or strength like Seline Strike or Mama Tua at either extreme will become far less formidable opponents after a couple of rounds than a good all-rounder like Johnny Blood or Afro Thunder.

## G.C. THUNDER STRATEGY

G.C Thunder is what I would categorise as a medium/low strength, medium/fast speed boxer. He is most similar to Afro Thunder (his rival) in style. He has a slight edge in speed over Afro, but is slightly less powerful. His stamina is pretty good and he can last a couple rounds before his Power Bar starts to give up and when it does it usually does quickly. So you should take advantage of his speed and try and finish the match as quickly as you can.

Forget his combo's. They are difficult to pull off and not worth the effort to do so. However do practice his power moves. All though they are not mighty hits they come out nice and fast. S they don't have big pauses or build-up time before them they can easily be linked into an assault of small fast jabs and straights.

Also G.C. Thunder has some pretty good taunts. His Y + B taunt is a good one. Although it only fills one letter, because he drops to the ground often an opponent will whiff an attack over his head, allowing G.C. to get them on the recovery. His X + A taunt can be effective to as he sways from side to side and this can also cause missed shots for an opponent who is close up. Basically use your best judgement. The "Save Me!" taunt is the funniest, but it does present G.C's face for an easy thumping. Save that taunt for when you have knocked an opponet out, but they haven't hit the deck yet!

G.C. Thunder's strength is definitely his upper body jabs. If you can pin a bigger and slower opponent in the corner or against the ropes you can keep them there with just your fast basic jab. In general, G.C. Thunder should be played in-close and very offensively. Keep up a constant barrage of fast upper body pokes, throwing in the occasional lower body blow when an opponent blocks high.

Due to his normal stance, G.C. Thunder does not block as quickly or deflect blows as well as some other boxers. His normal stance sees his hands kept low and away from his face, giving him further to move when a block is needed. So better to keep up the pressure rather than be forced on the defensive.

When he is matched against a fast opponent like Jet Chin or Seline Strike try and match them blow for blow and wear them down. You may want to back off a bit and use his jump in attacks like his body blow. But I recommend using his Rumbles attacks against faster opponents. His basic Rumble can be built up quickly, comes out very fast and can be activated from a slight distance as it begins with a jump. It is much more effective than most fast characters Rumbles and has quite a bit of power.

Against a slower, more powerful opponent like Butcher Brown stay in close and avoid those huge haymakers. They can devastate his life bar and if he takes to much of a hard punching in the first round, his stamina will take a drop as well. Simply stay inside a tough opponents reach and keep up the fast jabs and straights, you'll force them on the defensive and they won't have time to power up their really devastating attacks.

Afro Thunder is probably G.C. Thunders hardest opponent simply as they are so evenly matched. G.C. has the edge in speed, just. Use this to your advantage and try and force Afro on the ropes as soon as you can. Don't let him taunt you or build up his rumble as he can seriously damage you with it.

#### HOW TO CAUSE MAXIMUM ANNOYANCE

Ready 2 Rumble is all about having fun and not taking things too seriously. With that in mind if you are going to win, try wining in as amusing a way as possible. Taunt lots, and make sure YOU say the taunt as well. Bellowing "Save Me!!!" at your mate in a high pitched voice will cause much hilarity if our multiplayer sessions are anything to go by. G.C. Thunder looks like the pop star Prince doesn't he? Well why not sing a few Prince songs while pummelling your opponent. I recommend "Purple Rain" sung slowly and loudly as you floor the opponent. If you win perhaps you can "party like it's 1999" and always declare yourself a "Sexy MF".

=====  
\*\*\*\*\* 3) PROFILE, TAUNTS and OUTFITS \*\*\*\*\*  
=====

(Profile taken from UK version manual)

PROFILE: G.C. Thunder  
Hometown - Miami, Florida  
Height - 174 cm  
Weight - 54 kg  
Reach - 178 cm  
Age - 20  
Arch Rival - Afro Thunder

"G.C. Thunder may be a tad diminutive, but he's no lightweight when it comes to boxing or flamboyant fashion. Cousin and long-time rival of Afro Thunder, G.C. has a fair amount of critics who claim he is more a performer in the ring than a boxer. That hasn't dissuaded him from using his boxing success as a vehicle for opening a chain of hair facilities or from making the claim that he'll be the next world champion."

OPENING TAUNTS (before the fight begins).

"I'm faster than the speed of light and punch harder than a ton of bricks!"

"The G.C. Thunder says 'you better leave while you still can!'"

"Howdy How!! G.C. is gonna rock your world!"

If Afro Thunder is his opponent then he will always say the following:

"Afro Thunder Baby! G.C. is gonna rock your world, yeah!"

(Also if he and Afro are matched up the picture on the ring will be different from normal - this goes for any Rivals match - up)

CLOSING TAUNTS (when G.C. is victorious)

"Someone better send a Plastic Surgeon!"

"If boxing is wrong, I don't wanna be right!"

OUTFITS

Outfit 1 - Red Gloves. Red shorts, with Leopard stripe. White lace collar  
Outfit 2 - Purple Gloves. Green shorts, with Leopard stripe. White lace collar  
Holiday Outfit - when the date is July 4th you'll get a natty Uncle Sam Costume for G.C Thunder.

Press X to cycle through his costumes.

(To get the holiday outfit, simply access your Dreamcast's Time/Date option on the screen you get when you switch the machine on with no disc in. Alter the date to July 4th (USA Independence Day) and now you can see the new costume).

-----  
\*\*\*\*\*  
-----

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately My email is falsehead@aol.com

(Blatant plug: check out my games website at [www.kungfuhamster.cjb.net](http://www.kungfuhamster.cjb.net) for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Big Thanks to CjayC, the cool bloke who runs GameFAQs. You've given me the opportunity to reach more people with my stuff than I ever could have alone!

Special thanks go out to: BillyKane, Magus747, Andy787, totalstuff and Pat Uhler for being such a laugh, and giving me the push to actually start contributing my own work back in the good old days of the DC board.

Thanks also to my homies in the Review and FAQ boards for continuing support and being all round awesome dudes! fakeplasticmanatree, bloomer, sashanan, ASchultz, MaxH, Vegita, the daremo and Bobo The Clown Love yah all guys!

=====  
\*\*\*\*\* THE END \*\*\*\*\*  
=====