

Tech Romancer Character Move List: Blodia

by BOGS

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Choukousenki Kikaioh

Character move list: BLODIA II Custom (Pilot: Jin Saotome)

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I. REVISION HISTORY

-May 31, 2000 = all the necessities

II. COPYRIGHT AND OTHER LEGAL STUFF

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III. LEGEND & ABBREVIATIONS

-This is based on the Dreamcast (although its makes no difference with the arcade version)

U = up (walks to background)

D = down (walks to foreground)

F = forward

B = Back

F,F = dash forward

B,B = dash back (In Blodia's case, "float" back =D)

A1 = attack 1

A2 = attack 2

J = jump

G = guard

IV. WHY USE BLODIA?

-I'll put the disadvantages first then the advantages. These are based on facts and my personal opinions

DISADVANTAGES:

- Blodia has only a few moves compared to the other robots.
- Blodia has only 3 long range projectile that goes full screen. (All 3 are item based attacks which has a limited number of use.)

ADVANTAGES:

- Although Blodia has only a limited number of moves, all of them are highly usable. In other words, Blodia has no crappy moves.
- Most of Blodia's moves does heavy and mono damage (red, non-repairable damage)
- The 3 item based attacks of Blodia are highly effective. (I'll explain why in the Moves section)
- Blodia's attack can quickly diminish your opponents armor (even when they are blocking)
- Blodia's Final Attack is fast and can be used to "catch" an opponent in the air. (i.e.when your opponent is descending from a jump)

V.BASIC/SPECIAL MOVES, COMMAND, DESCRIPTION, TIPS & RATINGS

- My ratings are 1% being the lowest and 100% being the highest.
- Decrease in Armor Gauge depends on the character. Some robots have strong armor (i.e. Wiseduck), Some are average (i.e. Kikaioh), some have weak armor (i.e. Diana 17). The Armor gauge decrease I refer to in this section is based on the average.
- Take note that Blodia is like an alternate version of Kikaioh. Some of their moves are similar.
- Before continuing, it is best if you first read the Tech romancer basic faq and movelist made by Jeff "CJayC" Veasey so you'll get the hang of the basics. I also used some the terms he used in his faq.

OIUSA (Chase & Kill)

Command = A1+J or A2+J

Description = Blodia jumps on a downed opponent and hits him/her 3 times.

Tips = Immediately do this move when your opponent is about to crash to the ground, so you'll have a higher chance of hitting him/her.

= This move does mono damage and decreases the armor of your opponent by 6%

= Although this move does only minimal damage, its a nice follow-up.

Rating = 80%

VULCAN

Command = A1 or A1,A1

Description = Blodia kneels and fires 3 Vulcan shots in succession. If A1 is pressed 2 times, Blodia will shoot 6 Vulcan shots in succession.

Tips = This moves is best used in mid range due to its limited reach.

= Vulcan automatically follows your opponent. So if your within range, you can hit an opponent while he/she is side stepping or performing a dodge attack.

= This is Blodia's fastest but weakest move (it causes small and repairable damage) and should only be used to interrupt your opponent out of a move he/she is doing.

Rating = 75%

TAI-KARA VULCAN (Ground to Air Vulcan)

Command = B+A1 or B+A1,A1

Description = Blodia points his arm at the sky (45 degrees angle) and shoots 3 rounds of Vulcan in the air. Blodia shoots 6 rounds if A1 is pressed twice.

Tips = This is Blodia's fastest anti-air move. But you shouldn't rely on this move for damage because it is pretty weak.
= Good to use on those people who like to jump at you.

Ratings = 70%

BLODIA UPPER

Command = F+A1

Description = Blodia puts one foot forward and gives the opponent an uppercut that sends them high up in the air.

Tips = Slow start up. So use this if you're sure the opponent is open.
= Does decent damage and opens up tons of combos ability since it floats your opponent very high.
= You should also note the recovery of this move is very slow and in the event your opponent blocks this move, be prepared to take a beating.
= After Blodia Upper connects, immediately follow up with Full Metal Charge to juggle them in the air.

Rating = 80%

IRON NAIL

Command = B, F+A1

Description = Blodia extracts his Wolverine claws then pokes the enemy with it, leaving them stunned.

Tips = Slow start up, fast recovery.
= People tend to underestimate this move. Iron nail has a very good reach (not too long but long enough) and upon impact, opens up a dozen of combo opportunities. (Planet smasher anyone? :P)
= This move stuns the opponent for a short time, so your reaction should be FAST.
= No decrease in Armor Gauge.

Rating = 75%

BLODIA PUNCH

Command = Near opponent, A1,A1,A1

Description = Blodia gives the enemy the ol' 1-2-3 punch.

Tips = Decent speed and damage, and it only causes mono damage.
= When all 3 punches connect (blocked or not blocked), you'll be able to chip off 11% from your opponent's armor gauge.
= After the 3rd punch, follow it up with a Ouisa for added damage.
= This move looks exactly like Kikiah's "Kikiah punch".

Rating = 85%

GATLING ROD

Command = while dashing, A2

Description = Blodia dashes then extracts his Wolverine-like claws, punches the enemy for a 6 hit combo then sending them flying across the screen.

Tips = Overall, this is Blodia's best move.
= Good damage (causes mono damage only) to the enemy's damage bar and armor gauge.
= This move combos for 6 hits, decreasing 11% of your opponent's armor even when they block this move.
= Even when blocked, opponent suffers tick damage not only to their damage bar, but their armor gauge as well.

- = Fast start up and fast recovery.
- = Puts a good distance between you and your opponent, so you don't have to fear any retaliation when they block this move.
- Nonetheless, If you think your opponent is going to retaliate, let him/her eat some Vulcan. =D

Rating = 100%

GIGA CRUSH

Command = A2

Description = Jin Saotome shouts "Dynamite!" then a small explosion surrounds Blodia's body, knocking down anyone whose near him.

- Tips = This move comes out instantly and does decent damage.
- = Any opponent hit by the Giga Crush immediately falls to the floor. You can follow up this move by getting near the downed opponent and doing another Giga Crush. (This move is able to hit all grounded opponent)
 - = The downside of this move is that it should be executed at VERY close range, but as I've said, Blodia should be used as a brawler.
 - = DO NOT use this move as an anti-air.

Rating = 83%

MID-AIR GIGA CRUSH

Command = In mid-air, A2

Description = Jin Saotome shouts "Dyanamite!" then a huge rainbow colored explosion (A perfect 360 degrees I might add) surrounds Blodia's body.

- Tips = Mid-Air Giga Crush can hit for multiple times, depending on the proximity of the enemy.
- = This move is one of Blodia's trickier moves. You can use this in order to attain air superiority, as long as you perform it at the right time.
 - = Slow start-up and slow recovery prevents this move from being the most powerful anti-air move in the game.
 - = The trick to this move is to anticipate when your opponent is going to jump.
 - = Since this move has a 360 degrees explosion radius, it means you can hit the enemy anywhere (above, under you etc.) as long as he is within the blast radius. You can confuse your opponent by jumping alot(think cross overs and jump-ins) then Giga Crush them to death.
 - = The nearer your opponent is to you, the more hits this move does.
 - = You can also use this move to distance yourself away from the enemy. While on the ground, press B,B, then while backing up (note that Blodia's feet is NOT touching the ground) press A2. What happens is that Blodia performs the mid air Giga Crush while he is backing up. Cool eh? (at least I thought so)

Rating = 85%

BLODIA KICK

Command = In mid-air, A1

Description = Blodia pauses in mid-air then dashes diagonally down with a flying kick.

- Tips = decent start-up but if the enemy is able to block it, your dead.
- = Automatically homes on the opponent. But if it misses, long recovery.
 - = When executed, very fast and causes good damage (mono damage only) The damage this move inflicts is worth risking its slow

recovery.

= Decreases 10% of your enemy's Armor gauge even when blocked.

= Looks exactly the same as Kikaioh's "Kikaioh kick".

Rating = 80%

FULL METAL CHARGE

Command = A1+A2

Description = Blodia charges the enemy vertically forcing them upwards.

Tips = This move can be used on the ground or as an anti-air attack.

= You can pull out a maximum of 6 hits from this move. Decreases 11% of your opponent's Armour if it is not blocked and 4% if it is blocked.

= Highly damaging move (also causes mono damage only). Good juggling move.

= decent startup but slow recovery since you'll be coming down from the air.

= Must be done at close range.

Rating = 85%

PLANET SMASHER

Command = B,F+A1+A2 (requires at least 1 super bar)

Description = Blodia punches the enemy 4 times then performs the Full Metal Charge.

Tips = Highly damaging move, causes only mono damage, decreases 13% if not blocked and 9% if blocked. Blodia's best super move.

= Always remember once executed, this move instantly comes out.

= If you were able to block your opponent's 1-2-3 punch, immediately use Planet Smasher, it will connect 100%!

= In summary, use this move only after blocking an opponent's attack (as long as your close enough that is).

Rating = 95%

MUTORIKKUSUPORU CANNON

Command = F,B+A1+A2 (requires at least one super bar)

Description = Blodia plants his fist to the ground then a wave of energy shoots from it.

Tips = Long range projectile attack that hits 5 to 9 times depending on your distance from the enemy.

= Decent start up but not as fast as Planet Smasher

= Good damage but half of it is yellow damage (repairable damage).

= Safe to use because it pushes your opponent to the opposite edge of the screen even when blocked.

Rating = 80%

ITEM ATTACK: Yellow - B. BOMB

Command = Slect the big missile icon then press A1+A2+J

Description = Blodia throws a BIG atomic bomb at the enemy causing a big explosion.

Tips = Bomb can travel to the edge of the screen.

= Good damage but half of it is yellow damage. So if the bomb connects, immediately follw it up with Ouisa or any other move as long as you capitalize on the damage (remember yellow damage heals over time, so attack!).

= Never use this at close range due to its slow start up.

= This item attack can be used only once before it is depleted.

Ratings = 75%

ITEM ATTACK: Blue - SUPER 8 BOMB

Command = Select the round-shaped bomb icon then A1+A2+J

Description = Blodia picks up a bomb a throws at the enemy. Upon

contact, the bomb ricochets off the enemy then explodes.

- Tips = Can be used at close range or long range. But preferably should be used at close range since at close range, it hits 3 times instead of the normal 2 times.
- = Start up is fast enough to use at close range and safe to use even when blocked since the bomb will explode a few seconds AFTER it hits your blocking opponent therefore giving you enough time to dish out another attack.
 - = Decreases the armor gauge by 2% if it hits 2 times, and 8% if it hits 3 times.
 - = This item attack can be used 3 times before it is depleted.

Rating = 85%

ITEM ATTACK: Red - B. BEAM

Command = Select the gun icon then press A1+A2+J

Description = Blodia backs up a little as a cannon appears on his shoulder, then while Jin Saotome shouts "BEEEEAAAMMM!!", a stream of plasma energy fires from the cannon.

- Tips = Decent start up and decent damage.
- = Best used at mid or long range. The beam travels to the edge of the screen.
 - = DO NOT use at close range since the start up and recovery can leave you open for an attack.
 - = Beam hits 3 to 5 times depending on the distance between you and your opponent.
 - = This item attack can be used 3 times before it is depleted.
 - = This is the weakest beam-type projectile in the game, but since this is Blodia's only beam type projectile, I'm giving this a high score.

Rating = 95%

DODGE ATTACK

Command = A1+G or A2+G

Description = A1 version - Blodia side steps then performs a shoulder ram that sends the opponent FAR across the screen.

= A2 version - Blodia sides steps then performs the gatling rod.

- Tips = Not much to talk about. Just anticipate the move of your opponent, if you think they're going for a projectile based attack, Dodge Attack!!
- = A1 version hits only once and causes more damage than the A2 version but has a shorter range. Decreases 12% on opponent's armor gauge even when blocked.
 - = A2 version has same range and causes damage similar to the dashing gatling rod. It is safer to use the A2 version.
 - = Both versions have fast start up.

Rating = 90 %

FINAL ATTACK

Command: When available press A1+A2+J+G

Description = Blodia extracts his claws, sticks it to the enemy. He then holds the enemy above his head, shoots a few rounds of Vulcan into his/her body, throws him/her in the air, jumps and rams him/her in mid air.

- Tips = Blodia's final attack is fast and has good range.
- = You can use this to "catch" your opponent while he/she is descending from a jump or crashing to the ground. (i.e. If Blodia upper connects, until he/she is falling perform the final attack. The best time is if he/she is a inches above Blodia's

head.)

Rating = As far as Final attacks go, 100%

OVERALL STRATEGY:

- Always remember that Blodia is a brawler and is best used in close range.
- Always be on the offensive when using Blodia.
- It is good to mix up his moves, dodge attack occassionally.
- Be familiar with the range of all of Blodia's attack to be more effective.
- If given the chance use the Gatling Rod. It causes good damage to the life bar and armor gauge even when blocked.
- If you find an opening, perform the Planet Smasher for mega damage.

VI. ACKNOWLEDGEMENT AND SOME PERSONAL INFO

- THANKS to "CJayC" for providing the basic info on his Techromancer guide. I used the terminology and moves name he made on his faq.
- THANKS again to "CJayC" for hosting my faq.
- A very big THANK YOU to "Jorweeck Jones" for lending me his japanese copy of Tech Romancer and for making a Tech Romancer fan out of me.
- And of course the biggest THANK YOU goes to THE MAN UPSTAIRS for giving me the chance to enjoy life and writing this faq.

- Any comments can be e-mailed to me at bogs@i-manila.com.ph
- Oh, and if by chance you live in the Philippines, go and visit the most hip and kick ass store that sells VIDEO GAMES and CELLULAR PHONES: GAMES & GADGETS
- Don't know where it is? Drop me an e-mail and I'll tell you. :)
- And to anyone out there who doesn't have a DREAMCAST, GO OUT AND BUY YOURSELF ONE NOW!
- I'm CHINESE, I live in the PHILIPPINES and pretty damn proud of it! :)

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