Vampire Chronicle For Matching Service Type Select FAQ

by FusionJack

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Dreamcast's Vampire Chronicle For Matching Service (import)
Type Select FAQ - Version 1.27
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By FusionJack
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TABLE OF CONTENTS:
------------------

1) Introduction

2) General Type Differences
    - Vampire Type
    - Hunter Type
    - Savior Type
    - Savior2 Type

3) Individual Type Differences
    - Anakaris
    - Aulbath (Rikuo)
    - Bishamon
    - Bulleta (B.B.Hood)
    - Demitri
    - Donovan
    - Felicia
    - Gallon (Jon Talbain)
    - Jedah
    - Lei-Lei (Hsien-Ko)
    - Lilith
    - Morrigan
    - Phobos (Huitzil)
    - Pyron
    - Q-Bee
    - Sasquatch
    - Victor
    - Zabel (Lord Raptor)

4) Hidden Characters' Type Info
    - Oboro Bishamon
    - Shadow
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   - Marionette

5) Miscellaneous
   - Version History
   - Credits
   - Contact

Started on February 7, 2001



+-----------------+
| 1) Introduction |
+-----------------+

   This is an in-depth FAQ made for hardcore fans of the Vampire series, that
is, the owners of Vampire Chronicle For Matching service, japanese-only release
for Sega Dreamcast. As you probably know, Vampire Chronicle is the latest
installment of the awesome Darkstalkers/Vampire saga, and it's basically an
enhanced version of Vampire Savior 2 that incorporates elements from all
Vampire games ever released. How did Capcom pull this off? Well, you get to
choose among three different modes of play, each from a different Vampire game
(Vampire, Hunter and Savior), and every character is available in four versions
(Vampire, Hunter, Savior and Savior2), each with a different set of moves and
abilities from one of the released Vampire games (unfortunately there isn't a
Vampire Hunter 2 type).
   In this FAQ, I'll try to list the main differences among each of the four
types, and individual changes in each character's movelist as well. Take note
that this document's main purpose is to complement existing Vampire Chronicle
FAQ/Movelists available on the internet, so I won't be detailing all moves for
every character and some other aspects of the game which you can find listed in
such documents. Also, remember that this FAQ is meant for those who really love
the Vampire series, and it's much more useful if you're familiar with the
previously released Vampire/Darkstalkers games.

   HOW TO SELECT YOUR CHARACTER'S TYPE:
   On the character select screen, after choosing the playing mode (Vampire,
Hunter or Savior), highlight your desired character and select him/her with any
button. Select the game speed and auto setting (on or off). Then, choose among
Vampire Type, Hunter Type, Savior Type and Savior2 Type.



+----------------------------+
| 2) General Type Differences |
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   VAMPIRE TYPE
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   Vampire-Type characters will play with moves from the first Vampire/
Darkstalkers. Characters that weren't selectable in the original game (such as
Donovan and Bulleta) can still play with this type on, with simplified
movelists and there you go.
   Notice that characters playing with Vampire-Type moves can only do weak-to-
strong chains (LP or LK --> MP or MK --> HP or HK) and are unable to perform
pursuit attacks and Dark Forces. Also, characters that were in the original
game have their classic BGM when they're playing on training mode, on the 2P
controller in versus mode, or when they're controlled by the CPU.
   Author's comments - You will find yourself playing with this type mostly due
to nostalgia, but some characters do gain interesting properties in their
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Vampire version (like Lilith and Lei-Lei). Some of them, though, just plain suck (like Jedah). Besides, the many limitations imposed by this type can make matches against the other three types slightly unbalanced.

  HUNTER TYPE

  Hunter-Type characters will play with moves from the first sequel of Vampire/ Darkstalkers: Vampire Hunter/NightWarriors. Characters that weren't selectable back in the original game, like Jedah, can still be selected with this type on; notice that they'll have less moves and some other differences.
  Characters playing with the Hunter type can do full ground chain combos and also pursuit attacks (u + K); they can't, however, perform Dark Forces. Also, characters that were selectable in the original Vampire Hunter/NightWarriors have their hunter BGM when they're playing on training mode, on the 2P controller in versus mode, or when they're controlled by the CPU.
  Author's comments - Vampire Hunter was actually the first Vampire game I've ever played, and by mastering this game (which formed the basis of the latter installments of the series), you can easily become a champion on every available Darkstalkers. Hunter-Type characters hold well against the other types and are very well-balanced, and many characters live up to their full potential only when playing in their Hunter version (especially Demitri and Sasquatch).

  SAVIOR TYPE

  Savior-Type characters will play with moves from the third installment of the Vampire series, Vampire Savior (that includes the Sega Saturn version, which, unlike the arcade version, had Donovan, Phobos and Pyron).
  Characters playing with the Savior Type can perform pursuit attacks (u + P or K), full ground chain combos and aerial chain combos (notice the considerably shorter length of the jumping light attacks). Also, every character has the ability to activate a Dark Force by pressing one punch button and one kick button of the same strength at the same time (if you have at least one level of special energy). During a Dark Force, your character will execute a specific action (such as flying) for a limited amount of time, or until you press P+K again. In addition, all characters can taunt by pressing A + START (default keys).
  Author's comments - Altough Vampire Savior isn't the latest game of the Vampire series, the Savior Type surely is the most complete of the available types. Once you get used to performing aerial chains, you'll have a hard time playing even with the Savior2 Type (especially with Bulleta and Lilith).

  SAVIOR2 TYPE

  Savior2-Type characters will play with moves Vampire Savior 2, japanese arcade title released along with Vampire Hunter 2.
  Characters playing with the Savior2 Type can perform pursuit attacks (u + P or K) and full ground chains, but can't perform aerial chain combos (although the jumping light attacks still have quick recovery time). Also, every character has the ability to activate the Dark Force by pressing a punch and a kick button of the same strength at the same time (if you have at least two levels of special energy). During Dark Force, your regular attacks, special attacks, Enhanced Specials (ES) and Extra Specials (EX) will do more damage, and some EX specials will even have different animation and hit a couple of times more. In addition, all characters can taunt by pressing A + START (default keys).
  Author's comments - Savior2 isn't exactly an improved version of Savior Type;

sure, most characters even keep their old Dark Forces with different commands
in addition to the new one, but they lack aerial chains and the upgraded EX
moves are too costly (minimum of three special gauges), not to mention that
they're impossible to perform in Vampire Mode. Some characters, though,
compensate this by gaining extra moves and a few other improvements (like Jedah
and Victor).


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| 3) Individual Type Differences |
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f - Forward
b - Back
d - Down
u - Up
df - Down-Forward
db - Down-Back
uf - Up-Forward
ub - Up-Back
LP - Light Punch
LK - Light Kick
MP - Medium Punch
MK - Medium Kick
HP - Hard Punch
HK - Hard Kick
P - Any punch button
K - Any kick button
PP - Any two punch buttons at the same time
KK - Any two kick buttons at the same time
PPP - All three punch buttons at the same time
KKK - All three kick buttons at the same time
P+K - A punch and a kick button of the same strength at the same time
[h] - Hold for one second
360 - Rotate the D-pad 360 degrees
ub~uf - Press either ub, u or uf.

Please take note that this is not a Vampire Chronicle movelist. For more
information about characters' move names and motions, go to www.gamefaqs.com
and read their galore of Vampire-series FAQs.


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  A N A K A R I S
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  Vampire Type: - Can't use the Pharaoh Warp and Togame no Ana.
                - Coffin Dance is performed with PPP (close) or KKK (far) and
                  can't be used during jump. Also, there's no ES version for
                  this move in this type.
                - Kotodama Kaeshi (absorb fireball) is performed with
                  f, df, d, db, b + P. Again, can't be used during jump.
                - Pharaoh Curse is performed with f, db, d, df + P during jump.
                  It doesn't have an ES version in this type.
                - Cobra Blow is performed with f, b, f + P and can't be an ES.
                - Pharaoh Magic is his only EX move and has different animation
                  (simpler fireballs, smaller coffin). Also, it can't be used
                  during jump.
                - Doesn't have a guard reversal.

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   Hunter Type: - Can use the Pharaoh Warp.
                - Can't use Togame no Ana.
                - Coffin Dance is performed by pressing P+K; the strength of the
                  buttons pressed determines where the coffin will fall (light -
                  closest / hard - farthest). ES version can be performed by
                  pressing two punch buttons and two kick buttons at the same
                  time. Still can't be used during jump, though.
                - Kotodama Kaeshi (absorb fireball) is performed with
                  d, db, b + K and can be used while in air.
                - Pharaoh Curse is performed with d, df, f + P during jump.
                - Cobra Blow is performed with b, f + P.
                - Has three EX moves: Pharaoh Magic, Naraku no Ana and Pharaoh
                  Split.
                - Pharaoh Magic has different animation (funny icons swirl
                  around the fireballs, huge coffin falls on the victim).
                - The Pharaoh Split is performed with LP, LP, d, MK, HK.
                - Doesn't have a guard reversal.

   Savior Type: - Can use the Pharaoh Warp and Togame no Ana.
                - Coffin Dance is performed with d, d + any button; the button
                  pressed determines where the coffin will fall (LP - closest /
                  HK - farthest). Can be an ES (d, d + PP or KK) and can be
                  performed while in air.
                - Kotodama Kaeshi, Pharaoh Curse and Cobra Blow are the same as
                  in Hunter Type.
                - Has five EX moves: Pharaoh Magic, Pharaoh Salvation, Pharaoh
                  Decoration, Naraku no Ana and Shinjitsu no Oshie. Pharaoh
                  Split is his Dark Force (press P+K).
                - Pharaoh Magic has different animation (funny icons are thrown
                  in the middle of the fireball, huge coffin falls on the
                  victim) and does less damage than Vampire type or Hunter
                  type. Also, you can hold A + Start during the move so the
                  coffin will fall upside-down.
                - Shinjitsu no Oshie is his guard reversal.

   Savior2 Type: Same as Savior Type, with some minor differences:
                - The Pharaoh Split is performed with LP, LP, d, MK, HK.
                - Naraku no Ana changes if used during Dark Force (the victim
                  gets inside Anakaris' coffin for a stronger version of his
                  Miira Drop).


   AUTHOR'S COMMENTS:
   Anakaris only got better throughout the Vampire series, so, naturally,
Savior2 Type is the winner. Vampire Type's complicated controller motions and
lack of ES moves won't make winning matches any easier, and Hunter Type,
although consistent, pales before the last two types. Besides, you can only
perform the wacky Royal Procession and the alternative endings of the Pharaoh
EX moves in Savior or Savior2 types, so why spoil the fun?



===============================================================================
  A U L B A T H   ( R I K U O )
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   Vampire Type: - Can't perform air throw.
                 - Differences in set of normal moves:
                   . The jumping HK is a downward spinning kick.
                   . On the jumping MP, Aulbath attacks with his arm's fin.
                   . The low HP is a 1-hit attack.
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                         . The first hit of standing MP can be cancelled into a
                           special move.
                       - Sonic Wave is performed with d, df, f + P and doesn't have an
                         ES version in this type. It's also his guard reversal.
                       - Poison Breath is performed with b, db, d, df, f + K and has
                         short range. The ES version of this move creates a moving
                         cloud of gas.
                       - Can perform Screw Jet.
                       - Aqua Spread is his only EX move and must be performed with
                         f, df, d + PPP or KKK.


  Hunter Type: - Differences in set of normal moves:
                       . Jumping HK and jumping MP are the same as in Vampire Type.
                       . The low HP is a 2-hit attack.
                       . Can't cancel out of standing MP.
                     - Sonic Wave is performed with d, df, f + P. It's also his
                       guard reversal.
                     - Poison Breath is performed with d, df, f + K but works just
                       like in Vampire Type.
                     - Can perform Screw Jet.
                     - Has four EX moves: Aqua Spread, Sea Rage, Water Jail and
                       Direct Scissors.
                     - Aqua Spread is performed with f, df, d + PP or KK. In this
                       type, it cannot be used while the giant bubble of Water Jail
                       is on screen.


  Savior Type: - Differences in set of normal moves:
                       . The jumping HK has the same animation of the jumping MK;
                         the old jumping HK can be performed by pressing d + HK
                         while in air.
                       . On the jumping MP, Aulbath attacks with a fish spine.
                       . The low HP is a 2-hit attack.
                       . Can't cancel out of standing MP.
                     - Sonic Wave is performed with [h] b, f + P.
                     - Poison Breath is performed with [h] b, f + K and has
                       controllable range (it depends on the button used for this
                       move). The ES version forms a large cloud of gas.
                     - There's an additional way to perform Trick Fish: f, d, df + K.
                       This is also his guard reversal.
                     - Can't perform Screw Jet.
                     - Has four EX moves: Aqua Spread, Sea Rage, Water Jail and
                       Direct Scissors. Ocean Rave is his Dark Force (press P+K).
                     - Aqua Spread is performed with f, df, d + PP or KK. Can be
                       used during Water Jail.


  Savior2 Type: Same as Savior type, with some minor differences:
                     - Can't perform Ocean Rave.
                     - The bubble created after Water Jail is used pops after a
                       short amount of time if it doesn't hit the opponent.
                     - Aqua Spread changes if used during Dark Force (two columns
                       of water hit the victim).


  AUTHOR'S COMMENTS:
    Aulbath is a solid character in any type, but he was certainly improved after
Vampire Savior was released. Oddly enough, though, he's more enjoyable in
Hunter Type than in Savior2 Type, which can be explained by the limitation of
Water Jail in Savior2 (which totally kills any chance of comboing this move
after Sea Rage) and the easy-to-perform Sonic Wave and Poison Breath from
Hunter. In spite of all this, Savior Type should be your first choice.
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  B I S H A M O N
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  Vampire Type: - You can't chain another hit after f + MK is used in a combo.
                - Kuchuu Karame Dama is performed with u, uf, f + P during
                  vertical jump. It doesn't have an ES version in this type.
                - Can't perform Karame Dama (on the ground).
                - Can perform Hane Ha, but it doesn't have an ES version.
                - Tsuji Hayate must be used after Hane Ha and it doesn't have
                  an ES version.
                - Kaeshi Ha is performed with d, db, b + P after stabbing the
                  victim with Hane Ha.
                - Kienzan hits up to three times and can only be used after
                  Kaeshi Ha, when you land after a stand-up recovery or
                  immediatly after Bishamon is hit.
                - In the ES version of Iai giri, Bishamon slashes only once.
                  The 3-slash version can be performed with [h] b, f, b,
                  f + PP or KK.
                - The Kirisuite Gomen is performed with f, df, d, db, df + P
                  when close.
                - Oni Kubi Hineri is his only EX move and it must be performed
                  with f, df, d, db + PP. It can be blocked if the opponent is
                  standing far enough.


  Hunter Type: - Can't perform Karame Dama (on the ground).
                - Can perform Hane Ha. It has a cool ES version, the Suicide
                  Sword.
                - Kuchuu Karame Dama is performed with u, uf, f + P on air and
                  can be used during diagonal jump.
                - Tsuji hayate is the same as in Vampire Type.
                - Kaeshi Ha is performed with b + P after stabbing the victim
                  with Hane Ha.
                - Kienzan hits only once and can only be used after Kaeshi Ha,
                  as a guard reversal or after landing from a jump or a stand-up
                  recovery.
                - In the ES version of Gedan Iaigiri, Bishamon will slash three
                  times.
                - Kirisuite Gomen is performed with 360 + P when close.
                - Has two EX moves: Oni Kubi Hineri and Tsurane Kiri.
                - Oni Kubi Hineri is performed with f, df, d, db, b + PP. It can
                  be blocked if the opponent is standing far enough.


  Savior Type: - Can't perform Hane Ha.
                - Can perform Karame Dama (b, db, d, df, f + P), and Kuchuu
                  Karame Dama with the same command, only during jump.
                - The Tsuji Hayate can be performed after either Karame Dama
                  moves (ground or air) have stunned the opponent. Also, it has
                  an ES version, a different version of the Suicide Sword.
                - Kaeshi Ha is performed with b + P after stunning the opponent
                  with a Karame Dama move.
                - Kienzan and Gedan Iaigiri are the same as in Hunter Type.
                - Kirisuite Gomen is performed with 360 + MP or HP when close.
                - Has three EX moves: Oni Kubi Hineri, Enma Ishi and Togakubi
                  Sarashi. Kogane Katabira is his Dark Force (press P+K).
                - Oni Kubi Hineri is performed with f, df, d, db, b + PP. It
                  has less range than in Vampire and Hunter types, but it's
                  totally unblockable.
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        Savior2 Type: Same as Savior type, with some minor differences:
                      - Can't perform Kogane Katabira.
                      - Togakubi Sarashi changes if used during Dark Force
                        (Bishamon slashes the downed enemy several more times).


   AUTHOR'S COMMENTS:
   Here's a tough one... Well, the ability of following an aerial Karame Dama
with Tsuji Hayate is the best reason to play with Bishamon in Savior or Savior2
Type, but Hunter Type's Tsurane Kiri EX is much cooler and easier to connect
than Savior/Savior2 Type's Enma Ishi, especially if it's used close to the
corner Bishamon is facing. Still, all types are strong and it's up to you to
make the choice, but you're gonna need some more training if you plan to use
Vampire Type.



===============================================================================
   B U L L E T A   ( B. B. H O O D )
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   Vampire Type: - Missile attacks are much easier to perform (Wheeeee!):
                   . Smile & Missile: d, df, f + P or K
                   . Happy & Missile: d, df, f + P during jump.
                 - Beautiful Memory is her only EX move.

   Hunter Type: - Missile attacks are still much easier to perform (Yahoo!):
                  . Smile & Missile: d, df, f + P or K
                  . Happy & Missile: d, df, f + P during jump.
                - Cool Hunting and Apple For You are her two EX moves.

   Savior Type: - Missile attacks are charge-up moves:
                  . Smile & Missile: [h] b, f + P or K
                  . Happy & Missile: [h] d, u + P
                - Has three EX moves: Cool Hunting, Beautiful Memory and Apple
                  For You. Killing Time is her Dark Force (press P+K).

   Savior2 Type: - Missile attacks are charge-up moves:
                   . Smile & Missile: [h] b, f + P or K
                   . Happy & Missile: [h] d, u + P
                 - Has four EX moves: Cool Hunting, Beautiful Memory, Apple For
                   You and Nice Doll.
                 - Apple For You changes if used during Dark force (Bulleta
                   throws several more apples at the victim).

   AUTHOR'S COMMENTS:
   Bulleta's four types are equally interesting and have their pros and cons.
You can play with Hunter Type if you really enjoy the quarter-circle missiles
(I know I do), but you'll have to play with Vampire Type if you want to use the
Beautiful Memory. Savior2 Type has a new EX move, but only in Savior Type you
can torment the enemy with her endless aerial chains. You see, there's nowhere
to run. Bulleta's got you cornered!



===============================================================================
   D E M I T R I
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   Vampire Type: - Lacks MK/HK throw and air throw.
                 - Chaos Flare has its classic flaming animation and burns the
                   victim when it hits. ES version is a huge demon-shaped
                   fireball and hits two times.
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                        - ES Demon Cradle hits up to 5 times.
                        - Midnight Pleasure is his only EX move and must be performed
                          with d, f, df + PPP. It costs only 1 energy gauge.

   Hunter Type: - Lacks MK/HK throw.
                - Chaos Flare has its classic flaming animation and burns the
                  victim when it hits. ES version is a huge demon-shaped
                  fireball and hits up to three times.
                - ES Demon Cradle hits up to 7 times.
                - Has two EX moves: Demon Blast and Midnight Pleasure.
                - Midnight Pleasure is performed with d, f, df + PP and costs 1
                  level of your special gauge.

   Savior Type: - When Chaos Flare is performed, Demitri hurls a bat surrounded
                  by flames that sucks blood from the victim when it hits. The
                  ES version of this move doesn't have different animation.
                - ES Demon Cradle hits up to 8 times.
                - Has three EX moves: Demon Billion, Midnight Bliss and Midnight
                  Pleasure. Dark Side Master is his Dark Force (press P+K)
                - Midnight Pleasure is performed with LP, MP, f, MK, MK and
                  costs two levels of your special gauge. It does more damage
                  than its Vampire/Hunter variation.

  Savior2 Type: Same as Savior Type, with some minor differences:
                - Dark Side Master is performed with b, d, db + KK.
                - Demon Billion changes when performed during Dark Force (it
                  becomes the Demon Blast EX from Hunter Type).

   AUTHOR'S COMMENTS:
   Hunter-Type Demitri, with the burning Chaos Flare, Demon Blast and easy
Midnight Pleasure, is the winner. Sure, Savior and Savior2 types have the wacky
Midnight Bliss, but Dark Side Master isn't very useful and Demon Billion is
merely a toned-down Demon Blast. Vampire Type is consistent, but it's not as
strong as the other three types.


===============================================================================
   D O N O V A N
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   Vampire Type: - Has a totally unique set of jumping attacks:
                  . Jumping LP: attacks with his palm.
                  . Jumping MP: strikes downward with his rosary.
                  . Jumping HP: strikes forward with his rosary.
                  . Jumping LK & MK: kicks downward.
                  . Jumping HK: kicks forward. Same animation of his hop kick
                    (f + HK on the ground).
                - Killshred is performed with P+K (lay sword and attack). The
                  sword is always laid where Donovan is. The strength of the
                  buttons pressed when attacking determines how far the sword
                  will travel. Normal version hits once and ES version hits
                  three times.
                - Can't perform Killshred: Lightning Fall.
                - Change Immortal is his only EX move.

   Hunter Type: - Has default set of jumping attacks:
                  . Jumping LP: strikes downward with his rosary.
                  . Jumping MP: strikes forward with his rosary.
                  . Jumping HP: strikes upward with his rosary.
                  . Jumping LK & MK: attacks with his palm.
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                              . Jumping HK: kicks downward.
                    - Killshred is performed with P+K (lay sword and attack). The
                      sword is always laid where Donovan is. The strength of the
                      buttons pressed when attacking determines how far the sword
                      will travel. Normal version hits three times and ES version
                      up to six times.
                    - Can't perform Killshred: Lightning Fall.
                    - Has two EX moves: Press Of Death and Change Immortal.

   Savior Type: - Has default set of jumping attacks (see Hunter Type).
                    - Killshred is performed with d, db, b + K (lay sword and
                      attack). The button used to lay the sword down determines its
                      position on the screen (LK - left corner, MK - where Donovan
                      is, HK - right corner). The kick button used for the attack
                      determines how far the sword will travel. Normal version hits
                      three times and ES version up to six times.
                    - Can perform Killshred: Lightning Fall after Killshred: Lay
                      Sword.
                    - Has two EX moves: Press Of Death and Change Immortal.
                      Slayshred is his Dark Force (press P+K).

   Savior2 Type: - Has default set of jumping attacks (see Hunter Type).
                    - Killshred is performed with d, db b + K (lay sword and
                      attack). The button used to lay the sword down determines the
                      distance between Donovan and the sword (LK - closest /
                      HK - farthest ahead). The kick button used for the attack
                      determines how far the sword will travel. Normal version hits
                      three times and ES version up to six times).
                    - Can perform Killshred: Lightning Fall after Killshred: Lay
                      Sword.
                    - Has three EX moves: Press Of Death, Change Immortal and
                      Slayshred.
                    - Slayshred is performed with b, d, db + KK.
                    - Press Of Death changes if used during Dark Force (the giant
                      stomps the victim twice).


   AUTHOR'S COMMENTS:
   Vampire Type's new jumping attacks can be fun for a while, but stay with the
other three types if you're looking for some solid gameplay, especially Savior2
Type, which is the most complete and has the best ways to perform the Killshred
moves.



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   F E L I C I A
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   Vampire Type: - Can't perform Cat Spike, EX Charge, Toy Touch and Head Ride.
                    - Can perform Rolling Scratch and Sand Splash.
                    - Rolling Buckler is performed with b, db, d, df + P and has
                      different animation (Felicia hops in the beginning). Also,
                      the rolling animation of this move hits up to three times.
                    - Rolling Scratch is performed with f, df, d, db + P.
                    - Delta Kick is performed with b, d, db + K and has different
                      animation (Felicia attacks with her paws on the way up). ES
                      version hits only twice.
                    - Sand Splash is her guard reversal.
                    - Dancing Flash is her only EX move and it's performed with
                      d, df, f, b, db, d + PPP.
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  Hunter Type: - Can't perform Cat Spike, EX Charge, Toy Touch and Head Ride.
               - Can perform Rolling Scratch and Sand Splash.
               - Rolling Buckler is performed with d, df, f + P. The rolling
                 animation hits only once.
               - Rolling Scratch is performed with d, db, b + P.
               - Delta Kick is performed with b, d, db + K. ES version hits up
                 to six times.
               - Sand Splash is her guard reversal.
               - Has two EX moves: Dancing Flash and Please Help Me.
               - Dancing Flash is performed with f, d, df + PP.
               - Please Help Me doesn't have variations; any two kick buttons
                 will summon a running kitty. The helper won't bounce back if
                 the opponent defends the move, so Felicia recovers fast.


  Savior Type: - Can't perform Rolling Scratch and Sand Splash.
               - Can perform Cat Spike, EX Charge, Toy Touch and Head Ride.
               - Rolling Buckler and Delta Kick are the same as in Hunter Type.
               - Has two EX moves: Dancing Flash and Please Help Me. Kitty The
                 Helper is her Dark Force (press P+K).
               - Dancing Flash is performed with b, db, d, df, f + PP.
               - Please Help Me has three variations according to the buttons
                 used to perform the move (they determine where the kitty will
                 strike). The helper will run all the way back if the opponent
                 defends the attack, and Felicia won't recover until the kitty
                 is out of the screen.


  Savior2 Type: Same as Savior Type, with some minor differences:
                - Kitty The Helper is performed with b, d, db + KK.
                - Dancing Flash changes when used during Dark Force (Felicia
                  throws a 'Neko Punch' after the uppercut).


  AUTHOR'S COMMENTS:
    Savior and Savior2 types have more funny moves and Kitty the Helper, an
excellent Dark Force for advanced combos, while Hunter Type's got Sand Splash
(I really missed this move in Vampire Savior) and safer Please Help Me. You'll
find yourself playing mostly with these types, but she's also quite interesting
in Vampire Type, just watch out for the different Delta Kick, which is harder
to hit.



================================================================================
  G A L L O N   ( J O N   T A L B A I N )
================================================================================


  Vampire Type: - Differences in set of normal moves (I'm too lazy to list all
                  of them here).
                - Can't use Quick Move.
                - The Beast Cannon attacks are not regular moves; instead,
                  Gallon has the super-crappy Beast Rush moves (can't redirect;
                  ES versions hit three times).
                - Downward Beast Rush is performed with f, df, d + P during
                  jump.
                - Can't perform Million Flicker.
                - The Beast Cannon is his EX move (eeek!) and it can be done in
                  three different ways:
                  . Forward: b, db, d, df, f + PP, redirect with uf + P or
                    ub + P.
                  . Upward/Angled: d, db, uf + PP, redirect with uf + P or
                    df + P.
                  . Downward/Angled: ub, b, db, d, df + PP (in air), redirect
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                                  with uf + P or df + P.

  Hunter Type: - Differences in set of normal moves (I'm too lazy to list all
                 of them here).
               - Can't use Quick Move.
               - No more Beast Rush, Beast Cannon is a regular special move,
                 and it can be redirected any way you want.
               - Downward Beast Cannon is performed with, uf, f, df + P during
                 jump.
               - Million Flicker is Hunter-animated (Gallon attacks with both
                 hands) and its animation doesn't change in ES version.
               - Has two EX moves: Dragon Cannon and Mirage Body.
               - Dragon Cannon is performed with f, df, d, db, b + PP (Gallon
                 summons a chinese dragon).
               - Mirage Body is performed with b, db, d, df, f + KK.

  Savior Type: - Differences in set of normal moves (I'm too lazy to list all
                 of them here).
               - Can use Quick Move.
               - Beast Cannon is the same as in Hunter Type.
               - Downward Beast Cannon is performed with d, df, f + P during
                 jump.
               - Million Flicker is Savior-animated (Gallon attacks using one
                 hand), but ES version uses the Hunter animation. This move can
                 be prolonged if you tap P.
               - Has two EX moves: Dragon Cannon and Moment Slice. Mirage Body
                 is his Dark Force (press P+K).
               - Dragon Cannon is performed with b, db, d, df, f + KK. (Gallon
                 summons a spiral of flaming dragons).

  Savior2 Type: Same as Savior Type, with some minor differences:
                     - Dragon Cannon is performed with b, db, d, df, f + PP.
                     - Mirage Body is performed with b, db, d, df, f + KK.
                     - Moment Slice changes if used during Dark Force (Gallon
                       performs a cool 8-hit combo).


  AUTHOR'S COMMENTS:
    Even though I can't see any greatness in Vampire-Type Gallon, old-school
gamers will be glad to notice that Capcom did a flawless job in reproducing
his old moves and playing style. But if you're planning to thrash whoever
crosses your way, Hunter Type is your choice. Savior and Savior2 are nice
choices too, but only on Hunter you'll get the most out of Mirage Body, not to
mention that his Dragon Cannon looks much better (at least in my opinion).



================================================================================
  J E D A H
================================================================================


  Vampire Type: - Normal dash can be controlled (press up or down during it).
                - The punch button used for Dio=Sega determines its horizontal
                  range.
                - Balzo=Perdono is performed with f, f during jump.
                - Spregio can only be used as a guard reversal.
                - Prova=di=Servo is his only EX move.

  Hunter Type: - Normal dash can be controlled (press up or down during it).
               - The punch button used for Dio=Sega determines its horizontal
                 range.
               - Balzo=Perdono is performed with f, f during jump.
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                       - Spregio can only be used as a guard reversal.
                       - Has two EX moves: Prova=di=Servo and Finale=Rosso.

   Savior Type: - Can't control the direction of his normal dash.
                       - The punch button used for Dio=Sega determines its height.
                       - Balzo=Perdono is performed with f, f during jump.
                       - Spregio can only be used as a guard reversal.
                       - Has two EX moves: Prova=di=Servo and Finale=Rosso. Santuario
                         is his Dark Force (press P+K).

   Savior2 Type: - Can't control the direction of his normal dash.
                       - The punch button used for Dio=Sega determines its height.
                       - Balzo=Perdono has controllable height: press f, uf (top of
                         screen), f, f (normal height) or f, df (skydive).
                       - Spregio can be used as a regular special attack anytime.
                       - Has three EX moves: Prova=di=Servo, Finale=Rosso and
                         Santuario.
                       - Santuario is performed with b, d, db + KK.
                       - Prova=di=Servo changes if used during Dark force (Jedah slams
                         the victim several more times before he signs the contract).

   AUTHOR'S COMMENTS:
   Savior2 Type really seems to have an edge over the other ones; with the
ability of performing Spregio anytime, Jedah effectively gains a new special
move, not to mention that he can perform nearly every move from his other
incarnations. The one type that is simply pointless is Vampire. Stay away from
this one: it's exactly like Hunter Type, only with one less EX move and all
general limitations from Vampire Type. And you can't even play with it for
nostalgia reasons, since Jedah wasn't even in the first game!!!


===============================================================================
   L E I - L E I   ( H S I E N - K O )
===============================================================================

   Vampire Type: - Dash moves have different properties in this type:
                       . Doesn't become invisible during forward ground dash.
                       . Lei-Lei will stay moving forward for a short amount of time
                         if she uses an attack during air dash.
                     - When Ankihou is performed, Lei-Lei will always throw spiked
                       balls (which are very damaging). ES version will throw three
                       spiked balls in different directions, but they won't do
                       additional damage alone.
                     - Henkyouki is her guard reversal.
                     - Tenrai Ha is her only EX move.

   Hunter Type: - When Ankihou is performed, Lei-Lei will throw a random weapon;
                       although not as damaging as the Vampire-Type version, some of
                       these weapons can dizzy the opponent. ES version will throw
                       three spiked balls one after another in line.
                     - Henkyouki is her guard reversal.
                     - Has two EX moves: Tenrai Ha and Chireitou.

   Savior Type: - Ankihou is the same as in Hunter Type.
                     - You can perform a second Sempubuu while Lei-Lei is airborne
                       shortly after the first one.
                     - Sempubuu is her guard reversal.
                     - Has three EX moves: Tenrai Ha, Chireitou and Chuukadan.
                       Rimoukon is her Dark Force (press P+K).
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          Savior2 Type: Same as Savior Type, with some minor differences:
                        - Can't perform Rimoukon.
                        - Chuukadan changes if used during Dark Force (Lei-Lei throws
                          two bombs).

       AUTHOR'S COMMENTS:
       I love when there's a nice, solid reason to play with Vampire Type, and
     Lei-Lei definitely falls on this category. Her Vampire Ankihou may seem
     boring, but it's insanely powerful! Also, Henkyouki is a way better guard
     reversal than Sempubuu, which compensates, in part, the missing EX moves in
     Vampire and Hunter types. About the latter two types, prefer Savior over
     Savior2, as Chuukadan isn't a very useful EX, not even when upgraded.



     ================================================================================
       L I L I T H
     ================================================================================


       Vampire Type: - Can't perform air throw.
                     - Doesn't have High Jump, but can perform aerial dash.
                     - Jumping HP is a 2-hit attack in this type.
                     - Soul Flash is a long-range attack; the distance traveled by
                       the projectile is determined by the punch button pressed for
                       this move. ES version hits two times and has a little more
                       reach.
                     - Can't perform Merry Turn during jump.
                     - Luminous Illusion is her only EX move. This move can't be
                       performed in the air in this type (it will fail if it hits
                       an airborne victim).

       Hunter Type: - Doesn't have High Jump, but can perform aerial dash.
                    - Soul Flash is a short-range attack; the speed of the fireball
                      is determined by the punch button pressed. ES version hits
                      three times and lasts longer on the screen.
                    - Can perform Merry Turn in the air; the trajectory of the jump
                      will affect the distance traveled by Lilith.
                    - Splendor Love and Luminous Illusion are her two EX moves.

       Savior Type: - Doesn't have aerial dash, but can perform High Jump.
                    - Soul Flash is the same as in Hunter Type.
                    - Can't perform Merry Turn during jump.
                    - Has three EX moves: Splendor Love, Luminous Illusion and
                      Gloomy Puppet Show.
                    - Mindless Doll is her Dark Force and has two variations: one
                      is like Morrigan's Astral Vision (press HP+HK), the other
                      creates a copy of Lilith that follows her (press LP+LK or
                      MP+MK).

       Savior2 Type: - Soul Flash is the same as in Hunter Type.
                     - Can perform Merry turn during jump; Lilith moves exactly like
                       in the ground version of this move.
                     - Has four EX moves: Splendor Love, Luminous Illusion, Gloomy
                       Puppet Show and Mindless Doll.
                     - Mindless Doll is performed with LP, LP, f, MP, HP and it
                       doesn't have variations (it's always the following copy
                       version).
                     - Splendor Love changes if used during Dark Force (Lilith goes
                       further up the screen and hits up to 10 times).

       AUTHOR'S COMMENTS:
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Capcom loaded Lilith's Vampire Type with some interesting features, but
Savior Type is the strongest. Not even the hability of performing Merry Turn in
mid-air from Hunter and Savior2 types can surpass the Mindless Doll Dark Force
(and its two variations) from Savior Type, still the best reason to play as
Lilith.

==
 M O R R I G A N
==

  Vampire Type: - Lacks MK/HK throw and air throw.
                - Can't perform vertical Vernier Dash.
                - Soul Fist has shorter range and ES version hits only once.
                - Kuuchuu Soul Fist is performed with u, uf, f + P in air.
                - ES Shadow Blade hits up to 7 times.
                - Shell Kick is performed with d, db, b + K during jump. It
                  hits only twice if it's used after a jumping attack.
                - Has two EX moves: Valkyrie Turn and Darkness Illusion.
                - Darkness Illusion can't be performed during jump in this type
                  (it fails even if you manage to hit an airborne victim).

  Hunter Type: - Lacks MK/HK throw.
               - Vertical Vernier Dash is perfomed by holding LK and tapping
                 b, b or f, f. You can cancel it into a regular Vernier Dash
                 just by releasing LK, but you can't cancel a regular dash into
                 a vertical one.
               - Soul Fist has longer range and ES version hits up to 3 times.
               - Kuuchuu Soul Fist is performed with u, uf, f + P in air.
               - ES Shadow Blade hits up to 7 times.
               - Shell Kick is performed with d + HK during jump. It always
                 hits three times.
               - Has three EX moves: Valkyrie Turn, Astral Vision and Darkness
                 Illusion.
               - Astral Vision is performed with LP, LP, f, MP, HP.

  Savior Type: - Vertical Vernier Dash is performed with d, ub~uf or by
                 pressing u during a regular dash. You can also cancel it into
                 a regular Vernier Dash by pressing b or f during vertical
                 dash.
               - Soul Fist is the same as in Hunter Type.
               - Kuuchuu Soul Fist is performed with d, df, f + P in air.
               - ES Shadow Blade hits up to 8 times.
               - Can't perform Shell Kick.
               - Has four EX moves: Valkyrie Turn, Darkness Illusion, Finishing
                 Shower and Cryptic Needle. Astral Vision is her Dark Force
                 (press P+K).

  Savior2 Type: Same as Savior Type, with some minor differences:
                - Shell Kick can be performed with d + LK or MK instantly after
                  you press an attack button during jump. It hits only twice if
                  it's used after you hit the enemy with a jumping attack.
                - Astral Vision is performed with LP, LP, f, MP, HP.
                - Valkyrie Turn changes if used during Dark Force (three
                  Morrigans will fly on the screen when you perform this move,
                  then press LK, MK or HK to decide which Morrigan will attack.
                  Thanks to mechagoukuma for this piece of info!)

  AUTHOR'S COMMENTS:
  I've always found Morrigan a pretty strong fighter in any Vampire game, but

she surely got stronger after Vampire Savior came out. Savior or Savior2? Well,
it's a tough competition, since Savior2-Type Morrigan can use the Shell Kick,
but only in Savior Type she can perform aerial chains. Aside from this, they
aren't very different, so it's up to you to make the decision.

===
  P H O B O S   (H U I T Z I L)
===

   Vampire Type: - Phobos hovers automatically during jump.
                 - Crouching HP hits up to 5 times.
                 - Plasma beam is performed with d, df, f + P (high) or K (low).
                 - Might Launcher is performed with d, db, b + P. It can't be
                   used during jump.
                 - Can't perform Genocide Vulcan and Plasma Trap.
                 - Doesn't have any EX moves.

   Hunter Type: - Phobos hovers automatically during jump.
                - Slightly different set of normal moves:
                  . Standing MK now changes if done up close.
                  . Crouching HP hits two times.
                - Phobos uses blades during his pursuit attack.
                - Plasma Beam is performed with d, df, f + P. The button used
                  for this move determines beam direction (LP - Low, MP - High,
                  HP - Vertical).
                - Might Launcher is performed with d, df, f + K. It can't be
                  used during jump.
                - Genocide Vulcan hits 14 times. ES version hits 26 times.
                - Can't perform Plasma Trap.
                - Has two EX moves: Confusioner and Final Guardian.

   Savior Type: - Hover Jump is performed by holding u during jump.
                - Differences in set of normal moves:
                  . Attacks don't change if they're done up close.
                  . Old crouching punch attacks have been replaced
                  . Old Standing MP, MK, HP and HK have been replaced.
                  . Phobos can perform different standing attacks by pressing
                    f + any button. f + HP and f + HK are his old HP and HK.
                - Phobos uses a drill in his pursuit attack.
                - Plasma Beam is the same as in Vampire Type.
                - Might Launcher is performed with d, db, b + P and can be used
                  during jump.
                - Genocide Vulcan hits 11 times. ES version hits 12 times.
                - Can perform Plasma Trap.
                - Has two EX moves: Enraging Sphere and Final Guardian Beta.
                  Ray of Doom is his Dark Force (press P+K).

   Savior2 Type: Same as Savior Type, with some minor differences:
                 - Ray of Doom is performed with d, f, df + PP.
                 - Final Guardial Beta changes if used during Dark Force (more
                   hits, finishes with ES Plasma Beam).

  AUTHOR'S COMMENTS:
   Phobos is much more interesting in Savior and Savior2 types, which are pretty
much the same. Hunter Type, although not as powerful as the latter two ones,
has all the classic moves and the cool Final Guardian EX. Vampire Type, then,
seems to be the one type people are most likely to never care about, but Capcom
actually had reasons to make it this way: Phobos wasn't playable back in
Vampire (he was only a boss), which explains the lack of moves.

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================================================================================
  P Y R O N
================================================================================


  Vampire Type: - Differences in set of normal moves:
                      . All standing kicks have the same animation.
                      . f + HP hits up to 4 times.
                      . Jumping LK has the same animation of jumping MK.
                      . Jumping HP has the same animation of jumping MP.
                      . All jumping punches make pyron move downward.
                  - Kuuchuu Sol Smasher is performed with u, uf, f + P during
                    jump and it always forms a pillar of fire when it hits the
                    ground.
                  - Zodiac Fire is an anti-air attack (Pyron moves diagonally
                    up). ES version hits up to three times.
                  - Doesn't have any EX moves.


  Hunter Type: - Has default set of normal moves:
                     . Different animations for the three standing kicks.
                     . f + HP hits up to 3 times.
                     . Jumping LK and HP have their own animations.
                     . Downward-moving jumping punches are performed with d + P.
                 - Kuuchuu Sol Smasher is performed with u, uf, f + P during
                   jump. It only forms a pillar of fire on ES version.
                 - Zodiac Fire is a rushing attack. ES version hits up to 5
                   times.
                 - Cosmo Disruption is his only EX move.


  Savior Type: - Has default set of normal attacks (see Hunter Type).
                 - Kuuchuu Sol Smasher is performed with d, df, f + P during
                   jump. It only forms a pillar of fire on ES version.
                 - Zodiac Fire is the same as in Hunter Type.
                 - Has two EX moves: Cosmo Disruption and Piled Hell. Shining
                   Gemini is his Dark Force (press P+K).


  Savior2 Type: Same as Savior Type, with some minor differences:
                   - Shining Gemini performed with d, f, df + PP.
                   - Cosmo Disruption changes if used during Dark force (doesn't
                     charge-up, greater range).


  AUTHOR'S COMMENTS:
  Back in Vampire Hunter, Cosmo Disruption was a really useful EX move, but
somehow it was toned-down in Vampire Savior, and, unfortunately, it remained
this way in Vampire Chronicle, even when you play with Hunter Type. Which is a
shame, since Piled Hell is the worst EX move in the game. The only way Cosmo
Disruption can be worthwhile is by performing it during Dark Force in Savior2,
so stay with this type.




================================================================================
  Q - B E E
================================================================================


  Vampire Type: - Has regular air dash instead of homing dash.
                  - Crouching attacks can be used during ground dash.
                  - +B is her only EX move.


  Hunter Type: - Has regular air dash instead of homing dash.
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                      - Crouching attacks can be used during ground dash.
                      - Has two EX moves: Qj and +B.

   Savior Type: - Has homing dash instead of regular air dash.
                - Crouching attacks can't be used during dash.
                - Has two EX moves: Qj and +B. i↑ is her Dark Force (press P+K).

   Savior2 Type: Same as Savior Type, with some minor differences:
                      - i↑ is performed with b, d, db + KK.
                      - Qj changes if used during Dark Force (honey bubble goes
                        downward on start-up)


   AUTHOR'S COMMENTS:
   Q-Bee is almost the same character in her four different types. Once again,
there aren't very good reasons to play with Vampire Type, since it's just a
toned-down version of Hunter Type. The Savior2 upgraded EX move isn't quite
revolutionary either.



================================================================================
   S A S Q U A T C H
================================================================================


   Vampire Type: - Can't perform air throw.
                 - Differences in set of normal moves:
                   . Standing and crouching HP moves and standing HK hit two
                     times and knock down the victim.
                   . Jumping MP has the same animation of jumping LP.
                   . Jumping HP doesn't knock down the enemy.
                 - Big Snow can be performed with db, d, df, f + P. It has low
                   range and doesn't have an ES version (although you can
                   perform a long-range version if you press two punch buttons).
                 - Big Towers is performed with d, d + PPP and doesn't have an
                   ES version in this type.
                 - Big Typhoon always hits 4 times, no matter which button is
                   pressed for this move.
                 - Big Brunch is performed with d, db, b + MK or HK when close
                   and doesn't have an ES version in this type.
                 - Can perform Big Shake.
                 - Can't perform Big Cyclone, Big Breath and Big Blow.
                 - No dizzy animation after Big Swing.
                 - Big Freezer is his only EX move and it's performed with
                    d, df, f + PPP.

   Hunter Type: - Has default set of normal moves:
                  . Standing HP, HK and crouching HP won't knock down the enemy
                    and hit only once.
                  . Jumping MP is a headbutt.
                  . Jumping HP will knock the victim to the ground.
                - Big Snow can be performed with d, df, f + P and has greater
                  range. It also has an ES version (even though you couldn't do
                  this in the original Vampire Hunter/NightWarriors).
                - Big Towers is performed with d, d + P.
                - Big Typhoon is the same as in Vampire Type.
                - Big Brunch is performed with f, df, d, db, b + MP or HP when
                  close.
                - Can perform Big Cyclone.
                - Can't perform Big Shake, Big Breath and Big Blow.
                - Has two EX moves: Big Freezer and Big Ice Burn.
                - Big Freezer is performed with b, db, d, df f + PP.
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                    - Sasquatch only claps hands after Big Ice Burn connects.

  Savior Type: - Has default set of normal moves (see Hunter Type).
                 - Big Towers is the same as in Hunter Type.
                 - The kick button used for Big Typhoon determines the length and
                   number of hits of this attack (LK - 2 hits / HK - 4 hits).
                 - Big Brunch is performed with f, df, d, db, b + P and has the
                   'failing' animation if it's done far from the opponent.
                 - Can perform Big Blow and Big Breath.
                 - Can't perform Big Shake, Big Cyclone and Big Snow.
                 - Has four EX moves: Big Freezer, Big Ice Burn, Big Sledge and
                   Big Trap. Big Resistor is his Dark Force (press P+K).
                 - Big Freezer is performed with b, db, d, df, f + PP.
                 - Sasquatch claps hands and waves at the enemy after Big Ice
                   Burn connects.
                 - Big Resistor has two variations: one gives Sasquatch super
                   armor (LP+LK or MP+MK), and the other summons exploding
                   penguins for assistance (HP+HK).

  Savior2 Type: Same as Savior Type, with some minor differences:
                 - Big resistor is performed with b, d, db + KK. It doesn't
                   have variations (It's always the explosive penguins version).
                 - Big Ice Burn changes if used during Dark Force (Sasquatch
                   punches the frozen enemy as he's kicked by the whale).

  AUTHOR'S COMMENTS:
  Another weird Vampire Type (it's amazing how characters changed from Vampire
to Vampire Hunter), but playing with Sasquatch is always fun. Hunter is
definitely his strongest type, although the super-armor Dark Force from Savior
Type is one of the most useful DFs in the entire game (Sasquatch gains dashing
chain combos!).


===============================================================================
  V I C T O R
===============================================================================


  Vampire Type: - Can't perform air throw.
                 - MK/HK throw is a stranglehold attack.
                 - Differences in set of normal moves:
                   . Only standing HP, HK (far) and crouching HP can be
                     electrified by holding down the button.
                   . Lacks standing close LK and MK butt-attacks.
                 - Gyro Crush is performed with d, db, b, f + P. The spinning
                   animation doesn't hit multiple times and Victor always throws
                   a punch at the end of it. Also, the ES version varies
                   according to the buttons (or button, if you're on Vampire
                   Mode) used for this move.
                 - Giga Burn is performed with d, db b + K and doesn't have an
                   ES version in this type.
                 - Giga Hammer can be performed with [h] b, f + P. ES version
                   hits only once.
                 - Giga Buster can be performed with [h] b, f + K. ES version is
                   a ground kick followed by an elbow strike and hits 2 times.
                 - You can also perform a hop kick variation of Giga Burn with
                   db, uf + K. ES version hits 2 times.
                 - Mega Spike is performed with 360 + PPP.
                 - Can't perform Mega Forrid, Mega Stake and Minimum Hop.
                 - Has two EX moves: Giga Brute and Thunder Break.
                 - Thunder Break is performed with [h] d, u + PP.
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                          - Giga Brute is performed with [h] b, f + PPP.


Hunter Type: - MK/HK throw is a stranglehold attack.
             - Differences in set of normal moves:
               . All medium and hard standing/crouching attacks can be
                 electrified.
               . Standing LK and MK change when done up close.
             - Gyro Crush is performed with d, db, b + P. You can move around
               with b or f while Victor is spinning.
             - Giga Burn is performed with d, db, b + K.
             - Giga Hammer can be performed with [h] b, f + P. ES version
               hits 3 times (notice that this move is exactly like Giga Brute
               EX from Vampire and Savior2 Types).
             - Giga Buster can be performed with [h] b, f + K. ES version has
               the same animation of the hopping Giga Buster from Vampire
               Type and hits 3 times.
             - Mega Spike is performed with 360 + MP or HP.
             - Can't perform Mega Forrid, Mega Stake and Minimum Hop.
             - Has two EX moves: Thunder Break and Great Gerdenheim.
             - Thunder Break is performed with [h] d, u + PP.
             - Great Gerdenheim is performed with b, db, d, df, f + KK. To
               activate the move, you must perform a MP/HP throw on the
               enemy.


Savior Type: - MK/HK throw is a... let's say, rear throw.
             - Same set of normal moves from Hunter Type.
             - Gyro Crush is the same as in Hunter Type.
             - Giga Burn is performed with f, d, df + K.
             - Mega Spike is performed with 360 + P.
             - Can perform Mega Forrid, Mega Stake and Minimum Hop.
             - Can't perform Giga Hammer and Giga Buster.
             - Has two EX moves: Thunder Break and Gerdenheim 3. Great
               Gerdenheim is his Dark Force (press P+K).
             - Thunder Brake is performed with [h] d, u + KK.
             - Great Gerdenheim has two variations: first one (LP+LK or
               MP+MK) is like Great Gerdenheim EX from Hunter Type, only
               difference is that all punches will have 'grappling' animation
               and will execute the special throw if they hit; the other one
               (HP+HK) will make all medium and hard standing/crouching
               attacks be automatically electrified.


Savior2 Type: - MK/HK throw is the same as in Savior Type.
              - Same set of normal moves from Hunter Type.
              - Gyro Crush, Giga Burn and Mega Spike are the same as in
                Savior Type.
              - Can perform Giga Buster, Mega Forrid, Mega Stake and Minimum
                Hop.
              - Can't perform Giga Hammer.
              - Giga Buster is the same as in Hunter Type.
              - Has four EX moves: Thunder Break, Great Gerdenheim,
                Gerdenheim 3 and Giga Brute.
              - Thunder Break is performed with [h] d, u + KK.
              - Giga Brute is performed with f, d, df + PP.
              - Great Gerdenheim is performed with b, db, d, df, f + KK and
                has the same effect of Savior Type's first variation, only
                difference is that it changes if used during Dark Force
                (Victor hits the victim with 2 Mega Stakes after the throw).


AUTHOR'S COMMENTS:
Playing with Vampire Victor made me realize how weird characters were back in
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the first Vampire/Darkstalkers. Good luck with this one! Hunter-Type Victor is
a nice one, but for those tough level 8 matches you should play with Savior2
Type, which is the most complete out of the four.


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=================================================================
  Z A B E L   ( L O R D   R A P T O R )
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   Vampire Type: - Differences in set of normal moves:
                    . Jumping drill kicks knock down the enemy.
                    . Can't perform light drill kick.
                    . Jumping HK and Standing HK hit only once.
                  - Death Hurricane is his guard reversal.
                  - Zabel can actually perform his pursuit attack in this type
                    with d, u + K when the victim is grounded.
                  - Skull Punish is performed with d, df, f, uf + P
                  - Can't perform Skull Sting and Death Phrase.
                  - Has two EX moves: Death Voltage and Evil Scream.
                  - Evil Scream is performed with f, b + PPP.


   Hunter Type: - Differences in set of normal moves:
                   . Jumping drill kicks don't knock down the enemy.
                   . Light drill kick can be performed with d + LK on air.
                   . Jumping HK hits up to 3 times.
                   . Standing HK hits 2 times.
                 - Death Hurricane is his guard reversal.
                 - Skull Punish is performed with f, df, d, db, b + P.
                 - Can perform Skull Sting.
                 - Can't perform Death Phrase.
                 - Has three EX moves: Death Voltage, Evil Screen and Hell Dunk.
                 - Evil Scream is performed with f, b + PP.


   Savior Type: - Same set of normal moves from Hunter Type.
                - Death Phrase can be performed and it's his guard reversal.
                - Skull Punish is performed with f, df, d, db, b + MP or HP.
                  This move will take blood out of the victim, but it's less
                  damaging than in Vampire or Hunter Type.
                - Can perform Skull Sting.
                - Has three EX moves: Death Voltage, Evil Screen and Hell Dunk.
                  Ultimate Undead is his Dark Force (press P+K).
                - Evil Scream is performed with f, b + PP.


   Savior2 Type: Same as Savior Type, with some minor differences:
                 - Ultimate Undead is performed with b, d, db + KK.
                 - Evil Scream changes if used during Dark Force (Zabel grabs
                   the enemy with a Skull Punish after the electric punch).


   AUTHOR'S COMMENTS:
   The differences I've found among these four types are actually very subtle,
as Zabel plays pretty much the same in any type. But Savior and Savior2 types
are obviously more complete than the other ones, so it's just a matter of
choosing between aerial chains and upgraded EX moves.
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+----------------------------------+
| 4) Hidden Characters' Type Info |
+----------------------------------+
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Vampire Chronicle's hidden characters have unusual properties when it comes
to selecting their types. For secret characters' descriptions and information
on how to select them, check out Richard Uyeyama's Secrets FAQ at GameFAQs.

  OBORO BISHAMON

  Oboro Bishamon is the only character that doesn't have four selectable types:
he's always in the Savior2 Type.

  SHADOW

  You can choose the type of Shadow's first host after you select it (unless,
of course, you manage to select Oboro Bishamon as your innitial character).
Afterwards, Shadow will always assimilate the type of the last victim you
defeated.

  MARIONETTE

  Although you can actually select Marionette's type before the first fight,
she will always duplicate the type of the opponent she's currently fighting
against, no matter which one you previously selected. On Marionette vs.
Marionette fights, though, both challengers will play with the type selected
by the second player.

+-----------------+
| 5) Miscellaneous |
+-----------------+

  VERSION HISTORY

  1.27 (09/03/2001) - New e-mail adress for contact. That's it.

  1.26 (07/15/2001) - Added some more stuff in the 'Author's Comments'
                      sections. I wonder if I'll ever stop working on this
                      FAQ...

  1.25 (05/20/2001) - More unnoticeable (but welcome) corrections and
                      additions. Probably the last update, but you never
                      know, there may be some more errors still.

  1.21 (03/18/2001) - Fixed more silly typing errors (I don't have anything
                      better to do with my life anyway)

  1.2 (03/08/2001) - More corrections and added info (especially on
                     Bishamon's section).
                   - Added type reviews and comments.

  1.1 (02/26/2001) - Fixed some typos and added new info here and there.
                   - Added Hidden Characters' Type Info section.

  1.0 (02/16/2001) - First version, added everything (at least the things I
                     had found out by then).

  CREDITS

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   Thanks a lot to GameFAQs for giving us gamers around the world the great
opportunity of having our work published.

   Thanks to CAPCOM for making every Vampire Fan's dream come true by releasing
this fantastic game!

   Thanks to Sailor Bacon for writing the only Vampire Chronicle FAQ/Movelist
I know. It was a great source of quick-reference for me.

   Thanks to mechagoukuma for the information on Morrigan's Valkyrie Turn.

   Additional thanks to J. Alejandro Vega and the great combo information sent
to me via e-mail (I've included tid-bits of it in this FAQ).

   Also, thanks to Kao Megura and his awesome Vampire-series FAQs for reminding
me of some lost move names.


   CONTACT
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   Please don't forget to write to banzaicomics@mtv.com.br if you have any
questions, suggestions or if you'd like to contribute in any way. I'll be glad
to add new information to this document as often as I can.


********************************************************
 "Ah, I forgot to tell you... It's game over for you!"
   Jedah
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