

Virtual On: Oratorio Tangram: The Specineff FAQ

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Virtual On:Oratorio Tangram:
The Specineff FAQ
by
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a.k.a JinJiro97
a.k.a Duo Maxwell
a.k.a Mako-Chan's Boyfriend.
a.k.a Shinigami

Disclaimer: I do NOT own the Virtual On series.Neither do I own Gundam Wing, Sailor Moon, or any of the Anime I'll make references to.They are copyright to their owners.

Anyways,let's get to the point.I notice that Specie here is the most underrated character in VOOT.He has below average armor(not as bad as Fei-Yen Kn Angelan,Cypher,and Ajim,in the order from "best" of them to worst of them),bad V-Armor,and the worst stability in the game.However,I believe that if played right,he could be the best character in the game.Better than Apharmd B and Temjin,the 2 biggest cheapos besides Ajim(Though I do like all 3 of them). This is due to his speed,agility,homing,ability to disable weapons,weapons power,and good CC abilities.

Oh,and one more thing.This faq has a lot of Anime references,so you might not understand my jokes.

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Table of Contents

A.Legend
B.Attacks
C.CC
D.Specials
E.Strategy
F.Vs.Others
G.Vs.Ajim
H.Secrets
I.Types of players
J.Suggestions
K.Thanks

A.Now,for the Legend:

RW-Right Weapon

RT-Right Turbo
LW-Left Weapon
LT-Left Turbo
CW-Center Weapon (both weapon buttons)
CT-Center Turbo (both turbos)
D-dash
C-crouch
J-jump
fd-forward dash
sd-side dash
bd-backdash
l.a.d-low altitude dash
CC-close combat

B.The Attacks

Note:Specineff was built to be good at speed, agility ,and attack power.
His weapons prove that true.

LW-Blue Orb.Slow flying.Homes in.Small damage.
CLW-LW,just faster.
JLW-standing LW,just jumping
DLW-Same
CDLW-Same
JDLW-Same

RW-Laser Bolt.Good speed.Alright Damage
CRW-Same as above except much faster.
JRW-Same as when standing.
DRW-Same as when standing,except FD variant is good at knockdowns.
CDRW-Good Speed,good homing,and alright damage.
JDRW-Same as DRW,except in the air.

CW-Sonic Wave.Good speed,can go over obstacles,GOOD damage.
CCW-Crazy Speed,but loses some damage potential from standing version.
JCW-Normal RW,just jumping.
DCW-Literally a dashing CW.Forward version is hard to hit with,though.
CDCW-Literally a dashing CCW.
JDCW-Literally a dashing jump CW.

LTLW-Pink orb.Cancels use of LW for enemy for 15 seconds.
CLTLW-Faster than above,yet only lasts 8 seconds.
JLTLW-Same as standing variant,just airborne.

RTLW-BIG orb.Very Slow.Alright damage.
CRTLW-A little faster,but not enough.
JRTLW-The usual.

LTRW-Blue orb.Same as LTLW,just for RW.
CLTRW-Same as CLTLW,just for RW.
JLTRW-Do I have to go on?

RTRW-Diamond bolt.Does good damage.
CRTRW-Faster version.
JRTRW-Ditto.

LTCW-Throws wings at the opponent.Fast,OK damage,but doesn't home in.
CLTCW-Faster version than above.

JLTLW-Duh.

RTCW-Big Sonic Wave(I call it "Sparkling Darkness").Slower than normal version in start-up but does GREAT damage.
CRTCW-Faster,does more damage. but loses it's power to home in.
JRTCW-A little faster in start-up than standing variant,but does similar damage.

C.Close Combat

Note:Specineff is extremely fast in close range.He also does Great damage. If these abilities are noted well,he could be better than Apharmd B in close combat!HAHAHAHA.....Just kidding, no one can match that guy in CC.

Well,here we go.....

LW-Swings Claw.Fast.Alright Damage.
CLW-Sweeps with claw.Same as above.
RTLW-Punches hard with claw.A little slower,but does more damage
JLW-Does alright damage,but since the CW variant does more damage and is just as fast,why do this one?

RW-Swings long launcher.Alright speed.Better damage than claw,though.
CRW-Sweeps with long launcher.
RTRW-Kicks.Alright speed.Does good damage.
JRW-Same with LW variant.Does slightly more damage,but with the CW version.....?

CW-Swings Scythe.Alright Speed.Great Damage.
CCW-Sweep Kicks opponent.Good Damage,Average Speed.
RTCW-Swings Wings.A Little Slow,but does better damage than Scythe.
JCW-Best variant.Good damage,great counter move,great speed.

D.Special Moves.

Note:Specie's specials aren't all that good(save two),but they are alright.

CW Disable
Perform-CTCW
Result-2 beams with average damage,with a good knockdown chance,and disables the Center Weapon.
Plus-No more CW's from enemy for 15 sec.
Minus-Goes directly forward.Could be dodged easily.
Rating- Alright.Counts on enemy's CW.

"I am the Demon Summoner!"
Perform-Rotate left or right,LW
Result-Spirit Flames come out and track the opponent.
Plus-GREAT Damage.
Minus-Loses power and flame grouping aspect from mid to far range.
Rating-Great up close.Sucks from afar.

Sliding Ram
Perform-CFDCW

Result-Ground Slide attack.

Plus-Great Damage

Minus-Empties Specie's ammo gauges, and you know how long it takes to charge those.....

Rating-If you're good at utilizing Specie's agility while the weapons charge up, use this a little. If not, forget it.

13 Minute Warning

Perform-Start x2

Result-Specie dies in 13 seconds, but gains invincibility till then.

Plus-You're invincible.

Minus-You die in 13 seconds.

Rating-Use this as a last ditch effort. But if you're really good with Specie, like

me, YOU DO NOT NEED THIS!

Duo's response after accidentally performing it: S**T, S**T, S**T!!!!!!

E. Strategy

Specieff is, as I said in the beginning, quick, agile, and powerful. However, his V.Armor, and Stability leave a whole lot lacking. As for his armor, it's not all that bad, though it is weak to a point.

As for strategies.....

Remember:

Do: Keep moving. Staying still with Specie is near suicide. Heero Yuy: I know. That's why I want to do it.

Do: Use those Weapon disablers.

Do: Fight in CC when you have your chance. Specie is pretty good there.

Do: Use the Sonic Wave or "Sparkling Darkness" when enemies use cover.

It goes right over the obstacle and hits that fool.

Do: Smack your opponent silly by dodging all his/her attacks and killing them using only CC.....if you can.

Do: Smite the cowards who run away and refuse CC.....unless they're probably Grys-Vok, who REALLY sucks at CC.

Do Not: Stay still and fire a weapon as long as you're prone to attacks.

Do Not: Play Chicken. Specie isn't supposed to be like that.

Do Not: Run into enemy's line of fire.

Do Not: Say Specie sucks. If you can't play him, don't say he sucks, just find your type of character. Say that.....AND YOU"LL FACE MY WRATH!!! Ahem.....

F. VS. other characters

Note: Here, I tell you how to fight Specie's opponents. I'll tell you right now also who he reigns over, and who's always ticking him off.

Disadvantage-Dorkas 5.4/5.45, Ajim Special, and Cypher

Normal-Specie, Temjin, Fei-Yen Knight, Ajim, Apharmd B, and Apharmd S

Advantage-Dorkas 5.2, Grys-Vok, Angelan, Bal-Series, and Raiden

Also, I'll constantly talk about ver. 5.2 and ver. 5.4/5.45, which are different versions of the arcade machine. Notice also that 5.45 is the DC version and

exactly the same to ver.5.4.Now,on with the show!!!!

Vs.Angelan

Those Ice Dragons can be EXTREMELY pesky.Not only do they always track you,but they knock you down if you're hit.They do a descent amount of damage.Hang in there and keep dodging.Also,she has good V.Armor.Fight in at least mid range and stay near.Firing from far is a no-no.
Oh,and for that Ice Shield,simple:find a way around it.

As for CC,she's slow and does good damage,while you're much more quick and agile and can dish off better damage, so use this to your advantage.

Vs.Apharmd B

Allow me to say one thing:Not so scary up close as he seems.Yes.That's right:you stand a chance against him in CC!Though he causes EXCELLENT Damage in CC,he is average in the other parts.You're faster than him,so use this to your advantage!Of course,beware that damage power.....

As for Long Range,just dodge all that he tosses at you.His SMG's may have ultra-fast speed,but you can dodge them,right? They don't home-in,so it's no problem.Just beware his Punt Bomb.It does extraordinary damage,and may be his best bet against you.

Vs.Apharmd S

Apharmd B's bro may have missles that have good tracking and do good damage,but don't let this fool you.You can do it, just keep moving.Do everything in your power to stop him,and don't stand still!

As for CC,he's totally average in all aspects,so dazzle him with your speed and screw him over.

Oh,and watch out for that Punt Bomb.

Vs. Bal-Series

Keep moving.His weapons that home in well are pretty slow and if you can out run him or his attacks,you'll obliterate him.As a matter of fact,even his beam weapons are slow for their type.If you're constantly dodging due to Specie's agility,than you'll win without breaking a sweat.Just be careful of

As for CC,he's fast and does good damage,but not as fast as you.Keep this in mind and you'll win CC against him.

Vs. Bratros

Heh heh.....the bosses are really easier for Specie than the normal characters.In fact,Dordray and Cypher(Specie's worst enemies) pose a much bigger threat than this Crystal fiend.

Keep dodging his attacks carefully.When Bratros shows his Crystals,carpet them with RWs and CWs.When his life is low,start hitting him with RTCWs.You'll stop him in no time.

Vs. Cypher

Ah,yes.Specie's second worst enemy is here.Since chicken butt is more agile than Specineff,you may have a marathon fight on your hands.He happens to have extreme armor problems though,so every hit does count.Anyway,keep trying your best to hit him,and dodge his attacks in return.

And as for CC,he's history due to his weak armor,but since he always runs away,where's your chance to execute him fair and square,huh?

As for his Specials,Sonic Wave or "Sparkling Darkness" him during them.

Vs.Dordray

Well,this dude is a 2-sided a-hole.He sucks against you in 5.2,where he's too slow for you even though he did Great damage.However,he became your worst nightmare in 5.4/5.45,where he was speeded up a bit and his weapons started to do much more damage.Also,his JsdCW had two more Flame Saws added to it making it take 1/2 of your life if all 3 saws hit.

First things first.To deal with his 5.4/5.45 variant(5.2 is too easy to beat),

DO NOT use your slow yet powerful attacks.It's better to use faster ones that don't get reflected by V.Armor.Also,beware of his Drill and Claw.They latch onto you like leeches, slowing you down, and draining your energy.

Hang on and keep dodging,but just remember that YOU WILL ALMOST ALWAYS GET HIT by his D&C combo.

As for CC.....HE DOES TOO MUCH DAMAGE AND HIS RANGE IS PARALLELED ONLY BY TEMJIN, so be extremely careful and use only hit and run tactics.

Just remember that every win you get was a lucky break.

Vs. Fei-Yen Knight

Surprise,surprise.Look who's just as fast and as agile as you.Of course,you can beat her.Fei's Long Range attacks do very little damage,and she takes damage like a baby.However,when her Hyper Mode is enabled,she's faster and more agile than you,and is extremely powerful in damage power.She still takes baby damage though,so if you can get a few hits off of her,you're lucky.

As for CC,she's as fast as you and does just as good damage.In Hyper Mode,she'll probably fricassee you if your not careful,so do be.Just remember her weakness,her low armor.

Vs.Grys-Vok

Easy.He may have the ability to do crazy damage with his missiles,and can fill the entire screen with them, but you're much faster than those walking timebombs,so walk circles around him and hit him hard.

As for CC,he doesn't stand a chance.Sure,his range is good,but his damage and speed don't make up for it.

Vs.Raiden

Easy.He stays slightly or fully immobile during most of his attacks,so run around his fat butt and pressure him to death.If he does his armor-shed special,all it takes is one hit to kill him,so you've got this wrapped up.

As for CC,he does good damage and as good range,but is a little slow on the draw.Again,literally run circles around him and pressure him to death.

Vs. Specineff

Exactly a fair battle.It literally brings up the phrase "Know yourself and you'll know your enemy".This one is up to you. Do what you want,and get through your enemy by knowing your own weaknesses and strengths and exploiting your/his weaknesses.

winning/losing the game,going to the character select screen,and pressing LT&RT on the Random sign.Ajim will appear and you can pick him.

However,Juro Watari and co.,to keep the game balanced,made the playable Ajim extremely weak in armor(the worst in the game).Oh well,at least he plays quick and strong still.

Wait.Remember one more thing.You can only play as him the 2nd half of each month ONLY,so adjust your timer on your VMU and Dreamcast to play as him.

*-Sailor Jupiter is my favorite Sailor Senshi,hence my jealousy.

**-I believe that Duo Maxwell From Gundam W deserves Kino

Makoto from Sailor Moon.Sorry Hilde fans.Heck,Duo is my favorite GW character and I want my 2 favorite anime characters to end up together.

***-Shinei--Japanese for die.

#-Parody of Forman's VOOT faq Ajim section joke.

H.Secrets

Not much here,just some stuff you've never expected.

Version 5.2

Beat the 1P mode with all 11 characters.
You get to play the first released version of VOOT in the arcades,which has minor differences.

Ajim

Look in the Ajim section.

CG ending

Beat the 1P mode with all 11 characters w/o dying.(impossible,eh?)

I.Types of Players.

In this section,I've compiled the type of people who play VOOT.I got inspiration for this from JChristopher's faq for MvC2 Crowd Pleasers.

The average player-Knows a thing or 2 about the game.Isn't really that good at the game,but can play alright.Comes in differing shapes,sizes, and attire.

The girl-A rarity really.Constantly picks the female characters.Are usually beginners just hanging around with their boyfriends,but at chances can be an expert.Take Fei-Yuki Knight of SiVoc fame for example.

The VOC Member-Member of a Virtual On Club.Can be a beginner to an expert,but you might accidentally fight the club leader.Stay away from these leaders unless you're really good.You won't stand a chance.

The Scrub-An Above-Average player.However,plays characters extremely cheap in a certain manner, like Temjin always doing Specials or Ajim/Cypher playing chicken.

The Nerd-Extremely intelligent and has mastered the Bal-Series' complex attacks. Is an obvious expert, and is actually not a stereotypical nerd. Still has the glasses or so.

The Universal Century Fan-A fan of the original Gundam dimension. Hates Specineff and Temjin, since they resemble 2 famous A.C Gundams. Picks Cypher, but doesn't play chicken. Usually an expert.

The Specie Freak a.k.a Duo Fan (ME!)-Expert player. Dresses up like Duo Maxwell from Gundam W and usually picks Specineff. Can be talkative and friendly, but fights like the Angel of Death during "battle". Also prone to flirting with the girls.

Heero copycat-Expert Player who dresses like Heero Yuy from GW. Usually picks Temjin, but plays without being cheap. A little quiet and has a temper if he loses, but is actually friendly once you know him.

The Best Friend-If you're an expert, is an expert too. Plays cheap against you to play around and always insults you. Of course, it's all just for fun.

J.Thanks

Thanks to-----

All those who created VOOT-It's such a great game.

All those who like and play VOOT-Duh why!

Gundam Wing-It helped me to like the VO series after I stopped liking
VOOM.

My friends-They noticed that "that old game called Virtual On looks like
Gundam Wing!" therefore getting me (and them) to like VO
again.

Forman-This VO player inspired some of my jokes through his faq.

JChristopher-For creating that Crowd Pleasers MvC2 Faq. It inspired me to
create the "Types of Players" part.

and

Everyone Else who deserves thanks.