

Angelic Layer (Import) Move List

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--| Kidou Tenshi Angelic Layer |--

--| Movelist FAQ |--

version 1.0

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--| Introduction |--

IA. Copyright |--

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IB. About this FAQ |--

Welcome to my first-ever guide to Kidou Tenshi Angelic Layer. This FAQ tackles the moves your Angel, Hikaru (or your custom Angel, after you've completed Advance Story Mode), can use in battle. This also discusses the various aspects of each attack, and a possible combo string for your Angel.

--| Movelist |--

IIA. About the Concentration Gauge |=-

Before we begin discussing moves, let's talk about something important in Angelic Layer: the Concentration Gauge.

This is the green bar below your Angel's Physical strength gauge, better known as your Hit Points. Your concentraion dictates what moves you can or cannot make. For example, you have 18 Concentration points left in your gauge, and you want Hikaru to execute a combo that would take 22 Concentration points (those moves would probably be Rolling Sand and Astral Emission, more on that later). It would be impossible for you to execute the combo because, well, you obviously lack points. But, if you wanted to execute a three-move combo that takes only 14 points, there's a chance you might pull it off.

Your Concentration points return after a while; take care not to use up your points too quickly, because you only recover 2 to 4 points per turn.

A word of caution: plan your moves beforehand. Sometimes you'll have to reset your game (or a lot of times, as I did) to find out what your opponents' weaknesses are. From there, you can then map out your combos and strategies. But most of your first fights aren't that hard, so you'll have plenty of time to adjust and think up your combo.

IIB. The Moves |=-

And now, the moment we've all been waiting for... The Movelist discussion.

At first, Hikaru only has five moves to choose from, but you'll get more "modules", or movesets, as you progress throughout the game. Most of the better moves, however, are available only after you finish Advance Story mode. This is how I'll discuss each move:

Move Name (Nihonggo name first, rough English translation in parentheses)
Rank - Required Concentration point/s
Move Description

I must add, though, that I'm writing the names down as I read it. Sorry if I make a misinterpretation, as I know next to nothing about Japanese. Please feel free to correct me if you find anything.

With that said, let's get on with the show.

Jabu (Jab)

C - 1

A left-hand jab from Hikaru. Not very effective, low damage, but useful in setting up a combo. There's a double and triple version of this move, with almost nothing changed except the amount of jabs thrown. Oh, and also the Concentration points used, too.

Sutureto (Straight)

C - 2

A straight right punch. Better damage than the jab.

Bakuten (Backflip?)

C - 2

Hikaru will flip backwards one space. One of Hikaru's first hit-and-run maneuvers. Use this in a quick-hit combo, although if you fail the preceding move you won't be able to continue. There's also a Bakuten x2 for double panel backflips.

Futo Sutampu (Foot Stomp)

C - 2

Hikaru jumps and lands on both feet. Probably one of the combo staples, the foot stomp deals much more damage than the straight and the jab. Useful when you knock your opponent down, as they can't block while lying on the ground.

Midoru Kiku (Middle Kick)

B - 3

A kick aimed at the midsection. Useful for knocking down opponents.

That's the first five, here are the rest (this list isn't complete yet, more to come as I play again):

Asturaru Emishion (Astral Emission)

S - 12

Probably the deadliest move in the game, the Angel Althena's Astral Emission can be yours! Your Angel will sprout wings, she'll gather a ball of energy in front of her, then push it towards your opponent.

If your opponent fails to block this, it's an ALMOST assured victory. Beware of high-HP opponents that retain a maximum of 50HP even after eating an Astral Emission full in the face (a case in point is Shirahime). MAKE SURE THAT YOUR OPPONENT DOES NOT BLOCK THIS!!

Ashibarai (Leg Sweep?)

C - 2

Hikaru will crouch and sweep her left leg in an arc. An effective knockdown move, but I haven't tried this yet in a combo.

Apa-kato (Uppercut)

B - 3

Hikaru will execute a close-range uppercut. Good for setting up the Rolling Sand in a combo.

Idou x1

C - 2

Hikaru appears to hover in mid-air and flicker in and out, as if she's evading an attack. I don't know what this is for, really. Maybe there's a x2 version, I just don't have it yet.

Uraken (Backhand Slap?)

B - 3

Hikaru will pivot on her right leg and sweep her left arm out in a backhand slap. Good for setting up a guard breaker combo.

Kiainime

C - 0

Hikaru appears to gather energy, but nothing happens. Can someone please tell me what's this move for?

Kiainime x2

B - 0

A double version of Kiainime. I don't even know what that move does!

Kiku Konbineshion (Kick Combination)

B - 5

Hikaru does a roundhouse kick, immediately followed by a middle kick.

Kyachi Ando Surou (Catch and Throw)

B - 2

Hikaru grapples her opponent and throws her up into the air. A VERY EFFECTIVE combo move, since while in the air they can't block.

Guraporu Irekae

B - 2

Hikaru grapples her opponent, but instead of throwing the opponent upwards, Hikaru switches places with her opponent and immediately executes the next move. Good for situations where you're pinned to the edge of the Layer (the arena) and you're not yet ready to give up.

Shinoodori (Bladed Roundhouse Kick?)

A - 4

Hikaru uses her left leg as pivot while she spins and kicks out using her right leg, reaching six panels in front of her (three panels wide and two panels long). A wave will then come out from Hikaru's kick, and damage her opponent.

Janpo Kiku (Jump Kick)

B - 3

Hikaru will jump up and deal a flying kick from two squares away. Can knock opponents down.

Janpo Panchi (Jump Punch)

B - 3

Hikaru will jump up, glide forward, and throw a punch. Can also knock opponents down.

Tsukidashi

A - 3

Hikaru will roughly push her opponent two squares backward. Good for knocking opponents out of the Layer, thus getting an easy win. But there's no such thing as an easy win here, unless you have the focus of a microscope ^^.

Haipa Modo (Hyper Mode)

S - 4

Hikaru will gather energy and her body will brighten up (literally). Her attacks also seem to have more power, although her HP decreases by one.

Bakupuribu (Back Flip?)

B - 2

Hikaru lifts her opponent and tosses her backwards.

Hizageri

B - 3

Hikaru jumps forward and brings up one knee, ramming it into the opponent's face. Can knock opponents down.

Mawarikomi

C - 2

Hikaru glides (slides?) back to the right side of the Layer, opposite her opponent.

Raiato (Riot?)

B - 3

Hikaru will jump into the air and punch her opponent, sending them both to the left (right) side of the Layer, whichever side Hikaru is facing. Also knocks down opponents.

Roringu Sanda (Rolling Sand)

A - 10

Hikaru will do a double somersault, using the second one to kick her opponent backward. This causes a knockdown, and can be used for an effective combo.

Roringu Supato (Rolling Spate?)

B - 4

A three-panel roundhouse kick. Deals decent damage. Also knocks opponents down.

Panshi Konbo (Punch Combo)

C - 3

A combination of double jab and straight. Not much to say here.

IIC. Combos

Of course, in every fight there's a gamer's tendency to look for moves he can link, one after the other. This is the principle of combo, as we like to call it. Angelic Layer is no exception.

By wisely planning your moves, you can create a devastating combo that will eliminate your opponent in a matter of seconds. Assuming, of course, that she doesn't block.

Keep that in mind every time you attempt a combo.

Here are some of the combos I've linked together. If you found another, you can let me post it and I'll give you full credit for it.

And this is how I'll tackle combos:

Combo Name (The one I gave it, I don't know about you guys)

Move 1 - Move 2 - Move 3 - ... - Move n

The asterisks (*) indicate that you can use whatever move you want to.

As an added precaution, you might want to use Hyper Mode every match, as it can be of great help to you. But you might get it only after you finish Advance Story Mode, so... Do as you wish.

Basic Combo (Probably your first)

Jab/Straight - Middle Kick - Foot Stomp

Rolling Sand Combo [Notel]

Guraporu Irekae/Catch&Throw - Jab/Straight/Uraken/Uppercut - Rolling Sand - Foot Stomp

Guard Breaker Combo
Uraken/Uppercut - Rolling Sand - *

Astral Emission Combo
Catch And Throw/Guraporu Irekae - Astral Emission - Foot Stomp

Note1:
If you will use grapple techniques, ignore the next step (attacking) and immediately proceed to using Rolling Sand. If you prefer to attack, don't use any grapple technique.

III. Contact Details |--

That's it for my guide. Feel free to email me at:

mistralwraithvinceres@yahoo.com

for any questions, comments, and other what-have-you. I'll try to reply via email, but if you want your question posted (under the veil of anonymity, of course), just let me know. That's it for now.

IV. Credits |--

Thanks a lot to the following:

GameFAQS for the great site. Without you guys, I don't know where I'll be now;

Epoch for making this kickass game;

CLAMP for making the kickass anime;

Nintendo for the great GameBoy Advance;

and to YOU, the reader, because if it wasn't for you I won't be making this FAQ either.