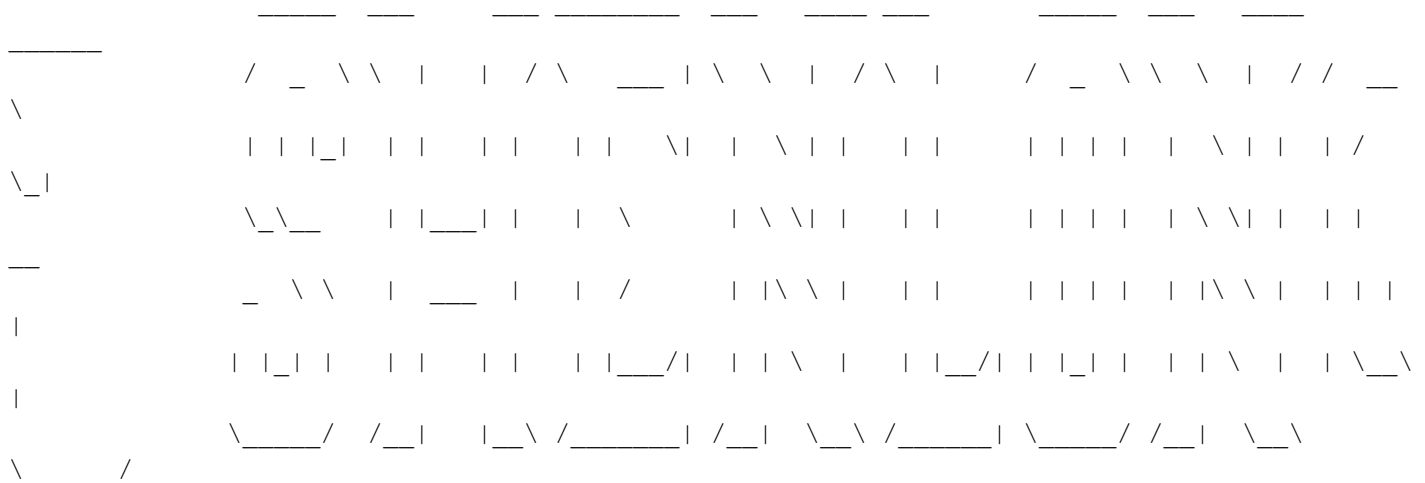
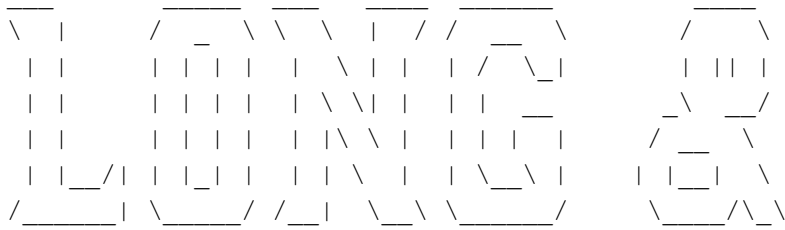


# Bloody Roar: Primal Fury Long/Shenlong Character FAQ

by David English

Updated to v1.2 on Nov 4, 2003



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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Bloody Roar: Primal Fury %
%      November 2, 2003      %
%      VERSION 1.2          %
%      GigasSlayer         %
%  starstormvgn@yahoo.com  %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

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## -----I.Version History-----

V.1.2 - Added a new combo starter

V.1.1 - Added the background story  
- Added some forgotten moves  
- Added explanation of the six-level combo rings

V.1.0 - First Version!

## -----II.Introduction-----

Greetings to all you humans and zoanthropes out there. This is an FAQ about not one, but two of the many fierce fighters in Bloody Roar: Primal Fury. I have decided to do both Long and Shenlong in the same FAQ since they are so similar, and it'd almost be a waste of time to write a separate one for each of them. Also, be warned that I have never played a Bloody Roar game before this one, so for their background story I'm just taking someone's word for it. I hope you find my FAQ to be useful. :)

## -----III.Long and Shenlong-----

Here is what I know of the background story for these characters. Long was Captured by some evil people that made a clone from his DNA. This clone's name was Shenlong. Shenlong was evil and captured zoanthropes to do strange experiments on them. He became rich and greedy and killed anyone who tried to stop him.

In Bloody Roar 2, Uriko's mom was captured by Shenlong, so Long taught Uriko how to fight so that she could rescue her mom (she is a half-beast because of the experiments). Long and Uriko try to rescue Uriko's mom, but Long is unable to defeat Shenlong because of some painful flash-backs that make him very weak. Uriko ends up defeating Shenlong, stopping the experiments, and saving her mom with no help from Long (please Email me if I left out something important here).

Like I said before, Long and Shenlong are very similar: they both transform into a tiger and they have many identical (or at least similar) attacks, including most of their throws and a beast drive.

+++Long+++

Appearance - Long is an average-size oriental guy with glasses. He has brown hair that hangs

straight down and ends in a pony tail with a couple of little bands to hold it together. Kinda

reminds me of Harry Potter (except for having a pony tail and no lightning scar).

Long's primary outfit looks very Japanese. It is a green, loose-fitting shirt and pair of

pants, with (I'm not sure exactly what they're called) a green and gold patterned vest with a

dragon on the front, and a long loin cloth. He is wearing brown shoes with a white stripe,

heavy-looking wrist and ankle bands, gauntlets, and a fancy oriental belt.

When transformed, Long is an orange tiger with all of the same clothes minus the shoes and

shirt sleeves.

His second outfit is very similar to his first. This one, though, has rolled-up

sleeves, no

ankle bands, different wrist bands, a different style of vest with no picture on it, and black

shoes. It is also blue rather than green.

His second beast is a white tiger with all of the above except for the sleeves and shoes.

Ending Video - Long is walking down a crystal-filled cavern carrying an unconscious Cronos. He

has some flashbacks (of what I'm not exactly sure). The screen fades to Long and a scientist

examining Cronos in one of those bluish-green experiment tubes.

+++Shenlong+++

Appearance - Shenlong is a scary-looking guy with yellowish skin, spiky hair, and a scar under

his left eye. He tends to look more like a psycho than a storybook hero (my appologies to any

Shenlong fans out there).

Shenlong's first outfit consists of blue jeans, an untucked purple button-up with his chest

exposed, a vest over the button-up, and some brown shoes.

Shenlong's first beast form is a bluish-white tiger with pants that have holes at the knees

and the remains of his button-up hang from his wrists.

His other outfit is a pair of purple pants, black shoes, black street-gang-style gloves, and a

black shirt with a picture of a snake wrapped around it.

His second beast form is an odd orange color. He has his purple pants with holes at the knees

but doesn't have any scraps of a shirt. The remains of his gloves look like wrist bands.

Ending Video - Shenlong walks into a stadium. Long appears and Shenlong notices him.

Shenlong says, "Back for more, Long? Few have been able to survive more than one lesson....,"

and turns to meet him.

Long replies, "Your confidence will betray you."

Shenlong says, "We shall see, won't we."

They jump at each other with (slow motion) flying kicks.

-----IV.Move List-----

I have decided to arrange the move list as a T-chart (sorta). Attacks that only Long has will be

on the left, and Shenlong's attacks will be listed on the right. Any Attacks that both fighters

have will cross over on both sides. The chart will give a description of each move, tell how

much damage it inflicts (different for each character even for otherwise identical attacks), how

much damage is dealt as a beast, and how high or low the attacks hits the target.

NOTE: Players always start a match with 200 life points (except in handicap matches).

<>Move List Key<>

P = Punch

Fwd = Forward

DF = Down and Forward (diagonal)

K = Kick

Bck = Backward

DB = Down and Backward (diagonal)

B = Beast Attack      Up = (hmm)      Qcf = Quarter circle forward (Dwn, DF, Fwd)  
 T = Throw Button      Dwn = Down      Qcb = Quarter circle back (Dwn, DB, Bck)

LONG	SHENLONG
P - a quick jab; range High	
Long's Damage human - 8 beast - 12	Shenlong's Damage human - 5 beast - 7
Fwd+P - a little bit slower jab; range Mid	
Long's Damage human - 8 beast - 13	Shenlong's Damage human - 14 beast - 19
Bck+P - shoulder ram that knocks opponent to the ground; range Mid Damage human - 18 beast - 27	Bck+P - smacks opponent with palms; range Mid Damage human - 22 beast - 31
Up+P - jump and smack opponent's head; range Mid Damage human - 15 beast - 22	Up+P - jump and swipe at opponent's head; range High Damage human - 12 beast - 20
Dwn+P - similar to P only crouching; range Mid	
Long's Damage human - 5 beast - 9	Shenlong's Damage human - 3 beast - 5
DF+P - whack opponent's stomach with knee; range Mid Damage human - 11 beast - 16	DF+P - a quick punch to the leg; range Mid Damage human - 9 beast - 12
DB+P - swing arms upward and smack opponent; range Mid Damage human - 11 beast - 16	DB+P - similar to DF+P only slower; range Mid Damage human - 12 beast - 18
Dwn, Dwn+P - two fast punches; range Mid, Mid Damage human - 5, 5 beast - 9, 8	Dwn, Dwn+P - uppercut; range Mid Damage human - 14 beast - 22
Fwd, Fwd+P - spin and hit opponent	Fwd, Fwd+P - lung forward and elbow

with your back; range Mid Damage human - 15 beast - 22	opponent's stomach; range Mid Damage human - 14 beast - 22
Dashing P - headbutt; range Mid Damage human - 19 beast - 29	Dashing P - hard punch; range Mid Damage human - 27 beast - 38
Qcf+P - lunge forward and punch; range High Long's Damage human - 19 beast - 29	Shenlong's Damage human - 28 beast - 40
Qcb+P - block attack; ram opponent with elbow; range Mid Damage human - 18 beast - 27	Qcb+P - block attack; stab opponent; range Mid Damage human - 15 beast - 20
Facing Backwards P - stick arms out on both sides; range Mid Damage human - 13 beast - 20	Facing Backwards P - Smack opponent with back of hand; stay turned around; range High Damage human - 12 beast - 18
Facing Backwards and Crouching P - simple punch; range Mid Long's Damage human - 5 beast - 9	Shenlong's Damage human - 19 beast - 25
K - a quick kick; range Mid Damage human - 11 beast - 16	K - high kick; range High Damage human - 10 beast - 14
Fwd+K - windmill kick; range Mid, Mid Long's Damage human - 5, 13 beast - 8, 20	Shenlong's Damage human - 7, 9 beast - 10, 12
Bck+K - spin kick; turns player around; range High Long's Damage human - 12 beast - 19	Shenlong's Damage human - 18 beast - 20
Up+K - an odd jump kick; range Mid Damage human - 12	Up+K - spinning jump kick; range High Damage human - 19

beast - 18	beast - 25
Dwn+K - low kick; range Low	
Long's Damage	Shenlong's Damage
human - 8	human - 6
beast - 12	beast - 9
DF+K - similar to K; range Mid	
DF+K - weird kick; range Mid	DF+K - weird kick; range Mid
Damage	Damage
human - 15	human - 12
beast - 22	beast - 18
DB+K - sweep kick; range Low	
Long's Damage	Shenlong's Damage
human - 13	human - 12
beast - 20	beast - 18
Dwn, Dwn+K - launch into the air and kick; range Mid	
Long's Damage	Shenlong's Damage
human - 16	human - 15
beast - 10, 10, 18	beast - 20
Fwd, Fwd+K - same as DB+K only stronger; range Low	
Long's Damage	Shenlong's Damage
human - 19	human - 14
beast - 25	beast - 19
Dashing K - flying jump kick; range High	
Long's Damage	Shenlong's Damage
human - 23	human - 23
beast - 36	beast - 38
Qcf+K - double jump kick; range Mid, High	
Long's Damage	Shenlong's Damage
human - 6, 6	human - 7, 10
beast - 11, 18	beast - 10, 14
Qcb+K - jump on opponent's head several times; range Mid	
Long's Damage	Shenlong's Damage
human - 1, 7, 7, 15	human - 1, 6, 6, 12
beast - 2, 11, 11, 22	beast - 2, 10, 10, 20
Facing Backwards K - spin kick; range High	
Facing Backwards K - kick with heel; stay turned around; range High	Facing Backwards K - kick with heel; stay turned around; range High
Damage	Damage
human - 15	human - 15
beast - 23	beast - 20
Facing Backwards and Crouching K - low kick; range Low	
Long's Damage	Shenlong's Damage

human - 11 beast - 16	human - 7 beast - 11
(cannot transform)B - stomp on ground (shock wave does no damage); range Low Long's Damage human - 2 beast - N/A	Shenlong's Damage human - 2 beast - N/A
Long's Damage human - N/A beast - 18	B - fast swipe; High Shenlong's Damage human - N/A beast - 12
Fwd+B - step forward and smack opponent's head; range Mid Damage human - N/A beast - 15	Fwd+B - axe kick; range Mid Damage human - N/A beast - 29
Bck+B - push opponent away; range Mid Damage human - N/A beast - 37	Bck+B - high back kick; turns player around; range Mid Damage human - N/A beast - 25
Up+B - jumping spin kick; range High Damage human - N/A beast - 27	Up+B - flip kick; range Mid Damage human - N/A beast - 29
Long's Damage human - N/A beast - 19	Dwn+B - swipe at opponent's legs; range Low Shenlong's Damage human - N/A beast - 12
DF+B - quick upward kick; turns player around; range Mid Damage human - N/A beast - 20	DF+B - swipe opponent's legs with both claws; range Low Damage human - N/A beast - 23
DB+B - sweep kick; turns player around; range Low Damage human - N/A beast - 16	DB+B - low kick; turns player around; range Low Damage human - N/A beast - 15
Long's Damage human - N/A beast - 32	Dwn, Dwn+B - bring both fists up; range Mid Shenlong's Damage human - N/A beast - 24

Fwd, Fwd+B - lung forward and swipe upwards; range Mid	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 23	beast - 20

Dashing B - roll into a spinning ball and ram opponent	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - up to 55	beast - 38

Qcb+B - stomp on the ground making a small shockwave; range low	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 6	beast - 5

Facing Backwards B - bash opponent with shoulder; range Mid	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 40	beast - 29

Facing Backwards and Crouching B - claw swipe; range Low	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 25	beast - 20

#### THROWS

(Human)Opponent is Standing Fwd+T - turn opponent around and blast them across the screen with an energy beam	
Long's Damage	Shenlong's Damage
human - 27	human - 23
beast - N/A	beast - N/A

(Beast)Opponent is Standing Fwd+T - force opponent to the ground by stepping on them and slash at their face twice	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 9, 17, 17	beast - 9, 19, 19

Opponent is crouching Fwd+T - grab opponent's head and launch them into the air with a knee to the face	
Long's Damage	Shenlong's Damage
human - 20	human - 17
beast - 30	beast - 31

Facing Opponent's Back Fwd+T - grab opponent's arm and trip him	
Long's Damage	Shenlong's Damage
human - 32	human - 32
beast - 48	beast - 47



Qcf+B - grab opponent's neck in your jaws, flip over them, and throw; range Mid	
Long's Damage	Shenlong's Damage
human - N/A	human - N/A
beast - 4, 41	beast - 3, 34

Qcf+T - pull opponent towards you, stuning them for a second; no damage	Qcf+T - grab opponent's head and pull them behind you stuning them them for a second; no damage
---	---

BEAST DRIVES

Qcf, Qcf+B - stun opponent, then procede to punch and kick several times, stun again, and launch him into a wall Damage - up to 110	Qcf, Qcf+B - stab opponent's neck, causing them to fall to the ground, bleeding, then give them a little slap, and blast them with a shock- wave of energy Damage - up to 110
---	--

Qcb, Qcb+B - stomp towards your opponent, dash with them into a wall in a burst of energy Long's Damage - up to 110	Shenlong's Damage - 110
---	-------------------------

-----V.Combo List-----

I'm puting the combos in a different section than the rest of the move list because it is inconvenient to list them all the same way. Any combo that only one of the fighters can use will say so next to it. Yes, I did take some from the manual, but only a few. The amount of damage each move in a combo does will be listed as well as the total damage dealt by the combo. L, M, and H tell the range of each attack. Also, expect to see future versions with more combos. I plan to experiment quite a bit, and I wouldn't mind any that you have to contribute (hint, hint).

P, K (turns Shenlong around)

Long's Damage	Shenlong's Damage
human - 8H, 11H	human - 5H, 9H
total - 19	total - 14
beast - 12H, 16H	beast - 7H, 12H
total - 28	total - 19

P, K, Dwn+K

Long's Damage	Shenlong's Damage
human - 8H, 11H, 8L	human - 5H, 9H, 6L
total - 27	total - 20
beast - 12H, 16H, 8L	beast - 7H, 12H, 9L
total - 36	total - 28

P, K, Dwn+K, Fwd, Fwd+P

Long's Damage  
human - 8H, 11H, 8L, 12M  
total - 39  
beast - 12H, 16H, 13L, 19M  
total - 88

Shenlong's Damage  
human - 5H, 9H, 6L, 12M  
total - 32  
beast - 7H, 12H, 9L, 18M  
total - 46

Up+P (not really a combo but goes to Shenlong's six-level combo ring)

Long's Damage  
human - 15M  
total - 15  
beast - 22M  
total - 22

Shenlong's Damage  
human - 12H  
total - 12  
beast - 20H  
total - 20

P, P (to any six-level combo starting with P, Fwd+P, or Fwd+K)

Long's Damage  
human - 8H, 5M  
total - 13  
beast - 12H, 9M  
total - 21

Shenlong's Damage  
human - 5H, 3M  
total - 8  
beast - 7H, 6M  
total - 13

P, P, P (to any six-level combo ring)

Long's Damage  
human - 8H, 5M, 11M  
total - 24M  
beast - 12H, 9M, 16M  
total - 37

Shenlong's Damage  
human - 5H, 3M, 7M  
total - 15  
beast - 7H, 6M, 11M  
total - 24

Fwd+K, Qcf+K

Long's Damage  
human - 5M, 13M, 2M, 8H  
total - 28  
beast - 11M, 18M, 4M, 13H  
total - 46

Shenlong's Damage  
human - 7M, 9M, 2H, 7H  
total - 25  
beast - 10M, 12M, 3H, 11H  
total - 36

Dwn+B, Dwn+B (Long Only)

Long's Damage  
human - N/A  
total - N/A  
beast - 19L, 8L, 6L, 6L  
total - 39

Shenlong's Damage  
human - N/A  
total - N/A  
beast - N/A  
total - N/A

B, P (to any six-level combo ring)

Long's Damage  
human - N/A  
total - N/A  
beast - 18H, 16M  
total - 34

Shenlong's Damage  
human - N/A  
total - N/A  
beast - 12H, 11M  
total - 23

B, B

Long's Damage  
human - N/A  
total - N/A  
beast - 18H, 15M  
total - 33

Shenlong's Damage  
human - N/A  
total - N/A  
beast - 12H, 12M  
total - 24

B, B, B

Long's Damage  
human - N/A

Shenlong's Damage  
human - N/A

total - N/A  
beast - 18H, 15M, 27M  
total - 60

total - N/A  
beast - 12H, 12M, 25H  
total - 49

B, B, B, B (Shenlong only)

Long's Damage  
human - N/A  
total - N/A  
beast - N/A  
total - N/A

Shenlong's Damage  
human - N/A  
total - N/A  
beast - 12H, 12M, 25H, 29M  
total - 78

B, B, Fwd+B (Long only)

Long's Damage  
human - N/A  
total - N/A  
beast - 18H, 15M, 25M  
total - 58

Shenlong's Damage  
human - N/A  
total - N/A  
beast - N/A  
total - N/A

Qcb+B, B, B, B

Long's Damage  
human - N/A  
total - N/A  
beast - 6L, 12M, 13M, 12M, 13M,  
12M, 13M  
total - 51

Shenlong's Damage  
human - N/A  
total - N/A  
beast - 5L, 10M, 18M, 10M, 18M,  
10M, 18M  
total - 89

Qcb+B, B, B, B, Dwn+B, B, B

Long's Damage  
human - N/A  
total - N/A  
beast - 6L, 12M, 13M, 12M, 13M,  
12M, 13M, 11M, 16L, 8L  
total - 116

Shenlong's Damage  
human - N/A  
total - N/A  
beast - 5L, 10M, 18M, 10M, 18M,  
10M, 18M, 9M, 11M, 7L, 9L  
total - 125

Bck, Fwd+K, Fwd+B, Dwn+P (Long only)

Long's Damage  
human - N/A  
total - N/A  
beast - 13M, 15M, 9M  
total - 37

Shenlong's Damage  
human - N/A  
total - N/A  
beast - N/A  
total - N/A

SIX-LEVEL COMBO RINGS

Six-level combos are unique to Long and Shenlong (with the exception of Uriko, a student of Long). To perform these special combos, you must first execute one of the above moves that says "to six-level combo ring". After that, you may start one of the combos. You can start from any move in the ring and go in a complete circle around it in either direction. You cannot perform any move more than once. Once you have done all six moves, you can perform one of the finishing moves. Some of the attacks also allow you to link to any quarter-circle attacks (good for starting juggles). The damage listed by each move is how much it causes as the first attack in the ring. As the combo progresses, each move becomes less damaging, though they still add up to quite a

bit. The finishing moves with a star by them, when performed as a beast, do an absurd amount of damage and could probably be considered additional Beast Drives.

+++Long's Combo Rings+++

Hawk Six-Level Combo Ring

Dwn+K <-----> P <-----> Fwd+K	Dwn+K <-----> P <-----> Fwd+K
9                    15                    9	15                    22                    15
/ \	/ \
human	beast
\ /	\ /
Fwd+P <-----> K <-----> Dwn+P	Fwd+P <-----> K <-----> Dwn+P
11                    8                    5, 4	16                    13                    8, 6

Tiger Six-Level Combo Ring

Bck+B <-----> B <-----> Fwd+B
22                    16                    22
/ \
beast
\ /
DB+B <-----> Dwn+B <-----> DF+B
27                    8, 6, 6                    25

End of Six-Level Combo Rings

Bck+P	Bck+K
human - 18	human - 6, 8
beast - 27	beast - 11, 13
Fwd, Fwd+P	Fwd, Fwd+K
human - 12	human - 22
beast - 19	beast - 34
*Dwn, Dwn+P	Dwn, Dwn+K
human - 41	human - 13
beast - 63	beast - 20

+++Shenlong's Combo Ring+++

Snake Six-Level Combo Ring

Dwn+K <-----> P <-----> Fwd+K	Dwn+K <-----> P <-----> Fwd+K
12                    19                    15	18                    25                    20
/ \	/ \
human	beast
\ /	\ /
Fwd+P <-----> K <-----> Dwn+P	Fwd+P <-----> K <-----> Dwn+P
16                    11                    6, 6	23                    16                    9, 9

End of Six-Level Combo Ring

Bck+P	Bck+K (turns player around)
human - 19	human - 5, 3
beast - 40	beast - 20, 5
Fwd, Fwd+P	Fwd, Fwd+K
human - 28	human - 27
beast - 53	beast - 50
Dwn, Dwn+P	*Dwn, Dwn+K
human - 15	human - 27
beast - 35	beast - 70

-----VI.Tactics-----

+++Long's Tactics+++

[I'm still working on it.]

+++Shenlong's Tactics+++

[Ditto.]

+++Universal Tactic vs. Button Mashers+++

Sidestep, combo ring, big finish. Repeat as needed. ;)

-----VII.Special Thanks-----

!!Thanks to godzilla71390 for a new combo starter!!

!!Thanks to mk5252 for a new combo starter and possibly some more combos in the future!!

!!Thanks to zabbyx24 for the background story of these characters!!

!!Thanks to Funkytoad ^^; for some moves I forgot and for some new information on the  
combo  
rings.

!!Thanks to Hudson, Eighting, and Activision for making this game!!

!!Thanks to Nintendo for creating the Gamecube!!

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