

Bloody Roar: Primal Fury Gado Character FAQ

by Tyrant X

Updated to v2.0 on Mar 10, 2005

```
BBBBBBBBBB      RRRRRRRRRR
B      B l      d      R      R
B      B l      d      R      R
B      B l      d      R      R
BBBBBBBBBB l ooooo ooooo ddddd      RRRRRRRRR ooooo aaaaa rrrrr
B      B l o o o d d y y      R      R o o a a r
B      B l o o o d d y y      R      R o o a a r      :
B      B l o o o d d yyyyy      R      R o o a aa r
BBBBBBBBBB l ooooo ooooo ddddd y      R      R ooooo aaaaa r      :
                y
                Y
```

```
PPPPPPPPPP      FFFFFFFFFF
P      P      l      F
P      P      l      F
P      P      l      F
PPPPPPPPPP rrrrr i mmmmmm aaaaa l      FFFFFFFFFF u u rrrrr
P      r      i m mm m a a l      F      u u r      y y
P      r      i m mm m a a l      F      u u r      y y
P      r      i m mm m a aa l      F      u u r      yyyyy
P      r      i m mm m aaaaa l      F      uuuuu r      y
                y
                Y
```

GADO'S MOVE LIST

Reader, please adjust your viewer so that this sentence appears all in one line.

1 2 3 4 5 6 7 8
1234567890123456789012345678901234567890123456789012345678901234567890

=====
Table of contents
=====

- 0) Versions and Updates
- 1) Introduction to Gado
- 2) Control legend
- 3) Gado's moves and combos
- 4) Gado's techniques
- 5) Going beast and hyper-form
- 6) Disclaimer

=====
0) Versions
=====

+Version 2.0----March 10, 2005-----

Corrections, better layout and more in depth walkthrough of Gado's character.
This is probably the last version I'll make.

+Version 1.3----January 25, 2003-----

Changed the format of the FAQ. Two corrections. Almost done.

+Version 1.2----December 20, 2002-----

Added ALOT of new beast and beast drive combos. Made some more corrections.

+Version 1.1----December 12, 2002-----

Changed some words, made some corrections with the KOD moves. Added some new combos.

+Version 1.0----November 23, 2002-----

First installment. Got some of Gado's basic moves down, but I working on the combos

=====
1) Introduction to Gado
=====

First, if you don't like medium-slow power characters, you're not gonna like Gado. He's not considerably slow, but he does make up with the power of his attacks. He doesn't have lengthy combos but he gets the job done. As you might have already noticed, a lot a Gado's moves are similiar to Shina's. Many of the moves below will work with Shina too but with few variations.

Ok...let's get started...

=====
2) Control legend
=====

Button
or
Direction....What it means

- P.....Punch
- K.....Kick
- B.....Beast
- Y.....Block(Tap during some moves to cancel and start some other move)
- >.....Foward
- <.....Back

^.....Up
 v.....Down
 /.....Diagonal: Down-Back
 \.....Diagonal: Down-Foward
).....Down, Down-Foward, Foward(be quick about though!)
 (.....Down, Down-Back, Back(see above!)
 +.....Press these buttons at the same time
 knock-down...Combo or move knocks opponent down(Gado has a lot of these).
 knock-away...Combo or move knocks opponent far, far away from Gado. Use these to
 knock the opponent out of the ring(Gado also has alot of these).
 stun.....Stuns opponent.
 capture.....Captures opponents. Your opponent is in your clutches and Gado does
 some kind of move. Great for when your health is low as they cannot
 counter you while they are captured.
 beat 'um.....Beat 'em up move. You can perform several of these in secession and
 your opponent will have little time to react.
 air.....Propels opponent into the air. After which you can do an aerial
 attack to knock them down or some beat 'um.
 BBr.....Light block-breaking hit(Again, Gado has a lot of these).

=====
 3) Gado's moves and combos
 =====

These are all of Gado's basic combos:

Combo.....What it is

P, P.....Two fast high punches, a nice beat 'um.

 Combine *P, P* with:

> +P.....High shoulder hit(knock-down)

> +K.....High knee rush(BBr)(aerial)

Combo.....What it is

> +B.....Mid stab slash. Combines only with the moves immediately below.

Combine *> +B* with:

B.....Mid downward slash(BBr)(knock-down). Can only be combined with a
 Curl technique(see Gado's techniques)

v +B.....Low back kick. Turns Gado around.

B, B.....Two mid slashes. Note: If you combine this move with any of the
 moves immediately below, you won't be able to use the combo groups
 after it.

Combine *B, B* with:

B.....Mid smack slash(BBr) (knock-away) (end of combo)
(+B.....Mid uppercut slash(BBr) (air) (end of combo)
) +B.....Mid Bloody roar(BBr) (capture) (end of combo)
(+B.....Uppercut slash(BBr) (air) (end of combo)

< +P, P.....High turn-around elbow hit, high punch(stun)
> +P, P.....Two mid leaning punches
> +P, P, P..Two mid leaning punches, Mid smack down punch(stun)

Combine *any of the above* with:

) +K.....Up-and-down kick(stun) (somewhat beat 'um)
(+P.....Mid charged up punch(hold P for greater effect) (BBr) (knock-away)
v ^+P.....High "talk to the fist" punch(BBr) (knock-away)
< >+P.....Fast mid tackle and roll(knock-down)
) +P.....High grab and punch twice(capture)
B.....Mid slash. Combines only with *< +P, P*. Look at *B, B* above
for links to this move.

Combine *) +P* with:

K.....Mid Kick(BBr) (air)
v +K.....Trip kick(stun) (May be blocked easily by computer opponents!)

(+K.....Mid light-blocking back swing kick(somewhat beat 'um)
(also a good taunt)

Combine *(+K* with:

< >+P,) +P,
(+P.....Two mid punches(BBr), charged up punch(BBr) (knock-away)

Combo.....What it is

K, K.....Two high back hook kicks
B, B.....Two mid slashes

Combine *K, K* with:

K.....High back swing kick(knock-down)
> +K.....Mid knee kick

Combine *B, B* with:

> +K.....Mid knee kick

Combine *> +K* with:

^ +K.....High back hook kick
K.....Mid front kick

v +K.....Low side kick
P.....Knee fake

Combine *first three of above* with:

P.....Knee fake
K.....Heel Drop(BBr) (knock-down)

Note: you can also start from the mid knee kick *> +K*.

Combo.....What it is

\ +P.....Mid crouching punch

Combine *\ +P* with:

P.....Mid headbutt(BBr) (stun)
v or \ +K.....Standing Trip kick(stun)
> +B.....Mid stab slash

Combine *> +B* with:

B.....Overhead smack slash(BBr) (knock-down)
v +B.....Low turn-around kick(stun)

=====
4) Gado's techniques
=====

Moves that may or may not combine to anything, but are still useful for Gado or Shina, are called techniques. Techniques can be used to chip away at the enemy slowly, and some give you the liberty to cancel the move with the Y button at almost anytime during the move unlike most combos. All the techniques that can be used the same way are grouped together.

Curl technique

) +P
(+P
) +K
(+K leads to <, >+P,) +P, (+P combo
) +B
(+B

These techniques are named for the way they are performed. All fighting games involve some kind of move where to have to press down, down-foward, and foward plus a button. Although usually these would perform a projectile, there is no shooting in Bloody Roar. These are good combo enders and regular techniques in

different situations.

Kick-while-down techniques

v +P(Kind of slow)

v +K

v +B

Use these when your opponent is on the ground to deliver a little extra damage. YEAH, I'M FIGHTIN' NOW!!! GET UP SO I CAN SMACK YOU!!! :#

Dribble techniques

) +K(beat 'um)

/ +K(stun)

Use them immediately after the opponent has fallen to the ground from a knock-down move (such as ^ +P) and is bouncing like a basketball. You can get in extra hits this way and in beast form they do considerable damage. Don't forget to use your Kick-while-down techniques too!

Reaching techniques

\ +K

>, > +P(2nd hit BBr) (2nd hit knock-down)

>, > +K(BBr) (air)

>, > +B

Use them when the opponent is fairly far away. These attacks have a nice reach and makes your character step in at the same time. Perfect for fleeing opponents! *>, >+B* actually links to some attacks in hyper mode. Try it out.

Smack techniques

< +B(BBr) (knock-away)

(+P(hold P for greater effect) (BBr) (knock-away)

^ +K(BBr) (knock-away)

< +K(BBr) (knock-away)

v, ^ +P(BBr) (knock-away)

^ +P(BBr) (knock-down)

> +B, B(BBr) (knock-down)

Smack techniques are the simplest of all fighting game techniques and work all the same way...SMACK! Use this to keep your opponent off you in low health or the like. Try the first three for when the opponent is running toward you and the last four when your opponent is a little bit closer to you. Careful though! Some of these moves have a nasty recover time.

Capture techniques

> +Y

) +Y Press Y right before Gado hits for an excellent fake-out :)

Take the above description and replace the word 'smack' with 'capture'. One big no-no to be said however: do not try to use these techniques while the opponent is stunned! Almost all of them will miss because the opponent has to be in a certain position for them to work. For example, lets say you used *> +P, P, P* and tried to use *> +Y* immediately after. Gado will miss his capture by inches and by the time he recovers, he's open to attack. Use these techniques only when the opponent is standing or crouching and not losing their balance or holding their head in pain from the last attack.

=====

5) Going beast and hyper form

=====

Beast mode offer you two kicks and hyper mode offer you three: the ability to recover health, increased attack power, and in hyper mode, the timer stops. The blue area in your health bar is the amount of health Gado can recover. Try to stay in beast form as long as possible to benefit from these advantages. Never, EVER hit the hyper button unless the timer is running out and you are about to lose the round or your beast meter is close to full. Going hyper takes more health the less beast energy you have.

Beast drives are the most powerful moves of any character and aren't too easy to pull off if you're inexperienced. Practice performing these attacks in Training Mode before you try it on the battlefield. A rule of thumb is all beast drives essentially can link into some combo. Knowing when to use beast drives is just as important as being able to use them. The info below will fill you in on when to use beast drives.

((+B

Gado's most powerful move. He whips opponent into the air and knocks them into the opposite wall. The rule for this beast drive is to use it the same way you would use the dribble techniques. Use this move right after they have been knocked down and are bouncing like a basketball. *> +B, B* and *> +K, K, K* are perfect examples.

)) +B

Gado's second most powerful move. He grabs his opponent, drains their life bar (44 hits!), smacks them with an energy blast, and finally throws them into the ground. You'd think that with the requirements for this beast drive to work, it would be more powerful. You have to stand right in front of your opponent. They can not be crouching, losing their balance, or holding their head in pain from the last attack to use it. The same rules as capture techniques apply.

As you may already know, when Gado goes hyper-form, all of his moves are block-breakers. Hyper-form only lasts ten seconds so you need to remember and practice the above combos so you can do the most damage possible. When his time is almost

up, use a combo and/or whip your opponent into a beast drive and do MAXIMUM DAMAGE! Remember though: the later you wait to perform a beast drive in hyper form, the less damage it does. Adjust for the trade-off appropriately.

Well, this is the end of the guide for now!

I hope you have fun playing as Gado!

=====
6) Disclaimer
=====

Gado's Move List Copyright 2005 by Tyrant X. This walkthrough or any part of it may not be used for anything else but personal use. That means it cannot be published on any other websites, magazines, or any other media without the permission of Tyrant X, the author of this walkthrough. Please neoPM him any questions, comments, or suggestions you may have about the content of this walkthrough.

Neoseeker.com is the only site allowed to use this guide or any part of it.

This document is copyright Tyrant X and hosted by VGM with permission.