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0.1 22/01/05 Just starting the FAQ now.

1.0 23/01/05 Finished first version.

1.5 11/02/05 Corrected typos. Fixed a crapload of grammatical errors.

3.0 27/5/05 Finished writing the FAQ added a huge load of stuff, only bit missing  
is the last boss which I haven't got to yet as soon as I do I'll update.

3.2 2/6/05 Corrected many typos.

3.3 3/6/05 Finaly fixed every margin issue using Metapad. I love that app!

3.5 22/01/07 Wow would you look at that! I happened to start this FAQ again on the exact 2 year anniversary of starting it without even knowing! Freaky. Added a contents section and made it serchable easily. Cleaned up layout a bit.

3.6 5/6/07 Added contact info. Other minor additions.

3.7 6/6/07 Was contacted by Neoseeker. Gave them permission to use my FAQs. Added them to Allowed Sites

#### Legal info

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#### Allowed sites

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This FAQ may only appear on:

www.gamespot.com  
www.gamefaqs.com  
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#### General Info

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This stuff is just for people who didn't get a manual or are using an emulator.

Controls



Well theres my first attempt at ASCII. Guess I need practice. :D

1up= Your score for killing stuff, end of level bonuses, and pickups etc.  
Energy: The red bar below your score. As you get beaten up you lose energy: when its all gone you lose a life.

x3=lives When you run out of lives the game is over and you have to continue or quit. You get an extra life every 50,000 points. Continuing returns your score to zero.

You start with three continues. I don't think you can get more.

Sx: Amount of special attacks remaining.

Time: The amount of time you have left to beat up the current screen of thugs.  
Run out of time and you lose a life.

#### Playable charters move lists -----

##### Adam Hunter -----

Adam is well balanced. He has good range, good power and varied attacks but he is slightly slow. He is great with pipes and bats and has the best range with them.

##### Combo (B repeatedly)

A left jab, a killer right uppercut, and a chest high roundhouse kick.

Power: \*\*\*

Good power, but slightly slow to execute. Overall a good move

##### Jumpkick ( C to jump and B in air)

Power: \*\*

Has a good range. Use it whenever you have an opening.

##### Back attack (B+C)

A small backward jumpkick.

Power: \*\*

This has the best range out of the back attacks but is the slowest to execute. try to start it when the bad guys are kinda further away than for the other back attacks.

## Grapples

Grapple combo (B repeatedly while in frontal grapple)

Two knees to the gut and a HARD looking elbow to the head. Ouch!

Power: \*\*\*\*\*

Very powerful but remember you have to get close to an enemy which means you might take some hits and if theres others thugs around they can punch you out of the hold.

throw (B+away from bad guy in grapple)

A powerful looking over the shoulder throw.

Power: \*\*\*\*\*

As above really powerful but grappling can be dangerous. Also good for pegging one thug into a group of others.

Vault (C in grapple)

Adam flips over his opponent and grapples from behind, ready to bust their head open with a surplex.

Back grapple (B in rear grapple)

A painful back surplex that drives the punk's head into the ground.

Power: \*\*\*\*\*

Insane power but takes a while to grapple and vault so be careful.

## Blaze Fielding

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Blaze has been my favorite char in all the SORs. Very fast with good range, a really varied and impressive attack, a really cute face and a nice body and good fashion sense. She can impress her opponents before she beats the tar outta them since she has always had those cool chi-like magic attacks. But her hobby is the lambada? lol Wow Sega what are you thinking? I'll bet she gets laughed off the dance floor at clubs! If anybody had the balls to laugh at her that is!

Blaze is not good with bottles, having a short range as with knives, but is good with pipes and bats with which she has nice range. This is strange because in the other SORs she was great with knives, having a double slash attack with them in Streets of rage 2 and 3 and a special running attack with them in SoR3.

Combo (B repeatedly)

Two high chops, a front middle kick and a flip kick where Blaze plants her foot in the thugs guts and uses him as a brace to filp up and kick him in the head!

Power: \*\*

The best looking combo IMO, but takes longer than the other two so watch what you are doing or you get beat up. its slightly weaker than the other two as well.

Jump kick (B in air)

A cool looking jump kick with a twisting stabbing motion with Blaze's leg and foot.

Power: \*\*

The best looking jumpkick and the one with the best range. Use it with confidence.

Back attack (B+C)

A twisting, backwards, semi roundhouse, high kick.

Power: \*\*

Not as good as Adam's back kick range, but better than Axels. Looks cool too.

Grapple combo (B Repeatedly after grapple)

Two high knees and a backflip kick.

Power: \*\*

Isn't really all that powerful and leaves you vulnerable. Don't use it when there are lots of bad guys about.

Grapple throw (B+away from bad guy)

Blaze pulls her enemy towards her puts a foot in their gut and uses their momentum to help her throw them over her head.

Power: \*\*\*\*

As with most grapple attacks powerful but leaves you slightly open

Grapple vault (C in grapple)

Blaze flips over the opponent using their shoulders

Power: nothing.

Use to get behind an enemy for a rear grapple. If you vault over them again you will let them go.

Back grapple throw (B in rear grapple)

A screen shaking back surplex

Power: \*\*\*\*

Ouch my head! It bleeds! This really hurts but you need time to vault behind somebody without getting abused, so make sure you have a few seconds.

Axel

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Axel is a cop who is framed in sor3. Don't know what for, can't remember the story now

:P.

Axel is slow. Real slow. He is powerful but pretty much the same as Adam. I think Axel is the worst character since he's no stronger than Adam, but slower and

he also can't jump for beans. Axel is really average with all weapons. Nothing stands out at all.

Combo (B repeatedly)

Power: \*\*\*\*

Two left jabs a right to the gut and a chest high front kick.

Like Adam's this is a strong combo, but takes a while. Always watch for other bad

guys surrounding you when you do this.

Jump attack ( B in air)

A jumping knee to the face.

Power: \*\*

Same as Adam's but with less range. Yawn.

back attack (B+C)

A quick backfist.

Power: \*\*\*

Nice power for this type of move, as well as being the fastest back attack in the game, but the range stinks. Use only when needed.

Grapple combo (B repeatedly after grapple)

Two gut knees and a headbutt

Power: \*\*\*\*

Same as Adam's powerful but leaves you open.

Grapple throw (B+away from thug)

AGAIN same as Adam's.

Same range, same everything! A powerful move good for throwing one thug into others for damage.

General tips

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\* The levels in this game scroll in sections. If you only go a little way when Go!

flashes, you'll only get a few enemies. If you go as far as you can you'll

eventually get stopped and have to wipe out all the bad guys before you can go further. The problem is that if you do that you'll get all the enemies for that section, meaning you could be fighting up to seven opponents at once! A good way to get killed.

\* If you are surrounded by enemies grab one and throw them into the rest to get some breathing room and to disarm ones who have weapons.

\* If you see pits in a level throw or knock enemies in and they will die instantly.

\* Don't fall in yourself or you'll lose a life instantly. Don't stay between an enemy and a hole, because if the enemy hits you and knocks you down you'll fall in!

\* Kill long range foes first to stop them interrupting your fights with others.

\* Link your combos. Instead of just grappling do the first part of your combo and while they are stunned grapple them knee them twice then throw them and you will have done far more damage than if you just threw them.

\* Save roasts till you really need them.

\* If your character sucks with a weapon, just leave it.

## Items

Apple: Restores 25% life.

Roast: Restores all life.

Moneybag: 1000 points.

Little Model of Blaze Adam & Axel: 1UP gives you an extra life.

Cute little police car: Gives an extra special attack.

## Weapons

Bat: Good Range nice power. (Is this a sword? It kinda looks like one E-mail me if you know)

Pipe: same as the bat.

Knife: Very short range high power If you press b while far away you'll throw it which causes a lot of damage.

Bottle: A little more range than the knife. Weaker though.

Stun grenades: stuns enemies in the area where it lands for 8 seconds. (8 coughing animations)

## Enemies

Galsia: Looks like a slim guy in green denim jacket and jeans with a black shirt and orange kneepads. Other Colors: Blue, Dark red.

This guy is in all of the SORs and he is always the wussy punk. He's actually better in SOR1 than the rest. He moves at random speeds and will walk up to you and throw two quick left jabs, and a right straight that will knock you down. The punches are weak but it sucks since you drop your weapon. Just pummel him. Their speed is very, VERY annoying later since they can move very quickly and



can take a load of punishment, and there's often a lot of them, so they can surround and kill you easily. It's best to kill them quickly.

#### Attacks

##### Combo

Power \*

Two lefts and a right uppercut.

No tactics needed just punch the crap outta him.

##### Knife stab

Power \*\*

If he has a knife he stabs you.

Hardly any stronger than his punch for some reason. Happily he doesn't do the horribly annoying knife rish from the later SoR games. Man what a loser!

##### Bat smash

If he has a bat he belts you with it

Power \*\*

Still weak as hell and slow too. Just beat the snot outta him as usual

##### Pipe Smash

Again if he has a pipe he pops you with it

Power \*\*

Yet again weak. Yet again just kick his ass.

Mohawk punks: A punk in thigh high boots (ewwww) with a jacket and sickly tight pants with a white mohawk. Other colors: Purple, Green.

These are the early version of the signals in the other SORs and, as usual, they try to avoid direct combat. They never punch, but they do walk up and throw you for patchic damage and slide tackle you, which does crappy damage and knocks you down. Just avoid the slide by approaching from above or below and bash him up.

#### Moves

##### Throw

A basic over the shoulder throw.

Power \*

He will do this if he gets close enough to punch, so just punch the crap outta him when he gets close. It does really weak damage though so don't worry about it. Holding C+up while in the air will let you land safely.

Slide

A sliding kick that sweeps your feet from under you.

Power \*

Very weak but annoying. If he is moving towards you on the same horizontal plane as you are, chances are he will do this when he reaches you. Just sidestep it up or down or jump over it and whack his head in.

Karate punks: A weedy guy in a Karate Gi. Other colors: Dark red, Black

Tougher and faster than most bad guys, but have low life. They watch for a second, sizing you up and then quickly jumps forward and kick you in the head, then either stand there, back off really fast or somersault backwards. They also do a very fast jump kick. Sometimes they somersault over you head, turn around and hammer them as soon as they land. Its good to jump kick them, or dodge the kick and throw them. Long range weapons are great against them. They often dont attack you if you're facing them and just walk back and forth watching you.

Always attack them quickly so they don't get a chance to get ready to kick you.

High kick

He jumps forward suddenly and kicks you in the head.

Power \*\*

Not too painful, but to avoid it just don't dangle in close range either retreat or attack him. If he stands there next to you like they sometimes do instead of jumping back, don't hesitate to return the favor. If they somersault backwards they will be doing this move again, if you stay still. They sometimes will keep repeating it until they get hit or you move.

Whip chicks: Woman in brown halter-top and boots with white pants and a cap carrying a large leather whip. Other colors: Black.

These are the early version electric whip ladies that you see in the other SORs. In SOR1 they just have a normal leather whip. They like to stay out of your range, and attempt to whip the crap out of you, but they cant since the damage is sucky again. Just stay close and grapple them. They do attack very quickly though. Jump kick to get close. They can't whip you when you are close. They move slowly, so jump kicks work well. They are pretty tough, usually getting up after getting nailed with a full combo.

moves

Whip

power \*\*

Weak but very fast always stay close if you can, they can't whip you when they are close

Mercy

After you hit them a few times they sometimes scream and kneel down if you stay near them they will cheap shot you with a instant whip (sounds like a desert). The brown ones never do this.

Power: normal whip

Back off till they stand up and trash them.

Axe maniacs: you won't miss this guy. Guy in red shorts and white shirt juggling three axes other colors: White shirt Black shorts

These guys are weird they throw axes at you so stay close but if you touch them you will either get cut or grab them, the grab almost never works They are also really slow too. They sometimes use flaming torches instead of axes, but there is no difference. About the only thing that works on them are jump kicks.

There are a pair of these in stage 5, who hop around like idiots: one throws axes and the other burning torches. Just get close and pound them.

moves

axe/torch throw

They throw a projectile high in the air, catch it, and then chuck it at you at a decent speed.

power \*\*

Doesn't hurt much, but is fast and can be very annoying when you are trying to fight other thugs. Can be jumped over by any character. (even Axel even tho it goes right through him!) Its easy to see when he's going to do this since he will back right off first. This is the only real time to nail him: stay close dodge the projectile and maul him while he's still in the throwing animation.

Knock down

Sometimes when you try to grapple you will get knocked down by his torches/axes instead.

Power: \*\*

Don't grapple unless he just threw an axe/torch.

Torch drop

Power: \*\*

If you combo him, he will sometimes drop a torch/axe that will knock you down and stop your combo.

Don't combo unless he just pegged an axe/torch.

Bosses (if you know the real names of these bosses e-mail me.)

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Stage 1: Boomerang man (Green one as normal enemy in stage 8)

Stay close all the time, grab whenever you can. If you can punch the boomerang when its in the air it will fly away and you can pound him. Its pretty hard though since you have to time it exactly right or cop it in the head. Otherwise when he throws it, get close, bust him up and move so you don't get nailed in the back of the head. Easy.

Moves

Boomerang slash

If he's close he casually hits you with the edge of his boomer.

Power: \*\*

Don't hang in close range.

Boomerang throw

He pegs the boomer at you.

Power: \*\*\*\*

This hurts, but it flies slowly and he's not that accurate so just easily avoid it and jump kick him if you can. It seems to do slightly more damage if it hits you in the back of the head.

Low kick

If you get really close he will give you a single kick about waist height

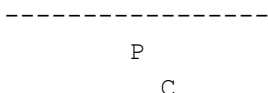
power \*\*\*

Again if you are going to attack do it quick when you are close.

Stage 2: Claw guy (a Black one is a normal enemy in stage 8)

He is fast does huge amounts of harm and counter attacks. Don't jump kick him because he'll matrix dodge it and claw you. You have to stay above him and move down into his horizontal line and attack instantly, don't approach from bellow because he'll move down and claw you. (Again) This is hard to explain. Diagram time.

P=Player C=Clawguy - = wall at top of screen.



So wait till he's close, then move in line with him, and attack right away. Kill the cronies first, of course.

Moves

Claw rush

He claws at you lots of times.

Power: \*\*\*

A pretty strong and very annoying move. Follow the directions to avoid it's wraith.

Dodge

If you try to jump kick he does a frame by frame evade, moves to where you will land and waits with a helping claw or two.

Power: \*\*\*\*\*

Don't try jump kicking him, you'll never hit. And it's hurty.

Stage 3: Big wrestler guy. Early version of Abadede from SOR2 (A green variant appears in stage 5 as a normal enemy, a blue one is also in stage 8)

Kill the punks first. They make this very annoying. Once they are dead this is still really hard. He is massively powerful and will kill you very quickly. Also he's really fast. Your only hope is to get inline with him and time jump kicks to keep knocking him down. Slip up and you're history. Just jump kick wait for him to get up and jump kick again. He runs so fast you need to start your kick the second he gets up or he will still hit you.

Moves

Charging punch

He runs at you and deals a killer punch.

Power \*\*\*\*\*

OUCH! This HURTS! Do NOT ever stay in the same line with him, unless you wanna say hello to next week!!! or are jumpkicking.

Stage 4: Annoying ugly fire breathing guy (a red and white one appears as a normal enemy in stage 6, a yellow and black one in stage 8 )

This can be very annoying. The secret is to dodge diagonally, don't stay in the same line as him or he'll follow you. When you dodge, attack him as soon as he stops, because he'll flame again straight after. P=player F=firebreather

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P F He just starts to breathe fire.

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You start to move down and foreword.

P F

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He stops flaming; you run up and attack immediately,  
as soon as he gets up attack him again.

F P

Of course you can reverse this moving up instead of down when he is at the bottom of the screen.

A easy way of beating him once you catch him is to grab him, knee him twice, let go by holding away from him, grab again right away, knee twice etc he's too slow to stop it and you can just knee him to death.

Don't try to throw him because he's too heavy and will fall on you (ouch!) This boss is very frustrating, but just pervasive and you'll win. People that ugly and stupid looking deserve to die anyway! :)

Moves

Fire breath

He breathes a cloud of fire while running at you

Power: \*\*\*\*\*

Burn baby burn! Follow the directions above and try not to die.

Stage 5: Intensely annoying and cheating blaze palette swaps (To everyone's horror they are a normal enemy in stage 8! Nooo!)

These girls are really hard and they cheat by grabbing mid jump or from further away than you can. Stay away from them and watch for chances to attack. Dont chase after them aggressively: it doesnt work they will just dodge and counter you.

Alternatively, just special attack four times. This is the hardest boss in the game and I hate Sega for this. I really cant give you any tactics since they randomly do everything. Sorry!

Well maybe one, if they back off don't follow because you'll eat a jump kick. Let them come to you.

In stage 8 they are unbeatable. They grapple from so far away and dodge so much and the hit detection is so bad that's its impossible, therefore the last boss may never be here because they are unbeatable after you slogged through the rest of this game.

Stage 6: TWO claw guys!

Darn this is hard! Follow the tactics for the single claw guy but watch out for the other. Same tactics and moves for the normal one. Use your special attacks well!

Stage 7: No boss, you just have to survive a ride up an elevator. Just grab punks and grapple throw them over the edge.

Stage 8: Mr. X

Can't beat the blaze palette swaps, as soon as I do the info will be here.

Scoring  
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Leave the game at the title screen without pushing any buttons and after the demo you will see the high scores list. This will be deleted when the genesis is turned off, but on an emulator you can save the state and load it up when you play next so your scores are there.

Galsia: 500  
Mohawk punk: 600  
Karate guy: 700  
Whip chick: 600  
Torch juggling guy: 800

Boomerang man: 3000  
Claw guy: 4000  
Uppercut guy: 5000

End of stage bonuses

Clear bonus: 10000x the level cleared. So 10000 for clearing level 1 20000 for level 2 etc.  
Time bonus: 100 points for each second remaining on the timer when the level is completed.

Level bonus: Just a extra 10000 for each stage. This never changes.

Credits

Sega: for making this amazing series.  
You: for reading this FAQ.  
My sisters and friends for being there when I needed them and putting up with my retro addcition.  
Poets of the fall for making amazing music to listen to while creating this FAQ.