

Streets of Rage 3 FAQ/Walkthrough

by thanos rulzs

Updated to v1.9 on Nov 28, 2004

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Bare Knuckle 3 FAQ:Version 1.9

By Thanos rulzs
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Game title: Bare Knuckle 3(JP)

Console: Sega Mega Drive

Author: Thanos rulzs

Date created: April 28th, 2002

Version 1.9

Version History

Version 1.0 Created this FAQ,done the codes section,game section

Version 1.1 Add some minor changes to the FAQ

Version 1.2 Add some secret routes as well as some changes to the FAQ

Version 1.3 Made a lot of changes to the FAQ

Version 1.4 Add fourth ending section and some changes to the FAQ

Version 1.5 Add some changes as well as detail ending to the 4th ending

Version 1.6 Yeah, quite an update, redo all move list and added game genie and pro action replay codes

Version 1.7 Added boss guide section to the FAQ

Version 1.8 Duh..,decided to split into two game walkthrough,JP and American version to avoid confusion,but American version touched a bit though.

Version 1.9 Remove American version,so this makes is a full JP version,and when emailing me,I'm quite open to american version,updated the moves list with more comments to go with it. Revamp the structure of the FAQ,updated my review section also.I have again reorganise the guide/

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1. Introduction
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Welcome to this guide. The aim of this guide is to have basic information of the enemies you are facing and let you know more of the details about them such as their characteristics, ability and identification. I also wrote the whole walkthrough to try to make it a complete guide. If you can try to suggest that this guide look better, feel free to add some comments.

I wrote this guide for some reasons. To have more understanding about your enemies as well as make it a clear walkthrough about this game. There's a saying which says "Keep your friends close, keep your enemies closer". That inspired me to add the enemy guide section has well as to keep this game knowledge fresh in my mind as well as try to keep this game from bringforgotton Finally, it is also to refresh my skills for writing FAQs.

Take note that this guide is only for SOR3 game walkthrough unofficial guide and I'm not involve with the company SEGA whatsoever and DO NOT email me about things associated with the company. The aim of the guide is very clear as the guide speaks for itself of what it's purpose is.

Now to have a brief introduction of this game. This game is the third sequel of the Street of Rage series. The sequel starts with the rookie cops Adam, Blaze, Axel defeating this syndicate after the sudden take over of the city by this organization. Then, the second sequel starts with Adam being kidnapped by this organization and with the help by Axel, Blaze, Sammy, Max, this organization is defeated again as well as the boss, Mr. X. Then the third sequel starts with the General being kidnapped and the letter to Axel from Blaze needing his help. Then, Axel, Sammy, Blaze and Zan join forces to bring this organization down again and the story plot unfolds from here.

This game's story plot evolves the letter sent by Blaze who needs Axel's help to save the general who is kidnapped by this syndicate. From now, Axel, Blaze together with Zen and Sammy has a mission of once again beat this syndicate down to size and save the streets of the city and battle this gang right down the "Streets of Rage".

Here's the letter which was wrote to Axel with a picture of the General:

Axel,

I have learned from a new friend, Dr. Zan, which the syndicate is back with a clever new plan to take control of the city by replacing top-ranking officials with identical robots under the control of Mr. X. Our old boss, the chief of police, has disappeared and everybody in the city is preoccupied with the recent spate of bomb explosions. I fear that the syndicate's evil plan is already underway. Adam is too busy to help, but his brother Skate is joining Dr. Zan and me to try and get behind the bombing campaign and expose the real danger in the city. We need your help, Axel. Please come.

Your Partner,
Blaze

This game is a one or two player game full of action fighting game that progresses with stages where the plot unfolds. This whole series is created and trademark by Sega and licensed by Sega also.

All characters and game story plot (c)opyright by Sega ptd Ltd.

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2. Legal Notes
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|Web masters Take note:|
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Legend:

F- Front on Dpad
B- Back on DPAD
U- UP on Dpad
D- Down on Dpad

Buttons:

A: To execute special attack
B: Attack button
C: Jump button
Z: Backhand attack or press B and C button simultaneously
Y: Attack (Depend on characters' type of attack)
X: To start special attacks

Part 2: General moves:

Movements:

Dash: Right, Right on the DPAD
Roll: Up, Up or Down, Down on DPAD

Jump attacks:

Straight jump attack: Jump then press B button
Direction jump attack: Jump then presses DPAD with B button together
Pick weapon: B button when close to weapon
Throw weapon: B and C button simultaneously (with weapon)
Jump over opponent: Grab opponent, then press jump button to jump over opponent

Throw opponent:

Back throw: Press Back on DPAD and attack button
Slam: Grab behind opponent or jump over opponent and press attack button

Counterattack:

Land on ground safely when thrown: In mid air, press up plus C button
When grab from behind, press C plus B buttons to counter throw the guy (usually Zacks).

Part 3: Tag team attacks:

For 2 players only:

Grab friend from the front, and then throw to the back, do not attack your friend or your friend will get hurt.

Grab friend from the back, then use jump key to have an airborne powerful attack

Or grab your friend at the back, your friend presses C and B button together and you will lunge at the opponent

Part 4: weapons

Weapons available in this game:

- Pipe
- Wooden stick
- Knife
- Sword
- Baseball bat
- Dagger

To throw a weapon: Press B plus C buttons together

Note: Please note that there are friendly attacks, which means you can hurt the other player if you damage the other player.

3.2 Character Special Attacks and Information

For information, American and JP version have different designs for these characters. Like Jp version Axel wears blue jeans, white shirt whereas American version wears yellow shirt and black jeans. Each fighter has a cycle of four to five regular attack moves. If you continue pressing Button B, the cycle will continue until your enemy drops. Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is. When you earn score stars your blitz attacks are upgraded. However, with a 6-button pad these attacks can be accessed without the necessary score stars. Simply press X and then enter the directions given. In the moves below, F=Forward, B=Backward, U=Up and D=Down. The blitz attack under each character start from star 1 to 3 in ascending order.

Axel

Short Bio about Axel:

Axel is a cop in SOR where he and Blaze and Adam were cops to take down the organization. After that, he left the police force and went on his own. In SOR2, he went to help to save Adam who is caught by the organization. And then in SOR3, he received a letter from Blaze wanting again to take on the organization to save the General.

Height: 183cm
Weight: 75kg

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Axel Regular Attacks:
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----Standard Attacks-----

Regular Attack: Jab (Press Button B)

Comment: Just plain jabs by Axel, but pausing a while might cause the enemy to counterattack. But each jabs stuns the opponent. This attack can cancel into other attack combos like the Dragon smash, Grand uppercut etc.

Five hit regular combo: (Press Button B repeatedly)

Comment: Two jabs, one straight, a middle kick and a high kick, after the high kick the enemy will fall to the ground.

Double kick: (Press and hold Button B, then release or press Y button)

Comment: If you have the mega drive controller, then you are lucky by just pressing Y. Axel kicks twice at the enemy causing him to fall.

Bare Knuckle (SOR3)/Grand uppercut (BK3): (Press Dpad twice in the same direction + Button B)*

Comment: Axel shouts "uppercut", drives his hand on the ground dragging it at a distant, if the opponent is there, he is hit.

Rear Attack: Backhand punch: (Press Button B + Button C at the same time provided that your character is not holding a weapon while attempting this move, or the weapon will be thrown or simply press Z button)

Comment: This move is great at attacking backstabbing enemies, where Axel throws his left hand to the back and hit the enemy.

-----JUMP Attacks-----

Jump Attack: Vertical Kick: (Press Button C + Button B)

Comment: Axel jumps up and kick high, no range in attack but hit enemies jumping towards you.

Jump Kick: Side kick: (Press D-Button LEFT or RIGHT + Button C + Button B)

Comment: It's a directional attack, for offensive attack towards the enemy, where Axel jump to the directional area where he delivers a kick at the enemy.

Knee press: (Press Button C + D-Button DOWN + Button B)

Comment: Another attack with no range, where Axel using his knees bend, stunning the enemy for a while, this move and add attack combos to damage the enemy further.

----Grabbing attacks-----

Head butt: (Wait for a second, then press Button B)

Comment: He uses his head to hit the enemy's head, sending the enemy to the ground.

Knee kick followed by a head butt: (Press Button B repeatedly)

Comment: Axel drives two knee at the grab opponent, then uses his head to hit the enemy's head, sending the enemy to the ground.

Four knee kicks: (Press D-Button TOWARD Opponent + press Button B repeatedly)

Comment: He delivers three knee attacks, the fourth knee attack sends the enemy on the mat.

Back throw: (Press D-Button AWAY from opponent + press Button B)

Comment: This move is applied when you grab the opponent at the front, where Axel bents his back at 90 degree angle, throw his enemy away. This move can be countered by bosses like Shiva and Mona and Lisa.

Body slam:(Press Button C + Button B - use Button C to vault over your opponent then use

Button B to make your enemy kiss concrete!)

Comment: This move is perform at the back of the enemy,where Axel jumps up and throws the enemy to the ground!!

-----SPECIAL ATTACKS:-----

!---Every time you use a Special Attack your Strength Gauge is taken down to zero.

After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is.---!

Stationary Attack: Dragon wing:(Button A)

Comment: This special move helps you to escape from tight situations,when enemies hit damage you too much or the enemies surround you or bosses offensive towards you.Axel Spins 360 degree with the hand move with flames damage all enemies who are near him.

Directed Attack: Dragon smash:(D-Button + Button A)

Comment: Good for juggle with combos,where Axel delivers several punching attacks at once at the enemy in front of him,before give the enemy a rising upper causing the enemy fly to the ground.

Axel's Hidden move: A button

Comment: Axels does a combine attack of Dashing Dragon Smash with more power and spin causing an earthquake,before finishg of the special of Dragon wing.Very damaging attack and can kill most enemies and bosses with direct hits especially the Dragon wing hit.Do note that once you activate this cheat,your two special attacks above are gone and cannot be use.Note that even the you didn't hit the enemy, the enemy will also fall down because of the power of the move,but it does not damage the enemy.

-----UPGRADED BLITZ ATTACKS(Optional):-----

!-----When you earn score, stars will appear and your blitz attacks are upgraded.

However, with a 6-button pad these attacks can be accessed without the necessary

score stars. Simply press X button and then enter the directions given. In the moves

below, F=Forward, B=Backward, U=Up and D=Down.-----!

Dashing Bare Knuckle - X, F, F

Comment: Axel shouts "uppercut",drives his hand on the ground dragging it at a distant,if the opponent is there,he is hit.But the only thing you can dash to do it,you only can aply it at the spot.

Dashing Dragon Smash - X, D, F

Comment: Axel moves 360 degree with both hands with flames.Quite damaging to enemies.

Dashing Dragon Smash into Flaming Dragon Punch - X, B, D, F

Comment: Axel moves 360 degree with both hands with flames before he does his rising upper at the enemy.Quite damaging to enemies.

-----With weapons:-----

Baseball bat or wooden stick: Dash and attack

Comment: Axel dashes and the weapons becomes white and hit the enemy twice if it's a direct hit.

Normal weapon swing attack(for pipe,bat etc): Press attack button

Comment: Axels swings the weapon and hit the enemy to the ground.

Pipe Attack: Dash with attack button

Comment: Axel dashes and the weapons becomes white and hit the enemy twice if it's a direct hit.

Sword uppercut attack: Dash with attack button

Comment: Axel dashes and the weapons becomes white and hit the enemy twice if it's a direct hit.

Sword projectile attack: Press forward on DPAD and A button together

Comment: Axelss dash at the enemy and use a rising upper sword attack,very damaging attack among all this weapon attacks.

Note: Axel will throw knife with attack button if you try to attack the opponent

-----:Accessing Axel's attacks:-----

Axel Power Rating:

Power: 3 stars

Technique: 2 stars

Speed: 2 stars

Jump: 1 star

Reach: 2 stars

Blaze

Short Bio about Blaze:

Blaze also appeared in the SOR as a cop. Then she left the force but work very closely with the police force, which means with contact with Adam who is still a cop. In SOR2, she also is one of those who take down the organization to save Adam. In SOR3, she wrote a letter to Axel, needing his help again to take on the organization.

Height: 167 cm

Weight: ?? kg

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Blaze Regular Attacks:

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Regular Attack: Jab:(Press Button B)

Comment: Just plain jabs by Blaze,but pausing a while might cause the enemy to

counterattack. But each jab stuns the opponent. This attack can cancel into other attack combos like the Kikousho.

Fury: Two jabs, an elbow smash and a high kick: (Press Button B repeatedly)

Comment: Blaze delivers two jabs, then turns an elbow smash, then finally gives a high kick to send the enemy flying. A standard combo for Blaze beginners as well as those who prefer to the easier combo.

Single Attack: High kick: (Press and hold Button B, then release)

Comment: She uses the high kick to knock down enemies like the regular attack.

Blitz: Vertical slash: (Press D-Button twice in the same direction + Button B) *

Comment: Blaze somersaults to the front to the enemy with a blue spark at both her hands to damage the enemy.

Rear Attack: 360 degree foot sweep: (Press Button B + Button C at the same time - be sure your fighter is not holding a weapon while attempting this move, or the weapon will be thrown.)

Comment: This is Blaze's backhand attack where Blaze tries a 360 degree foot sweep, tripping the enemies at the back. Good for enemies who try to backstab you.

-----JUMP Attack:-----

Jump Attack: Roundhouse kick: (Press Button C + Button B)

Comment: She jumps up and gives a powerful kick to knock down enemies. Good at jumping enemies that jump towards you.

Jump Kick: Side kick: (Press D-Button LEFT or RIGHT + Button C + Button B)

Comment: It's a directional attack, for offensive attack towards the enemy, where Blaze jumps to the directional area where she delivers a kick at the enemy. Very good against the motorcycle thus because jumps high and a kick is more damaging than Sammy's.

Drop Attack: Flying chop: (Press Button C + D-Button DOWN + Button B)

Comment: She jumps and delivers a hand chop. But this jump is stationary but stunning the enemy for a while, this move and add attack combos to damage the enemy further.

-----Grabbing attacks:-----

Power Blow: Throw: (Wait for a second, then press Button B)

Comment: She delivers a power elbow blow to the enemies' head to send the enemy flying.

Knee kick followed by a throw: (Press Button B repeatedly)

Comment: Like Axel's, she delivers a knee attack to the enemy abdominal, then she will throw the enemy to the floor for a body throw.

Two knee kicks and an elbow smash

(Press D-Button TOWARD Opponent + press Button B repeatedly)

Body Throw: Back sacrifice throw (Press D-Button AWAY from opponent + press Button B)

Comment: Like a judo throw, she moves to the ground to throw using her leg to throw the enemy away, but this move can be countered by bosses like Shiva and

Mona and Lisa. This is a front attack grabbing move.

Super Slam: Back drop(Press Button C + Button B - use Button C to vault over your opponent then use Button B to make your enemy kiss concrete!)

Comment: She carries the enemy and suplex the enemy to the concrete floor,quite damaging but this back grabbing attacks are not good for fat thugs like Bongo.

-----SPECIAL ATTACKS-----

!----- Every time you use a Special Attack your Strength Gauge is taken down to zero.

After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is. -----!

Stationary Attack: Embukyaku:(Button A)

Comment: She does a 360 degree somersault and all the enemy front and at the back gets damage,but the range is not as good as Axel's Dragon Wing.

Directed Attack: Kikousho:(D-Button + Button A)

Comment: She delivers a powerful burst of energy through her hand like Guy's attack in Final fight 3.Very damaging but only in one direction.She says 'Moonsault' if I didn't hear wrongly.

-----UPGRADED BLITZ ATTACKS(Optional):-----

When you earn score stars your blitz attacks are upgraded. However, with a 6-button pad these attacks can be accessed without the necessary score stars. Simply press X and then enter the directions given. In the moves below, F=Forward, B=Backward, U=Up and D=Down.

Dashing Vertical Slash - X, F, F

Comment: Blaze somersaults to the front to the enemy with a blue spark at both her hands to damage the enemy. You only can't dash towards to execute it.

Somersault Kick - X, F, U

Comment: Blaze flips with her legs turning white and hits the enemy with multiple hits.

Somersault Kick into Power Slide -X, D, F, U

Comment: Blaze flips with her legs turning white and hits the enemy with multiple hits,follow by a sliding attack which hits the enemy,she seems to be invulnerable to attack during the sliding attack.

-----Weapons' attack:-----

With knife:Rising uppercut: Dash with attack button

Comment: She does a rising uppercut with white energy hit the enemy multiple times.

Slash(with knife): Attack button

Comment: Plain slash attack

Multiple slashing attacks(with knife): Forward on DPAD plus A button

Comment: She becomes very aggressive swing the white attack very fast,but not damaging to enemy becomes 1 hit will floor the enemy,but good at taking enemies surrounding you.

With bat, pipe etc: B button
Comment: Plain knock down enemy attack

With Sword and wooden stick(Dash slicing):Dash with attack button
Comment: She dash with high speed with the weapon in her hands knock down most enemies in her path.

-----*Accessing Blaze Power Rating*-----

Power: 2 stars
Technique: 3 stars
Jump: 2 stars
Speed: 2 stars
Reach: 1 star

Sammy

Short Bio about Sammy:
Sammy is a nephew of Adam. When Adam is kidnapped by the organization, he went to help with Axel, Blaze, and Max to save Adam. So he made his first appearance in SOR2.

Height: 147 cm
Weight: 40 kg

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Sammy Regular attacks:
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Regular Attack: Jab (Press Button B)
Comment: A plain jab attack

Fury:(Press Button B repeatedly)
Comment: Sammy will execute two left jabs, a heel kick and a roller kick with a back flip to knock the enemy down. A standard combo for everyone.

Single Attack: Roller kick(Press and hold Button B, then release)
Comment: Like Axel and Blaze, Sammy roller kicks the enemy,kissing the floor.

Blitz:Super dash/dynamite head butt(Press D-Button twice in the same direction + Button B)*
Comment: Sammy dashes and throws himself,headbutting the enemy down to the ground with a heavy impact.

Rear Attack: Backflip Kick
(Press Button B + Button C at the same time - be sure your fighter is not holding a weapon while attempting this move, or the weapon will be thrown.)
Comment: He does a backflip kick to knock the enemy down who attacks him from behind,so a good move for backstabbing enemies.

-----JUMP Attacks:-----

Jump Attack: Double back kick:(Press Button C + Button B)
Comment: Sammy jumps first,then turn to his back and uses both of his legs to floor the enemy, he cannot change direction,but good at hitting jumping enemies.

Jump Kick: Side kick:(Press D-Button LEFT or RIGHT + Button C + Button B)
Comment: It's a directional attack,for offensive attack towards the enemy,where sammy jump to the directional area where he delivers a kick at the enemy.

Drop Attack: Roller press:(Press Button C + D-Button DOWN + Button B)
Comment: Sammy jump up,uses his rollers to stun the enemy,good at further combo to enemies,but quite a useless move if applied indiviually.

-----Grabbing Attacks:-----

Power Blow: Head butt:(Wait for a second, then press Button B)
Comment: Like Axel, sammy headbutts the enemy,sending the enemy crashing to the ground.

Flurry (1): Two head butts followed by an elbow smash:(Press Button B repeatedly)
Comment: He headbutts the enemy twice,before delivering a powerful elbow attack that floor the enemy.

Flurry (2): Two knee kicks followed by a head butt:(Press D-Button TOWARD Opponent + press Button B repeatedly)
Comment: He knee attacks the enemy twice in the stomach,before delivering a powerful headbutt attack that floor the enemy.

Body Throw: Roller uppercut:(Press D-Button AWAY from opponent + press Button B)
Comment: He kick the enemy with the roller,senting the enemy to the floor.

Super Slam: Neck throw. Get Skate behind an enemy and press Button B for a head-pounding migranie.(Press Button C + Button B - use Button C to vault over your opponent then use Button B to make your enemy kiss concrete!)
Comment: Sammy jumps over to the enemy's other side and throws him to the floor, but this can be countered by bosses such as Shiva and Mona and Lisa and Axel etc.

Head pounding: Grab enemy from behind and press attack button
Comment: Sammy will jump on the opponent's shoulder and hit the enemy a few times.

-----Special attacks-----

Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is.

Stationary Attack: Double spin kick :(Button A)
Comment: Sammy's head on the floor while his legs spin to hit all enemies around him.

Directed Attack: Rolling Punches :(Dpad + Button A)
Comment: He move to the enemy with the rolling punches to the enemies senting them down.

-----UPGRADED BLITZ ATTACKS-----

When you earn score stars your blitz attacks are upgraded. However, with a 6-button pad these attacks can be accessed without the necessary score stars. Simply press X and then enter the directions given. In the moves below,

F=Forward, B=Backward, U=Up and D=Down.

Dashing Headbutt - X, F, F

Comment: Sammy dashes and throws himself, headbutting the enemy down to the ground with a heavy impact. But he can't dash to the enemy, he can only do it where he is.

Roll Kick - X, F, D

Rolling Flash Kick - X, U, F, B

-----Weapon attacks:-----

With bat or wooden stick:Swinging attack: Forward plus A button

Comment: Sammy presses the bat on the ground and he spins and swings around the bat to take down enemies.

With Sword:Only slashing attack: B button

Comment: Plain slashing attack

With Knife:Knife dive: Dashing with B button

Comment: He dives himself at the enemy with the knife spearheading it.

-----*Accessing Sammy's ability*-----

Power Rating:

Power: 1 star

Technique: 2 stars

Speed: 3 stars

Jump: 3 stars

Reach: 1 star

Zan

Short bio about Zan:

A former RoboCy researcher converted into a cyborg during Dr Dahm's early experiments. Dr Zan probes a little too deeply into the corporate files and discovers what the secret research is really for. He knows the Syndicate must be stopped once and for all, but because of his criminal record he cannot approach the police. So he pays a visit to Blaze's agency and enlists her help.

Height: 201 cm

Weight: 151kg

-----Zan Regular attacks:-----

Regular Attack: Jab(Press Button B)

Comment: Plain jab attack, but the reach is very good.

Regular hit attacks: Two jabs and an extending punch(Press Button B repeatedly)

Comment: Zan will deliver two jabs, then finally do a extending punch to knock

off the enemy, a standard and regular attack for every player.

Single Attack: Extending Punch (Press and hold Button B, then release)

Comment: He will do an extending punch like the regular combo to knock down the enemy.

Blitz: Dashing Charge (Press D-Button twice in the same direction + Button B) *

Comment: He does a charging attack and hits the enemy to the floor.

Rear Attack: Backwards punch (Press Button B + Button C at the same time - be sure your fighter is not holding a weapon while attempting this move, or the weapon will be thrown.)

Comment: He turns over and hits the enemy at the back and floors the enemy down, good at taking down backstabbing enemies.

-----JUMP Attacks:-----

Jump Attack: Swiping punch (Press Button C + Button B)

Comment: He jumps up and uses an extended hand to knock the opponent, good for enemies who jump at you.

Jump Kick: Dive: (Press D-Button LEFT or RIGHT + Button C + Button B)

Comment: It's a directional attack, for offensive attack towards the enemy, where Zan jumps to the directional area where he delivers a kick at the enemy.

Drop Attack: Swiping punch (Press Button C + D-Button DOWN + Button B)

Comment: He jumps and swipes down a punch to stun the enemy and good for added combos to utilize this move.

-----Grabbing Attacks:-----

Power Blow: Head butt (Wait for a second, then press Button B)

Comment: He delivers a headbutt to the enemy, flooring the enemy.

Flurry : Two arm slams, then a throwdown (Press Button B repeatedly)

Comment: He will do two arm slams at the enemy before he does a throwdown to the enemy.

Flurry : Two arm slams, then a throwdown (Press D-Button TOWARD Opponent + press Button B repeatedly)

Comment: He will do two arm slams at the enemy before he does a throwdown to the enemy.

Body Throw: One-armed overhead throw (Press D-Button AWAY from opponent + press Button B)

Comment: He grabs the enemy and throws the enemy over his head, but this move can be countered by enemies like Shiva, Mona and Lisa and ninjas etc.

Super Slam: Overhead throw. Get Zan behind an enemy and press Button B to shake an enemy then throw him to the floor. (Press Button C + Button B - use Button C to vault over your opponent then use Button B to make your enemy meet the floor with passion)

Comment: He grabs the enemy up and then shakes a while before a slam down to the ground, quite a damaging move.

-----SPECIAL ATTACKS :-----

Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health,

the amount depending on how low your Strength is.

Stationary Attack: Electric Body(Button A)

Comment: Zan's body is filled with electricity and anybody who nears him gets shock of their lives.Good for taking enemies surrounding enemies but lacks range.

Directed Attack: Electric Reach(D-Button + Button A)

Comment: Zan extends his hand and hits the enemy with electricity in his hand quite damaging.

-----UPGRADED BLITZ ATTACKS:(Optional)-----

When you earn score stars your blitz attacks are upgraded. However, with a 6-button pad these attacks can be accessed without the necessary score stars. Simply press X and then enter the directions given. In the moves below, F=Forward, B=Backward, U=Up and D=Down.

Dashing Charge - X, F, F

Comment: He does a dash charge,but only at a short range.

Double Dashing Charge - X, B, U

Comment: He does a double dash charge at two direction where he is.

Triple Dashing Charge - X, U, B, F

Comment: He does a triple dash charge,hits enemy where he is charging at three direction which he faces.

-----Weapon Attack-----

All weapons will become a rolling projectile

Projectile toss: Forward with A button or Dash attack

Comment: The projectile acts like a bowling ball and hits the enemy to the ground damaging the enemy but it can only hit one enemy at a time though.

Power Rating:

Power: 3 stars

Technique: 2 stars

Speed: 1 star

Jump: 1 star

Reach: 3 stars

Note: The stars shown above can subject to change. Meaning when you gain stars, the double Dash on Dpad plus attack button changes with respect to the number of stars you have. Weapons also have life gauge, meaning every time you attack, the gauge decreases but when you uses special attacks with weapons, the gauge decreases even more.

Note: The power rating facts are based on the game. When at character select screen, the facts will be shown including Roo. Maximum abilities stars are 3 and minimum stars are one.

Secret characters:

Roo

Roo's Bio

Name: Roo the kangaroo

Height: ??cm

Weight: ?? kg

-----Regular attack:-----

Jab attack: B button

Comment: It does a short range jabbing attack

Regular hit attack: Press B button repeatedly

Comment: It does a few punches it's tail whip attack before flooring the enemy.

Tail trip: B and C button together or Z button

Comment: Trips the enemy from the front. It's prone to backstabbing unlike normal characters.

Tail whip: Hold attack button then release or Y button

Comment: Floors the enemy down to the ground.

-----Special attack:-----

Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is.

Flipping attack: Press forward plus A button

Comment: It uses its tail to support it while it's spinning attack the enemy. Not really damaging as one hit will floor the opponent unless the enemy is hard to floor down.

Somersault Flipping attack: A button

Comment: It will do a flipping attack in the air to have multiple hits to damage the enemy down and floor the enemy.

-----Grabbing attack:-----

Smacking attack: Grab opponent, then press attack button

Comment: It grabs the opponent and smack a few time sending the enemy to the ground.

Grab Kicking attack: Grab from behind, use attack button

Comment: It uses it tails to balance while using its legs to smack a few times at the enemy to send the enemy to the ground.

-----Rushing attack:-----

Rush attack: Dash and use attack button

Comment: It rushes at the opponent and slide head on the ground while hitting the enemy.

-----Jumping attacks:-----

Jumping kick: Press C and B button plus D pad

It's a directional attack,for offensive attack towards the enemy,where Zan jump to the directional area where he delivers a kick at the enemy.

Jumping kick: Press C and B button
It jumps up, using its tail to hit the opponent.

Comment: Very quick character, but lacks power in attacks, its special attacks is good, but lacks the bite in attacks.

-----*Roo's Ability analysis*-----

Power Rating:
Power: 2 stars
Technique: 1 star
Jump: 3 stars
Speed: 3 stars
Reach: 1 star

Shiva

Shiva's Bio:

Name: Shiva
Height: ??cm
Weight: ??kg

-----Special attack:-----

Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is.

Final web: A button. Can use dash and apply this button also
Comment: He does a rising leg upper to the enemy, damages a lot if it is full impact.

-----Regular attack:-----

Straight kick: Y button or hold attack button, then release (Good for jumping opponents)
Comment: He does a straight kick to the enemy, any enemy who comes towards or jump towards him will get damage.

Continuous punching attack: Z button (deadly move)
Comment: He will keep punching and punching until the opponent is dead. Very deadly move and the best move in this game.

Jab attack: Press B button
Comment: A plain jab attack but with good range.

Regular combo attack: Press B button repeatedly
Comment: Ge does a few punches before a straight kick, flooring the enemy.

-----Genaric moves:-----

Leap from on place to another: Use roll method

-----Grabbing attack:-----

Punch attack: Grab opponent, then use attack button

Comment: He grabs the enemy and delivers some punches to floor the enemy.

Slam opponent: Grab opponent from the back, use attack button

Comment: He is at the enemy's back first, then he carries the enemy and slam the opponent, like Axel's grabbing attack also, only he can carry fat guys.

-----Jumping attacks:-----

Flying kick: Jump and attack button

Comment: He does a flying kick at the enemy, can jump as good as Blaze, very good move to taking down motorcycle thugs.

Hand attack: Jump and press down on Dpad and B button

Comment: He jumps up and deliver a hand attack to stun opponent, good at further comboing the enemy.

Comment: Very strong and powerful character. His continuously punching move can take the whole chunk of life out of the opponent, his straight kick powerful, to clear some enemies when there are too many of them, it also good for jumping attacks from opponents. Quick fast in attacks and can jump quite high in the air.

-----*Shiva Analysis*-----

Power Rating:

Power: 3 stars

Reach: 3 stars

Technique: 2 star

Speed: 2 stars

Jump:: 3 stars

 ASh(JP Version only)

Name: Ash

Height: ?? cm

Weight: ??kg

-----Regular attack:-----

Jab: Press B button

Comment: A plain jab attack.

Regular combo: Press B button repeatly

Comment: He hits the opponent a few time sending the enemy to ground.

-----Special attack:-----

Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is.

Multiple smack attack: A button

Comment: He smacks the enemy a few times flooring, almost like Axel's Dragon smash

-----Dashing attack:-----

Rapid smack: Charge attack then release or Y button

Comment: This move floors the enemy.

Backhand attack: Jump and attack buttons together

Comment: Hit the backstabbing enemy.

-----Grabbing attack:-----

Power bomb: Grab opponent, then attack opponent

Comment: Slams the opponent to the mat, very damaging move among Ash moves.

Back toss: Grab opponent from the back with use attack button

Comment: Throws the enemy backward but this move can be countered by Shiva, ninjas etc.

Laugh: Grab opponent: Press back or forward with attack button

Comment: Does not damage enemy, just a plan taunt.

Comment: Ash is a difficult character to use. Quite a weak character in terms of special attacks, and normal attacks. But he is quite fast, and jump rather high

and good at slamming. The only reason you want to use him is because you want to use a wide range of characters or his only playable in Japanese version of SOR3.

-----*Ash ability analysis*-----

Power Rating:

Power: 3 star

Speed: 2 stars

Jump: 3 stars

Reach: 1 star

Technique: 1 star

-----! Note: Secret characters do not have a lot of special moves and they can't carry

weapons as well as using them for special attacks. The power rating is based on the game play facts except for the secret characters where I did it based on what I felt about them except Roo. !-----

3.3 Basic Guide

Here I will talk about the basic game guide.

- Apple: Regain some health
- Chicken: Regain full health
- Gold bar: Receive 5000 pts
- Moneybag: Receive 1000 pts
- 1 up: Gain a life

Notes: Enemies are getting smarter, they will eat your health food if left untouched to regain some health and pick weapons when left untouched and attack you. When the OK button is full bar, use it to execute a special attack. If you use a special attack before the OK bar is full, your health will decrease depending how the OK bar is building up. There's more points awarded to you if you beat the boss in each stage with perfect health.

After each round, points are awarded to each category:

- Lift left bonus
- Level bonus (points vary with stage)
- Clear bonus

Options

Here's a list of options before you start the game.

- 1player- Solo play throughout the stages
- 2players- Play with a friend throughout the stages
- Options-
- 1. Players- number of lives for you to set before the game
- 2. BGM- Hears the music theme of each stage
- 3. Sound effect (SE)- Allows you to hear the hitting and weapons sound effects
- 4. Voice- Allows you to hear you and your enemies' sound effect
- 5. Controls- Allows you to set the controls you want
- 6. Difficulty- Allows you to set how difficult or toughness the game play is.
- 7. Level select- Allows you to select the stage you want from stage 1 to stage
- 6. Code must be entered first. Refer to codes section.
- 8. Exit- Go out of the option menu

- Battle mode- Play with a friend one on one

3.4 Enemy Guide

Note that all enemies vary and I will not compile them up.

Lists of enemies:

Regular enemy

Name: Carlos

Appearance: Wears a jacket (colors varies), jeans, brown shoes and hand pad.

Brief history: Appear throughout the sequels of the streets of Rage

Abilities: Normal attacks, and a handspring elbow when character is within range and is rather dangerous when many of them comes and surround you.

Weapons: Only held knives, rather dangerous because timing must be right to attack him or else you'll be stab by him. Can pick up weapons as well eating character's food.

Name: Galsia

Appearance: Same as Carlos

Brief history: Appear throughout the sequels of the streets of Rage

Abilities: Normal attacks, and a handspring elbow when character is within range

Weapons: Only held knives, rather dangerous because timing must be right to attack him or else you'll be stab by him. Can pick up weapons as well eating character's food. Able to jump elbow you and is rather dangerous when many of them comes and surround you.

Comment: Same abilities and features as Carlos, only thing difference is the color of hair, skin and color of clothes.

Name: Vice or Zacks or Nasty

Appearance: Wears a headscarf color varies, a jacket (color varies) and black pants.

Brief history: First appearance in the series

Abilities: Grab you and head butt and can punch character and is rather dangerous when many of them comes and surround you.

Comment: Don't get near him or he will grab and head butt you and he also grabs and hold you from behind at times

Name: Ice or Signals

Appearance: Spike hair (color varies), wears a color vary coats, and brown boots

Brief history: Appear throughout the series

Abilities: Sliding down to attack character, throwing character, delivers a back punch to character

Comment: Don't let him get to offensive, when surround roll away or use special attack, when to close he will grab and throw you. When he slide, a sound effect can be heard, so just roll away or use a special attack.

Name: Slum or Casino

Appearance: Wears a headband, wears two layer of shirt, long black pants and shoes.

Brief history: First appearance in the series

Abilities: Block attacks, normal attacks or when blocking raises his leg up to counter attack.

Comment: Don't dash at him or you get counter. When surrounded, just use a special attack or roll away

Name: Donovan or X or Fernand aka Bald guys

Appearance: Bald and wear a color vary pants with brown shoes

Brief history: Appear in SOR 2

Abilities: Delivers a heavy punch, carry weapons to attack you like baseball bat or pipe or a 2 by 4 wooden stick and can steal food

Comment: Punch is slow, as for weapon; attacks are also slow so you can counter easily

Fat thugs

Name: Big Ben or Bongos

Appearance: Wears a Cap (color vary), a shirt and a strap pants (color varies)

Brief history: Appear like the boss in SOR and also appear in SOR2

Abilities: Breathes out fire from mouth, roll attack when in range, grab friends and throw to character, laughs when character is beaten down

Comment: Roll when he rolls as well when he breathes out fire. When he laughs, best time to beat him down. When he throws friends, do a special attack or do a jump kick or roll away. When he rolls to the other end, he will get dizzy and you can take this chance to attack him or when he beat you down, he laughs, which also left him, expose to attack. He also slaps you when in range which makes you fall. Remember you can't slam him or you will be damage if you try to slam him.

Female Thugs

Name: Diamond or Rubby or Garnet

Appearance: Hair color varies, a mini skirt (color varies) and sports bra (color varies)

Brief History: First appearance in the series

Abilities: Slaps you down or when in range, jumps up and delivers a high kick at character

Comment: Just roll away when she leaps at you.

Name: Electra or Tundra

Appearance: Wears a sexy outfit (color varies) and carries a whip

Brief history: Appear throughout the series

Abilities: Irritating person whips you and jump away. When in range, she whips with you with electric shock. When she falls, she takes time getting up.

Comment: Don't wait for here to get up or she sometime cheap shots you. Quite deadly in groups, so don't get surrounded.

Men in suit:

Name: Gold, Bronz

Appearance: Wears a formal suit and pants, some of them are bald and some of them have hair, carries a revolver and wears a leather shoe. Also wears black specs like those bodyguards

Brief history: First appearance in the series

Abilities: When near, bends down and punch you once and grab you and toss you off the screen. When in range, shoots a bullet out from the revolver.

Comment: When near, attack him first before he can attack. As for the range, just roll away from the bullet. But if you are surrounded by those guys, chances are likely you get hit unless you do a special attack and quickly roll away.

Ninjas

Name: Chiba, Kosugi, Mifune

Appearance: Wears a ninja suit with some kind of goggles on their eye level and cover-up on their head.

Brief history: Appear throughout the series

Abilities: Very powerful enemy. He can teleport, throw shurikins from ground or from the hair. When at close range, he slashes you with a punch or grabs and toss you in the air. With weapons, they are very deadly. They slash you with a sword or use a dagger to slash you. When they use a dagger, they have a special attack, which is roll in mid air like a wheel with a sharp point towards you. You also can trip you when in close range.

Comment: When in range attack them quickly; just roll away when they are throwing shurikins. When surrounded, just a special to fend them off, never get surround from any direction especially when they have weapons.

Motorcycle Thugs

Name: Storm, Cyclone

Appearance: Wears a helmet, some pads on their shoulder and pants with dots. Also wears a mask on their head with gloves on their hand.

Brief history: Appear in street of rage 2

Abilities: Used to carry weapons but they don't now. They drive a motorcycle to attack you. They sometimes throw grenades at you or ram you with the motorcycle.

Comment: When he raises his motorcycle, just roll away or use a special attack. You can jump kick him when you are in range with him. Best bet is grabbing someone at wait for him to come and throw the opponent him for better damage. Avoid grenade tosses is very easy.

Robots

Name: P-1, P-2, And P-3

Appearance: The head structure is like the robot in Robocop 3 and the legs are all are also the same.

Brief history: Appear in SOR2

Abilities: Self-destruction, shoots laser when in range and get hover around in air, jumping back and forth. When you are near it, it may self destruct or dash towards and hit you off.

Comments: Very irritating robots. Can self-destruct even you are hitting it half way. But it is predictable and also avoidable. Try do hit it and combo with special attacks for damages. So be careful when it destructs, the parts fly at some places and avoid it or your character will get damage.

Rocket Man

Name: Rocket

Appearance: Wears mask like Seal squad, long boots and clothing like diving suit. Also carries a hover jet with them.

Brief history: Appear in SOR2

Abilities: Hover around the air, so they all have air attacks, not ground

attacks. When in range, they attack like superman flying through the air for damages. When you are near them, they will either up and give a high powerful diving kick or grab you and slam you on the ground.

Comments: Very dangerous people. Quite deadly in attacks, when they hover down, it's the best chance to attacks them. Best bet is to slam them down, they will get up slowly and you can attack them again. But never get near them unless they are hovering down. But you can be near to them at range, lure them for the kick attack, it's slow so it's easy to dodge and when they are near the ground, it's the best chance to attack them again.

Skill Fighters

Name: Tiger, Phoenix, Dragon

Appearance: Freak face and hair, which varies like Blanka in street fighter, doesn't wear upper clothing but wears long ninja black pants.

Brief history: First appearance in the series

Abilities: Blocking, legs attacks, and jumping flying kicks.

Comment: Pain in the neck when in groups, best bet is to grab one of them and throw to the direction where the are lots of them then trap them and use combos, specials moves and any cheap way to take them down.They really can damage fast if they surround you and do a kick at you.

3.5 Boss guide

This section is for boss section only.

Boss:

Shiva form 1

Shiva in stage 1 is easy to beat, unlike street of Rage 2. This guy packs some good attacks. Don't jump at him when's he's still. When you grab him, be sure to attack fast or he will counterattack you. When you beat him down, do a flying kick when he gets up and you will beat him down again and continue until you can't, he retreats. When he starts to mount an offense, just use the special attack. He will fall and do the flying kick again until you beat him.

His attacks:

- Flying kick to character
- Slamming character
- Does have a special attack
- Straight kick to character
- Normal punch combo at character

Boss:

Two females Mona and Lisa

Good leaping attacks and can shoot energy bolt when kneeling down. When both together, one of them will do a boost for the other to attack with a highflying kick towards you or do a super projectile when you are in range. Just do some flying kicks and special attack when close to them. Don't attacks them with B button unless you do combo because when will move away from you and suddenly do a quick kick at you. There's also a chicken here also. After you beat them,

there will be another cut scene.

Their attacks:

- Shoots projector
- Jumping around
- Does flying kick at character
- Combine team work of flying kick at you
- Combine super bolt at you

Boss:

Robo Axel

Don't jump towards him or he will do a special attack. Also, never grab him. When he stops and aims you, best chance he will run towards you with an uppercut. So, just when he runs towards you, jump back and do a flying kick. You will beat him down and continue the flying kick before he gets up. When you are in range, he will jump up and do a barg at you. So, use a special attack to prevent him from hitting you. As his health wears down, he will become more orange and becomes more aggressive so beware. Beat him and see another cut scene. He's has every move of Axel and is faster than normal AXel.

His attacks:

- Normal punching attack
- Flying barge attack without any team mate
- Dragon wing
- Dash towards you with a grand upper
- Color darken and become more aggressive

Bosses:

Yamato

Yamato will clone himself into 3 parts

The first part is have a few attacks:

- Slashing attacks when you start attacks him, he will back off and perform this attack
- Teleport attack. He will teleport in front of you and slash attack you
- Jump and throw some shurikins
- Jump around and move around and throw shurikins

Best tip is to grab him and keep slamming him

The second part:

- Morphs himself into two and slash you, to avoid just do a special attack
- Attacks like the first part

Best tip as when he jumps around or moves around, quickly grab him and do some slamming, but when he sees you, he backs off and perform a slash attack at you.

The third part:

- He runs with quick speed when he sees you and nails you
- Becomes invisible and start to throw shurikins
- Otherwise, attacks like the other two parts

Best tip: When he becomes invisible, just dash at the direction where he's moving and you will do find. When he starts to super dash, just roll away. Then use the strategy of grabbing and slamming to beat this final part. He will explode as well the chicken when left untouched. The door will open and see a cut scene. Note that if you beat the stage 4 boss and above with perfect health, you will be awarded with higher points.

Boss:

Robo X:

This boss has good reach like Zen and the electric shock like Zen. So don't go near him or grab it. Instead, go for flying kicks. If he attacks you, use the special attack to prevent him from more offensive attacks. When he shoots bullets, just roll away.

When he shoots a missile, you can either beat him down to make the missile explode itself or hit the missile. If you hit the missile, he will blow out some smoke and take this chance to mount an offense. Beat him down and do the flying kick. If you are hurt, eat the chicken you saved earlier. This boss will be beaten in no time.

His attacks:

- Electric Body
- Normal attack with good reach
- Dash around like Zen
- Shoots homing missile at you
- Shoots ammo towards you

Boss:

The rocket man aka Jet

The purple guy in the rocket is the boss. When he's moving around at ground level, it's the best chance to attack him with some combos. Some fellow rocket man will accompany him. Take note of them because they also have some damaging moves. He has a rolling attack, which he moves high up and rolls down and gives a small range flame.

That's when he's on ground and lands some combos on him or grabs him and slams him again. This is the better alternative because he will take some time to get up, and most importantly, he's still on the ground prone to your attacks. His second attacks is grabbing the player and give a huge slam. When he moves down when you are near him, he will grab and slam you so keep a distance between you and him.

He also can suddenly drop down with kick at far range so be careful. If you get surrounded, just use a special attack. He also has attacks when in range; he will fly like superman to hit you. To counter this, use a special attack or roll away or flying kick him (must be accurate). When you beat him, there will be a slow motion when he falls, then take this chance to beat some rocket man to gain points. (Heheh...)

His attacks:

- Grabbing you and fly up and slam you down to the ground
- Moves up and does a kick at you
- Moves up and rolling attack at you
- Does a flame short range attack at you

- Does a superman like charge attack towards you.
- Hovers freely in the air

Sub boss:

Dr. Dahmn

A doctor controls the robot claw. The claw is easy to dodge but remember that the elevator is pushing you up so control the momentum, if not, you will get hit by the laser. Then hit the claw that dive down to hit you. When you damage enough, the claw will break and this part is tricky. The claw will not only dive at you and follows you for a while so don't move to the corner and get trap. Continue hitting the claw when it stops and you will destroy it in no time.

His machine attack:

- Does a diving claw at you
- When part of it is destroyed, it has electric attack
- Top screen is full of electric bolts
- When part of it is destroyed, it moves further to distance rather than just dive at you

Boss: Ned X

This robot is easy. Don't let it get offensive. It can shoot two missiles and barge at you so be careful. When it's knock down, it gets up and flies towards you and grabs you to choke or slam you. Best bet is to flying kick. Then keep it up until it's out of your screen. When it's moving around fast, wait for him to come and do a special attack on him and he will fall and do the flying kick again.

Timing must be right or it will counter attack you. You can either beat him before or after the time runs out which will constitute to different endings. If you beat the robot within the time limit, you will see the real ending, which is ending 1. If you don't, you will see ending 2. Sit back and enjoy the ending and feel good and proud because you just completed the game. :)

It's attack:

- Charge at you with a bang
- Jumps and grabs you and throw you
- Grab and damage you
- Shoots missiles at you
- moves around fast pace

Boss:

Shiva form 2

His attacks:

- Flying kick to character
- Slamming character
- Does have a special attack
- Straight kick to character
- Normal punch combo at character
- Dash and quick jump kick at you
- Retain his flame kick that can hit you
- Quick boss

Shiva is disguised as the general. He will break his disguise and you will face him. He's better than before. Don't grab him. He will do a special flame at the leg attacks. When he falls, move away from him. He gets up rather quick and does a fast flying kick before you can react. Should he get offensive, just use special attack. There are lots of goodies under the cameras so can all you can. Flying kick won't work because he will get up and move away fast or do a quick flying kick.

Just wait for him do an attack like final web and counterattack whenever you can and you will beat him in no time and see ending 3.

3.6 Game Guide(JP)

Disclaimer: This is only for JP SOR game only, if you have other version and find this walkthrough, don't be a jerk and come and say there's is a problem in the walkthrough as though you are acting like an ass.

Stage 1:

Area 1:

At the start, go to the bottom are to find a 1-up and gold bars. Just beat the enemies around you, there's an apple in the crates along the way. As you progress, there will be some Garsias dropping down as well as a baseball bat and knife in the crate. Then there's a Carlos with knife along the way. Then when you reach the end, there will be two men with suit, they both have gun and they hit and grab instantly when you get near them. Best bet is attack fast or when you are grab, press A button to prevent further damage. After you beat them you will reach area 2.

Area 2:

When you reached area 2, there will be some Carlos, Big Bongos and the Donovan along the way, in the stack of tires contain sword and knife. You may want to use them. Then there an apple in another stack of tires then the motorcycles thugs come attack you. Advance and meet some Carlos and the bald guy as well as some motorcycle thugs. Clear them and you will face some Signal enemies with Carlos and bald guy dropping out from the motorboat. Clear them and reach the end of the area and face Ash. There's a stack of tire containing a chicken if you get hurt.

Ash: This guy likes to jump about. But when he stops and starts to sprint beware that he will run toward you and grab and slam you. Just do some flying kick and you will do fine.

Area 3:

There's Carlos and Electras and bald guys here. Just clear them and in the oil drums, there is a moneybag. Then enter Electra and Carlos from behind just clear them to face the boss.

Boss: Shiva

His attacks:

- Flying kick to character
- Slamming character
- Does have a special attack
- Straight kick to character
- Normal punch combo at character

Shiva in stage 1 is easy to beat, unlike street of Rage 2. This guy packs some good attacks. Don't jump at him when's he's still. When you grab him, be sure to attack fast or he will counterattack you. When you beat him down, do a flying kick when he gets up and you will beat him down again and continue until you can't he retreats. When he starts to mount an offense, just use the special attack. He will fall and do the flying kick again until you beat him.

Stage 2:

See a brief cut scene and you will be in stage 2

Area 1:

There will be some motorcycle thugs here. In the roadblock, there is a grenade for you to throw. Move on to face some Ices and some motorcycle thugs. The thug in green must be beaten for you to back throw to hurt him. After that there's Ices, bald guys and some Carlos along the way. In another roadblock contains a moneybag.

Sub boss:

There's two roadblocks, one of them contain an apple. Then a clown and a kangaroo will appear. Attack the clown, not the kangaroo unless necessary (if you want you also can beat that animal but you will not unlock him when you continue). Beware of the whip attack by the clown who moves quite fast as well as the kangaroo's attacks. When the clown starts to whip the kangaroo, the kangaroo will start an offensive attack towards you, so beware. Beat the clown and the Kangaroo will escape.

Area 2:

There will be a female thug here as well Ices. Beware of the female, when you are in range, she will leap and do a flying attack at you. In the table is a moneybag. When you advance, some Ices and Carlos and bald guys to clear. In the tables have knife, a wooden stick, and a chicken. Don't hit the tables unless you want the weapons or the enemies will use it on you, there will be two Carlos with knife falling down, so clear them. The last table holds the chicken before you go ahead and clear the two Electras.

Area 3:

Boss: Two females Mona and Lisa

Their attacks:

- Shoots projector
- Jumping around
- Does flying kick at character
- Combine team work of flying kick at you
- Combine super bolt at you

Good leaping attacks and can shoot energy bolt when kneeling down. When both together, one of them will do a boost for the other to attack with a highflying kick towards you or do a super projectile when you are in range. Just do some

flying kicks and special attack when close to them. Don't attacks them with B button unless you do combo because when will move away from you and suddenly do a quick kick at you. There's also a chicken here also. After you beat them, there will be another cut scene.

Stage 3:

Area 1:

When you enter, there will some enemies coming towards you. You can either attack them or wait till the barrel drops and aim and hit the barrel to hit the enemies. Beware the barrels will also hurt you. As you move on, a roadblock contains a grenade (if left untouched, it will explode itself). There will be some guys with headband and Zacks and Ices coming towards you. Don't fall of the hole or your health gauge will decrease a lot. Clear them and with timing will avoid the falling barrels. In a barrel, there's a chicken. Move on to face some Carlos and Electras. Just hit them to the hole for instant death. There's a chicken and knife in the roadblocks also.

Area 2:

Very simple area. Just clear all the walls and hit the bulldozer when it comes near you. At the end of the area, the bulldozer will hit a metal equipment and a barrel will hit the Donovan driving it and he will die.

Area 3:

Don't fall off the area or your health gauge would be drained. Clear the enemies to move on. Best bet is to hit them off the area for instant death. More enemies such as Carlos with knives, female thugs, Electras, Zack, bald guy with pipe and a skilled fighter looks like Blanka in SF) will come down to attack you. In the oil drum has a chicken for you to regain your health status. Survive and meet the boss.

Boss: Robo Axel

His attacks:

- Normal punching attack
- Flying barge attack without any team mate
- Dragon wing
- Dash towards you with a grand upper
- Color darken and become more aggressive

Don't jump towards him or he will do a special attack. Also, never grab him. When he stops and aims you, best chance he will run towards you with an uppercut. So, just when he runs towards you, jump back and do a flying kick. You will beat him down and continue the flying kick before he gets up. When you are in range, he will jump up and do a barg at you. So, use a special attack to prevent him form hitting you. As his health wears down, he will become more orange and becomes more aggressive so beware. Beat him and see another cut scene.

Stage 4:

Area 1:

There will be some Zacks and Carlos and bald guys and guys with headbands

coming towards. Clear them and don't move on because you will expose the apple and one of the enemies will eat it. Be careful that there are moving trains here. It can be easily known with the vibration of the tracks gives it away. Roll away from the fight if the train is coming towards you. As you move on, there would be more Ices and Carlos and bald guys for you to clear. Then you will face some Electras and female thugs so be careful. Clear them and there's a chicken here before you move on.

Area 2:

Some ninjas and a Carlos will appear. There's an apple here and before the train comes just move inland and you will do fine. After the train leaves, then come out and attacks again. Don't move on and wait for enemies to come. This way will be easier. There's a trick here. When you are inland, come out a little to expose a bit of yourself, if done right, enemies will attack you and you can't get hurt. The trains will come and will not hurt you. Instead, it will hurt the ninjas who were distracted by you. Clear them to reach the final part of the area where the chicken is available. Clear the ninjas to complete the area.

Area 3:

Bosses: Yamato

Yamato will clone himself into 3 parts

The first part is have a few attacks:

- Slashing attacks when you start attacks him, he will back off and perform this attack
- Teleport attack. He will teleport in front of you and slash attack you
- Jump and throw some shurikins
- Jump around and move around and throw shurikins

Best tip is to grab him and keep slamming him

The second part:

- Morphs himself into two and slash you, to avoid just do a special attack
- Attacks like the first part

Best tip as when he jumps around or moves around, quickly grab him and do some slamming, but when he sees you, he backs off and perform a slash attack at you.

The third part:

- He runs with quick speed when he sees you and nails you
- Becomes invisible and start to throw shurikins
- Otherwise, attacks like the other two parts

Best tip: When he becomes invisible, just dash at the direction where he's moving and you will do find. When he starts to super dash, just roll away. Then use the strategy of grabbing and slamming to beat this final part. He will explode as well the chicken when left untouched. The door will open and see a cut scene. Note that if you beat the stage 4 boss and above with perfect health, you will be awarded with higher points.

Stage 5:

Area 1:

Enter this room that fills with ninjas with weapons like dagger and sword. Be careful of the ninjas because they might do a spinning dagger attack. After that, more ninjas will drop down defeat them to choose some routes. There are three secret areas here, do a flying kick to break the wall to enter a secret room1 or go below the room, around the edge, do a jump kick, the ground will break to enter another secret room2 or at the top layer of the screen, do a jump kick at the cardboard door to gain access to another room3.

Or you can break the door to gain access to another room. In the second room, there are some skill fighters here. There's a lup here as well as a gold bar and a moneybag in the boxes. Clear this room to gain access to another room. In the third room, you find yourself surrounded by many skill fighters here and some will drop down as you defeat on by one. Clear this room to go to area 2.

Secret room1: There are lots of goodies here; like 1 up, gold bars. With few enemies here like the skill fighters, this is the easiest room by far. Clear this room to gain level to room number 2.

Secret room2: There are also goodies here like lup, chicken, gold bars. But a lot of ninjas here, so be careful, so of them have weapons like sword and daggers. Clear this room to gain access to room 3.

Secret room3: This is the toughest room, many enemies like Donovan, Garcia, skill fighters here. But there are many gold bars here as well as 1-up. As you go further, more skill fighters will drop down as well as Donovans coming to you. Clear this room to gain access to room number 3.

Area2:

Your character will jump up here and there are two statues, one of them contained an apple. Enemies like Big Ben and Carlos and bald guy will be here and clear them all. Be careful not to get surround or get to busy at the fight because Big Ben might blow out flames to attack you or become a bowling ball and knock you down.

When you reach the end of the room, the skilled guys will appear and stay where you are and clear them. Moving forward will invite more enemies to come. Clear them and some Ices and some Carlos and some skilled fighters. There's a chicken in one of the statues in case you get hurt. After beating this area, your character will proceed to the next area.

Area 3:

When you reach the elevator, don't break the statues unless you are hurt badly because there's a chicken in one of the boxes. There will some Zacks and the guy with headband and a skill fighter will appear. Attack them below because you won't want to break the boxes. Instead, lure them to the corner, corner them and attack or slam them to beat all of them down. Clear them and move on to the second floor. Carlos with knives will drop down with the bald guys.

Clear them to protect your chicken. Then you will reach the third floor. Female thugs and Electras will drop down. Clear them and beware of both sides because female thugs might do a flying kick or the electric whip from Electra. When you reach the final level. You will have a conversation with Mr. X. Then some bald guys will appear. Clear them and the guys with headbands will appear. Clear them and face the Electras. Clear them to face the boss.

Boss:

Robo X:

His attacks:

- Electric Body
- Normal attack with good reach
- Dash around like Zen
- Shoots homing missile at you
- Shoots ammo towards you

This boss has good reach like Zen and the electric shock like Zen. So don't go near him or grab it. Instead, go for flying kicks. If he attacks you, use the special attack to prevent him from more offensive attacks. When he shoots bullets, just roll away.

When he shoots a missile, you can either beat him down to make the missile explode itself or hit the missile. If you hit the missile, he will blow out some smoke and take this chance to mount an offense. Beat him down and do the flying kick. If you are hurt, eat the chicken you saved earlier. This boss will be beaten in no time.

Stage 6:

There's a wooden stick here in the box. Here have some robots for you to clear. Be careful though, some of them will self-destruct themselves. Proceed and hit down arrow to go down the level. You can hit down another time to the basement. There are some enemies for you to clear as well an apple and a wooden stick in the basement as well as level 2.

At the basement, there are two skill fighters for you to clear to gain access to the three doors.

Left Door: There are ninjas with weapons to clear. Don't jump because there are many lasers on top of you. There is an apple here. Clear this room to exit this room.

Middle door: Control room. There are some skill fighters and Electras here. In the box contain a grenade. There's a computer for you to destroy for the security laser to shut down.

Right door: Lots of Big Bens here as well Carlos and Donovan. Note that there's a laser here. Jump to avoid contact. In the box is a grenade.

The second floor door also contains the three doors and beat the man in suit to have the access to the doors. After entering a door, you have to beat the enemies to move on.

Left door: There are robots here for you to clear. Be careful of the electric moving round the circuit filed. There's an apple here in the box.

Middle door: Contains a control switch to deactivate the laser. There's a grenade in the boxes as well as enemies like the skill fighter and Electras.

Right door: Lots of goodies

Here there are two choices: Save or don't save the general

If you save the general, there will be a route1. To save the general, simply run towards the once had laser area and run towards the general who is tied to the chair.

If you don't save the general, you will go to route2. Just wait for time to go off and the heat will take the life of the general. Then you move to the area

where there general is at level 2.

Boss: The rocket man aka Jet

His attacks:

- Grabbing you and fly up and slam you down to the ground
- Moves up and does a kick at you
- Moves up and rolling attack at you
- Does a flame short range attack at you
- Does a superman like charge attack towards you.
- Hovers freely in the air

The purple guy in the rocket is the boss. When he's moving around at ground level, it's the best chance to attack him with some combos. Some fellow rocket man will accompany him. Take note of them because they also have some damaging moves. He has a rolling attack, which he moves high up and rolls down and gives a small range flame.

That's when he's on ground and lands some combos on him or grabs him and slams him again. This is the better alternative because he will take some time to get up, and most importantly, he's still on the ground prone to your attacks. His second attack is grabbing the player and give a huge slam. When he moves down when you are near him, he will grab and slam you so keep a distance between you and him.

He also can suddenly drop down with kick at far range so be careful. If you get surrounded, just use a special attack. He also has attacks when in range; he will fly like superman to hit you. To counter this, use a special attack or roll away or flying kick him (must be accurate). When you beat him, there will be a slow motion when he falls, then take this chance to beat some rocket man to gain points. (Heheh...)

Stage 7

Route 1:

Area 1:

There are some motorcycle thugs there as well some ninjas with weapons around or hiding in the bushes. Don't move to the circle the upper layer on the screen, it's a trap.

If you do that, the rope will catch you and the rope will carry you up and slam you down, giving a considerable amount of damage. There are some robots here also so beware of their self-destructability. There are apples along the wooden crate. Clear the motorcycle thug with a life gauge to proceed further. Then there will be a number of ninjas with weapons and robots coming your way. Clear them and you will proceed to area 2.

Area 2:

There will be a number of robo Xs dashing around. Simply attacks them with B button to gain points. One punch to each of them is sufficient because their life gauge is rather short. Remember there are two crates here; one with chicken and the other gold bars. Then move on there will be robots here to clear.

Note that there's a chemical dropping down constantly, once it contact you, you

will get a shock as well as the elevator move through and fro so be careful of the moving momentum. Then clear more enemies like the men in suit as well as the robots and an apple in the box. When you reach the final area, there will be more robots and a rocket man to clear. There's a chicken in the box as well as gold bars before facing the sub boss.

Sub boss:

Dr. Dahmn

His machine attack:

- Does a diving claw at you
- When part of it is destroyed, it has electric attack
- Top screen is full of electric bolts
- When part of it is destroyed, it moves further to distance rather than just dive at you

A doctor controls the robot claw. The claw is easy to dodge but remember that the elevator is pushing you up so control the momentum. Then hit the claw that dive down to hit you. When you damage enough, the claw will break and this part is tricky. The claw will not only dive at you and follows you for a while so don't move to the corner and get trap. Continue hitting the claw when it stops and you will destroy it in no time.

Boss: Ned X

It's attack:

- Charge at you with a bang
- Jumps and grabs you and throw you
- Grab and damage you
- Shoots missiles at you
- moves around fast pace

This robot is easy. Don't let it get offensive. It can shoot two missiles and barge at you so be careful. When it's knock down, it gets up and flies towards you and grabs you to choke or slam you. Best bet is to flying kick. Then keep it up until it's out of your screen. When it's moving around fast, wait for him to come and do a special attack on him and he will fall and do the flying kick again.

Timing must be right or it will counter attack you. You can either beat him before or after the time runs out that constitute to different endings. If you beat the robot within the time limit, you will see the real ending, which is ending 1. If you don't, you will see ending 2. Sit back and enjoy the ending and feel good and proud because you just completed the game. :)

Stage 7: Route2

Area 1:

There will be a lot of men in suit attacking so be careful because at far range they shoot bullets. Apple, baseball bats can be found in the mailboxes. As you move on, there are also Electras and men in suit along the way and clear them all to move towards the gate. In the other mailboxes, contain a knife. When you are near the gate, more men in suit and Electras will come out and female thugs will attack. In the last mailbox, there's a chicken. Clear all the enemies to gain access to area 2.

Area 2:

There will be Zacks, Donovan, men with headbands here so clear them. There's a lup at the first flowerpot when you enter. As you reach further, more Zacks and men with headband and one man in suit will appear. In the statue contain a knife.

Check properly the flowerpots and you will benefit. Then more Zacks and men with headbands will appear. And then some men in suit will come so get ready to fight. In the statues contain a pipe. As you move on, there will be big bens and men in suit for you to defeat. The last statue contains a chicken before the boss. Clear them to gain access to the boss here.

Boss:

Shiva form 2

His attacks:

- Flying kick to character
- Slamming character
- Does have a special attack
- Straight kick to character
- Normal punch combo at character
- Dash and quick jump kick at you
- Retain his flame kick that can hit you
- Quick boss

Shiva is disguised as the general. He will break his disguise and you will face him. He's better than before. Don't grab him. He will do a special flame at the leg attacks. When he falls, move away from him. He gets up rather quick and does a fast flying kick before you can react. Should he get offensive, just use special attack. There are lots of goodies under the cameras so can all you can. Flying kick won't work because he will get up and move away fast or do a quick flying kick.

Just wait for him do an attack like final web and counterattack whenever you can and you will beat him in no time and see ending 3.

Ending *

Spoilers!!!!

This is a spoiler area,if you read this, you willing read it and DO NOT email me and flame me for not warning you.

Ending 1:

Brain: I'm dying. Please help me.

Sammy: Are you kidding?

Brain: Well if I die, you die. Good-bye.

Axel: This guy never gives up. Let's get up of here.

Sammy: This place is going to blow up.

Zan: He has activated the self-destruct sequence. We must hurry or we will die.

Blaze: I can't find a way out- all doors are locked. Axel, Zan, Sammy. What are we going to do?

Sammy: Gulp. I think we have had it.

Adam: Hey, little brother. You don't think we I'd let you die, do you?

Sammy: Adam. Are we glad to see you. Get out of here, fast.

Then a small animation shows the robot factory exploding and the team flying back to the city and then the picture of the team will be shown as well as words scrolling down.

The Syndicate's headquarters and robot factory were destroyed in the explosion. Using Adam's police helicopter, the team managed to locate and defuse all the bombs planted by Mr. X.

Dr. Dahm informed the police of all the city officials who had been kidnapped where upon their robot duplicates were destroyed and the real officials returned to their posts.

Dr. Dahm was placed in an asylum where he is said to be doing well.

Dr. Zan was pardoned by the city for his role in the overthrow of the Syndicate.

The team spent some time together in the city and then went their separate ways.

Then the credits will roll as well as some portraits of the team will be shown and the final picture of Adam, Sammy, Max, Axel and Blaze.

Summary of ending 1: But Mr. X succeeded in leaving his mark on the city. The destructive force of the bomb explosions killed many people and wrecked many buildings. It will take a very long time to repair the damage caused to the fabric of the city and the confidence of those citizens who trusted the forces of good to look after them.

You will save the city and there will be a dialogue with your fellow character and the credits will roll.

Ending 2:

Sammy: We didn't manage to defeat him in time.

Axel: It's possible Adam has found and defused the bomb.

Sammy: But he didn't know where they are, Axel.

Brain: You have defeated me, but I will not die alone! Sadly, you will not witness the result of my efforts.

Zan: He has activated the self-destruct sequence.

Sammy: We've to get out of here. Now.

Axel: We can't let Mr. X beat us now. Look for a way out everybody.

Blaze: I can't find a way out- all doors are locked. Axel, Zan, Sammy. What are we going to do?

Sammy: Gulp. I think we have had it.

Adam: Hey, little brother. You don't think we I'd let you die, do you?

Sammy: Adam. Are we glad to see you. Get out of here, fast.

Then a small animation shows the robot factory exploding and the team flying back to the city with words scrolling down the picture.

The syndicate's headquarters and robot factory were destroyed in the explosion and the team managed to escape to Adam's helicopter.

Summary of ending 2:

The city is shattered into a big mess and the reports will show the mess as your character laments about the destruction in the city.

Ending 3:

Zan: You have been defeated, you worm. Now tell us where to find Mr. X.

Shiva: I will never tell you.

Zan: Mr. X! Listen to me, wherever you are. I will never let your sick and evil to mind rule this city. I will find you and destroyed you.

As the screen moves to Mr. X seating on the chair in the darken room watching the events that have taken place and breaks the wine glass.

Summary:

It starts with a conversation with Shiva. Shiva is caught and defeated and laid on the ground in pain. Mr. X sitting on the chair seemed to be very angry as he breaks the wine glass into pieces.

American Version (Extra ending)

After your enter your initials...

Robot X (broken): "All that effort and you only defeated my stand-in."

"You have not discovered the location of my hostage"

"and while I have him, Axel is thought to be a criminal."

"You play this game like a beginner."

"You'll have to do better than this to defeat Mr. X."

Dr. Zan: "We must try harder, friends."

As the screen moves to Mr. X seating on the chair in the darken room watching the events that have taken place and breaks the wine glass.

Summary:

Ending 4: Use easy on difficulty level, beat Robo X and he will say you will are not good enough and the story ends and Zan says they will have to try harder and the story ends.

=====
4. Q and A
=====

How do I play this game?
Read the above FAQ.

Any cheats?
Yes, refer to the codes section

Any secret characters?
Yup, refer again to cheats section

How many different endings are there?

4 ending depending on decisions you choose.

Any secret routes?

Yes, refer to the FAQ.

Why do I have stars under my life bar? What they for?

When you get enough points the star will appear. They are use for Special attacks for each star you earn. Refer to the character Moves list for details. But each time you die, one star will Disappear and you need to earn the star again.

What's the difference in the difficulty levels?

The difference is that in harder modes, more enemies are there as As well as the life gauge increases as well as their aggression.

What is Ash not in the American game?

Because they ban him as he looks like a gay.

Why do you split the game walkthrough into two?

Because to avoid confusion,I went to get the rom and try the American version and hope that readers stop complaining of inaccurates in guide,if there is do email politely.I'm also changing my email to avoid such flammers and will only give those I should trust.Any problems go and post in my forum.Thank you

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5.Codes and Secrets
=====

Play as Shiva:

At the first stage, beat him and hold B until you appear at the second stage. Continue and play as him

Play as Ash (Japanese Version):

At the area where after you beat him, hold A button until you see yourself in another area. Continue and you can play as him

Play as the same character:

Hold Down and C button and select two-player mode

Play as super Axel:

Select Axel with C button and do a clockwise motion at the DPAD until Axel appears. Press A to execute this new special attack.

Play as Roo:

Press UP and B button at the title screen and press start button. It will appear in the character select screen. Another way is to beat the clown without beating Roo; you can continue to play as it.

Nine lives:

At the lives options, use the second controller to hold Up, A Button, B button, C button and left, right on the first controller to activate the code. Then you will be able to select up to nine lives.

Level select code:

Hold Up plus B at options screen, then press C. A twig sound should confirm the code. Then you will be able to access stages 1 to 6.

Play as Super Skate:

Pick Skate. When the first level starts, lose a your first life without scoring any points. You will now be Super Skate, with a much more powerful combo.

Some hidden passageway:

At stage 5, there are three hidden passageways,

- One is at the bottom area. Do a jump kick to access to it
- Second is at the wall, just break it to enter it
- Third is near the wall, at the pink door, do a jump kick to enter it

Game Genie Codes:

North American version

Very Easy available on option screen:

LJBT-APCA

Ash:

BAWA-AAA0

Shiva:

MAWA-AAJ0

All codes above from Eternalchamp2001.

Invincibility:

AF9A-APTW

Axel fast kick:

ACEA-AA4R

Flip off any enemy:

24SA-AABC

All levels:

GTWA-AAA6

Play the game and you will be back at the options. Leave the option, turn the Game Genie off, and play the level you select.

All codes above from damin mance.

Bat does not decrease when attacking:

A5FA-AA3T

No strength loss for special attacks:

RHSA-A6X4

Apples do not heal:

AANA-DA7W

Apples heal to above the maximum amount:

GTNA-DA7W

Sword and dagger do not decrease when attacking:

KAPT-CA7G

Player 1 starts with no continues:

AE9A-CAB8

Player 1 starts with 5 continues:

A29A-CAB8

Player 1 starts with 7 continues:

BA9A-CAB8

Player 1 starts with 9 continues:

BJ9A-CAB8

Player 2 starts with no continues:

AE9A-CACE

Player 2 starts with 5 continues:

A29A-CACE

Player 2 starts with 7 continues:

BA9A-CACE

Player 2 starts with 9 continues:

BJ9A-CACE

Unlimited continues:

AMEA-AA8L

Start with 6 lives:

AY9A-DA4N

Start with 7 lives:

A29A-DA4N

Start with 8 lives:

A69A-DA4N

Start with 9 lives:

BA9A-DA4N

Start with 10 lives:

BE9A-DA4N

Unlimited lives:

AXEA-AA4J

Axel's jump kick does more damage:

17HB-CGET

Blaze's jump kick does more damage with some hits:

18FB-CGCY

Skate's jump kick does more damage:

19CV-CGCC

Zan's jump kick does more damage with some hits:

16MB-EGEW

Pro Action Replay Codes :

Note:

Since the Pro Action Replay cartridge has the capability to write to memory addresses outside of the Game Genie's range, the following codes may only be enabled with that device. It is not possible to convert them for use on the Game Genie.

Unlimited time in level 6:

FF88E20048

Have Roo in character select screen:

FF88EF0001

Players 1 and 2 can choose same character:

FF88F00001

Palette-swapping for Player 1:

FFDF0A0024

Unlimited energy for Player 1:

FFDF6C0032

Unlimited lives for Player 1:

FFDF8B0005

Unlimited continues for Player 1:

FFDFA10004

Palette-swapping for Player 2:

FFE00A0025

Unlimited energy for Player 2:

FFE06C0032

Unlimited lives for Player 2:

FFE08B0005

Unlimited continues for Player 2:

FFE0A10004
Weapon energy does not decrease:
FFE76C001C
Do not collect grenades while this code is enabled.
Level select available in options:
FFF5250001
Select up to 9 lives in options:
FFF7080071
Play the first unfinished level (The Wasteland):
FFFB050006
Can always continue as Ash:
FFFB0C0001
Can always continue as Shiva:
FFFB0D0001
Set skill level to Very Easy (Hidden):
FFFF090002
Set skill level to Easy:
FFFF090004
Set skill level to Normal:
FFFF090006
Set skill level to Hard:
FFFF090008
Set skill level to Very Hard (Hidden):
FFFF09000A
Play as Ash for Player 1:
FFFF190000
Play as Shiva for Player 1:
FFFF190002
Play as Dr. Zan for Player 1:
FFFF190004
Play as Axel for Player 1:
FFFF190006
Play as Blaze for Player 1:
FFFF190008
Play as Skate for Player 1:
FFFF19000A
Play as Roo for Player 1:
FFFF19000C
Play as Ash for Player 2:
FFFF1B0000
Play as Shiva for Player 2:
FFFF1B0002
Play as Dr. Zan for Player 2:
FFFF1B0004
Play as Axel for Player 2:
FFFF1B0006
Play as Blaze for Player 2:
FFFF1B0008
Play as Skate for Player 2:
FFFF1B000A
Play as Roo for Player 2:
FFFF1B000C

=====
6. Contact Information
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Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading

this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====
Emails I will take:
=====

- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me, I can't second guess what you are trying to say, so please keep those short form languages to yourself and friends. Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy,doesn't it?If you are polite enough,i will help you in whatever way i can.

=====
Email I will not take:
=====

- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAQ

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself,any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email.Get your lazy bum and click right and select all and open a notepad to paste it in.Sent this mail to me and i will block your mail and boycott your email asking for help.

=====
7. My review of the game
=====

Intro:

This game in my view is one of the best games that has to offer in Sega genesis if you are a beat 'em up fan. I bought this game game rather late as I bought my system quite late then and bought most of the great game like Golden Axe, Shinobi etc. This is one console with many decent games I like and still play even though it is outdated. Of all the three game series I play, this is one of my favourite games in my whole genesis system which I never regret buying.

Story plot:

This game is the third action-fighting squeal of the whole street of rage series. The series started with Blaze, Axel and Adam wiping out the vicious syndicate to save the city and make the city once again peaceful and the whole game series story plots sort of evolve this way.

This game's story plot evolves the letter sent by Blaze who needs Axel's help to save the general who is kidnapped by this syndicate. From now, Axel, Blaze together with Zen and Sammy has a mission of once again beat this syndicate down to size and save the streets of the city and battle this gang right down

the "Streets of Rage".

This game is a one or two player game full of action fighting game that progresses with stages where the plot unfolds.

Gameplay:

They offer many changes to this game which I like. Finally, the characters in this game can Dash and roll which in this aspect. I'm disappointed because in the third installment, then Sega decided to add some real basic decent moves. I have been yearning for this for the past two series because in the two previous you are restricted to speed. In addition, battle mode is back for two players to spar it out and see who's the better SOR player, but disappointingly, there's no secrets players for you to battle it out in this battle mode.

There are several secrets to uncover which I will not spoil it for you. New and innovative moves have been introduced as well as the special attack can finally be executed with the power bar there! No more decrease in life gauge when the special move is applied. Every time you use a Special Attack your Strength Gauge is taken down to zero. After that it will slowly recharge until it reads OK. If you use a Special Attack before your Strength Gauge has been refilled it will cost you health, the amount depending on how low your Strength is. There are differences between the American and Japanese version, like the dressing change between each characters as well as secret characters. Also changes between gameplay between each version, like the American version is much tougher than the Japanese one, an example is the one in beginning of stage 1, in the Jp version, it is known to be Ash driving the motorboat, but in the American version, it's Shiva driving the motorboat. Another example is in stage 3, the barrels drops down faster in the American than the Japanese one. So it's pretty interesting. Secret characters are also interesting as they have their own unique moves for them to do well especially Shiva. He can kill enemy with infinite hit by just pressing the Z button!! There are also new weapon special attacks which SOR and SOR2 lacks and I think it's cool to add these weapons special attack to bring more fun to the game.

Controls:

In terms of controls, it's rather easy but you need to learn the ropes before you can do any new moves introduced to the character. New enemies and some familiar are introduced to keep a keen interest to this game. With new tag team moves now introduced, you and your friend can do some tag teams moves previously not available! Enemies have some new features like picking up weapons, eating your food, new moves.

Difficulty:

In this aspect, the game's rather easy than the past two series. No more cheap 1 life loss due to one attack from boss from SOR and damaging attacks by enemies and bosses in SOR2. Even in the very hard difficulty, I completed the game easily but I hope they keep the game just it is (or a bit difficult) with no cheap deadly attacks causing 1 life loss for just a plain attack by the boss!!

Video and Audio:

Video:

Well, the video is great considering it is in the Genesis system. Faces and weapons' image have improved better. All I can say is, video is great although

it can still improve on the surroundings and the whole background as I do prefer SOR2 background more.

Audio:

The music theme is great, with some themes worth listening to. But it can still improve and get better like the sound effects of weapons, attacks etc.

Replay value:

Well, the replay value has not improved but it's has multiple endings worth replaying again and again. The battle mode should keep this game with a little interest. I think should improve on the replay value like survival mode, time attack mode etc.

Critics section

Gameplay: 9/10

Entertainment: 9/10

Video and audio: 7/10

Replay value: 7/10

Conclusion

Why should you buy the game?

Overall, it's a great game on a great console and I think it's worth buying or renting for without any hesitant if you are a SOR fan all the while. All I can say is, try this game!! Beat 'em up gamers won't want to miss this game on this console 'cause I think you won't regret it.

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8. Credits
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For this gamefaq to be completed, i wouldn't have done it with the great help from this people who I express my gratitude to:

- Myself

Doesn't hurt to credit myself right?

- CjayC

For being kind enough to accept this walkthrough

- My friend LiSiang

He gave me codes as well as some info regarding the secret places which I forgot

- Alan /Juggy

For the fourth ending information on the American version, I suppose I should thank him a lot

- <http://www.classicgaming.com/soronline/>

For the story plot and ending details and official move names. Do visit there. It's hosted by a fellow gamefaqs member, Johnny H.

- Truncated

For Ash correction, he has written some good SOR guides. Check it out at the gamefaqs.

This document is updated and created by Thanos rulzs

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