



## Version History

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- 0.97 - Added three new Codes and a Combo. - January 7, 2001
- 0.96.5 - Glanced over the FAQ and revised some mistakes. - July 17, 2000
- 0.96.1 - Added Clone Woman to the Enemy List. July 14th, 2000
- 0.96 - Added some more Moves to the Move List. - July 13th, 2000
- 0.95.9 - Added some stuff to the Combos Section. - July 11, 2000
- 0.95.8 - Added more Moves to the Enemy List. - July 10, 2000
- 0.95.7 - Created the Creature Battle Section. - July 9, 2000
- 0.95.2 - Added some Moves to the Move List. - July 8th, 2000
- 0.95.1 - Added some Moves to the Enemy List and put in Yildun. - July 7th, 2000
- 0.95 - Added a Combo, some Moves, and some Sites. - June 7th, 2000
- 0.9 - Finished the Enemy List Section and added a Combo and discovery. - April 7th, 2000
- 0.85 - Added a Combo, Move, Sites, and finished the Enemy List Section. - January 1st, 2000
- 0.8 - Made several revisions to the guide and an announcement. - November 28th, 1999
- 0.75 - Finished most of the Enemy List Section. - October 24th, 1999
- 0.7 - Created the Enemy List Section. - October 20th, 1999
- 0.65 - Added miscellaneous stuff to the Bosses Section and Codes Section. - October 16th, 1999
- 0.6 - Added various things. - October 14th, 1999
- 0.55 - Cleaned and organized it a bit. - October 10th, 1999
- 0.5 - Made Additions to the Moves Section. Halfway to 1.0! - October 9th, 1999
- 0.45 - Created the Types Of Fighters Section. - October 8th, 1999
- 0.4 - Created the Boss Guide and Codes Sections. - October 7th, 1999
- 0.3 - Created the 2-Player Combat. - October 6th, 1999
- 0.25 - Created the Overworld Combat Section. - October 5th, 1999
- 0.2 - Created the Combos Section and fixed up various things. - October 4th, 1999
- 0.15 - Created the Tech List And Status Factors Section. - October 3rd, 1999
- 0.1 - Created the Battle Stats And Reactions Section. - October 2nd, 1999
- 0.05 - Created the Intro, Move List, Battle Items, and Closing Sections. - October 1, 1999

### 1. Intro

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You might think the battles of Hybrid Heaven are simple, but it can get very technical and complex, everything is taken into account. Some factors include which way you are facing, what type of move it is, the distance from your opponent, your opponent's vulnerable parts, your particular skill for that body part and move, and much more. So here is a guide that will eventually provide tips for the beginners to the people who think they have conquered an un-masterable battle system.

Also I would like to say thanks to:

\*Clifton Orson (general\_orson@hotmail.com) - For sending me moves I had missed, giving me some miscellaneous hints, clearing stuff up about the codes, and other helpful things.

Thrawn2 (harkboys@mcn.net) - For sending me the name of every enemy and boss in the game.

CT Shang (Ctshang@aol.com) - For sending me the multiplayer "Blue Flame/Invisibility" code.

Wayne Lowe (dawsen\_creek@yahoo.com) - For sending me the "Extra Outfits" Code.

Spikey (Spikey0504@aol.com) - For sending me Punching Combo #4.

Brandon Ly (baoe@hotmai.com) - For sending me Punching Combo #1.

Robert Fernandes (rfernand@modesto.net) - For sending me the "Extra Characters" Code.

Sir Max (lmax@mail.ru) - For sending me Punching Combo #2.

JP (jp\_778@hotmail.com) - For sending me two Newaza Techniques I had missed.

\*Rodrigo (junelight@hotmail.com) - For sending me a Back Technique and Newaza I had missed, and confirming that it is possible to be able to do three Techniques in a row instead of just two along with the name of the mystery hybrid, Yildun, and sending me Technique Combo #1, #2, #3, #4, and Punching Combo #3. (Somebody really likes this game.)

\* - These people beat the game on Ultimate, so they deserve some recognition.

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Note: This is a really late release, sorry. I mostly put up what people had sent me in the last few months. Next time I update will probably be after I play some more Ultimate, look for a lot of new stuff then in the Enemy List and the new Battle Section. Also, if anyone could confirm the new Codes that would be helpful.

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## 2. Types Of Fighters

There are three basic types of fighters:

- - - - -

Boxer - This type of fighter concentrates heavily on attacks that have to do with the Head and Arms. I have never tried being this type of fighter, because punches are very weak usually. If used right however, he can be lethal. Boxers tend to be good at Head Butting also.

Kicker - This type of fighter uses mainly Legs. This is probably the easiest fighter to develop into, because kicks tend to be the most powerful and easiest to land an attack with. They also make great Combos, so I recommend being a Kicker your first time through the game.

Wrestler - This type of fighter uses Body moves and some Head moves. It can pay off to be a Wrestler because they deal the most damage and can take the most, but some enemies cannot be grappled, which means you need something to fall back on. Wrestling moves are the most powerful, but can be the toughest to do right. Wrestling moves are recommended, but being a Wrestler is not.

You can also be more than one. A Boxer and Kicker would be a great street fighter, capable of good Speed among other things. A Boxer and Wrestler is a strange combination, making the

fighter a sluggish powerhouse. A Kicker and Wrestler is my favorite Combo, having the most powerful moves and versatility.

### 3. Move List

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You start out with some basic moves, but then learn the rest from your opponents when they perform it on you. The game does not allow you to learn a move when it is too powerful at the time, such as learning the Piledriver at Level 2.1, but it can happen sometimes with a bit of luck.

Learning Moves is essential to progressing through the game.

Punches: (All are Right and Left)

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- - - - -

Lower Punch - A straight punch to the lower area of the chest.

Lower Hook - A punch from the side to the lower area of the chest.

Lower Uppercut - An upward punch to the lower area of the chest.

Mid Punch - A straight punch to the upper area of the chest.

Mid Hook - A punch from the side to the upper area of the chest.

Mid Uppercut - An upward punch to the upper area of the chest.

Upper Punch - A straight punch to the head.

Upper Hook - A punch from the side to the head.

Upper Uppercut - An upward punch to the head.

Upper Backblow Punch - A backhanded punch from the momentum of a 180-degree pivot.

Kicks: (All are Right and Left)

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Low Kick - A kick from the side to the leg.

Low Side Kick - A straight sideways kick to the leg.

Low Front Kick - A short upward kick to the leg.

Middle Kick - A kick from the side to the waist.

Middle Side Kick - A straight sideways kick to the waist.

Middle Front Kick - A short upward kick to the waist.

High Kick - A kick from the side to the head.

High Side Kick - A straight sideways kick to the head.

High Front Kick - A short upward kick to the head.

Back Spin Kick - A kick from the side with the back of the leg after a 180-degree spin.

Techniques:

- - - - -  
- - - - -

(From in front)

Arm Bar - You push your opponent to the ground and pull his arm behind him.

Armlock Throw - You grab both of your opponent's arms and throw him over and behind you.

Arm Throw - You grab your opponent's arm and throw him behind you with it.

Backcrusher - You lift up your opponent and drop his back onto your knee.

Bodyslam - You throw your opponent on the ground on his back.

Braincrusher - You throw your opponent on the ground on his head.

Bridge Suplex - You grab your opponent by his waist and then throw him behind you.

Head Butt - You smash your opponent's head with yours.

Head Hanger Clutch - You put your legs around your opponent's head and twist.

Headcrush - You grab your opponent's head, run, and land on his head with the momentum.

Knee Crucifix Hold - You throw your opponent onto the ground and then bend his leg severely.

Knee Kick - You smash your opponent in the head with your knee.

Knee Twister - You throw your opponent to your side by his knee.

Lift Up Vertical Drop - You lift your opponent above your head and throw him down.  
 Neck-Scissors Whip - You grab your opponent's neck with your legs, flip backwards twice, and throw him over and behind you.  
 Neck Throw - You throw your opponent behind you by his neck.  
 Pendulum Flip - You grab your opponent head with your legs and flip him over and behind you.  
 Piledriver - You each grab each other's legs, then you jump and land on his head.  
 Shoulder Buster - You throw your opponent on your knee by his shoulder.  
 Side Throw - You grab your opponent around the shoulders, throw him backward, and drop.  
 Shoulder Toss - You toss your opponent over your shoulder.  
 Tackle - You jump on your opponent to the ground.

(From behind) - (Note: To perform one of these, you must grapple your opponent from behind,

or press right or left twice quickly while grappling from the front.)

Back Bridge Suplex - You grab your opponent by his waist and then throw him behind you.  
 Back Headcrush - You grab your opponent and fall backwards onto his head.  
 Back Neck Lock - You put your arm around your opponent's neck, pull, and drop.  
 Back Suplex - You put your opponent up, over, and behind your head, and drop on his head.  
 Reversal Elbow - You slam your elbow into your opponent behind you.  
 Running Headlock - You put your opponent into a headlock, run, and then drop.

Newazas:

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(Kick)

Back Body Drop - You jump up and then land with your back on your opponent.  
 Soccerball Kick - You kick your opponent.  
 Stomp - You jump up and then land on your opponent with one foot.

(Technique)

Achilles Leg Lock - You pull one leg across the foot area.  
 Arm And Neck Lock - You pull your opponent's neck upwards and bend his arm.  
 Arm Crucifix Hold - You bend your opponent's arm.  
 Back Breaker - You bend your opponent's back backward.  
 Boston Crab - You pull both of your opponent's legs back toward his head.  
 Choke Sleeper Hold - You pull your opponent's neck behind his back.  
 Four-Figure Lock - You put all four appendages into a lock and pull.  
 Leg Deathlock - You place one leg bent over the other and pull it.  
 Neck Lock - You put your arm around your opponent's neck and pull upwards.  
 Neck And Leg Lock - You pull your opponent's neck upward and bend his leg.  
 Reverse Leg Lock - You pull one leg after twisting it around backwards.  
 Sharpshooter - You twist your opponent's legs and bend them severely.  
 Toe And Face Lock - You push and twist your opponent's head and foot.

#### 4. Battle Items

Refresh:

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Life Charger S - Restores 1/4 of your HP (minimum 100)  
 Life Charger M - Restores 1/2 of your HP  
 Life Charger L - Restores 3/4 of your HP  
 Life Charger X - Restores all of your HP  
 Stamina Charger S - Restores 1/4 of your Stamina  
 Stamina Charger M - Restores 1/2 of your Stamina  
 Stamina Charger L - Restores 3/4 of your Stamina  
 Stamina Charger X - Restores all of your HP

Battle Charger S - Restores 1/4 of your HP and Stamina  
Battle Charger M - Restores 1/2 of your HP and Stamina  
Battle Charger L - Restores 3/4 of your HP and Stamina  
Battle Charger X - Restores all of your HP and Stamina  
Speed Restorer - Cures you from the condition "Slow"  
Poison Restorer - Cures you from the condition "Poison"  
Super Restorer - Cures you from any condition and restores some HP

(Blank Space)

Offence Raiser - Permanently raises your Offence  
Defence Raiser - Permanently raises your Defence  
Speed Raiser - Permanently raises your Speed  
Ring Eraser - Allows you to escape from a non-boss battle

Weapon:

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- - - - -

Flame Shot - Shoots Flame at an enemy  
Flame Shot SP - Shoots Flame at an enemy three times (1.85 damage as original)  
Ice Shot - Shoots Ice and may freeze an enemy  
Ice Shot SP - Shoots Ice three times and may freeze an enemy (1.85 damage as original)  
Poison Shot - Shoots Poison at an enemy  
Poison Shot SP - Shoots Poison at an enemy three times (1.85 damage as original)  
Hurricane Shot - Shoots Hurricane at an enemy  
Hurricane Shot SP - Shoots Hurricane at an enemy three times (1.85 damage as original)  
Ion Shot - Shoots Ion at an enemy  
Ion Shot SP - Shoots Ion at an enemy three times (1.85 damage as original)  
Stamina Booster - Raises the rate at which you recover Stamina for an amount of time.  
Power Booster - Raises the rate at which you recover Power for an amount of time.  
Offence Enhancer - Raises Offence for one battle (most effective when power gauge is full)  
Defence Enhancer - Raises Defence for one battle (most effective when power gauge is full)  
Speed Enhancer - Raises Speed for one battle (most effective when power gauge is full)  
(Blank Space)  
Offence Drainer - Lowers Offence of enemy for battle (most effective when power gauge is full)  
Defence Drainer - Lowers Defence of enemy for battle (most effective when power gauge is full)  
Speed Drainer - Lowers Speed of enemy for battle (most effective when power gauge is full)  
(Blank Space)

## 5. Enemy List

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Here is the master list of every non-boss enemy in the game, a short description of each, and then some basic tips on how to defeat each one. The Moves List for each enemy is by no means complete. Generic help for a battle can be found in the other sections.

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Spica (blue hybrid with long claws)

Moves: Mid-Upper Hooks, High Kicks

This hybrid is very pathetic. Simply back away from it using slow-paces to build up your bar,

and then unleash any move on it. The "slime" of this game if you will.

Pollux (red and black hybrid with long legs, sometimes is on ceilings)

Moves: Low Kicks, Low-Middle Side Kicks, Middle Kicks

This hybrid can be tough the first time you face it, but if you have done some battles, it should

be a piece of cake. Dodge its Kicks and follow up with some of your own.

Seginus (green hybrid with strange face)

Moves: Neck Throw, Bodyslam, Brainbuster, Soccerball Kick

This would be the funny hybrid. It backs away, stands there for a while, and then charges.

Simply step away with slow-paces, wait for it to charge, and then sock it to him with a move

when he comes close.

Clone Man (a male-human looking hybrid in an orange jumpsuit)

Moves: Upper-Mid Uppercuts, Upper Hooks, High-Low Kicks, Middle Side Kicks

A very versatile fighter that you will see only once for a while, and then a few times again

throughout the game. This hybrid knows many basic moves, so you should learn some from it.

Basic tips work against this hybrid, although it should be noted that he dodges your attacks very

easily, and you can dodge his very easily too.

Naos (a mostly gray, fat hybrid with a skirt)

Moves: Upper-Mid Hooks, Low Kicks, Low Side Kicks

This hybrid gives up a Life Charger S when knocked down. Grappling him is not recommended.

Try to stay away and then attack when he gets close.

Gomeisa (a gray and round hybrid with weird arms)

Moves: High-Mid-Low Front Kicks, Headcrush, Piledriver, Bridge Suplex, Shoulder Toss

This hybrid is a piece of cake as long as he does not grapple you. Stay away from him and perform Punches and Kicks to do away with him. You may want to let him grapple you to learn

a few new Techniques however.

Mekbuda (a dark red pig-like hybrid)

Moves: Upper-Mid Hooks, Low Side Kicks, Body Slam, Shoulder Buster

This hybrid is so incredibly slow. Just back away with slow paces and unload some Combos on

him. Grappling is really not recommended. He sometimes uses an Offence Raiser

Kitalpha (a red and white hybrid who looks like a skeleton)

Moves: Mid-Low Kicks, Upper Punches, Head Butt

Yet another versatile fighter, although this one is pathetic. Use grapples, Combos, anything, this

hybrid is very easy to kill and is more useful for raising your Skills Stats than anything else.

Beid (a green, tall hybrid with large arms)

Moves: Upper-Mid Punches, Mid Uppercuts, High Kicks, Head Butt, Headcrush, Back Headcrush

When you first encounter this hybrid, you will need fancy footwork and good timing to dodge

and attack. Attack one move at a time to conserve as much power as possible while dodging the

attacks. Later on in the game he is easy.

Muphrid (a red and white hybrid that looks like a tall goat on two legs)

Moves: High-Low Front Kicks, Upper-Mid Uppercuts, Side Throw, Bridge Suplex, Arm Bar

This hybrid can use a powerful Technique called the Arm Bar, so do not let yourself be grappled

by using a fast pace away from him when he becomes close. Combos are the worst enemy of him.

Dubhe (a brownish-reddish hybrid with leave-like things over his head and other strange vegetation on his body)

Moves: High Kicks, Back Spin Kicks, High-Mid Front Kicks, Pendulum Flip, Special-Poison  
This hybrid has the chance to poison you at later levels. For the first few times, just grapple him

and use some Techniques, because it can Guard well against Kicks, and dishes out some of its own.

Man In Black (a male-human looking hybrid in a black suit and shades)

Moves: Mid Punches, Mid Kicks, Bridge Suplex, Flame Shot

You will encounter this hybrid more often than any other, it seems to be the infantry for the

enemy. Difficult at first, but easier towards the middle and end, he is susceptible to Techniques,

making him a good sparring partner for those who want to build up Wrestling Stats.

Versatile,

but relies too much on his gun and punches.

Clone Woman (a female-human looking hybrid in an orange jumpsuit)

Moves: Upper Uppercut, Upper Backblow, Middle Kicks, Poison Shot

Whoever designed this hybrid must have been in a hurry, because this hybrid is terribly easy.

Stay close, because it can shoot poison from far away, and it usually misses with most close

attacks. Grapple it, because it knows no Techniques, then unload with some Techniques and Newazas of your own. Overall an easy fight unless you have no grappling skills.

Mira (dark red, big hybrid with short arms)

Moves: Upper Hook, Special-Poison

On the Normal Difficulty Level, you can just walk right into this hybrid and his attacks will go

over your head, making for an easy fight. However, on the Hard and Ultimate Difficulty Levels,

you will need to stay far away to build up your power bar while dodging his poison, then Run in

for the attack.

Capella (human-looking robot)

Moves: Lift-Up Vertical Drop, Headcrush

This robot is very deceiving in and that it is impossible to lose against, unlike the other lethal

robots you will encounter. Simply take slow paces away from it, it will never make it close

enough to hit you, and then use a 5-Hit Combo. It does know some very nice Techniques which

you may want to learn.

Mulifain (very large, wide robot that looks like a walking tank)

Moves: Special-Flame Shot

This robot will be tough the first few times. It walks around in a rectangular pattern, using

Uppercuts when close and rockets when far away. Try to slow pace around it in a circle so you

are constantly behind it, then use a Combo. You cannot even grapple it.

Pherkad (a larger human-looking robot)

Moves: Mid Uppercut, Mid Front Kick

This is the toughest of the three robots as it will try to corner you and then use some sort of



powerful punch on you. Try to slow pace away when it is far away, and then use a fast pace when it is close. Thankfully every once in a while it will stop moving, which is when you should use a Combo on its backside.

Celebrai (tall, blue, skinny hybrid)

Moves: Mid Uppercuts, Lift Up Vertical Drop, Back Bridge Suplex

It is actually quite easy to stay away from this hybrid, just use the normal slow paces. Do not

let him grapple you. As the moves he knows will be lethal for the two or so times you fight him.

Regular Moves and some fancy footwork is the key to victory.

Sargas (a reddish-grayish hybrid that looks like a Kitalpha)

Moves:

This hybrid actually fights just like a Kitalpha except it is considerably faster. Yet another

versatile fighter that you should use basic knowledge and skills to defeat.

Mebstuta (a larger and grayer Mekkuda)

Moves:

Just like the Mekkuda, this hybrid is very easy to stay away from before using a Combo. Stay

out of his attacking area and then the same tactics you used to subdue the pathetic Mekkuda.

Alkalurops (a frog-like hybrid with a big head and red eyes)

Moves: High Kicks, Back Spin Kicks, Knee Twister, Pendulum Flip, Head Hanger Clutch

This hybrid is generally very easy to dodge, it is just that he does the Knee Twister exceptionally

well, so make sure not to grapple after you learn it. Stay away from him and use a Combo and

then a few Moves, because he has a good deal of HP.

Yildun (looks similar to Alkalurops but with many eyes and a skinnier head)

Moves: Mid Kicks, Knee Twister

This hybrid also likes to use the Knee Twister, but starts out using a Defence and not Speed

Enhancer. He has a lot of HP, even more than Alkalurops, but is slower. Dodge his slow attacks

and then hit him with some of your own.

Canopus (tall, gray mummy-like hybrid with a small head)

Moves:

Not a fun hybrid to fight, but he does know many good wrestling moves. Do not try to grapple

him or use a Technique, because his rate of Reversing it is exceptionally high. He always tries to

counter, so make sure your attacks connect, and try to string them together in Combos.

Cor Caroli (tall, skeletal hybrid with a tail)

Moves:

This is actually quite an intelligent hybrid. He will stay away from you while building up its

power bars, then move in on you and use a move(s). He will get back up and keep going if you

hit him or he misses. If you move toward him while he is building up his power bars, he will

back away from you. Basically, take a long pace away when he gets close so that he

misses, and

build up your own power bars. He would be a piece of cake if he did not periodically turn invisible.

Fomalhaut (blue-green, fish-like hybrid with a tail)

Moves: Special-Freeze

This hybrid is very annoying, because if you become too far away from him, he will use Special

Attack that freezes you. Otherwise, try and avoid that, and try to exploit his low Defense. His

high Attack might make up for it, but if you are agile enough, you will not have to worry about it.

Gacrux (a large, green, spiked-turtle-like hybrid)

Moves:

This is the baddest of the bad, I would rather fight Diaz than fight this hybrid. He is incredibly

fast and can build up his power meter while Running at the same rate you can while standing. He

has excellent power, defense, and speed, and is horribly tough to beat, but it can be done. It will

take a while to beat him, so I just use a Ring Eraser and pass on by.

Zosma (a blue, mainly red in the mid-body section, hybrid with an elephant-like head)

Moves:

This guy is a gigantic pain. First off, and I cannot stress this enough, do not let him grapple you.

He usually wins, and then will do a powerful Newaza on you that leaves you unconscious, as well as doing massive damage. He is swift and can build up his power bar while running toward

you. You should back away and stay away from him, while hitting him if he becomes too close.

As long as you stay a safe distance away and strike at smart times, he should bite the dust.

Tegmine (a tall, gray, and semi-bulky hybrid)

Moves:

This hybrid, unlike the other last ones, has no special abilities. He runs, changes his stance, and

then runs again. He uses Combos more often than any other hybrid, and has a high Defense. He

has little expertise in Techniques, relying mainly on Punches and Kicks.

Castor (a silver, metallic flat-faced hybrid)

Moves: Arm Bar, Neck Throw, Upper Punches

This seems to be the masterpiece of the programmers' work. Although not as tough as Gacrux,

nonetheless this hybrid is the second most difficult in the whole game. With a very high Defense

and the ability to do a Newaza three times (instead of the normal two), this hybrid is a wrecking

machine. He uses a Speed Enhancer at the beginning, and darts in and out, using Moves when

close and strafing you in the center when building up his power bar. Since he is largely unpredictable, just use everything that you have learned, and you can come out unscathed. You

may, however, want to prolong the battle to observe his fighting style, and use it yourself.

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### Tech List:

Opening up the Tech List allows you to view your Combos and to see all of the moves you have obtained with a number next to them indicating how much mastery you have of that move. But thats the simple part. The higher the number is, the more powerful that move will be. The highest the number can be if you use only that move and no others is 22. To increase the max for the number, you must use other moves within the same category a certain amount of times also. For example, if Left Middle Kick is at 22 and will not increase, use Left Low Kick about 5 times and then if you use Left Middle Kick, the mastery rating will probably increase by 1 to 23. But to get it to increase by 1 anyway, you usually also need to connect with the move and the power gauge must have at least one full bar, or the number will not increase usually.

### Status Factors:

This screen shows the attack power and defence power of each body part. It also shows how many times you have connected with a body part and how many times a body part has taken damage. The Hit Count does little more than show you what kind of fighter you are, a wrestler or boxer or kick-boxer or whatever, it should not be used to judge the power of any move or body part. The Damage Count is also non-reliable, just showing which body parts have taken damage and how much, basically telling you which side you may need to protect more or might be leaving open more often. The Offence shows about how powerful each body part is, from a value of 1 to 15. But like the Tech List, it can be limited. For example, a body part cannot reach an Offence of 15 until you fight Kevin. (That is not true, look for major changes to this area later.) The Offence goes up depending on how much damage you have dealt with that body part. If you use both of your legs the same amount of times, but the Left Leg is always Guarded against, thus reducing the damage, your Right Leg will increase its Offence much faster. The same goes for Defence of each body part, except the opposite. The more damage you take with each body part, the higher its Defence will raise. Although the higher the Defence rating is the better chance you have for Guarding successfully. If you always Step out of the way, your body parts will not take damage and will not increase in Defence.

## 7. Battle Stats And Reactions

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### Battle Stats:

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- - - - -  
Hit Points - Basically, as this increases, your HP goes up by an increment that also increases as you level up.

Stamina - As this goes up, you will be able to use longer combos, have more stamina with which

to perform moves, and your power bar will increase faster.

Offence - One of the main factors in how much damage is dealt.

Defence - One of the main factors in how much the damage is lessened.

Speed - This measures the rate of how fast you can move around the area in a battle.

Reflex - I am pretty sure this one helps you Guard, Roll, Counter, and Reverse more.

Reactions:

- - - - -  
- - - - -

(Kick or Punch)

Guard - Depending on the distance from your opponent and what move he performs, you can possibly "Guard" against the attack and reduce the amount of damage considerably while using

some Stamina. To be most effective, for example, you should be about a pace away to Guard against a Low or Middle Kick, be close to Guard against a High Kick, and be far away to Guard

against a Gun Shot. It really, once again, all depends on your accuracy of predicting the move

and your distance. Also, as a bonus, if you know your opponent is about to grab and perform a

Technique on you while you are still rising from the ground and it asks for your reaction, choose

Guard, it almost always works and is a little better than a Take Fall.

Step - This lets you move about one short pace in the direction that you specify. This is most

effective when you are already moving and just need a little extra to put yourself out of the

enemy's striking area. This is also sometimes effective for dodging projectiles. To my knowledge, Stepping towards an opponent is just asking for it, unless you time it so you duck

under the attack.

Counter - I really never used this because of its low reliancy. Your opponent has to miss you,

and then you use a counter move chosen for you to be performed on your opponent, which usually does not hit either. Because of the low chance of this actually being effective for you

(although when the computer Counters it always works, and very well), I recommend you stick

with Guarding and Stepping.

(Technique)

Take Fall - This is the Guard version of reacting to Techniques, allowing you to take off about

half of the damage you receive from a Technique. This occurs the most often out of the three,

and is usually a smart choice.

Escape - This allows you to "Escape" from an opponent's grapple and he loses about half a bar

of power. This is most effective when the opponent is about to perform a Technique from behind you. This still does not work very often and is not recommended.

Reversal - This never worked for me. This is supposed to allow you to stop your opponent's

Technique and then perform one on him. Lethal, but not recommended because of its low occurrence rate.

(Newaza)

Roll - This allows you to roll away from your opponent's attack and then get up. This occurs about half of the time and is generally a smart thing to use when you think your opponent will use a "Kick" Newaza. This is most effective when you are lying on your stomach. Make sure to Roll away from your opponent, or if you cannot, roll away from the direction he is closest to or will probably strike from.

Counter - This stops your opponent from performing a Newaza and strikes him with a mildly powerful attack. This has a high occurrence rate and is generally very useful as it allows you to get back up without taking any more injury after a crushing move. Very useful and recommended, especially when you are laying on your back.

## 8. Combos

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Some Combos are special, in the way that they have a "finishing move." If you create a Combo that has moves that are somehow linked and in a sensible order, you get the bonus "finishing move." The three I found are the only ones I use. If anyone else finds any, email them to me and I will give you credit for them.

Discovery: When I discovered Kicking Combo #3, it was under very strange conditions. First off, I had been using it for a long time, and it had never given me the finishing move. Then, one time it did, and every time thereafter. My first theory was that it was because I had built up the mastery rating of the Front Kicks. This was disproved when I did the same combo except the "mirrored right" version, and I did not receive a finishing move. It could not be that I used it frequently, because Kicking Combo #1 and #2 I could do right away. I was just using it to build up other Kicks so I could build up my the six regular Kicks, which are my favorites. I will continue to research this, but no one has come across this before to my knowledge, and this causes me to rethink the method of receiving a "finishing move" for a specific Combo.

Discovery Part 2: To do the Technique Combos sent in by Rodrigo, he says you must have a skill rating of at least 77 for that technique. This makes me think that the other special Combos are created because of skill ratings. I will be investigating this for another update.

Combos can be created once you have more than one power bar on the power gauge due to a high Stamina, simply bring up the offense screen after waiting for as many bars to fill up as you want. Select Combo, then select Edit. Select the first move of the Combo and then it will

perform it,  
followed by a request for the next move of the Combo. Continue choosing moves for the  
Combo  
until you are finished, and then it will ask you if you want to save the Combo as one of  
the  
special edited ones. Say yes, and then use the Combo at any time by selecting Combo and  
then  
Select, then select the Combo which you want to use.

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- - - - -  
Kicking Combo #1 - Left Low Kick, Right Low Kick, Left Middle Kick, Right Middle Kick,  
Left  
High Kick, \*Power-Axe Kick\*

Kicking Combo #2 - Right Low Kick, Left Low Kick, Right Middle Kick, Left Middle Kick,  
Right High Kick, \*Rolling Savate Kick\*

Kicking Combo #3 - Left Low Front Kick, Right Low Front Kick, Left Middle Front Kick,  
Right  
Middle Front Kick, Left High Front Kick, \*Power-Axe Kick\*

Punching Combo #1 - Left Middle Punch, Right Middle Punch, Left Middle Punch, Right Middle  
Punch, Left Middle Punch, \*Rising Uppercut\*

Punching Combo #2 - Upper L Hook, Upper L Hook, Upper L Hook, Upper L Hook, Upper L  
Hook, \*Charged Punch\*

Punching Combo #3 - Upper R Hook, Upper R Hook, Upper R Hook, Upper R Hook, Upper R  
Hook, \*Charged Punch\*

Punching Combo #4 - Mid R Punch, Mid R Punch, Mid R Punch, Mid R Punch, Mid R Punch,  
\*Charged Punch\*

Technique Combo #1 - Pendulum Flip, \*Neck Bust\*

Technique Combo #2 - Neck Scissors Whip, \*Back Flip Stomp\*

Technique Combo #3 - Neck Lock, \*Neck Crush\*

Technique Combo #4 - Arm Bar, \*Elbow Backbreaker\*

\*(Move)\* - Denotes special finishing move.

## 9. Overworld Combat

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Not all fighting is done in a battle sequence, some of it is done out of a normal  
overworld  
interface. In this case your best shot is to dodge any projectiles while firing back with  
your own  
defuser. Crawling around is also a smart idea as it allows you to duck underneath most  
projectiles, but not underneath the attacks of Dr. Bross's hybrids. Jumping is also  
helpful for  
distracting missiles that try to lock on to you. Strategies for fighting each of the  
overworld  
non-boss battles follow.

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- - - - -  
Hovering Probe - Simply fire quick shots at it and then dodge quickly out of the way of  
any

lasers it may fire at you.

Super Hovering Probe - Fire off a quick shot and then dodge quickly. Repeat until the nasty triple laser firing thing is dead.

Laser Radar Probe - Just stay out of the way and fire at it, it's laser can be easily dodge if you want to just run by it.

Rocket Radar Probe - Like above, stay away from it and fire at it. It may surprise you because they frequently hover high above the ground in unexpected places.

Mines - Very annoying little things, but if you jump, they cannot damage you. Try to jump right when they go off or just bypass them.

Rocket Launcher - Fire off a few shots and then run quickly out of the way while jumping a few times. Or you can just crawl by it, its missiles cannot reach that low.

Flame Thrower - The height of annoyingness, you cannot kill them, but you should be able to dodge them anyway. Some can swerve to hit you.

## 10. Boss Guide

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The many bosses of Hybrid Heaven can be powerful enough to warrant more than one try. Some are easier than others. Some bosses will need to have items used before you can gain an advantage and pummel them. Other bosses are just plain tough or are a piece of cake. Be aware that some bosses possess strange special moves. But enough of my rambling and on to the strategies for each boss.

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Procyon, Level 1.2 - This monster can hit you with a wave of blue fire that knocks you down, so be prepared for it. The best tactic to use against it is a 2-Hit Combo, such as Left Middle Kick and Right Middle Kick. This is really not a tough battle, just pound away and do not let yourself become grappled.

Dr. Bross's Monster, Level 2.1 (Overworld Boss) - You must spend the entire level running away from this creature. Do not worry, you can exact revenge later. For now, just run full blast and perhaps swerve every now and then. Look for alcoves, doorways, and hallways to dodge it.

Kevin Young, Level 3.5 - Kevin's nasty little special ability is that he can take two steps during an attack, which makes walking backwards and Guarding a smart idea. Towards the end of the fight, he starts moving slower and uses more Techniques. Knock him flat with two 5-Hit Combos, and do not think about grappling.

Super Mulifain, Level 4.2 (Overworld Boss) - This guy is very annoying and tough, time it

so  
that you attack close to him and during an attack that he cannot hit you with, then dodge  
the  
other attacks and heal.

Polaris, Level 5.2 - This guy is a piece of cake, just walk backwards at a slow pace, then  
smack  
him down with two 5-Hit Combos. As long as you walk backwards and Step out of the way, he  
will not hit you with his special.

Antares, Level 5.2 - Stay around the outer edge of the arena. Walk from around the outer  
walls,  
Stepping or Guarding against the fireballs depending on your Speed and Defense. Two  
5-Hit Combos will make his day.

Algol, Level 5.2 - This guy can become invisible, and is very annoying and tough. Try to  
unleash  
your Combos on him right after he becomes visible for a short while or when he attacks  
you. He  
stays invisible as long as he is a certain distance from you.

Rigel, Level 5.2 - His special ability does the most damage, so make sure to stay close  
and try to  
dodge the attacks and use Combos.

Dr. Bross's Monster, Level 6.6 (Overworld Boss) - This guy is a lot easier than he looks,  
just  
run away from the Fire Monster and make sure this Monster follows you, he will be very  
toasty  
soon. Make sure that he is being hit by the fireballs from the Fire Monster.

Dr. Bross's Fire Monster, Level 6.6 (Overworld Boss) - This baddie is the tougher of the  
two.  
Lure him into hitting the gate to the arena by letting him chase you, running toward the  
gate, and  
then running out of the way at the last second.

Gary Bross, Level 6.6 - The first hard boss, I heavily recommend using an Offence Raiser,  
a  
Speed Raiser, a Speed Drainer, and a Defence Drainer. Stay away, because his close  
attacks are  
lethal, yet far away his Ice Shots can freeze you and then his Newazas can kill you. Luck  
and  
healing help the most.

Jerry Silver, Level 9.2 - Very annoying because he is just like a Man In Black, he will  
shoot at  
you if you become too far away. Use a Technique to knock some HP off before unloading a 5-  
Hit Combo to kill him or he will just use a Life Charger X. This Life Charger X  
characteristic is  
for all the bosses following this one and Dr. Bross.

Alex Hunter, Level 10.1 - Shoots very damaging Ion Shots when far away but pathetic at  
close  
range. Do not try to grapple him or any of the other bosses beyond this point. You may  
want  
to use some Raisers or Drainers.

Gargatuan Traitor, Level 10.1 - Chase him around by Running, and then use a 5-Hit Combo.



The toughest part will be to chase him down, he really is not that tough, Guard against his Special.

Evolved Mi'Goea, Level 10.2 - If you attack from head-on, he will just Counter you. If you have any Guns left I would recommend using those. Or you can Run around to his backside and attack from there, but be wary of the Tail Kick. You may want to use Raisers and Drainers.

Mi'Goea In Ultimate Form, Level 10.2 - You will definitely want to use Drainers and Raisers.

He is very quick, but just keep your cool and use everything you have learned, along with some wicked Combos, and you will do just fine.

Diaz, Level 10.3 - This is the last battle, so do not feel bad about using any Items, use any Guns left over, use your Drainers and Raisers, etc. Diaz will shout at you to come to him, but you should really back away from him and try to get a Combo on him, because I think he can fill up more than five Power Bars, making for a lethal unlimited attack. Basically, get the first hit and do not stop.

## 11. 2-Player Combat

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2-Player Combat is very different from fighting a computer enemy. This is mainly because a human opponent can change tactics and adapt and so forth, whereas a computer opponent follows a set pattern throughout a whole fight, making it relatively easy to dispose of them once you figure it out. However in 2-Player Combat, one way good way to gain an advantage is to unload a 5-Hit Combo on your opponent and then simply Run around the screen. Because Stamina is only slowly drained when you Run, and because your opponent will very likely not catch you, it happens to be an excellent tactic to use. However, if your opponent Runs away from you all the time, try to get as close as possible and then use a Combo where you get closer to them with each move, a good example of this is the High Kicks, and then the last few moves you use will connect. Grappling your opponent and Techniques are not very smart because it is hard enough to try and grapple without them simply using a Kick or Punch to counter it. So basically the best strategy is hit-and-run. You can also choose to play as characters that you have defeated in the game, which will also affect you, because having a larger or smaller size can be an important factor.

## 12. Creature Battle

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The Creature Battle feature allows you to fight enemies that you have already encountered in a sort of "side game." The best part of this is that after you beat the game, you can play

either one of the modes and then, after winning, can look up your status and save your game. If you lose you can only save your game, and that is if you are playing Survival. Also, after you win, it will show you how many battles you fought, what the difficulty was, and how much time it took you to defeat that mode. When you fight in Creature Battle, you cannot use any items earned from your game, nor keep any items that you earned for your game or the next Creature Battle. The only ones that you can use are the ones you actually earn while fighting in the mode.

#### 5-Battle

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In this mode, you will fight 5 randomly chosen Hybrids, in order from weakest to strongest. You could start out with anyone, from the weak Spica to the strong Beid. However, the last guy you fight will usually be a boss, and if you have beaten the game it will probably be either Hunter or Diaz. This is good for quick fun.

#### Survival

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- - - - -  
These are the tough marathon fights. You will fight every enemy in the game, in order from weakest to strongest. I have only tried this once, and I ended up losing to Rigel. If you have a lot of time to kill, or really want to beef up your stats, then this is the mode for you, because you can build up your weaker Moves when fighting the Hybrid at the beginning that die from one hit. Good luck on this one.

#### 13. Codes

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##### Extra Outfits

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To receive extra outfits for your character defeat the game on the Hard difficulty level and then enter L, R, L, R, and A at the title screen. You should hear Diaz growl and see the word "extra" on the lower right of the logo.

##### Extra Characters (Unconfirmed)

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To receive extra characters for single player mode, beat the game on the Ultimate difficulty level then press L, R, L, R, Z at the title screen to be Naos or L, R, L, R, Start at the title screen to be the president. If you did Naos correctly you should hear his sound and you should hear a laugh for the president. Each should have a different-colored "Extra" appear on the lower right of the

Hybrid Heaven logo.

Blue Flame/Invisibility (Unconfirmed)

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In multiplayer select Procyon, Rigel, or Master and press bottom-c to use the blue flame attack

that knocks your opponent off his or her feet. Select Cor Caroli or Algol and press bottom-c to

turn invisible and then press bottom-c to become visible again.

#### 14. Sites

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Konami Of America's Hybrid Heaven Page:  
[http://www.konami.com/games/hybrid\\_heaven](http://www.konami.com/games/hybrid_heaven)

Official Hybrid Heaven Page  
<http://www.hybridheaven.com>

RPGamer - Hybrid Heaven Section  
<http://www.rpgamer.com/games/other/n64/hheav/hheav.html>

Personal Hybrid Heaven Page  
<http://www.geocities.com/TimesSquare/Chamber/8015/hh.html>

#### 15. Closing

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However, the latest updates can be found only at [www.gamefaqs.com](http://www.gamefaqs.com). If you are viewing this FAQ from a different host site, then I cannot guarantee that this is the latest version.

Contact me at [lich\\_85@hotmail.com](mailto:lich_85@hotmail.com).

I have received 098 emails about this FAQ so far. Thank you to everyone who emailed me.

I also have a Terranigma site at:  
<http://terrannigmargpg.virtualave.net>

Got questions about other games? I know lots of stuff about other GameBoy, SNES, and N64 RPGs, so ask if you need help.

I will be working on this a lot because I play the game frequently and am still figuring out technicalities and other nitty-gritty stuff so you do not have to. Last but not least, if you have any questions on Hybrid Heaven, I will take those also.