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III. REVISION HISTORY

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- v1.0 - 07/31/2000 - First Release.
  
  - V1.1 - 09/30/2000 - Added GameShark section.
    - Reformated Author's Note section.
    - Updated Credits section.
  
  - v1.2 - 12/15/2000 - Removed plan for future update.
    - Removed Email Policy section.
    - Updated Author's Note section.
    - Corrected some grammar errors.
    - The FAQ is officially finished now.
- 

### IV. AUTHOR'S NOTE

~~~~~

Well, I played Bloody Roar 2 quite along ago (in October 1999). At that time I didn't find any FAQ for it especially the FAQ that contain move list. Until this FAQ released I still didn't find the FAQ for it. Thx to GOD I can get all of the move lists on the Official Bloody Roar 2 Site. So I wrote this FAQ just to help you learn all of the move list. Beside that you can print it because it's a text version not HTML version like the one you find on Official Bloody Roar 2 Site.

This FAQ is best viewed on 800x600 resolution with WordPad and "Wrap to Window" option. This FAQ based on the US version of Bloody Roar 2 since I don't have the Japanese version. This FAQ is written as short as I can just to keep the FAQ in small size.

The newest revision of this FAQ can always be found at:

- GameFAQs <http://www.gamefaqs.com>
- Video Game Strategies <http://vgstrategies.about.com>
- Games Domain <http://www.gamesdomain.co.uk>
- Fresh Baked Games <http://www.fbgames.com>

* Currently I post this FAQ on GameFAQs

Now, this FAQ is officially finished now. I'm not going to update this FAQ anymore unless there is such a keen need for me to do so (which probably won't happen). Questions, critizims, contributions, anything are welcome as long as you state "BR2" or "Bloody Roar 2" as a subject of your letter. But pls write it politely.

Note: I am not hiding secrets or any other information, i.e. everything I know about Bloody Roar 2 is in this guide.

V. INTRODUCTION

~~~~~

After the success of Bloody Roar, HudsonSoft now continue the sequel. The games obviously resembles Tekken series. But one that make this game is a little different i.e. the character can turn into the "beast". The other is Story Mode in which Tekken series didn't have it.

Well, here's my rating for this game:

- Graphic : 8.0/10 - The graphic of this game is managed well like Tekken series.
- Music : 8.0/10 - The music is also enjoyable to listen.
- Sound : 8.0/10 - The sound effect is done greatly.
- Game Play : 8.0/10 - Well, of course playing this game is very fun.
- Innovation : 8.0/10 - Well, innovation in this game is great since it has many options, pictures, etc
- Overall : 8.0/10 - It really deserved it.
- Difficulty : Medium - Well, all you have to do is read this faq and learn the move list. Once you've learned it, you'll become an expert player.
- Buy/Rent : Buy - If you've more money, you should buy this game.

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## VII. KEYPAD / BUTTON ABBREVIATIONS

~~~~~

d = down [] = square
u = up X = cross
l = left /\ = triangle
r = right O = circle

dl = down + left
dr = down + right
ul = up + left
ur = up + right
, = denotes an individual press
+ = designates these must be pressed simultaneously
<> = designates the key must be hold

Example:

Hunting Dive Elbow

<r> + [], <r> + [], <r> + []

Means that we should hold right and press Square simultaneously then hold right and press Square then hold right and press Square simultaneously.

Guard Attack = d dl l + [] or X

Rage Move is a one-hit ultimate destructive attack performed during Beast mode. It is the clinching killer attack and it uses up all your Beast power. Since that leaves you extremely vulnerable, be careful when you use it, and be ready for the consequences if you fail.

NB: The author assume that your fighter is on the left side.

VII. CHARACTERS & THEIR MOVE LISTS

~~~~~

Name: ALICE TSUKAGAMI  
Beast Form: RABBIT  
Fighting Style: JUMPING

-----  
Special Moves  
-----

Blitz River Throw  
[] X [], d + X

Arc Drop Combination Rush  
r + X, d + X, d + []

Sway Kick Combination  
l + [], X

Through Punch Upper  
r + [], r + []

Leg Beat Combination  
dr + X, X X

Rabbit Step  
dr + [], [] [], d + X

Upper Rabbit Rush High  
[] [] [] r + [] O O O r + O

Long Rabbit Ground Rush  
dl + O, O O, d + O

Low Rabbit Knee Rush  
d + O, d + O, O O O

Low Rabbit Slider Rush  
d + O, d + O, d + X, d + []

Spinning Hopper  
d dl l + [] (Guard attack: press R1 = cancel midway)

Rabbit Spiral  
d dr r + []

Triple Sommersault  
d dl l + X, <l> + X, <l> + X

Rabbit Flip  
d dr r + O (floating move)

Switch Moonsault  
d dl l + O (moving attack)

-----  
Rage Move  
-----

Lifting Star Line  
d dr r, d dr r + O

-----  
Name: BAKURYU  
Beast Form: MOLE  
Fighting Style: NINJA

-----  
Special Moves  
-----

Spiral Shadow Blade  
[] [] [] [] r + []

Sword Drop Blade Kick  
[] [] X X

Fang Drop Hammer Moon Shadow  
[] X X, r + X, l + X, u + []

Flowing Shadow Circular Kick  
dr + [], X

Bursting Avalanche Kick  
dr + X, X X

Gale Crescent Moon Drop  
r, r + X, X X

Sword Round Moon Kick  
[] [], l + X

Lightning  
d, <d> + X, X

Poisonous Claw Slash  
O O O

Poisonous Claw Machine Gun  
r + O, O O O O

Snow Light Line Drop  
d dr r + [] (midair hitting throw)

Smoke Bomb  
d dr r + X (comes up facing the opponent's back; press R1 to cancel)

Smoke Spiral Kick  
d dl l + X (comes up in midair)

Hard Air Stream  
d dl l + [] (Guard Attack; press R1= cancel midway)

Rising Scrape Up  
d dl l + O (floating move)

-----  
Rage Move  
-----

Double Inferno

l r l dl d dr r + O

-----  
Name: BUSUZIMA  
Beast Form: CHAMELEON  
Fighting Style: DECEPTION

-----  
Special Moves  
-----

Chopping

X, d + X, [] []

All Open Transparent Kick

[] [] [] X, d + X

Back Attack

dr + [], dr + [], l + []

Negligent Bad Kick

r + [], X

Gangster Kick Trick Series

r + X, r + X, r + []

All Open Upper Punch

[] [] [] O

Sommersault Facial Slider

u + O, dl + O, d + O

Slide Climbing Upper Punch

r + O, r + O

Dokujima (Poison Island) Serious

d dr r + X (special posture)

Serious Punch

d dr r + X, [] [] []

Serious Kick

d dr r + X, X X

Dokujima Exercise

d dl l + X, X X X X X X X

Running Chop

d dr r + [] (special damage move)

Invisible Attack

d dr r + O (disappear after attack)

Disappear

d dl l + O (disappear)

-----  
Rage Move  
-----

Ultimate Die Through  
d dr r, d dr r + O

-----  
Name: JENNY BURTORY  
Beast Form: BAT  
Fighting Style: LOWER BODY

-----  
Special Moves  
-----

Step Slap  
[] []

Passionate Heal Rush  
r + X, X X X X

Passion Heal Goodbye  
r + X, X X, l + X

Sly Kick  
d + X, X

Enamel Blade  
dr + X, X X X

Gross Edge  
d, <d> + X, X

Complete Disorder  
O O O O O

Wind Slider  
O O O, d + O

Nightmare Walking  
r + O, O O

Twist  
d dr r + [] (special posture)

Twisted Explosion  
d dr r + [], X X X X X X X X

Twist Heal Charge  
d dr r + [], X X, d + X (can move backm front and back)

Eccentric Kick  
d dr r + X (move in midair)

Drill Talon  
d dl l + O, O

Bat Wing Blade  
d dr r + O (floating move)

-----

Rage Move

-----

Sky High Tempest

r l dl d dr r + O

-----

Name: LONG SHIN

Beast Form: TIGER

Fighting Style: COMBINATION ATTACKS

-----

Special Moves

-----

Consecutive Strike

[] [] []

Rotation Back Gate Elbow

[] X, d + X, r r + []

Hawk Shoulder Plant

dr + [], []

Cross Attack

O O O

Snowy Mountain By Heaven

dl + O, O

-----

Rage Move

-----

Ferocious Tiger Laceration

d dr r, r dr d dl l + O

-----

Name: JANE GADO / SHINA

Beast Form: LEOPARD

Fighting Style: SINGLE & CONTINUOUS ATTACK

-----

Special Moves

-----

M-VI Stinger

[] [] [] X

M-VI Nupperm

[] [], d + X

Hunting Dive Elbow

<r> + [], <r> + [], <r> + []

Hunting Arrow

<r> + [], X



Amazon Scratch  
dr + [], d + X

G-III Combination  
X X X

Assault Kick Mine  
r + X, X X, d + X

Assault Kick Bomb  
r + X, r + X, X

Faint Kick Bomb  
r + X, r + X, []

Lightning Scratch  
dr + [], r + O, O

Triple Low Scratch  
O O, d + O

Angry Slash  
O, d + O

Trident Shoot  
d dl l + X (Guard Attack: press R1 = cancel midway)

Scramble Snatch  
d dr r + X (midair hitting throw)

Rising Laser  
d dl l + X (floating move)

-----  
Rage Move  
-----

Cross Blade Zapper  
d dl l, d dl l + O

-----

Name: STEVEN GOLDBERG / STUN  
Beast Form: INSECT  
Fighting Style: GRAPPLER/WRESTLER

-----  
Special Moves  
-----

Shell Face Slash  
[] [] [] []

Shell Rush Guillotine  
[] [] [] X

Shell Slasher  
[] X [] []

Bio Shock

dl + [] (lower attack move)

Thrust Blow

l + X, X, l + []

Combination Antler Bomb

r + X, d + X, d dl l + []

Hand Knife Combination

d + [], X

Chaos Beetle Rush

O O, d + O, d + O

Violence Beetle Rush

O O, d + O, dr + O, u + O

Grasshopper Leg

d dl l + X

Spider Drop

d dr r + [] (upper hitting throw)

Antler Bomb

d dl l + X (lower hitting throw)

Hornet Grab

d dr r + X (middle hitting throw)

Stun Crash

d dr r + /\, d dl l /\ (2nd part)

Bio Reject

d dl l + O (upper and middle body move)

-----  
Rage Move  
-----

Boosting Burst

r dr d dl l r dr d dl l + O (close to opponent)

-----  
Name: URIKO HANAMURA

Beast Form: HALF-BEAST

Fighting Style: KENPO

-----  
Special Moves  
-----

Thunder Dance

[] [] [] []

All Around 1-2-3

[] X X, u + X

Supreme Penetrating Bow Thigh

r, r + [] X

Thunderclap Peace

d dr r + O, O (can additionally enter O only when hitting)

Wings of the Phoenix

d dl l (<l> O) 6x (go to the ending moves for six level combo rings)

-----  
Rage Move  
-----

Surprise Cat Pounce

d dl l, l dl d dr r + O  
  
-----

Name: YUGO OGAMI

Beast Form: WOLF

Fighting Style: BOXING  
  
-----

Special Moves  
-----

Standing Lock

[] [] [] []

Knuckle Twin Kick

[] X X

Dragon Finish Blow Combination

l + [], [] [], d + []

Sway Hook Combination

dl + [], l + [] (3x)

Final Machine Gun Upper

dr + [], dr + [], dr + [], dr + []

Panther Two

r + [], [] []

Low & Step In

d + X, dr + []

Heel Tusk

d, <d> + X, X

Side Twin Kick

dr + X, dr + X

Claw Twin Knuckle Slash

O [] [] O

Triple Slash

O O O

Blind Blow

dr + O, dr + []

One Two Body Upper

d dr r + [], <l> + [], <l> + []

Silver Wolf Knuckle

d dl l + O, O or X or [] (near and with back wall)

-----

Rage Move

-----

Spiral Fang

d dl l dl d dr r + O

---

## VIII. CHEATS & TRICKS

~~~~~

Any Cancel Point option:

Defeat fifteen or more characters in survival mode.

Custom option:

Complete arcade mode to access the custom option, with big head mode, recovery speed and other selections.

Expert mode:

While selecting any option on the title screen, hold L1 + L2 + R1 + R2.

Extra costume:

Complete the game with all characters under arcade mode. Then, press Start at the character selection screen to choose a fourth costume.

Fight against Shen Long:

To fight against Shen Long, beat Arcade Mode without continuing.

Get movies and pictures:

To get all the pictures and movies just beat the Story Mode with every character at difficulty level 4 or higher.

Model Type option:

Successfully complete the game with any character while under story mode.

Play as Gado:

To play as Gado in Bloody Roar 2, all you have to do is beat the game in Arcade mode once, with any character on any difficulty.

Play as Shen Long:

Defeat Shen Long in the special stage. This also unlocks "Ending 1" on the "Movies and Pictures" menu.

Recovery Speed option:

Successfully complete the game with any character under story mode without using any continues.

Remove the Menu options on the pause screen:

Simply hold the R2 button while the game is paused to remove the Menu Options. You can bring them back by releasing the R2 button.

Special pictures:

Beat the Arcade and Story Mode with all the characters. Each time you

	80144868 0007
	8014486A 1020
16 Infinite Beast Meter (When Not Blocking) P2 ONLY	80144814 0100
	80144816 3221
	80144868 0007
	8014486A 1420
17 Infinite Beast Meter (When Not Blocking) P1 & P2	80144882 2400
18 Only 1 Fight to Beat Game	801529EC 0007
	801529EE 2402
19 All Attacks Hurt P1 (When Not Blocking)	80178A84 1D80
	80178A86 0C00
	80178A8A 2400
	80178A9C 1D85
	80178A9E 0C00
	80178AA2 2400
	80007600 1880
	80007602 0003
	80007604 0018
	80007606 0064
	80007608 0000
	8000760A 3621
	8000760C 0008
	8000760E 03E0
	80007610 00E8
	80007612 36D1
	80007614 00AE
	80007616 9622
	80007618 4010
	8000761A 0000
	8000761C 0008
	8000761E 03E0
	80007620 0000
	80007622 3431

Note 1: With this code, it allows both players to hit, make contact, with each other no matter where they are on the screen.

X. CREDITS

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Appears in alphabetical order:

Agus Ngadiman, Benny, Benson, Handhy Perayoga, Henry Julianto

- Thx for being a good friend of mine.
- Thx for nice days which we spend together.

Brett "Nemesis" Franklin <pimpmasterbrett@hotmail.com>

- Well, you see that my ASCII art logo used his Brave Fencer Musashi ASCII art logo.
- Be sure to check his page at:  
<http://faqdomain.cjb.net>

Dan Simpson <manymoose@hotmail.com>

- Thx for some parts of the email policy.

Dingo Jellybean <dj@vfaqs.net>

- Thx for some parts of the author's note.

HudsonSoft

- For making this incredible game.

Jeff "CJayC" Veasey

- The webmaster of [www.gamefaqs.com](http://www.gamefaqs.com).
- For his dedication and hard work to [www.gamefaqs.com](http://www.gamefaqs.com).
- Thanks for hosting all of my FAQs.
- Thanks for making me a contributor page.

Larry H., Lionheart, Louis Saucedo, Sk8er P311, Xx Gengar xX

- Thx for contributing secrets and tips about Bloody Roar 2 on [PSX.IGN.com](http://PSX.IGN.com).
- Sorry for grouping all of your name but that just to decrease my FAQ length.

Loki <loki@linex.com>

- Well, I used some of his TEKKEN keypad abbreviation.

My Brother, my father and my mother

- Thx for all of your supports.

Official Bloody Roar 2 web site

- Very very big thx for providing me the move lists.
- Be sure to check their page at:  
<http://www.playstation.com/games/categories/fighting/bloody2>

[PSX.IGN.com](http://PSX.IGN.com)

- For providing me some secrets and tips about Bloody Roar 2.
- Be sure to check their page at:  
<http://psx.ign.com>

Scott Ong <kangning@mbox5.singnet.com.sg>

- Thx for some parts of the disclaimer.
- Thx for some parts of the email policy.
- Be sure to check his page at:  
<http://members.xoom.com/scottong>

Whoever on creating WordPad.

Whoever on ISTP, you know me right?

Whoever on reading this FAQ.

Whoever on translating it into English.

Yee Seng Fu <ysf@pacific.net.sg>

- Thx for inspiring me on making this FAQ.
- Thx for some parts of the disclaimer.
- Be sure to check his page at:  
<http://www.geocities.com/TimesSquare/Portal/7933/>

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