

Dead or Alive Tina Character FAQ (JP) Final

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T I N A

Tina Character Guide Final Version
Dead or Alive for Sony Playstation
Japanese Version
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INTRODUCTION

Hello everyone! Some of you might know me as an RPG game writer. Now, I值1 be trying to move on to other types of games. This will be the second time that I值1 be writing a guide for a fighting game so please understand. My first was Ayane痴 guide. If you see something wrong, just tell me. They池 more than welcome. :)

Now, Dead or Alive has been one of the most innovative 3D fighting games for the Playstation. It has this cool danger zone that when you fall there from an attack, you值1 bounce off which allows your opponent to do more damage to you. It痴 really cool especially the girls. Although the animation of the, "you know what", is somewhat exaggerated, it痴 cool to see them in different costumes. Now, each of the character has his/her own fighting styles and I

personally chose Ayane as my favorite. Now, I present to you my Tina character guide. Fortunately, most of her moves are in Katakana and some are Hiragana and very few Kanji so I understand most of them but I get confused sometimes. :)

CONTENTS

- I. Updates/Revisions
- II. Guide Info
- III. Tina痴 Special Moves
- IV. Throws/Holds
- V. Combos
- VI. Individual Character Guide
 - a. Kasumi
 - b. Tina
 - c. Lei Fang
 - d. Ayane
 - e. Hayabusa
 - f. Jann Lee
 - g. Bayman
 - f. Zack
 - h. Raidou
 - i. Gen-Fu
 - j. Bass
- VII. Costumes
- VIII. FAQs
- IX. Gameplay Tips
- X. Credits

UPDATES/REVISIONS

Final Version Update (Started: February 12, 2000)

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- Fixed some Grammar mistakes (as well as typos)
 - Credits Section Update

Final Version (Started: December 18, 2000)

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- New Moves
 - Individual Character Guide
 - Costumes
 - New Web Site

GUIDE INFO

For this guide, I値l be using these to represent the different movements or positions for the moves.

- u = Up
- uf = Up and Forward
- f = Forward
- BT = Your back turned (facing away from opponent)
- OC = Opponent is Crouching
- P = Punch

df = Down and Forward K = Kick
d = Down H = Hold
db = Down and Backward OD = Opponent is Down
b = Backward OB = Opponent痴 Back is Turned
ub = Up and Backward C = You池e Countering the Opponent
hld= Hold Button

Now, I値1 try to explain the difference between uf+P,P and uf,P,P. In the first one, uf and Punch should be pushed at the same time then press another punch. For the second one, push uf first then press Punch, and then Punch again.

SPECIAL MOVES
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For the descriptions, they are the translation of the ones in the game. I can稚 read some of them so I just invented a proper name for the move. Although, I do know how to read/write/speak Japanese (Hiragana and Katakana), I知 not knowledgeable to most of the Kanji.

Motion	Damage	Description/Name
b+P	25	Double Hammer
db+P	20	Low Spin Knuckle
ub+P	25	Knuckle Arrow
u+P	20	Elbow Smash
b, f+P	40	Shoulder Tackle
f+H+P	28	Lariat
u+K	35	Back Brain Kick
f, f+K	40	Crunch Kick
H+K	35	Rolling Back
d+H+K	25	Low Spin Kick
H+P+K	35	Tina Special
(C) d, db, b+H	60	Dragon痴 Fury
d+P+K	0	Front Roll
f, b, f+H+P+K	0	Taunt
uf, K	43	Drop Kick
(OD) u+H+P+K	18	Body Drop
(OD) u+P	22	Body Drop
(OD) df+P	15	Elbow Drop
f+P	18	Elbow Charge
f+K	30	Knee Attack
df+P	20	Uppercut
df+K	25	Middle Kick
uf, K	35	Drop Kick
uf, P	25	Stun Punch

THROWS/HOLDS
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To be able to pull off the throws and holds, you must be right beside and as close as possible to your opponents. Remember that, you cannot use the throws without the (OC) if the opponent is crouching and vice versa.

Motion	Damage	Description/Name
H+P	55	Body Drop
H+P+K	40	Body Slam
d,df,f+H+K	60	Frankensteiner
b,db,d,df,f+P	75	Fisherman痴 Buster
d,f+P+K	85	J.O. Cyclone
d,db,b+P+K	30	Overhead Slam
(OC)d+H+P	70	Power Bomb
(OC)df+H+P+K	85	J.O. Bomb
(OB)H+P+K	75	Suplex
(OB)H+P	65	German Suplex
f+H	0	Switch
f,df,d+H	30	Tackle
(OC)df+H	45	Knee Attack
(OB)f+H	40	Arm Lock

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COMBOS

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Combos are a series of moves/special moves that when successfully pulled off, will deal a big amount of damage. Also, it痴 very fun to watch. Some combos, require skill as some requires only the knowledge of pushing buttons. Some needs timing while some doesn't need.

Motion	Damage	Description
f,f+P,P	45	Double Upper
df,P,b+P	45	Punch then Hammer
P,P,K	48	Machine Gun middle
P,P,P	41	Machine Gun Rush
f+P,P,K	63	2 Punch then Knee
f+P,P,db+P	58	Spin Maker Combo
f+K,b+P	48	Knee Hand
d+K,K	47	Double Kick Combo
d+K,(hld)d+K	37	Double Low Kick
f+K,d+H+K	42	Knee Attack, Low Spin Kick
uf,P,f+K,d+K,d+H+K	71	Stun Punch, Knee and Double Low Kick Combo
uf,P,f+K,K	72	Stun Punch, Knee and Middle Kick Combo
uf,P,f+K,H+P+K	76	Stun Punch, Knee Combo
uf,P,f+K,f+K,d+K	78	Stun Punch, Double Knee Combo

* Take note that after using the Stun Punch (uf,P), or the Knee attack (f+K), you can do your own combos.

Throw/Hold Combos:

Motion	Damage	Description/Name
1. d,db,b+P+K > b,f+H+P	60	
> d,u+H+P	100	
2. f+h > d,u+H+P	60	J.O.S. Hand Masher
3. f,df,d+H > b,db,d,fd,f+h	90	Giant Swing
4. (OB)f+H > f,uf,u,ub,b+H+P	100	Dragon Suplex

INDIVIDUAL CHARCATER GUIDE

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KASUMI
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Kasumi is one aggressive opponent. She can do lots of things to you. Example, if you try to combo her but it didn't connect, or it was blocked, Kasumi will most likely throw you. She also likes to finish her combos with low attacks so beware. If you want to attack, try to be as close as possible and be aggressive yourself.

You can use f+K as a combo starter or as a counter. You can also use f+P, f+H+P, b+P-f+P, for counters. Just don't let Kasumi throw you and always anticipate her moves.

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TINA
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Your Alter Ego likes to throw you so much that she always wants to get close to you. Try to move a lot because if she catches you doing nothing, she'll throw you right away. To counter her, use any combo as most of them are effective, if not all. Beware also because when you attack her and she manages to counter your attacks, most likely she'll throw you.

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LEI-FANG
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Lei-Fang likes to throw a lot. So, try to stay away so that she cannot throw you. For attacking, you can use f+P or the shoulder tackle (b+P,f+P). These attacks oftentimes catch Lei-Fang off guard. You can also use f+K as a counter. Block her moves and counter afterwards. She also likes to use combos a lot so be prepared to block and counter.

=====
AYANE
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This girl is ultra aggressive and has so much variety of moves, she'll be practically unpredictable. She'll try to corner you and pull off lots of nasty combos. She'll also try her best to throw you if you get near her. Use Shoulder Tackle (b+P,f+P), or f+P attack to counter her. You can also use the d+H+K move to confuse her. It connects most of the time and it is also a good counter. But, if you try to combo her and she manages to block it, prepare for a throw.

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HAYABUSA
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Hayabusa likes to counter your moves so think before you act. You can use b+P or f+K as good counter attacks, the latter can also be used as a combo starter. Another effective move against him is the uf,K or the Drop Kick. Take note that he is very skilled in low extremity fighting so don't try to

attack low as he^値 just Hold, Block, and counter you. Attacking him in the middle area is very effective so use df+K attack.

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JANN-LEE
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Jann-Lee is tough. He is very unpredictable as he can make surprise attacks while his back is facing you. But, on the contrary, you have a variety of moves that are effective against him. d+H+K is a good one. This catches Jann-Lee off guard. You can also confuse him with either d+K,K or d+K,d+K. You can also use the f+P,P combo as it connects most of the time but he might counter you too.

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BAYMAN
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Bayman is what we may call the throw guy. He^値 use very opportunity to throw you and do some nasty combos. Try to stay a bit far from his to prevent that from happening. Take note also that he^値 also try his best to corner you. But, you can easily do a combo. Almost every combo connect most of the time. Good attacks include the d+H+K and the powerful Knee Attack (f+K) that serves as a combo starter. You can also attack his lower extremities, as he is quite weak in that part. Beware though as he can counter you anytime with his Hold Throw.

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ZACK
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He is one of the hardest opponents using Tina. You^値 have a hard time by just trying to get near him. The trick here is that you must be used to Hold and counter your opponent. Try to counter his moves then attack with the Shoulder Tackle (b+P,f+P) or Knee Attack (f+K). So, try you best to anticipate all of his moves and do your counter. Don^稚 let him come near you or you^値 be sorry.

=====
RAIDOU
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On the contrary, Raidou is very easy to deal with. Just stay a bit far from him and you can already predict his next move. He is fond of Punching and Kicking, so blocking and using the Hold button is very effective. After he does a combo, counter attack him with any combo and it will connect. You can also stop him by concentrating on his lower extremities. You can poke him using punches. You can also use the f+P move.

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GEN-FU
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So the old man like to throw huh? So stay away from him. A good attack is the Knee attack (f+K). It serves as a good counter attack and a combo starter as well. Low attacks doesn^稚 work most of the time against him. He will just block it or Hold it and counter attack you. If you managed to hold him, counter attack using High or middle attacks.

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BASS

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This is a good challenge. Bass like to throw a lot and also, use his kicking abilities. A good attack against Bass would be the Drop Kick (uf,K). It counters his moves and keeps him at bay. You can also do low attacks because Bass is not skilled in attacking the lower extremities. If he manages to corner you, use u+K attack. Basically, just prevent him from throwing you and you will most likely win the match.

COSTUMES

These are just some brief descriptions of Ayane's Costumes.

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- #1: Red Gloves a very short shirt, and Black Pants
 - acquired when you get Tina
 - #2: Blue Gloves and a very short shirt, and Blue Pants
 - acquired when you get Tina
 - #3: Light Blue version of Costume #1
 - acquired when you get Tina
 - #4: Cowgirl Costume
 - acquired when you get Tina
 - #5: Cowgirl Costume #2
 - acquired when you get Tina
 - #6: Black Cat Costume with tail and ears
 - Defeat the game using costume #5
 - #7: Red Cat Costume with tail and ears
 - Defeat the game using costume #6
 - #8: Prehistoric Pink outfit (Gloves, Bra and Mini-Skirt)
 - Defeat the game using costume #7
 - #9: Prehistoric Yellow outfit (Gloves, Bra and Mini-Skirt)
 - Defeat the game using costume #8
 - #10: Blue Policewoman outfit in Mini-Skirt
 - Defeat the game using costume #9
 - #11: Black Policewoman outfit in Mini-skirt
 - Defeat the game using costume #10
 - #12: Swimsuit with American Flag
 - Defeat the game using costume #11
 - #13: Black Revealing Bunny Costume
 - Defeat the game using costume #12
 - #14: Red Revealing Bunny Costume
 - Defeat the game using costume #12
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FAQs - FREQUENTLY ASKED QUESTIONS

1. Where can I find this FAQ?

This FAQ will be updated and posted mainly at <http://WWW.GAMEFAQS.COM> and at vgstrategies.about.com.

2. How often do you update the FAQ?

This is the question, which do not have an exact answer. An update will be made if there are certain infos that need to be included. Like new moves, combos, etc. But, I值1 always make sure that if there痴 a new info, I值1 update this walkthrough/FAQ right away.

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GAMEPLAY TIPS

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1. Try to master the Hold Button. Countering an opponent is always a key to winning the battle.
2. Master also the throws. These give off a very big amount of damage to the opponent.

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- Thanks to Tecmo for a very innovative and excellent fighting game. The girls were gorgeous!
- Thanks to the readers of this FAQ. This won't be called such without anyone using it. Thanks very much!
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- Special thanks to Al Amaloo of VGStrategies!
- Special thanks to Deathspork for his criticism on the guide. I appreciate it very much. =)
- And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CjayC deserves all the credits given to him. Congratulations!

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