

Real Bout Garou Densetsu Special: Dominated Mind (Import) FAQ/Walkthrough

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Real Bout Fatal Fury Special:  
Dominated Mind  
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1. Legend

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1.1 Basic Game Legend

ub	u	uf	f - Forward	S - Strong Attack	+ - And
\		/	b - Back	P - Punch	/ - Or
b--	--f	u - Up	K - Kick	,	- Then
/		\	d - Down	T - Taunt Button	x - Times
db	d	df			

qcf - quarter circle forward (d, df, f)
qcb - quarter circle back (d, db, b)
hcf - half circle forward (b, db, d, df, f)
hcb - half circle back (f, df, d, db, b)

1.2 Chain Attack Legend

* - can perform special/super right after if connected
E - ends string
1 - first hit must connect for this part to come out
2 - second hit must connect for this part to come out
3 - third hit must connect for this part to come out
O - overhead
_ - must be blocked low
A - launches opponent into the air
G - opponent must be on ground and must be close enough to connect the pursue
(otherwise dash towards them before they recover to get close enough)
< - backdash
> - shifts to other side of opponent
H - first attack must be from a high jump for this part to come out

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2. System

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| 2.1 Basics |
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Throw	f/b + S close	
Dash Forward	f, f	can attack out of dash
Dash Jump	uf	
Halt	b	
Dash Backward	b, b	invulnerable for a second
Air Turn Around	T in air	works only on high jumps
Short aka Small Jump	tap ub/u/uf	
High Jump	press ub/u/uf	

Air Block	ub/u/uf, b	
Block High	b	
Block Low	db	will not block overheads
Recovery Roll	b, db, d + T after being knocked down	
Dizzy Recovery	shake joystick and tap the buttons rapidly when dizzied	
Defensive Attack	f + LP while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Quick Approach	f + T when the opponent is attacking	you must time the motion to the opponent's attack; you will absorb the attack while moving forward and not take any damage; this functions essentially like a parry and as such you can perform specials/supers at the end of the Quick Approach or even perform another Quick Approach
Reversal	guard, and then perform a special move after blockstun	
Break Shot	perform move marked with (BS) while blocking	requires H. Power or higher
Kara Cancel	input a special or super during the early frames of a normal/command attack	

Secret Moves - These moves are listed as such in the movelist details. Some characters have secret moves and they are not usable until they are unlocked. To unlock them you must beat the game with every character in Arcade Mode by not losing a round and meeting Geese each time. Once you do this with every character the secret moves will unlock.

Power Gauge - This fills when you use special moves, connect (not blocked) any attack, or when you block an opponent's attack.

H. Power - This occurs when half your power gauge is filled. This allows you to use Break Shots and Recovery Rolls.

S. Power Super - When your gauge is filled, you will have a S Power bar. It decreases over time, until eventually your gauge empties completely. You are able to use a S. Power Super when the S. Power bar is active. After using a S. Power Super, the bar will automatically empty. You can also perform S. Power Supers when your lifebar is flashing. During this time, there is no need for a charged Power Gauge and you can perform as many S. Power Supers as you want.

P. Power Super - When the gauge is filled and your lifebar is flashing red, the power gauge will display a P. Power bar. As with the S. Power bar, this decreases over time. During the bars active run, you can perform a P. Power Super. Once performed, the power gauge will empty.

Final Impact - Final Impacts in this game are essentially super cancels. Each character has the ability to cancel certain specials or supers into other supers. In each character's movelist there is the chain of possible canceling options. Final Impacts can be performed in two ways. One is by performing the initial move and immediately entering the motion of the finishing super. This requires very fast timing. The other method is by hiding the motion of the second maneuver into the motion of your initial maneuver of the chain. For example, Terry can cancel his Power Wave into his Triple Geyser. A simple way to do this is use the motion qcf, qcf + P (which will activate the Power Wave), then press S (which will activate the Triple Geyser).

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3. Characters
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* 3.1 Terry Bogard *

Colors

K - Red jacket and hat
S - Black jacket and hat

Throw

Buster Throw f/b + S close

Basic Moves

Down Punch S from short jump overhead

Roundhouse S close 2 hits

Command Moves

Slide Punch	Dash Forward, d + P	
Uppercut	df + P	
Flying Turn Kick	f + K	can be easily kara cancelled
Gut Uppercut	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Burning Knuckle	f + P+K	
Feint Power Geyser	d + K+S	

Special Moves

Power Wave (BS)	qcf + P	will collide with other projectiles as both will be "destroyed" in the process
Quick Burn (BS)	f, d, df + P	second part is an overhead
Burning Knuckle (BS)	qcb + P/S	P=short, S=long
Rising Tackle	Charge d for 1.5 seconds, u + P	
Power Dunk (BS)	f, d, df + K	last part of the move is an overhead
Crack Shoot	qcb + K	

S. Power Super

Power Geyser (BS)	qcf, qcf + K+S	absorbs projectiles
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P. Power Supers

Overheat Geyser	qcf, qcf + S	absorbs projectiles
Triple Geyser	qcb, qcb + S	secret move; geysers at end of move absorb projectiles

Chain Attacks

Punch Starters

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P (*) -----> S (*, E)

P close (*) ----> S (*, 1) -----> S (*, E)

d + P (*)-----> S (*, E)
| d + S (*, E, 1)
|
|
-----> d + K (*, _)-----> S (*, 2, E)
d + S (*, 2, E)

P in air (0)----> K (1, H, O)-----> S (2, H, O, E)
S (1, H, O, E)

Kick Starters

.....

K close (*)-----> S (*, E)

K in air (0)----> S (1, H, O, E)

Strong Starters

.....

None

Final Impact Chains

Power Wave -----> Overheat Geyser

Quick Burn

Rising Tackle

Power Dunk

* 3.2 Alfred *

Colors

K - Yellow pants w/ Blue top

S - Black pants w/ Red top

Throw

Sonic Wing f/b + S close

Basic Move

Propeller Chop S close 2 hits

Command Moves

Slide Chop Dash Forward, P

Fokker d + K in air overhead; does not work with short jumps

Slide Kick f + K

Retreat Kick	b + K	if connected (not blocked), follow with Augmentor Wing
Slash Swipe	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Side Step	b + P+K	dodges low and high attacks (including projectiles)
Feint Critical Wing	d + P+K	

Special Moves

Augmentor Wing (BS)	qcf + P	
Critical Wing (BS)	qcb + P/S	P=short, S=long
S. Tol	f, uf, u + K	if dash hits, he throws opponent; unblockable
Mayday Mayday	qcb + K in air	
Slash	K	overhead
Kick Follow Up	K	Slash must connect for this follow up and the others to be possible
Kick Finish	K	
Divergence (BS)	qcf + S	absorbs projectiles

S. Power Supers

Shock Stall	qcb + K+S in air (connect on ground opponent)	dive must connect (not blocked) to perform entire super
Shock Augmentor	qcb + K+S in air (connect on airborne opponent)	dive must connect (not blocked) to perform entire super

P. Power Supers

Wave Rider	qcb, qcb + S	launches opponent if super connects (not blocked); can follow with Augmentor Wing in corner
Hexadrive	qcf, qcf + S in air	secret move; dive must connect (not blocked) to perform entire super

Chain Attacks

Punch Starters
.....

P (*) -----> S (*, 1, E)
P close (*)
d + P (*)

Kick Starters

.....

K (*) -----> S (*, 1, E)

K close (*)

Strong Starters

.....

S in air-----> P (*, 1, H, O, E)

(*, O) K (*, 1, H, O, E)

S (*, 1, H, O, E)

Final Impact Chains

Critical Wing -----> Wave Rider

(P Version)

Divergence

Mayday Mayday -----> Shock Stall

Hexadrive

* 3.3 Mai Shiranui *

Colors

K - Red costume

S - Blue costume

Throws

Windmill Breaker f/b + S close

Dreamy Cherry Blossoms d + S close in air

Basic Moves

Down Fan S from a short jump overhead

Roundhouse S close 2 hits

Turn Fan S far 2 hits

Command Moves

Triangle Jump jump toward the wall, then away

Slide Fan Dash Forward, d + P

Slide Back Kick Dash Forward, d + K

Double Foot Strike tap S repeatedly wake up attack when you are knocked down

Rising Fan f + P while you will find this will

blocking

work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Feint Butterfly Fan d + P+K

Special Moves

Butterfly Fan (BS) qcf + P/S

P=slow, S=fast; will collide with other projectiles as both will be "destroyed" in the process

Dragon Blaze Dance (BS) qcb + P

absorbs projectiles

Riotous Butterfly Fan qcb + S

secret move

Part Two qcb + S

Part Three qcb + S

Finish qcb + S

Deadly Ninja Bees (BS) hcf + S

Solar Flash Dance Charge d for 1 second, u + S

absorbs projectiles

Flying Squirrel d + P+K in air

S. Power Super

Super Deadly Ninja Bees f, db, f + K+S / f, hcf + K+S

P. Power Super

Crimson Explosion f, db, f + S / f, hcf + S

hop in must touch opponent in order to perform the entire super; unblockable

Chain Attacks

Punch Starters

.....

P (*) -----> P (*, 1) -----> S (*, E)
P close (*) f + S (*, E)

d + P (*)-----> d + S (*, 1, E)

P in air-----> K (*, 1, H, 0)--> S (*, 2, H, O, E)
(*, O) S (*, 1, H, O, E)

Kick Starters

.....

d + K (* _)-----> S (*, 1, E)

K in air-----> S (*, 1, H, O, E)
(*, O)

Strong Starters
.....

None

Final Impact Chains

Butterfly Fan -----> Crimson Explosion
Dragon Blaze Dance
Riotous Butterfly Fan
Super Deadly Ninja Bees

* 3.4 Cheng Sinzan *

Colors

K - Green shirt
S - Orange shirt

Throws

Self-Defense Drop f/b + S close
Homicidal Headbutts df + S close

Basic Moves

Hop Split K far
Head Soften S close 2 hits

Command Moves

Falling Double Bop f + P overhead; can be easily kara cancelled
Prop Tantrum d + S all parts must be blocked low
Brawny Reverse Bop P+K
Slapping Palm f + P while you will find this will
 blocking work if you perform it
 while blocking a whiffed
 attack or perform directly
 after an attack hits your
 block animation; on heavy
 attacks (HP/HK/supers/etc),
 wait a little longer to
 perform after the move
 hits your block animation

Feint Avalanche Crunch f + P+K
Feint Tempest Blast d + P+K

Special Moves

Tempest Blast (BS)	qcf + P	will collide with other projectiles as both will be "destroyed" in the process
High Tempest Blast (BS)	f, d, df + P	will collide with other projectiles as both will be "destroyed" in the process
Belly Drum Blast	Charge d for 1 second, u + P	use b or f to move; tap P to delay move; overhead
Avalanche Crunch (BS)	Charge b for 1 second, f + K/S	K=short, S=long
Full Reverse Pellet (BS)	hcb + K	high counter attack

S. Power Supers

Bursting Heavens (BS)	Charge db for 1 second, qcf + K+S	the projectile itself absorbs other projectiles
Life's Great Journey	qcb, qcb + K+S	secret move; absorbs projectiles

P. Power Super

Collapse Of Creation	qcf, qcf + S	use b or f to move; the descend portion must touch the opponent to perform the entire super
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Chain Attacks

Punch Starters

.....

P close (*)----> K (*, 1) -----> S (*, 2, E)
d + P (*) d + K (*, 1, _) d + S (*, 2, _, E)
 S (*, 1, E)
 d + S (*, 1, _, E)

P in air (O)---> S (1, H, O, E)

Kick Starters

.....

K in air (O)---> S (1, H, O, E)

Strong Starters

.....

None

Final Impact Chains

Command Moves

Slide Jab	Dash Forward, d + P	
Rising Uppercut	tap S repeatedly when you are knocked down	wake up attack
Barom Punch	P+K	can be easily kara cancelled
Small Swing	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Zapper	d + P+K	

Special Moves

Zapper (BS)	qcf + P	will collide with other projectiles as both will be "destroyed" in the process
Double Kong (BS)	qcb + P	second part is an overhead
Guts Dunk (BS)	qcf, uf + K	the stomp from the last part is an overhead
Golden Bomber	hcb + S	

S. Power Supers

Final Omega Blast (BS)	qcb, qcb + K+S	hold K+S to increase the distance of the maneuver
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P. Power Super

G-G-G-Guts Dunk!!	qcf, qcf + S	secret move; last part is an overhead
Armageddon Buster	qcb, qcb + S	uppercut must connect (not blocked) in order for the whole super to be performed; super stuns opponent

---you have the length of time before your P bar runs out or at the end of a---

---combination of 12 attacks to perform the following maneuvers in a combo:---

---(Note - you can use special moves in your combination, but this will---

---effectively end the string of moves)---

Gut Punch	P
Straight Punch	f + P
Uppercut	b + P
Low Punch	d + P
Knee Strike	K

Straight Kick	f + K
Low Foot	d + K
Low Blow Uppercut	S
Reaching Back Kick	f + S
Low Swipe Kick	d + S
Barom Punch	P + K

Chain Attacks

Punch Starters

.....

P in air (O)---> S (1, H, O, E)

Kick Starters

.....

K in air (O)---> S (1, H, O, E)

Strong Starters

.....

None

Final Impact Chains

Zapper	----->	G-G-G-Guts Dunk!!
Double Kong		Armageddon Buster

 * 3.8 Duck King *

Colors

K - Yellow top w/ Blue vest
 S - Red top w/ Black vest

Throws

Slam Dunk	f/b + S close
Neck Slam	d + S close in air

Basic Moves

Hop Kick	K far	low dodge
Rising Beat	S close	2 hits

Command Moves

Slide Backfist	Dash Forward, d + P
Duck Fake Air	d, d in air causes Duck to stop in mid air for a split second; cannot perform air

normals after this, but
Duck can perform a Flying
Spin Attack; can use as
an air dodge as Duck is
invulnerable for a split
second

Drop Straight Down	do nothing	
Drop Diagonally Back	b	
Drop Diagonally Forward	f	
Duck Fake Ground	Dash Forward, df + S	dodges high attacks, will slide past opponent
Down Swipe	b + P	overhead; can be easily kara cancelled
Slide	df + K	must be blocked low
Double Hand Spin	d + S	both parts must be blocked low
Ground Spin	d + S on downed opponent	pursue attack
Power Headbutt	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Duck Dance	d + K+S	

Special Moves

Head Spin Attack (BS)	qcf + P	
Riding Spin Attack (BS)	qcf + S	
Kick Finish	S	Riding Spin Attack must touch opponent in order for this follow up to be available
Flying Spin Attack	qcb + P in air	
Neo Break Storm (BS)	f, d, df + K	
Dancing Dive	qcb + K	
Beat Rush (BS)	f, b, f + S	

S. Power Supers

Break Spiral	hcf, uf, d + K+S	unblockable close
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P. Power Super

Duck Dance (BS)	d, d + P+K+S	
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---you have the length of time before you P bar runs out to perform one of---
---the following maneuvers:---

Air Cannonball	f, df, d + K+S in air	
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Basic Moves

Down Nunchaku	S from short jump	overhead
High Roundhouse	S close	2 hits

Command Moves

Slide Nunchaku Shot	Dash Forward, d + P	
Rising Nunchaku	df + P	
Blind Nunchaku Shot	b + P	must be blocked low
Roundhouse	f + K	can be easily kara cancelled
Side Nunchaku	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Sky Of Fire Noogie	b + P+K	

Special Moves

Sky Of Fire Noogie (BS)	f, d, df + P/S	P=short, S=further
Fire Stallion (BS)	qcb + P, tap P repeatedly	if no P is tapped after move, Hon-Fu will finish with himself in a "stun"; tap P in a good rythm to have Hon-Fu finish with a fire attack; if the tapped P portion is not in a good rythm you will again end up in a "stun"
Heavenly Lightning	qcb + K	
Lightning On Earth	Charge db for 1.5 seconds, f + K	must be blocked low
Low Headbutt Exit	tap K repeatedly	must be blocked low
Kaoloon's Prediction	hcf + S	kick must connect (not blocked) with opponent on the ground for entire move to come out
Black Dragon	hcf + S	kick must connect (not blocked) with opponent in the air for entire move to come out
Headbutt	Charge b, f + P / b, f + P	secret move
Buddhist Bopper Catch	d, d + S in air	connects close to grounded opponents and is unblockable

S. Power Super

Neo Exploding Goro	qcf, qcf + K+S
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Basic Moves

Jump Kick	S from a short jump	overhead
Backfist	S close	2 hits

Command Moves

Slide Punch	Dash Forward, d + P	
Slide Tap Kick	Dash Forward, d + K	
Rising Palm	df + P	
Rolling Sweep	b + K	can be easily kara cancelled
Slash Uppercut	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Gale Fist	d + P+K	
Feint Raging Storm	d + K+S	

Special Moves

Gale Fist (BS)	qcb + P	absorbs projectiles
Double Gale Fist (BS)	qcb + S	absorbs projectiles
Hurricane Fist	qcb + P in air	overhead; absorbs projectiles
Second Hurricane Fist	P	can control descent with b or f; overhead absorbs projectiles
True Hurricane Fist	qcb + S in air	overheads; absorbs projectiles
Second True Hurricane	qcb + S in air	overheads; absorbs projectiles
Jump Kick	P/K/S	overhead
Evil Image Charge (BS)	Charge b, f + K / b, f + K	dash must connect (not blocked) to perform entire maneuver
Evil Image Throw (BS)	Charge b, f + S / b, f + S	dash must connect (not blocked) to perform entire maneuver
Dragon Throw (BS)	hcf + K	counter attack to jump maneuvers and special moves (not projectiles)
Push Of The Tiger (BS)	hcf + S	high counter; moves opponent to other side of him where they are "stunned" for a split second

S. Power Super

Raging Storm (BS)	db, hcb, df + K+S	absorbs projectiles
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P. Power Supers

Demonic Hurricane Fist	qcf, qcf + S	secret move; dash in must connect (not blocked) for entire super to be performed
Deadly Rave	qcb, f + P, P, P, K, K, K, S, S, S	dash in must connect (not blocked) for the entire super to be performed
Finish	qcb + S	

Chain Attacks

Punch Starters

.....

P in air-----> S (1, H, O, E) (*, O)

Kick Starters

.....

K in air-----> S (1, H, O, E) (*, O)

Strong Starters

.....

None

Final Impact Chains

Gale Fist	----->	Raging Storm
Double Gale Fist		Deadly Rave

* 3.11 Joe Higashi *

Colors

K - Blue shorts w/ Red trim
S - Yellow shorts w/ Black trim

Throws

Lifting Pressure	f/b + S close
Down Heel	d + S
Rapid Knees	df + S close

Basic Move

Straight Kick	S from uf/ub short	overhead
	jump	

Command Moves

Slide Fist	Dash Forward, d + P	
Slide Shin Kick	Dash Forward, d + K	
Quick Uppercut	b + P	
Rising Elbow	df + P	
High Kick	b + K	
Slide Kick	df + K	must be blocked low
Special Taunt	d + S on downed opponent	pursue taunt
Jaw Opener	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Tiger Kick	b + P+K	
Feint Hurricane Upper	d + P+K	

Special Moves

Hurricane Upper (BS)	hcf + P	will collide with other projectiles as both will be "destroyed" in the process
Exploding Hurricane	hcf + S	first tornado will collide with other projectiles and "destroy" them as well as be "destroyed", while the second and third tornadoes will continue their path
TNT Punch	tap P repeatedly	
Dynamite Fist	qcf + P	overhead
Tiger Kick	f, d, df + K	
Pressure Knee (BS)	guard an attack, then f, d, df + S	
Explosive Heel	qcb + K	Pressure Knee must connect (not blocked) for this follow up to be possible
Golden Heel (BS)	qcb + K	
Slash Kick	Charge db, f + K / db, f + K	
Powerful Slash Kick	Charge db, f + S / db, f + S	first part must connect (not blocked) to perform entire maneuver

S. Power Super

Screw Upper	qcf, qcf + K+S	absorbs projectiles
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P. Power Supers

Pressure Knee

* 3.12 Blue Mary *

Colors

K - Black pants w/ Red jacket and Blonde hair

S - Blue pants w/ Black jacket and White hair

Throw

Spine Crush f/b + S close

Achilles Hold f, df, d + S

Basic Moves

Air Backfist S from short jump overhead

Axe Kick K close 2 hits

Rising Slap S close 2 hits

Command Moves

Slide Punch Dash Forward, d + P

Slide Step Roller Dash Forward, f + K second part must be blocked low

Step Roller b + K second part must be blocked low

Leg Press d + K on downed opponent pursue attack

Mary Dodge P+K dodges low and high attacks (including projectiles)

Good Night Backbreaker df, df + S when close unblockable; input must be done quickly after Mary Dodge

Throat Elbow f + P while blocking you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Special Moves

Vertical Arrow (BS) f, d, df + K

Mary Snatcher f, d, df + K the first part must connect (not blocked) for the follow up to be possible

Face Lock db, f + S

Straight Slice (BS)	Charge b for 1 second, f + K	
Mary Crab Clutch	hcf + K	Straight Slice must connect (not blocked) for this follow up to be possible
Mary Spider (BS)	qcf + S	unblockable

S. Power Super

Mary Typhoon	qcf, qcf + K+S close	unblockable
Mary Splash Rose	f, hcf + K+S	secret move; dash in must connect (not blocked) in order to perform the entire super

P. Power Super

Mary Spinning Toss	qcf, qcf + S	rising knee must connect (not blocked) for entire super to be performed
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Chain Attacks

Punch Starters
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P (*) -----> S (*, 1) -----> df, df + S (2, E)
P close (*) |
             |
             -----> d + P (*) -----> d + S (*, A, E)

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d + P (*)-----> d + S (*, A, E)

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P in air (O) --> K (1, H, O, E)
                S (1, H, O, E)

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Kick Starters
.....

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K (*) -----> S (*, 1) -----> df, df + S (2, E)
K close (*)

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d + K (*, _)----> d + S (*, A, E)

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K in air (O) --> S (1, H, O, E)

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Strong Starters
.....

None

Final Impact Chains

Face Lock -----> Mary Spinning Toss

* 3.13 Wolfgang Krauser *

Colors

K - Red pants w/ Gold armor and Purple hair
S - Blue pants w/ Silver armor and Brown hair

Throw

Knee Thrust f/b + S close

Basic Move

Crunch Upper S close 2 hits

Command Moves

Slide Chop Dash Forward, d + P
Slide Shin Kick Dash Forward, d + K
Ground Punch f + K+S overhead; can be easily kara cancelled
Big Splash d + S in air overhead
Uppercut f + P while blocking you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint High Blitz Ball d + P+K
Feint Kaiser Wave d + K+S

Special Moves

High Blitz Ball (BS) qcb + P will collide with other projectiles as both will be "destroyed" in the process
Low Blitz Ball (BS) qcb + S will collide with other projectiles as both will be "destroyed" in the process
Dropping Elbow (BS) Charge d for 1 second, u + P overhead
Leg Tomahawk qcf + K overhead
To The Moon Blow hcb + K close unblockable
Phoenix Thrust (BS) hcf + S counter attack to jump

Makibishi Masher and will only return Mai's Butterfly Fan; will not absorb or return super projectiles such as Cheng's Bursting Heavens, Krauser's Kaiser Wave, etc

Meter Absorb perform Double Return on a projectile
Projectile perform Double Return on a projectile and continue to hold S
Explosive Headbutt f, b, d, u + S close
Sadomazo (BS) hcf + K

unblockable high counter attack

S. Power Super

Guillotine

qcb, f + K+S

move must connect (not blocked) to perform entire maneuver

P. Power Super

Yondan Drill

360 + S close, tap S repeatedly to empower

unblockable; tap S:
0-7=level 1, 11 hits
8-9=level 2, 12 hits
10-15=level 3, 14 hits
+16=level 4, 27 hits

Chain Attacks

Punch Starters

.....
P close (*)----> S (*, 1, E)
d + P (*)

f + P (O)-----> df + S (*, 1, A, E)

P in air (O)---> S (1, H, O, E)

Kick Starters

.....
K (*) -----> S (*, 1, E)

K close (*)----> K (*, 1, E)

K in air (O)---> S (1, H, O, E)

Strong Starters
.....

None

Final Impact Chains

Judgement Dagger-----> Yondan Drill

* 3.15 Jin Chonshu *

Colors

K - Red costume
S - Purple costume

Throw

Mighty Dragon Activation f/b + S close

Basic Moves

Wind Stab	P far	2 hits
Wave Swipe	P close	2 hits
Kick Swipe	K far	2 hits
Wind Knee	K close	2 hits
Emperor Axe	S far	2 hits
Rising Slap	S close	2 hits

Command Moves

Slide Kick Swipe	Dash Forward, d + K	2 hits
Slide Falling Slap	Dash Forward, f + P	both hits are overheads; can be easily kara cancelled
Low Poke	d + P	2 hits
Falling Slap	b + P	both hits are overheads; can be easily kara cancelled
Crouch Punt	d + K	2 hits; must be blocked low
Forward Roll	df + S	must be blocked low
Side Poke	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Emperor Drain	d + K+S	

Special Moves

Sight Of Heaven Whop (BS) qcf + P/S P=slow, S=fast; will collide with other projectiles as both will be "destroyed" in the process

Empire Heaven Smash f, d, df + P/S P=low, S=high

Eyes Of The Emperor (BS) hcb + P/S P=stationary teleport, S=teleports behind opponent; invulnerable for split second while teleporting

Emperor God's Eye (BS) hcb + K teleports Chonshu above opponent; can control descent with b or f; invulnerable for split second while teleporting

Rolling Dive P/K/S

Emperor God Bop f, f + P elbow must connect (not blocked) to perform the entire maneuver

Imperial Exterminator b, db, d + K in air / f, df, d + K in air will not work on short jumps; teleports above and behind opponent; invulnerable for a split second while teleporting; can perform an air normal after the teleport

S. Power Supers

Emperor Drain qcf, qcf + K+S not only causes damage to opponent, but will also regenerate a portion of Chonshu's lifebar as well; must connect (not blocked) in order to do this however; will absorb projectiles

Air Emperor Drain qcb, f + K+S in air / qcf, qcf + K+S in air will not work on short jumps; not only causes damage to opponent, but will also regenerate a portion of Chonshu's lifebar as well; must connect (not blocked) in order to do this however; will absorb projectiles

P. Power Supers

Neo Emperor Destiny Fist qcf, qcf + S will absorb projectiles

Emperor Dragon Fist qcb, qcb + S secret move; elbow must connect (not blocked) to perform entire maneuver

Chain Attacks

Punch Starters

.....

P -----> K (*, 1) -----> S (2, E)
P close P (*, 1) d + S (2, _, E)
d + P d + K (*, 1, _) df + S (*, 2, A, E)

P in air (O)---> K (1, H, O, E)
S (1, H, O, E)

Kick Starters

.....

K -----> K (*, 1) -----> S (2, E)
K close d + K (*, 1, _) d + S (2, _, E)
d + K (_) df + S (*, 2, A, E)

K in air (O)---> S (1, H, O, E)

Strong Starters

.....

S close (*)----> S (*, 1) -----> S -----> f, b + S (*, A, >, E)

Final Impact Chains

Sight Of Heaven Whop-> Neo Emperor Destiny Fist
Empire Heaven Smash

* 3.16 Billy Kane *

Colors

K - Blue costume
S - Black costume

Throws

Pole Toss f/b + S close
Pole Strangle f + K close

Basic Moves

Pole Charge K close 3 hits
Spin Strikes K far 2 hits
Pole Kick S far dodges low (not projectiles)
Down Pole P from u short jump overhead

Command Moves

Slide Pole Bust	Dash Forward, d + P	
Double Trip	d + S	both parts must be blocked low
Pole Strike	d + S on downed opponent	pursue attack
Lean Back Pole	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Feint Pursuit Assault Cane b + P+K

Special Moves

Cudgel Cruncher (BS)	Charge b for 1 second, f + P	absorbs projectiles
Flaming Cudgel Cruncher	b, f + S	Cudgel Cruncher must connect (not blocked) to perform this follow up
Sparrow Drop (BS)	qcb + P	
Whirlwind Pole	tap P repeatedly	absorbs projectiles
Dragon Flame (BS)	qcb + K	
Pursuit Assault Cane	db, qcf + K	control descent with b or f

S. Power Super

Super Fire Wheel	qcf, qcf + K+S	absorbs projectiles

P. Power Super

Scarlet Uppercut	qcf, qcf + S	
Burning Kane	qcb, qcb + S	secret move

Chain Attacks

Punch Starters

.....

P (*) -----> K (*, 1, E)

P close (*) ----> K (*, 1) -----> qcf + S (2, E)

P in air (O) ---> S (1, H, O, E)

Kick Starters

.....

K in air (O) ---> S (1, H, O, E)

Strong Starters
.....

N/A

Final Impact Chains

Cudgel Cruncher-----> Super Fire Wheel
Dragon Flame

* 3.17 Bob Wilson *

Colors

K - White pants w/ Green top
S - Yellow pants w/ Dark Blue top

Throws

Falcon	f/b + S close
Hornet Attack	df, df + S
Frog Hunting	P/K/S/T
Monkey Dance	b, f, f + K+S
Jaguar Combo	b, df + P+S
Front Bison Horns	f + K immediately after Jaguar Combo starts
Sweep	d + K immediately after Jaguar Combo starts
Quick Roundhouse	u + K immediately after Jaguar Combo starts
Hunting Hedgehog	b, f, f + K+S
Air Falcon	d + S close in air

Basic Moves

Dropkick	S from uf/ub short	overhead
	jump	
Head Hunter	S close	2 hits

Command Moves

Slide Tip Kick	Dash Forward, d + K	
Elephant Tusk	df + P	
Leg Drop	u + S on downed opponent	pursue attack
Low Kick	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your

block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Feint Mad Spin Wolf d + K+S

Special Moves

Hunting Hedgehog qcb + P
Monkey Dance (BS) guard an attack,
 then f, d, df + K

Rolling Turtle qcb + K move with b or f
Wild Wolf Charge b for 1 last 2 hits are overheads
 second, f + K

Front Bison Horns Charge d for 1
 second, u + K

 Eagle Step K
Bison Horns Charge d for 1
 second, u + S

 Eagle Step S
Sidewinder Slide (BS) guard an attack, all parts must be blocked
 then qcb + S low

S. Power Super

Dangerous Wolf qcb, qcb + K+S the falling Wild Wolf
 maneuvers are overheads

P. Power Super

Mad Spin Wolf qcb, qcb + S
 Wolf Fang tap S repeatedly

Chain Attacks

Punch Starters

.....

P (*) -----> S (*, 1, E)

P close (*)

d + P (*)-----> S (*, 1, E)
 d + S (*, 1, E)

P in air (O)----> K (1, H, O, E)
 S (1, H, O, E)

Kick Starters

.....

K (*) -----> S (1, E)

K close (*)-----> S (*, 1, E)

hits your block animation

Feint Bloody Slash d + K+S

Special Moves

Bloody Saber qcf + P/S

P=stationary, S=slides
forward

Bloody Axle (BS) qcb + P/K/S

P and K versions are secret
moves; P=short, K=very
far, S=far and is only
version that is a break
shot

Bloody Cutter P
Bloody Shooter K

will collide with other
projectiles as both
will be "destroyed" in
the process

Bloody Press S when close to
opponent

unblockable

Bloody Spin (BS) Charge b for 1.5
seconds, f + K

S. Power Super

Bloody Slash (BS) qcf, qcf + K+S

must get all 6 hits to
connect (not blocked) for
a extra 2 hit finish

P. Power Super

Certain Death qcf, qcf + S

dash in must connect (not
blocked) to perform entire
super

Chain Attacks

Punch Starters

.....

P in air (O)---> S (1, H, O, E)

Kick Starters

.....

K in air (O)---> S (1, H, O, E)

Strong Starters

.....

None

Final Impact Chains

Bloody Saber-----> Certain Death

Bloody Slash

* 3.19 Tung Fu Rue *

Colors

- K - Blue top
- S - Black top

Throw

Rapid Punches f/b + S close

Basic Moves

High Wave Kick S close 2 hits

Command Moves

Slide Stab	Dash Forward, d + P	
Slide Boot	Dash Forward, d + K	
Rising Fist	df + P	
Shoulder Strike	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Feint Furious Face Shot d + P+K

Feint Giant Whirlwind d + K+S

Special Moves

Furious Face Shot (BS)	qcf + P	will collide with other projectiles as both will be "destroyed" in the process
------------------------	---------	--

Quick Arrow (BS)	qcb + P/S	P=short, S=long
Surge Blast	Charge db for 1 second, f + P	absorbs projectiles

Thousand Kicks (BS)	f, d, df + K	
Charging Surge	Charge db for 1.5 seconds, f + S	absorbs projectiles

S. Power Super

Giant Whirlwind qcf, qcf + K+S

P. Power Supers

Command Moves

Slide Palm	Dash Forward, d + P	
Slide Knee	Dash Forward, d + K	
Staff Thrust	df + P	
Lightning Strike	d + S on downed opponent	pursue attack; pursue is able to strike an opponent no matter how far their fallen body is from Sokaku
Low Staff	f + P while blocking	you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation
Feint Makibishi Masher	d + P+K	
Feint Thunder	d + K+S	

Special Moves

Makibishi Masher	qcf + P	when descending low enough, the move must be blocked low; will collide with other projectiles as both will be "destroyed" in the process
Thunder God Trick	f, d, df + K	
Vortex Inferno	qcb + K	
Possession Blast	f, b, f + S	after performing this move Sokaku will "rest" leaving you unable to block for a moment; it can absorb projectiles, but low ones can usually sneak by
Demon Legion	360 + S close	unblockable

S. Power Super

Thunder (BS)	qcf, qcf + K+S	absorbs projectiles
--------------	----------------	---------------------

P. Power Super

Sokaku Splat (BS)	qcf, qcf + S	Sokaku has very slight "rest" period after super; just outside sweep range this super becomes unblockable, and within sweep range it simply becomes an overhead
-------------------	--------------	---

Chain Attacks

Punch Starters

.....

P in air (O)---> S (1, H, O, E)

Kick Starters

.....

K in air (O)---> S (1, H, O, E)

Strong Starters

.....

None

Final Impact Chains

Makibishi Masher-----> Sokaku Splat

Thunder God Trick

* 3.21 Andy Bogard *

Colors

K - White costume w/ Red trim

S - Green costume w/ Pink trim

Throw

Inner-Thigh Thrombosis f/b + S close

Basic Move

Dropping Heel S close 2 hits

Command Moves

Slide Palm Dash Forward, d + P

Rising Palm df + P

Ground Slash d + S on downed opponent pursue attack

Crunch Kick f + P while blocking you will find this will work if you perform it while blocking a whiffed attack or perform directly after an attack hits your block animation; on heavy attacks (HP/HK/supers/etc), wait a little longer to perform after the move hits your block animation

Feint Phantom Slash f + P+K

Feint Flying Slice d + P+K

Feint Super Ripping Shot d + K+S

Special Moves

Flying Slice (BS) qcb + P projectile does NOT travel full screen distance; will collide with other projectiles as both will be "destroyed" in the process

Sky Ripping Shot (BS) hcf + K

Darkness Kick (BS) b, d, db + K

Violent Flying Fist qcb + S absorbs projectiles

Rising Dragon Blast f, d, df + S

Phantom Slash Charge db, f + P/S / P=short, S=long db, f + P/S

Exploding Phantom Fist b, f + S follow up to S version of Phantom Slash only

Heaven Phantom Fist d, u + S

Spider Hold d, d + S in air connects when you perform move and land close to opponent on ground; unblockable

S. Power Super

Super Ripping Shot (BS) Charge d for 1.5 seconds, df, f + K+S

P. Power Supers

Phantom Ripping Shot qcf, qcf + S

Rising Dragon Bullet qcb, qcb + S secret move

Chain Attacks

Punch Starters

.....

P (*) -----> S (*) -----> S (*, E)
P close (*)

P in air (0)---> K (1, H, O, E)
S (1, H, O, E)

Kick Starters

.....

K in air (0)---> S (1, H, O, E)

Strong Starters

.....

None

Doll Escape Forward	qcf + T when you are knocked down	swings wake up recover
Doll Escape Backward	qcb + T when you are knocked down	wake up recover

S. Power Super

None

P. Power Supers

World Destruction	qcf + S	absorbs projectiles
Hypnotize	qcb + S	power up that increases your speed

KO Super

Destruction Staff Shot	lose 2 rounds	if projectile shot from White's staff connects the opponent will lose the entire match
------------------------	---------------	---

Chain Attacks

None

Final Impact Chains

None

=====
4. Menu Translation
=====

++++++
| 4.1 Main Menu Screen |
++++++

Arcade Mode
Versus Mode
Survival Mode
Option Menu

++++++
| 4.2 Options Screen |
++++++

Game Options

Difficulty - Beginner, Easy, Normal, Hard, Very Hard, Hyper Hard, Strong
Hard, Expert
Time Limit - 45, 60, 90, Infinite
Sound - Stereo, Mono

Shoulder Button Moves

Player 1 - On, Off

Player 2 - On, Off

Exit

Key Configuration

Player 1

Player 2

Punch

Kick

Strong Attack

Taunt

Shoulder Button Move 1

Shoulder Button Move 2

Shoulder Button Move 3

Shoulder Button Move 4

Exit

Memory Card

Save

Load

Autosave

Exit

Character Information

Omake Menu

Movie Gallery

Opening Movie

Movie 1 (Billy Kane's intro)

Movie 2 (White's intro)

Character Endings

Exit

Sketch Gallery

Movie 1 Sketches

Movie 2 Sketches

Ending Movie Sketches

Exit

Move Customization

Exit

+++++
| 4.3 Pause Screen |
+++++

Main Pause Screen
.....

Key Configuration
Move List
Return to Main Menu

Training Mode Pause Screen
.....

Restart Match
Character Select

CPU Action
Action - Stand, Jump, Crouch, Special Move

Autoguard - On, Off
Attack - On, Off
Exit
Key Configuration
Move List
Return To Main Menu Screen

5. Unlockables

Omake Menu 1 (Movie Gallery): Finish the game once in Arcade or Survival Mode.
Omake Menu 2 (Sketch Gallery): Finish Arcade without the use of continues.
Omake Menu 3 (Move Customization): Finish Survival Mode.
Secret Moves: Before entering Survival Mode, beat the game with every character in Arcade Mode by not losing a round and meeting Geese each time. Once you do this with every character the secret moves will unlock.

6. Conclusion

6.1 What's Missing/Needed

-Cleanup and corrections
-Any other misc or easter eggs? Let me know.
-If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

6.2 Credits

-SNK
-Gamefaqs
-Giygas and myself for compiling and writing this guide