

Samurai Deeper Kyo (Import) FAQ/Move List

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Updated to v1.3 on May 27, 2005

Samurai Deeper Kyo FAQ/Movelist
Version 1.3
May 26, 2005

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1. Author's Note

Hello and welcome to my Samurai Deeper Kyo FAQ! This 26 Episode Anime was featured in Studio 23 here in the Philippines and I also bought the game yesterday! It is similar to Samurai Spirits but this game contains some features so just sit back, relax, watch the Anime, play the game and most of all.....ENJOY!!

2. Basic Controls

T - Triangle Button

f - forward
b - backward

	Normal	Advance
Weak Slash	n/a	X
Medium Slash	n/a	O
Heavy Slash	O	f + X
Assist	L1/R1/R2/L2	L1/R1/L2/R2
Hissatsu Waza	Press any Two Strength Buttons Together	
Run	tap f,f	tap f,f
Backward Dash	tap b,b	tap b,b

3. Iza jinjou ni.....SHOUBU!

The following characters are listed by their last name before first name and below their move name is the translated move and some of them appear like this (----) means that the move is not translated yet. My translated moves are very poor. Some moves that I took were came from Kao Megura (Sumalangit nawa po ang iyong kaluluwa...).

Ieyasu Tokugawa (Hattouri Hanzou)

	Normal	Advance
<Fireball>	[]	T or []
(---)		
Mozu Otoshi (Ninja Drop)	T	b + T or []
Kodachi (<Dagger>)	X	f + T or []

Assist: Kodachi

Hissatsu Waza: Kagerou
(Shadow Assault)

- There are three things that the Fireball move can do. If you are far away to your opponent, it is a projectile. If you're near the opponent, it will act as a fire pillar and if you're close, he sends out his shadow behind him.

- You must be close to your opponent if you are performing the Mozu Otoshi.

Kageboushi no Benitora

Weapon: Houraku Shimon

Assist Characters in Story Mode: Mahiro, Onimei no Kyou, Kyoushirou, Yuya, Shirogarasu

	Normal	Advance
Fuujin (Wind Blade)	T	b + T or []
Happun (Harpoon)	X	f + T or []
Kageboushi (Shadow Teleportation)	Far: f + [] Half Screen: [] Close: b + []	Far: f + T or [] Half Screen: T or [] Close: b + T or []

Assist: Charged Happun

Hissatsu Waza: Shin Kage-ryuu: Hiougi Mura Happun

(True Shadow Style: Concealed Secret Cloudy Harpoon)

- By performing Kageboushi, you can teleport in the front, middle or rear then you can attack while performing Kageboushi.
- Happun can be also charged depending on how long you hold the X (Normal Type) or f + T or [] (Advance Type). Of course, the longer the better.

Kumoshi no Mahiro

Assist Characters in Story Mode: Benitora, Kyoushirou, Onimei no Kyou, Muramasa

	Normal	Advance
Kouga (---)	T	b + T or []
Kogomu (---)	[]	T or []
Ketetsugi (---)	X	f + T or []

Assist: Kouga

Hissatsu Waza: Shirirakujou
(---)

- If you hit the opponent with the Ketetsugi, the opponent will unable to use his/her Assist for a few seconds.

Mibu Kyoushirou

Weapon: Youtou Muramasa

Assist Characters in Story Mode: Benitora, Okuni, Yuya, Yukimura

	Normal	Advance
Shigure (Late Autumn's Shower)	[]	T or []
Mizuki (Water Moon)	T	b + T or []
Oboro (Full Moon)	High: X Low: d + X	High: f + T or [] Low: d + T or []

Assist: Shigure

Hissatsu Waza: Omyoujinpuryuu Satsujinken: Mizuchi
(Exorcising Wind Style Flash Blade Technique: Water Blade)

- Mizuki is a counter attack so the opponent must attack it high in order to use it.
- Mizuchi must be blocked low.

Mukurou

	Normal	Advance
Yami (Darkness)	T	b + T or []
Tamashii	[]	T or []

(Soul)
Ikari X f + T or []
(Rage)

Assist: Yami
Hissatsu Waza: Senjinzanri
(Thousand Blades of Destruction)

Oda Nobunaga

	Normal	Advance
Kamishi (---)	T	b + T or []
Guretsu (---)	[]	T or []
Guretsu: Shouha (---)	X	f + T or []

Assist: Guretsu
Hissatsu Waza: Tenma: Mukurouden

Onimei no Kyou
Weapon: Youtou Muramasa
Assist Characters in Story Mode: Muarmasa, Mahiro, Akira, Okuni,
Hontenmaru

	Normal	Advance
Orochi (<Nine Headed Snake Demon>)	[]	T or []
Gaen (----)	T	b + T or []
Shippu (Whirlwind)	High: X Low: d + X	High: f + T or [] Low: d + T or []

Assist: Orochi
Hissatsu Waza: Omyoujinpuruyu Satsujinken: Mizuchi
(Exorcising Wind Style Flash Blade Technique: Water Blade)

- Mizuchi must be blocked low.

Sanada Yukimura
Assist Characters in Story Mode: Sasuke, Kyoushirou, Saizou

	Normal	Advance
Modatoki (---)	T	b + T or []
Kirameki (---)	[]	T or []
Kiratoki (---)	X	f + T or []

Assist: Modatoki
Hissatsu Waza: Hiougi: Souryuusen
(---)

Sarutobi Sasuke

Weapon: Shibien

Assist Characters in Story Mode: Yuya, Muramasa, Saizou, Yukimura

	Normal	Advance
<Lightning Shuriken>	[]	T or []
(----)		
Raijin: Gouraigeki	T	b + T or []
(Lightning Blade: Great Lightning Attack)		
Kagazuchi	X	f + T or []
(----)		
Haku	d + O	d + O
(White Dog)		

Assist: Lightning Shuriken

Hissatsu Waza: Raikouken: Raijin Honoo Ikazuchi

(Lightning Sword: Lightning Blade Blazing Thunder)

- He's the Galford of the game.....well that's what I think about him....

- Using the Haku move, Sasuke will summon his dog companion, Haku and attack the opponent. Whether in the air or ground, he's a HOMING dog!!

;))

Shina Yuya

Assist Characters in Story Mode: Benitora, Sasuke, Onimei no Kyou,

Kyoushirou, Hontenmaru

	Normal	Advance
<Triple Shot>	[]	T or []
(---)		
<Jump Shot>	T	b + T or []
(---)		
"Nigeru ka...kachi?"	X	f + T or []
(Run and...cover?)		

Assist: Single Shot

Hissatsu Waza: "Mou...chantonaimita!"

(---)

- The weird thing about her is that her run is a forward roll and her backward dash is a run. Confusing, huh?

- Her Jump Shot reminded me of Samurai Spirits Zero Mina Majikina's Shininabui no Nageki.

- She can get hurt if you got hit by the bomb after you perform "Nigeru ka...kachi?".

Shiseiten Akira (Ajira)

Assist Characters in Story Mode: Hontenmaru, Koutarou, Shindara, Okuni

	Normal	Advance
<Icicle Ball>	[]	T or []
(----)		

Hyou Ranbu T then Jump + T b + T or [] then Jump + T or []
(Ice Dance)
Genbu Hyoujin Tap X four times Tap f + T or [] four times
(Black Turtle Ice Blade)

Assist: Genbu Hyoujin
Hissatsu Waza: Muhyougetten
(Circumstance Ice Crescent Heaven)

- When Hyou Ranbu is used, you can do the following:
 - Jump + T or [] or X = Triple Icicle Daggers
 - You can now perform Genbu Hyoujin eight times
- So far...he's the cheapest character and has the best Assist ;)

Shiseiten Hontenmaru
Assist Characters in Story Mode: Kyoushirou, Onimei no Kyou, Yuya, Akira

	Normal	Advance
Shishoukou (Lion Roaring Fist)	[]	
Byakko Gamu (White Tiger Throw)	T	
<Twin Cannon> (---)	X	

Assist: Twin Cannon
Hissatsu Waza: Satsujin Taiketsu no Ougi: Tenmuhou
(---)

- Ah, yes. The Zangief of the game, need I say more?
- Byakko Gamu and his Hissatsu Waza are unblockable.
- You must be close to your opponent if you are performing the two throw moves.
- He is one of the characters who can quickly fill up the Hissatsu Gauge.

More updates coming soon.....

4. Assist-Only Characters

These characters are not playable but they can assist or aid you in battle.
These are the following characters:

Shiseiten Hotaru
Shirogarasu
Izumo Okuni (Indara)
Muramasa
Shindara
Fuuma no Kotarou (Makora)
Shinrei
Saizou
Migeira (Secret Assist)

5. Secrets Revealed

Unlock Migeira

One of the weirdest thing I encountered. Try playing Story Mode as Shiina Yuya and when you reach to Onimei No Kyou, he'll be there with Migeira (as an Assist) and if you beat Onimei, Migeira will say something about justice and he'll be unlocked but sometimes not because chances are very low so keep on playing Story Mode with other character related to Migeira (Yuya, Yukimura, Onimei no Kyou, Kyoushiro, Benitora, Sasuke and Mahiro). If this ever happened to you, e-mail me.

6. Miscellaneous

6.a Different Command System

In this game, there are two types of command system: Normal and Advance. Normal Commands are one-touch moves that can be easily performed, which is good for beginners (like me) and Advance Command is that you can perform a button along with the forward or backward Directional Pad but sometimes you might occur some confusions if you're using Advance so, just relax. Advance Command is recommended for experts.

6.b Hissatsu Gauge

Hissatsu Gauge is located below and when it's full, you can perform Hissatsu Waza by pressing any two strength buttons simultaneously. Performing combos and moves are the key to fill up the gauge quickly.

6.c Assist Gauge

It's more like Marvel Vs. Capcom Arcade Mode (you know, calling your secondary character anytime) but instead you'll have to wait to fill up the gauge and if it's full, press the Assist button and the character will attack for you but it will be empty again so try choosing a character that fill up faster than normal (like Yuya, Sasuke and Kumoshi no Mahiro). Depending on your Assist Setup (Manual: Press any 4 Shoulder Buttons; Auto: 1)When the Gauge is full, 2)If the player is hit, the Assist will trigger automatically), you might change the flow of battle.

6.e What Happens when Time Over occurs?

So, you were thinking that the character with the most life wins the round? Well, you've got it all wrong! Instead, you'll be taken to a Sudden Death Match which the combatants will have a TINY life left and Hissatsu Gauge to full. Normal attack and Special Moves are not counted, you must perform the Hissatsu Waza to win. But, if failed the Hissatsu Gauge will be filled up to full and waiting for an another hit to win...by the way, assists are unused in Sudden Death Match, just you and your opponent. My tip is if the opponent finishes performing, quickly Hissatsu Waza his sorry ass!!

More updates coming soon.....

6.f Seiyuu (Voices from the Anime)

Katsuyuki Konishi

Mibu Kyoushirou

Onimei no Kyou

Mukurou

Ishida Akira

Sarutobi Sasuke

Seki Toshihiko
Kageboushi no Benitora

Hayami Shou
Oda Nobunaga

Kakazu Yumi
Izumo Okuni

Souichirou Hoshii
Shiseiten Akira (Ajira)

Yui Horie
Shina Yuya

Koyasu Takehito
Shiseiten Hotaru
Shindara
Ieyasu Tokugawa

Megumi Ogata
Sanada Yukimura

Hikaru Midorikawa
Migeira

Kazuhiko Inoue
Muramasa

More Updates Soon....

7. Version History

Version 0.3 (July 6, 2004)

Started playing the game and started making this FAQ and movelists of Benitora, Kyoushirou, Sasuke, Onime no Kyou and Akira. Added Seiyuu and Misc. information along with Hontenmaru.

Version 0.4 (July 7, 2004)

Added some translated moves....nothing new except spelling errors.....

Version 0.5 (July 9, 2004)

Added some gameplay notes in my Miscellaneous list.....

Version 0.6 (August 9, 2004)

Added Shiseiten Hontenmaru and Sarutobi Sasuke's moves, so as some Seiyuus...

Version 0.7 (August 23, 2004)

Added some Assist-Only Characters.....the Periodical Test was somewhat dumb boring.....buncha common sense questions.....those sonuva.....

Version 0.9 (October 1, 2004)

Mommy's B-Day!!! HAPPY BIRTHDAY!!!! Long Updates, still watching Samurai Deeper KYO Anime (EP 23 on Monday), made some correction on translations and added some moves on some characters.

Version 0.95 (October 30, 2004)

HAPPY HALLOWEEN (mwahahahahahahahaha)!!! Added Mukurou's movelist.....still working on some other guides that I need to finish.

Version 0.96 (November 4, 2004)

Played SDK again and unlocked Migeira, fixed some errors and added Unlocking Migeira.

Version 0.97 (May 2, 2005)

Started remaking this FAQ again!! Aghh.....

Version 1.3 (May 26, 2005)

Added the other character's movelist, Seiyuus, their assist characters(the 9 characters in Story Mode)but....I'm still lazy making their translations!!

8. Credits

I wish to thank the following:

<Bandai>

For making this cool game!

<Anime News Network> <http://www.animenewsnetwork.com>

For the Anime Information and list of Seiyuus. Thank You!!

<Silver Wolf Knuckles> silver_wolfknuckles@yahoo.com

Correction about the Hissatsu Waza. Thank you, buddy!

<You (Yep, you're reading my guide)>

For reading my incomplete guide, thank you!!

<Chris MacDonald aka Kao Megura>

Although I mentioned his name, I took some of the moves from his FAQs still, he is a legend...Megura-san, sumalangit nawa ang iyong kaluluwa....

<Me>

Who would forget me? I made this FAQ!! ^_^

<GameFAQs>

For posting my guide. You RoK!!

Please see our other FAQs!

Digimon Tamers: Evolution Battle	FAQ/Movelist
Shaman King: Spirit of Shamans	FAQ/Movelist
Moero! Justice Gakuen	FAQ/Movelist (Coming Soon)
Bakusou Kyodai: Let's and Go!!	FAQ
Samurai Spirits Zero	Nakoruru/Rimururu Character Guide
Samurai Spirits Zero	Rera Character Guide
Gradius III	FAQ/Weapons Guide

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And other characters that I mentioned were came from other games and

their properties.....

This FAQ is incomplete therefore there are more updates to come. If you have any questions, comments, suggestions, blasting your sorry ass, planning on killing your hatest person or whatsoever e-mail me at shannoncastle@yehey.com or jessy_grander2@yahoo.com. Offensive messages will be ignored, so be forewarned. This FAQ cannot be duplicated, reproduced or sold nor plagiarized without the Author's permission. Please, don't do anything with my FAQ OR ELSE...!!!

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