

Slap Happy Rhythm Busters (Import) FAQ/Move List

by Goh_Billy

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                        Slap Happy Rhythm Busters
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                        Version #: 2.0
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1. Legend

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ub	u	uf	f - Forward	HP - Heavy Punch	P - Any Punch
\		/	b - Back	LP - Light Punch	K - Any Kick

b-- --f u - Up HK - Heavy Kick + - And
/ | \ d - Down LK - Light Kick / - Or
db d df , - Then

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)

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2. System
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| 2.1 Basics |
+++++++

Dash Forward f, f
Dash Attack HP
Halt d
Dash Backward b, b
Halt d

Small Jump tap ub/u/uf
High Jump press ub/u/uf

Air Recovery P/K when being juggled you can only Air Recover from certain situations, as certain moves like launchers (even if used twice in a juggle) do not allow an Air Recovery directly afterward

Throw LP+LK close
Throw Escape LP+LK just as you are being thrown

Universal Wall Bounce b + HP
Taunt press Select increases your Beat Gauge considerably

Guard Meter - Displayed under your power meter, this keeps track of how close one is to a guard break. This meter increases as you are hit. Once it is full your character will flash yellow. During this time you cannot block attacks.

Chain Combos - Every character has chainable attacks. For the most part, characters are able to chain from one normal attack to another normal attack of equal or greater strength. For example, Ramos can chain together LP, d + LK, and then d + HP. You CANNOT chain a normal to a weaker normal. Example, Ramos cannot chain HP into LP.

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| 2.2 Beat Gauge |
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Beat Gauge - The beat gauge fills from both whiffing and landing attacks. In general, the meter fills rather quickly. Supers can be performed using one Stock. A Beat Rush attack can be used when you have three stocks. When the initial hit of a Beat Rush connects, the player will be thrust into a rhythm mini game. Match the oncoming beats using the directional pad or the face buttons. When using the face buttons, X=down arrow, square=left arrow, triangle=up arrow, and circle=right arrow. You can utilize both the directional pad and the face buttons at the same time to help in completing the beat combo. The second player can also try to match beats and in doing so will mix up the direction the beats come from. At the bottom corner is a circular meter. The yellow portion of the meter will decrease as each successful beat is performed (Notice that the yellow portion is smaller as the opponent's life is depleted more). You will see an F at the top of the gauge. In the deciding round, if you deplete the yellow portion and reach the F you will be treated with a Fever Beat Rush finish. Too many mistakes and misses on beats can prevent this from happening.

Guard Cancel Counter	LP+HP / LK+HK while guarding an attack	requires one Beat Gauge stock; the counter attack is determined by what button combination was used
Supers	see character's movelist for motions	supers require one Beat Gauge stock
Beat Rush	HP+HK	requires three Beat Gauge stocks; first hit must connect to perform the entire maneuver

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| 2.3 Types Of Knockdowns And Bounces |
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There are a variety of knockdowns and bounces in this game. Since juggling is very important in this game, each is listed accordingly in the characters' movelists. The types are:

- Launcher - Opponent will be sent flying into the air and can be juggled afterward. Some characters have launchers that only have a small window to land a follow up attack.
- Wall Bounce - The opponent will be sent flying all the way across the screen and bounce off the opposing wall. You can juggle opponents with a variety of attacks in this situation. Often a move that reaches far or a maneuver that moves across the screen will connect on follow up. If you are able to knock the opponent to one of the actual stage corners, you are able to have a smaller gap between you and your opponent, thus opening up more juggle options.
- Ground Bounce - Same as a launcher, only the opponent will hit the floor first, and then bounce up into the air.

Colors

LP - Light Blue top, Blue pants, Brown hair

HP - Red top, White pants, Red hair

HK - White top, Blue pants, Red hair

Throw

Shoulder Launch LP+LK close

Basic Moves

Sky Orb	ub/u/uf, HP	4 hits; overhead
Iron Fist Fury	LP, LP, HP, HP	first attack must touch opponent to complete entire string
Whirlwind Kick	HK	wall bounce
Swift Kicks	LK, LK, HK	first attack must touch opponent to complete entire string

Command Moves

Palm Thrust	b + HP	wall bounce
Rising Energy Fist	d + HP	launcher
Dashing Iron Fist	Dash, HP	

Special Moves

Haganshou	qcf + P	LP=1 hit, HP=3 hits and wall bounce
Houhoko	b, f + P	LP=short, HP=long
Kyuudankyaku	d, d + K	LP=short and 3 hits, HP=further and 4 hits

Supers

Resshin Saihaiken	qcf + LP+HP	
Oukagiten Enbu	d, d + LK+HK	first part must connect (not blocked) to perform entire maneuver; last part is a wall bounce but Mia recovers too slow for follow up

Beat Rush

Last Dance HP+HK

 * 3.4 Nitro *

Colors

- LP - Brown costume
- HP - Gray costume
- HK - Purple costume

Throw

Machine Gun LP+LK close

Basic Moves

- | | | |
|-----------------|-------------|--|
| Wrecking Ball | ub/u/uf, HP | floor bounce; overhead |
| Air Machine Gun | ub/u/uf, LP | 4 hits; overhead |
| Landing Jets | ub/u/uf, HK | 3 hits; overhead |
| Dig Fist | HP | floor bounce; overhead;
becomes wall bounce if
it connects on airborne
opponent |
| Buzzsaw | HK | 5 hits; knocks down |

Command Moves

- | | | |
|--------------------|----------|-------------|
| Low Machine Gun | d + LK | 6 hits |
| Blast Kick | b + HP | wall bounce |
| Heavy Scoop | d + HP | launcher |
| Double Knee Strike | Dash, HP | |

Special Moves

- | | | |
|---------------|---------|--|
| Drill Crusher | qcf + P | LP=short and 3 hits,
HP=far and 5 hits;
wall bounce |
| Crane Throw | qcb + P | must connect (not
blocked) to perform
entire maneuver;
launcher |

Supers

- | | | |
|-------------------|--------------|---|
| Death Crush Crane | qcb + LP+HP | must connect (not
blocked) to perform
entire maneuver |
| Melt Ray Down | d, d + LK+HK | |

Beat Rush

 * 3.5 Euri *

Colors

LP - White top, Orange shorts, Gray hair
 HP - White top, Pink shorts, Magenta hair
 HK - Blue top, Pink shorts, Dark Blonde hair

Throw

Poison Bump LP+LK close

Basic Moves

Jetpack Escape	b, b	can cancel into Air Dash or Air Jetpack Escape
Air Dash	f, f in air	can cancel into Air Jet Escape or another Air Dash
Air Jetpack Escape	b, b in air	can cancel into Air Dash or Air Jetpack Escape
Punt Kick	HK	launcher

Command Moves

Heavy Push	b + HP	wall bounce
Slide Kick	d + HK	must be blocked low
Butt Bump	Dash, HP	

Special Moves

Gas Shot	qcf + P	HP version does slightly more damage
Air Gas Shot	qcf + P in air	HP version does slightly more damage
Hip Pack Shot	qcb + P	LP=short, HP=far
Air Hip Pack Shot	qcb + P in air	LP=short, HP=far
Shooting Sugar	qcf + K in air	HK version is 2 hits
Gumgum Throw	b, f + K	connects close and is unblockable

Supers

Gas Over Shoot	qcf + LP+HP
Sugar Rave Limit	qcf + LK+HK in air

Beat Rush

Wheeler HP+HK

* 3.7 Trash *

Colors

LP - Orange costume with Gray trim
HP - White costume with Blue trim
HK - Blue costume with Orange trim

Throw

Strangle LP+LK close

Basic Moves

Broom Spin	HP	6 hits
Flip Kick	HK	launcher

Command Moves

Dropkick	b + HP	wall bounce
Broom Uppercut	d + HP	launcher
Charging Hand	Dash, HP	

Special Moves

Cleanup	qcf + P	LP=short reach, HP=long reach; must connect with opponent (not blocked) to perform entire maneuver; launcher
Release	LP	will launch opponent sooner
Struck Dust	qcb + P	LP=short, HP=long; short window for follow up with ground bounce
Triple Dart	b, f + P	wall bounce

Supers

Vacuum Box	qcf + LP+HP	must connect with opponent (not blocked) to perform entire maneuver; launcher
Release	LP	will launch opponent
General Cleaning	qcb + LP+HP	

Beat Rush

Garbage Day

HP+HK

* 3.8 April

*

Colors

LP - Blue hair, Black skirt, Black top

HP - Orange hair, Blue skirt, Brown top

HK - Orange hair, Brown skirt, Brown top

Throw

Dead End

LP+LK close

Basic Moves

Quick Dagger

LP, LP

first attack must touch
opponent to complete
entire string

Axe Kick

LK, LK

first attack must touch
opponent to complete
entire string

Gun Blast

HP

3 hits

Flip Kick

HK

2 hits; will wall bounce
if it connects with an
airborne opponent; a
way to easily cause
a wall bounce is to
cancel the Flip Kick
out of a Gun Blast
or an Axe Kick

Command Moves

Trap Wire

b + LK

wire must connect (not
blocked) to perform
entire maneuver;
launcher

Shotgun

b + HP

wall bounce

Dagger Slash

d + HP

hits multiple times;
launcher

Assassin Dagger

Dash, HP

Special Moves

Western Edge

qcf + P

with collide with other
projectiles, with top
daggers negating and
bottom daggers usually
sneaking by

Air Western Edge	qcf + P in air	will collide with other projectiles as both will be "destroyed" in the process
Hanging Shotgun	d, d + P	shots are overheads

Supers

Agile Dance Edge	qcf + LP+HP	first dagger must connect (not blocked) to perform entire maneuver
Eternity Pendulum	d, d + LP+HP	shots are overheads

Beat Rush

Bulls Eye	HP+HK	
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* 3.9 Garia *

Colors

LP - White hair, Green top
HP - White hair, Blue-Green top
HK - Pink hair, Black top

Throw

Piranha Feast	LP+LK close	
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Basic Moves

Air Flip Kick	ub/u/uf, HK	2 hits; overhead
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Command Moves

Slide Kick	d + HK	must be blocked low
Sword Swipe	b + HP	wall bounce
Sword Launch	d + HP	launcher
Turn Swipe	Dash, HP	

Special Moves

Somtam	qcf + P	LP=short with 45 degree angle, HP=far and horizontal
Nuasadoun	qcb + P	LP=short, HP=far; absorbs projectiles
Gaichie	qcf + K	LK=slow, HK=fast

Supers

Somtam Gaiyan	qcf + LP+HP	first sword must connect (not blocked) to perform entire maneuver
Moosate Bobian	qcf + LK+HK	

Beat Rush

Demon Feast	HP+HK	
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 * 3.10 Zeköo *

Colors

LP - Black hair, Gray bottoms
 HP - Black hair, Brown bottoms
 HK - White hair, Blue bottoms

Throw

Driving Sword	LP+LK close	
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Basic Moves

Reaching Sword	HP	becomes launcher if it connects with an airborne opponent, but opponent can still air recover
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Command Moves

Slide Kick	d + HK	must be blocked low
Power Slash	b + HP	wall bounce
Sword Uppercut	d + HP	launcher
Final Slice	Dash, HP	

Special Moves

Nami Slash	qcf + P	LP=short, HP=far
Tenshouken	d, d + P	LP=short and 3 hits, HP=further and 5 hits
Shouji-Otoshi Giri	qcf + K	LK=short, HK=far; sword slice must connect (not blocked) to perform entire maneuver

Supers

Dig Fist	HP	overhead
Command Moves		

Drop Shoulder	d + LK/HK in air	HK is a steeper dive
Driving Punch	b + HP	wall bounce
Fist Trip	d + HP	must be blocked low
Shoulder Charge	Dash, HP	

Special Moves		

Flying Bomb	qcb + P	LP=short, HP=far; overhead
Dengeki Spike	d, d + P	LP=11 hits, HP=24 hits; LP version is a launcher
Wheel Head	b, f + P	HP version does more damage

Supers		

Overheat Full Course	qcf + LP+HP	unblockable
Wheelspin Head	b, f + LP+HP	

Beat Rush		

Dominating Fist	HP+HK	

* 3.16 Chad-Gram *

Colors

LP - Brown skin, Gray costume with Black trim
HP - Pink Lavender skin, Orange costume with Blue trim
HK - Blue Green skin, Red costume with Dark Red trim

Throw		

Heavy Hammer	LP+LK close	

Basic Moves		

Death Spin	ub/u/uf, HK	3 hits; overhead
Big Swat	HK	launcher

Command Moves		

Double Fist	b + HP	wall bounce
Double Palm	Dash, HP	

Special Moves

Bad Smell	qcf + P	LP=short, HP=far
Rising Chad	d, d + P	LP=short, HP=further

Supers

Skydive Chad	d, d + LP+HP
Chad Missile	qcf + LK+HK

Beat Rush

Violent Chad	HP+HK
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 * 3.17 Mercantile *

Colors

LP - Purple jacket and Brown wolf
 HP - Steel Blue jacket and Dark Gray wolf
 HK - Green jacket and Gray wolf

*Note that if the wolf's Guard Meter ever fills and reaches guard break,
 Mercantile will be forced into the match. He can only attack by pointing.
 *The wolf cannot be thrown

Throw

Throat Rip	LP+LK close
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Basic Moves

Drill Jaws	ub/u/uf, HP	5 hits; overhead
Double Hind Kick	HK	2 hits

Command Moves

Hind Flip	b + HP	wall bounce
Wolf Leap	d + HP	launcher
Charging Bite	d + HK	must be blocked low
Headbutt	Dash, HP	

Special Moves

Duruuk	qcf + P	LP=7 hits, HP=9 hits
Suvoborg	d, d + P	HP version has steeper climb
Liuvov	qcf + K	connects close and is

unblockable

Supers

Munoga Duruuk	qcf + LP+HP	wall bounce, however wolf doesn't recover fast enough to follow up
Dovall Chestova	d, d + LP+HP	first attack must connect (not blocked) to perform entire maneuver

Beat Rush

Fierce Wolf	HP+HK
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* 3.18 Tom Tom *

Colors

LP - Blue shirt and Dark Gray shorts
HP - Yellow shirt and Blue shorts
HK - Light Gray shirt and Blue pants

Throw

Tagged	LP+LK close
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Basic Moves

Ghost Pound	ub/u/uf, HK	floor bounce
Ghost Flip	HK	launcher with small window to follow up

Command Moves

Heavy Spray	b + HP	wall bounce
Charging Spray	Dash, HP	

Special Moves

Graffiti Shot	qcf + P	LP=short, HP=long; LP version becomes wall bounce if it connects to airborne opponent
Flash Hand	d, d + P	LP=short, HP=long; launcher

Cosmo Explosion qcb + LP+HP wall bounce
Q Limit d, d + LP+HP

Beat Rush

Cosmic Destroyer HP+HK

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4. Codes
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| 4.1 Unlockable Characters |
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Frosty - Clear 8 Beat Rushes in DJ Practice mode. Then play Arcade mode.
 Finish a match with a Beat Rush Fever on Frosty's stage. He will
 then challenge you. Defeat him to unlock him.

Jaköo - Clear 24 Beat Rushes in DJ Practice mode. Play Arcade mode and
 defeat Jaköo to unlock him.

Baron-Volt - Beat Arcade mode twice to unlock him.

Sledge - Beat Arcade mode four times to unlock him.

Chad-Gram - Beat Arcade mode once to unlock them.

Mercantile - Beat Arcade mode five times to unlock him.

Tom Tom - Beat Arcade mode three times to unlock him.

Dark-Ramos - Clear 16 Beat Rushes in DJ Practice mode. Play Arcade mode and
 defeat Dark-Ramos to unlock him.

Rudeboy - Clear 40 Beat Rushes in DJ Practice mode. Play Arcade mode and
 defeat Rudeboy to unlock him.

Stealth - Beat Arcade mode six times to unlock him.

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| 4.2 Other |
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Loading Comics Option - Clear 32 Beat Rushes in DJ Practice mode.

Space Background - Clear all easy and hard levels in DJ Practice mode.

Fever Mode - First unlock Rudeboy. Then clear both his easy and hard
 Beat Rushes.

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5. Conclusion
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5.1 What's Missing/Needed

-Cleanup and corrections

-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.

5.2 Credits

-Polygon Magic

-ASK Co.

-MrTea for information on Guard Cancel Counters, halting dashes, and general info and corrections

-Echo, chickengeorgewashington, BeserkGamer, fauxwalter, Zerodash from Giantbomb for their section on Slap Happy Rhythm Busters for move names and general game info

-Gamefaqs

-And me for writing this faq

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