## Slap Happy Rhythm Busters (Import) FAQ/Move List

by Goh\_Billy

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Slap Happy Rhythm Busters FAQ By: Goh Billy (billy kane 32@hotmail.com) Version #: 2.0 Sections \_\_\_\_\_ 1. Legend 2. System 2.1 Basics 2.2 Beat Gauge 2.3 Types Of Knockdowns And Bounces 3. Characters 3.1 Ramos 3.2 Mia 3.3 Oreg 3.4 Nitro 3.5 Euri 3.6 Holeman 3.7 Trash 3.8 April 3.9 Garia 3.10 Zeköo 3.11 Vivian-Roxy \_\_\_\_\_ 3.12 Frostv 3.13 Jaköo 3.14 Baron-Volt 3.15 Sledge 3.16 Chad-Gram 3.17 Mercantile 3.18 Tom Tom 3.19 Dark-Ramos 3.20 Rude Boy 3.21 Stealth 4. Codes 4.1 Unlockable Characters 4.2 Other 5. Conclusion 5.1 What's Missing/Needed 5.2 Credits \_\_\_\_\_\_ 1. Legend \_\_\_\_\_ HP - Heavy Punch ub u uf f - Forward P - Any Punch LP - Light Punch K - Any Kick b - Back  $\setminus | /$ 

```
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)
2. System
| 2.1 Basics |
Dash Forward
                   f, f
 Dash Attack
                   HP
                    d
 Halt
Dash Backward
                  b, b
                    d
 Halt
Small Jump
                    tap ub/u/uf
High Jump
                    press ub/u/uf
Air Recovery
                    P/K when being you can only Air Recover
                      juggled
                                          from certain situations,
                                          as certain moves like
                                          launchers (even if used
                                           twice in a juggle) do
                                           not allow an Air Recovery
                                           directly afterward
                   LP+LK close
Throw
Throw Escape
                    LP+LK just as you
                     are being thrown
Universal Wall Bounce b + HP
                    press Select
Taunt.
                                        increases your Beat Gauge
                                           considerably
Guard Meter - Displayed under your power meter, this keeps track of how close
           one is to a quard 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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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	requires one Beat Gauge
	guarding an attack	stock; the counter
		attack is determined
		by what button
		combination was used
Supers	see character's	supers require one Beat
	movelist for motions	Gauge stock
Beat Rush	HP+HK	requires three Beat Gauge
		stocks; first hit must
		connect to perform
		the entire maneuver

## 

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. - Same as a launcher, only the opponent will hit the floor Ground Bounce first, and then bounce up into the air.

3. Characters		
* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * * *	*****
* 3.1 Ramos	* * * * * * * * * * * * * * * * * * * *	****
**************************************	* * * * * * * * * * * * * * * * * * * *	********
HP - Blonde hair, Lig	shorts, Red top, Blac ht Gray shorts, Gray t shorts, White top, Red	op, Light Gray vest
Throw		
 Human Spike	LP+LK close	
Command Moves		
	1	
Inferno Backfist Flame Uppercut	b + HP d + HP	wall bounce launcher
Rushing Flame	Dash, HP	
Special Moves		
Burning Disc	qcf + P	LP=slow, HP=fast; will collide with other projectiles as both will be "destroyed" in the process
Queuing Upper	d, d + P	LP=short and 3 hits, HP=further and 6 hits
Burst Flare	b, f + P	LP=short and 2 hits, HP=long and 5 hits; HP version is a wall bounce if close enough to one of the actual stage corners
Supers		
Club Cannon Jangling Rush	qcf + LP+HP b, f + LP+HP	
Beat Rush		
 Club Mix Destroyer	НР+НК	

* 3.2 Mia ************************************	* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * * *
LP - Light Blue top, H HP - Red top, White pa HK - White top, Blue p		
Throw		
Shoulder Launch	LP+LK close	
Basic Moves		
Sky Orb Iron Fist Fury	ub/u/uf, HP LP, LP, HP, HP	4 hits; overhead first attack must touch opponent to complete entire string
Whirlwind Kick Swift Kicks	HK LK, LK, HK	wall bounce first attack must touch opponent to complete entire string
Command Moves		
Palm Thrust Rising Energy Fist Dashing Iron Fist		wall bounce launcher
Special Moves		
Haganshou	qcf + P	LP=1 hit, HP=3 hits and wall bounce
Houhoko Kyuudankyaku	b, f + P d, d + K	LP=short, HP=long LP=short and 3 hits, HP=further and 4 hits
Supers		
 Resshin Saihaiken Oukagiten Enbu	qcf + LP+HP 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	НР+НК	

\* \*\*

 LP - Red jacket, Blue t HP - Blue jacket, Yello		
HK – Yellow jacket, wit	w trim	
Throw		
Chokeslam	LP+LK close	
Basic Moves		
Body Splash Axle Handle Smash	ub/u/uf, HP HP	overhead if opponent is in air and relatively close they will floor bounce; overhead
Side Kick	НК	knocks down
Command Moves		
Driving Punch	b + HP	wall bounce
Energy Arc	d + HP	launcher
Shoulder Charge	Dash, HP	
Special Moves		
Jerky Upper	qcf + P	both versions launch, however HP version launches opponent higher
Devastating Straight	LP/HP	press the punch button that corresponds to the initial button used in Smashing Uppercut; wall bounce
Rejection Ride	qcb + P	connects close and is unblockable, however it can be ducked
Wheel Head	b, f + P	HP version does more damage; wall bounce
Supers		
Overheat Full Course	qcf + LP+HP	connects close and is unblockable
Wheelspin Head	b, f + LP+HP	
Beat Rush		
 Final Cab Ride	HP+HK	

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 Dig Fist	ub/u/uf, HK HP	3 hits; overhead floor bounce; overhead;
Dig 1100	111	becomes wall bounce if
		it connects on airborne
Buzzsaw	НК	opponent 5 hits; knocks down
DUZZSAW	л	J HILS, KHOCKS down
Command Moves		
Low Machine Gun	d + LK	6 hits
Blast Kick	b + HP	wall bounce
Heavy Scoop Double Knee Strike	d + HP Dash, HP	launcher
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
	d, d + LK+HK	

Satellite Laser HP+HK

can cancel into Air Dash Jetpack Escape b, b or Air Jetpack Escape f, f in air can cancel into Air Jet Air Dash Escape or another Air Dash Air Jetpack Escape b, b in air can cancel into Air Dash or Air Jetpack Escape HK Punt Kick launcher Command Moves \_\_\_\_\_ b + HP

Heavy Pushb + HPwall bounceSlide Kickd + HKmust be blocked lowButt BumpDash, 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 Shootqcf + LP+HPSugar Rave Limitqcf + LK+HK in air

Candyland Demise HP+HK \* 3.6 Holeman Colors \_\_\_\_\_ LP - Lime Green top, Blue apron trim HP - Dark Gray top, Red apron trim HK - Orange top, Gray apron trim Throw \_\_\_\_ Pancake Slam LP+LK close Basic Moves \_\_\_\_\_ Falling Squash HP 3 hits Chainsaw Thrust ΗK 3 hits Command Moves \_\_\_\_\_ Belly Thrust b + HP wall bounce Chainsaw Uppercut d + HP launcher Belly Slide Dash, HP Special Moves \_\_\_\_\_ qcf + P LP=short, HP=far; if Birdcage this connects with opponent (not blocked) the opponent will turn into a chick and cannot block with the only available movement being ub/u/uf; lasts for 4 seconds Mince Cleaver b, f + P LP=if only one hit connects to the opponent, it becomes a floor bounce; HP=floor bounce Butcher Press d, d + K second part is an overhead Supers \_\_\_\_\_ Maniac Slaughter b, f + LP+HP last part is a wall bounce but it appears Holeman cannot follow up

all parts are overheads

Endless Butcher Press d, d + LK+HK

Wheeler	НР+НК	
* 3.7 Trash		***************************************
Colors		
LP - Orange costume HP - White costume w HK - Blue costume wi	with Blue trim	
Throw		
Strangle	LP+LK close	
Basic Moves		
Broom Spin Flip Kick	НР НК	6 hits launcher
Command Moves		
Dropkick	b + HP	wall bounce
Broom Uppercut Charging Hand	d + HP Dash, HP	launcher
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	<pre>must connect with    opponent (not blocked)    to perform entire    maneuver; launcher</pre>
Release	LP	will launch opponent
General Cleaning	qcb + LP+HP	

Beat Rush		
Garbage Day	НР+НК	
**************************************	****	* * * * * * * * * * * * * * * * * * * *
**************************************	*******	***************************************
	ck skirt, Black top lue skirt, Brown top rown 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 Flip Kick	HP HK	<pre>3 hits 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</pre>
Command Moves		
Trap Wire	b + LK	wire must connect (not blocked) to perform entire maneuver; launcher
Shotgun Dagger Slash	b + HP d + HP	wall bounce 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
Hanging Shotgun	d, d + P	process 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	НР+НК	
* 3.9 Garia		* * * * * * * * * * * * * * * * * * *
LP - White hair, Green HP - White hair, Blue HK - Pink hair, Black	-Green top	
Throw		
 Piranha Feast	LP+LK close	
Basic Moves		
Air Flip Kick	ub/u/uf, HK	2 hits; overhead
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
Moosate Bobian	qcf + LK+HK	entire maneuver
Beat Rush		
Demon Feast	НР+НК	
* 3.10 Zeköo		**************************************
LP - Black hair, Gray HP - Black hair, Brow HK - White hair, Blue	n bottoms	
Throw		
Driving Sword	LP+LK close	
Basic Moves		
Reaching Sword	HP	becomes launcher if it connects with an airborne oppponent, but opponent can still air recover
Command Moves		
Slide Kick Power Slash Sword Uppercut Final Slice	d + HK b + HP d + HP Dash, HP	must be blocked low wall bounce launcher
Special Moves		
Nami Slash Tenshouken	qcf + P d, d + P	LP=short, HP=far 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

Kurofune Raiko Hayate Tenshouken	qcf + LP+HP d, d + HP	
Beat Rush		
Assassination	НЪ+НК	
**************************************	* * * * * * * * * * * * * * * * * * * *	**************************************
=	*******	*************
LP - Red-Orange hair, HP - Red-Orange hair, HK - Red-Blonde hair,	Pink top-Blue top	
Throw		
 Double Team	LP+LK close	
Basic Moves		
Human Wheel Cannonball	ub/u/uf, HK HP	2 hits; overhead 3 hits
Crescent Kick	нк	5 hits
Command Moves		
Dropkick	b + HP	wall bounce
Human Bullet	d + HP	3 hits; launcher
Double Headbutt	Dash, HP	2 hits
Special Moves		
One, Two, Bang	qcf + P	floor bounce with 2 hits, but it appears there is no way to follow up
Guruguru Bang	qcb + P	
Reverse Bang	qcf + K	LK=2 hits, HK=5 hits;
		first punch must
		connect (not blocked) to perform entire
		maneuver
Supers		
 Bokoboko Bang	acf + ID+UD	
Mechyamechya Bang	qcf + LK+HK	first punch must connect
-		(not blocked) to

perform entire

maneuver

Beat Rush \_\_\_\_\_ Double Dive Kick HP+HK \_\_\_\_\_ \* 3.12 Frosty Colors \_\_\_\_\_ LP - Black costume, Gray shoes HP - Blue costume, Blue shoes HK - Red costume, Orange shoes Throw \_\_\_\_ Frost Bite LP+LK close Command Moves \_\_\_\_\_ Double Kick Slide d + HK must be blocked low Frozen Fist b + HP wall bounce Head Slide Dash, HP Special Moves \_\_\_\_\_ qcf + P LP=short, HP=long Frosty Beam Head Hunting qcf + K LK=short, HK=long; will collide with other projectiles as both will be "destroyed" in the process Supers \_\_\_\_\_ Spread Bazookaqcf + LP+HPSweet Manslaughterqcf + LK+HK connects close and is unblockable Beat Rush \_\_\_\_\_ Shattering Ice HP+HK \* 3.13 Jaköo Colors \_\_\_\_\_

LP - Gray hair, Dark ( HP - Red hair, Brown y HK - Blonde hair, Blue	pants	
Throw		
 Driving Sword	LP+LK close	
Basic Moves		
Reaching Sword	НР	becomes launcher if it connects with an airborne oppponent, but opponent can still air recover
Command Moves		
Slide Kick Power Slash Sword Uppercut Final Slice	d + HK b + HP d + HP Dash, HP	must be blocked low wall bounce launcher
Special Moves		
Nami Slash Tenshouken	qcf + P d, d + P	LP=short, HP=far 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		
 Fuujinranbuken	qcf + LP+HP	connects close and is unblockable
Hayate Tenshouken	d, d + HP	
Beat Rush		
Murdering Slash	НР+НК	
**************************************	*****	************************************
Colors	*****	***************************************
LP - Laurel Green cost HP - Blue costume HK - Red costume	zume	

Throw \_\_\_\_ Head Crusher LP+LK close Basic Moves \_\_\_\_\_ Monkey Flip ΗK launcher Command Moves \_\_\_\_\_ b + HP Hammer Smash wall bounce Dash, HP Cannonball overhead Special Moves \_\_\_\_\_ Nara Congo qcb + P LP=short, HP=far; overhead and floor bounce Bolgani-Turn b, f + P LP=short and 5 hits, HP=far and 8 hits Supers \_\_\_\_\_ Tando Nara Congo qcb + LP+HP overhead; wall bounce Bolgani Over Spin b, f + LP+HP initial roll must connect (not blocked) to perform entire maneuver Beat Rush \_\_\_\_\_ From Heaven To Hell HP+HK \* 3.15 Sledge \* Colors \_\_\_\_\_ LP - Red hair, Red pants HP - Gray hair, Black pants HK - Blonde hair, Black pants Throw \_\_\_\_ Chokeslam LP+LK close Basic Moves \_\_\_\_\_

ub/u/uf, HP

overhead

Body Splash

Dig Fist	HP	overhead
Command Moves		
Drop Shoulder Driving Punch Fist Trip Shoulder Charge		HK is a steeper dive wall bounce must be blocked low
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 Wheelspin Head		unblockable
Beat Rush		
Dominating Fist	НР+НК	
* 3.16 Chad-Gram ************************************		Blue trim
Throw		
Heavy Hammer	LP+LK close	
Basic Moves		
Death Spin Big Swat	ub/u/uf, HK HK	3 hits; overhead launcher
Command Moves		
Double Fist Double Palm	b + HP Dash, HP	wall bounce

Special Moves		
Bad Smell Rising Chad	qcf + P d, d + P	LP=short, HP=far LP=short, HP=further
Supers		
 Skydive Chad Chad Missile	d, d + LP+HP qcf + LK+HK	
Beat Rush		
 Violent Chad	НР+НК	
Colors  LP - Purple jacket an HP - Steel Blue jacket HK - Green jacket and *Note that if the wo	nd Brown wolf et and Dark Gray wolf d Gray wolf lf's Guard Meter ever f	Fills and reaches guard break, He can only attack by pointing.
*The wolf cannot be t	thrown	
Throat Rip	LP+LK close	
Basic Moves		
Drill Jaws Double Hind Kick	ub/u/uf, HP HK	5 hits; overhead 2 hits
Command Moves		
Hind Flip Wolf Leap Charging Bite Headbutt	b + HP d + HP d + HK Dash, HP	wall bounce launcher must be blocked low
Special Moves		
Duruuk Suvoborg	qcf + P d, d + P	LP=7 hits, HP=9 hits 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	НР+НК	
* 3.18 Tom Tom	* * * * * * * * * * * * * * * * * * * *	***************************************
	* * * * * * * * * * * * * * * * * * * *	******
Colors		
LP - Blue shirt and	Dark Cray shorts	
HP - Yellow shirt an HK - Light Gray shi:	nd Blue shorts	
Throw		
Tagged	LP+LK close	
Basic Moves		
Ghost Pound	ub/u/uf, HK	floor bounce
Ghost Flip	НК	launcher with small window to follow up
Command Moves		
Heavy Spray Charging Spray	b + HP Dash, HP	wall bounce
Special Moves		
Graffiti Shot	qcf + P	LP=short, HP=long; LP version becomes wall bounce if it connects
Flash Hand	d, d + P	to airborne opponent LP=short, HP=long; launcher

Scribble Rise	qcf + LP+HP	
Mad Painting	qcf + LK+HK	first part must connect (not blocked) to perform entire maneuver
Beat Rush		
Graffiti Sky	НР+НК	
**************************************	* * * * * * * * * * * * * * * * * * * *	*******
	* * * * * * * * * * * * * * * * * * * *	`` ***********************************
Colors		
LP - Brown skull and HP - Gray skull and HK - Gray skull and	Blue trim	
Throw		
Human Spike	LP+LK close	
Command Moves		
Inferno Backfist	b + HP	wall bounce
Flame Uppercut Rushing Flame	d + HP Dash, HP	launcher
Special Moves		
Burning Disc	qcf + P	LP=slow, HP=fast; will collide with other projectiles as both will be "destroyed" in the process
Queuing Upper	d, d + P	LP=short and 3 hits, HP=further and 6 hits
Burst Flare	b, f + P	LP=short and 2 hits, HP=long and 5 hits; HP version is a wall bounce if close enough to one of the actual stage corners
Supers		
 Club Cannon	qcf + LP+HP	
Jank Death Rush	qcf + LK+HK	first hit must connect

(not blocked) to

Supers

maneuver Beat Rush \_\_\_\_\_ Hellfire Punch HP+HK \* 3.20 Rude Boy Colors \_\_\_\_\_ LP - Purple costume with Orange trim HP - Black costume with Yellow trim HK - White costume with Red trim Throw \_\_\_\_ Telekinesis Slam LP+LK close Basic Moves \_\_\_\_\_ HK Side Kick 2 hits Command Moves \_\_\_\_\_ Spiral Sword d + LK in air overhead b + HP wall bounce Orb Blast Energy Uppercut d + HP launcher Smash Fist Dash, HP Special Moves \_\_\_\_\_ Moon slicer qcb + P LP version has overhead properties toward the end of the maneuver Pulse Direct b, f + P small launch window on LP version Double Slash LP/HP press the punch button that corresponds to the initial button used in Pulse Direct; first part must touch opponent to allow this follow up Interceptor qcb + K counter attack; launcher Supers

\_\_\_\_\_

perform entire

		with same moveset;
		perform Super again to morph back
Chaos Sword	qcb + LP+HP	overhead
Pulse Direct	b, $f + P$	
Nuclear Slasher	LP+HP	
Beat Rush		
Orb Slicer	НР+НК	
* * * * * * * * * * * * * * * * * * * *	****	*****
* 3.21 Stealth		*
* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * * *
Colors		
LP - Tan costume		
HP - Dark Gray costume		
HK - Gray costume		
Throw		
Telekenesis Slam	LP+LK close	
Basic Moves		
 Teleport Dash	f, f	can dash past opponent
Slash Swipe	HP	2 hits
Slash Axe	НК	2 hits; overhead
~		
Command Moves		
Dark Fist	b + HP	wall bounce
Slash Uppercut	d + HP	launcher with small
		window to follow up
Gut Punch	Dash, HP	
Special Moves		
Asteroid Flare	qcf + P	LP=slow, HP=fast; will
		collide with other
		projectiles as both will
		be "destroyed" in the
Cosmo Fusion	qcb + P	process LP=4 hits, HP=6 hits; wall
	100 · 1	bounce
Q-ball	d, d + P	LP=short, HP=far; overhead
Magnet Sphere	b, f + P	connects close and is
		unblockable

Cosmo Explosion qcb + LP+HP wall bounce d, d + LP+HP Q Limit Beat Rush \_\_\_\_\_ Cosmic Destroyer HP+HK 4. Codes \_\_\_\_\_ | 4.1 Unlockable Characters | - Clear 8 Beat Rushes in DJ Practice mode. Then play Arcade mode. Frosty Finish a match with a Beat Rush Fever on Frosty's stage. He will then challenge you. Defeat him to unlock him. - Clear 24 Beat Rushes in DJ Practice mode. Play Arcade mode and Jaköo defeat Jaköo to unlock him. Baron-Volt - Beat Arcade mode twice to unlock him. - Beat Arcade mode four times to unlock him. Sledge 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. - Clear 40 Beat Rushes in DJ Practice mode. Play Arcade mode and Rudebov defeat Rudeboy to unlock him. Stealth - Beat Arcade mode six times to unlock him. | 4.2 Other | 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. \_\_\_\_\_ 5. Conclusion \_\_\_\_\_\_

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-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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