

# Suiko Enbu FAQ/Move List

by Fire\_Pro\_Fan

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FAQ by: Fire\_Pro\_Fan

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Originally released in Japanese arcades in 1995, Suiko Enbu is a 2D Fighting game created by Data East that featured characters lifted from the 11th century based Chinese novel "Water Margin".

Often compared to the more well known "Samurai Shodown" series, Suiku Enbu features colorful characters, eye catching special moves and one -on-one weapon based combat.

As an added feature, the playstation port of Suiku Enbu also features the inclusion of another Data East character: Makoto Mizuguchi; the main character of the "Fighter's History" franchise.

Many characters in Suiko Enbu would also go on to be featured in the RPG franchise "Suikoden".

This FAQ features:

- \* Special and Desperate Moves for all chaacters
- \* Secrets, unlockables and glitches
- \* Playstation themed button layouts

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\*\*\*\*\* INTRO \*\*\*\*\*

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At 12th century in China when the North Song Dynasty ruled.  
In the group of green surrounded by a natural fortress Shui  
Bo on Liang Shan Bo,108 heroes of rivers and lakes was  
gathering like being tied and cuddled by ropes of fate.  
The warlords are brave and have heroic hearts. Any who have  
superb martial arts are truly called the heroic good fellows.

Today, the leader of Liang Shan, Song Jiang, The Welcome Rain,  
"Yesterday night" receives mandate from heaven to choose the  
number one good fellow. Brothers' martial arts must have been  
rusty! Then, let's start the Liang Shan martial arts contest!

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\*\*\*\*\* CONTROLS & GAMEPLAY \*\*\*\*\*  
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Input legend:  
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U: Up  
D: Down  
B: Back  
F: Forward  
DB: Down-back (used in quarter-circle attacks)  
DF: Down-forward (used in quarter-circle attacks)

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While standing:  
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Many of the fighter's special moves can  
be performed with more than one button  
(QP/MP/FK for example); each button  
varies the special move's speed, distance,  
number of hits and even size.

Square: Quick Punch  
Triangle: Medium Punch  
X: Quick Kick  
Circle: Medium kick  
L1: Fierce Punch  
R1: Fierce Kick  
Back-back - Dash  
Forward-forward - Run  
Back/Forward + Square/Triangle/L1 - Throw (in close range)

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Additional techniques:  
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Square + X - Taunt  
Triangle + Circle - Rest  
L1 + R1 - Throw weapon

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Desperation Moves:  
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A feature that is only accessible in the "Special" portion of the game.

Each fighter has at least one Desperation Move which can be performed when a fighter reaches a low amount of health as an ultra attack.

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Weapon Meter:  
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A health bar located at the bottom of the screen for both fighter's weapons. When either fighter successfully blocks their opponent's attack, their Weapon Meter decreases accordingly.

When a fighter's Weapon Meter is fully depleted (as a penalty for being too defensive during the match) the fighter will automatically lose their weapon and be forced to fight unarmed for the remainder of the fight (all rounds included).

It should be noted that many fighters have skills that can only be performed while the fighter is unarmed during a match.

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\*\*\*\*\* THE MODES \*\*\*\*\*  
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ARCADE	SPECIAL

[Arcade]: play through the settings as features found in the original Arcade cabinet of Suiko Enbu.

[Special]: this version features exclusive console add-ons such as Desperation Moves, improved A.I.,

the hidden boss Chougai (selectable in versus mode) and two additional hidden characters.

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[GAME START]: Arcade mode.

[2P BATTLE]: 1P VS 2P Versus mode.

[OPTIONS]: Adjust various in-game settings and arcade dip switches.

[DEMO PLAY]: Returns to title screen

\*\*\*\*\* THE FIGHTERS \*\*\*\*\*

SHISHIN

Nickname: The Nine Crest Dragon

Alternate name: Shi Jin

Weapon: Broadsword

A warrior that contains a tattoo of a dragon with nine scales on his back. Shishin comes from a wealthy background and contains little experience in the real world.

Special moves:

Fireball: D, DF, F + Square/Triangle/L1

Ground Pound: D (hold for a few seconds) U + X/Circle/R1

Fire Slash: F, D, F + Square

Rising Fire Slash: F, D, F + Triangle/L1

Desperation moves:

Rising Dragon: F, B, DB, D, DF, F + Square

Berserker Rage: D, DB, B, D, DB, B + L1 (without weapon)

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|  RINCHUU  |
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Nickname: Hyoko Head

Alternate name: Lin Chong

Weapon: Hebihoko (Staff)

An ex commanding officer of 800,000 soldiers. Rinchuu bears a heavy burden on his past with acts of betrayal of his close friends and the death of his beloved wife.

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Special moves:  
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Thrust Kick: F + R1

Savage Panther Claw: D. DF. F + Square/Triangle/L1

Staff Kick: D, DF, F + X/Circle/R1

Jump Kick: F, D, F + X

Jump Kick Staff Slash: F, D, F + Circle/R1

Invincible Rapid Fire: Square/Triangle/L1 (tap repeatedly)

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Desperation moves:  
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Spaz Attack: F, DF, D, DB, B + K

Berserker Rage: D, DB, B, F + HP (without weapon)

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|  KOSANJYOU  |
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Nickname: Ichitakeao

Alternate name: Hu San Niang

Weapon: Bokukatana (X2)

The lone female swordsman that is troubled by her feelings for a pitiable man from a past experience.

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Special moves:  
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Flaming Jasmine Wave: D, DF, F + Square/Triangle/R1

Typhoon Slasher: F, D, F + Square

Rising Typhoon Slasher: F, D, F + Triangle/L1

Samsara Kick: D, DF, F + X

Double Samsara Kick: D, DF, F + Circle/R1

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Desperation moves:  
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Vacuum Jasmine Wave: (while jumping) D, DF, F + P

Berserker Rage: (while jumping) D, DB, B, F + HP (without weapon)

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TAISOU
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Nickname: Kamiko Futoshiho  
Alternate name: Dai Zong  
Weapon: Fudakamata (Sickle x2)

A very fast Ninja that specializes in teleportation and aerial fireballs. Despite his reckless demeanor, Taisou cares deeply for his friends.

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Special moves:  
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Flaming Ki Punch: DB, F + Square/Triangle/L1

Ki Bomb: (while jumping) D, DF, F + Square/Triangle/L1  
(By pressing Square, Triangle or L1 quickly, Taisou can unleash up to five Ki Bombs while in the air)

Teleport: F, DF, D, DB, B + X/Circle/R1

Aerial Teleport: F, DF, D, DB, B + Square/Triangle/L1

Majestic Teleleport Attack: F, DF, F + Square/Triangle/L1

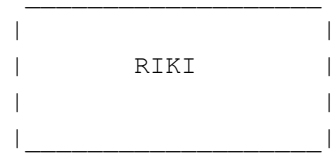
Teleport Ki Bomb: (after Aerial Teleport) D, DF, F + (tap quickly)  
Square/Triangle/L1

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Desperation moves:  
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Shadow Charge: D, DF, F + K (without weapon)

Super Ki Beam: F, DF, D, DB, B, F + HP

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Nickname: Black Whirlwind  
Alternate namen: Li Kui  
Weapon: One-handed Axe (X2)

This giant of a man matches everything with a crazy, impossible and rash personality. Riki specializesin causing tremors that quickly raise shards of rock from the ground.

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Special moves:  
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Mandarin Earth Splitter: D, DB, B + Square/Triangle/L1

Scorching Breath: F, D, F + Square/Triangle/L1

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Desperation moves:  
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Mandarin Death Chop: B, D, DB, F + P

Atomic Earth Splitter: D, DB, B, DB, D + HP (without weapon)

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|      ROCHISHIN      |
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Nickname: Flower Priest  
Alternate name: Lu Zhi Shen  
Weapon: Zenzo (dual edged staff)

A large and brutish fighter who favors alcohol and brawling. Rochishin specializes in long distance attacks and can perform a rapid staff strike special mid-air.

When Rochishin is unarmed, he is able to freeze opponents in a block of ice with his "Freeze Ball Special".

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Special moves:
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Shadow Fist: DB (hold for few seconds), F + Square/Triangle/L1

Shadow Twin Fist:(after Shadow Fist connects) DF, F + Square

(In special mode, Shadow Twin Fist can be executed simply by pressing Square after Shadow Fist has successfully connected.)

Manchurian Fang: B, DB, D, DF, F + Square/Triangle/L1

Silkworm Slash: (while jumping) F, B, F + Square/Triangle/L1

Freeze Ball: (without weapon) D, DB, B + any attack button

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Desperation moves:
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Super Earth Scorcher: (close range) B, D, DB + P

Manchurian Meteor Fang: F, B, DB, D, DF, F, D, DF + HP (without weapon)

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|      KOUSONSHOU      |
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Nickname: Mr. Spirit  
Alternate name: Gong Shun Sheng  
Weapon: Tao controlled manipulation

An elderly Tao Priest with a light-hearted



demeanor. Kounsonshou manipulates a giant spirit as his main source of attack.

Kousonshou's nickname "Mr. Spirit" could also be a reference to the classic Chinese Comedy-Horror movie series "Mr. Vampire".

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Special moves:  
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Earth Scorcher : D, DF, F + Square/Triangle/L1

Slide Attack: D, DF, F + Circle/X/R1

Meteor Strike - B (hold for few seconds) F + Square/Triangle/L1

Spirit Slide Kick - B (hold for a few seconds) F + X/Circle/R1

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Desperation moves:  
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Super Meteor Strike: (while jumping) D, DF, F + P (without spirit)

Pinball Bounce: D, DB, B, D, DB, B + HP

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BUSHOU
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Nickname: Ascetic Warlord  
Alternate name: Wu Song  
Weapon: Tonfa (2X)

Legends state that this secluded warrior was strong enough to kill a full-grown Tiger with his bare hands.

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Special moves:  
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Shredding Talon: D, DB, B + X/Circle/R1

Crushing Tiger Claw: F, D, F + Square/Triangle/L1

Rushing Dragon: D, DB, B + Square/Triangle/L1  
(can be repeated up to three times)

Doomsday Dragon: B, DB, D, DF, F + Triangle/L1 (Throw)

Axe Kick: F, DF, D, B, DB (x2) + X/Circle/R1

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Desperation moves:  
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Tiger Drill: F, D, DF + P (without weapon)

Tiger-fighting Hero: (after losing ound with weapon)  
(hold) Square + Triangle + L1

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GENSHOUJI
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Nickname: Tai Sun  
Alternate name: Ruan Xiao Er  
Weapon: Water contortion

The eldest of the three water brothers.  
He is a smart bargainer that specializes  
in telepathically controlling free water.

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Special moves:  
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Shao Lin Slash: DB (hold for few seconds) F + Square/Triangle/L1

Skull Crusher: D (hold for a few seconds) U + Square/Triangle/L1  
(catches a jumping opponent and slams them to the ground)

Shao Lin Crescent: F, D, F + X/Circle/R1

Water Torture: B, DF, F + X/Circle/R1  
(X/Circle or R1 must be held to continue  
controlling the water puddle. Pressing Left  
or Right moves the water puddle and Square/  
Triangle or L1 allows the water puddle to attack.  
Releasing X/Circle or R1 will automatically cancel  
this move).

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Desperation moves:  
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Tsunami Strike: D, DB, B + P

Phoenix Rush: D, DF, F, D, DF, F + HP (without puddle)

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| GENSHOUGO |
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Nickname: Short Jiro  
 Alternate name: Run Xiao Wu  
 Weapon: Water contortion

The second eldest of the three water brothers.  
 This eccentric fighter uses fish and frogs to  
 attack opponents.

Appearance wise, Genshougo seems to share some  
 similarities with the mythical Japanese water  
 demon "Kappa".

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Special moves:
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Nunchaku Rage: Square/Triangle/L1 (tap quickly)

Punishing One-Two: D, DF, F + Square/Triangle/L1

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Desperation moves:
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Brilliant Storm Drop: D, DB, B + K

Rising Phoenix: B, F, D, DF, F, D, DF + HP (without weapon)

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| GENSHOUICHI |
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Nickname: Active water  
 Alternate name: Ruan Xiao Qi  
 Weapon: Water contortion & club (X2)

The youngest of the three water brothers.  
 A handsome and somewhat narcissistic fighter  
 who uses clubs and water techniques.

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Special moves:
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Nunchaku Rage: Square/Triangle/L1 (tap quickly)

Shao Lin Slash & Burn: B (hold for few seconds)  
Forward + Square/Triangle/L1

Shao Lin Crescent: F, D, F + X/Circle/R1

Phanton Cyclone Stinger: F, DF, D, DB, B + Triangle/Square/L1

Mirage Roll: F, DF, D, DB, B + Circle/X/R1

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Desperation moves:  
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Thunderstorm Arc: F, D, DF + P

Yama Phoenix: B, F, DF, D, DB, B, F + HP (without weapon)

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KOENSHAKU
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Nickname: Twin Whip  
Alternate name: Huyan Zhou  
Weapon: Lightning bolt

An unplayable sub-boss that rides horseback.

Koenshaku has only one attack, a special lightning bolt that will kill the player in a single hit if the time limit decreases to 20 seconds.

Even when playing as Koenshaku (using a hack), the lightning bolt attack cannot be performed manually by the player.

Defensive-wise, normal attacks will not damage Koenshaku. The fighter must use special moves in order to hurt Koenshaku.

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CHOUGAI
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Nickname: Intermediate Tower

Alternate name: Chao Gai

Weapon: Black magic

The former head of the Liangshan clan until he was murdered. After many years, Chougai returns from the grave to take his place as the final boss of the Suiko Enbu tournament.

Attack-wise, Chougai does not use a weapon and has no weapon meter. Aside from creating blasts of fire, Chougai can also summon miniature versions of himself to distract opponents.

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Special moves:

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Spirit Flying Kicks: D, DB, B + Triangle

Spirit Slide Kicks: D, DB, B + Square

Dashing Kick: D, DB, B + X/Circle/R1

Flame Wave: D, DF, F + Square

Large Flame Wave: D, DF, F + Triangle

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Desperation moves:

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Transform: (Hold) Square + Triangle + L1  
(after being K.O.'ed in a match with at least two rounds ...otherwise, Chougai's transformation will not work)

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CHOUGAI
(Final Form)

Nickname: Intermediate Tower

Alternate name: Chao Gai

Weapon: Black magic

After losing the first round, Chougai becomes enraged and unleashes his true power.

In Chougai's final form, Chougai's speed and fireball skills have improved immensely; enabling Chougai to pull off highly damaging combos with ease.

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Special moves:  
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Ki Wave: F, D, F + Square/Triangle/L1

Dashing Kick: D, DB, B + X/Circle/R1

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Desperation moves:  
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Dark Ki Beam: F, DF, D, DB, B, F + P

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MIZOGUCHI
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Full name: Makoto Mizoguchi

Weapon: Unarmed

A hidden fighter that originates from another Data East 2D Fighting franchise by the name of "Fighter's History".

Like Chougai, Mizoguchi has no Weapon Meter and can also perform both of his special attacks in the air.

As a secret character, Mizoguchi was originally featured in the Playstation port of Suiko Enbu.

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Special moves:  
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Fireball: D, DF, F + Square/Triangle/L1

Flying Kick Rush: D, DB, B + X/Circle/R1

Aerial Fireball: (while jumping) D, DF, F + Square/Triangle/L1

Aerial Flying Kick Rush: D, DB, B + X/Circle/R1

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Desperation moves:  
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Sheep Curse: F, DF, D, DB, B, F, D, DF + Triangle + Circle

\*\*\*\*\* SECRETS, TIPS & TRICKS \*\*\*\*\*

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Play as Mizoguchi:  
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At the title screen, press: Up, Down,  
Left, Right, Down, Up, Right, Left,  
L2, R2.

If done correctly, a voice clip of  
Mizoguchi shouting will be heard;  
unlocking Mizoguchi as a playable  
character in "2P BATTLE MODE".

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Change a fighter's skin tone:  
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In Arcade or Special, choose "GAME  
START" mode. Now, at the character  
selection screen, hover over any  
fighter and choose their costume color.  
While holding the button for the color  
chosen, press Left or Right to alternate  
the fighter's skin tone.

Releasing both buttons at the same time  
(or waiting for the counter to reach  
zero will confirm the fighter's change  
in costume color and skin tone.

=====  
Beginner mode:  
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Hold L2 and R2 at the Special version of  
"GAME START" mode's character selection  
screen to change the game's settings to  
"Beginner mode".

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Fight against Chougai (first form):  
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Defeat all regular opponents in  
"GAME START" mode under Arcade or  
Special settings.

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Fight against Chougai (second form):  
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Defeat Cho Gai (first form) in Arcade or Special modes with a minimum setting of three rounds (default).

=====  
Avoid fighting Chougai (second form):  
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In the options menu, set the number of rounds to one. Once Chougai is defeated in his first form, he will be unable to transform into his final form making Arcade or Special modes easier to defeat.

=====  
Fight against Koenshaku:  
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Defeat all regular opponents in "GAME START" mode under Special settings without losing once under any difficulty.

After all regular opponents have been Defeated, Koenshaku will appear as a special sub-boss before Chougai.

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Koenshaku character data:  
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When hacking the Arcade port of Suiko Enbu, it is possible to locate an unfinished character known as "Koenshaku". Unlike the horse-back riding boss that appears in the console ports, this version of Koenshaku is simply a glitched Shishin with Chougai's undead skintone.

It is believed that the character Koenshaku was originally planned to be part of the Arcade port yet, for some reason only made it to Suiko Enbu's "special" mode.

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\*\*\*\*\* CREDITS \*\*\*\*\*



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[PuroGeek]: for inspiring me to create my own FAQs.

[patorjk.com]: for providing the title template for  
this FAQ.

[ arcadehistory.com, ]: for a valuable wealth of  
[ gamingwikia.com ] background information,  
[ hardcoregaming101.com, ] codes and special inputs.  
[ magic knight ]

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\*\*\*\*\* CONTACT \*\*\*\*\*

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