

Tobal No. 2 (Import) Dryads Move List

by Richard Uyeyama

Updated to v1.1 on Feb 23, 1999

Tobal 2 (Square, 3D Fighting Game, PSX)

Dryad Moves List

V1.1 2/23/99

Written by: Richard Uyeyama (ru e ama best.com)*

* Instances of the letter "y" and the "at" symbol have been removed (replaced with spaces) from the above e-mail address in order to prevent unscrupulous UCE (unsolicited commercial e-mail) bot processes from adding to the amount of e-mail I already get...

The latest version of this file can be found at:

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0. Document History

V1.1: 2/23/99

Added G+H, *L, f, f+M, *b+M

Added G+H, *L, *b+M

Minor editing in a couple places

I. Basic Stuff

I.1 About this document

This document is an informational resource for the Sony PlayStation 3D fighting game (J version; there is no U/C version currently) Tobal 2. More specifically, this is a moves list for the Tobal 2 character Dryad. I'm not gonna be covering combos, btw... just moves. =)

Move descriptions were written for contextual reference purposes. These are not their official names... =)

If anybody finds any further Dryad moves (or any corrections/clarifications to what I've already listed), feel free to let me know...

I.2 A few words about Dryad

Dryad is #113 in the monster list. She can be found in the "Castle" dungeon in Quest Mode (capture her with a Purple Gem to make her playable). Dryad has 3 losing poses, but only 1 win pose...! However, unlike the humanoid characters on the main character bar, Dryad can actually walk backwards without tripping over her own feet... ^^;

So... what's a dryad? A dryad is a wood nymph. Nymphs, btw, are mythological creatures that are sort of like female nature spirits.

Related creatures in the monster list are: SHILPHID (112) and UNDINE (117) (sylphids, or sylphs, are air nymphs; undines are water nymphs). Shilphid and Undine have fighting styles very similar to Dryad's, so most of the moves below should also work for them... but do note that there may be some differences here and there...

I.3 Notation and stuff

In denoting d-pad positions and movements, I'll be using the following notation:

n	neutral	Here's a visual chart:						
u	up							
d	down			u		u		
f	forward		ub	uf		uf	ub	
b	back	b		n	f	f	n	b
df	down-forward		db	df		df	db	
db	down-back			d			d	
uf	up-forward							
ub	up-back							
		(facing right)			(facing left)			

Lowercase means a short movement/duration (or a tap), and uppercase means to hold it in that direction for a longer duration.

Here are some other abbreviations and symbols I may employ:

- L low attack button
- M mid attack button
- H high attack button
- G guard button
- J jump button

bg background
 fg foreground
 cw cartwheel
 BACK noted move ends with Dryad with back towards opponent
 SIDE noted move ends with Dryad with side towards opponent
 sfc "standing from crouch"
 + at the same time as
 , then
 = a "then" that links commands yielding a single action
 / or
 * timing data has been noted for following move

As far as the timing data, the numbers used were obtained from the "SPECIAL" Controller Data option in Training Mode ("Controller Data" is the third option from the top in the Training Mode menu (press START in Training Mode). The timing numbers below indicate the amount of time between the noted move and the move previous to it. The range indicates the timing numbers which should allow the move to work... Note: Timing data is not necessarily guaranteed to be 100% accurate, though I have tried to keep the numbers as accurate as I can...

Finally, any description with (l) or (r) in it means that the move *usually* will move in the direction of Dryad's left or right (respectively). Note that the move will sometimes go in the other direction; I think the camera angle may have something to do with this...

 II. The Moves

Key:

Command	description	notes
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II.1 Regular Moves

(Dryad is facing opponent)

L, *L, *L	two-leg sweep left leg hook sweep (see G+L)	Timing: 47-55 Timing: 47-49
L, *L=M	two-leg sweep backwards flip kick	Timing: 47-55 + 1-9
L, M, *f+M	two-leg sweep flip kick reverse flip kick	BACK Timing: 49-64
M, M	spin chop spinning axe kick	
M, H	spin chop hop chop	
H	one-legged palm thrust	
G+L, M, H	hook sweep hook kick high hook kick	
G+L, *b+M	hook sweep (see sfc-M)	BACK, Timing: 39-49
G+H, *L	jump spin side kick	

	sweep spin	Timing: 34-54
above move (G+H,*L), then one of the following:		
f+M	(see f+M)	
*f+M	(see sfc-M)	BACK, Timing: 49-59
*f+H	(see G+H)	Timing: 39-49
f, f+M	forward cartwheel	
*b+M	(see b+M)	T: 105-112 (from *L)
*b+M	(see sfc-b+M)	Timing: 49-72
*b+H	(see b,b+H)	Timing: 39-49
f+M	forward flip kick (w/kiai)	
f+H, (H,)L,M,H,H,L	high kick (high kick) low kick mid kick high punch high punch hop hook sweep	
f+H, (H,)L,M,H,H,L=H	k, (k,)k,k,p,p flying hook kick	
f+H,H,M,H,H,L	high kick high kick pause & mid kick high punch high punch hop hook sweep	
f+H,H,M,H,H,L=H	(k,k,p-k,p,p) flying hook kick	
f, f+M, *b+M	forward cartwheel (see b+M)	Timing: 61-69
f, f+H, *M	flying kick reverse flip kick	BACK Timing: 49-73
b+M	backwards flip kick	
b,b+M	forward flip jump	BACK, if leap over
b,b+M,*f+H	forward flip jump (see b,b+H)	Timing: 49-64
b,b+M,*b+M	forward flip jump rev.flip k. to (l) side	SIDE, Timing: 49-64
b,b+M(over),*f+M	forward flip jump over reverse flip kick	BACK Timing: 49-64
b,b+H, (*b+L),*f+L,*f+H	forward flip double kick (two-leg sweep) breakin' sweep (see b,b+H)	(Timing: 26-54) Timing: 27-54 (15-54) Timing: 17-88
u+M / d+M	diagonal forward flip jump	(u - bg; d - fg)
u+H / d+H	(see b+M)	
u,u+M / d,d+M	diagonal forward cartwheel	(u - bg; d - fg)
above move, then:		
*f+L	(see G+L)	Timing: 54-59
f+M	(see f+M)	
f+H	(see f,f+H)	
b+M	cw to Dryad's right	(usually to the r.)
b+H	(see b,b+H)	
(d,)u,d,u...	cw back and forth...	Timing: 48 or less
u,u+H / d,d+H	high kick (see f+H)	(d-pad to Dryad's r.)
J+L	flip forward	

J+M	jump kick
J+H	jump-spin chop
J,L/M/H	hop kick

II.2 Running Moves

(f,F to run towards opponent)

M	(see regular b,b+M)
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II.3 Standing From Crouch

(execute these moves while going from a crouch to a standing position)

M, *f+M	backwards flip kick	BACK
	reverse flip kick	Timing: 49-64
*M=f	f.flip kick to (l) side	Timing: 1-8 + 1-2
*M=b	backflip to (r) side	Timing: 1-8 + 1-2

Note: M=f/b can also be done after any move labeled "sweep", except for the two-leg sweep, the breakin' sweep, and the grapple sweeps; the timing, however will be a bit more lenient than above; for example, G+L,*M=f/b will have timing of about (I haven't checked for precise numbers): 44-65 + 1-10.

H	(see regular b+M)
b+M	backflip

II.4 Back Turned

(Dryad is facing away from opponent)

M	flip jump away
(sfc) M	reverse flip kick

II.5 Grappling Moves

(G+M (or d+G+M) to grab; hold G during the following moves)

From opponent's

front: L	kick leg
M	throw
H	punch face
b+M	suplex
u/d+M	side throw

back: L	hook sweep	BACK
M	backdrop	
H	side kick in back	

left: L	roundhouse sweep
M	arm pull
H	downward elbow to head

right: L	hook sweep
M	flip throw
H	fist to the face

Special grappling move against Chocobo, and related creatures:
front: f,f+G+M ride in circles dizzies both

III. Thanks and Stuff

Thanks to:

John Cavallaro, for finding some Dryad moves (G+L,*b+M; some stuff following G+H,*L; f+H,H,M; b,b+M,*f+H/*b+M; b,b+H,(*b+L),*f+L,*f+H...) that I'd somehow missed... =)

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