

Wu-Tang: Shaolin Style FAQ/Move List

by Professor Revolution

Updated to v2.5 on Mar 11, 2000

Wu Tang:Shaolin Style FAQ v2.0
by Professor Revolution(ProfRev777@aol.com)
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Revision History:

v2.5(3/11/00)
-4 Combos from Tweek(wipeout@primus.com.au)
-Mong Zhu tip from Sean Mounts(sam76ermounts@hotmail.com)
-Tweek,Al Amaloo, and Sean Mounts to Thank You's
-A little cleaning up of grammar, appearance,etc.

v2.0(1/20/00)
-Combos for RZA and Method
-Tips on beating the bosses
-Thank You section
-Hauled over the appearance a bit

v1.0(11/30/99)
-Added descriptions of the 36 Chambers.

v.0.5(11/23/99)
-Started this document.

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- 2.Basic Controls and Gameplay
- 3.Character Combos
- 4.The 36 Chambers
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1. INTRODUCTION

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Wu Tang:Shaolin Style is a great fighting game by Activision that features the Wu Tang Clan. I'm not a big fan of rap, but I dig The Wu's Music. Even if you don't like their music though, this game offers enough to keep you playing.

This is the first playstation fighting game to allow for 4 Players at once, it's also very bloody and gruesome. A combination for fun!

You need a code to bypass the Parental Lockout at the beginning to view the bloody stuff. It's listed in the Manual but in case you don't have one(or you're a low-down stealing thief using a CD-R), the code is: /\ O X X [] /\ O []

Please note that a number of people have E-mailed me about the German verison of the game, and I'm sad to say that it seems as though you can't enter the blood code for that version, due to some German Law against video game violence to humans or something. Bummer for you guys :-)

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2. BASIC CONTROLS AND GAMEPLAY
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The controls are like a simplified Tekken. [] and /\ are your punches, and X and O are the kicks. Each character has at least two throws, which are done by pressing []+X or O+/\(ala Tekken again). Each fighter also has a switch move done by pressing []+O, as well as a taunt performed with /\+X.

You can dash in any direction by hitting the D-Pad twice in that direction. Various moves are performed by hitting either chains of buttons or buttons and d-pad presses. I suggest you take some time and use each fighter in the Practice Mode and learn most of their moves. There aren't that many for each character so it's not that hard to become quite skilled with all the fighters, unlike some other, more complicated fighting games.

An important factor to remember is that your movement is positiona, meaning everytime you hit "right" on the D-pad you won't always move to the right on the screen. You have to take into account which way your fighter is facing and where the opponent is as well.

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3.CHARACTER COMBOS
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The first combos for each character are the ones that will allow you to open up all the combo based Chambers(Main Combo). Most of them go up to or beyond 10 hits, so for those chambers that only require 6 or 7 hits, just stop once you reach that number. Simple eh? In the future I'll be adding more varied combos. Feel free to send in your favs! Full credit will be given of course^_^

Key Move: The Key Move is the one that starts the combo, it's like a launcher in Marvel vs Capcom. Each character has two or three launchers, but I've chosen what I feel is the best for each character in terms of ease of use, hit probability, and of course, time allowed for juggling.

Also note that these combos require you to have your enemy with his/her back near the wall to complete fully. Again, these are combos to help you open up the Chambers mainly, but they can also be used in Vs. fights and whatnot. While I give the commands you'll still have to work a bit at getting the timing down, it's not that hard though.

The other combos vary in hits and damage, and if they were sent in by someone their name and/or E-mail address will be listed above it.

KEY:

/\--Triangle Button
[]--Square Button
X--Cross Button
O--Circle Button
Cr-Crouch Button

-> Toward opponent
<- Away from opponent
dn Down
up Up
+ press simultaneously(ex: /\+[] or ->+O)
-> O means hit the direction slightly before the button
->+O means to hit them at the same time

COMBOS:

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RZA

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Main Combo(key move: -> O O)

->O O, [] [], [] [], Cr+X, [] []

Other Combos:

(From:hfs6ms@hotmail.com)

->+OO, []/\, []/\, dn -> []+\, dn -> []+\, <- dn -> [], dn -> []+\

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GZA

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Main Combo(Key Move: -> O)

->O, [] [], [] [], [] []. Cr+X, [] []

24 hit Combo From Tweek(wipeout@primus.com.au)

-> [] O, -> [] O, [] [], [] [], <- -> X /\, [] [], [] [], [] [], <- -> X /\ /\

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Inspectah Deck

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Main Combo(Key Move: -> -> /\)

-> -> /\, [] [], [] [], [] [], Cr+X, Cr+[] [] [] []...

Combos from Tweek(wipeout@primus.com.au)

17 Hit Combo

-> -> /\, -> /\, -> /\, -> /\, -> /\, Cr+X, [], [], [], [], [], [], X

14 Hit Combo

-> -> /\, -> /\, -> /\, <- up -> dn /\

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Masta Killah

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Main Combo(Key Move: []+\)

[]+\, []+\, []+\, [], [], [], Cr+X, Cr+[] [] []...

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UGod

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Main Combo(Key Move: -> [], []+\)

-> [], []+\, [] /\, [] /\, [] /\, Cr+O, Cr+\ /\

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Method Man

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Main Combo(Key Move: -> [] [])

-> [] [], /\ /\ /\...

Other Combos:

(From:writepablo@earthlink.com)

dn ->+X, when opponent hits floor Cr+X, X, X, X...

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Ol' Dirty Bastard

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Main Combo(Key Move: ->/\)

->/\, /\ /\ /\ /\, ->O O, [] [] []

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Raekwon

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Main Combo(Key Move: /\ [] O)

/\ [] O, [] [], [] [], [] [], Cr+X, Cr+O O O...

18 Hit Combo from Tweek(wipeout@primus.com.au)

->+/\ /\ O, ->+/\ /\ O, [] [], /\ [] O, Cr+X,cr /\, [] [],/\ [] O

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Ghostface Killa

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Main Combo(Key Move: -> O)

->O, ->O, ->O(or ->+O), /\ /\, Cr+X, Cr+[] []

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4. The 36 CHAMBERS

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The key to unlocking all the secrets in this game lie in the 36 Chambers. Your goal is to open up all 36 for each of the Wu Tang Clan members. While they all receive different secrets and bonuses for opening the chambers, the chambers themselves are opened the same way for everyone. The following describes how to open each Chamber.

Chamber 1--Enter the first fighting area

Chamber 2--Defeat Courtyard Bonus Area

Chamber 3--Complete 2 Levels in a row without continuing

Chamber 4--Perform a 4 Hit combo

Chamber 5--Beat "Under the Bridge" level

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Chamber 6--Complete 4 Levels in a row without continuing

Chamber 7--Perform a 5 Hit combo

Chamber 8--Perform a 6 Hit combo

Chamber 9--Perform a Swap Move([]+O)

Chamber 10--Perform a 7 Hit combo

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Chamber 11--Perform an 8 Hit combo

Chamber 12--Perform a 9 Hit combo

Chamber 13--Perform 4 Throws in 1 match

Chamber 14--Perform Fatality 2

Chamber 15--Eliminate 3 enemies while "Powered Up"

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Chamber 16--Block 5 enemy attacks in a row
Chamber 17--Beat Barge Bonus Area
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Chamber 18--Evade all enemies for 15 seconds
Chamber 19--Use the Power Meter(all 4 face buttons when Meter is full)
Chamber 20--Beat Warehouse 1 Bonus Area
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Chamber 21--Perform a Tech Roll(Block button as soon as you hit the ground)
Chamber 22--Beat Warehouse 2 Bonus Area
Chamber 23--Beat Chinatown Square Bonus Area
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Chamber 24--Beat China Sewers Level
Chamber 25--Perform a 10 Hit combo
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Chamber 26--Beat Airport Hangar Level
Chamber 27--Complete 1 Level without losing a life
Chamber 28--Perform Fatality 3
Chamber 29--Complete 6 Levels in a row without continuing
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Chamber 30--Complete 8 Levels in a row without continuing
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Chamber 31--Beat Forgotten Temple Level
Chamber 32--Beat Shaolin Temple Level(Lei Gong)
Chamber 33--Complete 10 Levels in a row without continuing
Chamber 34--Perform Fatality 4
Chamber 35--Eliminate an enemy without losing any energy
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Chamber 36--Beat Mong Zhu(Inner Sanctum, must have all other Chambers open)

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5. Fighting Lei Gong
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Lei Gong is the Sub-Boss of the game. He's found in the Shaolin Temple in the last level. For some characters he;s nearly impossible, for others he;s a piece of cake. In this section I hope to accumulate some helpful, character specific, tips on how to defeat this guy.

General Tips:

1. Play evasively, make him make the first move then react and counter. You want to stay from him as much as you can then move in when you see an opening.
2. When you DO see that opening, juggle, juggle, juggle! This is important for two reasons. The damage and the fact that juggling builds up your Rage Meter quickly. The Rage Meter is key to beating Lei Gong
3. If Lei Gong's meter is full, avoid him more than ever! He's hard enough as it is, and with the extra power of the Rage Meter, he can plow through your lives quick, fast, and in a hurry!

<<more to come>>

Contributed Tips:

1. Cheap n Easy!(From nomadicextortion@hotmail.com)-It's simple, just back into a wall and constently hit down on the pad. Since the room is round you won't get trapped up in a corner, and just let Lei keep trying to attack you. Once he misses, hit him with a combo or special move of your choice! Cheesy I know but it works.

<<more to come>>

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6. Fighting Mong Zhu
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Mong Zhu is the main boss of Shaolin Style. Again, for some characters he's pretty easy while others really struggle with him. Just like the Lei Gong section, I plan on putting some character specific tips on beating this guy here.

I haven't played him much yet, but here are some helpful tips from fellow gamers:

1.(From Harry87699@aol.com)-I found that when beating Mong Zhu with Dirty, you must wait for him to make the first move, once he does start off the 10 stringer and then back away. If he starts to see it coming then try the spinning kicks combo or the flip kick into Thai fist. I think Mong Zhu is easiest defeated with Dirty, while with Method man i had back him into a corner and keep hitting triangle. if you tap triangle fast enough, he cant get a move off.

2.(From sam76ermounts@hotmail.com)-The use of the dn->+X 0,/\//\... and the ->[] []/\//\... combos against Mong Zhu and everybody else up to him should make Wu-Tang: Shaolin Styles a fairly easy game if you use Method Man. When Mong Zhu gets powered up keep your distance and use the dn->[] move over and over and he will stay away as his rage meter goes away.

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7. Thank You's
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hfs6ms@hotmail.com--For the RZA Combo

wri tepablo@earthlink.com--For the Method Man combo

nomadicextortion@hotmail.com--For the Lei Gong tip

Harry87699@aol.com--For the Mong Zhu tip

Tweek(wipeout@primus.com.au)--For the GZA,Deck,and Raekwon combos

Sean Mounts(sam76ermounts@hotmail.com)--For the Mong Zhu tip

Al Amaloo(About.com VG Guide)--For forwarding the tips and combos sent to him by you nice contributors out there^_^

Thank You to everyone!

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8. Next Revision
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The Next Revision will have more of everything practically. Combos, tips,ect. If you have something you'd like to send in, don't hesitate!

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About the Author
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My E-Mail is ProfRev777@aol.com

MAIL NOTICE:

Now that the tips for beating the bosses are in the FAQ, I will not be answering questions about beating them. Everything I know about them is in the FAQ. A few other Mail guidelines:

1. Questions that are answered in the FAQ already will not be answered
2. I don't know any codes or Gameshark codes so please don't ask
3. Information, tips, and the like are always welcome^_^ As well as a quick "thanks!" or something, they usually brighten up a bad day

My Web Page: Professor Revolution's Joint

<http://members.aol.com/profrev777/index.html>

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