

DOA2
H A R D C O R E™



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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DOA2
HARD CORE

DOA2 Hardcore Prologue

~ Disaster of Tengu at the end of the century ~

A great leader was killed at the end of the 20th century. His name was Fame Douglas, and he was renowned as the sponsor of the legendary world battle championship "Dead or Alive." Since his death—and in the absence of his charisma and leadership--the world has become chaotic. Amid this chaos, it is announced that "DOA2: Hardcore Championship" will be held. However, Douglas' passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of "DOA2: Hardcore Championship," who is fond of conflicts and jealous of the strong, is responsible for Douglas' death. The new promoter is more than just a corrupt mastermind, but a man of pure evil. His involvement in the tournament has brought a sense of terror to the world, resulting in the infamous Tengu Disaster that occurred at the end of the 20th century. The climax of the disaster is about to begin with a roaring battle.

Thank you for purchasing "DOA2:Hardcore" software for PlayStation®2 computer entertainment system. Be sure to read this instruction booklet before you begin playing the game.

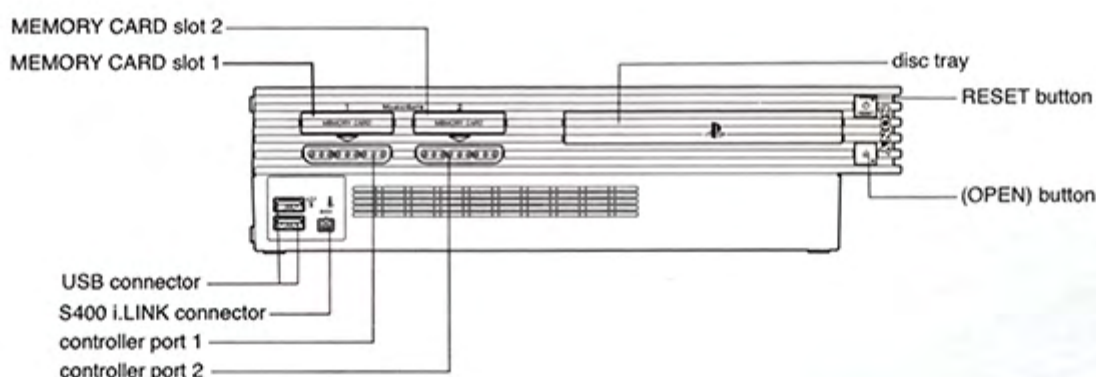
This game can be backed up. Backup requires a memory card (for PlayStation 2) sold separately. Never switch off the main unit or insert/remove memory cards (for PlayStation 2) or controllers while saving is in progress. The game screens used in this manual may differ from those of the actual game.

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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (DOA2 Hardcore) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

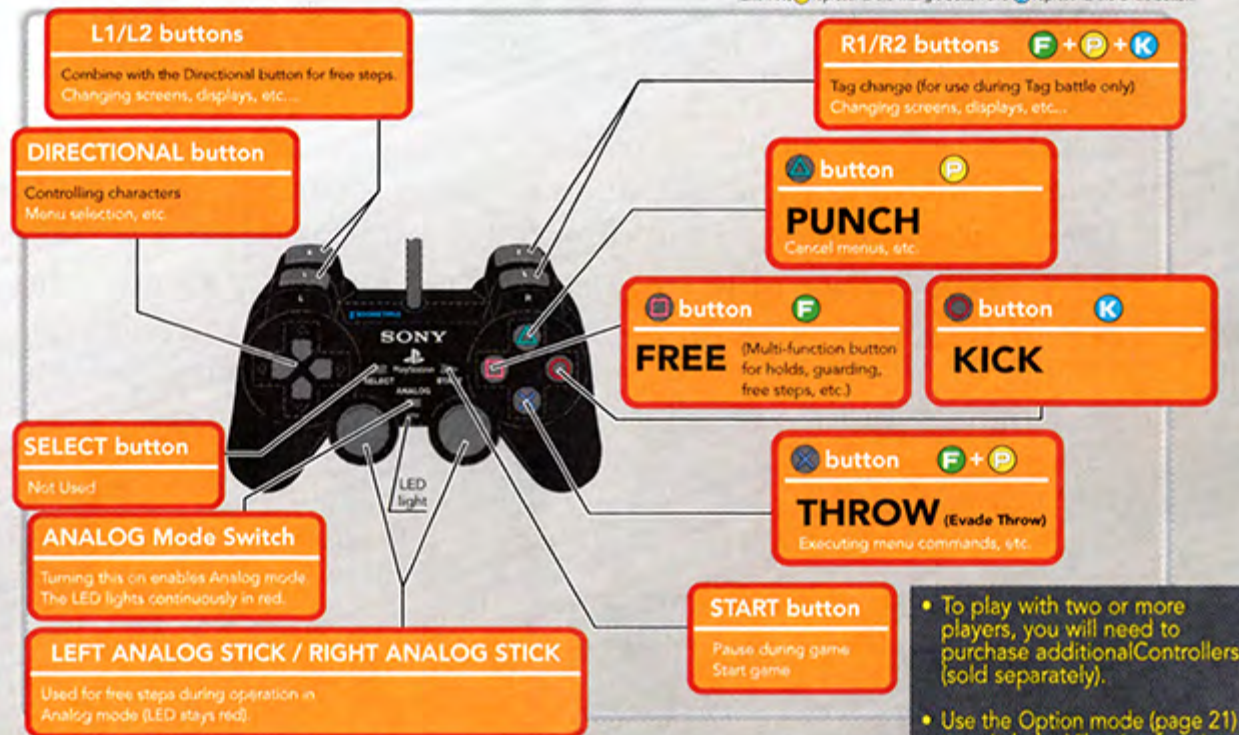
DUALSHOCK™2 analog controller

This game is designed for use by one to four players.
This section describes basic controller operations.

Operations shown in black letters are battle operations.

■ represents the Square button in the game.

Likewise, ▲ represents the Triangle button and ● represents the Circle button.



Game Reset: To reset the game and return to the Title screen during a game, press the START button and SELECT button at the same time.

Starting the Game

Mode Select

Press the START button on the Title screen to display the Mode Select screen. Use the directional buttons to select a mode and press the START button or "X" button.

Character Select

Use the left and right arrows on the directional buttons to select characters. The character's costume can be selected using the Up arrow on the directional buttons when the cursor is on a character in the top row, or the Down arrow when the cursor is on a character in the bottom row. After making your character and costume selection, press the "X" button. Press the triangle button to return to the Mode Select screen.

*Different characters have different number of character colors.





Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

KO: Opponent's health falls to 0.

Time Up: Your health is greater than your opponent's at time up.

2. Draws and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the defending champion is declared the winner.

3. Continue

Press the START button within the allotted time following the Game Over message to issue another challenge.

Battle screen

Set count:

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.



In Tag Battle mode, 1P and 2P each have two life gauges. The display will change so that the life gauge of the character fighting is always displayed in front.



Time:

Time up occurs when this counter reaches 0. The player with the most remaining on his or her life gauge wins.

Life Gauge:

A player loses if his or her gauge drops to 0.

About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.

Exit:

Exit closes the menu and returns to the game.

Reset:

Reset ends the Battle mode and returns to the Title screen.

Victory Icons:

Victory icons appear when a battle has been won (2P battles only). If you win several battles in succession, the number of icons will increase and the shape of the icons will change at one, five, and ten continuous victories. Different characters have different types of victory icons.

Basic Operations

This section explains the basic operations applicable to all characters. Instructions for keys apply when the characters are facing to the right.

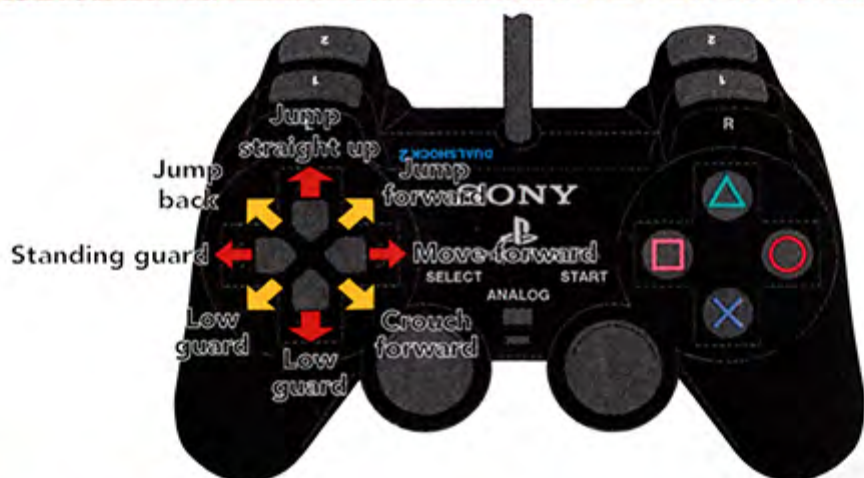
Character Movements

➡ ➡ Forward dash

⬅ ⬅ Backward dash

➡ ➡ Run

⬅ ⬅ Crouching dash



Free Steps

▲ **F** Background movement

▼ **F** Foreground movement

By using the directional button and F button together, you can execute free steps that allow characters to move freely. After entering free-step mode by entering one of the commands, then holding down the F button while operating directional button, you can move freely. If you release the F button or stop using the directional button, the game status will return to normal. The same operation may be carried using the left analog stick/right analog stick on the DUALSHOCK™ analog controller or using the directional button while holding down the L1/L2 buttons.

Legend

The F button shown is the Square button, the P button is the Triangle button and the K button is the Circle button (when default settings are used).

- ➡ indicates a short press of the directional button,
- ➡ indicates a long press.

Strikes

P Punch

K Kick



Each character has its own strike moves. Combining them with the use of the directional button, you can execute various attacks.

Types of attacks

High attack: Hits standing opponents

Middle attack: Hits both standing and crouching opponents

Low attack: Hits both standing and crouching opponents

Super High attack: Hits standing opponents, no guarding

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

← **F** — High and middle guard

↓ **F** — Low guard



Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use left on the directional button. To guard against low attacks, use down. It is also possible to guard using the F button. You can guard against high attacks by crouching and low attacks by jumping.

Throws

F + **P** Ordinary throw

↓ **F** + **P** Low throw



When too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional button in combination with the F + P buttons to execute more powerful throws.



Evade Throw

F + **P** Evading Ordinary throws

(Well-timed) **F** + **P** Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Hold

(Against a high attack) **↗** **F** High hold



(Against a middle attack) **←** **F** Middle hold



(Against a low attack) **↘** **F** Low hold



By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

Arcade Version Holding

The input procedures for holding moves can be changed to reflect the ARCADE version. To change the setting, use the "CONTROLLER SETTING" in Option mode.

The input procedures will reflect PlayStation 2 mode when "Command Type" is set to "PlayStation 2" and ARCADE mode when set to "ARCADE."

(Against a high attack)   High hold

(Against a middle punch attack)   Middle punch hold

(Against a middle kick attack)   Middle kick hold

(Against a low attack)   Low hold

Down Attacks

  +  Down attack   or   Follow-up attack

When a character goes down, you can execute a follow-up attack. Use the P or K Button for the follow-up attack, depending on the character.

Down attack

Down attack causes the opponent a bigger damage, but it also gives the opponent a bigger chance to attack while you are trying to use the attack.

Getting Up

1. Press P button several times in succession:
Get up quickly at your present location
2. UP + Press F button several times in succession:
Side roll at back of screen
3. DOWN + Press F button several times in succession:
Side roll at front of screen
4. Press the K button several times in succession while getting up:
Middle kick while getting up
5. Press DOWN + K button several times in succession while getting up:
Low kick attack while getting up

Use the directional button to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

Modes

There are eleven different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you knock out all of the enemies, the game will clear and you will be on your way toward completing it. If another player intrudes during play, you must engage in battle with him or her. If you are using 1P Controller, your opponent can press the START button on the 2P Controller, and if you are using the 2P Controller, he or she can press the START button on the 1P Controller, to launch a surprise attack.

* At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

This mode involves fighting in a race against the computer, in which you'll compete for the time remaining until Game Clear. Conduct a tournament of eight bouts; when Game Clear is displayed, the Result screen will appear. If your total time is in the top ten at Game Clear in Time Attack mode, you can record your name. See "Name Entry" (page 21).

VERSUS MODE

This is a special mode for two-player battles. After each bout, the display returns to the Character Select screen and fighting continues until players exit the mode. By using Options to change settings such as health and the number of sets, you can engage in combat under a variety of conditions.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can fight five tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

- Surprise attack combat OK.
- Tag Battle mode uses the Danger Setup Stage only.
- You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

Play Modes

Tag Battle mode consists of five Play modes. Select a Play mode from among those displayed on the screen, in accordance with the number of players.

P1 vs COM One player

The player uses two characters to battle the computer. (One player)

P1 P2 vs COM Collaboration of two players

Two players form a tag team to battle the computer. (Two players)

P1 vs P2 Two-player battle

Each player uses two characters to battle. (Two players)

P1 P3 vs P2 Two against one

Two players form a tag team to battle a third player. The player who uses Controller 2 will use two characters by him or herself. (Three players)

P1 P3 vs P2 P4 Two against two

Four players split into two tag teams to battle. (Four players)

Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. The combination of team members is the key to victory in four-player simultaneous play.

- * The number of potential players depends on the number of Controllers connected to the controller ports.
- * A maximum of four Controllers will be required. To play the game with two or more players, you'll need to purchase one or more Controllers, which are sold separately. To play the game with three or more players, you'll need to purchase a multitap (for PlayStation 2), which is sold separately.

Rules

Knock out both opponents to win. Use Options to adjust the number of sets.

Tag Change



Tag Change

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combos

When your opponent is floating or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.



Tag Combo

(Move toward enemy) → → **F** + **P** + **K** | — Tag Combo
(Move toward enemy) ← ← **F** + **P** + **K** | — Tag Combo

or

In Tag Battle mode only, two characters can execute tag combos together. These may be initiated by either character. The moves available depend on the character combination. However, tag combos cannot be employed, when one character has already been knocked out.

* Some character combinations have their own special tag combos.



SURVIVAL MODE

This mode is for one player, and involves fighting against the computer until all your health is used up. Points are accumulated in accordance with the clear time and various items that appear during the game, and the goal is to have the highest total score at Game Over. In this mode, your health is partially restored at the end of each round. The key to earning points is to minimize damage while fighting, and to take advantage of any chances for points that come your way.

If and when a Survival mode battle ends and your score is within the top ten, you can record your name. See "Name Entry" (page 21).

* Surprise-attack combat OK

* You cannot Continue in this mode.

* The game will finish at Time up or in the event of a Draw.

Items



5000 points
Carrot



10,000 points
Lipstick



20,000 points
Moneybag



30,000 points
Melon



Minimum health recovery
20,000 points if health is at MAX
e.g. Hamburger



Medium health recovery
30,000 points if health is at MAX
e.g. Rice ball



Maximum health recovery
50,000 points if health is at MAX
e.g. Meat

Different health recovery item is assigned to each character.

Items appear when you knock out an enemy or launch a follow-up attack on an opponent who is down. Obtain items to restore health and accumulate points. There are several types of items, each with their own effect. Items disappear after a fixed period of time.

Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

*There are many other ways to earn points, such as time bonuses and appeal bonuses.

TEAM BATTLE MODE

Players make up teams consisting of several characters and battle in teams. This mode can be used between players or against the computer.

- * Number of team member is selectable from 1 to 5.
- * Matches are in tournament format.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it for training for real battles by practicing holds and developing original mid-air combos.

- * There are no KO's. You can continue training until you exit the mode.
- * Press the START button on the practice screen for the "Menu" that allows you to change settings such as the behavior patterns of the COM. Use the directional button to move the cursor and to select and change settings.

SPARRING MODE MENU

- COM 1ST ACTION: This menu allows player to set the movement of COM (Computer).
- COM 2ND ACTION: This menu allows player to set the movement of COM's counterattack.
- COUNTER: This menu provides on/off of "Counter Hit" indication.
- RESET POSITION: This menu allows player to reset characters at their initial positions.
- CHARACTER SELECT: This menu allows player to return to the "Character Select" screen.
- GO TO TITLE: This menu allows player to quit the "Sparring Mode" and return to the title screen.
- EXIT: This allows player to exit from the Menu screen.

WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until the mode is turned off.

- * Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- * When you want to change characters, pause the game by pressing the START button and choose CHARACTER SELECT.
- * Select RESET to exit this mode.

UPS MODE

UPS (User Profile System) mode allows the user to save and view the players' battle records and various other records using the memory card (for PlayStation 2).

In the UPS mode, an "Individual ID" will be issued to each new file created and it will allow the user to save battle records with each opponent player.

New file

Creates a new file.

Enter a ring name after a file is created.

Viewer

Allows the user to view the battle record and other player records that have been saved in the UPS file.

Edit

Allows the user to edit the ring name.

BATTLE REC. MODE

This mode allows the user to save replays made during the game onto the memory card (for PlayStation 2), and then to view them at any time.

In addition to normal replay, player can also make reverse-replay, pause and change the viewing angle.

OPTION MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."

Name Entry

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name. Use the Direction Pad on the Name Entry screen to select letters and enter your name. Move the cursor to END on the screen and press the "X" button to record your entry.

- * You can view the rankings inside the RECORDS menu in Options.
- * To save records, a memory card (for PlayStation 2) is required.

Option Settings

Players can select OPTION MODE from the Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

These settings control the difficulty of the game and rules. Settings can be adjusted for each mode.

CPU DIFFICULTY: [EASY/NORMAL/HARD/VERY HARD]
Configures the strength (difficulty) of COM

CPU MATCH POINT: [1/2/3/4/5]
Sets the number of sets required for victory against COM

VS MATCH POINT: [1/2/3/4/5]
Sets the number of sets required for victory against other players

CPU LIFE GAUGE: [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO-LIMIT]
Sets the stamina level of COM

VS LIFE GAUGE: [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO-LIMIT]
Sets the stamina level of VS matches

ROUND TIME: [30/40/50/60/99/NO-LIMIT]
Sets the time allotted for a single round

VS STAGE SELECTOR: [OFF/1/2/3/4/5]
Used to turn the Stage Select screen on/off

QUICK SELECTOR: [ON/OFF]
Sets the simple character select screen on and off

LANGUAGE:
Select the language subtitled displayed during the game, with a choice of English, French, German, Spanish or Italian.

DEFAULT SETTING:
Restores default settings

EXIT:
Returns to Option Mode screen

* The items that can be configured differ by mode.

AUDIO SETTING

Settings for game sound

SPEAKER:

Switches between stereo and mono sound

[STEREO/MONO]

BGM VOLUME:

Sets the volume of the background music during the game

SE VOLUME:

Sets the volume of SE (Sound Effects) during the game

VOICE VOLUME:

Sets the volume of character voices

SOUND TEST:

Sound test of BGM during the game

VOICE:

Switches between english and japanese character voices during the game.

CONTROLLER SETTINGS

Used to customize Controllers. Functions can be assigned freely for each button

VIBRATION:

Used to turn vibration on/off

[ON/OFF]

COMMAND TYPE:

Sets the way of the whole operation between "PlayStation®2" mode or "Arcade" mode

[PlayStation 2/ARCADE]

BUTTON CONFIG.:

Switch the setting with left or right directional button holding down the button you want to change the setting of.

RECORDS

Displays the various rankings and player data stored in the memory card (for PlayStation 2)

TIME ATTACK MODE RANKING:

Displays the top ten clear times for Time Attack mode

SURVIVAL MODE RANKING:

Displays the top ten in terms of point/number of opponents beaten in Survival mode

CHARACTER PERCENTAGE:

Displays rankings for each character used in each mode

VERSUS DATA:

Displays battle data such as win/loss status and win ratios for each character used

MEMORY CARD

Used to save/load data such as settings and match records

SAVE DATA:

Saves data on the memory card (for PlayStation 2)

LOAD DATA:

Loads saved data from the memory card (for PlayStation 2). Use the START button to load; all other button functions will be cancelled

AUTO SAVE:

[ON/OFF]

Turns the Autosave function on/off

- * A memory card (for PlayStation 2) is required to save files.
- * 85KB in the memory card (for PlayStation 2) is required to save.
- * Do not switch off the main unit unless the Title screen is displayed.
Do not remove/insert memory card (for PlayStation 2) when Autosave is "ON."
Otherwise, data being saved may be damaged.
- * Do not switch off the main unit or remove/insert memory card (for PlayStation 2), extension units, or Controllers during saving.

EXIT

Exits the Option screen and returns to the Title screen.

Basic battle know-how

The techniques and tips below will help you win DOA2:HARDCORE battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

* The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent – strike or throw – to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counter-attack is launched, doing massive damage to your opponent.

Attacks and defense by the wall

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent or forcing him or her toward the wall, will help turn the fight in your favor. Some throws change if used near the wall.

* Escaping from the Wall

If you are knocked against the wall, you will lean on the wall in a weakened state for a fixed period of time. In such an event, hold the directional button on UP or DOWN as you stand up. This will enable you to stand up while pivoting against the wall..

Off the Edge

Stages such as "The Great Opera" and "The Dragon Hills" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her at the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.

- * When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.
- * The tiered structure will differ depending on the stage. You cannot fall off the edge in some places.
- * Not all attacks allow you to send your opponent off the edge.



Characters

DOA2 H A R D C O R E

!! DOA2:HARDCORE Legend



Symbol	Button Used	Meaning
	directional button	Brief press
	directional button	Long press
	directional button	from neutral position
	directional button	Semi-circle
	directional button	Full circle
	directional button	from neutral position
	Square button	Free button
	Triangle button	Punch button
	Circle button	Kick button
	Simultaneously	Performs the moves to the left & right of this symbol at the same time.
	Pause	Performs the moves to the left of this symbol, pause, and then continue with the moves to the right of this symbol.

Instructions for keys apply when the characters are facing to the right.

Kasumi

~ The Kunoichi of Destiny ~



Complete Move List

Attacks

Tenshu	↖K
Hiru	↑K
Getsurin	↖K
Futen	↑P
Hiten	↖P
Rengou	PPKKK
Renjin	PPKΣK
Renji	PPK↓K
Osen	PPPP
Gessai	PP↖K
Rishu	PP↖PKK
Kyoshu	PP↖PK↓K
Tenshu	PP↖P↖K
Genraku	PP↖P↓K
Engetsu	PP↖KK
Getsuro	PP↖K↓K
T. Rengou	PKKK
T. Renjin	PKΣK
T. Renji	PK↓K
S. Rishu	↖PKK
S. Kyoshu	↖PK↓K
S. Tensyu	↖P↖K
S. Genraku	↖P↓K
K. Osen	ΣPP
K. Ogen	ΣP↓K
Goukyaku	KKK
Jinkyaku	KΣK
Jikyaku	K↓K
Muei	↖↖P↓K

Geshu ↖KK

Roshu ↖K↓K

Roga ↖↖K

Sen P+K

Shitten F+K+K

Shitsuro F+K+↓K

Fukasen ↓F+K

Senka ΣF+K

Mugen ΣΣP

Nagi ↖F+K

Busen ΣΣK

Hakuro ↖KK

Tenbu ↖PK

Riren (With your back facing opponent) KK

Getsuei (With your back facing opponent) ↑K

Kiren (While getting up) K↖K

Kogetsu (While getting up) F+K

Throws

Kahen F+P

Kegon ↖F+P

Youshi (Next to wall) ↖F+P

Tenryu2 ↖F+P

Adachi (Next to wall) ↖F+P

Oboro ΣΣF+P

Hien (Throw combo) ↑F+P↖F+P

Ibara Otoshi (Throw combo) ↖↖F+P↖F+P

Rogai ↖F+P

Hakkato (Opponent's back facing you) F+P

Urahien (Opponent's back facing you) ↑F+P

Hishu (Opponent's back facing you) ↖F+P

Himatsu (Low throw) ↓F+P

Enshu (Low throw) ↖F+P

Holds

Kyoka (Counters your opponent's high attacks) ↖F

Shiraha (Counters your opponent's middle P) ↖F

Shigure (Counters your opponent's middle K) ↖F

Momiji (Counters your opponent's low attacks) ↖F

Madoi (Counters your opponent's middle attacks) ↖F

Mayoi (Counters your opponent's low attacks) ↖F

Down Attacks

Takanotsume ↑P+K

Kawara ↓P

Special Move Attacks

Appeal: Sakura Matoi

↖↖↖F+P+K

Uragake ↖P

Tenbu ↖P

Tag Team Attacks

Oborofutae (When teamed with Hayabusa)

↖↖F+P+K

Oboro2 (Anyone other than Hayabusa, partner makes the attack)

↖↖F+P+K

Ryu Hayabusa

~ Solitary Super Ninja ~

Complete Move List

Attacks

Rengeki	PPP
Kusen	PP←P→P
Mekki	PP←PK
Renki	PPKKKK
Jinpuren	PP↓K
Hatou	PKK
Hatotsu	⇒PKK
Raishin	⇒⇒P
Tentotsu	↑P
Kushin	←P⇒P
Hayou	←PK
Eiuchi	↖P
Jisen	↙PK
Garyu	↗P
Jaki	KKP
Dansya	KKK
Nichirin	↗K
Hagen	↑KK
Tenrin	↖K
Onibishi (While standing)	K
Rijiso	↘KK↓K
Hajya	⇒KK
Jisuberi	⇒⇒K
Jinpugeki	↘K↓K
Jinpurengeki	↘KK↘KK↓K
Riei	↔K
Korin	←K
Maikiri	↗K
Shoryu	↓←K

Soku

Gao	←P+K
Rekku	↘P+K+K
Kikoku	F+K+KK
Jisho	←F+K
Jinkyaku	↓F+K
Zamma	↘F+K
Rakushin (While your back facing opponent)	↑K
Kouten Zuki (During Handstand)	P
Kouten Geri (During Handstand)	↓K
Senba (During Handstand)	KK
Teppo (During Handstand)	P+K
Muso (During Handstand)	F+K

Throws

Juji	F+P
Kubikiri	⇒F+P
Shoro	⇒F+P
Shiho	↘F+P
Yama	←F+P
Hayabusa	⇒⇒F+P
Genei	↔F+P
Rakujinsho	↖F+P
Izuna (Throw Combo)	↖F+P→F+P↖F+P
Uranage (Opponent's back facing you)	F+P
Kandachi (Opponent's back facing you)	←F+P
Rakuryu (Opponent's back facing you)	⇒⇒F+P
Kirimomi (During Handstand)	F+P
Kabuto (During Handstand)	←F+P
Zanshu (Low throw)	↓F+P

Hane (Low throw)

Takitsubo (Low throw, from opponent's behind)	↘F+P
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Holds

Sen Izuna (Counters your opponent's high P)	↘F↖F↖F
Kagedoro (Counters your opponent's high K)	↘F
Rekko (Counters your opponent's middle P)	↖F↖F↖F
Shugeki (Counters your opponent's middle K)	↖F
Yoko (Counters your opponent's low K)	↘F↖F↖F
Koken (Counters your opponent's low P)	↘F

Down Attacks

Naraku	↑P+K
Koga	↓P

Special Move Attacks

Nin	↔↔↔F+P+K
Rin	⇒⇒⇒F+P+K
Rei	↓↓F+P+K
Tenchi	↓P+K

Koten (During handstand)	↓
Urakaze	↘P
Korobi (During handstand)	↔↔
Asuka (While jumping backwards next to wall)	⇒

Tag Team Attacks

Kazaguruma (When teamed with Kazumi)	⇒⇒F+P+K
Sen Izuna (Anyone except Kasumi, partner makes the attack)	⇒⇒F+P+K↖F+P↖F+P

Gen Fu

~ The Legendary Goken ~



Complete Move List

Attacks

Tosho	↑P
Rensui	PPP
Tanhou	↘PP
Kahou	↘P
Banchu	↘PPP
Banhou	↘PPP+K
Osokuha	←PP
Sosuiha	←P→P→P+K
Tonyo	↘P
Tanpa	↘↘P
Koson	↘↘P
Senshippo	↘PP
Koboku	P+K
Yosoku	↔P
Ugyu	↘↘P
Soha	↘P+K
Yoshi-Saiken	↓P+K→P
Toha	←P+K
Rokugo-Riho-Sui	↘P+K
Yokei	↘P+K
Hakujya-Honsui	↘P
Senryu-Ha	↘KPP→P
Keitai	→KK
Chisun	↘K→P

Hansen



Senpu



Tenshin



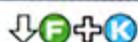
Sokutan



Sohi

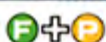


Zensotai



Throws

Juji



Shin-i



Ryuyo (Next to wall)



Shutai



Koukei (Throw combo)



Kokaisan



Umpei (Throw combo)



Tora (opponent's back facing you)



Sokujin (opponent's back facing you)



Batetsu (Low throw)



Ribyo (Low throw)



Juji (Low throw, with opponent's back facing you)



Holds

Taizan (Counters your opponent's high attacks)



Ryukei (Counters your opponent's middle P)



Ryuchō (Counters your opponent's K)



Tensan (Counters your opponent's low attacks)



Saishu (Counters your opponent's middle attacks)



Koge (Counters your opponent's low attacks)



Down Attacks

Rakushin



Jitosho



Special Move Attacks

Appeal: Hanraku



Appeal: Tensei (During C2 use)



Senpo



Sokuten



Tag Team Attacks

Soho (When teamed with Helena)



Yugeki (When teamed with Kasumi or Ayane)



Nichigetsu (Anyone except Helena, Kasumi or Ayane, partner makes attack)





Helena

~ The Prima donna of Revenge ~

Complete Move List

Attacks

Kasui	⇨⇨P
R. Kasui	PPP
R. Kosen	PPK
R. Sen	PP↓K
Hekiro	PP←PP
Gasho	PKKK
Teishitsu	↑P
Kyuhō	↖P
Dokuritsu	↘PP
Tenshin	←PPP
T. Kasui	↗PP
T. Kosen	↗PK
T. Sen	↗P↓K
R. Hoto	⇨⇨PP↓P
Shimogiri	⇨PP
Soho	↗P
Soheki	P+K-P+K
Rekkai	KKK
S. Kasen	⇨K↓K
S. Ryoin	⇨KP
Rigo	⇨KK
Myoshu	↑K
Toku	↖K
Hoken	⇨⇨KPP
Senten	↗KP
S. Ushiro	↓KK
Niki	↗K
Bokuho	↓F+K
Toda	↘PP
Uryo	↗P
Rinpeki	⇨P+K

Zenpeki ↗P

Dakai ⇨P+K

Back-Facing Attacks

R. Kasessho	PPPP
R. Tenshin	PP←PPP
K. Kasen	⇨K↓K
K. Ryoin	⇨KP
T. Dosho	⇨P
Seiryu	P+K
Gosotai	⇨⇨K

Bokuho Attacks

Hanba	PPP
Sen Niki	PPK
Kyoda	⇨PPP
Renken	⇨PPK
H. Shinkasen	⇨PK↓K
H. Shinryoin	⇨PKP
Banchu	↘K↓K
K. Gasui	⇨⇨P
K. Tokyaku	K
K. Kikyaku	⇨K
Zensotai	↓F+K
Sotakusho	P+K

Throws

1,2,3	F+P
Senkpeki	⇨F+P
Tenyoryu (next to wall)	⇨F+P
Shohen	⇨⇨F+P
Yoto	↗F+P
Tenbu (opponent's back facing you)	F+P
Shousen (Low throw)	↓F+P

Fukanbu (Low throw) ↗F+P

Z. Kaou (Low throw, with opponent's back facing you) ↓F+P

Holds

G. Ittai (Counters your opponent's high attacks)	↖F
G. Ryugeki (Next to wall, counters your opponent's high attacks)	↖F
Tenban (Counters your opponent's middle P)	⇨F
Ishitsu (Counters your opponent's middle K)	⇨F
Koran (Counters your opponent's low attacks)	↗F

Down Attacks

Rouho	↑P+K
Goben	↓K

Special Move Attacks

Bokuno	↓P+K
Forward (During Bokuho)	⇨
Back (During Bokuho)	⇨
Stand (During Bokuho)	↑
Turn (During Bokuho)	↖
Dash Forward (During Bokuho)	⇨⇨
Dash Back (During Bokuho)	⇨⇨
Teishitsu (During Bokuho)	↓↓
Turn Dash (With your back facing opponent)	⇨⇨

Appeal: Token
↔↔↔F+P+K

Tag Team Attacks

Sokanbu (When teamed with Gen Fu)	⇨⇨F+P+K
Tenshinban (Anyone except Gen Fu, partner makes attacks)	⇨⇨F+P+K

Tina Armstrong

~ Women's Wrestling Superstar ~



Complete Move List

Attacks

Jab High Kick	P+K
Machine Gun Middle	P+P+K
Machine Gun Elbow Knee	P+P+P+K
Knuckle Arrow	P
Blazing Chop	P
Back Elbow Knee	P+K
Double Hammer	P
Low Spin Knuckle	P
Infinity Combo	P+P+P
Ultimate Combo	P+P+K
Spin Knuckle Combo	P+P+P
Low Drop Combo	P+P+K
Combo Drop Kick	P+P+K
Tina Special	P+P+K
Vertical Hammer	P+P
Dolphin Upper	P
Rolling Elbow	P
Ankle Spin Kick	K+K
Double Middle Kick	K+K
Step Kick	K
Back Brain Kick	K
Drop Kick	K
Front Step Kick	K
Knee Hammer	K+P
Double Ai Kick	K+K+K
Crush Knee	K
Dancing Doll Kick	F+K
Shoulder Tackle	P
Short Range Lariat	P+K
Elbow suicide	P+K
Rolling Sobat	K

Front Roll Kick	F+K
Low Drop Kick	F+K
Moonsault Press	P+K
Turn Sobat (With your back facing opponent)	F+K
Moonsault Attack (With your back facing opponent)	P+K

Throws

Death Valley Bomb	F+P
Texas Driver (Throw Combo)	F+P+P+P
Burst Cyclone (Throw Combo)	F+P
Frankensteiner	F+P
Hammer Through~J.O.S. (Throw Combo)	F+P+P+P
Burst J.O.S. (Throw Combo)	F+P
Giant Swing (Throw Combo)	F+P+P+P
Sky Twister Press (Throw Combo)	F+P+P+P
J.O.S. (Throw Combo)	F+P+P+P
Fisherman's Buster	F+P
J.O. Cyclone	F+P
Double Break (Throw Combo, with opponent's back facing you)	F+P+P+P
Throwing German Suplex (With opponent's back facing you)	F+P
Burst Suplex (Next to wall, with opponent's back facing you)	F+P
Dragon Suplex (Throw Combo, with opponent's back facing you)	F+P+P+P

Trance Four Leg Lock (Low throw combo)	F+P+P+P
Tiger Driver (Low throw combo)	F+P+P+P
Japanese Ocean Bomb (Low throw)	F+P
Neck Crusher (Low throw, with opponent's back facing you)	F+P

Holds

Locking Hammer/Spring Leg Lock (Counters your opponent's high attacks)	F
Arm Whip (Counters your opponent's middle P)	F
4 Leg Lock (Counters your opponent's middle k)	F
Pull-in Triangle Lock/Leg Split (Counters your opponent's low attacks)	F

Down Attacks

Hip Drop	P+K
Elbow Drop	P

Special Move Attacks

Appeal: Come on!	F+P+K
Appeal: Guts pose	F+P+K
Front roll	P+K

Tag Team Attacks

Double Armstrong Buster (When teamed with Bass)	F+P+K
Dual Bomber (When teamed with Bass)	F+P+K
Flying Cyclone (When teamed with Zack)	F+P+K
Arm Whip (Anyone except Bass or Zack, partner makes attack)	F+P+K



Bass Armstrong

~ Unhappy Father Pro-wrestler ~

Complete Move List

Attacks

Combo Gong	PPP
Combo Hammer	PP↓P
Combo High Kick	PPK
Combo Kick Crash	PKK
Wild Swing	⇨PP
Hell Stab	P+K
Elbow Rush	⇨PP
Stun Gun Chop	⇨PP+K
Power Gong	⇨PP
Knee Hammer	⇨KP
Jumping High Kick	↑K
Smash Gong	⇨⇨P
Bear Scissors	⇨P+KP
Kick Rush	⇨KK
One Hand Hammer	↑P
Buffalo Crush	⇨⇨P
Drop Kick	↓K
Flying Cross Chop	⇨⇨P+K
Kenka Kick	⇨⇨K
Hell Scissors	⇨PP
Rolling Axe	⇨P
Bass Lariat	⇨P+K
Front Roll Kick	⇨F+K
Leg Break	⇨K
Low Drop Kick	↓F+K
Muscle Elbow	⇨P+K
Axe Bomber	↓P+K+P+K
Trass Kick (With your back facing your opponent)	⇨K
Round Muscle Elbow (Your back facing your opponent)	P+K

Get Up Low Drop Kick (White getting up) ↓F+K

Throws

Falcon Arrow	F+P
One Legged Head Butt	⇨F+P
Wild Bull Head Butt (Next to wall)	⇨F+P
Water Mill Drop	⇨F+P
Bear Press (Next to wall)	⇨F+P
Bass Tornado	⇨F+P
Flying Body Scissors	↑F+P
Dynamite Lariat	⇨F+P
Atomic Hammer Crash (Next to wall)	⇨F+P
Oklahoma Stampede (Throw combo)	⇨⇨F+P⇨F+P
Manhattan Driver (Throw combo)	⇨F+P⇨F+P⇨F+P

Super Freak	⇨F+P
T.F.B.B.	↓⇨F+P
T.F.B.C. (Next to wall)	↓⇨F+P
Escape Back (With your back facing opponent)	F+P
Dangerous Back Drop (With opponent's back facing you)	F+P
Locomotion Back Drop (Next to wall, with opponent's back facing you)	F+P
Argentina Back Breaker (With your back facing opponent)	⇨F+P
Reverse Power Bomb (With your back facing opponent)	⇨F+P
Face Crasher (Throw combo, with your opponent's back facing you)	⇨⇨F+P⇨F+P
Grizzly Launcher (Throw combo, with your opponent's back facing you)	⇨F+P⇨F+P

Grizzly Crash (Throw combo, next to wall with your opponent's back facing you) ⇨F+P⇨F+P

Bass Bomb (Low throw)	↓F+P
Spiral Bomb (Low throw)	⇨F+P
Double Arm DDT (Low throw)	⇨⇨F+P
Calf Branding (Low throw, opponent's back facing you)	↓F+P

Holds

Half Lock Suplex/Rolling Sentoon (Counters your opponent's high attacks)	⇨F
Should Through (Counters your opponent's middle P)	⇨F
Jurassic Trailer (Counters your opponent's middle K)	⇨F⇨F⇨F
Guillotine Drop/Giant Hammer Throw (Counters your opponent's low attacks)	⇨F

Down Attacks

Double Knee Drop	↑P+K
Stomping	↓K

Special Move Attacks

Appeal: I LOVE TINA	⇨⇨F+P+K
Appeal: Show Time	↓⇨F+P+K

Tag Team Attacks

Docking Driver (When teamed with Tina)	⇨⇨F+P+K
Lock-on Sky Twister Press (When teamed with Tina)	⇨F+P+K
Two Platon DDT (When teamed with Ayane)	⇨⇨F+P+K
Allyoop (When teamed with Zack)	⇨⇨F+P+K
Oklahoma Stampede (Anyone except Tina, Ayane or Zack, partner makes attacks)	⇨⇨F+P+K⇨F+P

Zack

~ Funky Muay Thai Dude ~



Complete Move List

Attacks

Hell Needle	↑P
Tee Sork Bon	↖P
Rising Heel Kick	↑K
Double Impact	↗PP
Spinning Heel Kick	↗PK
Double Sork	↔PP
Inferno Rush	↔PKKKKK
Tea Sork Laan	↔P
Half Spin Sork Rab	↔KP
Half Spin Heal Kick	↔KK
Gatling Knee	↔KK
Heat Sunrise	↖K
Tumbling Heel	↖KK
Sway Blow	↖P
Boost Rush	PKKKKK
Mobius Rush	PPPK
Mad Beast	PPKKKKK
Mad Hound	PP↓KKKKK
Vulcan Knee Kick	PP→K
Genocide Rush	PP→PK
Devil's Rush	PP→PP
Fake Spinning Middle	PP←K
Heaven Smash	⬛PPP
Slam Knuckle	←P
Mephisto Rush	KKKKK
Demon Rush	↖KKKKKK
Belial Rush	↓KKKKKK

Tricky Beast ↓KPKKKKK

Tricky Hound
↓KPK↓KKKK

Zack Tornado ↓F+K

Spinning Middle Kick F+K

Twister Upper ↖P+K

Cow Roy ↔K

Flying Knee Kick ↔P+K

Devils Elbow ↖P→P

Vertical Axe P+K

Airwalk ↔P+K

Overhead Kick ↖KK

Turn Bazooka ↖P

Spring Heel (While getting up) F+KK

Turn Sork Rab (With your back facing opponent) ←P

Turn Spinning Heel Kick (With your back facing opponent) ←K

Throws

Wild Throw F+P

Stunner ↖F+P

Gokko Tee Cow ↖F+P

Nightmare Stand (Next to wall) ↖F+P

Hard Rush ↖F+P

Splash Dunk ↗F+P

Fly Boarding (Next to wall) ↗F+P

Neck Hunting (With opponent's back facing you) F+P

Violence Beat (With opponent's back facing you) ↖F+P

Beast Fant (Low throw) ↓F+P

Heart Breaker (Low throw) ↖F+P

Reverse Beast Fang (Low throw, with opponent's back facing you) ↓F+P

Holds

Octopus Blow/Slash Elbow (Counters your opponent's high attacks) ↖F

Cross Bazooka (Counters your opponent's middle P) ↖F

Heel Edge (Counters your opponent's middle K) ↖F

Funky Elbow/Dust Stamp (Counters your opponent's low attacks) ↖F

Down Attacks

Stepping Wave
↑P+K↔P+K

Wild Heel ↓K

Special Move Attacks

Appeal: Wave
↔↖F+P+K

Appeal: "Nandeyanen (Why is that?!)"
↓↓F+P+K

Fake Roll ↗F

Tag Team Attacks

Mad Shaking (When teamed with Leon)
↔↖F+P+K

Funky Elbow (Anyone except Leon, partner makes attack)
↔↖F+P+K



Leon

~ The Warrior ~

Complete Move List

Attacks

Palm Arrow	↖P
Tomahawk Elbow	↗P
Smash Upper	↑PP
Trass Kick (While standing)	K
Rising Tomahawk	↗K
Jabbering Kick	↑K
Body Sobat	F+K
Blust Trass	←PK
Blast Drive Knee	←P→K
Knee Lift	→K
Smash	↓P
Heel Hammer	←K
Head Butt	P+K
Arm Grenade	→P+K
Flame Knuckle	→→P
Shoulder Tackle	↪P
Reverse Double Hammer	←P+K+P
Leg Spike	↗K
Solid Crush	→PPP
Crush Leg Spike	→PP↓K
Stomach Break	→PK
Rush Sobat	P→PK
Rush Leg Spike	P→P↓K
Jab High Kick	PK
Storm Hook	PPP
Storm Blast Knuckle	PP←P

Storm Sobat	PPK
Storm Upper	PP↗P
Trap Heel Hammer	KK
Trap Reverse Hammer	KPP
Giant Upper	↖P
Side Scimitar	↪↪K
Scimitar Lock Heel	↪↪KK
Turn Low Jabbering	↓F+K
Smash Upper (With your back facing opponent)	PPP

Throws

Victor Knee Cross Lock	F+P
Neck Hanging Tree	←F+P
Neck Hanging Tree (Next to wall)	←F+P
Arm Lock	→F+P
Fire Storm Knee (Next to wall)	→F+P
Reverse Shrimp Lock (Throw combo)	↪F+P↪F+P↓F+P
STF (Throw combo)	↪↪F+P↓↓F+P
DDT (Throw combo)	↖F+P↪F+P↓F+P
Windmill Back Breaker	↪F+P
Desert Bridge (Next to wall)	↪F+P
Jumping Arm Reverse Cross Lock (With opponent's back facing you)	F+P
Hell Hazard Lock (With opponent's back facing you)	↪F+P

Swing Sleeper (Throw combo with opponent's back facing you)	↪F+P↪F+P
Swing Breath Fall (Throw combo, next to wall, with opponent's back facing you)	↪F+P↪F+P
Crazy Crash (Low throw combo)	↓F+P↓F+P↓F+P
Reverse Arm Lock (Low throw combo)	↪F+P↓F+P
Ground Submission (With your opponent on the ground)	↓F+P

Holds

Head Hunting Cross Lock/Reverse Achilles Heel Lock (Counters your opponent's high attacks)	↖F
Death Trap (Counters your opponent's high attacks)	←F
Snake Bites (Next to wall counters your opponent's middle P)	←F
Jumping Knee Cross Lock (Counters opponent's middle K)	←F
Grabbing Cross Lock/Cobra Death Lock (Counters your opponent's low attacks)	↪F

Down Attacks

Knee Drop	↑P+K
Stomping	↓K

Special Move Attacks

Appeal GO TO HELL	↪↪↪F+P+K
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Tag Team Attacks

Heavy Sand (When teamed with Zack)	↪↪F+P+K
Guillotine Napalm (When teamed with Bass)	↪↪F+P+K
Death Trap (Anyone except Zack or Bass, partner makes attack)	↪↪F+P+K



Complete Move List

Attacks

Knuckle Upper	↖P
Back Hook	↑P
High Sinnee Kick	↖K
Read High Kick	↑K
Nikikyaku	↖KK
Sekkan Chop	↖P
Sway Jab	↖P
Jab High Kick	PK
Sonic Spin Kick	P⇒PK
Sonic Low Spin Kick	P⇒P↓K
Sonic Upper	P↓PP
Combo Low Spin Kick	P↓PK
Dragon Rush	PPPK
Dragon Cannon	PPPP⇒P
Dragon Slicer	PPPP↓K
Combo Knuckle Upper	PP⇒P
Combo High Kick	PPK
Body Upper	⇒PP
Body Low Spin Kick	⇒P↓K
Flash Spin Kick	⇒⇒PK
Flash Low Spin Kick	⇒⇒P↓K

Low Dragon Hammer	↖P
Dragon Hammer	↖P
Sinnee High Kick	F+KK
Double Hook Kick	↖KK
Thrust Spike Kick	↓KK
Thrust Spin Kick	↓KK
Side Master Kick	↖KK
Dragon Strike	↖K⇒P
Side Back Kick	↖K⇒K
Snap Spin Kick	⇒KK
Snap Spike Kick	⇒K⇒K
Dragon Low Kick	↖K
Low Spin Kick	↓F+K
Dragon Blow	↖P
Dragon Elbow	P+K
Dragon Knuckle	↓⇒P
Dragon Kick	↖K
Dragon Spike	↖K
Flash Turn	↖⇒P
High Spin Kick	KK
Dragon Flare	⇒⇒K
Dragon Step High	⇒F+K
Blind Elbow (With your back facing opponent)	P+K
Blind Knuckle (With your back facing opponent)	↖P

Throws

Hell Drive	F+P
Dragon Gunner	⇒F+P
Shoulder Throw	↖F+P

The Way of the Dragon	↖F+P
The Fall of the Dragon (Next to wall)	↖F+P
Bull Docking Head Lock (Throw combo)	↖F+P⇒↖F+P
Dragon Rave (With your opponent's back facing you)	F+P
Sekkan Punch (With opponent's back facing you)	↖F+P
Front Face Lock (Low throw)	↓F+P
Side Buster (Low throw)	↖F+P
Punish Punch (Low throw, with opponent's back facing you)	↓F+P

Holds

Godless Short Knee/ Trace Gunner (Counters your opponent's high attacks)	↖F
Double Blind (Counters your opponent's middle P)	↖F
Leg Sweep (Counters your opponent's middle K)	↖F
Deep the Dragon/ Dragon Twist (Counters your opponent's low attacks)	↖F

Down Attacks

Stomping	↑P+K
Enter the Dragon	↑F+P+K
Low Snap Kick	↓K

Special Move Attacks

Appeal: Shout	↖↖↖F+P+K
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Tag Team Attacks

Double Dragon (When teamed with Leifang)	⇒⇒F+P+K
Deep the Dragon (Anyone except Leifang, partner attacks)	⇒⇒F+P+K



Leifang

~ T'ai Chi Quan Genius ~

Complete Move List

Attacks

Zensyo	↖P
Shahi	↑P
Niki	↖KK
Tenshin	↖K
Soan	⇒⇒P
Sofu	⇐P
Chisun	⇐P
Kinkei	P+K
Tessa	↓↓K
Renchu	⇒PK
Anshu	⇐⇐P
Hoto	⇐PP
Shanpo	⇐PP
Shaorin	↗P
G. Niki	↖↖PKK
G. Hai	↖↖PP+K
Sokutan	⇒K
Bunkyaku	⇒⇒K
Hikyaku	↑K
Sengu	⇐KK↓K
Fujin	↖KK
Tokyaku	↖KPP+K
Hoko	⇒P+K
Honshin	↖P
R. Shao	PPP
R. Kin	PP⇒PK
R. Zen	PP⇐PP
R. Renshu	PPKK
R. Sengu	PPK↓K

R. Tessa

S. Soan

S. Hai

Tanben

Renshu

Shu/Sen

Paika

Tozu

Haiseki

Senpu

Sentsu (With your back facing opponent)

Throws

Toden

Noba

Kaishin (Next to wall)

Token

Heishin

Yoho

Assin (Next to wall)

Rentai (Throw combo)

Kenpi (Throw combo)

Rinei

Haisui (Opponent's back facing you)

Shanpo (Opponent's back facing you)

Chogo (Opponent's back facing you)

Toitsu (Low throw)

Kindoku (Low throw)

Teishu (Low throw, opponent's back facing you)

Holds

Tensen (Counters your opponent's high attacks)

Shingeki (Counters your opponent's middle P)

Shinhai (Next to wall, counters your opponent's middle P)

Kaiso (Counters your opponent's middle K)

Sohi (Counters your opponent's low attacks)

Sairetsu (Counters your opponent's middle attacks)

Risei (Counters your opponent's low attacks)

Down Attacks

Rakuso

Shikyaku

Special Move Attacks

Appeal: Geishin

Appeal: "No No!"

Appeal: "Got it!"

Appeal: "No, No, No!"

Tag Team Attacks

Tengyo (When teamed with Jann Lee)

Heishin (Anyone except Jann Lee, partner attacks)

Ayane

~ Kunoichi with Murderous Intent ~



Complete Move List

Attacks

Sosho	PPP
Renten	PPPK
Koei	PP→PP
Hajin	PK
Koeiga	→PP
Soha	→→P→K
Fuzan	↘P←P
Jirai	↘↘P↓K
Rijin	←PK
Hishu	←P←K
Riji	←P↓K
R. Hien	←P↓K
F. Sosho	↘PPP
F. Renten	↘PPK
Sajin	↘PK
Renkyaku	KK
Ryuso	→KK
Roso	→K↓K
Soten	↑K
Ryubi	↘K
Shugetsu	↘K
Fujin	←K
Retten	F+K
Rekku	↘F+K
Roso	↓F+K
E. Hajin	P+KPP
E. Fujin	P+KPK
Hajinsai	P+KPK↘K
Hajin	P+KPK↓K
Genmu	↘K
Fujinsai	↘F+K
Sho	←F+K
Genwaku (While getting up)	F+K

Back-Facing Attacks

R. Sosho	PPP
R. Eiko	PP←PPP
R. Fujinsai	PP←PPK
R. Eikosai	PP←PP↘K
R. Eikogeri	PP←PP↓K
R. Rijin	PP→PK
R. Hishu	PP→P←K
R. Riji	PP→P↓K
Rahien	PP→P↓K
Rasajin	PP↘PK
Fusai	↑K
Shugetsu	↘K
Z. Rajin	←PPP
Z. Fujinsai	←PPK
Z. Hajinsai	←PP↘K
Z. Hajingeri	←PP↓K
J. Sajin	↘PK
Embusho	↘P
Enshusen	↓F+K
Kokuso	F+K

Throws

Momiji	F+P
H. Embu	→F+P
Hikari (Next to Wall)	→F+P
Kirimadoi	←F+P
Tosenka	↘F+P
Baisenka (Next to Wall)	↘F+P
Tsurara (Throw combo)	→→F+P↑F+P
K. Gengi	↘F+P
K. Ranmu	↘F+P
Namigatana (With your back facing opponent)	F+P
Yamigarasu (With your back facing opponent)	→F+P

Ryusa (With your back facing opponent)

Tsubaki (With your back facing opponent)	→F+P
Urayami (Opponent and your back facing each other)	→F+P
Setsuna (Low throw)	↓F+P
Kamiyo (Low throw)	↘F+P
Syusui (Low throw, with your back facing opponent)	↓F+P
Muso (Low throw, with opponent's back facing you)	↓F+P
Tenbujin (Low throw, with opponent's back facing you)	↘F+P

Holds

Kamiyoi (Counters your opponent's high attacks)	↘F
Ayase (Counters your opponent's middle P)	←F
Fubujin (Counters your opponent's middle K)	←F
Kogarashi (Counters your opponent's low attacks)	↘F

Down Attacks

Hyomu	↑P+K
Kawara	↓P

Special Move Attacks

Appeal: "No, kidding"	↔↔↔F+P+K
Appeal: "Silly"	↓↓F+P+K
Haijin	↑P
Kazemai	↘P
Furo (back facing opponent)	↔↔
Renpu 1 (back facing opponent)	↔→→
Oroshi (back facing opponent)	↘
Shimo (back facing opponent)	↘
Oroshiryu (back facing opponent)	↘↘
S. Oroshi (back facing opponent)	↘↘

Tag Team Attacks

M. Tensho (When teamed with Ein)	↔↔F+P+K
Ayase 2 (Anyone except Ein, partner attacks)	↔↔F+P+K

Complete Move List

Attacks

Tsubauchi	→P
Azuma	↪P
Morote	↪P+K
Fujin	↗P
Kaida	↑P
Hyosai	↖P
Burai	↗PK
Renpujin	PPP
Renken	PPP→PP
Musho	PPP→PK
Rakusho	PPP→P↓K
Tsukigeri	PPKK
Suzaku	PP↓KK
Ryubi	PP↓KK
Tsukiren	PKK
Kengyu	↪↪PP
K. Yokogeri	↪↪PK
K. Suimen	↪↪P↓K
Tengai	↪P↓KP
Shien	↪PPP
Fumon	↪PP↓K
Mawashi	KK
Nobori (While standing)	K
Mae	↪K
Zansei	↪↪KKK
Tenso	↗↗K
Kakato	↑K
Fuun	↪K

Shiku

Hanegeri	F+KK
Suimen	F+K↓K
Korin	↪F+K
Gyosho	P+K↪P
Kishi	→KK
Ressei	↪KKK
Tenro	↪KK↪K
Ginro	↗KK
Jinmon	↗KP
Raigyu	↗K↪PP
Tenrai	↗K↪PK
Kairai	↗K↪P↓K
Hyoubi	↓KK
Shorin	↗KK
Kofu	↪F+K
Maizuru	↖K
Tenrin	↗KKK

Throws

Suigetsu	F+P
Ryukotsu	↪F+P
Gankotsu (Next to wall)	↪F+P
Kaei	↗↗F+P
Rekka (Next to wall)	↗↗F+P
Futo	↪F+P
Guren	↗F+P
Socho (With opponent's back facing you)	F+P
Seiryō (With opponent's back facing you)	↪F+P
Reigetsu (Low throw)	↓F+P

Mozu (Low throw)

Kakushu (Low throw, with opponent's back facing you)	↓F+P
Suirin (Low throw, with opponent's back facing you)	↗F+P

Holds

Namioi (Counters your opponent's high attacks)	↖F
Otoshiami (Counters your opponent's middle P)	↖F
Metsumon (Counters your opponent's middle P)	↖F
Ruten (Counters your opponent's low attacks)	↗F

Down Attacks

Akki	↑P+K
Kaho	↓P

Special Move Attacks

Appeal: "Come On!"	↔↔↔F+P+K
Appeal: "Easy!"	↓↓F+P+K

Tag Team Attacks

Kagura (When teamed with Ayane)	↪↪F+P+K
Kaei (Anyone except Ayane, partner attacks)	↪↪F+P+K



He's an evil villain of the Tengu world, having murdered "Kuramasan Maouson," the Tengu at the top of the hierarchy. Subsequently he has broken the Tengu rules, descending into the human world. His official name is "Gohhyapou Bankotsu-bo." He considers all functions of the human world to be insignificant, claiming that all disasters are nothing more than illusions he has brought about. All disasters that have befallen the age will later be referred to as the "Disaster of the end of a century."

Nationality:	Unknown
Gender:	Male
Birthday:	January 1; age 1500
Blood Type:	Unknown
Height / Weight:	7 shaku 1 sun, 60 kan
Body size:	Unknown
Fighting style:	Tengu Do
Occupation:	Unknown
Likes:	Unknown
Hobbies:	Unknown

The World of "Dead or Alive"

What is a "Shinobi"?

The word "shinobi" is a very old one, preceding the modern word "Ninja." In Japanese, "shinobu" is a verb meaning "to perform actions with the utmost secrecy." In a more general sense it means "to endure by maintaining calmness." However, this kind of endurance means perseverance beyond the limits of one's imagination, even to the point of accepting death calmly. This is where Shinobi philosophies are readily apparent. For the Shinobi, the single most important principle is the continued existence of their tribe, and for this they require the will to endure all pain and suffering.

The famous realization of Hagakure, "Bushido is found only in death," is a discovery made by samurai. But in the world of the shinobi death is calmly viewed as a common philosophical view of a higher state. This philosophy is from an early age infused within the depths of the soul.

The Shinobi are a group of elite people who use their highly advanced techniques to perform espionage, combat operations, assassinations, etc. Internal struggles reached their peak in 16th century Japan. Accordingly, the Shinobi were similar to modern-day intelligence agencies and military SOG's*, yet they were unique in many ways. For one thing, they formed their own tribe, and their technology was inherited through a closed bloodline. Accordingly, training started very early in life. But only after completing tests and training so intense it cannot be described using words did they combine with the highly trained bloodline. All members were specialists of extreme skill.

Secondly, as this shows, they were a very independent group of people. They made their living from espionage and military operations, but they weren't simply an organization placed into effect by some government. They had skills exceeding even the most experienced samurai, and were masters of strategy. They were few in number, but they possessed enough defensive power to keep those in power at a constant distance.

This, however, was a state of independence on the brink of breakdown due to their existence as outsiders, along with the fact that they were so small in number. In order to maintain this independence, they sold their overpowering technology as a unique product to those in power. Even when the members of the same shinobi tribe were to become enemies during the course of their missions, professionalism was never sacrificed. Thus, personal ties were a hindrance to that professionalism. Once the shinobi left their home villages, parenthood and siblinghood meant nothing to them. To live in this cruel chain of society was the only way for them to continue their existence.

The secret to living life in this manner can be summed up in one word: "shinobi." Their very existence and purpose required that each Shinobi be able to endure circumstances that would otherwise be impossible to accept. The weak who were willing to abandon this endurance were considered a threat to the shinobi tribe, and were often killed on the spot. This iron-clad unity was the rule of blood that allowed the shinobi tribe to carry forth its tradition.

Hagakure is the beauty of samurai philosophy, but the Ninja viewed life and death more in fundamental terms. In light of this severity, even a samurai is merely a part of the general population. This structure allowed the shinobi to exist independently in small numbers yet be considered the strongest of the strong.

The shinobi tribes lived in hidden villages in the mountains, participating in power struggles without ever being a part of them.

What is interesting is the ties between the shinobi and Tengu.

The origin of the shinobi is thought to lie in a force of mountaineers who would not submit to the will of a centralized government (see "What is a 'Tengu'?"). The shinobi technologies and beliefs, which are passed down through the ranks and generations, are notably similar to the personality training practices and physical training philosophies of the yamabushi, who are considered to be the closest people to the mythical tribes of mountain beasts known as tengu.

Yamabushi were mountain priests who worshipped the tengu. They were obsessed with the God-like power of the tengu, and trained their minds, bodies and souls by running through the mountains in order to obtain that power. Generally, though, they couldn't hope to attain as much power as the tengu. Of course, the yamabushi weren't members of the tengu tribe, and their physical limits were no different than those of other Japanese people. However, on rare occasions a member of the yamabushi tribe would produce a tengu; a man with tengu-like powers and an amazing capacity for education and strategy.

It is known that the shinobi and yamabushi are hard to tell apart. In fact, there is a tendency to consider them as being one and the same. Since both groups of people maintained secrecy, there are no existing historical records depicting the relationship between the two. But certain evidence points in that direction.

Ninjutsu strongly emphasizes the technology employed by the tengu, and is therefore an interesting subject in and of itself. For example, the Ninpo "Izuna Otoshi," which is displayed in a fantasy-like manner in this game, is actually derived from the laws of Izuna pioneered by the great Tengu, Saburo Izuna. Therefore, Ninjutsu is feared and held as being superior to all other forms of martial arts.

* SOG: Special Operations Group. A military SOG is quite different from a non-military SOG, since it's related to the military and often supercedes the law, and is of utmost secrecy. For example, in terrorist situations the military SOG prioritizes the destruction of the terrorists over saving the lives of the hostages. A nonmilitary SOG, on the other hand, is usually a part of the police or similar agency and under all circumstances must obey the law. Their priority is to save the lives of the innocent.

What is a "runaway shinobi"?

Runaway Shinobi are ninjas that abandon the Shinobi tribe to which they're related.

Secession is under circumstances allowed in Shinobi society. The shinobi always keep their secrecy, and in order to do so they follow an unbreakable code that maintains their livelihood and existence. Accordingly, those who escape the tribe's control with sensitive internal information are a very serious threat. These threats must be eliminated at all costs, and a band of Ninjas is often dispatched to kill the "runaway" Shinobi.

It is thus considered suicidal to become a "runaway" Shinobi. A cruel fate awaits anyone who should attempt it.

What is the Mugen Tenshin style Ninjutsu?

This is a faction of Ninjutsu. This faction can be further separated into "Tenjin Mon" and "Hajin Mon," and these two make up the foreground and background of Mugen Tenshin. The legacy is inherited by those belonging to the Mugen Tenshin faction.

Tenjin Mon

This is the foreground of the Mugen Tenshin style of Ninjutsu. Most of the Ninjas from the Mugen Tenshin faction belong to this side of Mugen Tenshin. They're trained in order to acquire superhuman physical strength and battle technique. They're highly resistant to physical pressure.

Hajin Mon

This is the backside of the Mugen Tenshin style of Ninjutsu; a well-kept secret within the already secretive Ninja society Mugen Tenshin. Members of this side are believed to possess superhuman physical strength and battle technique. Additionally, they're said to have magical abilities, and this makes them all the more feared.

The members of this side of Mugen Tenshin—a very exclusive group—are known to provide background support to the Tenjin Mon. The Haijin Mon possess unbelievable powers, but strangely they're sworn to utmost obedience to the Tenjinmon.

What is the Hayabusa style of Ninjutsu?

This is another faction of Ninjutsu. The Hayabusa don't form a large tribe as the Mugen Tenshin do, but instead carry forth their legacy through the skills of a few elite individuals. They're undoubtedly close to the Mugen Tenshin in terms of technology, but as with all shinobi history there is no documentation that explains how these two tribes are related.

The Hayabusa are considered to have the closest relationship with the Yamabushi and Tengu, and are accorded much respect.

What is the "Epsilon"?

At the end of the 20th century, a human modification experiment was performed on Hayate, one of the strongest Shinobi. The purpose was to develop a physical body of superhuman abilities. "Epsilon" was the code name given to Hayate, who was captured for the experimental subject. Apparently most of the modifications were made to Hayate's nervous system, but it failed to produce an improvement in Epsilon, and in fact resulted in the latter's destruction.

To succeed the Epsilon Project, there was a plan involving the cloning of Hayate's younger sister, who was considered genetically superior to Hayate. The first test subject in this second attempt is called Kasumi. Éø.

What is "Pi Qua Quan"?

Pi Qua Quan, among all the Chinese martial arts, involves the most movements. Mainly, it emphasizes mid- to long-range attacks, in which the opponent is confused by the attacker's constant motion.

Pi Qua Quan is named from the movement of the hands during an offensive. The downward movement of the hand is referred to as pi, while the upward movement is referred to as qua. As the name suggests, Pi Qua Quan is the circular motion of the hand, much like a windmill. A fist is seldom used. Instead, much of the offensive comes from hands relaxed with fingers extended, being used in a manner resembling a whip. The moves are full of beauty, yet the offenses are sharp and heavy.

In Pi Qua Quan the moves are smooth and flexible. It demands the greatest degree of flexibility, even among the northern faction of Chinese martial arts, which demand flexibility of the body.

What is "Jeet Kune Do"?

Jeet Kune Do is the fighting style developed by the greatest martial arts master. The advantages of other martial arts have been incorporated creating the concept behind Jeet Kune Do, which is "freedom."

This unique style, which involves entering battle in a free-form concept that is not governed by any rigidly prescribed form, was born only because Bruce Lee didn't just stop at becoming a great martial arts user but possessed the open perspective of a performer, as well.

What is "Xynyi Liuhe Quan"?

Xynyi Liuhe Quan is a powerful form of martial art capable of ending a battle with a single blow. In fact, it's considered by many to be the most powerful of all Chinese martial arts, and is a secret martial art form passed down through the ultimate secrecy of the Kaizoku (Chinese followers of Islam). Xynyi Liuhe Quan was introduced into the world recently, and its deadly combat characteristics became quickly well-known. Today there is virtually no martial artist that doesn't know of its existence.

Xynyi Liuhe Quan completely ignores any weakness on the part of the user, who aggressively engages in battle at close range. The intended result is to defeat before one can be defeated. Therefore, the offensive is extremely heavy and damaging, often not even allowing time for the opponent to retaliate. Headbutts and bodily collisions are its main weapons.

What is "T'ai Chi Quan"?

T'ai Chi Quan is a Chinese martial art popularized in Japan and the United States as a physical exercise that can be performed by even the elderly. Nevertheless, its original intention is as a method for combat.

The strength guided by chi, the breathing and the curving of the physical body, is used to instantaneously send a blow to the opponent. Since it doesn't rely heavily on muscles, it can be used by the elderly to produce damaging blows. The disadvantage is the fact that it takes a long time to master.

Among the Chinese martial art forms that do not emphasize structure, T'ai Chi Quan places a considerable emphasis on it. The reason is that the proper chi can't be obtained without the proper form.

What is "Command Sambo"?

The Central Asian region of the former Soviet Union is a vast storehouse of martial arts. Sambo is a technology developed by combining over 200 types of regional martial arts in the area. Its advanced moves, which target the joints, are feared by many. The damage toward the joints is definitive, immediately obliterating the opponent's ability to fight. Of course, this carefully constructed system gets real results in battle.

Command Sambo is a military martial art form based on Sambo, as developed by the former Soviet Union to focus completely on the offensive. Command Sambo leaves no room for mercy. It's a cold, mechanical martial art created for the purpose of surviving modern warfare and the constant struggle between life and death.

What is a "Tengu"?

Tengu is a mythical tribe of beasts living in the wilderness of the mountains of Japan. It is quite understandable that they are referred to as goblins by the Japanese public at large. Yet this mountainous tribe is too different from the norm. It's no wonder they're so different, since they're a completely different race than the Japanese.

The Tengu's appearance is strikingly different to begin with. They have very high noses and in the physical sense are significantly superior. There are people who claim they have seen Tengu fully 10 shaku in height. This is probably an exaggeration and it's unlikely that they are that tall, but the average height of a male Tengu is easily over six shaku. It's common enough for Tengu to reach seven shaku in height.

Their bodies are generally broad, and they possess great physical strength. The everyday game of "Tengu Daoshi" reflects the strength of these beings. In this game they knock over full-grown pine trees in the mountains. It seems like simple vandalism, but apparently there's a competitive side to the activity. The thicker the tree one can knock down, the more status one can earn. There must be some secret to this; some secret that only experience can teach. Nevertheless, it's clear they must possess inhuman strength in order to knock down full-grown pine trees in such a leisurely fashion.

Their skin tone is dark, and is usually red to dark red, but there are some Tengu that have the same skin tone as the average Japanese. The language they use is no different than the historical language of ancient Japan.

The Tengu seemed to have arrived from the Asian continent, and had a drastic effect on the Japanese, acting as teachers in order to demonstrate various technologies. The technology that is the basis of the various martial arts is usually obtained through the Tengu. From this it's apparent that the Tengu enjoy teaching others.

A point of contrast is that Tengu seem to live in the deep mountain forests, maintaining a degree of secrecy. Their magical technologies and knowledge are the basis of Japanese occultism. No matter the kinds of tricks they may use, their god-like powers are undeniable, and their knowledge and strength is the fear of many.

The full details of their existence are still shrouded in mystery. This is due to the difficulty of contact with the Tengu in recent years. Also, the Tengu veil their existence as the central sect in a society of mountain cultures.

The term "mountain people" refers collectively to those who live in the mountainous regions that make up the majority of Japan. It refers to those people who don't conform the central governmental society of Japan. (Ninjas originated from these mountain people. See "What is a 'Shinobi'?")

Mountain people are independent and secretive, with little respect for any attempt at control by the centralized government. Furthermore, the Tengu--mountain people among mountain people--are even more secretive. In fact, they've had very little contact or relationships with the Japanese.

The Wings of Tengu

Tengu apparently have wings growing out of their backs. One theory holds that they can fly, and there are witnesses to support that. It's a wild and careless bedtime story that they are winged people. However, it is true that they wear wings on their backs as a fashion statement. Tengu appear in front of people unabashedly donning the wings on their backs.

One theory says the reason people say the Tengu can fly is due to the fact that the Tengu have amazing agility and have been observed jumping from tree to tree and rock to rock. However, this theory has been attacked by those who state that their wings aren't capable of sustaining flight.

The light-bodied actions by the Tengu don't really require wings, however. Ninjas perform such feats as a part of their training. It seems people have incorrectly deduced that they can move the way they do because of their superficial wings.

It is a fact, however, that they can jump from tree to tree and rock to rock. There are simply too many eyewitness accounts. It's no wonder they're considered magical when they move so freely, despite potentially dangerous and even life-threatening situations.

As with all masters, the God-like Tengu can make mistakes. A corpse of a Tengu with various abrasions and bodily damages was discovered at the base of the Kiso Mountain Range. It is thought that this particular Tengu faltered in his course along a rock high above, and fell to his death.

Staff

Producer & Director
 Tomonobu ITAGAKI
Project manager
 Yasushi MAEDA
Planner
 Hiroaki MATSUI
Lead programmer
 Takeshi KAWAGUCHI
 Hiroaki OZAWA
Game system designer
 Katsunori EHARA
Motion managers
 Noriaki KAZAMA
 Chitose SASAKI
Motion design director
 Masaki KOSHIKAWA
Assistant CG manager
 Hideyuki KATO
Character modeling
 Yasushi NAKAKURA
Character texture
 Muneaki KUBOTA
Sound composers
 Makoto HOSOI
Effect designer
 Yasuo EGAWA
Programmers
 Takeshi SAWATARI
 Junichi ARAKI
 Mitsuo OSADA
 Tetsuya IMAMURA
 Kazuhiro KOSUGE
 Takashi WATANABE
 Taiyo ARAMAKI
 Naoyuki OHASHI
 Junichi UENO
 Tomonobu KINUGASA
 Takuro SASAKI
 Nobuhiro ODA
 Kei SHINOHARA
Planners
 Masanori SATO
 Motohiro SHIGA
 Hiroyasu ITAKURA
Motion designers
 Jitsuo KONDO
 Hideki SAITO
 Yuki NARUSE
 Tomoo HIRAOKA
 Shigefumi ISHIZUKA
 Ryuji IKEDA
 Taro MATSUSHITA
 Takuji OTSUKA
 Koji MOTOUME
Motion script
 Sousuke SAMESHIMA
Character modeling
 Yoshiki HORIUCHI
 Haruhiko SHIKATA
Character texture
 Hideaki TAKAHASHI
Stage designers
 Hideki NIIMI
 Akira IZUMI
 Takaaki EBATA
 Kenichiro NAKAJO
 Katsuhiko MUKASA
 Hideaki KATO
 Junichi IKEYA
Realtime movie script
 Yukihiko FUJITA
 Masato ONISHI

Voice actors
 AONI PRO
 KASUMI
 Sakura TANGE
 GEN FU
 Takeshi AONO
 TINA
 Yuko NAGASHIMA
 ZACK
 Bin SHIMADA
 JANN LEE
 Toshio FURUKAWA
 AYANE
 Wakana YAMAZAKI
 HAYABUSA
 Hideyuki HORI
 HELENA
 Yuka KOYAMA
 BASS
 Daisuke GOURI
 LEON
 Koji TOTANI
 LEI FANG
 Yumi TOUMA
 EIN
 Hikaru MIDORIKAWA
 TENGU
 Osamu SAKA
 ROLAND
 Yuka KOYAMA
 SYSTEM VOICE
 Miyako ENDO
 ???
 Banjo GINGA

Motion actors
 Buto Kempo Kyokai
 Zheng-Bao FENG
 Taisuke KITAMURA
 Kaimon Kensha
 Tetsuya HATTORI
 Koka Kokujutsu Shudokai
 Shigeki OOKI
Motion actors
 Miho IJIMA
 Mako KOGISO
 JAPAN ACTION CLUB
 Tsutomu KITAGAWA
 Yoichi NISHIMURA
 Jiro OKAMOTO

Artwork
 Takashi MIYAMAE

Publicity
 Kazumi FUJITA
 Teruaki ICHIKAWA
 Satoshi KANNO

Marketing executive
 Satoshi KANEMATSU
 Toru AKUTSU
 Juntaro KONO

English Voices produced by
 Berkeley Sound Artists

Casting Directors
 James LEBRECHT
 Patti TAUSCHER

Director
 James LEBRECHT

Editor
 Rob LIAM

Recording Facilities
 Fantasy Studios, Berkeley
 California

Recording Engineers
 Frank RINELLA
 Stephen HART

English voice actors
 Brian VOUGLAS
 Donna Mae WONG
 Gina ROSE
 Jeremy HOU
 John PARSONS
 Lucy KEE
 Roger JACKSON
 Sally DANA
 Terence MCGOVERN
 Timothy ENOS
 Zoe GALVEZ

Executive producer
 MAX NAKA
 Presented by
 TECMO, LTD.
 TeamNINJA2000

U.S. Project Director
 John INADA

Project Coordinators
 Tiffany STRATTON
 John DeNOVI

Lead Tester & Q&A
 Brian "Finn" HOISKO
 Michelle CORTADO

Designers
 Tom LEE
 Jun HASUNUMA

Public Relations
 Aldrich & Associates

English Translation
 Sophia Enterprises

Special Thanks:
 Norma MATAUTIA
 Wataru MARUYAMA
 Robert ECKERLE
 The Staff at TECMO, INC.



Teemo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344

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