Strata

Incredible Technologies

Blood Storm v1.10

TIPS MANUAL



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CONFIDENTIAL

BloodStorm Special Move List (V2.16)

⇨ - Joystick Toward Oppenent
⇦ - Joystick Away From Opponent

Special Weapons and Powers Available to All Characters

Gauntlet:	⇩⇘⇨ Front Arm	
EyeLaser:	Hold Block, ⇨⇨	(From Razor)
Missile:	Hold Block, ⇦⇦⇨	(From Talon)
Radiate:	Hold Block, ⇧⇗⇨	(From Fallout)
Grenades:	⇩⇙⇦ Back Arm	(From Mirage)
Land Mines:	⇩/Front Leg/Back Leg	(From Mirage)
Morph:	⇩⇩⇩	(From Freon)
HellFire:	⇧⇗⇨	(From Hellhound)
EarthQuake:	Charge ⇦, ⇨ Front Leg	(From Tremor)
WindShield:	Hold Block, ⇨⇦⇨⇦	(From Tempest)

Surgical Laser:	Hold Block, ⇨⇨	(From Ratchet)
Smart Mines:	⇩ Back Leg/Front Leg	(From Golem)
Incendiary Grenades:	⇩⇙⇦ Back Arm	(From Wraith)

Throw Gauntlet: ⇨Back Arm/Back Leg
Pickup Gauntlet: ⇦ Front Arm

Throw Enemy: Close ⇨ Back Leg
Escape From Throw: Spin Joystick ⇧⇗⇨... or ⇩⇘⇨...

Z-Spin Trip: ⇦ Front Leg
Trip: ⇩ Front Leg
Slide Kick: ⇩ Back Leg (not Freon)

UpperCut: ⇩ Back Arm
Super Uppercut: ⇩ Front Arm

To Stun an opponent, hit them 5 times consecutively

Fallout Special Moves:

Radiate: Hold Block, ⇧⇗⇨

SlimeGun:

Charge ⇦,⇨ Back Arm (1x high)
Charge ⇦,⇨ Back Arm ⇨⇨ (2x high)
Charge ⇦,⇨ Back Arm ⇩⇘⇨ (2x high/low)
⇩⇘⇨ Back Arm (1x low)
⇩⇘⇨ Back Arm ⇦⇦ (2x low)
Charge ⇦,⇨ Back Arm ,⇨⇨,⇩⇘⇨(3x high/high/low)
Charge ⇦,⇨ Back Arm ,⇨⇨,⇩⇘⇨,⇦⇦(4x high/high/low/low)

Slime From Above: In Air ⇩⇘⇨ Back Arm
Air Slice: Charge ⇦, ⇨ Front Arm
BackFlip: ⇦⇦
Shadow Kick: ⇩⇘⇨ Front Leg
Toxic Sunder: ⇩⇙⇦ Front Arm
Melt-Down: Charge ⇩,⇧ Front Arm

Critical Mass Fatality:
Close ⇦Back Arm/Front Arm
(Must Have Back Arm)

Freon Special Moves:

Morph: ⇩⇩⇩
Freeze: ⇩⇘⇨ Back Arm
ShadowKick: ⇩⇙⇦ Front Leg
Brumal Sunder: ⇩⇙⇦ Front Arm
Ice Pick: ⇩⇘⇨⇘⇩⇙⇦ Front Arm

Bloody Slushy Fatality:
1. Freeze someone who is stunned
2. Morph underneath frozen opponent
3. joystick Up when directly underneath block

Mirage Special Moves

Grenades: ⇩⇙⇦ Back Arm
JumpKick: Charge ⇦, ⇨ Back Leg
LandMine: ⇩Back Leg / Front Leg
Wall Jump: In Air AWAY joystick from wall you are against
Mirage Near: ⇩⇘⇨ Front Leg
Mirage Away: ⇩⇙⇦ Front Leg
Phagitic Sunder: Charge ⇦, ⇨Front Arm
Power Strafe: ⇩⇙⇦⇖ Front Arm

Obicularis Bomb Fatality:
Close ⇩⇙⇦,⇨/Back Arm
(Must Have Back Arm)

Sin's Whip: Charge ⇦, ⇨ Back Arm (Sin Only)

Tremor Special Moves

EarthQuake: Charge ⇦, ⇨ Front Leg
ShockWave: ⇩⇘⇨ Back Leg
Boulder: Charge ⇦, ⇨ Back Leg (Golem short spike rush)
Avalanche: Charge⇩, ⇧ Back Leg (Golem long Spike rush)
ShadowPunch: Charge ⇦, ⇨Back Arm
Geo Sunder: Charge ⇦, ⇨Weapon Arm
Crag Smasher: ⇩⇙⇦ Front Arm

AfterShock Fatality:
Close ,⇨⇨, ⇨/Back Leg
(Must Have Front Arm)

Razor Special Moves

EyeLaser: Hold Block, ⇨⇨
Extend: ⇩⇘ Back Arm
Maxi: Flail Back Arm
Serous Sunder: ⇩⇙⇦ Front Arm
Over-Keel: ⇩⇘⇨⇦ Front Arm

Meat Grinder Fatality:
Close ⇨⇦⇨⇦, ⇨/Back Arm
(Must Have Back Arm)

Talon Special Moves:

Missile: Hold Block, ⇦⇦⇨
Heli: ⇩⇘⇨ Back Arm
Cyber Sunder: ⇩⇙⇦ Front Leg
Cyber-Scratch: ⇩⇙⇦ Front Arm

The Ventilator Fatality (Machine Gun):
⇩⇙⇦ ⇨Back Arm/Back Leg

Hellhound Special Moves:

HellFire: ⇧⇗⇨
FireBall: ⇩⇘⇨ Back Arm
FlameOn: Charge⇦, ⇨ Front Arm
Scarlet Sunder: ⇩⇙⇦ Front Arm.
Boiling Point: ⇩⇘⇨⇘⇩⇙⇦ Front Arm

Char Dog Fatality:
Close ⇨⇨,⇩⇙⇦/Front Arm/Front Leg
(Must Have Gauntlet)

Tempest Special Moves:
WindShield: Hold Block, ⇨⇦⇨⇦
Tornado: ⇩⇘⇨ Back Arm
Flying Shadow: In Air ⇩ Front Leg
Thrust Kick: In Air ⇨⇨ Back Leg
Mistral Sunder: ⇩⇗⇦ Front Leg/Front Arm
Headwinds: ⇩⇗⇦ Front Arm

Exorcism Fatality:
Close ⇩⇘⇨ Back Leg
(Must Have Back Arm)

Background Fatalities:

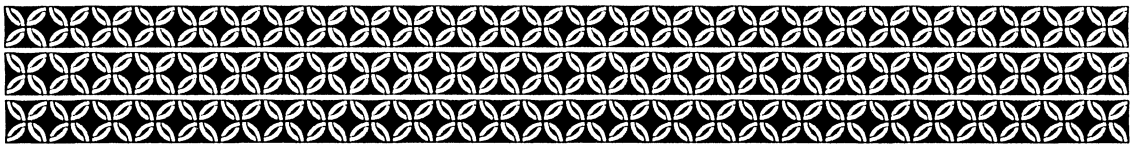
Polaria:
Stun opponent near the edge of the screen and throw them onto the side spikes. Fighter specific fatality then can also be performed, such as Talon's Ventilator.

Cyberia:
Uppercut a stunned opponent into the fan blades high above the screen.

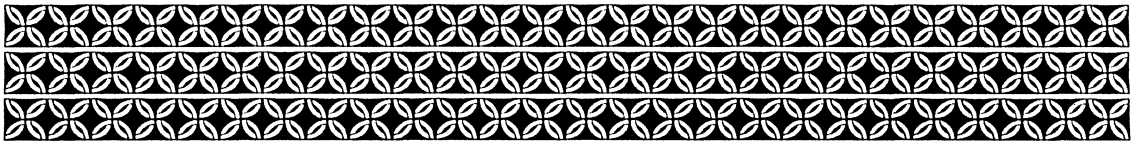
Toxic March:
Blow a hole in a grate by dropping either a land mine or smart mine into the center of one of the grates. Either player can then fall through the opening.

Subterra:
Fall off either end of the playing area onto a spike. A good strategy is to lure your opponent near the edge and then do a toward backleg to throw them off the ledge.

Black Armada:



Obsel Desert:



Hdden Enemy Agents of Nekron (one player games only)

Obsel Desert:
Pound pentastar symbol on ground of obsel desert with no gauntlet (⇦ Front Arm). The ground will shake and red stars will emit from the pentastar symbol.
Tranport to TRIAX (pirimid interior) and fight **Dimentia**.

SubTerra:
Shoot large stalagtite over the pit at edge of screen two times with a projectile or gauntlet. The stalagtite will fall. Then jump to lower cave entrance to the LOST CAVERN and fight **Golem.**

Black Armada:
Jump into Z (hold Block ⇧⇧) three times during a round. Hold ⇩ to pause on the Catwalk. Flip onto the Catwalk when he is there. Go to THE CATWALK and fight **Craniac**.

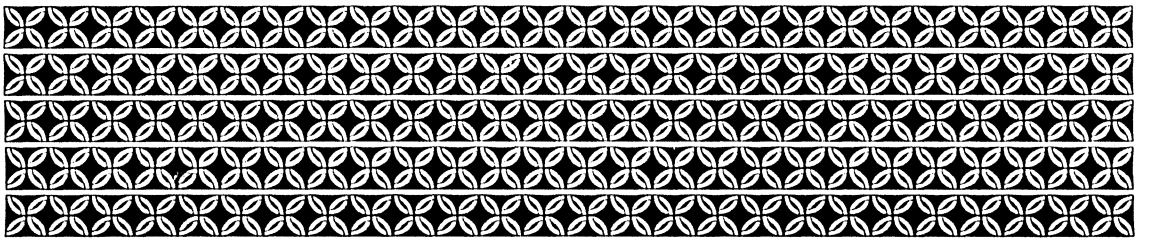
Nimbus:
Win near left side of screen. During victory hold joystick LEFT and press Front Leg Button four times. All the clouds will turn red. Go to EYE OF THE BLOODSTORM and fight **Ratchet**.

Scorch HQ:
Win with a special fatality. During you victory press joystick up three times, then Block. Go to the SOUTHERN ABYSS (volcano) and fight **Wraith**.

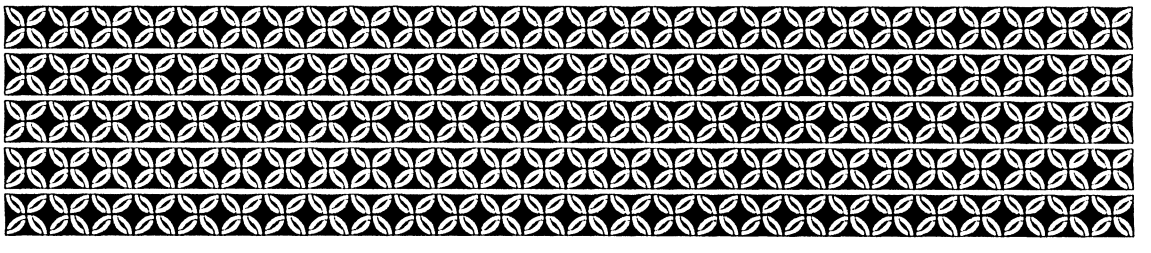
BLOOD:
Win any match with a perfect round. The dead enemy will blow up and **Blood** will appear.

SHADOW:
Win two consecutive rounds and never use Block. (the opponent must not win any round in the match.) The message "Your fighting abilities have earned the attention of Nekron. He has dispatched Shadow to eliminate you from the competition." Go to THE SHADOWS and fight **Shadow**.

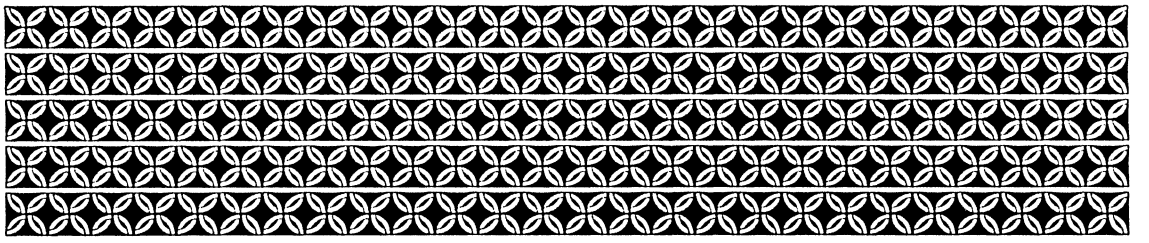
ROXL:



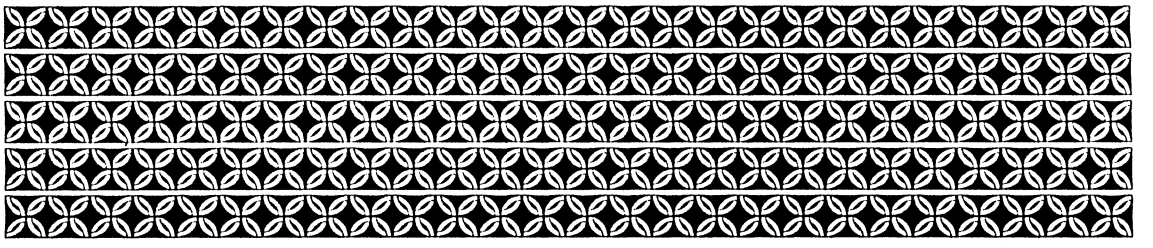
REVENGE:



MEDULA:



JAUNDICE:



Match Win Passwords

Immediately after a player wins a match they can use special joystick/button combinations to change their gauntlet, select any background or print various taunts and messages. There are over 100 messages, 16 backgrounds, 10 gauntlets and several special events that can be selected by this method. Up to 32 changes and messages can be performed after each match.

(RT) - Joystick Right
(LT) - Joystick Left
(UP) - Joystick Up
(DN) - Joystick Down

(FA) - Front Arm
(BA) - Back Arm
(FL) - Front Leg
(BL) - Back Leg

Select Background:

A player can select which background will be used for the next fight by entering one of the following code sequences:

GO TO POLARIA	-(RT) (RT) (DN) (FL) (BLOCK)
GO TO SCORCH HQ	-(RT) (RT) (DN) (FA) (BLOCK)
GO TO SUBTERRA	-(RT) (RT) (DN) (FL|FA) (BLOCK)

GO TO NIMBUS -(DN) (DN) (DN) (DN|FA) (BLOCK)
GO TO THE OBSEL DESERT -(DN) (DN) (DN) (UP) (FA) (BLOCK)
GO TO THE TOXIC MARSH -(DN) (RT) (LT) (FA) (BLOCK)
GO TO THE BLACK ARMADA-(DN) (DN) (DN) (UP) (FL) (BLOCK)
GO TO CYBERIA -(UP) (UP) (LT) (LT) (LT|FA) (BLOCK)
CHAMBER OF PAIN -(LT) (LT) (RT) (RT) (FA) (BLOCK)

Select Gauntlet:
A player can select which gauntlet he will use in the next fight by entering one of the following code sequences:

HELLHOUND'S - (LT) (DN) (LT) (BA) (BLOCK)
FREON'S - (BK) (BK) (BK) (BLOCK)
TREMOR'S - (BK) (BK|DN) (BK) (BK|DN) (BK) (BLOCK)
TEMPEST'S - (DN) (RT) (LT) (FL) (BLOCK)
FALLOUT'S - (DN) (LT) (RT) (FA) (BLOCK)
MIRAGE'S - (RT) (RT) (LT) (LT) (BK) (BLOCK)
RAZOR'S - (RT) (RT) (DN) (BL) (BLOCK)
TALON'S - (RT) (DN) (RT) (FA) (BLOCK)
AGENT'S - (BK)(BK|DN)(BK)(BK|DN)(BK)(BK|FL) (BLK)
NEKRON'S -(BK)(BK|UP)(BK)(BK|DN)(BK)(BK|BA) (BLK)

Select A Taunt:
A player can select from hundreds of taunts by using joytsick and buttons sequences:

"BLOODSTORM RULES"
(RT) (RT) (DN) (BL) (BLOCK)

"BEWARE OF THE SHADOWS"
(BL) (BL|UP) (BL) (BL|UP) (BL) (BL|BA) (BLOCK)

"NEKRON AWAITS"
(LT) (LT) (DN) (FA) (BLOCK)

"FIND THE BIGHEADS"
(LT) (DN) (LT) (LT) (BA) (BLOCK)

"EVIL HIDES IN THE CATWALKS"

(LT) (LT) (LT) (DN) (UP) (BLOCK)

"BLOOD CAN BE ANYWHERE"
(LT) (RT) (LT) (BL) (BLOCK)

"ALL TOO EASY"
"STEP OFF PUNK"
"MOST IMPRESSIVE ... NOT"
"IT IS USELESS TO RESIST ME"
"GET BENT!"
"WHILE YOURE DOWN THERE LICK MY SHOES DOG-BOY"
"FIRST TIME ON A FIGHTING GAME?"
"NEXT TIME TRY LOOKING AT THE SCREEN
AND NOT YOUR HANDS"
"YEAH RIGHT...NEXT"
"MAN, I BET THAT HURT!"
"WE HAVE A WORD FOR DEFEAT AROUND HERE....HA!"

Hidden Character Passwords

All of the hidden characters can be selected for fighting through the password system:

Dementia-(UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL|BA)
Golem-(UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA|BL)
Wraith-(UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL) (UP) (UP|FA)
Sin-(UP) (UP|FA) (UP) (UP|FA) (UP) (UP|FA) (UP) (UP|FA|FL)
Craniac-(UP) (UP|FL) (UP) (UP|FL) (UP) (UP|FL) (UP) (UP|FL|FA)
Ratchet-(UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA) (UP) (UP|FL)
Roxl-
Revenge-
Medula-
Jaundice-
Blood (Do not use)-
Shadow (Do not use)-
Nekron (Do not use)-