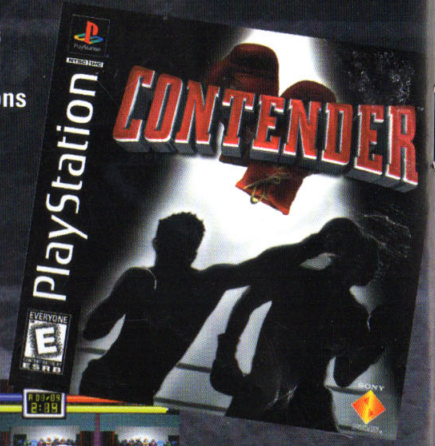
PREPARE FOR THE ULTIMATE BATTLE!

Step into the ring with the most vicious boxers in the world. Master the art of delivering crisp jabs, brutal combinations and jarring knockout blows. Battle through the Local, National and World ranks in the ultimate quest for the World Championship title.





PlayStation

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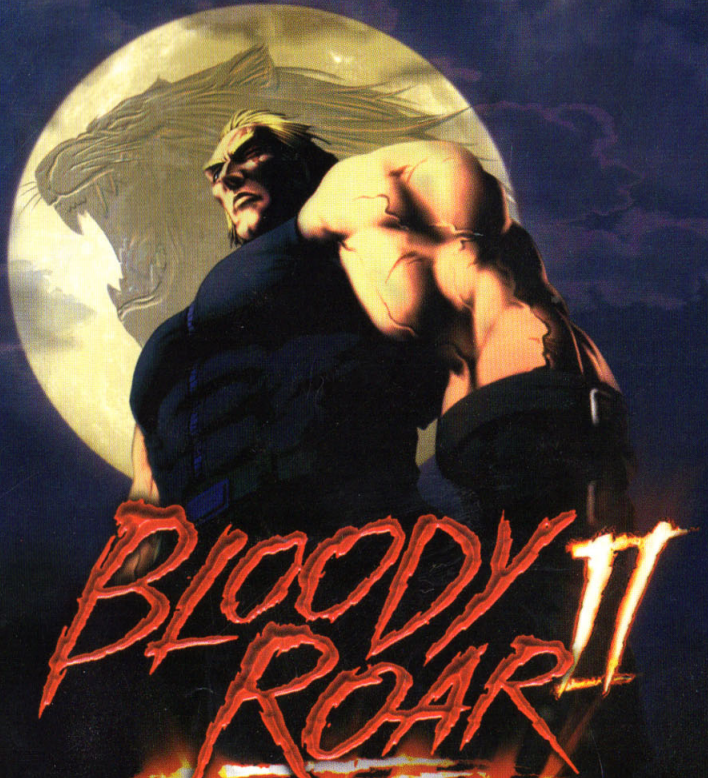
PlayStation

NTSC U/C

PlayStation

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SCUS-94424



SONY COMPUTER

WARNING:
READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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 game 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 game 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.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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.

Bloody Roar II Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail*, $5.00-$20.00 for card recharge
(*Subject to availability)

Within Canada: **1-900-451-5757**
$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)

Call this number for help with technical supoprt, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

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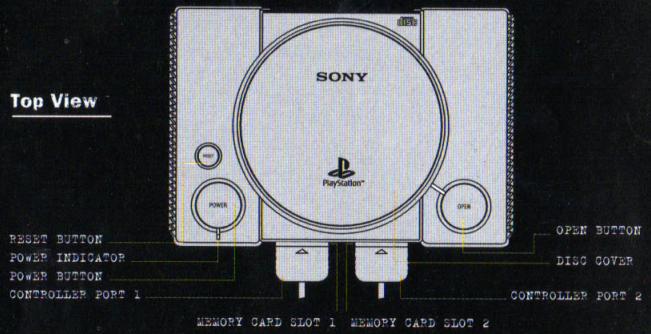
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ESRB RATING:
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at (800) 771-3772.

SETUP



SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the BLOODY ROAR II disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

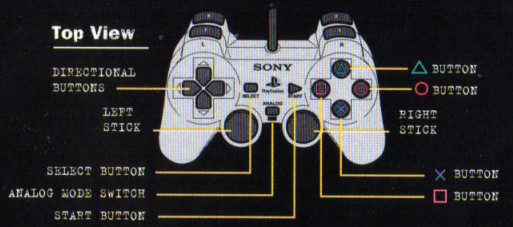
2 PLAYER GAMES

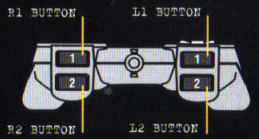
To play 2 Player games, you must insert two controllers into your PlayStation® game console.

MEMORY CARDS

To save game settings and progress, and to resume saved games, insert a Memory Card (sold separately) with at least 1 free block into Memory Card slot 1 of the PlayStation® game console before starting play. Memory Card slot 2 is not used.

CONTROLLER





MENU CONTROLS

Start	Start/pause/resume. Challenger participation in Arcade mode.
Directional Buttons	Select a mode/command/character.
⊗, □ or ○	Confirm a mode/command.
△	Cancel a mode/command.
L1 or R1	Select a stage.

Note: Dual Shock™ analog controller only - Toggle the Vibration feature ON/OFF by using the Option mode - Vibration setting (see page 11). The Vibration feature is available regardless of the ON/OFF position of the controller's analog mode switch.

FIGHTING CONTROLS (Default)

Directional Buttons (D-Pad):

↑ - Jump

↓ - Crouch

→ - Advance (when facing right; reverse button direction when facing left)

← - Guard/back off (when facing right; reverse button direction when facing left). Note that you can also guard by pressing **R1** when the **D-Pad** is in the neutral position

□ - Punch

⊗ - Kick

△ - Throw attacks

□ + **R1** - Upper throw attacks

↓ + □ + **R1** - Lower throw attacks

○ - Beast mode/Beast moves

R1 - Heavy guard

L1/R1 - Sidestep (Custom mode only)

Note: You can reconfigure the fighting controls by using the Option mode - Controller Config settings. See page 10.

Combine the **D-Pad** + ⊗, □ and ○ button for Special Attacks. See the pages on character moves at the end of this manual.

GUARD CONTROLS

Guard Escape

When in a light block, if your opponent attacks and connects, press the **D-Pad** toward the opponent when the "blue spark" appears and you will sidestep away from the attack. This maneuver is vulnerable to the Guard Break.

Light Guard

Release the **D-Pad** to the neutral position to perform the Light Guard, which can transition into the Guard Escape for an offensive follow-up.

Heavy Guard

Press and hold the **D-Pad** away from your opponent to perform the Heavy Guard. This technique is invulnerable to Guard Break moves. Pressing and holding the **R1** button also performs this maneuver. Remember that you cannot perform the Guard Escape while in the Heavy Guard.

Guard Break

Each character has certain moves which, when performed, can break through the opponent's Light Guard. The number of Guard Break moves increases when your character is in Beast mode. When the moves are performed correctly, part of your character's body shines. Experiment in Practice mode to discover each character's Guard Break moves.

THE FEAR CONTINUES . . .

The Tylon Corporation is dead! Tylon was the infamous bio-corporation that used the human body as the basis for its "Zoanthropes" - genetically altered super beast-beings. The industrial giant then used its creations as advance troops in global military invasions. The Zoanthropes' mutiny in the original BLOODY ROAR destroyed the powerful multi-national organization. But the Zoanthropes' inhuman dealings with their victims caused worldwide revolt. The Zoanthropes rightfully earned their name as "enemies of the human race."

Hostilities between humans and Zoanthropes exploded. Reports of Zoanthrope hunts and their toll in human life flooded the news. Reacting to the bloodshed, a group emerged that supported the Zoanthropes. They called themselves the "Zoanthrope Liberation Front" and declared war on the hunters. But the Front's terrorist tactics raised suspicion. Rumors began leaking out that the Front secretly kidnapped Zoanthropes and held them hostage.

Five years have passed since the collapse of the Tylon Corporation, and the world is in uproar. The three warring factions are the Human Race, the ZLF, and a loose alliance of renegade Zoanthropes. Distrust among these three camps has reached critical mass. The future of life as we know it is at stake.

One army will crush the other two - possibly forever! Can the world survive this cataclysmic clash? Join the deadly warriors of the new millenium - and rage against the super-beasts who threaten to destroy the world!



SELECTING A GAME MODE

The Title screen appears when you start the game. Press ✕, □ or ○ to see the first game mode. Press the **D-Pad** ↑/↓ to scroll through the modes, and press ✕, □ or ○ to select one.





ARCADE (1 Player)

This mode faithfully duplicates the arcade version of BLOODY ROAR II. Select your character on the Character Selection screen by using the **D-Pad** and pressing ✕, □ or ○ to confirm. Then the computer automatically selects your opponent and the fight begins. If you win, the next opponent will be automatically selected and the next fight will begin. If you lose, you'll have the chance to continue playing in this mode.

CONTINUING PLAY

There is no limit to the number of times you can continue. Press Start on the Continue screen before the countdown reaches zero. Use the Character Selection screen to choose your fighter and resume combat. To end the mode, allow the countdown to reach zero.

CHALLENGER PARTICIPATION

During Arcade battle, a second player can join in by pressing Start on the second controller. The new player then selects a character and the fight begins.

VS (2 Players)

Two players each select a character and proceed to battle stations. Press L1/R1 before choosing your characters to select the stage.



STORY (1 Player)

Discover the profound world of BLOODY ROAR II! Develop your character's story as you win and advance. Learn more about each fighter's background and the evolution of his/her bestial counterpart. The story begins when you select your character. Your opponents appear one by one and more of the story is revealed as you win and advance. If you lose, you can continue the story by selecting YES on the Continue screen.



SURVIVAL (1 Player)

Considerable experience required! Compete to see how many opponents you can defeat with a single life. Since your Life Energy does not completely recover between rounds (as it does in other modes), it's much more difficult to win and advance.

Note: Defeat 15 characters in Survival mode to access the Any Cancel combination attack feature.

WATCH

Take a ringside seat in a match between two computer-controlled characters. Select both characters (or the same character twice) and grab the popcorn as you watch a pulverizing bout.

CUSTOM (1 or 2 Players)

Battle your way through the challengers. As you obtain each Custom fighting mode by meeting special conditions, your character gains new strengths and more combat upgrades become available.



Game Start: After setting your Custom options, select Game Start, and then select your fighting mode.

- VS HUMAN - Two players compete.
- VS COMPUTER - One player vs. the computer.
- VS COMPUTER ALL MEMBERS - One player vs. all characters controlled by the computer.
- PRACTICE - Hone your skills and beastly powers against a computer opponent.

Wall Display: Toggle ON/OFF to display or hide the background.

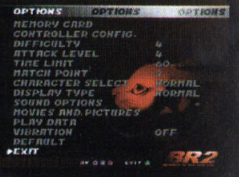
After Image Mode: Switch ON/OFF to display or hide the after-image of the characters during fights.

Default: Restore all default Custom settings.

Quit: Return to the Main Menu.

SETTING OPTIONS

Select OPTIONS from the Main Menu to display the Options Menu. Press the **D-Pad** ↑/↓ to select an option; press the **D-Pad** →/← to adjust the setting. Press ✕, □ or ○ to confirm, or press △ to cancel and exit back to the Main Menu.



Note: The Controller Config and Quit options are also available from the Pause menu by pausing during gameplay.

Memory Card: Use the Memory Card to save, load and autoload game data.

- Autosave – Turn automatic save. ON/OFF.
- Load Memory Card Slot 1 – Load data from the Memory Card.
- Save Memory Card Slot 1 – Save data to the Memory Card.



Controller Config: Reconfigure the fighting controls to suit the way you play. At the menu, hold down the button you want to reconfigure, and then press the **D-Pad** →/← to scroll through the available functions. When finished, press Start to exit back to the Options menu.

Difficulty: Select the difficulty of defeating the computer player, from 1 (easiest) to 8 (hardest).

Attack Level: Set your fighter's attacking power from 1 to 8.

Time Limit: Set the length of time for each round: 20, 40, 60 or 90 seconds, or infinity.

Match Point: Set the number of rounds required to win a match, from 1 to 4.

Character Select: Adjust character selection to Normal or Quick mode.

Display Type: Choose a display mode that fits the TV you are using.

Sound Options: Toggle between stereo/mono sound and adjust the volume. You can also sample background music and sound effects.

Movies and Pictures: View different animations and illustrations as you win bouts under varying conditions.

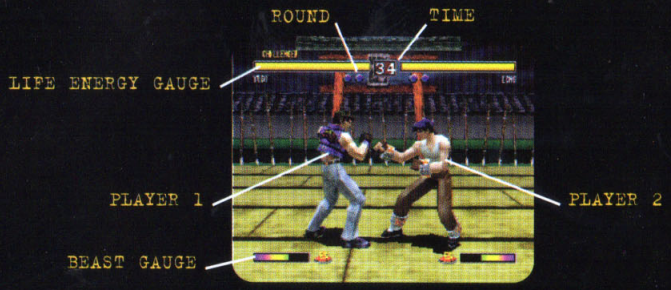
Play Data: View the ranking of each play mode.

Vibration: Dual Shock™ analog controller only. Toggle the vibration feature ON/OFF.

Default: Restore all default Option settings.

Quit: Return to the Main Menu. (Ends the current fight when selected from the Pause menu.)

THE FIGHT SCREEN



You can move your fighter during the short time between "Get Ready" and "Fight," so try to get into your best attack position in that brief moment before the action starts.

Player 1/Player 2: Player 1 controls the character who starts on the left side of the screen, and Player 2 controls the character on the right.

Time: Time limit per round.

Life Energy Gauge: Displays the remaining strength of the character. Both characters start each round with a full Life Energy Gauge, except in Survival mode. Life Energy decreases as a player takes damage.

Round: Shows the number of rounds needed to win the match. Red circles are rounds won so far.

Beast Gauge: When the "B" mark appears, you can morph your character into his/her Beast counterpart and use your Beast moves by pressing the ○ button (default). When blue, the gauge is charging; when yellow, you are in Beast mode. The yellow gauge decreases as you take damage. See the "Beast Mode" section on page 14 for more.

GAME RULES

- When a character takes damage, his/her Life Energy Gauge decreases.
- The first character whose Life Energy Gauge runs out loses, and the other character wins the round.
- The first fighter to win the set number of rounds wins the match.
- If you're playing with a time limit and time expires before either opponent wins, the fighter with more Life Energy remaining wins the round.
- A tie occurs when both fighters' Life Energy runs out at the same time (a double KO), or both fighters have the same amount of Life Energy when time runs out. In case of a tie, the characters will fight one more round to determine the winner.

Note: You can adjust the time and number of rounds per match in Option mode. See page 10.

Hints

- Don't give up. Fight to the end!
- It's possible to snatch victory from the claws of defeat with a devastating Rage Move!

BEAST MODE



BEAST GAUGE BEAST GAUGE

FIGHTING STRATEGY

In BLOODY ROAR II, your fighting strategy is to concentrate on morphing into a beast whenever and as often as possible, and using your Rage Move to defeat your opponent. You can only morph when the Beast Gauge shows a "B." At the start of a round, your Beast Gauge has a half charge and you can morph at any time by pressing the ○ button (default).

Note: Check each character's profile beginning on page 19 for individual Rage Moves.

THE BEAST GAUGE

The Beast Gauge takes on different appearances to indicate its state:

APPEARANCE	STATE
Blue	Charging
'B' Mark	Ready to morph
Yellow (full)	Beast mode. The bar decreases as your Beast character takes damage. It empties when you unleash a Rage Move.
Yellow (empty)	When the Beast Gauge empties, Beast mode ends if you are knocked out or hit with the opponent's Rage Move.

MORPHING



Your fighter can morph into Beast form when the "B" mark appears in the Beast Gauge. You gain power and the ability to use your Beast's Rage Move.

1. Press ○ to morph into a Beast. Your Beast Gauge turns yellow.
2. Your Life Energy Gauge begins gradually recovering some energy, as long as your Beast is attacking or standing off. (It will not recover energy while your Beast is taking damage or guarding. When you revert to human form, the Life Energy Gauge no longer recovers.)
3. You're now empowered with Rage Move. Press a unique combination of the **D-Pad** + ○ to use your Rage Move, depending on your character.

Remember: Your Rage Move uses up all your Beast power.

USING FIGHTING COMMANDS

The moves in this section can be used by all characters. These commands are for characters facing right. Reverse the left/right **D-Pad** direction when your character is facing left.

MOVEMENT

D-Pad

- ↑ - Jump
- ↓ - Crouch
- → - Advance
- ← - Guard/back off



ATTACKING (Default Controls)

□	Punch
✕	Kick
△	Throw attacks
□ + **R1**	Upper throw attacks
↓ + □ + **R1**	Lower throw attacks
○	Beast attacks

Rage Move

Rage Move is a one-hit ultimate destructive attack performed during Beast mode. It is the clinching killer attack and it uses up all your Beast power. Since that leaves you extremely vulnerable, be careful when you use it, and be ready for the consequences if you fail.

DEFENDING

Guard by pressing the **D-Pad** ← or ↙ or releasing it to the neutral position. You can also guard an attack once while jumping in the air.

GUARD CHART

	Upper Guard	Lower Guard	Air Guard	Cover
Upper-Level Attack	Defend	Attack doesn't connect	Defend (once only)	Attack doesn't connect
Mid-Level Attack	Defend	Can't defend	Defend (once only)	Attack doesn't connect
Low-Level Attack	Can't defend	Defend	Defend (once only)	Can't defend

Light Guard - D-Pad neutral
A reliable guard that you can easily transition into a counterattack. It can be crushed with the Guard Break move.

Note: You cannot Light Guard on moves when part of your opponent's body shines before he/she attacks.

Heavy Guard - From neutral, quickly tap and hold D-Pad away from opponent
A stronger guard that can withstand the Guard Break but takes more time to transition into a counterattack.

Guard Attack - ↓ ↙ ←+□ or ✕
This counterattack is wrapped in lightning that shifts from upper or middle guard depending on the character.

Guard Escape - D-Pad toward opponent when 'blue spark' appears
Slip into Guard Escape to avoid an attack, and come back with a combination!

Defense - □ + ✕
Avoid damage by going on the defensive

Cover - ↓ ↓ quickly
Use Cover to avoid upper and mid-level attacks.

READING THE SYMBOLS

- → Tap the D-Pad in the direction indicated
- → Hold down the D-Pad in the direction indicated
- \+ Press simultaneously
- □ Punch
- ✕ Kick
- ○ Beast Morph/Beast Attack
- **R1** Heavy Guard

Remember: All arrow symbols refer to characters facing right. Reverse left/right arrow direction for characters facing left.

YUGO



Beast Form: Wolf
Fighting Style: Boxing
A powerful, well-balanced character, Yugo fights with tremendous force and speed.

SPECIAL MOVES

Standing Lock	□ □ □ □
Knuckle Twin Kick	□ ✕ ✕
Dragon Finish Blow Combination	← + □ , □ □ , ↓ + □
Sway Hook Combination	↙ + □ , ← + □ (3 times)
Final Machine Gun Upper	↘ + □ , ↘ + □ , ↘ + □ , ↘ + □
Panther Two	→ + □ , □ □
Low & Step In	↓ + ✕ , ↘ + □
Heel Tusk	↓ , ↓ + ✕ , ✕
Side Twin Kick	↘ + ✕ , ↘ + ✕
Claw Twin Knuckle Slash	○ □ □ ○
Triple Slash	○ ○ ○
Blind Blow	↘ + ○ , ↘ + □
One Two Body Upper	↓ ↘ → + □ , → + □ , → + □
Silver Wolf Knuckle	↓ ↙ ← + □ (Guard attack: press **R1** = cancel midway)
Meteor Crash	↓ ↙ ← + ○ , ○ or ✕ or □ (near and with back to wall)

RAGE MOVE

Spiral Fang	↓ ↙ ← ↙ ↓ ↘ → + ○

ALICE



Beast Form: Rabbit
Fighting Style: Jumping
Alice doesn't have much force but is superb in speed and jumping power. She is deadly when she links attacks and rushes her opponent.

SPECIAL MOVES

Blitz River Throw	□ ✕ □ , ↓ + ✕
Arc Drop Combination Rush	→ + ✕ , ↓ + ✕ , ↓ + □
Sway Kick Combination	← + □ , ✕
Through Punch Upper	→ + □ , → + □
Leg Beat Combination	↘ + ✕ , ✕ ✕
Rabbit Step	↘ + □ , □ □ , ↓ + ✕
Upper Rabbit Rush High	□ □ □ , → + □ , ○ ○ ○ , → + ○
Long Rabbit Ground Rush	↙ + ○ , ○ ○ , ↓ + ○
Low Rabbit Knee Rush	↓ + ○ , ↓ + ○ , ○ ○ ○
Low Rabbit Slider Rush	↓ + ○ , ↓ + ○ , ↓ + ✕ , ↓ + □
Spinning Hopper	↓ ↙ ← + □ (Guard attack: press **R1** = cancel midway)
Rabbit Spiral	↓ ↘ → + □
Triple Somersault	↓ ↙ ← + ✕ , ← + ✕ , ← + ✕
Rabbit Flip	↓ ↘ → + ○ (floating move)
Switch Moonsault	↓ ↙ ← + ○ (moving attack)

RAGE MOVE

Lifting Star Lane	↓ ↘ → , ↓ ↘ → + ○

LONG



Beast Form: Tiger
Fighting Style: Combination Attacks
A master of the ever-changing circle combination, Long is recommended for advanced players.

SPECIAL MOVES

Consecutive Strike	□ □ □ (may be followed with Six Level Combo Ring)
Rotation Back Gate Elbow	□ ✕ , ↓ + ✕ , → → + □
Hawk Shoulder Plant	↘ + □ , □
Cross Attack	○ ○ ○
Snowy Mountain by Heaven	↙ + ○ , ○

Six-Level Combo Ring

Ax Leg ↓ + ✕	Break ✕	Left Kick → + ✕
Single Grip → + □	Right Kick ✕	Grasp Sun & Moon ↓ + □

You can start the combination with any move listed on the right, then advance through the moves in one direction only, either left or right.

Six-Level Combo Ring Ending Moves

Back Gate Elbow → , → + □	Demolition Attack ← + □	Continuous Gem Bombardment ↓ , ↓ + □
Rotation Kick → , → + ✕	Turn Over Continuous Kick ← + ✕	Forward Sweep Illusion ↓ , ↓ + ✕

You can end with any ending move, but you cannot use the same move twice.

RAGE MOVE

Ferocious Tiger Laceration	↓ ↘ → , → ↘ ↓ ↙ ← + ○

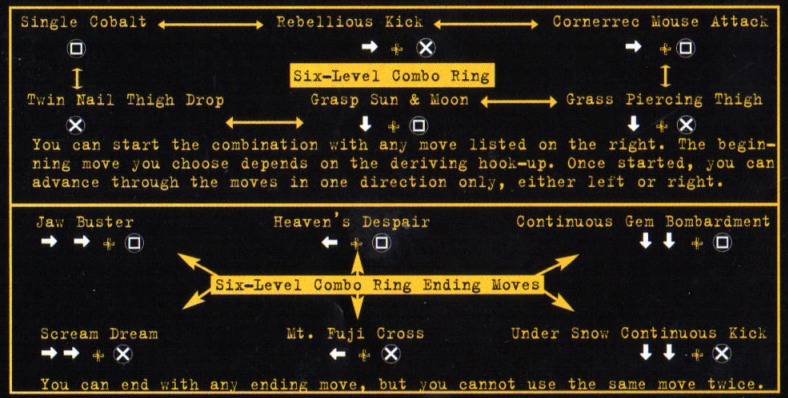
URIKO



Beast Form: Half Beast
Fighting Style: Kenpo
Uriko is not as heavy as Long, but she compensates with incredible speed. An amateur practitioner of Kenpo, Uriko uses a short version of Long's Six Level Combo Ring.

SPECIAL MOVES

Thunder Dance	□ □ □ □ (go to Six Level Combo Ring: □ or → + ✕ or → + □)
All Around 1-2-3	□ ✕ ✕, ↑ + ✕
Supreme Penetrating Bow Thigh	→, → + □ ✕
Thunderclap Peace	↓ ↘ → + ○, ○ (can additionally enter the ○ only when hitting)
Wings of the Phoenix	↓ ↙ ← (← ○) 6 times (go to the ending moves for Six Level Combo Ring)



RAGE MOVE

Surprise Cat Pounce	↓ ↙ ←, ← ↙ ↓ ↘ → + ○

BAKURYU



Beast Form: Mole
Fighting Style: Ninja
Bakuryu confuses his opponents with swift movement and multiple ninja techniques. Expert players will love his cunning attack style.

SPECIAL MOVES

Spiral Shadow Blade	□ □ □ □ + → □
Sword Drop Blade Kick	□ □ ✕ ✕
Fang Drop Hammer Moon Shadow	□ ✕ ✕, → + ✕, ← + ✕, ↑ + □
Flowing Shadow Circular Kick	↘ + □, ✕
Bursting Avalanche Kick	↘ + ✕, ✕ ✕
Gale Crescent Moon Drop	→, → + ✕, ✕ ✕
Sword Round Moon Kick	□ □, ← + ✕
Lightning	↓, ↓ + ✕, ✕
Poisonous Claw Slash	○ ○ ○
Poisonous Claw Machine Gun	→ + ○, ○ ○ ○ ○
Snow Light Line Drop	↓ ↘ → + □ (midair hitting throw)
Smoke Bomb	↓ ↘ → + ✕ (comes up facing the opponent's back; press **R1** to cancel)
Smoke Spiral Kick	↓ ↙ ← + ✕ (comes up in midair)
Hard Air Stream	↓ ↙ ← + □ (Guard attack: press **R1** = cancel midway)
Rising Scrape Up	↓ ↙ ← + ○ (floating move)

RAGE MOVE

Double Inferno	← → ← ↙ ↓ ↘ → → + ○

SHINA



Beast Form: Leopard
Fighting Style: Single & Continuous
Attacks Shina delivers power in single and continuous attacks, with weight in each hit. She inherited her fighting style from her father, Gado, a famous fighter from the first BLOODY ROAR.

SPECIAL MOVES

M-VI Stinger	□ □ □ ✕
M-VI Nupperm	□ □ , ↓ + ✕
Hunting Dive Elbow	→ + □ , → + □ , → + □
Hunting Arrow	→ + □ , ✕
Amazon Scratch	↘ + □ , ↓ + ✕
G-III Combination	✕ ✕ ✕
Assault Kick Mine	→ + ✕ , ✕ ✕ ↓ + ✕
Assault Kick Bomb	→ + ✕ , → + ✕ , ✕
Faint Kick Bomb	→ + ✕ , → + ✕ , □
Lightning Scratch	↘ + □ , → + ○ , ○
Triple Low Scratch	○ ○ , ↓ + ○
Angry Slash	○ , ↓ + ○
Trident Shoot	↓ ↙ ← + ✕ (Guard attack: press **R1** =cancel midway)
Scramble Snatch	↓ ↘ → + ✕ (midair hitting throw)
Rising Laser	↓ ↙ ← + ○ (floating move)

RAGE MOVE

Cross Blade Zapper	↓ ↙ ←, ↓ ↙ ← + ○

BUSUZIMA



Beast Form: Chameleon
Fighting Style: Deception
Devious Busuzima uses numerous deceptive moves such as disappearing and shifting his stance to trick opponents.

SPECIAL MOVES

Chopping	✕ , ↓ + ✕ , □ □
All Open Transparent Kick	□ □ □ , ✕ ↓ + ✕
Back Attack	↘ + □ , ↘ + □ , ← + □
Negligent Bad Kick	→ + □ , ✕
Gangster Trick Kick Series	→ + ✕ , → + ✕ , → + □
All Open Upper Punch	□ □ □ ○
Somersault Facial Slider	↑ + ○ , ↙ + ○ , ↓ + ○
Slide Climbing Upper Punch	→ + ○ , → + ○
Dokujima (Poison Island) Serious	↓ ↘ → + ✕ (special posture)
Serious Punch	↓ ↘ → + ✕ , □ □ □
Serious Kick	↓ ↘ → + ✕ , ✕ ✕
Dokujima Exercise	↓ ↙ ← + ✕ , ✕ ✕ ✕ ✕ ✕ ✕ ✕
Running Chop	↓ ↘ → + □ (special damage move)
Invisible Attack	↓ ↘ → + ○ (disappear after attack)
Disappear	↓ ↙ ← + ○ (disappear)

RAGE MOVE

Ultimate Die Through	↓ ↘ →, ↓ ↘ → + ○

JENNY



Beast Form: Bat
Fighting Style: Lower Body
Jenny's extended fighting style concentrates on leg moves. After morphing, her flying ability increases, providing a spectacular getaway flourish to her attacks.

SPECIAL MOVES

Step Slap	□ □
Passionate Heal Rush	→ + ✕, ✕ ✕ ✕ ✕
Passion Heal Goodbye	→ + ✕, ✕ ✕, ← + ✕
Sly Kick	↓ + ✕, ✕
Enamel Blade	↘ + ✕, ✕ ✕ ✕
Gross Edg	↓, ↓ + ✕, ✕
Complete Disorder	○ ○ ○ ○ ○
Wind Slider	○ ○ ○, ↓ + ○
Nightmare Walking	→ + ○, ○ ○
Twist	↓ ↘ → + □ (special posture)
Twisted Explosion	↓ ↘ → + □, ✕ ✕ ✕ ✕ ✕ ✕ ✕ ✕ ✕
Twist Heal Change	↓ ↘ → + □, ✕ ✕, ↓ + ✕
	(can move back, front and back)
Eccentric Kick	↓ ↘ → + ✕ (move in midair)
Drill Talon	↓ ↙ ← + ○, ○
Bat Wing Blade	↓ ↘ → + ○ (floating Move)

RAGE MOVE

Sky High Tempest	→ ← ↙ ↓ ↘ → + ○

STUN



Beast Form: Insect
Fighting Style: Grappler/wrestler
Stun is a powerful character skilled in throwing and dashing moves. Although frequently unguarded, Stun fights well at both close and long range. He's a favorite of advanced players.

SPECIAL MOVES

Shell Face Slash	□ □ □ □
Shell Rush Guillotine	□ □ □ ✕
Shell Slasher	□ ✕ □ □
Bio Shock	↙ + □ (Lower attack move)
Thrust Blow	→ + ✕, ✕, ← + □
Combination Antler Bomb	→ + ✕, ↓ + ✕, ↓ ↙ ← + □
Hand Knife Combination	↓ + □, ✕
Chaos Beetle Rush	○ ○, ↓ + ○, ↓ + ○
Violence Beetle Rush	○ ○, ↓ + ○, ↘ + ○, ↑ + ○
Grasshopper Leg	↓ ↙ ← + ✕ (Guard attack
	(press R1 = cancel midway)
Spider Drop	↓ ↘ → + □ (upper hitting throw)
Antler Bomb	↓ ↙ ← + □ (lower hitting throw)
Hornet Grab	↓ ↘ → + ✕ (middle hitting throw)
Stun Crash	↓ ↘ → + △, ↓ ↙ ← △ (2nd part)
Bio Reject	↓ ↙ ← + ○ (upper and middle body move)

RAGE MOVE

Boosting Burst	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + ○
	(close to opponent)

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