

XBOX



LIVE

ONLINE ENABLED

DEAD OR ALIVE



U L T I M A T E

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching videogames.

These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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The game screens used in this manual may differ from those of the actual game.

Getting Started

Xbox Live™

Take Dead or Alive 2 Ultimate Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play, and talk to them in real-time as you play. For games with downloadable content, download new levels, missions, weapons, vehicles, and more to your Xbox® console.

Connecting

Before you can use Xbox Live™, you need to connect your Xbox® console to a high-speed or broadband internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see www.xbox.com/connect.

Home Theater Systems / Dolby Digital 5.1ch

Dead or Alive © Ultimate supports Dolby Digital 5.1ch home theater systems. Dolby Digital 5.1ch output requires a compatible Dolby Digital 5.1ch system, including an optical cable, and either an Xbox® Advanced AV Pack or the Xbox® High Definition AV Pack. (Dolby Digital 5.1ch equipment is sold separately.)

HDTV / Progressive Scan 480p

Dead or Alive © Ultimate supports advanced HDTV technology, and the progressive display format of 480p, which requires a compatible television and an Xbox® High Definition AV Pack. (HDTV equipment is sold separately.)

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 Dead or Alive World Combat Championship. Since his death—and in the absence of his charisma and leadership, the world has become chaotic. Yet something appears to be happening. Amid this chaos, it is announced that “Dead or Alive Championship 2” will be held. However, Douglas’ passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of “Dead or Alive Championship 2,” who is fond of conflicts and jealous of the strong, is responsible for Douglas’s 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 “Dead or Alive” Ultimate™ software for the Xbox® Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

Dead or Alive® 2 Ultimate supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox® Advanced AV Pack or an Xbox® High Definition AV Pack, both of which are sold separately.

Dead or Alive® 2 Ultimate supports the progressive display format (480p), which requires a compatible television and an Xbox® High Definition AV Pack (sold separately).

Game Controls

Dead or Alive © 2 Ultimate is designed for use by one to four players. This section describes basic controller operations, based on the DEFAULT controller type when the character is facing right.



Game Reset

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

Dead or Alive © Ultimate on the Xbox® Video Game System Button Controls

F Represents the X button in the Game. Likewise, **P** represents the Y button and **K** represents the B button.

- For 2 or more players on one Xbox® Video Game System you will need additional Xbox® controllers.
- Select the Controller Settings in the Option mode to switch the Vibration function on/off.
- Basic Controls use the DEFAULT button assignments. Select the Controller Settings in the Option mode to customize button assignments.

Starting the Game

Game Mode Select

Press the START button at the Title screen to enter the Game Mode selection screen. Use the directional pad to pick a Game Mode and press the START or A button to confirm the selection.



Character Select

Use the directional pad to select a character and press the START or A button to confirm. Each Dead or Alive © character has unique costumes. After a character selection has been confirmed, use the directional pad to select the character's costume and press the Start or A button to confirm the costume selection.



- Each characters has a different number of costumes.

Rules

1. Criteria for Victory in Battle

The regulations specified below are prerequisite conditions to advance to the next round in one battle. The player that wins the predetermined number of rounds wins the battle and advances to take on another challenge.

- **KNOCK OUT (KO)** When a fighter's health level reaches zero.
- **TIME UP** When the countdown timer reaches zero.
(The fighter whose health is greater wins the set.)

2. Criteria for Draws and Sudden Deaths

A DRAW occurs when both fighters have the same amount of health remaining at TIME UP, or in the event of a DOUBLE KO, in which both fighters achieve a KO at the same time. A SUD-DEN DEATH set is created, if, at the same time, both fighters win the number of sets required for victory. The champion of the SUDDEN DEATH set is declared the winner of the battle.

3. Continue

Press the START or A button at the Game Over countdown screen to confirm another challenge. If the game is set to Default Settings, you cannot change characters before the next fight begins.

Battle Screen

Set count

This represents how many rounds you must fight to win. When you win a round, one dot will be highlighted. When you win the entire battle, all dots will be highlighted.

Time

This represents how much time is remaining in the round, when the countdown timer reaches Zero, the fighter with the most health remaining on his or her life gauge wins.

Life gauge

A player is defeated if his or her life gauge drops to Zero.



About the menu during game pause

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

CONTINUE:	Closes the menu and continues the game.
COMMAND LIST:	Displays the command list for the character.
CHARACTER SELECT:	Ends the game and returns to Character Select screen.
QUIT:	Ends the game and returns to the title screen.

Victory Icons

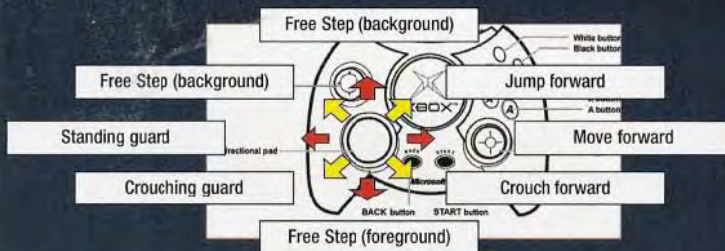
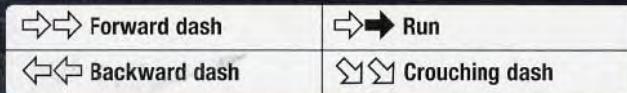
After two player battles, special Victory Icons appear. If you win several consecutive two player battles, the number of Victory Icons will increase and the shape of the icons will change at the following milestones: 1, 5, and 10 consecutive wins. Watch carefully, different characters have special and unique Victory Icons.

Basic Operations

This section explains common movements used by all characters. Refer to the Basic Controls on Page 4 for details on the directional pad and individual buttons. Review the individual character pages, beginning on Page 25, for moves unique to each character. The following movements assume the character is facing right.

Character Movements

⇨ indicates a short press of the directional pad, while the → indicates a long press.



Guarding



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

Free Steps

↑ Background movement ↓ Foreground movement

Free Steps let players freely move their character around the 3D environments of DOA. To move a character using a Free Step, use the Directional pad to move the character into the Foreground and Background. Free Steps are important to learn if you want to take advantage of the multi-tiered stages and interactive elements in the world of DOA.

Strikes

P Punch K Kick



Each character has unique Strike moves. By combining these moves with the Directional pad, you will be able to execute various attacks.

Types of attacks

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.

Throws

F + P Ordinary throw ↓ F + P Low throw



When 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 pad in combination with the F + P buttons to execute more powerful throws.

Evade Throw

F + P Evading Ordinary throws

(Well-timed) F + P Backward dash

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 punch)	 F	Middle punch hold
(Against a middle kick)	 F	Middle kick 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 hits 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.

Down Attacks

 **P**  **K** Down attack

 **P** or  **K** Follow-up attack



When a character is knocked down, you can execute a Follow-up attack. Use **P** or **K** button for the follow-up attack, depending on the character. In addition to Follow-up attacks, some characters have a special Down attacks, which they can use on a grounded opponent.

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

Press **P** button several times in succession

Get up quickly at your present location

Press  **F** button several times in succession

Roll toward the background and get up

Press   **F** button several times in succession

Roll toward the foreground and get up

(While getting up, press **K** button several times in succession

Rising middle kick

Press   **K** button several times in succession

Rising low kick

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

Game Modes

Dead or Alive © 2 Ultimate features twelve Game Modes.

Story Mode

In Story Mode you fight to learn the true story behind each Dead or Alive character, and the secrets hidden in the world of DOA. If your player is defeated, the Game Over screen will appear. There is no limit to the number of times Story Mode can be continued. (1 player)



Time Attack Mode

Time Attack Mode is about non-stop action, your score is calculated by the time it takes you to clear the game. Time Attack Mode is only played using the default difficulty settings and number of rounds. If your total time qualifies for the Top 10 in Time Attack mode, you can record your score. (1 player)



Versus Mode

Versus Mode allows players to fight against each other in a Single Battle or Tag Battle. There is no limit to the number of matches that can be played. (2 - 4 players)

At the end of each battle the following options will be displayed:

AGAIN:	Repeats the battle under the same setting.
CHARACTER SELECT:	Return to Character Select screen.
QUIT:	Return to the title screen.

Tag Battle Mode

Form a Tag-Team and fight two-on-two with up to 4 players in Tag Battle Mode. Players can join in the battle by selecting his or her character. Two of the same character may not appear on one Tag-Team. Learn which fighters have strong alliances to pull off stunning Tag-Team combos, which are unique to the pairing of certain characters. (1 – 4 players)

- To play, each player must have their own Xbox® controller, which are sold separately.
- A tag team can be controlled by 1 or 2 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. You'll need one controller per player.
- A maximum of four Controllers will be required.

Rules

Knock out both opponents to win.

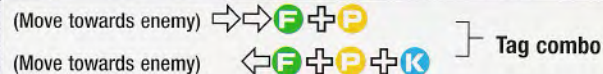
Tag Change

1. **F + P + K** 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 not attacking or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.



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. Once a character has been knocked out, you can no longer use tag combos.

- Some character combinations have their own special tag combos.



Survival Mode

The goal is to take on minimum damage while earning maximum points. Use one life against an onslaught of computer controlled opponents until your health is completely depleted. After each battle you win, some of your health will be restored. Focus on the moves that earn the most points and learn the best techniques to use against each character. If your final score qualifies for the Top 10 in Survival Mode, you can record your score. (1 player)

- You cannot Continue in this mode.
- The game will finish at Time up or in the event of a Draw.

Items



5000 points
Carrot



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



10,000 points
Lipstick



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



20,000 points
Moneybag



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



30,000 points
Rice ball

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, 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

Select multiple characters and battle in Teams of up to 7 fighters in a Tournament format.
(1 - 2 players)

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 pad to move the cursor and to select and change settings.

Sparring Mode Menu

CONTINUE:	Closes the menu and resumes sparring
COM 1st ACTION:	Sets the action of the computer character
COM 2nd ACTION:	Sets the action of the computer character after it has been attacked
COUNTER:	Configures the counter setting
EXERCISE:	Enables you to practice move commands.
COMMAND LIST:	Displays the command list
RESET POSITION:	Returns the character to its initial position
CHARACTER SELECT:	Returns to Character Select screen.
QUIT:	Ends sparring and returns to the title screen

Watch Mode

Watch Mode lets you to pick 2 - 4 computer controlled fighters and select a stage for a Single Battle or Tag Battle. There is no time limit to the matches and the characters have no life gauge. If you want to change characters or adjust the camera, Pause the game by pressing the START button and adjust the options. To return to the Game Mode select screen, Pause the game and select Quit.

User Profile System (UPS) Mode

Keep track of your DOA PROFILE with the USER PROFILE SYSTEM.

- View Profile
- Edit Profile
- Load Profile
- Create New Profile
- Export Profile
- Import Profile

Battle Record Mode

Record and watch saved replays of your favorite battles anytime. Pause, Rewind, and take control of the Camera to get the best view of the action.



Settings Mode

Change game settings, battle options, and customize the game to fit your style.

Ranking Mode

Displays the various rankings of Time Attack Mode and Survival Mode.

Time Attack Ranking:	Displays the ranking of Time Attack Mode.
Survival Ranking:	Displays the ranking of Survival Mode.
Character Ranking:	Displays rankings for each character used in each mode.

Option

Select OPTIONS from the Game Mode select screen to adjust game settings.

Game Settings

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

Difficulty:	Sets the skill levels (degree of difficulty) of computer opponents
Match Point:	Sets the number of rounds one must win to clear a stage
Life Gauge:	Sets the amount of health
Round Time:	Sets the amount of time for a single round
Default:	Restores default settings

• The items that can be configured differ by Game Mode.

AUDIO

Settings for game sound

Music Volume:	Sets the volume of the background music during the game
S.E. Volume:	Sets the volume of SE (Sound Effects) during the game
Voice Volume:	Sets the volume of character voices
Sound Test:	Sound test of Background Music during the game

CONTROLLER

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

Button Config.:	Configures the functionality of each button on the controller
Vibration:	Used to turn vibration on/off
Analog Command:	Enables/disables the button's analog input

LANGUAGE

These are the language settings for use in the game.

Menus:	Sets the language for menus
Subtitles:	Sets the subtitle language for use in the game

VIDEO

These are the general settings for the screen.

Gamma:	Sets the gamma value
Brightness:	Sets the brightness
Contrast:	Sets the contrast

WARNING

Displays information on the Dead or Alive® Ultimate software.

EXIT

Exits the Option screen and returns to the Game Mode Select screen.

The evolution of *The Dead or Alive World Combat Championship* has arrived...

YOUR XBOX LIVE™ ACCOUNT

To use the DOA Online Game Mode you need to have an active Xbox Live™ account (your account name is commonly referred to as your GAMERTAG) and sign-in to the Xbox Live™ service by connecting your Xbox™ to a high-speed or broadband internet connection.

THE XBOX COMMUNICATOR™ HEADSET



To take full advantage of the DOA Online experience and participate in the Virtual Arcade you will need the Xbox Communicator™ headset, which is sold as part of Xbox Live™ packages, or sold separately. The Communicator™ lets you get in the middle of the action as an active DOA Online player or Spectator. Both active DOA Online players and Spectators can cheer on other DOA players and Spectators, or talk trash with their opponents. Always be respectful of others. Follow the Xbox Live™ Terms of Use and Codes of Conduct. Keep in mind that you agree to abide by them every time you sign-in to Xbox Live™.

SIGN-IN LINKING YOUR DOA PROFILE TO YOUR GAMERTAG

This is the official login screen to sign-in to Xbox Live™ and the world of DOA Online. If you're signing in for the first time, create a new DOA PROFILE and link it to your Xbox Live™ account. (You can link only one Xbox Live™ account per DOA PROFILE and it uses 14 Blocks of Memory on the hard disk of your Xbox®.) If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the proper steps to create an Xbox Live™ account and return to this screen.

MODE SELECT

WELCOME TO THE VIRTUAL ARCADE

ONLINE MENU

This is the official login screen to sign-in to Xbox Live™ and the world of DOA Online. The DOA PROFILE you created will automatically be linked to the Xbox Live™ account you specified. Confirm your DOA Profile and Xbox Live™ account (GAMERTAG) to enter DOA Online, the world's first Virtual Arcade created for Dead or Alive, the world's first online 3D fighting game. Get ready to fight!

If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the steps to create an Xbox Live™ account and DOA PROFILE and return to this screen.

QUICK MATCH



The Quick Match feature automatically selects a battle based on optimal conditions for you and the Xbox Live™ network. Select Quick Match and you'll be fighting online against other DOA players in seconds.

OPTIMATCH



Are you ready to get the most out of your DOA Online experience? You set the parameters and hand-pick the fights you want to enter in Optimatch. Increase your World Ranking by playing against other fighters who share the same skills or rise to the challenge and take on more advanced DOA players. Search for a Lobby and join the fight!

CREATE MATCH



Ever wanted to organize your own Dead or Alive World Combat Tournament? You set the rules by selecting the parameters for each round and battle. Create your own Lobby and send Invites to friends who are currently online and challenge other online DOA players in sessions you design and Host. As a Host, customize the fight by setting the rules, you can even change the rules in-between fights to keep everyone on top of their game.

MENU

SESSION NAME	NAME THE LOBBY FOR PLAYERS TO LOCATE AND JOIN YOUR SESSION. (YOUR DOA PROFILE IS THE DEFAULT LOBBY NAME)
FLAG	SETS THE FLAG FOR YOUR SESSION
GAME MODE	SELECT FROM ONE OF 7 GAME MODES (SEE PG. 22)
BATTLE TYPE	SELECT SINGLE OR TAG-TEAM BATTLE
LIFE GAUGE	SET THE AMOUNT OF HEALTH IN THE LIFE GAUGE
MATCH POINT	SET THE NUMBER OF ROUNDS IN EACH BATTLE
ROUND TIME	SET THE TIME FOR EACH ROUND
GRADE	SET THE MIN. AND MAX. GRADE OF PLAYERS WHO CAN FIGHT
MAX. PLAYERS	SET THE MAX. NUMBER OF PLAYERS WHO CAN FIGHT
FRIEND SLOT	SET ASIDE FRIEND SLOTS TO MAKE SURE FRIENDS CAN FIGHT
VOICE CHAT	SET THE ABILITY FOR VOICE CHAT ON/OFF
LANGUAGE	SET THE PRIMARY LANGUAGE SPOKEN BY PLAYERS

FRIENDS



This section of DOA Online allows you to check to see if your friends are online and review statistics from previous battles with friends. Send Invites to battle against friends who are currently online, or messages to friends who are offline. Next time your offline friends sign-in to the Xbox Live™ service they'll get your messages and be ready to take on the challenge. Up to 100 friends can be registered to your DOA PROFILE.

PLAYERS



This is the list of players who have played against you in the sessions you have joined or hosted. The Players section lets you evaluate other DOA Online players and send friend requests.

The following icons are used in the FRIENDS list and PLAYERS list:

- Voice [On]
- Voice through [TV]
- Sent an invitation to this friend
- Sent a friend request to this player
- Voice [Off]
- Online player
- Received an invitation from this friend
- Received a friend request from this player

ONLINE OPTION MENU



VOICE MASKING Select a filter to mask your voice.

VOICE OUTPUT Set-up voice output to generate from your TV or headset.

APPEAR

Designate your DOA PROFILE to appear ONLINE or OFFLINE.

__ You will be OFFLINE to your friends if you are set to OFFLINE.

__ This setting must be updated each time you sign-in to DOA Online

WORLD RANKING



Here is the place to see who is on top of their game and how you rank against other DOA players across the globe. Only the best fighters get to rise above on the Dead or Alive® World Ranking charts, if you master your DOA skills you'll be representing as one of the best fighters on the planet.

ONLINE GAME MODES

There are 6 different Game Modes available for online play in Dead or Alive®2 Ultimate. Each mode supports the use of the Xbox Communicator™ headset by active DOA Online players and players engaged in the fight as Spectators. (Unless Voice Output is turned OFF by using in-game options or set to MUTE, controlled individually by DOA Online players. When MUTE is active the Xbox Communicator™ displays a RED LED.)

SPECTATOR

Spectators are the core of the Virtual Arcade experience. Up to 6 additional DOA Online players can join in the fight as Spectators and interact verbally until it is their turn to fight. Each Spectator is able to personalize his or her viewpoint of the fight, by using the Right Thumbstick, and Toggle the Camera Type, with the Left Trigger, while waiting for his or her turn to enter the main battle.

WINNER-STAYS (2 - 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The winner stays to fight the next opponent.

TOURNAMENT (2 - 8 PLAYERS)

Create your own DOA Online Tournaments. Winners advance to the next round until one fighter is declared the Champion. Champions of tournaments are rewarded with points based on the number of participants fighting in the tournament.

TEAM BATTLE (2 - 8 PLAYERS)

Challenge DOA Online opponents in Tag-Team battles. The winning player's Tag-Team fighters are the Champions.

SURVIVAL (3 - 8 PLAYERS)

Use one life to fight against an onslaught of DOA Online opponents until your health is completely depleted. After each battle, some health will be restored to the Champion.

LOSER-STAYS (2 - 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The loser stays to fight the next opponent.

KUMITE (2 - 8 PLAYERS)

Kumite is a non-stop brawl in which, win or lose, the Champion continues to fight all challengers until he or she quits.

THE LOBBY

THE HOST OF THE VIRTUAL ARCADE

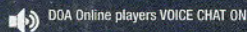
The Host is the DOA Online player who created and customized the Lobby from the Create Match menu. The Host has the most control, and is responsible for adjusting the Game Settings in-between battles.

THE FIGHTERS IN THE VIRTUAL ARCADE

The Fighters are the DOA Online players who joined the Lobby from the Optimatch (or Quick Match) menu. If these DOA Online players want changes made in-between battles they must communicate their preferences for Game Settings to the Host, because only the Host can modify the Lobby's Game Settings.

TALKING IN THE LOBBY

At the Lobby Screen all DOA Online players, Host included, can communicate with each other in-between battles. If DOA Online players have their Xbox Communicator™ turned ON, they can chat and will appear with an animated graphic while talking.



DOA Online players VOICE CHAT ON



DOA Online players VOICE CHAT OFF

GAME SETTINGS MENU (X button)

The Host can access basic Game Settings in-between battles by pressing the X button. Game Settings access is limited to Game Mode, Battle Type, Life Gauge, Match Point, Round Time and Session Name. For complete Game Settings the Host must exit the Lobby and return to Create Match.

LOBBY OPTIONS MENU (Y button)

You can access basic Online Options, your Friends list, and your Players list by pressing the Y button.

CHANGE NICKNAME TO GAMERTAG (Black button)

You can toggle between viewing players Xbox Live™ accounts (GAMERTAGS) and DOA PROFILES by pressing the Black button.

POINTS AND GRADE




Your points are cumulative and determine the Grade associated with your DOA PROFILE. You will receive points for every battle you win in DOA Online. The number of points differs, depending upon the Level (or Grade) of your opponent and the Game Mode you are playing. Grade represents the level of strength and experience of a player, which will increase when a certain amount of points are earned.

Example: If your DOA PROFILE is ranked as "B," winning a battle against another DOA Online player who is ranked with Grade "S" or "SS" will add more cumulative points to your total vs. winning a battle against a player with Grade "F" or "E." Fighting DOA Online players who are more advanced is challenging, but stepping up to the challenge offers a greater reward by learning other DOA Online player's techniques and fighting strategies (and gaining more points to increase your Grade.)



The techniques and tips below will help you win Dead or Alive® 2 Ultimate battles.

Defensive Position

When you are about to be knocked to the ground, press the , , or  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 counterattack is launched, doing massive damage to your opponent.

Corner Your Opponent

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.

Don't Keep the Wall to Your Back

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 pad on  as you stand up. This will enable you to stand up while pivoting against the wall.

Off the Edge

Dead or Alive®2 Ultimate builds upon the DOA series trademark of multi-tiered stages. From “The Great Opera” to “The Great Wall” stages feature multiple levels and areas you can interact with.

Send your opponent into the air by striking or throwing them at one of the many edges in a stage. Crush your opponent into break-away walls and barriers, but be aware that colliding with walls or falling to the lower levels of these stages will result in damage. The key to winning is using Free Steps (See Page 8) to position your character within the layout of the stages while sending your opponents off the edge.

- When you send an opponent off of 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.



Kasumi

~ The Kunoichi of Destiny ~

Kasumi is a true Kunoichi, a female ninja, ordained to be the 18th leader of the Mugen Tenshin style. Instead of leading the Mugen Tenshin Clan, she became a runaway shinobi to avenge her older brother, Hayate. It seemed as though she completed her mission after the first Dead or Alive World Combat Championship, but immediately following the tournament she was taken captive by the Super-Human Development Project. Kasumi “∞” (her clone) was created while she was held captive.

Nationality: Japanese
 Gender: Female
 Birthday: February 23, age: N/A
 Blood Type: A
 Height/Weight: 5' 2", 106lbs.
 Body size: B35" W21" H33"
 Fighting Style: Mugen Tenshin Style Ninjutsu Tenjin Mon
 Occupation: Runaway Shinobi
 Likes: Strawberry millefeuille
 Hobbies: Fortune Telling
 Hobbies: Fortune Telling

Complete Move List

Attacks	Engetsu-Shu	Engetsu-Shu	Ibara-Kudaki
Tenshu			(Throw combo, next to wall)    
Hiryu			Oboro
Getsurin			Rogaku-Syu
Futenjin			Tsuzumi-Guruma
Hitenjin			Byakko (From the back of opponent)
Tenshin-Rengo			Ura-Hien (From the back of opponent)
Tenshin-Renjin			Hishu-Enbu (From the back of opponent)
Tenshin-Renchi			Niji-Shibuki (Low throw)
Ren-Kaio-Sentotsu			Hien-Shu (Low throw)
Ren-Getsusai			Holds
Renko-Rishu			Kasumi-Kyoka (Against a high punch)
Renko-Kyoshu			Kakinomi-Gari (Against a high kick)
Renko-Tenshu			Mugen-Shiraha (Against a middle punch)
Renko-Genraku			Shigure-Mai (Against a middle kick)
Ren-Engetsu			Momiji-Otoshi (Against a low punch)
Ren-Getsuro			Soken-Gari (Against a low kick)
Tenjin, Rengo			Mai-Goromo (Against a jumping punch)
Tenjin, Renjin			Soken-Gari (Against a high, middle attack)
Tenjin, Renchi			Mai-Goromo (Against a low attack)
Senko-Rishu			Down Attacks
Senko-Kyoshu			Takazume
Senko-Tenshu			Kawara-Kudaki
Senko-Genraku			Special Move Attacks
Kaio-Sentotsu			Uragake
Kaio-Genraku			Tenbu
Rengo-Kyaku			Appeal: Sakura-Matoi
Renjin-Kyaku			
Renchi-Kyaku			
Muei-Chishu			
			Throws
			Kasumi-Gaeshi
			Kumoi-Zakura (Opponents back facing a slope)
			Kobore-Ume (Your back facing a slope)
			Kegon-Enbu
			Taka-Azusa (Next to wall)
			Tenro-Kyaku
			Adachi-Shizuka (Next to wall)
			Hien-Saka-Otoshi (Throw combo)
			
			Ibara-Otoshi (Throw combo)
			



Ryu Hayabusa

~ Solitary Super Ninja ~

Ryu is THE modern Ninja and best friend of Hayate, Kasumi's brother. As a highly skilled and trained Ninja, Ryu has the responsibility to confront Bankotsubo, the Tengu of Destruction, who came from the dark world into human existence. To confront Bankotsubo, the Tengu of Destruction, face-to-face would be a suicidal act for any human being, but Hayabusa owes it to himself, and to mankind, to confront his fate and challenge the great and evil Tengu.

Nationality: Japanese
Gender: Male
Birthday: June 15, age: 23
Blood Type: A
Height/Weight: 5'10", 154lbs
Body size: 341" W33" H36"
Fighting style: Hayabusa Style Ninjutsu
Occupation: Owner of Antique Shop
Likes: Sushi
Hobbies: Mountain climbing, fishing



Gen Fu

~ The Legendary Goken ~

Gen Fu has no choice but to bring back his legendary fighting style Goken, or Fatal Iron Fist, that he himself sealed because of its awesome destructive power. He needs a great sum of money to save the life of his sick granddaughter from a rare disease, but he couldn't obtain the prize money from the previous Dead or Alive World Combat Championship, so he is determined to win this tournament. He fights using the amazing martial art of Xynyi Liuhe Quan.

Nationality: Chinese
Gender: Male
Birthday: January 5, age: 65
Blood Type: A
Height/Weight: 5'7", 172lbs.
Body size: B38" W40" H39"
Fighting style: Xynyi Liuhe Quan
Occupation: Antique Book Store Owner
Likes: Mabo Tofu
Hobbies: India ink drawing

Complete Move List

Attacks	Throws	Holds	Down Attacks	Special Move Attacks
Ren-Geki-Dan	Soku-Zanto	Kirimomi-Nage (During Handstand)	Senko-Izuna (Against a high punch)	Tenchi-Gaeshi (During handstand)
Kusen-Zangeki	Gao-Sho	Kabuto-Gari (During Handstand)	Kage-Toro (Against a high kick)	Koten (During handstand)
Mekki-Tatsumaki	Rekku-Rakushin-Ga	Zanshu-Sen (Low throw)	Rekko-Izuna (Against a middle punch)	Urakaze
Ren-Kikohu-Shintei	Kikoku-Shintei-Kyaku	Hane-Karakuri (Low throw)	Shugeki-Kakuto (Against a middle kick)	Ko-Ten (During handstand)
Jinpu-Ren-Kyaku	Chisho-Kyaku	Takitsubo-Watari (Low throw, from the back of opponent)	Yoko-Izuna (Against a low punch)	Fumon (During handstand)
Hato-Geri	Jinpu-Kyaku		Koken-Giri (Against a low kick)	Asuka-Gaeshi (Next to wall)
Hatotsu-Rensho	Zanma-Geri		Toraga-Sodan (Against a jumping punch)	Appeal: "Nin"
Raishin-Geki	Rakushin-Ga (Showing the back to opponent)			Appeal: "Rin"
Amatsuki	Koten-Seiken-Zuki (During Handstand)			Appeal: "Rei"
Kushin-Geki	Koten-Sokuto-Geri (During Handstand)			
Hayo-Nagi-Geri	Senjin-Kyaku (During Handstand)			
Mizore-Uchi	Tenho-Kyaku (During Handstand)			
Chisen-Kyaku	Muso-Gari (During Handstand)			
Garyo-Sen	Furetsu (Next to wall)			
Jaki-Barai				
Hazumi-Guruma	Juji-Garami			
Nichirin-Kyaku	Yagura-Kuzushi (Opponents back facing a slope)			
Hagen-Koryo-Kyaku	Koryu-Otoshi (Your back facing a slope)			
Tennin-Kyaku	Kubikiri-Nage			
Onibishi (While standing)	Shoro-Uchi			
Ura-Chiso-Kyaku	Shiho-Nage			
Haja-Rensho	Yama-Arashi			
Jisuberi	Hayabusa-Geri			
Jinpu-Geki	Gen-Ei			
Jinpu-Ren-Geki	Rakurai-Sho			
Riei-Shusen-Kyaku	Izuna-Otoshi (Throw Combo)			
Korin-Kyaku	Ura-Nage (From the back of opponent)			
Mai-Kiri	Kandachi-Otoshi (From the back of opponent)			
Shoryu-Kyaku	Rakuryu-Sho (From the back of opponent)			

Complete Move List

Attacks	Throws	Down Attacks	Special Move Attacks
To-Sho	Han-Senpu	Rakushu-Geki	Senpo
Rensui-Tanpa	Senpu-Zenzo-Tai	Chito-Sio	Sokuten
Tanho, Kosonzan	Tenshin-Koshu-Tai		Appeal: Banrakuchi
Kohoto	Sokutan-Kyaku		
Banchu, Tanho, Kosonzan	Sohi-Kyaku		
	Zenzo-Tai		
Banho-Yokei	Juji-Kao		
Kaiho, Yosoku	Yosan (Opponents back facing a slope)		
Kaitu, Susui, Sula	Dai-Ryukei (Your back facing a slope)		
Choryo	Shin-I-Ha		
Tanpa	Ryuyo (Next to wall)		
Kosonzan	Shutai		
Sen-Shippo	Kokei (Throw combo)		
Kobokuha	Kokai-San-Osa		
Yosokuha	Unpei-Rakuho (Throw combo)		
Ugyu-Haito	Kohaibi (From the back of opponent)		
Soha	Sokujin (From the back of opponent)		
Yoshi-Saiken	Batetto (Low throw)		
Toha	Ribyuo-Joju (Low throw)		
Rokugo-Rihosui	Juji-Daiheki (Low throw, from the back of opponent)		
Yokei			
Hakuja-Honsui			
Senryu-Ha			
Keitai, Han-Senpu			
Shichisun, Ugyu			



Helena

~ The Primadonna of Revenge ~

Helena is the daughter of Fame Douglas and a world-class soprano singer. She is also an expert in the beautiful but deadly martial art of Pi Qua Quan. While performing at the Great Opera House, a shot was fired at her, but killed her mother instead. While searching for the culprit, Helena learned that the murders of her parents, and attempt on her own life, are somehow related to the Dead or Alive World Combat Championship.

Nationality: French
Gender: Female
Birthday: January 30, age: 21
Blood Type: AB
Height/Weight: 5'7", 108lbs
Body size: B35" W22" H34"
Fighting style: Pi Qua Quan
Occupation: Opera Singer
Likes: Blanc Manger
Hobbies: Walking her dog



Tina Armstrong

~ Women's Wrestling Superstar ~

Tina, a super starlet in the world of women's wrestling, and the daughter of the undefeated champion of professional wrestling, Bass Armstrong, is driven by ambitions that know no bounds. Quite proud of her looks, Tina knows how to use her beauty and lives the celebrity lifestyle. She aims for victory in the Dead or Alive World Combat Championship, and knows it will skyrocket her popularity to the next level.

Nationality: American
Gender: Female
Birthday: December 6, age: 22
Blood Type: O
Height/Weight: 5'9", 123lbs
Body size: B37" W24" H35"
Fighting style: Wrestling
Occupation: Professional Wrestler
Likes: Seafood
Hobbies: Fighting games, cycling

Complete Move List

Attacks

Kasui-Sho	↔↔
Renkan-Kasui-Sho	↔↔↔
Renkan-Kosen-Tai	↔↔↔
Renkan-Sen-Kyaku	↔↔↔
Hekiro-Kasui-Sho	↔↔↔
Sensho-Rekka-Kyaku	↔↔↔
Teishitsu-Johai-Sho	↑
Kyuhou-Ryoin-Sho	↖
Dokuritsu-Kaheki	↖↖
Tenshin-Kasui-Sho	↖↖↖
Tanheki-Kasui-Sho	↖↖
Tanheki-Kosen-Tai	↖↖
Tanheki-Sen-Kyaku	↖↖↖
Renkan-Hoto-Ken	↖↖↖↖
Kasetsu-Sho	↖↖
Senpo-Token	↖
Soheki-Sho	↖↖↖↖
Rekka-Kyaku	↖↖↖
Shin-Kyaku-Kasen-Kyaku	↖↖↖
Shin-Kyaku-Ryoin-Sho	↖↖
Rigo-Tai	↖↖
Shashu-Ki-Kyaku	↑
Toku-Gaihai-Ren	↖↖
Hoken-Soto	↖↖↖↖
Senten-Soto	↖↖
Senten-Koshu-Tai	↖↖
Niki-Kyaku	↖
Bokuho-Sen-Kyaku	↖↖↖
Choda Karan	↖↖
Uryu-Banda	↖
Rinpi-Ryokasei	↖↖

Zenheki

Dakaj

Back-Facing Attacks

Renkan-Kasetsu-Sho

Renkan-Tenshin-Kasui-Sho

Kaishin-Kasen-Kyaku

Kaishin-Ryoin-Sho

Tenshin-Tosho

Seiryu-Kasho

Koso-Tai

Bokuho Attacks

Han-Maho-Renkan-Sho

Sensho-Niki-Kyaku

Kyoda-Shoken

Renken-Ki-Kyaku

Haisei-Kasen-Kyaku

Haisei-Ryoin-Sho

Banchu-Sen-Kyaku

Kasei-Kasui-Sho

Kasei-Tokyaku

Kasei-Kikyaku

Zeno-Tai

Sotaku-Sho

Throws

1-2-3-Sho

Kaimon-Hanheki (Opponent's back facing a slope)

Tohatsu-Urai (Your back facing a slope)

Sen-Heki

Tenyo-Ryubi-Kyaku (next to wall)

Shohen-Takusho-Gekken

Yoto-Haibi

Tenbu-Heki-Sho (opponent's back facing you)

Shosen (Low throw)

Fukanbu (Low throw)

Zenheki-Kao (Low throw, with from the back of opponent)

Kosen-Danpi (Against a high punch)

Geimen-Ryugeki (Next to a wall, against a high punch)

Fukanro (Against a high kick)

Tenshin-Bansa (Against a middle punch)

Ishitsu-Choshitsu (Against a middle kick)

Hekizan (Against a low punch)

Koran (Against a low kick)

Tenshin-Nawan (Against a jumping punch)

Holds

Roho-Kasai-Ken

Koben-Sho

Bokuno

Forward (During Bokuho)

Back (During Bokuho)

Stand (During Bokuho)

Turn (During Bokuho)

Dash Forward (During Bokuho)

Dash Backward (During Bokuho)

Teishitsu (During Bokuho)

Back Dash (Showing the back to opponent)

Appeal: Token-bokuho

Attacks

Jab High Kick	↖↖
Machine Gun Middle	↖↖↖
Machine Gun Elbow Knee	↖↖↖↖
Knuckle Arrow	↖↖
Blazing Chop	↑
Back Elbow Knee	↖↖
Double Hammer	↖↖
Low Spin Knuckle	↖↖
Infinity Combo	↖↖↖↖
Ultimate Combo	↖↖↖↖
Spin Knuckle Combo	↖↖↖↖
Low Drop Combo	↖↖↖↖
Combo Drop Kick	↖↖↖↖
Jumping Hip Attack	↖↖↖↖
Vertical Hammer	↖↖
Dolphin Uppercut	↖↖
Rolling Elbow	↖↖
Ankle Spin Kick	↖↖
Double Middle Kick	↖↖↖
Step Kick	↖↖
Neck Cut Kick	↖↖
Drop Kick	↑
Front Step Kick	↖↖↖
Knee Hammer	↖↖
Double Submarine	↖↖↖
Crash Knee	↖↖↖
Dancing Doll Kick	↖↖
Shoulder Tackle	↖↖
Short Range Lariat	↖↖
Elbow Suicide	↖↖↖
Rolling Sobat	↖↖

Front Roll Kick

Low Drop Kick

Moonsault Press

Front Roll Elbow

Leg Cut

Turn Sobat (Showing the back to opponent)

Moonsault Attack (Showing the back to opponent)

Throws

Death Valley Bomb

Rodeo Drive (Next to slope)

Texas Driver (Throw Combo)

Burst Cyclone (Throw Combo)

Frankensteiner

Hammer Through - J.O.S. (Throw Combo)

Burst J.O.S. (Throw Combo)

Giant Swirg (Throw Combo)

Sky Twister Press (Throw Combo)

J.O.S. (Throw Combo)

Fisherman's Buster

J.O. Cyclone

Double Break (Throw Combo, from the back of opponent)

German Suplex Whip (from the back of opponent)

Burst Suplex (Next to wall, from the back of opponent)

Dragon Suplex (Throw Combo, from the back of opponent)

Trans Four Leg Lock (Low throw combo)

Tiger Driver (Low throw combo)

Japanese Ocean Bomb (Low throw)

Neck Crusher (Low throw, from the back of opponent)

Holds

Locking Hammer (Against a high punch)

Spring Leg Lock (Against a high kick)

Arm Whip (Against a middle punch)

Figure Four Leg Lock (Against a middle kick)

Rolling Triangle Lock (Against a low punch)

Leg Split (Against a low kick)

Air Whip (Against a jumping punch)

Down Attacks

Hip Drop

Elbow Drop

Special Move Attacks

Rolling Forward

Appeal: Come on!

Appeal: Guts pose



Bass Armstrong

- Unhappy Father Pro-wrestler -

Bass is the father of Tina Armstrong, and as any normal father, he doesn't like his daughter using her sex appeal to raise her celebrity status. He is an undefeated bad guy professional wrestler who enters the Dead or World

Combat Championship to stop his daughter's cheap and lofty ambitions. At the same time he hopes to teach his daughter about the tough reality of the World Combat Championship. But he loves his daughter dearly and keeps an eye on her, at all times, from a distance.

Nationality: American
Gender: Male
Birthday: July 4, age: 46
Blood Type: O
Height/Weight: 6'5", 346lbs.
Body size: B56" W53" H54"
Fighting style: Wrestling
Occupation: Professional Wrestler
Likes: Saut ed Chicken
Hobbies: Touring, training Tina



Zack

-Funky Muay Thai Dude -

Zack is a kick-boxer whose strength and eccentricity are second to none. While most people think Zack is a punk, he is a world class fighter and self-taught master of the martial art know as Muay Thai. He re-entered the Dead or Alive World Combat Championship to feed his appetite for public attention (and to win the prize money.) Because of his blunt and funky personality, his popularity is growing.

Nationality: American
Gender: Male
Birthday: April 3, age: 25
Blood Type: O
Height/Weight: 5'11", 172lbs.
Body size: B42" W33" H37"
Fighting style: Muay Thai of his own style
Occupation: DJ
Likes: Ice Cream
Hobbies: Billiards

Complete Move List

Attacks		Throws	
Combo Gong	Rising Low Drop Kick (White getting up)	Iron Claw (From the back of opponent)	Grizzly Launcher (Throw combo, from the back of opponent)
Combo Hammer	Falcon Arrow	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Bass Bomb (Low throw)
Combo High Kick	Canyon Dunk (Next to slope)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Spiral Bomb (Low throw)
Combo Kick Crash	One Leg Standing Head Butt	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Double Arm Driver (Low throw)
Wild Swing	Wild Bull Head Butt (Next to wall)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Calf Braining (Low throw, from the back of opponent)
Hell Stab	Water Mill Drop	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Half Lock Suplex (Against a high punch)
Elbow Rush	Bear Press (Next to wall)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Rolling Press (Against a high kick)
Stun Gun Chop	Bass Tornado	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Shoulder Through (Against a middle punch)
Power Gong	Flying Body Scissors	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Blast Through (Next to wall, against a middle punch)
Knee Hammer	Dynamite Lariat	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Jurassic Trailer (Against a high kick)
Jumping High Kick	Atomic Hammer Crash (Next to wall)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Guillotine Drop (Against a low punch)
Smash Gong	Oklahoma Stampede (Throw combo)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Giant Hammer Throw (Against a low kick)
Bear Scissors	Manhattan Driver (Throw combo)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Iron Hammer Press (Against a jumping punch)
Kick Rush	Super Freak	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Double Knee Drop
One Hand Hammer	T.F.B.B.	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Stomping
Buffalo Crush	T.F.B.C. (Next to wall)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Special Move Attacks
Drop Kick	Escape Back (Showing the back to opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Appeal: I LOVE TINA
Flying Cross Chop	Dangerous Back Drop (From the back of opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	Appeal: Show Time
Kenka Kick	Locomotion Back Drop (Next to wall, from the back of opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Hell Scissors	Argentina Back Breaker (From the back of opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Rolling Axe	Reverse Power Bomb (From the back of opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Bass Lariat	Face Crasher (Throw combo, from the back of opponent)	Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Front Roll Kick		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Leg Break		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Low Drop Kick		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Muscle Elbow		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Buffalo Train		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Trass Kick (Showing the back to opponent)		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	
Round Muscle Elbow (Showing the back to opponent)		Grizzly Crash (Throw combo, against the wall, from the back of opponent)	

Complete Move List

Attacks		Throws	
Jab High Kick	Front Roll Kick	Burst Suplex (Next to wall, from the back of opponent)	Dragon Suplex (Throw Combo, from the back of opponent)
Machine Gun Middle	Low Drop Kick	Dragon Suplex (Throw Combo, from the back of opponent)	Trans Four Leg Lock (Low throw combo)
Machine Gun Elbow Knee	Moonsault Press	Dragon Suplex (Throw Combo, from the back of opponent)	Tiger Driver (Low throw combo)
Knuckle Arrow	Front Roll Elbow	Dragon Suplex (Throw Combo, from the back of opponent)	Japanese Ocean Bomb (Low throw)
Blazing Chop	Leg Cut	Dragon Suplex (Throw Combo, from the back of opponent)	Neck Crusher (Low throw, from the back of opponent)
Back Elbow Knee	Turn Sobat (Showing the back to opponent)	Dragon Suplex (Throw Combo, from the back of opponent)	Holds
Double Hammer	Moonsault Attack (Showing the back to opponent)	Dragon Suplex (Throw Combo, from the back of opponent)	Locking Hammer (Against a high punch)
Low Spin Knuckle		Dragon Suplex (Throw Combo, from the back of opponent)	Spring Leg Lock (Against a high kick)
Infinity Combo	Death Valley Bomb	Dragon Suplex (Throw Combo, from the back of opponent)	Arm Whip (Against a middle punch)
Ultimate Combo	Rodeo Drive (Next to slope)	Dragon Suplex (Throw Combo, from the back of opponent)	Figure Four Leg Lock (Against a middle kick)
Spin Knuckle Combo	Texas Driver (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Rolling Triangle Lock (Against a low punch)
Low Drop Combo	Burst Cyclone (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Leg Split (Against a low kick)
Combo Drop Kick	Frankensteiner	Dragon Suplex (Throw Combo, from the back of opponent)	Air Whip (Against a jumping punch)
Jumping Hip Attack	Hammer Through - J.O.S. (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Down Attacks
Vertical Hammer		Dragon Suplex (Throw Combo, from the back of opponent)	Hip Drop
Dolphin Uppercut	Burst J.O.S. (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Elbow Drop
Rolling Elbow	Giant Swirg (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Special Move Attacks
Ankle Spin Kick		Dragon Suplex (Throw Combo, from the back of opponent)	Rolling Forward
Double Middle Kick	Sky Twister Press (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Appeal: Come on!
Step Kick	J.O.S. (Throw Combo)	Dragon Suplex (Throw Combo, from the back of opponent)	Appeal: Guts pose
Neck Cut Kick	Fisherman's Buster	Dragon Suplex (Throw Combo, from the back of opponent)	
Drop Kick	Double Break (Throw Combo, from the back of opponent)	Dragon Suplex (Throw Combo, from the back of opponent)	
Front Step Kick	German Suplex Whip (from the back of opponent)	Dragon Suplex (Throw Combo, from the back of opponent)	
Knee Hammer		Dragon Suplex (Throw Combo, from the back of opponent)	
Double Submarine		Dragon Suplex (Throw Combo, from the back of opponent)	
Crash Knee		Dragon Suplex (Throw Combo, from the back of opponent)	
Dancing Doll Kick		Dragon Suplex (Throw Combo, from the back of opponent)	
Shoulder Tackle		Dragon Suplex (Throw Combo, from the back of opponent)	
Short Range Lariat		Dragon Suplex (Throw Combo, from the back of opponent)	
Elbow Suicide		Dragon Suplex (Throw Combo, from the back of opponent)	
Rolling Sobat		Dragon Suplex (Throw Combo, from the back of opponent)	



Leon

~ The Warrior ~

Leon is a lonely soldier, wandering this world while building his strength. His heart is still torn from the loss of Roland, a woman of the Silk Road, who died in his arms saying, "The man I love is the strongest man in the world." In order to fulfill the last words of his lost love, he aspires to be the strongest man on Earth.

Nationality: Italian
 Gender: Male
 Birthday: March 14, age: 42
 Blood Type: B
 Height/Weight: 6'4", 282lbs.
 Body size: B53" W47" H48"
 Fighting style: Command Sambo
 Occupation: Mercenary Soldier
 Likes: Pizza
 Hobbies: Planting potted plants



Jann Lee

~ Passionate Fighter ~

Jann Lee fights from his soul. He has trained in the fighting style of Jeet Kune Do, developed by Bruce Lee, and he appears at battles where only the strongest of men fight. With a strange bird-like cry, he strikes with the passion of a dragon. He strives for each attack to be the most powerful strike he has ever made in his life. Some think he's too self-possessed, which keeps women from getting close to him.

Nationality: Chinese
 Gender: Male
 Birthday: November 27, age: 20
 Blood Type: AB
 Height/Weight: 5'8", 165lbs.
 Body size: B39" W31" H36"
 Fighting style: Jeet Kune Do
 Occupation: Bodyguard
 Likes: Hamburgers, Grapefruits
 Hobbies: Watching action movies

Complete Move List

Attacks	Storm Sobat	Swing Neck Hold (Throw combo, from the back of opponent)
Palm Arrow	Storm Uppercut	Swing Breath Fall (Throw combo, next to wall, from the back of opponent)
Tomahawk Elbow	Trap Heel Hammer	Crazy Crash (Low throw combo)
Smash Uppercut	Trap Reverse Hammer	Reverse Arm Lock (Low throw combo)
Trass Kick (While standing)	Giant Uppercut	Ground Submission (If opponent on the ground)
Rising Tomahawk	Scimitar Lock Heel	Holds
Javelin Kick	Turn Low Javelin	Head Hunting Cross Lock (Against a high punch)
Body Sobat	Double Spike	Reverse Achilles Heel Lock (Against a high kick)
Blast Trass	Solid Cannon	Death Trap (Against a middle punch)
Blast Drive Knee	Smash Upper (With your back facing opponent)	Snake Bites (Next to wall, against a middle punch)
Knee Lift		Catching Cross Hold (Against a middle kick)
Smash		Rolling Cross Hold (Against a low punch)
Heel Hammer		Cobra Death Lock (Against a low kick)
Head Butt	Throws	Catching Arm Lock (Against a jumping punch)
Arm Grenade	Desert Cross Hold	Heel Hold (Against a jumping kick)
Flame Knuckle	Desert Scorpion (Next to slope)	Down Attacks
Shoulder Tackle	Neck Hanging Tree	Knee Drop
Reverse Double Hammer	Neck Hanging Blow (Next to wall)	Stomping
Leg Spike	Choke Splash (In the water)	Special Move Attacks
Solid Crush	Shoulder Breaker	Appeal: GO TO HELL
Crush Leg Spike	Fire Storm Knee (Next to wall)	
Stomach Break	Half Boston Crab (Throw combo)	
Rush Sobat	STF (Throw combo)	
Rush Leg Spike	DDT (Throw combo)	
Jab, High Kick	Desert Falcon	
Storm Hook	Desert Bridge (Next to wall)	
Storm Blast Knuckle	Catching Arm Bar (From the back of opponent)	
	Hell Hazard Lock (From the back of opponent)	

Complete Move List

Attacks	Low Dragon Hammer	Fireman's Carry
Upper Knuckle	Dragon Hammer	The Way of the Dragon
Back Hook	Shin-Knee High Kick	The Fall of the Dragon (Next to wall)
High Shin-Knee Kick	Double Hook Kick	Bulldogging Head Lock (Throw combo)
Read High Kick	Thrust Spike Kick	Dragon Smasher (Throw combo, next to wall)
Double Upper Kick	Thrust Spin Kick	Dragon Rave (From the back of opponent)
Sekkan Chop	Side Master Kick	Sekkan Punch (From the back of opponent)
Sway Jab	Dragon Strike	Front Face Lock (Low throw)
Jab, High Kick	Side Back Kick	Side Buster (Low throw)
Sonic Spin Kick	Snap Spin Kick	Punish Punch (Low throw, from the back of opponent)
Sonic Low Spin Kick	Snap Spike Kick	Holds
Sonic Uppercut	Dragon Low Kick	Godess Short Knee (Against a high punch)
Combo Low Spin Kick	Low Spin Kick	Trace Gunner (Against a high kick)
Dragon Rush	Dragon Blow	Double Blind (Against a middle punch)
Dragon Cannon	Dragon Elbow	Leg Sweep (Against a middle kick)
Dragon Slicer	Dragon Knuckle (While crouching)	Deep the Dragon (Against a low punch)
Combo Knuckle Uppercut	Dragon Kick	Dragon Twist (Against a low kick)
Combo High Kick	Dragon Spike	Dragon's Roar (Against a jumping punch)
Body Uppercut	Flash Turn	Down Attacks
Body Low Spin Kick	High Spin Kick	Trample
Flash Spin Kick	Dragon Flare	Enter the Dragon
Flash Low Spin Kick	Dragon Step High	Low Snap Kick
	Blind Elbow (Showing the back to opponent)	Special Move Attacks
	Blind Knuckle (Showing the back to opponent)	Appeal: Shout
	Throws	
	Hell Drive	
	Dragon Slider (Next to slope)	
	Dragon Gunner	



Lei Fang

- T'ai Chi Quan Genius -

Lei Fang is one of the younger fighters and has been called a fighting genius by many. To fight and defeat Jann Lee is her ultimate goal. Jann Lee's absolute dominance in the combat arena only fuels her challenging spirit. Her desire to defeat him is her main reason for entering the Dead of Alive World Combat Championship.

Nationality: Chinese
 Gender: Female
 Birthday: April 23, age: 19
 Blood Type: B
 Height/Weight: 5'4", 110 lbs.
 Body size: B34" W22" H34"
 Fighting style: T'ai Chi Quan
 Occupation: Student
 Likes: Annin Tofu
 Hobbies: Karaoke

Complete Move List

Attacks	Renkan-Senkyu-Tai	Toitsu-Kon	
Zensho	Renkan-Tessa	Kinkei-Dokuritsu	
Shahi-Chugeki	Seiryu-Soan	Teishu-Josei	
Niki-Kyaku	Seiryu-Haisetsu-Ko	Holds	
Tenshin-Hairen	Tanben, Senkyu-Ren-Tai	Tensen-Sotai	
Soan	Renshu-Kyaku	Rotai-Toto	
Sofu-Kanji	Shu-Kyaku, Senkyu-Tai	Heishin-Geki	
Shichi-Sun-Ko	Hakkaku-Kyoshu	Heishin-Haisetsu-Ko	
Kinkei-Dokuritsu	To-To-Ho	Kaisei	
Tessa	Haisetsu-Ko	Sohai-Kyaku	
Ren-Chugeki	Senpu-Kyaku	Hotai-Sokyaku	
Enshu-Sui	Sentsu-Hai	Taishu-Oto	
Hoto-Suisan, Zensho	Throws		
Joho-Shichi-Sei	Toden-Ko	Saizetsu	
Sho-Kinda	Akushu-Soan	Hosei	
Gekichi-Niki-Kyaku	Wankyu-Shako	Risei	
Gekichi-Haisetsu-Ko	Noba-Bunso	Kasui	
Sokutan-Kyaku	Kaishin-Suichu	Down Attacks	
Bun-Kyaku	Token-Ko	Rakuso-Suigeiki	
Haikyaku	Heishin-Sui	Shikyaku	
Kamen-Kyaku	Roshitsu-Yoho	Special Move Attacks	
Senkyu-Ren-Tai	Roshitsu-Asshin-Ko	Appeal: Geishin-Sei	
Fujin-Tessa	Ren-Taiko-Chogyo	Appeal: "No Nol"	
Tokyaku, Haisetsu-Ko	Takuchu-Ken-Ko	Appeal: "Got it"	
Hoko-Kisan	Rinei-Hisui	Appeal: "No, No, Nol"	
Honshin-Tanben	Takuchu-Haisui		
Renkan-Sho-Kinda	Joho-Ko		
Renkan-Kinkei-Dokuritsu	Shitsucho-Kohai-Kyaku		
Renkan-Zensho			
Renkan-Renshu-Kyaku			



Ayane

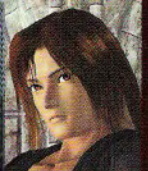
- Kunoichi with Murderous Intent -

Ayane is Kasumi's half-sister, a Ninja destined to live in the shadow of her older sister. A great hatred burns for Kasumi within Ayane. An expert in Ninjutsu, her deadly fighting style has given her the nickname "Female Tengu." She joins in the Dead or Alive World Combat Championship as an assassin in pursuit of her traitor sister, Kasumi, who left the Mugen Tenshin clan behind. Although she would never admit it, Ayane admires Hayate, Kasumi's brother.

Nationality: Japanese
 Gender: Female
 Birthday: August 5, age: N/A
 Blood Type: AB
 Height/Weight: 5'2", 104 lbs.
 Body size: B37" W21" H33"
 Fighting style: Mugen Tenshin Style
 Occupation: Kunoichi
 Likes: Marrons glaces
 Hobbies: Aesthetics

Complete Move List

Attacks	Back-Facing Attacks	Nami-Gatana	
Hajin-Sosho	Rashin-Sosho	(Showing the back to opponent)	
Renjin-Renten	Rashin-Eiko-Geki	Yami-Garasu	
Renjin-Koeiso	Rashin-Fujin-Sai	(With your back facing opponent)	
Hajin-Kyaku	Rashin-Eiko-Sai	Ryusa-Oroshi	
Koeiso	Rashin-Eiko-Shu	(With your back facing opponent)	
Soha-Kyaku	Rajin-Urajin	Micere-Tsubaki	
Fuzan-Ryubu	Rajin-Hishu	(With your back facing opponent)	
Jirai-Enjin	Rajin-Urachi	Ura-Yami-Garasu	
Rasen-Urajin	Rajin-Hien	(Opponent and/or back facing each other)	
Rasen-Hishu	Rajin-Sajin-Shu	Setsuna-Otoshi	
Rasen-Urachi	Kaza-Matsuri	(Low throw)	
Rasen-Hien	Ei-Getsurin	Kamyo-Kakushi	
Fujin-Sosho	Zanei-Hajin-Geki	(Low throw)	
Fujin-Renten	Zanei-Fujin-Sai	Shusui-Gari	
Sajin-Shu	Zanei-Hajin-Sai	(Low throw, showing the back to opponent)	
Renten-Kyaku	Zanei-Hajin-Shu	Muso-Guruma	
Jinrai-Ryuso	Jakuko-Sajin-Shu	(Low throw, from the back of opponent)	
Jinrai-Koso	Enbu-Sho	Tenbu-Jin	
Soten-Kyaku	Enshu-Ser	(Low throw, from the back of opponent)	
Ryubi-Ressen	Koku-So	Holds	
Shu-Getsurin	Throws		
Fu-Jin-Kyaku	Momiji-Kuzushi	Kamyo	
Rettén-Kyaku	Rakka-Ryoran	(Against a high punch)	
Rekku-Kyaku	Hana-Oroshi	Hyojin	
Roso-Kyaku	Hajin-Enbu	(Against a high kick)	
Eiko-Hajin-Geki	Hako-Enbu	Aya-Tsumuji	
Eiko-Fujin-Sai	Kiri-Madoi	(Against a middle punch)	
Eiko-Hajin-Sai	Tosenka	Fubu-Jin	
Eiko-Hajin-Shu	Baisenka	(Against a middle kick)	
Genmu-So	Tsurara-Otoshi	Kogarashi	
Fujin-Sai	Kacho-Gengji	(Against a low punch)	
Sho-Ayane	Kacho-Ranmu	Futero	
Genwaku-So		(Against a low kick)	
		Shurrai	
		(Against a jumping punch)	
		Down Attacks	
		Hyomu-Sho	
		Kawara-Kudaki	
		Special Move Attacks	
		Hajin	
		Fubu	
		Furu	
		(Showing the back to opponent)	
		Ren-Futen	
		(Showing the back to opponent)	
		Oroshi	
		(Showing the back to opponent)	
		Shim-Oroshi	
		(Showing the back to opponent)	
		Oroshi-Nagare	
		(Showing the back to opponent)	
		Shim-Oroshi-Nagare	
		(Showing the back to opponent)	
		Appeal: "No, kidding"	
		Appeal: "Silly"	



Ein

-The Iron Fist with a Lost Past-

Left to die in the esoteric Black Forest of Germany, Ein suffers from amnesia, but his deep desire to fight stayed intact within his beaten body. He mastered Karate in a very short period of time and goes down the road of battle to find his true self. He hopes to find answers to his past through participation in the second Dead or Alive World Combat Championship.

Nationality: Unknown
 Gender: Male
 Birthday: July 3, age: 23
 Blood Type: A
 Height/Weight: 5'11", 165 lbs.
 Body size: B43" W33" H39"
 Fighting style: Karate
 Occupation: Karate Fighter
 Likes: Sushi, Sukiyaki
 Hobbies: Breaking beer bottles



Tengu

Tengu is an evil villain of his own world. Bankotsu-bo murdered Kuramasan Maouson, the leader of the Tengu. Subsequently he has broken the Tengu rules, descending into the human world. His official name is "Gohyakumine Bankotsu-bo." He considers all

hopes and struggles 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 at 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

Complete Move List

Attacks

Tsubauchi	↔↔	Fu-un	↔↔	Guren	↔↔↔↔
Azuma	↔↔↔	Shiku	↔↔	Socho	(From the back of opponent) ↔↔↔
Morote-Zuki	↔↔↔↔	Koro, Hane-Geri	↔↔↔↔	Seiryu	(From the back of opponent) ↔↔↔↔
Fujin	↔↔	Koro, Suimen-Geri	↔↔↔↔↔	Kobore-Zuki	(Low throw) ↔↔↔↔
Kaida	↔↔	Korin	↔↔↔↔	Moza-Sashi	(Low throw) ↔↔↔↔
Hyosai	↔↔	Gyosho	↔↔↔↔↔	Tsurute-Basami	(Low throw, from the back of opponent) ↔↔↔↔
Burai	↔↔↔	Oniba	↔↔↔	Suirin	(Low throw, from the back of opponent) ↔↔↔↔
Ren-Fujin	↔↔↔	Ressei	↔↔↔↔	Holds	
Ren-Kengyu	↔↔↔↔	Tenro	↔↔↔↔↔	Namiroi	(Against a high punch) ↔↔
Musho	↔↔↔↔↔	Ginro	↔↔↔	Tenga	(Against a high kick) ↔↔
Rakusho	↔↔↔↔↔↔	Hamon	↔↔↔	Rakumo	(Against a middle punch) ↔↔
Ren-Zuki, Ren-Geri	↔↔↔↔	Raigyu	↔↔↔↔↔	Metsumon	(Against a middle kick) ↔↔
Suzaku	↔↔↔↔↔	Tenrai	↔↔↔↔↔	Ruten	(Against a low punch) ↔↔
Ryubi	↔↔↔↔↔	Kairai	↔↔↔↔↔↔	Kobo	(Against a low kick) ↔↔
Tsuk, Ren-Geri	↔↔↔	Hyobi	↔↔↔	Suibu	(Against a jumping punch) ↔↔
Kengyu	↔↔↔↔	Shorin	↔↔↔↔	Down Attacks	
Kagite, Yoko-Geri	↔↔↔↔	Kofu	↔↔↔↔	Akki	↔↔↔↔↔
Kagite, Suimen-Geri	↔↔↔↔↔	Maizuru	↔↔	Kaho	↔↔
Tengai	↔↔↔↔↔	Tennin	↔↔↔↔↔	Special Move Attacks	
Ren-Tettsui	↔↔↔	Tobi-Ushiro-Geri	(Showing the back to opponent) ↔↔	Appeal: "Come On!"	↔↔↔↔↔↔↔↔
Shien	↔↔↔↔	Throws		Appeal: "Easy!"	↔↔↔↔↔↔↔↔
Fumon	↔↔↔↔↔	Suigetsu	↔↔↔↔		
Mawashi, Ushiro-Geri	↔↔	Rakugetsu	(Opponent's back facing a slope) ↔↔↔↔		
Nobori-Mawashi-Geri	(While Standing) ↔	Tachikage	(Your back facing a slope) ↔↔↔↔		
Mae-Keriage	↔↔	Ryukotsu	↔↔↔↔↔		
Zansei	↔↔↔↔↔	Gankotsu	(Next to wall) ↔↔↔↔↔		
Tenso	↔↔↔↔	Hokage	↔↔↔↔↔↔		
Kakato-Otoshi	↔↔↔	Rekka	(Next to wall) ↔↔↔↔↔		
		Futo	↔↔↔↔↔		

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 technique 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 technique 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 that 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 techniques 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 technique 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 nonmilitary 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 Hajjin 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 technique, 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.

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 martial art developed by the late Bruce Lee. The martial art “Ei Shun Ken” that he learned in his youth is the basis of Jeet Kune Do. The advantages of other martial arts have been incorporated, and the concept of Jeet Kune Do 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, it's 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. 41

What is "Command Sambo"?

The Central Asian region of the former Soviet Union is a vast storehouse of martial arts. Sambo is a technique 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 techniques. The technique 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 to 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.

Credits:



MUSIC CREDITS:

"Dream On"

Written by Tyler

Performed by Aerosmith

Courtesy of Columbia Records

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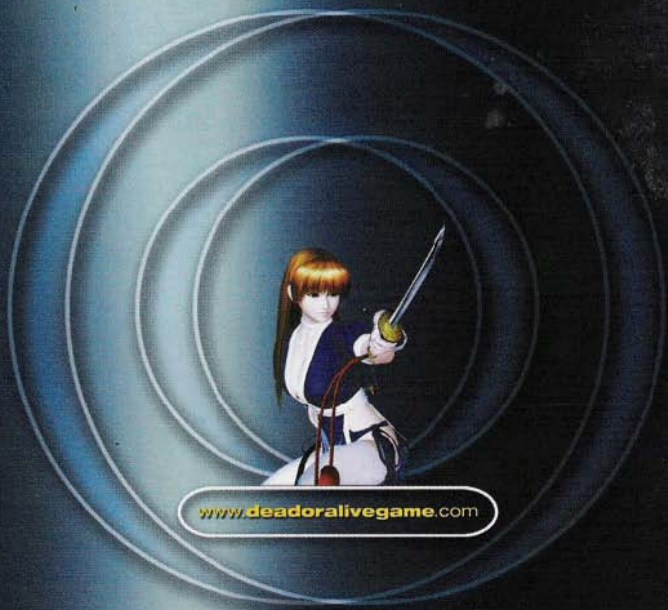
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Zack's Complete Move List on page 31 of the Dead or Alive 2 Ultimate manual is incorrect. Please reference this insert for Zack's Complete Move List. Thank You.

Zack
-Funky Muay Thai Dude -

Complete Move List

Attacks			
Hell Needle	↑	Slam Knuckle	↔
Down Elbow	↖	Mephisto Rush	⬢⬢⬢⬢
Rising Heel Kick	↑	Demon Rush	↻⬢⬢⬢⬢⬢
Double Impact	↗	Demon Shift	↻⬢⬢⬢⬢⬢↓
Spinning Heel Kick	↗	Belial Rush	↓⬢⬢⬢⬢⬢
Double Elbow	↔	Belial Shift	↓⬢⬢⬢⬢⬢↻
Inferno Rush	↔	Tricky Beast	↓⬢⬢⬢⬢⬢
Inferno Shift	↔	Fury Beast	↓⬢⬢⬢⬢⬢↓
Upper Elbow	↔	Tricky Hound	↓⬢⬢⬢⬢⬢
Half Spin Rolling Elbow	↔	Fury Hound	↓⬢⬢⬢⬢⬢
Half Spin Heel Kick	↔	Zack Tornado	↓
Gatling Knee	↔	Spinning Middle Kick	↔
Heat Sunrise	↻	Twister Uppercut	↻
Tumbling Heel	↔	Rising Knee	↔
Sway Blow	↻	Flying Knee Kick	↔
Boost Rush	⬢⬢⬢⬢	Devil's Elbow	↻
Mobius Rush	⬢⬢⬢⬢	Vertical Axe	⬢
Mad Beast	⬢⬢⬢⬢	Airwalk	↔
Beast Shift	⬢⬢⬢⬢↓	Overhead Kick	↻
Mad Hound	⬢⬢↓	Turn Bazooka	↔
Hound Shift	⬢⬢↓	Long Bazooka	↗
Vulcan Knee Kick	⬢⬢↔	Turn Rolling Elbow (Showing the back to opponent)	↔
Genocide Rush	⬢⬢↔	Turning Spinning Heel Kick (Showing the back to opponent)	↔
Devil's Rush	⬢⬢↔	Spring Heel (While getting up)	↔
Fake Spinning Heel	⬢⬢↔	Throws	
Fake Bazooka	⬢⬢↔	Wild Throw	↔
Heaven Smash	⬢⬢⬢	Deadly Boarding (Next to slope)	↔
		Stunner	↔
		Knee Storm	↔
		Nightmare Stand (Next to wall)	↔
		Hard Rush	↻
		Splash Dunk	↗
		Fly Boarding (Next to wall)	↗
		Neck Hunting (From the back of opponent)	↔
		Violence Beat (From the back of opponent)	↔
		Beast Fang (Throw combo)	↓
		Heart Breaker (Throw combo)	↖
		Reverse Beast Fang (Low throw, from the back of opponent)	↓
		Holds	
		Octopus Blow (Against a high punch)	↻
		Slash Elbow (Against a high kick)	↻
		Cross Bazooka (Against a middle punch)	↔
		Heel Edge (Against a middle kick)	↔
		Funky Elbow (Against a low punch)	↔
		Dust Stamp (Against a low kick)	↖
		Air Dunk (Against a jumping punch)	↔
		Down Attacks	
		Stepping Wave	↑
		Wild Heel	↓
		Special Move Attacks	
		Fake Roll	↗
		Appeal: Wave	↔
		Appeal: "Nandeyanen (Why is that?!)"	↔