

CONTROLS



D=DOWN F=FORWARD U=UP

B=BACK P=PUNCH K=KICK

D,F= DOWN, LET GO, THEN FORWARD

D+P= DOWN AND PUNCH AT THE SAME TIME

(JUMP)= DO MOTIONS WHILE IN THE

JAGUAR



JAGUAR LEAP: D,F+P

SHADOW LEAP: B,D,F+P

CONCUSSION CANNON: 0,8+P

OVERHERD THROW: (Jume), D+P

SCRAP MOVE: 0,0,0+P

DESTRUCTION: D,D,U+K

(RIGHT AFTER YOU GRAB THE OPPONENT)







SHADOM



SHROOW PUNCH: 0,8+P

SHADOM KICK: D'8+K

SHROOW GRRE: 0,0+P

SHROOM DIVE: (JUMP), DF+P

ICE FREEZE: F,D,B+P

(WORKS ONLY IF YOU DEFEAT ICE OR ICEMAN)

SCRAP: F,U,B+P

DESTRUCTION: D,D+P

(WHILE YOU'RE BANGING YOUR OPPONENT)



SHREDER



HERD-BUTT: D,F+P

SHADOW HEAD-BUTT: B,D,F+P

FLIP KICK: D,D+K

FLYING HANDS: D,8+P

SCRAP: D,D,F+P

DESTRUCTION: D,U,U+P

(WHILE YOU ARE SCREWING THE OPPONENT)







CHRONOS



STASIS ACTIVATOR: D,B,P

FAST STASIS: F,D,B,P

TELEPORTATION: D,P

MATTER PHASING: D,B,K (can be done in AIR)

SCRRP: D,F,P

DESTRUCTION: F,B,F,B+P







ELECTRA



BALL LIGHTHING: 0,8+P

ROLLING THUNDER: F,F+P

SUPER R.T.: B,D,F,F+P

ELECTRIC SHARDS: D,F+P

SCRAP: B,D,F,P

DESTRUCTION: U,F,D+P







FLHIL



SPINNING THROW: F.F.P.

CHARGING PUNCH: 8,8,P

БИЯООШ РИПСИ: 0,8,8,9

SWINGING CHAINS: D,P

SLOW SWING CHAIN: D,K

SCRAP: F,F,F,P (DURING SLAM ON FIRST WALL)

DESTRUCTION: F,B,F,B,P

(THER SLAM OR REXT WALL!)



GRRGOYLE



DIVING CLAM: Gumes, D+K

FLYING TALON: D,F,P

SHADOW TALON: B,D,F,P

MING CHARGE: F,F,P

SCRAP: B,D,F,P

DESTRUCTION: D,U,D,U+P

(WHEN GARGOYLE LANDS ON YOUR OPPONENT)







KATANA



RISING BLADE: D,F+P

TRIPLE BLADE: B,D,F+P

HERD STOMP: D+K (Jume on top of opponent)

FOWARD RAZOR SPIN: D,F+K

BACK RAZOR SPID: 0,8+K

FIREBALL: D,B+P

(CAN ONLY BE DONE AFTER DEFEATING FIRE)

SCRAP: F,D,B,P

DESTRUCTION: B,D,F,P

(AFTER THE 1ST HIT DURING SCRAP)



THORN



SPIKE-CHARGE: F,F+P

OFF-WALL ATTACK: (Jume) DF+K

SPEED KICK: D,F+K

SHADOM KICK: B,D,F+K

SCRRP: B,B,F,P

DESTRUCTION: U,D,P

(RIGHT AFTER THE OPPONENT IS 'SPIKED')







PYROS



FIRE SPIR: D+P

SUPER THRUST: F,F+P

SHADOW THRUST: F,F,F+P

JET SWOOP: (JUMP),D+K

SCRAP: F,F,D,D,P

DESTRUCTION: U,D,U,D,P







NOVA



EARTHQUAKE SLAM: 0,0,P

MISSLE: D,F,P

FIR MISSILE: (Jume), D, F, P

MINI-GRENADE: D,B,P

CHEST SLAM: Gumes, D, P

SCRAP: 0,8,F+P

DESTRUCTION: 0,0,0+P

(DO THIS WHILE POUNDING OPPONENT VIA SCRAP)

CREDITS



CREATOR: LISO

DOWNLOAD: WWW.OLDGAMES.SK

SOURCE: WWW.GAMEFAQS.COM