

Fox
Quick, deadly, and extremely deceptive, this is one foxy lady that you don't wanna rub the wrong way. Her mix of high to low combinations make her a very good starting character.

Moves:

- P High punch
- f+P Mid swipe
- df+P Rising swipe
- d+P Low punch
- db+P Double low swipes
- b+P Turning backfist
- u+P Flip over opponent
- K High kick
- f+K Stepping kick
- df+K Mid kick
- d+K Low kick
- db+K Standing sweep
- b+K Roundhouse kick
- u+K Flip kick

Beast mode:

- B Slashing kick
- f+B Mid slash
- df+B Low claw
- d+B Low jab
- db+B Double leg sweeps
- b+B Backhand slash
- u+B Air pounce

Special moves:

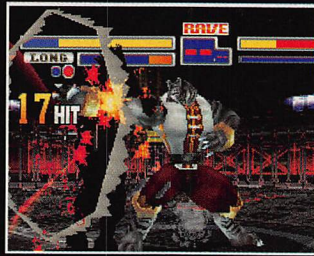
- QCF+P Triple mid strikes
- QCF+K Rising kick
- QCB+K Breakdance kick
- QCF+B Turbo double-claw swipe
- QCB+B Rolling trap (Press B while rolling to do jumping attack)
- QCB+P Counter

Long

Cool, calm, and cautious, Long is one of the deadliest fighters in the game due to insane combo ability he possesses. Combined with his good speed and strength, Long is definitely one of the best in the game.

Moves:

- P High punch
- f+P Straight high punch
- df+P Turning low palm
- d+P Low punch
- db+P Crouching mid punch
- b+P Power double palm



- u+P Jumping head strike
- K High kick
- f+K Double circle roundhouse (KD)
- df+K Mid kick
- d+K Low kick
- db+K Sweep kick
- b+K Twist roundhouse kick
- u+K Jumping reverse roundhouse kick (KD)

Beast mode:

- B High slash
- f+B Back leg slam
- df+B Double claw sweep
- d+B Low slash
- db+B Back leg sweep
- b+B Back leg kick
- u+B Flip kick

Special moves:

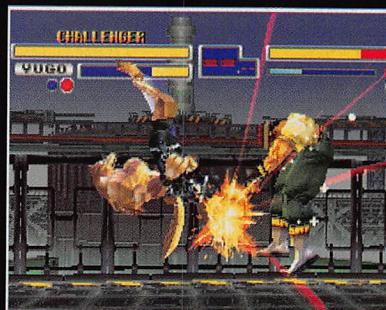
- QCF+P Charging high punch
- QCF+K Jumping double kick
- QCB+K Diving head stomp
- QCF+B Flipping neck throw
- QCB+B Earthquake stomp
- QCB+P Counter

Yugo

The most well-rounded of all the fighters, Yugo possesses simple moves that do great amount of damage. His quickness is on par with the likes of Bakuryu and Alice.

Moves:

- P High punch
- f+P Strong Mid punch
- df+P Mid punch
- d+P Low punch
- db+P Turning low punch
- b+P Turning backfist
- u+P Jumping elbow crush
- K High kick
- f+K Axe kick
- df+K Mid kick
- d+K Low kick
- db+K Sweep



- b+K Spinning kick
- u+K Flying spinning kick

Beast mode:

- B Mid slash
- f+B Jumping double slash
- df+B Low swipe
- d+B Lifting attack
- db+B Low kick
- b+B Power backhand swipe
- u+B Flip kick

Special moves:

- QCF+P (x3) Rushing punches
- QCF+K Jumping knee
- QCB+K Flip kick
- QCF+B Jugular rip
- QCB+B Wall dive (will flip back, press B again to dive attack)

Mitsuko

Probably the ugliest of the bunch. Mitsuko is also the most dangerous of the characters due to her unpredictability of here moves and the damage she can dish out.

Moves:

- P Punch
- f+P Quick face punch
- df+P Double lifting punch
- d+P Low punch
- db+P Overhead mid swipe
- b+P Double fist slam
- u+P Jumping double fist
- K High kick
- f+K Mid knee
- df+K Shin kick
- d+K (x3) Low kicks
- db+K Double leg Sweep
- b+K Reverse back kick
- u+K Jumping face kick

Beast mode:





B Headbutt
 f+B Turning tusk attack
 df+B Rush-in lift
 d+B Tusk lift
 db+B Low charge
 b+B Charging headbutt
 u+B Jump-in tusk attack

Special moves:

QCF+P Neck slam
 QCF+K Frankensteiner
 QCB+K Earthquake stomp
 QCF+B Boar wall slam
 QCB+B Boar rush (repeatedly tap B to rush, or press f+B to dive attack)
 QCB+P Counter (Slapdown..yeah..)

Combos:

Fox-
 P, P, P, P B, B, B, B
 P, P, P, d+K f+B, B
 P, P, K P, P, B, B
 P, K
 df+P, P
 d+K, K
 d+K, K
 f+P, P, P, b+K
 f+P, P, P, d+K
 u+P, P
 +P, P
 f, f+K, K

Gado-
 P, P B, B, B
 f+P, P, P f+B, B
 f+P, K
 df+P, P
 df+P, K
 b+P, P
 K, K, K
 f+K, K, K

Mitsuko-
 P, P, P B, B, f+B
 P, P, K P, P, B, B, f+B
 P, P, d+K B, B, d+B, B
 K, P P, P, B, B, d+B, B
 db+P, P
 f+P, K
 f+K, K

Yugo-
 P, P, P, K B, B, B
 P, P, K P, P, B
 P, K, K db+B, B
 K, K
 dF+P, P, P, P
 df+K, K
 d+K, K
 b+P, P, P

Bakuryu-
 P, P, P, P, f+P B, B, B
 P, P, P, u+P B, B, d+B
 P, P, P, d+K, P B, B, d+K, K, K
 P, P, d+K, P
 B, B, d+K, K
 P, P, K, K
 P, P, K, d+K

P, K, K, K
 K, K, K
 df+P, P
 df+P, K
 df+K, K, K
 df+K, K
 f+K, b+K
 f, f+K, K, K

Alice-
 K, K, f+K B, B, B, f+B
 K, K, b+K B, B, B, b+B
 K, K, d+K B, B, B, d+B
 P, P, P, f+P



P, P, P, d+P
 P, P, P, b+K
 P, K, K, b+K
 P, K, K, d+K
 d+K, K
 d+K, K
 b+P, P
 b+P, K
 df+P, P
 db+P, K
 f+K, b+K

Greg-
 P, P, P B, B, B
 df+P, P, P B, f+B
 d+P, K, K B, d+B
 u+P, P
 P, K
 b+K, K

Long-
 Long is easily the character with the most combinations. Nearly all his moves can be chained into a combo. What follows here is a starter for the combo and branching off into the many finishers the combo has. This is but a small list of combinations I have listed due to space limitations.

P, P, (into)-
 -P
 -P, P
 -d+K
 -f+K
 -K
 -f+P
 -f+K
 -d+K
 -d+P

f+P (into)-

-P
 -K

K (into)-
 -d+P
 -d+K

Note: Within each of the combo moves, you can continually chain punch and kick combinations. For example, if you start off with P,P you can chain into the following-

P,P (into)-
 -P, d+K, P, f+K, d+P, K, d, d+P

As you can see, as long as you keep the punch, kick, punch, kick pattern without repeating any of the same moves, you can create a long string of a combo! The last move (d, d+P) is a combo finisher. Combo finisher's can be done any time after the fourth hit. The following are combo finishers:

f, f+P - Body Check (a la VF Akira style)
 b+P - Charge Tackle
 d+k - Sweep
 f, f+K - Flying Double Scissor kick
 d, d+P - Dragon Finish (a la Bruce Lee)

A listing of stringed combos for Long are available. Browse our Hocus Pocus section at <http://www.gamefan.com> or you can email a list at achau@gamefan.com. If you have any combos for Long or any other characters, email us at hocus-pocus@gamefan.com

Dangohead



Abbreviations:

f - forward
 d/f - diagonally down forward
 u/f - diagonally up forward
 b - backward
 d/b - diagonally down back
 u/b - diagonally up back
 d - down K - kick attack button
 u - up button
 P - punch attack
 B - beast attack button
 QCF - quarter circle forward
 QCB - quarter circle back