WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Limited Warranty

90-day limited warranty:

Tecmo Inc. ("TECMO") warrants to the original consumer that this Tecmo product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective TPR to the retailer

2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling 1-310-944-5005. Our Consumer Service Department is in operation from 9:00 A.M.-4:00 P.M. Pacific Time. Monday through Friday.

3. If the Tecmo service technician is unable to solve the problem by the phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within 90-day warranty period to:

> Tecmo, Inc. Consumer/Service Department
> PMB#5553 21213-B Hawthorne Boulevard
> Torrance, CA 90503

This warranty shall not apply if the TPR had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment returned.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90-days from the date of purchase and are subject to the conditions set forth herein. In no event shall Tecmo be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SEGA®

DEAD OR ALIVE 2™

Thank you for purchasing the "DEAD OR ALIVE 2" Sega Dreamcast software. Be sure to read this instruction booklet before you start playing the game.

CONTENTS

Caution
This game can be backed up. Backup requires a memory card (VMU - sold separately). Never switch off the main unit or insert/remove memory cards or Controllers while saving.

Operation

This game is designed for one or four players, and is suitable for use with Sega Dreamcast Controllers and the Sega Dreamcast Arcade Stick, which is sold separately. Before switching on the main Sega Dreamcast system, be sure to connect peripherals such as Controllers to the control ports on the unit.

Sega Dreamcast Controller

(SHADED AREA) Battle operations

• R trigger	• L trigger
F+P+K	Combine with the Directional Button for free steps
Changing screens, displays, etc.	Changing screens, displays, etc.

• Analog Thumb Pad	• Directional Button	• Start Button
Free step	Controlling characters	Pausing during a game
	Menu selection, etc.	Starting the game

• X button **P**	• Y Button **K**	• B Button **F + P**
Punch	Kick	Throw, evade throw
		Cancel menus, etc.

• A Button **F**
Free button
(Multi-function button for holds, guarding, free steps, etc.)
Executing menu commands, etc.

• Game reset
To reset the game and return to the Title screen during a game hold down buttons X + Y + B + A and press the Start Button.

*To play with two or more players, you will need to purchase a Controller (sold separately).
*The operation method shown uses the default-button assignments. Use CONTROLLER SETTING in Option mode to change settings.
*Do not move the Analog Thumb Pad or L/R triggers when switching on the main unit. Moving the key or triggers will prevent the correct adjustment of positions and may result in malfunction.

SEGA DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad
Direction Button (D-Button)
Start Button
X Button
Y Button
B Button
A Button

Forward View

Expansion Slot 1
Right Trigger (Trigger R)
Left Trigger (Trigger L)
Expansion Slot 2

Arcade Stick

· Start Button
Pause during game
Start game

· Joystick
Controlling characters
Menu selection, etc.

· X Button **P**
Punch

· Y Button **K**
Kick

· A Button **F**
Free Button
(Multi-function button for holds,
guarding, free steps, etc.)
Executing menu commands, etc.

· Z Button
Combine with the Directional Button
for free steps
Changing screens, displays, etc.

· C Button **F + P + K**
Press F + P + K buttons
simultaneously Changing screens,
displays, etc.

· B Button **F + P**
Throw, evade throw
Cancel menus, etc.

*To change a button assignment, press the Start Button on
the Title screen, select Option mode, and use CONTROLLER
SETTING to change settings accordingly.

**SEGA DREAMCAST ARCADE STICK**
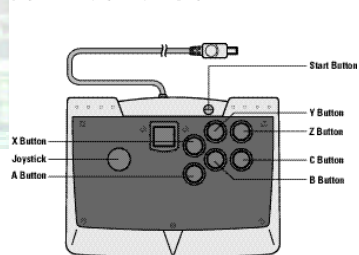
Jump Pack

Fit the "Jump Pack" (sold separately) into the Controller,
and make sure it is connected to extension socket 2 on
the Controller.
Caution: If the Jump Pack is connected to extension
socket 1, it will fail to lock to the main Controller unit
and may become disconnected during use or cause
a malfunction.
*Be sure to read the instruction booklet provided with
the Jump Pack.

SEGA DREAMCAST JUMP PACK™
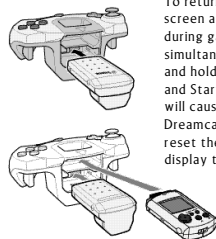
To return to the title
screen at any point
during game play,
simultaneously press
and hold the A,B,X,Y
and Start Buttons. this
will cause the Sega
Dreamcast to soft-
reset the software and
display the title screen.

Basic Operations

This section explains the basic operations applicable to all characters. Instructions for keys apply when characters are facing to the right.

· The F Button shown is the A Button, the P Button is the X Button, and the K Button is the Y Button (when default settings are used).
· (▷) indicates a short press of the Directional Button, and (▶) indicates a long press.

Character movements

· Jump back ◆   · Jump straight up ▦   · Jump forward ◆
· Move forward ▷   · Crouch forward ◆   · Low guard ▦
· Low guard ◆   · Guard ▦   · Forward dash ▷▷
· Backward dash ▦▦   · Run ▷▶   · Crouching dash ◆◆

Guard operations

Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use (▦) on the Directional Button. 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 against low attacks by jumping.

[Guards using the Directional Button]   [Guards using the F Button]
High and middle guards ▦   High and middle guards **F**
Low guards ▦   Low guards ▦ F ▦ F

· Types of attacks
High attack: Hit standing opponents
Middle attack: Hit both standing and crouching opponents
Low attack: Hit both standing and crouching opponents
Super-high attack: Hit standing opponents, no guarding

Free steps

By using the Directional Button and F Button together, you can execute free steps that allow characters to move freely. By using (⬛) F or (⬛⬛) F to enter free-step mode, then holding down the F Button while operating the Directional Button, you can continue in free step. If you release the F Button or stop using the Directional Button, the status will return to normal. The same operation may be carried out using the Analog Thumb Pad, or using the Directional Button while holding down the L/R triggers.

Strikes

Use the P Button and K Button to execute strikes such as punches and kicks. Each character has its own strike moves, and by combining them with use of the Directional Button you can execute continuous strings of moves known as combos, or more powerful individual moves.

*Advanced technique

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.

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Down attacks and follow-up attacks

When a character goes down, you can execute a follow-up attack. Use the P or K button for the follow-up command, depending on the character.

Down attack ▨ P + K
Follow-up attack ▨ P or ▨ K

Operations when down

Use the Directional Button to stand up after being knocked down. To stand up quickly, press the P Button several times in succession. By standing up quickly, you can evade a follow-up attack from your opponent and put some distance between yourself and him or her. In addition, by using the Directional Button and K Button in combination, you can execute various types of attacks as you stand up. Some characters also have special attacks that can be used while standing up.

· ▨ + Press F Button several times in succession
Side roll at back of screen
· ▨ + Press F Button several times in succession
Side roll at front of screen
· ▨ or ▶ + press F Button several times in succession
Front or back roll (depending on opponent's position)
· Continuous pressing of K Button while standing up
Middle kick attack while standing up
· ▨ + press K button continuously while standing up
Low kick attack while standing up

Throws

When close to your opponent, you can use the F + P Buttons to throw him or her. Ordinary throws can be evaded by pressing the F + P Buttons when you are about to be thrown.
Use the Directional Button in combination with the F + P buttons to execute more powerful throws. Different characters have their own special throws.

*Evading a string of throws
Some characters will throw again soon after the first throw.
Well-timed use of the F + P Buttons before your opponent makes the next throw will enable you to evade that throw.

· F + P   Ordinary throw
· (Against a crouching opponent) ⬙ or ⬙ F + P
Low throw
· (Against a string of throws from opponent) F + P
Evade throw

Hold

By properly timing the use of the Directional Button and F Button with 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.

* Hold operations
Choose one of two methods of executing holds - "DREAMCAST" or "ARCADE." You can switch between these methods using CONTROLLER SETTING in Option mode.
* Switch COMMAND TYPE to "DREAMCAST" for Sega Dreamcast and "ARCADE" for Arcade.

[DREAMCAST]
(Against a high attack) ⬙ F
High hold
(Against a middle attack) ⬙ F
Middle hold
(Against a low attack) ⬙ F
Low hold

[ARCADE]
(Against a high attack) ⬙⬙ F
High punch/kick hold
(Against a middle punch attack) ▷ ⬙ F
Middle punch hold
(Against a middle kick attack) ⬙ ▷ F
Middle kick hold
(Against a low attack) ▷⬙ F
Low punch/kick hold

*Holds while staggering
When on the receiving end of certain strikes, you will "stagger," during which time you will be unable to attack or guard. A hold will help you get out of this situation. The hold will be successful if it is appropriate for the type of strike used by your opponent.

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Modes

There are eight different game modes. When two or more people play, additional controllers are required. Additional controllers sold separately.

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer – if you knock out all of the enemies, the game will clear and you will be on your way toward completing it. If another player intrudes during play, you must engage in battle with him or her. If you are using the 1P Controller, your opponent can press the Start Button on the 2P Controller, and if you are using the 2P Controller, he or she can press the Start Button on the 1P Controller, to launch a surprise attack.

* If the side that has come under surprise attack wins the ensuing combat, the game will return to the CPU.
* At Game Over, the screen will switch to the Continue screen. Press the Start Button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.

TIME ATTACK MODE

This mode involves fighting in a race against the computer. Conduct a tournament of eight bouts; when Game Clear is displayed, the Results screen will appear. If your total time is in the top ten at Game Clear in Time Attack mode, you can record your name. See "Name Entry" (p. 10).
* Surprise-attack combat OK

VERSUS MODE

This is a special mode for two-player battles. After each bout, the display returns to the Character select screen and fighting continues until players exit the mode. By using Options to change settings such as health and the number of sets, you can engage in combat under a variety of conditions.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can fight a tournament against the computer, fight another player, or engage in battles of up to four players simultaneously.

* Surprise-attack combat OK
* Tag Battle mode uses the Danger Setup Stage only.
* You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

* Play modes
Tag Battle mode consists of five Play modes. Select a Play mode from among those displayed on the screen, in accordance with the number of players.

I. P1 VS COM
The player uses two characters to battle the computer.
(One player)

2. P1 P2 VS COM
Two players form a tag team to battle the computer.
(Two players)

3. P1 VS P2
Each player uses two characters to battle.
(Two players)

4. P1 P3 VS P2
Two players form a tag team to battle a third player. The player using the 3P Controller uses two characters by him or herself. -Three players
(In case you start the game 1P with controller)

5. P1 P3 VS P2 P4
Four players split into two tag teams to battle. (Four players)

* The number of potential players depends on the number of Controllers connected to the control ports.
* To play the game with two or more players, you will need to purchase one or more Controllers, which are sold separately. A maximum of four Controllers can be used at one time.

* Rules
Knock out both opponents to win. Use Options to adjust the number of sets.

* Tagging
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. Switch characters at the right time to gain an advantage. When a character has already been knocked out, however, he or she cannot be used again.

* Tag combos
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. Tag combos cannot be employed, however, when one character has already been knocked out.

(Move toward enemy) ▷▷ F + P + K or ◨ F + P + K   Tag combo
* Some character combinations have their own special tag combos.

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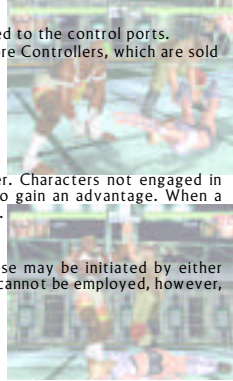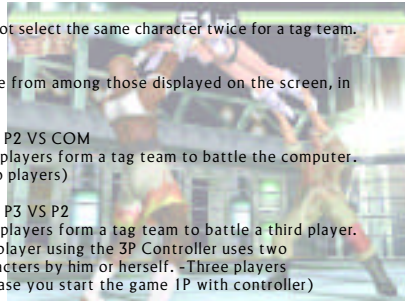
SURVIVAL MODE

This mode is for one player, and involves fighting against the computer until all your health is used up. Points are accumulated in accordance with the clear time and various items that appear during the game, and the goal is to have the highest total score at Game Over. In this mode, your health is partially restored at the end of each round. The key to earning points is to minimize damage while fighting, and take advantage of any chances for points that come your way.

If, when a Survival mode battle ends, your total score is in the top ten, you can record your name. See "Name Entry" (p. 10).

* Surprise-attack combat OK

* You cannot Continue in this mode.

* The game will finish at Time Up or in the event of a Draw.

* Items

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.

[Types of items]

Carrot: 5000 points

Lipstick: 10,000 points

Moneybag: 20,000 points

Melon: 30,000 points

Hamburger: Minimum health recovery (20,000 points if health is at MAX)

Rice ball: Medium health recovery (30,000 points if health is at MAX)

Meat: Full health restored (50,000 points if health is at MAX)

* Danger Reach

If you set off a danger explosion during a game, in addition to earning 3000 points you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion 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 several other ways to earn points, such as time bonuses and appeal bonuses.

TEAM BATTLE MODE

Players make up teams consisting of several characters and battle in teams. This mode can be used between players or against the computer.
* Matches are in tournament format.

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.

* This mode is for one player only.
* There are no KOs. You can continue training until you exit the mode.
* Press the Start Button on the practice screen for "Menu." This will allow you to change settings such as the behavior patterns of the CPU. Use the Directional Pad to move the cursor and to select and change settings.

OPTION MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see p. 13, "Option settings."

Name entr y

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name. Use the Directional Button on the Name Entry screen to select letters and enter your name. Move the cursor to END on the screen and press the A Button to record your entry.

* View the rankings inside the RECORDS menu in Options.
* To back up records, a memory card (VMU), sold separately, is required.
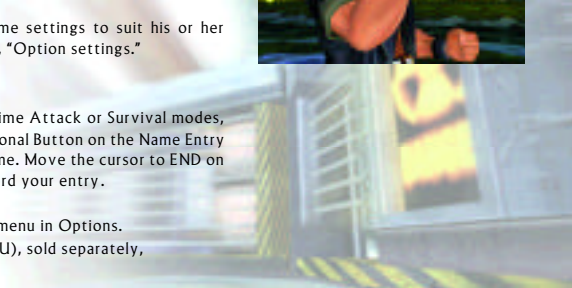
Starting the game

Mode Select
Press the Start Button on the Title screen to display the Mode Select screen. Use the Directional Button or Analog Thumb Pad to select a mode, and press the Start Button, A Button or L/R Triggers.

Character Select
Use the right and left arrows on the Directional Button or Analog Thumb Pad to select characters. The character's color can be selected using the Up arrow on the Directional Button or Analog Thumb Pad when the cursor is on a character in the top row, or the Down arrow when the cursor is on a character in the bottom row. After making your character and color selection, press the "A" button. Press the B Button to return to the Mode Select screen.

* Different characters have different numbers of character colors.

Rules
1. Criteria for winning battles
In battle, the conditions specified below are required for a set victory, and the player that wins the predetermined number of sets wins the battle.
KO: Opponent's health falls to 0
Time Up: Your health is greater than your opponent's at time up

2. Draws and sudden death
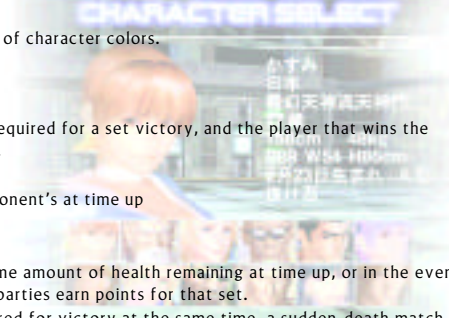A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set.
If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. In sudden-death combat, the battle starts from a lower level of health than normal. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue
Press the Start Button within the allotted time to Continue following Game Over and issue another challenge.

Battle screen

Life gauge
A player loses if his or her gauge drops to 0.

Set count
Displays number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Time
0 = Time up
The side with the most remaining on his or her life gauge wins.

* In Tag Battle mode, 1P and 2P each have two life gauges. The display will change so that the life gauge of the character fighting is always displayed in front.

* Victory icons
Victory icons appear when the battle has been won (2P battles only). If you win several battles in succession, the number of icons will increase, and the shape of the icons will change at one, five, and ten victories. Different characters have different types of victory icons.
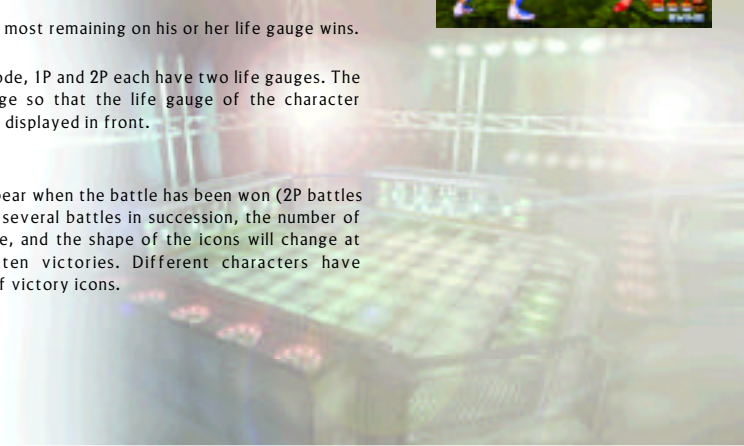
Option settings

Players can select OPTION MODE from the Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

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

MOVIE SUBTITLE [ON/OFF]: Used to turn movie subtitles on and off

GAME SUBTITLE [ON/OFF]: Used to turn pre-match and victory subtitles on and off

CPU DIFFICULTY [EASY/NORMAL/HARD/VERY HARD]: Configures the strength (difficulty) of CPU

CPU MATCH POINT [1/2/3/4/5]: Sets the number of sets required for victory against CPU

VS MATCH POINT [1/2/3/4/5]: Sets the number of sets required for victory in battles against other players

CPU LIFE GAUGE [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO LIMIT]: Sets the stamina level of CPU

VS LIFE GAUGE [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO LIMIT]: Sets the stamina level of VS matches

ROUND TIME [30/40/50/60/99/NO LIMIT]: Sets the time allotted for a single round

VS STAGE SELECTOR [OFF/1/2/3/4/5]: Used to turn the Stage Select screen on/off

FACTORY SETTING: Restores default settings

EXIT: Returns to Option Mode Screen

* The items that can be configured differ by mode.

AUDIO SETTING

Settings for game sound

SPEAKER [STEREO/MONO]: Switches between stereo and mono sound

BGM VOLUME: Sets the volume of the background music during the game

SE VOLUME: Sets the volume of SE(Sound Effects) during the game

VOICE VOLUME: Sets the volume of character voices

SOUND TEST: Sound test of BGM during the game

CONTROLLERSETTING

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

COMMAND TYPE [DREAMCAST/ARCADE]: Set the way of the whole operation, Sega Dreamcast or Arcade

JUMP PACK [ON/OFF]: Used to turn Jump Pack oscillations on/off

RECORDS
Displays rankings and player data stored in the Visual Memory for each mode
TIME ATTACK MODE RANKING
Displays the top ten clear times for Time Attack mode
SURVIVAL MODE RANKING
Displays the top ten in terms of points/number of opponents beaten in Survival mode
CHARACTER PERCENTAGE
Displays rankings for each character used in each mode
VERSUS DATA
Displays battle data, such as win ratios, for each character used

MEMORY CARD
Used to save/load data such as settings and match records
SAVE DATA
Saves data on the memory card
LOAD DATA
Loads data saved on the memory card. Use the Start Button to load; all other button functions will be cancelled.
AUTO SAVE [ON/OFF]
Turns the Autosave function on/off
* A memory card (VMU – sold separately) is required to save files.
* A minimum of 7 blocks is required to save.
* Do not switch off the main unit unless the Title screen is displayed, and do not or remove/insert memory cards when Autosave is "ON." Otherwise, data being saved may be damaged.
* Do not switch off the main unit or remove/insert memory cards, extension units, or Controllers during saving.

EXIT
Exits the Option screen and returns to the Title screen

Basic battle know-how

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

· The F button shown is the A Button, the P Button is the X Button, and the K Button is the Y Button (when default settings are used).
· The ⮞ is a short press of the Directional Pad, and the ⮞ is a long press.

Defensive position

When you are about to be knocked to the ground, press the P, K, or F 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 counter attack is launched, doing massive damage to your opponent.

Attacks and defense by the wall

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.

* Escaping from the wall

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 Button on ▓ or ▓ as you stand up. This will enable you to stand up while pivoting against the wall.

Off the edge

Stages such as "The Great Opera" and "The Dragon Hills" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her at the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.

* When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.
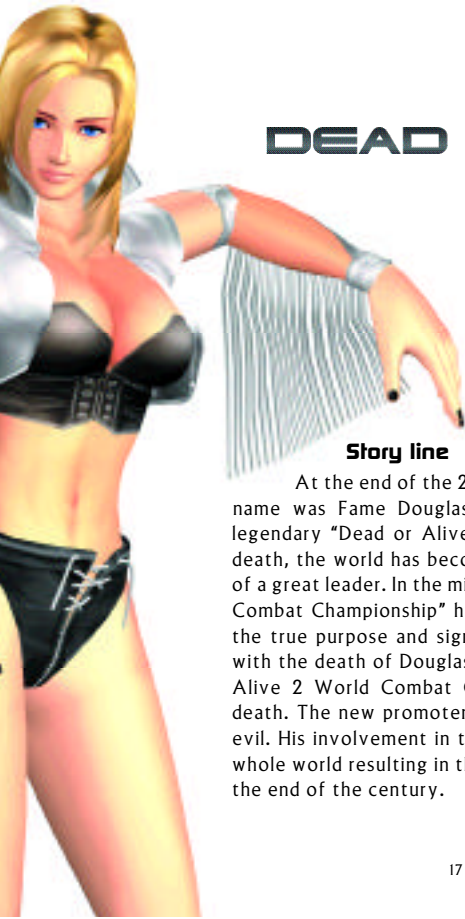
* The tiered structure will differ depending on the stage.
You cannot fall off the edge in some places.

* Not all attacks allow you to send your opponent off the edge.

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DEAD OR ALIVE 2™

Story line

At the end of the 20th century a great leader was murdered. His name was Fame Douglas, who was known as the sponsor of the legendary "Dead or Alive 1 World Combat Championship." Since his death, the world has become chaotic due to the lack of the presence of a great leader. In the midst of this chaos, the "Dead or Alive 2 World Combat Championship" has been announced to take place. However, the true purpose and significance of the tournament have been lost with the death of Douglas. Even worse, the promoter of the "Dead or Alive 2 World Combat Championship" is responsible for Douglas's death. The new promoter is not just a corrupt being but one of pure evil. His involvement in the tournament has caused terror among the whole world resulting in the infamous Tengu Disaster that occurred at the end of the century.

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Kasumi/ Female ninja in captive
Fighting Style: Mugen-Tenshin Ninjutsu/ Tenjinmon
Age: N/A
Height: 5'2"
Weight: 106 lbs.
Nationality: Japanese

Kasumi, a true-bred "female ninja," of the "Mugen-Tenshin" style. In an attempt to settle her brother Hayate's old scores, she became a "runaway shinobi." Immediately after "Dead or Alive 1 World Combat Championship," she was taken captive by the Super-human Development Project. While held captive, her clone, Kasumi " ∝ " was created.

KASUMI

Ren-Go-Kyaku	PPKKK
Renko-Risyu-Zan	PP ⬈ KK
Muei- To	⬈⬈ P
Mugen- To	◆◆ P
Genraku-Kyaku	◆ P ◆ K
Tensyu-Kyaku	◆ K
Geturin-Kyaku	◆ K
Mai-Ogi	◆◆ K
Siranami	◆ KK
Engetu-Syu	⬈ KK
Kegon-Enbu	⬈ F+P
Oboro	◆◆ F+P

Hayabusa/ A Super Ninja Aloof
Fighting Style: Hayabusa Ninjutsu
Age: 23
Height: 5'10"
Weight: 154 lbs.
Nationality: Japanese

He is the modern Super Ninja and the best friend of Kasumi's brother. Being a Super ninja he has the responsibility to confront "Bankotsubo", the Evil Tengu, who came from the dark world into human existence. To face the Evil Tengu would be a suicidal act for any human being but Hayabusa owes it to himself and to mankind to confront his fate.

HAYABUSA

Raisin-Geki	▷▷ P
Hato-Geri	PKK
Tatumaki-Geri	PP ◢ PK
Hatotu-Ren-Syo	▷ PKK
Tenrin-Kyaku	◈ K
Korin-Kyaku	◧ K
Koryu-Kyaku	◩ KK
Garyo-Sen	◔ P
Mai-Kiri	◔ K
Syoryu-Kyaku	◼ ◧ K
Kubikiri-Nage	▷ F+P

Izuna-Otosi (Throw Combo)

◔ F+P· ◈ ·P· ◎ ·P

GEN FU

Tanpa	→→ P
Yosoku-Ha	◄ PP
Hakujya-Honsui	◆ P
Ugyu-Haito	◆→ P
Sokutan-Kyaku	→ K
Koboku-Ha	P+K
So-Ha	→ P+K
Yokei	◆ P+K
Senryu-Ha	◆ KP· ◄→ P
Sin-i-Ha	◄ F+P
Kokai-San-Osa	↑ F+P
Niti-Getu-Ha	↗ F+P

Gen Fu/ The Legendary Go-Ken
Fighting Style: Xinyi Liuhe Quan
Age: 65
Height: 5'7"
Weight: 172 lbs.
Nationality: Chinese

He is bringing back his legendary attack, "GO KEN"(fatal iron fist) that he once swore he'd never use again because of its awesome destructive power. He needs to win the prize money from "Dead or Alive World Combat Championship" so that he can provide a cure for his sick granddaughter's rare disease.

HELENA

Kasui-So	⊳⊳ P
Tensin-Kasui-Syo	PPP
Kasetu-Syo	⊳ PP
Syasyu-Ki-Kyaku	K
Rigo- Tai	KK
Senten-Soto	KP
Soheki-Syo	P+K·P+K
Kyoda-Syo-Ken (while making Bokuho)	⊳ PPP
Ryoin-Syo(while making Bokuho)	PKP
Sen-Heki	F+P
Yoto-Haibi	F+P
Bokuho	P+K

Helena/In vengeance of her mother
Fighting Style: Pi Qua Quan
Age: 21
Height: 5'7"
Weight: 108 lbs.
Nationality: French

She is the daughter of Fame Douglas and a world class soprano singer who is an expert in Pi Qua Quan. While performing at the opera house, a shot was fired at her but killed her mother instead. While trying to find the culprit she learned that the murder of her parents is somehow related to the "Dead or Alive World Combat Championship."

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Tina/ Superstar of women's wrestling
Fighting Style: Professional Wrestling
Age: 22
Height: 5'9"
Weight: 115 lbs.
Nationality: American

Tina is the super star of women's wrestling world and the daughter of the undefeated champion of professional wrestling, Bass. Because of her beauty and her super star status her victory in the "Dead or Alive World Combat Championship" will surely push her popularity into the next level.

T I N A

Ultimate Combination	▷PPK
Combo Drop Kick	▷▷PPK
Ankle Spin Kick	KK
Rolling Sobat	◁K
Dolphin Upper	◁◁P
Rolling Elbow	⟲P
Knee Hammer	▷KP
Frankensteiner	◁F+P
Fisherman's Buster	⟲F+P
J.O. Cyclone	◣▷◁F+P

Sky Twister Press (Throw Combo)
▷◁F+P· ◤+P· ◤◥P

Trans Four Leg Lock (Low Throw Combo)
◣F+P· ◤◥P

Bass/ Professional wrestler
Fighting: Professional Wrestling
Age: 46
Height: 6'5"
Weight: 346 lbs.
Nationality: American

He is the father of Tina and as any normal father, he doesn't like his daughter using her sex appeal to gain her celebrity status. He enters the "Dead or Alive World Combat Championship" to protect his beloved daughter from getting hurt and at the same time he hopes to teach his daughter about the tough reality of the World Combat Championship.

BASS

Move	Command
Buffalo Crash	◆◆ P
Wild Swing	▶ PP
Stungun Chop	◀ PP·P+K
Kenka Kick	▶▶ K
Hell Stab	P+K
Muscle Elbow	◰ P+K
Bass Lariat	▶ P+K
Bass Tornado	▶ F+P
Super Freak	↻ F+P
Oklahoma Stampede (Throw Combo)	▶▶ F+P· ▶ +P
T.F.B.B.	▦▶◰ F+P
Manhattan Driver (Throw Combo)	◤ F+P· ▦ +P · ◩ P

Zack / A Funky Thai Style Boxer

Fighting Style: Thai Style Boxing
Age: 25
Height: 5'11'
Weight: 172 lbs.
Nationality: American

His muscular strength and rare kick boxing style grabs the attention of all that witness his fighting. He is a self-taught genius of Thai boxing. He re-entered the "Dead or Alive World Combat Championship" to feed his hunger for public attention and to win the prize money. Because of his frank and funky personality, his popularity is growing.

ZACK

Slam Knuckle	⬚ P
Upper Elbow	⬚⬚ P
Down Elbow	◆ P
Devil's Rush	PP ⬚ P
Rising Knee	⬚⬚ K
Overhead Kick	◆◆ KK
Half Spin Heel Kick	⬚ KK
Demon Rush	◆ KKKKK
Belial Rush	◼ KKKKK
Knee Storm	⬚ ⬚ F+P
Splash Dunk	⬘ F+P
Hard Rush	◆◆ F+P

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Leon/Mercenary Soldier
Fighting Style: Russian Martial Arts
Age: 42
Height: 6'4"
Weight: 282 lbs.
Nationality: Italian

He is a lonely soldier who wanders all over the world. His lover Roland, a woman thief of the Silk Road, 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 lover, he aspires to be the strongest man on earth.

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LEON

Move	Command
Blust Trass	PK
Solid Crash	PPP
Trap Reverse Hammer	KPP
Shoulder Tackle	P
Giant Upper	P
Heel Hammer	K
Arm Grenade	P+K
Shoulder Breaker	F+P
STF (Throw Combo)	F+P · F+P
DDT (Throw Combo)	F+P · F+P · P
Quebradora Congiro	F+P
Half Boston Crab (Throw Combo)	F+P · F+P · P

JANN LEE

Move	Command
Dragon Cannon	PPP ➡
Dragon Rush	PPPK
Dragon Blow	↻P
Dragon Kick	↻K
Dragon Spike	◀⬊K
High Shin-Knee Kick	◆K
Dragon Flare	⬊⬊K
Dragon Knuckle	◆◀➡P
Dragon Strike	◆K➡
Dragon Elbow	P+K
The Way of the Dragon	⬆F+P
Bulldoging Head Lock (Throw Combo)	↻F+P· ◀⬊+P

Jann Lee/ Passionate Fighter
Fighting Style: Jeet Kune Do
Age: 20
Height: 5'8"
Weight: 165lbs
Nationality: Chinese

He fights from his soul. Trained by a re-
nowned master of martial arts. He shows up
to battles where only the strongest of men
fight. With a bird-like-cry, he strikes with his
soulful dragon attacks to be most powerful in
is his life's destiny. Some think he is too self-
possessed, which keeps women from getting
close to him.

LEIFANG

Soan	▷▷P
Siti-Sun-Kｏ	◁▷P
Syo-Kinda	PPP
Ren-Syu-Kyaku	PPKK
Bun-Kyaku	▷▷K
Hai-Kyaku	↕K
Geki-Ti-Sui	◉◉P
Senkyu-Ren-Ｔai	◺KK ↕
Haisetu-Kｏ	↕P+K
Noba-Bunso	◺F+P
Rinei-Hisui	◸F+P
R.Taiko-Tyogyo (Throw Combo)	
↺F+P· ◺+P· ▷▷?	

Leifang／ T'ai Chi Quan Genius
Fighting Style: T'ai Chi Quan
Age: 19
Height: 5'4"
Weight: 110lbs
Nationality: Chinese

She is one of the younger fighters and has been called a fighting genius by many. To fight and defeat Jan 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 or Alive World Combat Championship.

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Ayane/ Kunoichi with murderous intent
Fighting Style: Mugen-Tenshin Ninjutsu/ Hajinmon
Age: N/A
Height: 5'2"
Weight: 104lbs
Nationality: Japanese

She is Kasumi's half sister and a ninja assassin who is destined to live in the shadow of Kasumi. 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 Kasumi. Ayane secretly admires Hayate, Kasumi's brother.

AYANE

Move	Input
Koei-So	PP
Rasen-To	P
Yoko-To	P
Fujin-Kyaku	K
Ryubi-Ressen	K
Genmu-So	K
Ryuso-Kyaku	KK
Haijin	P
Ei-Geturin (showing the back to opponent)	K
Rasin-Eiko-Sai (showing the back to opponent)	PP PP
Hajin-Enbu	F+P
Katyo-Gengi	F+P

Ein/ The Lost Past
Fighting Style: Karate
Age: 23
Height: 5'11"
Weight: 165 lbs.
Nationality: Unidentified

He was left to die in the esoteric Black Forest of Germany. Even though he suffered amnesia, his deep desire to fight stayed intact with his beaten body. He mastered Karate in a very short period. He hopes to find answers to his life time search of self-discovery through participation in the "Dead or Alive World Combat Championship."

EIN

Tuba-Uti	▷ P
Azuma	◁ ▷ P
Fujin	⟳ P
Tenso	●● K
Ren-Fujin	PPP
Sien	◸ PPP
Ren-Gyu	▷▷ PP
Zansei	◸▷▷ KKK
Ressei	▷ KKK
Hamon	● KP
Ryukotu	◸ F+P
Hokage	●● F+P

EVIL TENGU

Bankotsubo/ Evil Tengu
Fighting Style: Tengu-do
Age: 1500
Height: 7'1" Weight: 500 lbs
Nationality: Unidentified

Bankotsubo, the Evil Tengu, killed the king of Tengu world then descended into the human world. To the Evil Tengu, what happens in the human society is insignificant. He claims that all disasters are nothing more than a delusion caused by him. He was the cause of the infamous calamity , commonly known as the End of the Century Tengu Disaster .

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Glossary

"Shinobi"
It is another name for ninja. "Shinobi" is an unique and extremely secretive group which has been engaging in secret services, war maneuvers, assassination, etc. The most important thing for "Shinobi" is to protect the existence of their tribe.

"Runaway Shinobi"
It is a ninja who seceded from his/her "shinobi" tribe. Secession is absolutely impermissible in their society. To keep secrecy assassination efforts are made by the tribe to eliminate "Runaway shinobi".

"Tengu "
They are goblin-like race living secretly in the deep mountains of Japan. Their nose is very long and their physique is superior to the humans in size and strength. A large part of the "tengu" life has been hidden under the secret veil.

"Epsilon "
An experiment was being conducted to reconstruct the strongest "shinobi" of the time, Hayate's body to create super human. "Epsilon" was a code name given to Hayate, who was held captive for this experiment against his will.

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