

# CONFIDENTIAL

## BloodStorm Special Move List (V2.16)

- ⇨ - Joystick Toward Opponent
- ⇩ - Joystick Away From Opponent

### Special Weapons and Powers Available to All Characters

- Gauntlet: ↓ ↘ ⇨ Front Arm
- EyeLaser: Hold Block, ⇨ ⇨ (From Razor)
- Missile: Hold Block, ⇩ ⇩ ⇨ (From Talon)
- Radiate: Hold Block, ↑ ↗ ⇨ (From Fallout)
- Grenades: ↓ ↗ ⇩ Back Arm (From Mirage)
- Land Mines: ↓ /Front Leg/Back Leg (From Mirage)
- Morph: ↓ ↓ ↓ (From Freon)
- HellFire: ↑ ↗ ⇨ (From Hellhound)
- EarthQuake: Charge ⇩, ⇨ Front Leg (From Tremor)
- WindShield: Hold Block, ⇨ ⇩ ⇨ ⇩ (From Tempest)
  
- Surgical Laser: Hold Block, ⇨ ⇨ (From Ratchet)
- Smart Mines: ↓ Back Leg/Front Leg (From Golem)
- Incendiary Grenades: ↓ ↗ ⇩ Back Arm (From Wraith)

- Throw Gauntlet: ⇨ Back Arm/Back Leg
- Pickup Gauntlet: ⇩ Front Arm

- Throw Enemy: Close ⇨ Back Leg
- Escape From Throw: Spin Joystick ↑ ↗ ⇨... or ↓ ↘ ⇨...

- Z-Spin Trip: ⇩ Front Leg
- Trip: ↓ Front Leg
- Slide Kick: ↓ Back Leg (not Freon)

- UpperCut: ↓ Back Arm
- Super Uppercut: ↓ Front Arm

To Stun an opponent, hit them 5 times consecutively

## Fallout Special Moves:

Radiate: Hold Block, ↑ ↻ ⇨

SlimeGun:

Charge ⇨, ⇨ Back Arm (1x high)

Charge ⇨, ⇨ Back Arm ⇨ ⇨ (2x high)

Charge ⇨, ⇨ Back Arm ↓ ↻ ⇨ (2x high/low)

↓ ↻ ⇨ Back Arm (1x low)

↓ ↻ ⇨ Back Arm ⇨ ⇨ (2x low)

Charge ⇨, ⇨ Back Arm , ⇨ ⇨, ↓ ↻ ⇨ (3x high/high/low)

Charge ⇨, ⇨ Back Arm , ⇨ ⇨, ↓ ↻ ⇨, ⇨ ⇨ (4x high/high/low/low)

Slime From Above: In Air ↓ ↻ ⇨ Back Arm

Air Slice: Charge ⇨, ⇨ Front Arm

BackFlip: ⇨ ⇨

Shadow Kick: ↓ ↻ ⇨ Front Leg

Toxic Sunder: ↓ ↻ ⇨ Front Arm

Melt-Down: Charge ↓, ↑ Front Arm

Critical Mass Fatality:

Close ⇨ Back Arm/Front Arm

(Must Have Back Arm)

## Freon Special Moves:

Morph: ↓ ↓ ↓

Freeze: ↓ ↻ ⇨ Back Arm

ShadowKick: ↓ ↻ ⇨ Front Leg

Brumal Sunder: ↓ ↻ ⇨ Front Arm

Ice Pick: ↓ ↻ ⇨ ↻ ↓ ↻ ⇨ Front Arm

Bloody Slushy Fatality:

1. Freeze someone who is stunned
2. Morph underneath frozen opponent
3. joystick Up when directly underneath block

## **Mirage Special Moves**

Grenades: ↓↘↙ Back Arm  
JumpKick: Charge ↙, ↘ Back Leg  
LandMine: ↓ Back Leg / Front Leg  
Wall Jump: In Air AWAY joystick from wall you are against  
Mirage Near: ↓↘↙ Front Leg  
Mirage Away: ↓↘↙ Front Leg  
Phagitic Sunder: Charge ↙, ↘ Front Arm  
Power Strafe: ↓↘↙↘ Front Arm

## **Obicularis Bomb Fatality:**

Close ↓↘↙, ↘/Back Arm  
(Must Have Back Arm)

Sin's Whip: Charge ↙, ↘ Back Arm (Sin Only)

## **Tremor Special Moves**

EarthQuake: Charge ↙, ↘ Front Leg  
ShockWave: ↓↘↙ Back Leg  
Boulder: Charge ↙, ↘ Back Leg (Golem short spike rush)  
Avalanche: Charge ↓, ↑ Back Leg (Golem long Spike rush)  
ShadowPunch: Charge ↙, ↘ Back Arm  
Geo Sunder: Charge ↙, ↘ Weapon Arm  
Crag Smasher: ↓↘↙ Front Arm

## **AfterShock Fatality:**

Close ↘↙, ↘/Back Leg  
(Must Have Front Arm)

### **Razor Special Moves**

EyeLaser: Hold Block, ⇨⇨  
Extend: ↓↗ Back Arm  
Maxi: Flail Back Arm  
Serous Sunder: ↓↗⇨ Front Arm  
Over-Keel: ↓↗⇨⇨ Front Arm

### **Meat Grinder Fatality:**

Close ⇨⇨⇨⇨, ⇨/Back Arm  
(Must Have Back Arm)

### **Talon Special Moves:**

Missile: Hold Block, ⇨⇨⇨  
Heli: ↓↗⇨ Back Arm  
Cyber Sunder: ↓↗⇨ Front Leg  
Cyber-Scratch: ↓↗⇨ Front Arm

### **The Ventilator Fatality (Machine Gun):**

↓↗⇨ ⇨Back Arm/Back Leg

### **Hellhound Special Moves:**

HellFire: ↑↗⇨  
FireBall: ↓↗⇨ Back Arm  
FlameOn: Charge⇨, ⇨ Front Arm  
Scarlet Sunder: ↓↗⇨ Front Arm.  
Boiling Point: ↓↗⇨⇨↗↓↗⇨ Front Arm

### **Char Dog Fatality:**

Close ⇨⇨, ↓↗⇨⇨/Front Arm/Front Leg  
(Must Have Gauntlet)

**Tempest Special Moves:**

WindShield: Hold Block, ⇨⇨⇨⇨⇨

Tornado: ↓⇨⇨⇨ Back Arm

Flying Shadow: In Air ↓ Front Leg

Thrust Kick: In Air ⇨⇨⇨ Back Leg

Mistral Sunder: ↓⇨⇨⇨ Front Leg/Front Arm

Headwinds: ↓⇨⇨⇨ Front Arm

**Exorcism Fatality:**

Close ↓⇨⇨⇨ Back Leg

(Must Have Back Arm)

**Background Fatalities:****Polaria:**

Stun opponent near the edge of the screen and throw them onto the side spikes. Fighter specific fatality then can also be performed, such as Talon's Ventilator.

**Cyberia:**

Uppercut a stunned opponent into the fan blades high above the screen.

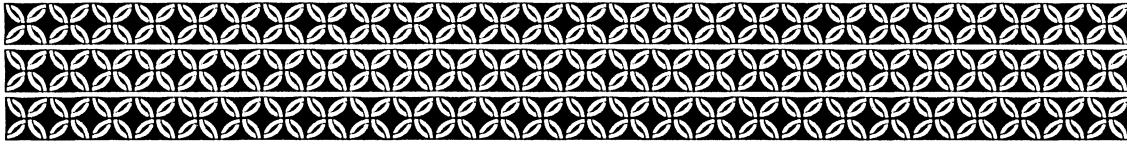
**Toxic March:**

Blow a hole in a grate by dropping either a land mine or smart mine into the center of one of the grates. Either player can then fall through the opening.

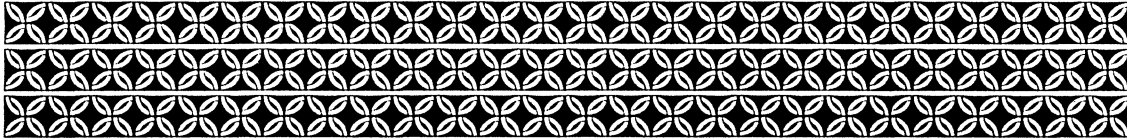
**Subterra:**

Fall off either end of the playing area onto a spike. A good strategy is to lure your opponent near the edge and then do a toward backleg to throw them off the ledge.

### **Black Armada:**



### **Obsel Desert:**



### **Hdden Enemy Agents of Nekron (one player games only)**

#### **Obsel Desert:**

Pound pentastar symbol on ground of obsel desert with no gauntlet (⇐ Front Arm). The ground will shake and red stars will emit from the pentastar symbol.

Tranport to TRIAX (pirimid interior) and fight **Dimentia**.

#### **SubTerra:**

Shoot large stalagtite over the pit at edge of screen two times with a projectile or gauntlet. The stalagtite will fall. Then jump to lower cave entrance to the LOST CAVERN and fight **Golem**.

#### **Black Armada:**

Jump into Z (hold Block ↑↑) three times during a round. Hold ↓ to pause on the Catwalk. Flip onto the Catwalk when he is there. Go to THE CATWALK and fight **Craniac**.

**Nimbus:**

Win near left side of screen. During victory hold joystick LEFT and press Front Leg Button four times. All the clouds will turn red. Go to EYE OF THE BLOODSTORM and fight **Ratchet**.

**Scorch HQ:**

Win with a special fatality. During you victory press joystick up three times, then Block. Go to the SOUTHERN ABYSS (volcano) and fight **Wraith**.

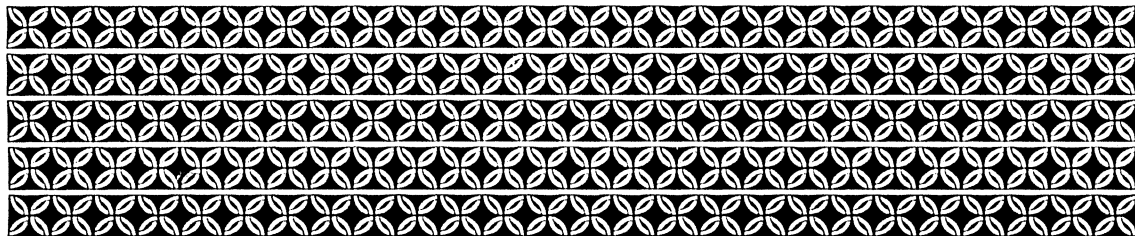
**BLOOD:**

Win any match with a perfect round. The dead enemy will blow up and **Blood** will appear.

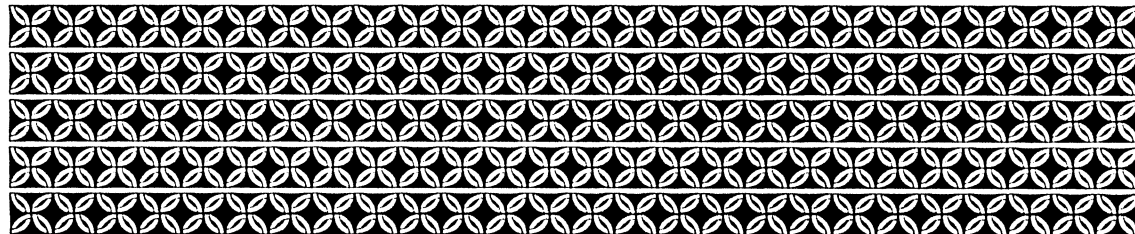
**SHADOW:**

Win two consecutive rounds and never use Block. (the opponent must not win any round in the match.) The message "Your fighting abilities have earned the attention of Nekron. He has dispatched Shadow to eliminate you from the competition." Go to THE SHADOWS and fight **Shadow**.

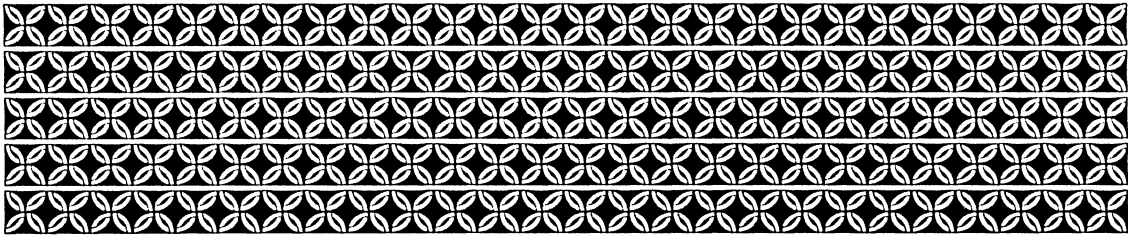
**ROXL:**



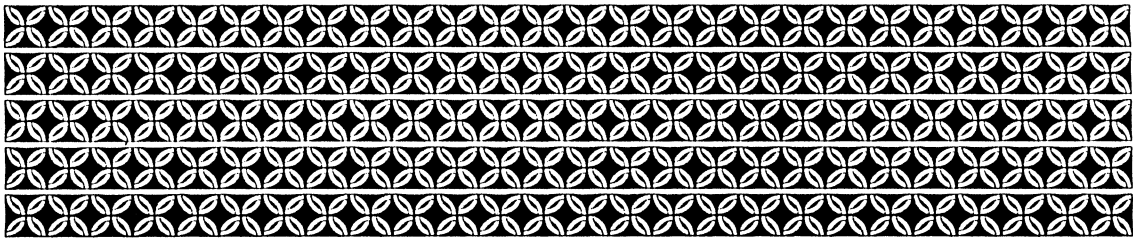
**REVENGE:**



## **MEDULA:**



## **JAUNDICE:**



### **Match Win Passwords**

Immediately after a player wins a match they can use special joystick/button combinations to change their gauntlet, select any background or print various taunts and messages. There are over 100 messages, 16 backgrounds, 10 gauntlets and several special events that can be selected by this method. Up to 32 changes and messages can be performed after each match.

(RT) - Joystick Right

(FA) - Front Arm

(LT) - Joystick Left

(BA) - Back Arm

(UP) - Joystick Up

(FL) - Front Leg

(DN) - Joystick Down

(BL) - Back Leg

### **Select Background:**

A player can select which background will be used for the next fight by entering one of the following code sequences:

GO TO POLARIA

-(RT) (RT) (DN) (FL) (BLOCK)

GO TO SCORCH HQ

-(RT) (RT) (DN) (FA) (BLOCK)

GO TO SUBTERRA

-(RT) (RT) (DN) (FL|FA) (BLOCK)



GO TO NIMBUS - (DN) (DN) (DN) (DN|FA) (BLOCK)  
 GO TO THE OBSEL DESERT - (DN) (DN) (DN) (UP) (FA) (BLOCK)  
 GO TO THE TOXIC MARSH - (DN) (RT) (LT) (FA) (BLOCK)  
 GO TO THE BLACK ARMADA - (DN) (DN) (DN) (UP) (FL) (BLOCK)  
 GO TO CYBERIA - (UP) (UP) (LT) (LT) (LT|FA) (BLOCK)  
 CHAMBER OF PAIN - (LT) (LT) (RT) (RT) (FA) (BLOCK)

**Select Gauntlet:**

A player can select which gauntlet he will use in the next fight by entering one of the following code sequences:

HELLHOUND'S - (LT) (DN) (LT) (BA) (BLOCK)  
 FREON'S - (BK) (BK) (BK) (BLOCK)  
 TREMOR'S - (BK) (BK|DN) (BK) (BK|DN) (BK) (BLOCK)  
 TEMPEST'S - (DN) (RT) (LT) (FL) (BLOCK)  
 FALLOUT'S - (DN) (LT) (RT) (FA) (BLOCK)  
 MIRAGE'S - (RT) (RT) (LT) (LT) (BK) (BLOCK)  
 RAZOR'S - (RT) (RT) (DN) (BL) (BLOCK)  
 TALON'S - (RT) (DN) (RT) (FA) (BLOCK)  
 AGENT'S - (BK)(BK|DN)(BK)(BK|DN)(BK)(BK|FL) (BLK)  
 NEKRON'S - (BK)(BK|UP)(BK)(BK|DN)(BK)(BK|BA) (BLK)

**Select A Taunt:**

A player can select from hundreds of taunts by using joytsick and buttons sequences:

"BLOODSTORM RULES"  
 (RT) (RT) (DN) (BL) (BLOCK)

"BEWARE OF THE SHADOWS"  
 (BL) (BL|UP) (BL) (BL|UP) (BL) (BL|BA) (BLOCK)

"NEKRON AWAITS"  
 (LT) (LT) (DN) (FA) (BLOCK)

"FIND THE BIGHEADS"  
 (LT) (DN) (LT) (LT) (BA) (BLOCK)

"EVIL HIDES IN THE CATWALKS"

(LT) (LT) (LT) (DN) (UP) (BLOCK)

"BLOOD CAN BE ANYWHERE"

(LT) (RT) (LT) (BL) (BLOCK)

"ALL TOO EASY"

"STEP OFF PUNK"

"MOST IMPRESSIVE ... NOT"

"IT IS USELESS TO RESIST ME"

"GET BENT!"

"WHILE YOU'RE DOWN THERE LICK MY SHOES DOG-BOY"

"FIRST TIME ON A FIGHTING GAME?"

"NEXT TIME TRY LOOKING AT THE SCREEN

AND NOT YOUR HANDS"

"YEAH RIGHT...NEXT"

"MAN, I BET THAT HURT!"

"WE HAVE A WORD FOR DEFEAT AROUND HERE....HA!"

### **Hidden Character Passwords**

All of the hidden characters can be selected for fighting through the password system:

Dementia-(UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL|BA)

Golem-(UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA|BL)

Wraith-(UP) (UP|BL) (UP) (UP|BL) (UP) (UP|BL) (UP) (UP|FA)

Sin-(UP) (UP|FA) (UP) (UP|FA) (UP) (UP|FA) (UP) (UP|FA|FL)

Craniac-(UP) (UP|FL) (UP) (UP|FL) (UP) (UP|FL) (UP) (UP|FL|FA)

Ratchet-(UP) (UP|BA) (UP) (UP|BA) (UP) (UP|BA) (UP) (UP|FL)

Roxl-

Revenge-

Medula-

Jaundice-

Blood (Do not use)-

Shadow (Do not use)-

Nekron (Do not use)-