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Dragon ball z arcade move list

Originally an introduction to the arcade game from Crafts & Meister, the PS2 version offer 6 additional characters and a rebalanced engine. The game system uses 4 buttons, the default configuration is: square for easy attack (LA) triangle for heavy attack (HA) X for guard (G) circuit for jump/flight (F) square + triangle (LA + HA) for throwing (TH) square + X (LA+G)For mild ingested attack (LHA) triple + X (HA+G) for heavy ingested attack (HHA) X + circuit (G+F) for dash (D) SDBZ uses an 8-way running system. Here's the universal thesa in every direction. The number system is derived from the numeric key keyboard on each standard computer keyboard. 1 = Down / Back 2 = Down 3 = Down / Forward 4 = Back 5 = Neutral 6 = Forward 7 = Up / Back 8 = Top 9 = Up Forward Special Orders: 6 + LA / 6 + HA Character will throw a key ball. Character 4+F will reverse. A 7/8/9+F character would be a higher reversal/jump. You can press F/G at any time during a jump to activate the flight. From Sprawlers from Gamefaqs (thank you kid): Special/super move special assets/super moves end up being unique to characters. Here's a description of each type: Note: The way I classify them are by no means official. Rapid Fire (wanting) bullets: Some characters have bullet moves, where if you press the attack button after making a special bullet move, the character will fire more bullets. There's only so many bullets you can fire. Such examples include Vegita's Lucora pistol. Rapid Fire Projectiles: There are characters that, when the special move is made, automatically fire a certain number of rounds. Examples include Frise's flexible laser, cell interference and Vegeta's G Slicer. Force Field Projectiles: There are certain projectiles that, after exploding after contacting something and/or exploding after reaching a certain distance, they make a spherical explosion for a short time. The main goal of these moves is to disperse all incoming projectiles, so naturally have priority over almost every bullet in the game. They can also be used to twit. Multi-Hit Bullets: Certain special bullet moves are beams to make multiple hits. Gaughan's masenko is an example. Purposeable multi-impact projectiles: some of the multi-vulnerable amputations can be loaded. When charged, they are longer, and end up dealing more hits and damage. Directional adjustable projectiles: Special moves like the Kama and Masenko can be pointed in a different direction just by holding a direction. Most of the fastest traffic projectiles of gunfire (like a glick gun) can be pointed in different directions. Indescible projectiles: Some bullet attacks can be loaded to the point where they become inciting. When you execute the attack, simply hold down the attack button until the character is shot. They're dealing with higher damage as well. Piccolo's special beam cannon and Carlin's defiance disk are examples. Bullet Tracking: There are walking bullets that house Opponent. Details about using them are displayed in the list of commands. Assault Physical Moves: Some special moves are physical attacks. Whether they are single or multi-strike attacks, they are just a unique movement to the character. Multi-strike (want) attacks: Some attacks require you to press the attack button to make more hits with the special move. An example of this is the opposite line that races and the ultimate goohan have. Assault Multi Hit (whether the hits connect) Attacks: There are special moves/super that if at least one of the hits connects, whether your opponent blocks or not, the character will make the full special move. For example, if one of vegeta's first three attacking load punches doesn't touch an opponent, it won't finish with the kicks. Conundant physical attacks: Some attacks (such as the last H in Vegeta's HHH) can only be attacked by holding the attack button. This will result from more damage, and a longer length of block shock time, if they are blocked. Command shots: There are special moves that whether they connect on an opponent, block or not, they get caught and thrown in some way. These moves in general tend to be slow. An example of this is Piccolo's breast punch from the Sprawlers (gamefaqs): Quick Input Supers: When making some writers, you can get more damage by tapping the attack buttons as fast as you can. This applies to most Level 3 writers, and some Level 1 writers. Examples include Gaughan's writer Kamahama, The Last Flash of Vegeta, and Piccolo/Piccolo Daimou's Maou Rebirth Ranbu. Super Transformation: Super Transformation is simply any writer who improves your character. For the most part, they are explained, but since two are not I will explain to them: Super Sayan -can be done by Goku, Gaughan, Trunks and Vegeta -while changing, you have priority over everything - once you matter, anyone who is really close to you will be harmed - after you change, you are decoyed to any physical attack, invulnerable to any ki attack. Drawn until your character enters a combat position -Force Attack improves at one point -Key attacks are not only bigger, They deal more damage and contain more hits (however, inherited ki moves don't get improved) energy charge -only incied by Gohan -doing the command with L will increase your attacking power, H will greatly improve your sidestepping and dragon finishing flight speed: exclusive only Goku, Gohan, Freeza, Cell, Vegeta and Majin Vegeta. Considered a Level 1 overste course. This is a weak dash attack with a writer's priority. If it connects, a cutter of the character finishes his opponent is shown. To get one, beat arcade mode without using a retry, and look for it from the dragon. Some shock attacks, if they connect, will stun your opponent. Carlin's solar flare is an example of the list skills system (Sprawlers-G'Faqs): System skills and system skills add more basic/advanced mechanics, so I'll explain to them here: energy drainage you get a small amount of super Every key explosion you're grining. Useful in combination with switch guard skill. Omega Charge When health drops below 35%, ATK power increases by 40%, cell 30%, but retention is disabled. I strongly advise you not to accept this skill. There are much better options available. In addition, losing your ability to save is suicide, since most characters can easily face high damage if they land all their beginners. This skill is the same as an attacking style. Dragon Heart Action Index increases. Good when you develop your character, but once you can inherit skills, don't bother with it. This skill is the same as restoring rapid movement. Dragon Frenzy Super Meter rises faster than usual when your hits are blocked or if they connect. Good when you develop your character, but once you can inherit, forget it. A version of the ultimate gauge upgrade gives the same bonuses. Dragon Rage When hit by attacks, your ultimate gauge rises faster than usual. It's good to have when you develop your character, but leave it in the dust when you can inherit. A version of the ultimate meter upgrade yields the same effects. Dragon Vitality Start with another action bar. It might actually be useful enough to be used on skills you can inherit, but I wouldn't trust it. This skill corresponds to movement up. Dragon Soul start with an extra bar of Super Med when the game starts. It's not worth it. There is a version of the ultimate meter upgrade with the same effects. Super eliminating useful skill, you can undo a special move into a writer, and super into another writer. This is undoubtedly one of the best system skills available. Guard Cancel A skill that allows you to use a special move (at the cost of one superbar) or a nod (at the cost of two super bars, you can't use a Level 3 super) while maintaining. Don't expect to keep one attack off. The Guard Cancels is useful when someone tries to integrated you. Influence attacks that send people back send them farther than usual. For characters that do the best in distant ranges, this can be a very useful skill. For characters that excel more in scuffle, this skill is more harmful than helpful. ATK up attacks face another point of damage. Definitely a skill worth having. DEF until attacks face 1 point lower damage. Useful skill. Switch guard while blocking ki attacks, you can actually perform the ki blast splendour. Very useful combined with energy drainage skill. Armour strike when making the dash attack, your character can withstand one hit without getting knocked down. It's a solid skill, putting you in a position of defense and defense. Sprint shield while making any edging dash attacks. your character can withstand one ki blast without getting knocked down. I don't find that skill too useful, since people who smack with bullets usually use bullets that are at least two strokes. Wall smash basically, any move that knocks your opponent off their feet (no Must be a heavy throes dash attack) can lead into wall shock. It is also one of the top skills of the game. Increase your character weight becomes heavier. It has two effects: -your character goes down faster (thus making it harder to get hit by air combos) -your character's shift/flight speed decreases (thus making it easier for machine guns casualties and any move that has surveillance) now, that means its harder to do air-based combos. However, I've actually found it easier to plug combos on increased weight-loss characters. Be careful with this system skill. Your ground speed while moving on the ground (not daring) increases. This system skill is very useful because you can bypass projectiles and attacks with much easier surveillance. For example, with my ground speed raised the Trunks, I could swerve aside simply and still avoid #17, #18's head. Definitely take advantage of that. Improved strength when health drops to 35% or less, your character's ATK and def-up-10%. Usually there are better skills to choose from. Sanzo Bean when all the health is gone, your character will recover. The amount of health that has recovered depends on the super-med being built. I don't recommend it. Although it's a second chance, your opponent easily has time to schedule a shot or cross. Endless rage when health drops below 35%, super meter builds much faster. I think it's a good skill, but it's usually given up by other skills that will be happy at hand for the whole fight. VII. Rules of war and cancellation game conditions simply refer to the cancellation of some of the attack to do something else. In this game, cancels usually deal with eliminating recovery time from attack and just do something else. So for example, you hit someone with a heavy fist. Now, it takes you a while for your character to bring their fist back into fighting positions. Making a super move immediately after a heavy punch immediately eliminates recovery time for you to do something else. If you have fighting game terms, you know, please explain them. Things like confusions, division into areas, crossovers, lockdowns, etc. Keep in mind that conditions should apply to fighting games in general. I already know a lot, but I don't think my explanation would be good enough. List of layers (so far) Super DragonBall Z Layers from Gamefaqs S Class: Frieza / Son Goku / Perfect Cell / Mira Trunks Grade: Piccolo Junior / Vegeta /17/18 B Grade: Ben Gohan / 16 C Grade: Chi Chi / Corinne But until now Kuririn should be higher than Chi Chi, and Piccolo needs to move to class S characters.

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