



516

MEGS

1-2 PLAYERS

ULTIMATE GAROU



ART OF FURY 2

REAL BATTLE ACTION GAME

Prologue

Pao Pao Cafe - March 15th

Terry is welcomed by his friends Andy, Joe, Kim, Mary and Mai who were waiting at the cafe.

The President of the Garcia foundation and his fiance Yuri are also present, waiting for Terry. They are here to discuss something important regarding the time paradox trouble that occurred few month ago: The wish of a mere criminal to rule Southtown before Geese did was the cause. His own powers merged with the power of the scrolls of immortality.

Robert explains that more people are looking for the scrolls. To lure them he is going to organize the next tournament, as Yuri's father owns the third and last part of the sacred scrolls of Qin. Robert will not be participating as he is the organizer, but Yuri will, along with a girl from a former cartel called NESYS who are looking for an ex agent who escaped.

Geese Tower - March 16th

The leader of crime from Southtown got the informations he needed from his loyal bodyguard Billy : the first part of the scrolls that was in Krauser's castle were stolen by Yamazaki and the second part that was in Tung's place were stolen by a man who names himself Kusanagi.

Billy will infiltrate the Sakazaki dojo to get the third part. He will be working with Eiji.

East Streets - March 16th

A crack in the air and two young girl from another dimension appearing from nowhere. Clara and Hikaru were fighting each others in their world's tournament.

Their sudden presence is noticed by a young Japanese lady Athena. In order to return to their world, they will have to participate the tournament.

*What dangers are waiting for Terry and his friends.
Is the threat more dangerous than Geese and Krauser?
Select your player and discover the truth!*

Main menu



After the game intro you can select menus below. Select with the directional arrow and confirm with ENTER or any key.

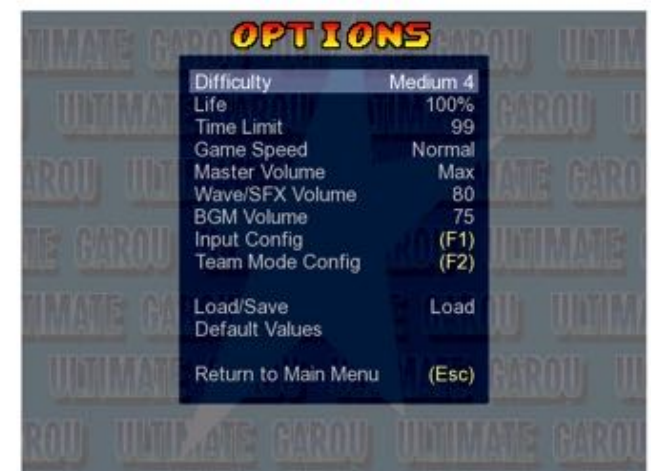
- ARCADE :** Start game.
 - VS MODE :** 2-players battle mode.
 - TRAINING :** 1/2 players practice mode.
 - OPTIONS :** Change game settings (see below).
- To quit the game, press the ESC key.



OPTIONS

Most of the options don't affect the game. Here are the most useful ones:

- LIFE :** Change the life point of the players.
- TIME LIMIT :** Change the time limit during the fights. Can be set to infinite.
- GAME SPEED :** Change the game speed for slower or faster.
- INPUT CONFIG :** Configure your keyboard or Gamepad.
- LOAD/SAVE :** Save or load your game configuration.



Controls

Art of Fury 2 uses the 7 keys of the MUGEN engine. By default they are set as ZXCVCQS and Enter (WXCVCAS and Enter on French keyboards). They can be changed in the options.

In the manual, we will use the following letter for the command explanations : A, B, C, X, Y and Z (as originally used in the MUGEN engine options).



- X** (Z key) : Weak punch
- A** (X key) : Weak kick
- Y** (C key) : Strong punch
- B** (V key) : Strong kick

Use the **directional arrows** to move your character and the cursor in menus.



Game screen



- 1 Character 's portrait
- 2 Power gauge
- 3 Life gauge - the character will lose the round when it reaches 0%
- 4 Time remaining - remaining life gauge decide the match when the timer reaches 0
- 5 Character 's name
- 6 Win logo - appears if the character previously won a round

How to play

Take a gander below to master basic movement commands. The arrows represent directions to move the joystick and letters indicate buttons you need to push.

■ Basic movement (when characters are facing right)

Forward	→ (press →→ quickly and hold to run)
Backward	← (press ←← quickly to flyback jump escape)
Crouch	↙ or ↓, press and hold ↘ to make some characters crawl forward
Jump	↖ (backward) or ↑ (up) or ↗ (forward)
Guard	when attacked, ← (standing guard) or ↙ (crouch guard)
Attacks	X (weak punch), A (weak kick), Y (strong punch), B (strong kick)
Taunt	Start (decreases opponent's Power level if not reached "P.Power")

■ Special movements (when characters are facing right)

Power charger	→ (press →→ quickly and hold to run)
Knockdown attack	← (press ←← quickly to flyback jump escape)
Roll	X+A for a forward dodge, ← +X+A for a backward dodge
Long Roll	X+A during a run
Long jump	Quickly enter ↓ then ↖ or ↗ and hold or jump during a Forward Dash
Medium jump	Quickly enter ↓ then briefly ↖ or ↗ or jump during a Forward Dash
Short jump	Briefly enter ↖ or ↑ or ↗
Side jump	Jump near the back corner and press ↗ or ↖ from the front corner

Advanced moves



- **Roll escape** are done pressing X+A while guarding. Requires at least **S.POWER**
- **Knockdown counter** are done pressing Y+B while guarding. Requires at least **S.POWER**
- **Down escape** are done pressing X+A when falling close to the floor.
- **Special attacks** will fullfil your Power gauge.
- **Super Power Moves** require at least **S.POWER**
- **Final Impact** is what happens if you cancel a Special attack into a Super Power Move. Requires **P.POWER**
- **Potential Power Moves** require **P.POWER**
- **Counters** if you land a hit and knockdown the opponent while he was attacking, **COUNTER** will appear and you can land another hit for more damages.
- **Throws** at close distance hold Forward or Backward and press Y or B (some characters can do it while jumping)



Move list

- All arrows show joystick directions for characters facing right.
- The button(s) you must push is indicated with either Punch/Kick or the corresponding letter.
(2punch means X+Y and 2kick means A+B)
- (F) represents which Special attack can be canceled into a Final Impact.
- (S) represents Super Power Moves.
- (P) represents Potential Power Moves.

Note that all moves are indicated as if the character is facing right)



Here is the select screen. Go and try to find the hidden characters.

Move list



Raising upper: ↘Y
Knuckle: →X
Power Wave (F)
↓↘→X
Round Wave
↓↘→Y
Burn knuckle
↓↙← Punch
Crack shot
↓↙← Kick
Raising Tackle
charge ↓, ↑ Punch
Power dunk
→↓↘ Kick
Power charge
←↙↓↘→ Kick
-> Power dunk or Raising Tackle
Power geizer (S)
↓↙←↙↓↘→ Punch
Buster Wolf (S)
↓↘→↓↘→, Kick
Heat up Geizer (P)
↓↙←↙↓↘→ 2 Punch
Hakkyokuseiken Senpū Ken (P)
mid close distance →↘↓↙←→↘↓↙← 2 Kick



Nelio Chagi: →A
Dora yup chagi: →X
Hien Zan
charge ↓, ↑ Kick
Kuusajin
→↓↘ Punch
Tensou Zan
After strong Hien Zan or Kuusajin, ↓ Kick
Hangetsu Zan
↓↙← Kick
Hishou Kyaku
jump ↓↘→ Kick
-> follow with: ↓ B
Ryuusei Raku
charge ← then → Kick
Sanren Geki
↓↙← Punch (↑ to 3 times)
-> Nelio Chagi : after X ver, (↓↙← Punch)x2
-> Double Twi Chagi (F) : after Y ver, (↓↙← Punch)x2
-> Twio Yop Chagi : after Sanren Geki, ↗ Kick then ↓ Kick
Hou ou Kyaku (S)
↓↙←↙↓↘→ Kick (can be done in air)
Hou ou Tenbu Kyaku (S)
jump ↓↘→↘↓↙← Kick
Shin Hou ou Kyaku (P)
↓↙← ←↙↓↘→ 2 Kick



Miracle Magic wand: →X
Upper attack: ↘Y
Miracle Stomp: jump ↓A
Miracle Kicks: jump ↓B
Dreaming Boomerang (F)
↓↘→ Punch
Miracle Attack
↓↙← Punch
Dream Turn Attack
↓↙← Kick (can be done in air)
Stardust revolution 21 (updated) (S)
↓↘→↓↘→ Punch
Miracle Death Kiss (P)
→↙←↓↘→ 2 Punch

Move list



HIKARU JOUMON

Jumping Knee: →A
Rolling: ↘X
Cronograph (F) →↓↘ Punch
Batting Branbas jump ↓↙← Kick
Address Impulse →↘↓↙← Punch
Incubus →↓↘ Kick
Bashureddo →↘↓↙← Kick (press again to cancel)
Transion Discord (S) ↓↙←↙↓↘→ Punch (can be done in air)
Spasm Shoot (P) ↓↓↘→ 2 Kick



ANDY BOGARD

Age Men: ↘X
Uwa Agito: →A
Hishoken/Geki Hishoken ↓↙← Punch
Zan'ei Ken (F) ↙→ Punch
Shipuu Ouken during Zan'ei Ken ↓↘→ Punch
Shoryu Dan →↓↘ Punch
Kuuha Dan ←↙↓↘→ Kick
Gekiheki Haisui Shou close distance ←↙↓↘→ Punch
Gen'ei Shiranui jump ↓↘→ Kick → Punch or Kick
Yami Abise Geri ←↓↙ Kick
Chou Reppa Dan (S) ↓↙←↙↓↘→ Kick
Hishouseiken (S) ↓↘→↓↘→ Punch
Zantetsu (P) ↓↙←↙↓↘→ 2 Punch



JOE HIGASHI

Low Kick: →A
Slice: ↘A
Hurricane Upper (F) ←↙↓↘→ X
Exploding Hurricane ←↙↓↘→ Y
Slash Kick ←↙↓↘→ Kick
-> after strong ver, ↓↘→ Kick
Golden Heel ↓↙← Kick
Bakuretsu ken tap Punch
Bakuretsu finish during Bakuretsu ken ↓↘→ Punch
Tiger Kick →↓↘ Kick
Screw Upper (S) ↓↘→↓↘→ Punch
Bakuretsu hurricane tiger heel (S) ↓↘→↘↓↙← Punch
Turbulence Upper (P) →←↙↓↘→ 2 Punch

Move list



KYO KUSANAGI

Geshiki: Goufu You: →A
88 Shiki: ↘B
Geshiki: Naraku Otoshi: jump ↓Y
114 Shiki: Aragami
↓↘→X
-> ↓↘→ Punch -> Punch or Kick
-> →↘↓↙← Punch -> Punch or Kick
115 Shiki: Dokugami (F)
↓↘→Y
-> →↘↓↙← Y-> →Y-> →↓↘Y
427 Shiki: Hikigane
→↘↓↙← Kick
108 Shiki: Oniyaki
→↓↘ Punch
75 Shiki Kai
↓↘→ Kick, Kick
Ura 108 Shiki: Orochi nagi (S)
↓↙←↙↓↘→ Punch (can hold button)
524 Shiki Kamijiri (P)
(close) →↘↓↙←→↘↓↙← 2 Punch
Saishuu Kessen Ougi Reishiki (P)
↓↘→↓↘→ 2 Punch



SHINGO YABUKI

Ge-Shiki Gofu Kakkodake: →A
114 Shiki Aragami Mikansei (F)
↓↘→X
115 Shiki Dokugami Mikansei
↓↘→Y
100 Shiki Oniyaki Mikansei
→↓↘ Punch
101 Shiki Oboroguruma Mikansei
↓↙← Kick
Shingo Kick
←↙↓↘→ Kick
Shingo Kinsei Ore Shiki: Gecchuu
↓↙← Punch
Shingo Kinsei Ore Shiki: Nie Togi
→↓↘ Kick (close)
Ge-Shiki: Kake Hourin (S)
↓↘→↓↘→ Punch
Shingo Kinsei Ore Mu Shiki (S)
↓↙←↙↓↘→ Punch
Burning SHINGO (P)
→←↙↓↘→ 2 Punch



YURI SAKAZAKI

Elbow: →X
Shou Yoku: →A
Yuri Furi: jump ←A
Ko Oh Ken (F)
↓↘→ Punch
Kyokugen Saiha
↓↙← Punch
Rai Oh Ken
↓↘→ Kick
Kuu Ga
→↓↘ Punch
Yuri Hyaku Retsu Ken
→←→ Punch
Haou Sho Ko Ken (S)
→←↙↓↘→ Punch
Yuri Renbu (S)
↓↘→↘↓↙← Punch
Hien Hou ou Kyaku (P)
jump ↓↘→↘↓↙← 2 Kick

Move list



KULA DIAMOND

One Inch: →X
Slider Shot: ↘A
Critical Ice: ↘y
Diamond Breath (F)
↓↘→ Punch
Counter Shell
↓↙← Punch
Ray Spin
↓↙← Kick
-> → Kick
Crow Bites
→↓↘ Punch
-> after strong version, → B
Diamond Shoot
jump ↓↘→ Kick
Diamond Edge (S)
↓↘→↓↘→ Punch
Ice Wall Shoot (S)
→←↙↓↘→ Punch
MAX Diamond Edge (P)
↓↘→↓↘→ 2 Punch
Shingan Kuzu Otoshi (P)
→↘↓↙←→↘↓↙← 2 Punch



BLUE MARY

Hammer Punch: →X or ←X
Double Rolling: →A or ←A
Up kick: ↘A
Spin Fall
↓↘→ Punch
Mary Spider
During Spin Fall move hit ↓↘→ Punch
Real Counter
↓↙← Punch (just a dodge)
Real backdrop
during Real Counter ↓↘→ Punch (close)
Straight Slice (F)
charge ←, → Kick
Crab Clutch
During Straight Slice move hit ↓↘→ Kick
Vertical Arrow
→↓↘ Kick
Mary Snatcher
During Vertical Arrow move hit →↓↘ Kick
Reverse Facelock
↓↙← A
Mary Head Buster
↓↙← B
Mary Typhoon (S)
(close distance) →←↙↓↘→ Kick
Mary Splash Rose (S)
→←↙↓↘→ Punch
Mary Diving Smasher (P)
(close distance) →←↙↓↘→ 2 Punch



KING

Trap Kick: →A
Sliding Kick: ↘B
Venom Strike
↓↘→ A
Double Strike
↓↘→ B
Trap Shot
→↓↘ Kick
Tornado Kick
→↘↓↙← Kick
Mirage Kick (F)
→↘↓↙← Punch
Mirage Dance
←↙↓↘→ Punch (close)
Surprise Rose
→↓↘ 2 Punch
Illusion Dance (S)
↓↘→↘↓↙← Kick
Silent Flash (S)
↓↙←, ↓↙← Kick
MAX Illusion Dance (P)
↓↘→↘↓↙← 2 Kick

Move list



MAI SHIRANUI

Sayo Chidori: →A
Daiwa Fuusha no Mai: jump ↓C
Kachousen
↓↘→ Punch
Midare Kachousen
←↙↓↘→ Punch
Ryuenbu (F)
↓↙← Punch
Musasabi no Mai
charge ↓, ↑ Punch (hold)
Musasabi no Mai
jump ↓↙← Punch
Hissatsu Shinobi Bachi
←↙↓↘→ Kick
Kagero no Mai
↓ ↓ C
Chou Hissatsu Shinobi Bachi (S)
↓↙←↙↓↘→ Kick
Leotard Shinobi Bachi (P)
→←↙↓↘→ 2 Punch



ATHENA ASAMIYA

Renkan Tai: →B
Phoenix Bomb: jump ↓B
Psycho Ball Attack
↓↙← Punch
Phoenix Arrow
jump ↓↙← Kick
Psycho Sword (F)
→↓↘ Punch
Psycho Teleport
↓↘→ Kick
Psycho Reflector
→↘↓↙← Kick
Super Psychic Throw
←↙↓↘→ Punch (close)
Crystal Shoot (S)
↓↘→↓↘→ Punch (can be done in air)
Phoenix Fang Arrow (S)
jump ↓↘→↓↘→ Kick
Shining Crystal Bit (P)
←→↘↓↙← 2 Punch



KASUMI TODOH

Hiji Ate: →X
Senkou Nagashi
↓↙← Punch (up to three times)
Kasane Ate (F)
↓↘→ Punch (can be done in air)
Hakusan Tou: Dageki Bougyou
↓↙← Kick
Messhin Mutou: Joudan Atemi
←↙↓↘→ A
Sasshou Inshuu: Chuudan Atemi
←↙↓↘→ B
Tatsumaki Souda: Nage Dageki
→↘↓↙← Punch (close)
Cho Kasane Ate (S)
↓↘→↓↘→ Punch
MAX Cho Kasane Ate (P)
↓↘→↓↘→ 2 Punch
Shingan Kuzu Otoshi (P)
↓↘→↘↓↙← 2 Punch

Move list



LIXIANGFEI

Sou Shouda: →X
Kyuuho: Kousentai: →A
Fukuho: Kousentai: ↘B
Tenpou Zan
→↓↘ Kick
Nanpa (F)
↓↘→ Punch
Esaka: Atemi Kougeki
↓↙← Punch
Senri Chuu'ou
↓↘→ A
Kankuu
during Senri Chuu'ou ↓↘→ A
Senri Chuu'ou: Shinsaiha
↓↘→ B
Banhaku Kou'en
→↘↓↙←→ Punch (close)
Ekisupo
during Banhaku Kou'en ↓↙← Punch
Dai Tetsujin (S)
↓↘→↘↓↙← Kick
Chou Pai-Long (S)
↓↘→↓↘→ Punch
Majinga (P)
→↘↓↙←→↘↓↙← 2 Punch (close)



FUJI KISARAGI

Kasumigiri (F)
↓↙← Punch
Ki Ko Oh
↓↘→ Punch
Eiutsushi
↓↙← A
Koppagiri
during Eiutsushi press A
Ninpo Enbu
↓↙← B (hold for attack) or press B for faster teleport
Ryuei Jin
↓↑ Punch
Tenba Kyaku
←↓↙ Kick
Zantetsu Ha (S)
↓↘→↘↓↙← Punch
Zantetsu Tourou Ken (S)
↓↘→↘↓↙← Kick
Yamigiri (P)
(close) →↘↓↙←→↘↓↙← 2 Kick



BILLY KANE

Dai Kaiten-Geri: →X
Senpuu Kon
tap X
Shuuten Ren Ha Kon
tap Y
San Setsu Kon Chu Dan Uchi
←↙↓↘→ Punch
Kaen San Setsu Kon Chu Dan Tsuki
during San Setsu Kon Chu Dan Uchi ↓↘→ Punch
Kyou Shuu Hishou Kon
←↙↓↘→ Kick
Ka Ryuu Tsuigeki Kon (F)
↓↙← Kick
Suzume Otoshi
↓↙← Punch
Cho Kaen Senpu Kon (S)
↓↘→↘↓↙← Punch
Guren Sakkon (S)
↓↘→↓↘→ Kick
Dai Senpuu (P)
↓↘→↓↘→ 2 Punch

Move list



Raising upper: ↘Y
Mega Smash
↓↘→ P
Flying Attack
←↓↙ P
Spiral Leg Bomber
↓, ↑ K
Overdrive Kick (F)
→↘↓↙← K
Mega Smasher (S)
→←↙↓↘→ P
Atomic Smash (P)
→←↙↓↘→ 2P
Nuclear Crush (P)
↓↙←→ 2K



Bussashi: → X
Hebi Tsukai
↓↙← Punch or A (hold)
Hebi Damashi
during Hebi Tsukai hold then B
Bai Gaeshi
↓↘→ Punch
Sabaki no Aikuchi
→↓↘ Punch
Yakiire
→↓↘ A
Suna Kake (F)
→↓↘ B
Sadomazo
←↙↓↘→ Kick
Bakudan Pachiki
→↘↓↙←→ Punch (close)
Guillotine (S)
→←↙↓↘→ Punch
Yondan Drill (P)
(close) →↘↓↙←→↘↓↙← 2 Punch
Sabaki da zo! (P)
(close) 360 2 Kick
Guillotine da zo!
during Sabaki da zo! ↓↘→ 2 Kick
Coup de Grace
during Guillotine da zo! ↓↙← 2 Kick
Perceuse
during Guillotine da zo! ↓↙← 2 Punch



Upward guard: →X
Forward guard: →A
Downward guard: ↘A
Kizami Duki: ↘Y
Ko Ou Ken (F)
↓↘→ Punch (can be done in air)
Ko Hou
→↓↘ Punch
Hien Shippuu Kyaku
→↘↓↙← Kick
Zan Retsu Ken
→←→ Punch
Kyokugenryu Renbu Ken
→↘↓↙← Punch
Haou Shou Kou Ken (S)
→←↙↓↘→ Punch (can be done in air)
Tenchi Haoh Ken (S)
↓↘→↓↘→ Punch
Ryuuko Renbu (P)
↓↘→↘↓↙← 2 Punch

