

# **Ranma**

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**COLLABORATORS**

	<i>TITLE :</i> Ranma		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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# Chapter 1

## Ranma

### 1.1 Ranma Battle Faq

RANMA 1/2 BATTLE RENAISSANCE FAQ

Version 1.0 By-Tu T. Dang Arcadium Operative (tu.dang@m.cc.utah.edu)

Happosai

Ranma Saotome

Story: From what I can tell of the introduction of the game and the beginning of the story mode, the gang take a trip. Its a typical day at the Tendo training hall and while everyones chasing everyone else around, Kuno offers them the idea of going on a trip. (I believe the story line is similar to the Ranma ½ The Movie 2. But, Im not exactly sure.) Kuno's family probably bought the island and are building an amusement park there. Then some oni (goblin or Japanese troll) is haunting the island and involves itself with the group. From here, each character has their own little story that unfolds (for example Ranmas story line is that Akane is kidnapped by the oni and he has to go and rescue her).

Game Play and Control:

The game play is very similar to Tekken 2.

Each character has the typical moves:

Right Punch (RP)

Left Punch (LP)

Right Kick (RK)

Left Kick (LK)

Some characters can rotate themselves in the z-plane.

Here are some typical moves for everyone.

Downed Opponent:

D+RP

D+LK

Ultimate Techniques:

To do certain special attacks certain conditions must be met

Power Gage Desperation (PD) Your Power meter full to execute this

move.Life Desperation (LD) Your Life meter flashing to do this move.  
 Super Desperation (SD) Your Life meter flashing and Power meter full.  
 You can fill your Power meter anytime by holding down any attack button.  
 Characters are also able to do taunts that will lower the opponents Power meter.  
 But taunts will leave your character defenseless.  
 Taunt (LP+RK)

#### Ranma Saotome

Story: From what I can figure, Akane is kidnapped from the group by the oni. Of course Ranma has to go to save her. In order to defeat the oni, he must travel around the island destroying special magical markers that will help him defeat and locate the oni. Of course I cant understand or read Japanese, so Im only guessing here.

#### Throws:

RP + K Ride Em Cowboy  
 LP + LK Leg Head Grab

#### Special Attacks:

F+LP, RP Chestnut Roasting on An Open Fire Technique  
 F+LP, RP, LP Chestnut Roasting on An Open Fire Technique RevisedD, F+LP (RP)  
 Moko Takabisha  
 D, D+LP (RP) Hiryu Shoten Ha  
 F, F+RP Punch, Elbow Combo  
 F, F+RK Lunge Kick  
 F (hold)+RK Ankle Kick  
 B, RP Sidestep Force Punch  
 B, RK Back Flip

#### Combo Attacks:

LP, RP, RK, LK 3 Punches, Force Punch  
 LP, RP, LK, RK 3 Punches, Punch & Elbow Mix  
 LP, LP, LK 2 Punches, Kick  
 LP, LP, LP 3 Punch Combo  
 LP, LK Punch, Kick

#### Ultimate Techniques:

F+LP+RP, U PD-Super Hiryu Shoten Ha  
 D, B+RP+LK SD-Reverse Moko Takabisha

#### Akane Tendo

Story: Apparently, the oni has somewhat seduced Ranma away. Of course, Akane could care less about Ranmas flirtatious attitude, but of course she wont let him go that easily. Akane seeks out the oni to give a little payback to the oni and Ranma of course.

#### Throws:

LP+LK Smash Down  
 DF+LP+RK (+RP+LK) Grab & Toss

#### Special Attacks:

D, D+LP (RP) Ground Pound  
 D, F+LK (RK) Double Spin Kick  
 F, F+RP Double Lunge Punch  
 F (hold)+RK Sweep  
 B, RK Flip Kick  
 RP+RK Sidespin

## Combos:

LP, RP, LP, RK 3 Punches, Flip Kick  
 LK, RK, RK, LK 2 Dead Leg Kicks, 2 Sweeps  
 LP, LP, LP 3 Punch Combo  
 LP, RP, LP 3 Punch Combo  
 LP, LK Punch, Kick  
 LK, RK, LK, RP Dead Leg Kicks, Double Lunge Punch,

## Ultimate Techniques:

D, F+LK+RK PD-Tendo Ultimate Technique  
 F, D, B+RP LD-Flame Attack  
 F, D, B+RP+LK SD-Rushing Punch

## Ryoga Hibiki

## Story:

## Throws:

LP+LK Shoulder Toss  
 F+LK+RK (+LP+RP) Back Snap(s)

## Special Attacks:

RP+RK Reeling Hard Punch  
 D, F+LP (RP) Shishi Hoko-dan  
 D, D+LP (RP) Batsai Tenken  
 F, F+RP Uppercut  
 F (hold)+RP Headbutt  
 F (hold)+RK Sweep  
 B+RP Gut Punch

## Combos:

LP, RP, RK, RP, RP 2 Punch, Sweep, Gut Punch, Headbutt Combo  
 LP, D+RP, RP, RP 2 Punch, 2 Uppercut Combo  
 LP, RP, LK, RP 2 Punch, Kick, Reeling Hard Punch  
 LP, LP, LP 3 Punch Combo  
 LP, LK Punch, Kick

## Ultimate Techniques:

D+LP+RP, U PD-Super Shishi Hoko-dan  
 F, D, B+LP+RP LD-Neck Grapple  
 F, D, B+RP+LK SD-Lost Vengeance

## Genma Saotome

Story:

Throws:

LP+LK Panda Toss

Special Attacks:

DF+LP (RP) Sweep, Hammer Drop (+Uppercut)

B+LP, LP Hammer Flip

B+LP, RP Punch, Hammer Splitter

F+LP, RP Mad Panda Rush

F+LP, RP, LP Mad Panda Rush Revised

F, F+RP Double Punch

F, F+LP Hammer Split

F (hold)+RP Torpedo

F (hold)+RK Low Torpedo

B, RP Double Punch Combo

RP+RK Sidestep

Combos:

B, RP, RK, RP Double Punch, Kick, Head Torpedo

LP, RP, RP, RP Punch, Hammer, Uppercut, Double Jab

LP, RP, LK, RK Punch, Hammer, Low Kick, Sweep

Ultimate Techniques:

DB, F+RP+LK PD-Rushing Punches

F, D, B+RP LD-Panda Hug

F, D, B+RP+LK SD-Animal Frenzy

Shampoo

Story:

Of course, Ranma is shunning Shampoo as usual, but then the oni kidnaps Ranma and takes him away. Its up to Shampoo to save Ranma and no one better stand in her way

Throws:

LP+LK Leg Flip Takedown

Special Attacks:

D, F+LK (RK) Cartwheel Kick(s)

D, F+LP (RP) Hammer Drop

D, B+LK (RK) Leg Thrust

F, F+RP Uppercut

F, F+RK Skyscraper Kick

F (hold)+RP Strong Punch

F (hold)+RK Leg Brush

B, RK Crescent Kick

RP+RK Spinning Jump Kick

Combos:

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LK, RK, LK, RK, RK Dead Leg Kicks, Skyscraper Kick, Crescent Kick  
LP, RP, RP 2 Punch, Uppercut  
LK, LK Dead Leg Kicks  
LP, LP, LP 3 Punch Combo  
LP, LK, LK Punch, Dead Leg Kicks  
LP, LP, LK, LK 2 Punch, Dead Leg Kick Combo  
LP, RP, RK, RP 2 Punches, Sweep, Strong Punch

## Ultimate Techniques:

D, B+LK+RK PD-Sky Rocket Kick  
F, D, B+LP+RP LD-Amazon Frenzy  
F, D, B+RP+LK SD-Spinning Ball Attack

Ryu Kumon

## Story:

## Throws:

LP+LK Takedown

## Special Attacks:

F+RP Eagle Claws  
B, F+LK (RK) Eagle Talons (+Arc Kick)  
D, B+LP (RP) Aura Arc  
DF+LP (RP) Sho Ryu Ken  
F+RK Shoulder Ram  
RP+RK Spinning Back Fist

## Combos:

LP, LP, RP, RP 3 Punch, Eagle Claws  
RP, RK, RP, LK Punch, Sweep, Gut Punch, Shoulder Ram  
LP, LP, LP 3 Punch Combo  
LP, RP, RP 2 Punches, Eagle Claws  
RP, RK, LK, RP Punch, Sweep, Kick, Uppercut

## Ultimate Techniques:

F, B+LK+RK PD-Tornado Fury  
F, D, B+RP+LK SD-Ultimate Army

Tattewaki Kuno

## Story:

## Throws:

LP+LK Piledriver

## Special Attacks:



F+LP, RP      Sword Net  
F+LP, RP, LP    Sword Net Revised  
DF+LP (RP)     2 Sword Attack  
B, F+LP (RP)    Stab(s)  
F, F+RP        Head Smack  
F (hold)+RP    Low Arc  
F (hold)+RK    Sword Butt  
B, RK          Full Orbit  
F, F+RK        Half Moon  
DF+LP         2 Sword Slash  
DF+RP         3 Sword Slash  
RP+RK         Sidestep

## Combos:

RP, RP, RK     Head Smacks, Half Moon  
D (hold)+RK, RK, RK, RK, RP Leg Cutters, Force Attack  
RP, RP, RK     Head Smacks, Low Arc, Half Moon  
The next two combos can end with RK-Half Moon  
RP, RP, LP     Triple Crescent Moon  
RP, RP, RP (LK) Head Smacks, Low Arc

## Ultimate Techniques:

B, D, F+RK     PD-Sutsutsutsut  
F, D, B+RP     LD-Dadadadadada  
F, D, B+RP+LK SD-Ultimate Sword Technique

## Happosai

## Throws:

LP+LK         Leg Trip

## Special Attacks:

D, F+LP (RP)   Pineapple Bomb  
DF+LP (RP)     Flying Phoenix  
DB+LK (RK)     Slide  
RP+RK          Headbutt

## Combos:

LP, RP, LP     2 Punches, Head Butt  
D (hold)+RP, RP, RP, RK Ultimate Head Banger Action  
LP, RP, LK, LK   2 Punches, Jump Attacks

## Ultimate Technique:

B, F+RP        PD-Super Pineapple Bomb  
F, D, B+RP     LD-Crazy Mule Attack  
F, D, B+RP+LK SD-Image Shadow Creation

Meanbean (bean@aisi.com) for help with the Ultimate Techniques. By-Tu T. Dang ↔  
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