



(DARMANI'S VERSION FROM REDDIT/SB)

THIS GAME IS LITERALLY JUST ABOUT PUNCHING AND KICKING THE SHIT OUT OF BAD GUYS, AND JUST GENERALLY BEING AWESOME. AND NOW, SO ARE YOU.

LONG AGO, LONG AGO A GREAT HERO WITH AWESOME POWER, SAID TO HAVE THE POWER OF GOD IN HIS FISTS FOUGHT THE GREAT SATAN ANGRA, A FALLEN ANGEL ATTEMPTING TO DESTROY THE WORLD OF HUMANS USING AN ARMY OF DEMONS AND SPECTRES. THE HERO SEALED HIS ASS INTO THE PIT THEN BADE A SACRED ORDER TO WATCH OVER THE ARMS HE LEFT TO PROTECT THE WORLD FROM CALAMITY. THEN SOME DOUCHE BAG BROKE HIS ENGAGEMENT AND AFTER SOME DEMON ATTACKS, THE TWO MIGHTY WEAPONS WERE LOST. ONE WENT TO THE TRAITOR AZEL, CALLING HIMSELF DEVIL HAND. THE OTHER WAS WITH HIS FIANCEE, OLIVIA, DESTINED TO BESTOW IT UPON A CHEEKY DRIFTER, GENE. AND NOW, SOMEHOW YOU'RE HERE TO PICK A SIDE AND PLAY OUT WHAT ROLE YOU PICK IN THE FIGHT.

Receive 1000 CP

TIMES AND PLACES WILL BE DETERMINED BY ORIGIN

AGE AND GENDER

Free come as you are. Roll 1d10 to add or subtract the result from your current age as you see fit.

SPECIAL NOTE: This world is unfair to women. Spankings. Stripper outfits. Spiked footwear to the horizon. Few ladies over a size five. They sell nothing for them in a more conservative or comfy style. If you get into a battle with an outfit not deemed appropriate, your clothes can be torn or flexed out of until you're just as exposed as the other ladies here. At least to the same degree as Olivia.

We understand that this is uncomfortable.

This is why JumpCo has decided to offer you 50 Choice Points if you wish to change to the more respected gender. Post Jump your Armoire or Outfit can be arranged to be more to your personal comfort and style as opposed to having to accommodate this locality. Still, When in Rome

+50 CP IF FEMALE AND CHOOSE TO BECOME MALE to avoid the...theming. **-100 CP FOR OTHER SEX CHANGES.**



*"modesty"
for ya
ladies*

ORIGINS



HAVE FIST WILL TRAVEL DRIFTER

A wandering drifter who enjoys the lowbrow things in life going from one fight or challenge to the next. You have survival skills and understanding of your locality, also all local languages spoken (save demon dialects)

LOCATION: the Motel Gene and Olivia hole up into, or the first level's bar

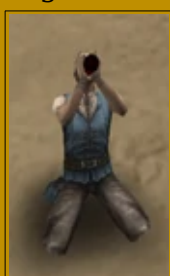
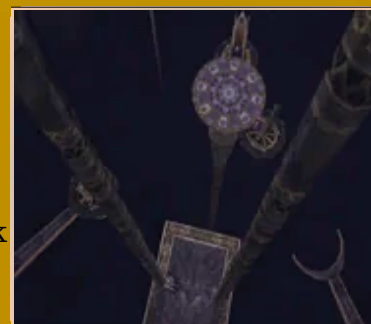


INFERNAL ALLY

Did the beast of battle eat you from within? An actual creature from the pit who dug up and took a human form? Someone who just allied with them? Sell your soul for Wild Musical Talent! Whichever way you joined the army of the damned you speak their language, and one of the locals,

but you are under the orders of the Four Devas. And you must capture the God Hand and run the risk of a demon abusing you, either as a vessel or turning you into a plaything or actual puppy.

LOCATION: those weird stone structures the Deva's have meetings in. Ask for directions out of there or have Flash and Bamph to get taken to the target.



DROP-IN

Come as you are, save the age or gender change. No memories or language gained or history joined. Though enjoy free refreshing in status and pre-

existing conditions. However chronic or unusual they are reset, as if just starting, if you feel in your heart a standard drop-in shouldn't cure them.

LOCATION: The Kilo-Crab of Dr. Ion

PERKS

HAVE FIST WILL TRAVEL DRIFTER

Vigor Vittle Vie! 100 CP or free for Drifter

Healthy food/fruit heal. Luxury / fancy food increases stats along lines of the game this Jump is based on. Orbs are gained from the equivalent of cool collectibles. Seeing an arousing sight builds the tension meter for your God Hand. Double the effectiveness of this perk when consume or acquire special foods or consumables as an extra special benefit as you travel/jump the world in the future¹ Special consumables can cover a large number of things. It is also optional to benefit from what you partake. You don't have to worry about any and every piece of food imparting and keeping effects you do not want as you will know what could or is doing once consumed with concentration or some other form of investigating your internal processes.

(see Appendices for examples from source)

God or Demon 300 CP or 50% for Drifter

Gene's fighting style and ability to acquire and bestow "techniques" and more by purchase from holders who learn/know it as well as any other skills or traits. Any can set their monetary price for what they offer. They instantly impart once receive fair and legit *monetary* payment. All sellers may lower their prices as wish but never raise or addendum against you after initial pricing.

(see Appendices for gist)

Gamboling Gambler 400 CP or 50% for Drifter

Roll into any place where people bet or run games. No matter where from or anything else, you are accepted in the house and at the game they are running which is pretty fair or generous (for you). You don't have to be a high roller to get to high stakes tables (though start in hole for buy-in if short) and nobody will kick you out or censor you unless you're physically violent. You're very good at gambling/game theory, working the odds, understanding everybody, and reading the room/rules very quickly with just experience or study. That includes the odds of observed machines or tables, the rules of any game, that sort of thing. This isn't only enacted at the table but fullest in capacity at one, growing the skills needed in those conditions to meet benefits of perk. Taking that and applying it out the door is something you can but have to learn how.

INFERNAL ALLY

Hellish Set 100 CP or Free with Infernal Ally

Of Moves! Pick one [enemy in the game](#), you have their combat style and equipment and may choose features of their body to make use of it. Excludes the Devas and Disco Fist or other bosses save for the Three Stooges (Bruce, Conchita, Felix) and Mad Midget Five. You may pick bladed, spikey, and other [Specters](#) but will have limitations like no upper head (to speak and emote with) and causing odd color filter in the atmosphere. You do get the fireballs and stretchy limbs and other abilities though. If being you pick included weapons they are a part of you and losing them reduces the strength of blows by 25% though increases speed by the same amount. This is for each weapon in the case of dual wielders (Throwables like Hats and some knives do seem to regenerate/replace themselves after a second though, you are restored to normal when they are)

Contracted with the Powers of Hell 300 CP or 50% for Infernal Ally

Add on any bosses' moves or powers, save Azel (without purchase of the God Hand) or Angra (never, either refuses to share or seal too strong) with the added bonus if on the verge of defeat may channel a potent demon through your own sins. Often the Specters but sometimes a hellish form of one of the Devas themselves. If this ringer is killed it counts as death. You have to convince your passenger to let you take the wheel with their powers if you want to act in this infernal second wind. If you defeat the initial opponent or flee them without suffering further harm for 3 minutes or more you may resume your form and control. It will be as if you are perfectly resting in the interim while aware of your other's action. In the future you may contract with other supernatural beings; from fairies, to angels, to demons, to ghosts, and maybe other mortals if they have the ability to spread or share energy or essence. But still need to negotiate who is in control, your obligations, and you still die when they do if taken over.

Flash and Bamph 400 CP or 50% for Infernal Ally

Where did you come from? Wouldn't those heroes like to know? Where'd you go? He or she got you, right? Not with this. You in a flash of light can enter a scene near anyone on a mission to attack your group you are contracted to or lead. Can even use it to exit if on the verge of your *first* defeat by their hands. This is less effective at escape with each defeat. After the first flash-port from a foe, you may only exit after you defeat someone yourself or someone else defeated by the foe you came for. The number who must fall before you increases with each instance of you fleeing that person until you do it or end

of Jump, whichever comes first. If you are infernally contracted, the Devas or Angra may seek to punish you if you always turn coward. If you're the boss, your minions and underlings will see you as unworthy without other convincing, especially as you can't use this to quit until they do or are defeated as well.

DROP-IN

CONTINUE?² Cost 100 CP free with Drop-In Origin

Whenever you are beaten within an inch of your life or otherwise placed in mortal peril, this word will flash above you with a 9 second countdown and the option to pick yes or no. Choosing No means you'll be left to survive (or not) on your own. Choosing Yes means that you will black out, only to wake up at the nearest checkpoint or a 'safespace.' Who or what ever defeated you for some reason will always let you crawl away as well as free you of any valuables that are on your person but what you wear. Though choosing Yes will always work, even if you're not carrying anything of value, they will get things that belong to you that you don't have on your person, like, somehow, access to your bank account. It can get to the point of them gaining your Warehouse or similar properties that follow you.

Elder Wand rules are in effect³ for getting it back. No matter what, after you black out and end up where you will, you may safely recuperate until at fighting status and then be able to go out and try again. Whoever or whatever defeated you will not be surprised to see you return if and when you do. If the mortal peril you are in leaves you physically and or mentally incapable of confirming Yes or No, you will be restored (briefly) to a condition where you can answer Yes or No in a rational fashion. Should you choose No, you will be returned to your previous condition and left to fend for yourself. If you allow the countdown to reach zero, you will be assumed to have chosen No. Be aware that your defeat might still have other consequences and this does not negate those.

Dog'n Rooster Feats 300 CP or 50% for Drop-In Origin

Humility can be extremely useful at times... usually for not getting beat down as hard as you otherwise would be. If you just debase yourself a little, say by flinging yourself on the ground and groveling, the world as a whole will go easier on you. People will assume

you're a weakling and won't bring their A-Game against you, just go easy mode on you, unless you disprove this in front of them by attack/harm of foes afterwards.

Alternatively you may motion or speak provocatively or vulgarly, you always know how to your targets when choosing to use this Perk. This is a balanced maneuver as the act will raise your Tension gauge, if have God Hand, or any vigor-like internal energy (chi, chakra, emotionally-based or other internal non-hp energies), while making those aimed at aggravated to immediate rage with strength and speed to use against you, even as their ability to reason effectively decreases, and by similar amounts. Thus, the more pissed off at you your enemies become, the less clearly they think, but the more rapid and powerful their attack. He or she or it will focus on you with single-minded rage and disdain until: you hit them or they hit an unbreakable impediment or they strike you. The more you provoke one or the more people you provoke at a time, the larger amount and faster your internal energies will fill.

Walk it off 400 CP or 50% for Drop-In Origin

No matter the effect or harm, so long as it isn't dismemberment, with a little moving and time you'll be able to 'walk it off.' From transmogrification, to poisoning, being shocked, blinded, any mental, physical or spiritual affliction will be cleared up in short order, natural or otherwise. For those times when you're completely paralyzed, bound, or held in place, if you struggle really hard (as if you're button mashing a quicktime event) you'll eventually begin thrashing back and forth and once that happens you'll quickly break free of whatever's keeping you from moving. In analogy, this undoes the status effect or impairment but not restore hp/life gauge, though allows you to "ignore wound penalties."

INDEPENDENT OF ORIGIN

Hyperactive Fighting Style 200 or free with a complete set of an Origin's perks

This doesn't grant you martial skills or abilities so much as remove all limits to obtaining and using them. In battle, after you've witnessed enough of a targets actions and behaviors, with damage being the most instructing of a subject of study, you can spot openings, weaknesses, strengths, and patterns. HFS exploits what's 'seen' for all it's worth with the extra-special ability of dealing catastrophic damage to any target, no matter how bizarre or unusual or hard, by activating prompts for direct beat-downs of 9 seconds where they cannot no-sell or be rescued from your flurry or continuous attack,

though after that time may respond, escape, or suffer as normal for the next half-minute until can evoke again, if possible. You do start, after gaining the benefits of this perk, with the un-selected/permanent dodge and attack moves of Gene, complete with canceling and i-frames.

The real benefit is you can learn any fighting style and techniques and incorporate them with what already know and can do so *Even without direct instruction*. Read or observe someone using their style or moves, even as fight alongside, or at least not against, them for a fortnight? You can pick it up and use it yourself to their level, elevated to their speed or strength if necessary in the instant doing it. Other methods of learning are at most doubled from your base normal learning rate; even the least compatible, most exclusive, or impossible to learn. If initiated in something you may just train in it to increase and gain practice to mastery level. Though there are “unique” techniques barred to you.



You may buy one of these. It has many benefits. You gain the internal vigorous energy as part of and throughout you represented by the Tension Gauge of the game. Passively Tension takes a day to fulfill a single charge, though it will rise faster with common blows you land or rapidly or more in bursts by special ones, taunts, or possibly other means of feeling vigorous. Generally any training in martial arts or weapons or fighting or athletics, whether body and mind, via perks or other means gained, will synergize with this limb to add on your current achievements and growth to no loss, deficiency, exclusion, or limit.

Possessing The God Hand gives you superhuman reflexes and you gain strength and durability similar to a foot of vulcanized rubber. You may also get a custom tattoo that glows with golden or sacred-hued light when The God Hand is activated. This comes along with a Deistic bracelet to help mask your spirit and build up your control of your power within. You're a bottomless pit to consume the styles: punches, kicks, athletic conditioning and more; all to no drawback (ex. strength costing flexibility or stamina costing strength or other conventional or peculiar concerns with gains don't apply to god hand-ers) and benefit from any training method, however hellish or unusual or incredible the method or world or conceit underlies it, nor lose any gains if keep the arm.

The same is true now of your stamina and strength and agility. It keeps and grows to no cap as it develops or gains. Additionally, so long as you live and retain the God Hand,

your healing factor will not diminish and apply to your full recovery from any injury or affliction.

The same is true to other circumstances. Like being poisoned, getting sick, baleful polymorph'ed, other "debuffs," or "status effects." Bandages and time heal everything, more advanced and comprehensive treatments do more so, save for un-reversed dismemberment of your God Hand. You are receptive to it being restored always and then all other lost benefits restored when attached. You're the outlier in recovery and prognosis with this puppy on you.

In Jump, you can buy [roulette wheel attacks, techniques](#), and slots for orbs. However you acquire, learn, or gain them, or other abilities, in this or future Jumps, via training or any other means, this arm enhances their power. Your learned skills and physical traits stick with you when you have this arm for the future (but for now you have to follow canon pricing and availability.) This extends to the Tension Gauge and life meter and so on.

If you have enough Tension, the Deistic Bracelet may be released and you are in God Mode for about ten seconds and when it ends the bracelet replaces itself on your God Hand, seemingly in a blink. In God Mode your full strength and speed is made available for you to use unimpeded by anything, Benefactor be damned, and you're immune to all harm to the same surety. Actually you're at twice your absolute maximum strength speed or other physical traits for the duration.

If Have **Walk it Off**: You know like weighted or underwater or high altitude training says it punishes you to make you better? You never overdo and always benefit from hellish training, once can heal or rest. Additionally suffering lets you build up a resistance. Perhaps that polymorph isn't as certain or takes more than one grazing hit, or only lasts half as long. Poison barely debilitates after the fifth exposure you've survived. Head injuries may daze but you've compensated so they don't seem to affect your performance when using the God Hand (as defined below). Your God Handedness grants gains from any rough experience as if training from the difficulty or holding to limits or build resistance or immunity after you recover. The more you hold back or restrain yourself, the better your growth and mastery will be. This even applies to power loss situations. Once power restored it will be as if the weights lift and you can enjoy the massive boost of freedom. Gains come in from suffering or relearning you've endured all at once to your full God-Hand benefiting might, as to gaining incrementally over time when normally under restriction-training effect. All gains also 'first' apply to your body-mod when training. When locked back down to it you are down to what developed to the body-mod's limit (as per the cliffc999 rule on power-loss via drawback "Gauntlets and Power-loss")

If have **God or Demon** OR **Hyperactive Fighting Style**: In addition as you use and master arm or affected traits you can grow to learn how to use its power more freely. The God Hand passively doubles the effect of all perks or abilities and feats you may use involving *more of your body than your eyes or mouth*.

If both: Can train someone else in all you have or know aside from tension/vigor energy. While under your training a subject will gain at same speed as you acquire techniques, mastery, physical conditioning with your same benefits and lack of complications (strength, stamina, limberness, always recovering).

ROULETTE WHEEL

Innate to possession of the God Hand is the ability to activate a type of bullet time in which a seeming drop-down rotary of plates listing super-moves becomes available. For a brief period of time the world moves in slow motion but you can freely think, rotate yourself in place, and take aim, readying to take an opponent or line or group of them, preparing any special attacks or moves. Additionally any such you are considering? Their range and area of effect is clear to you as your vision. Comes with Starter Moves (Divine Smash, Ball Buster, Dead Pan, Grovel, God Stomp, Shockwave) plus One Free Extra Move. You may add more for 100 CP per Orb value.



Sample List: see Appendices for more

One Orb (100 CP)

Chain Yanker: You manifest a chain made out of the power of the God Hand, and yank nearby opponent, or cluster of them, towards you, stunning them. you have to be able to see them and it has to be a steady near straight line arc, otherwise no distance, weight, or hardness/defense matters to this effect.

La Bomba: Small area of effect explosion after a ground pound, breaksup any wished structures and people flying back ten yards or so back through air if in intial range.

Daisy Cutter: You dash in a blink through the enemies sending them up into the air pinned in place wheeling about limbs boneless unable to act streaming sparkles until a final blossoming fireworks like burse of damage about them and then fall to the ground. Back to or away from explosion as your personal style permits.

2 Orbs (200 CP)

100 Fists: One hundred rapid and precise punches to an opponant.

Home Run God: In a frozen instant form a bat of energy to launch them out of the park, if they so hardy that it does not kill them they fall back in a heap.

Wild Pitch: Throw a perfect phantom row of heat that tears through a wide line of foes.



ITEMS

Items may be imported into similar items. weapons to weapons, clothes to clothes and such.

You get one 100 cp item free and the rest are discounted by 50% if to origin. All of these can be purchased multiple times. You get a +300 CP stipend spendable only for the Items and Warehouse Addons sections.

50 CP

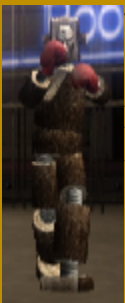
Auto-collect Lootbag

You can attach this to your hip. It can be on your back or in the form of a purse or a leg pack or maybe a really weird boot or shoe. Whatever style you pick, and you can update with each importation or when you choose a new origin, it would not change the quality of gathering anything you valued that's left around that you are in the vicinity of or from someone who has fallen down without you having to go rifle through their pockets, bend over, or anything else. If you're in the vicinity they'll go right into your pouch. If it's a consumable you may instantly partake. Collectibles or other objects may instantly be set or used, money can be held to no limit, if beyond your current capacity can convert it to highest sell value or store in Warehouse even if not able to access it. You won't find bullets here but if you did you could immediately load them into your firearm. Well if they fit.

(Drifter)

100 CP

Mokujin



This Timber Dummy is the best thing to use for practicing your fighting skills and moves on. Sturdiest wood and construction and easily reassembled if broken or will do so itself after an owner's 4 hours of sleep. Preloaded with all the moves and fighting profiles from the actual game, this fighting dummy will simulate anyone seen even indirectly (photo etc) with original settings for skill

level and answer the challenge of other conditions spoken or sent to it while touched. Owner may always choose to deactivate with a-between-moments prompt accessible even unconsciously.

(Drifter)

Olivia's Gilded Axe.

Can dismember anything as if boneless human flesh. The limb or removed piece may be viable/preserved for 24 hours at least. the part and victim while bleeding won't die and can be preserved or (re)attached by the equivalent of a butcher at his workstation. The preservation effect is a package deal want to keep the limb you aid the victim.

(Drop-In)



Bruce's Fang/Boomerang

It's almost the size of a man's arm curved and corded in .. twine?. You can slash with it as a machete or toss it in order to have it spin out for a bit and then return. No matter what it always comes back even if you miss on the catch it will go the same distance it was originally thrown spend similar amount of time orbiting in place and then come back to you again

(Infernal Ally)

A Swinging Outfit

Pick an outfit in game or ask for one in that style. Females no more conservative than Olivia in game. You not only have it but it practically keeps itself clean and repaired. It always feels appropriately insulating (cool or hot as needed for the environment, ditto wet and humid or dry and arid) and it never seems to interrupt your ability to move or perform any complex Maneuvers regardless of appearance including the Heels or go go boots, high collar gambion, tusk brazier, pelvic tight posier briefs, skinny jeans, macaroni wig, long nails, or a seersucker with the sleeves torn. If you are drunk you might trip on a door jamb though.

(Drifter or Infernal Ally)

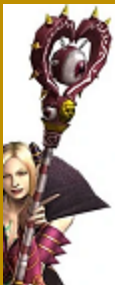
Healing Fruit Seeds and Almanac

You get a set of seeds as well as Almanac up to date from nowever on all information needed on how to plant and tend them. The Bounty from the plants that they produce will have the healing effect similar to in game. The almanac will teach you how to do this whatever the environment and whatever seeds you hold. Seed means anything used in order to grow a crop. This includes notes on figuring out the weather as well as events such as eclipses and so on. Even little guides or updates two events or history much like you would find in a very thorough Farmers Almanac. Other edible crops can be cultivated with the Almanac's instructions to gain the healing effect but no sooner than two generations after you start.

(Drop-In)

150 CP

Shannon's Dreamy Wand



An apple-sized twinkling humming eye/rhinestone in a dream-catcher on a ribbon woven stick It makes for a surprisingly sturdy cudgel, and it's jewel is a bit mesmerizing. Its real effect is being able to fire energy blasts from the gem, some of which, with concentration, can turn someone into a poison Chihuahua. It can also summon a magical bus in order to help you escape a scene to home (you can have more than one but must be a place called or accepted as such) or another bus stop... But you must have utterly quit the field of battle and sacrificed gaining anything from it other than your wounds suffered or damage you inflicted

(Infernal Ally)

200 CP

General Store

Store that seems to have doors at the end of every 'level' or a major battle that accepts any currency. Sells all in setting power-ups in this Jump or local versions. If no power-ups for sale in the Jump it just sells preserved goods, magazines, videos, soundtracks, or great wearable gear. Treats you as a valued or favored customer, your relationship importing or following you as this does. You may develop your



relationship into more (maybe supply your healing fruit? Apply for employment? Buy out?) though that addition or change beyond favor as customer is subject to loss or change as you journey forth
(Drifter or Drop-in)

Challenge Meter

You can find this when inside a structure, near a doorframe. It looks like a thermostat or fancy light dial with a depression switch. Green is off, Yellow on but makes the level vary to your ongoing performance/accomplishments, Red fixed to level selected. The dial turns and goes from Level 1 to 2, to 3, to Level Die. Level one common enemies are weak, lazy, do not team coordinate much. You will have a tendency to gain rewards from their defeat or rescuing others. Level Die makes it tactically hard, enemies are aggressive or alert, hit harder, and unlikely ignore or let you retreat. But it's logistically and strategically able/rewarding. Defeat the hardy large rushing and well coordinated horde and it turns out they left the door to their fortress open, or some other oversight making you more successful/rewarded strategically when prevail. (In settings where have the EXP or other character building points gained at combatants' defeat you and tours receive 4x normal amount)
(Drop-In)

Ass-kicking Armoire, Yee

Ye don't just get one Swinging Outfit. Get any of the outfits and make them sway. Also have space for more. If you see one that you like from someone that you encounter in a battle it may be added to this closet. Any outfit of any quality can be added if you complete a sufficient task commiserate to the glory of wearing it. If you are at loss for what that is ask the person wearing or owning it. If it's "Spend so much money," apparently just getting rid of such will gain it. Though if you defeat them in a brawl it automatically counts for a bespoke copy in your wardrobe sharing all the benefits of Swinging Outfit, as with your possessions there. It will be minus any damage you probably did in your battle.
(Anyone who has defeated Angra, Drop-in)

Brawling Weapons



You may spend 25 cp for specific but not imperishable weapons that will be replaced or made available about 5 times a day if lost or broken. 100 cp for abundant instances of all types.

Drifter's discount: One purchase of a 25cp version counting as 2 purchases

Drop-In receive discounts on all purchase styles

300 CP

The Casino/Gaming Hall

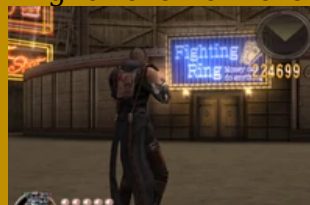
The Gambling Hall allows all games of skill / chance that allow for earning/betting that you witness or ask hall to integrate from worlds been part of but once in it doesn't go away. (Out of Character: Play some free equivalent; [online](#) or electronic poker; or vegas solitaire on your PC; or whatever. use those as your results) You can even summon Companions or any individuals known of to a table, machine, or floor (or equivalent). this can be against their will but they can leave out the door no time passed nor having had to participate back to where and when taken (even if back asleep if taken in that state). There will be an editing effect like [ASYLUM from Anarchy Reigns Jump](#) save guests can spend winnings on body-mod, In-Jump perks, or supplement list equivalent of 100,000 GP of the casino winnings converting to **1 CP** for them on their own exclusive list. Their currency will be accepted or you can give your out your pocket or personal accounts (always seem ready for free transfer) to them for exclusively their play in this Casino.

(Drifter or Drop-In)

Fighting Ring/Arena

Starts with all the Canon match-ups unlocked from God Hand but any competitions allowed and can be added to the list. Whatever event added will be stocked for and staffed by npcs or chosen folks from current Jump or contract signers from prior ones. It has the same rewards, freedom, and exit effect of the Gambling Hall but exiters will remember how fought and learned skills and their training stays. Damage doesn't linger save as cautious insightful vision, understanding, or nightmare no more harmful than what they already endure.

(Drifter or Infernal Ally)



Note about Properties

All follow you from Jump to Jump in world with a curiously overlooked, but easy for you to find, entrance to your Cosmic Warehouse that cannot be entered without your informed (no disguised or compromised) permission. This 'back door' is more secured than the front thanks to increased accessibility. At your discretion you can use one of these doors from within your Warehouse or directly with key or Portal if you have access to it. These properties follow you, retain any changes, and are guaranteed to be ignored by all who would cause problems. Your employees may follow you from Jump to Jump for consistency, and, though they cannot impact any plots beyond just being regular working people, you may them merge with other properties, but not items, equipment or vehicles you already have to gain the benefits mentioned in addition to the qualities and functions from the purchase. They have common fiat insurance and restoration as the property purchased

In-Game Currency value is GP and always used by the Casino, General Store, or Arena and must be converted. Generally it is at a value of 500GP - 800GP ~ 1U\$D

COMPANIONS

Our Jump charges 50 CP to import a companion to gain 600 CP and a free origin to select and spend for themselves. You may pay 300 CP for 8 companions with a similar stipend. Additional entities may be imported, but default to Drop-In Origin, and only get 0 CP to start, but may gain 1 CP for every 100 pieces of money gained until they've received 600 CP. All may spend at an Exclusive Customer Limited Time Catalogue/Selection at any retail/business location they come across. 0 Cp import companions die when killed unless their remains brought back to warehouse or other Jumper's property to rest until revived at Jump's end (or if you have something to restore them from their state sooner)

Special 100 CP recruiter reward.

If you have spent 100 CP on any companion options or have a 0 CP companion who earns and spends 100 CP, you may freely recruit any character here so long as you defeat them first. It's a mutual option offered such as **Continue?** Both of you are offered in a similar frozen instant between moments, both must agree, you to extend the offer, them to accept. You can set a 'default' ahead of time or have a list prepared for specific targets or circumstances. These recruits do not gain companion benefits/protection

unless in Warehouse or on other Jumper properties, like the 0 CP imports above, or until the end of Jump. You have to keep them alive or safe until then.

This Excludes Demon King Angra (forbidden by God, denied by all Benefactors to leave, even if it itself would ever choose such).

Escaping Olivia and having her put down her axe/cease aggression is enough to count as "a defeat" but she is unlikely to agree as she wants to enjoy her freedom from or fulfill the need of her family's duty to guard arms and the world.



DRAWBACKS

May pick as many as wish, as some offer rewards, and to an unlimited gain.

Unconventional battlefield 100 CP

You thought you were ready. You've trained your body to perfection, fought against the best warriors, and even had your own personal training montage. Now it's time to... play video games?!? Instead of fighting your enemies in real life, you will now resolve all your conflicts using an unique copy of God Hand. You'll have to rely on your skills as a gamer to defeat your opponents, otherwise Olivia is gonna take your hands and your life. Don't break the controller! Hey you can take a break after twelve hours for food and rest in a 24 period. We aren't monsters.

"With Friends Like These..." 200 CP

Allies threatening to chop your hand? Demons teaching you to respect the dead? Everyone seems a little bit off in this world, and now this also applies to your close friends. For the duration of this Jump, any friends you make or companions you bring will become recurring enemies that will help you become a better person and a better fighter through sparring. Expect at least one of them to pick a fight with you every other week or a few days before a decisive battle. And if you can't actually beat them? Well, I hope you know how to grovel.

"Bringing a gun to a fist fight" 200 CP

For the duration of your Jump/reset, attempting to fight enemies with anything other than your fists or a martial weapons will yield no effect on your enemies. Guns or bombs or spells fizzle to cosmetic, staggering effect at best. Any abilities not from your flesh to the target fail. Excluding barrels, weapons, etc from the environment and setting you make use of.

Level Die 600 CP

For the duration of this Jump/reset, you are stuck in a [permanent Level Die](#) difficulty and groveling does nothing! The mightiest are twice their best on strength in combat. The weakest four times their meager base self. And they will zero in on you. Hard.

Fruitful famine 200CP

No one ever seems to drop that healing fruit that you like so much. (No effect on grown fruit or healing perks)

“Trading card? Bottom fell out the market, pendejo!” 200 CP

Apparently in that nebulous war mentioned with Mr. Gold and Mr. Silver every Trading Card Warehouse and printer got Bombed to Smithereens and in the aftermath everyone burned their trading cards for warmth. You know what this means? You can't get Collectibles for recharging your roulette orbs. Or charged up burning strikes!

One-Arm Robbed 100 CP

You start this Jump (or reset) missing one limb. This can be taken multiple times, actually up to 4. We go on the legs after arms. Well unless you're one of those freaks that have more than 4 limbs. Same difference. Until ya got no arms then no legs.

“Kick-me, God hand” 600 CP

Demons and enemies are convinced that you have the God Hand. Even if you can't use tension release or Roulette attacks! You Can't Hide Your association with the God Hand, even if you don't have or have not purchased it. All other skills and abilities are available as normal. But the Roulette Moves and super mode aspects of the God Hand are gone. Keeps its General Health, Strength, recovery, development, and training benefits. The demons and thugs really want the arm, or to turn you over to someone who does, for the reward or just the lack of Torment from the forces of Hell. If an Infernal Ally you will be at best a sixth ranger, and will have to deal with treachery until you deliver a God Hand to Angra himself to make them knock it off.

REWARDS

YOU ARE ELIGIBLE FOR AS MANY OF THESE OF ANY SCENARIO YOU GO THROUGH THAT CAN BE FIT IN EVENTS. THINK OF THEM AKIN TO TROPHIES CHALLENGES ON VIDEOGAMES. SOME ARE EASILY COMPATIBLE. AND REMEMBER YOU CAN REDO THE JUMP TO TRY FOR MULTIPLES. BUT ONLY KEEP REWARDS AND GAINS BETWEEN RESETS, NOT PURCHASES.

TIME FOR ME TO CHOOSE MY PATH

Complete a run to Angra (the plot/game of God Hand) using only the powers or perks or skills of God Hand, this Jump. Even if you have perks for it, such as Chi Blasts from Generic Stick Fighters, or Ranma 1/2 or otherwise no reward

Reward: You may choose one item/property and gain as if purchased. If you have purchased? Refund the CP and take it as Reward. If this would have been discounted you get a bonus in CP equal to the discount; half-off get 1.5 back. Free? Double back. For the purposes of the future in Jumpchain this is considered a reward, not a perk or item for effects or matters that have something to do about those. You didn't just buy or acquire it. You earned this, cabron. As you travel forward your reputation or accomplishment will resonate where you go in the future in the form of this perk or property. It will behave and respond to you as if purchased but not excluded or subject to effects not covering rewards in the specific

HELPS ME WORK-OUT MY STRESS, ITS OVERPOWERING I MUST CONFESS

You must complete the equivalent of a Kick Me, God Hand! run. For those not in the know that means no activating the Hands increase damage or invincibility mode. no use of the roulette orbs. Just the Dodge punches and kicks you train, learned and purchased here. no outside powers either. This does not apply to prompt attacks or any in-setting weapons and so on

Reward: A maxed out physical stats on your Body Mod. This assumes that you're using the equivalent of Quicksilver bodymod. But basically it's up to the max in all the physical categories.

ULTIMATE POWER OF A GOD IS NOW MY SECRET TOOL

Whether you get the level selector or take the drawback for it, you must complete a run at Level DIE! using no outside perks, powers, or items. No fully imported companions may aid you in combat. They can provide training and what have you between fights. But you go out and face it alone.

Reward: **THE GOD HAND MAKES ME WORTHY!**

People/society may choose not to respect you, but the universe and nature always and beneficially does. You get a Jumpchain Permanent discount for your meta-origin, God Hand, and you qualify for anything as if of nature/universe that screens for innate traits of prestige or worth or protection (not exhaustive examples: pure of heart, virginity, true warrior, royalty, worthy to raise mjolnir or pull Excalibur to list a few, fairy law, ward/attack against Outsiders) because you are the God Hand, baby! It will make it so that the benefit of being a fighter gives you discounts for perks related to martial arts powered fighting or Athletics or body stuff (not from body mod, warehouse, and similar documents) and you may choose martial origins for free in the future. This increases with each God arm that you have. (If three? Half off. Then half off. then half off. If Free , then give what cost, then 2x, etc)

DELAYED GRATIFICATION, TASTES ALL THE SWEETER

After you choose a drawback you must keep it after the defeat of Angra until the end of your chain mandated stay here. This means even after you reset, but not after you depart or choose to ultimately stay or go home if that is your decision.

Reward: As a result what drawback denied you previously you may freely partake of. If this was fruit? You now get the fruit item and VVV! Limbs are returned in full health and vigor and dexterity better than they were before. You may decide what that means in terms of appearance or gains or reasons why. perhaps it's the ultimate workout? Completely destroying them so that they come back harder and better than ever? No God Hand use? Now you have full control and power of it without the game limiters with the implication that you don't even need the bracelet to control it. No gambling? Gamboling gambler and one game hall.

LOST A LIMB IN A FIGHT

Start with one missing limb, AND no CP spent that is not from Drawbacks or Rewards. Survive the ten years or maintain the canon Timeline/adventure: defeating all the canon levels/bosses.

Reward: **ITS BETTER THAN A BANK**

(May choose to add Maneaterwithtail's Banking Supplement to deposit, wager, and earned CP with this.)

In your Warehouse there will be two gaming machines. One to take you to a Gambling Hall the other to the Arena; resembling the places in the game. Each starts having the same machines, games, and challenges and rewards as the ones in the God Hand game. But have expansion capacity similar to CP purchasables.

The Gambling Hall and Fighting Arena gain these features if you have this Reward. And the additional feature of being in dual cabinets that are serviced and in repair and full usability and accepted and accessible where-ever you designate, so JumpCo Riggers may place them where have space and owner not object in 12 hours. This can be done no more than twice a day, a trusted person must be on designated site to supervise for the promised 30 minutes or less delivery and installation.

Divide your earnings by 800 and that translates to U\$D value. Withdraw that value into currency for any current or any previous Jump.

In Jumps from now on at the moment you collect or receive reward money, prize purses, or gambling wins, you'll get the option there by the presenter, or a convenient call, or additional special Jumpers Club Form in an envelope to convert a portion of the reward you choose to the U\$D value times 800 for that number in GP (referred to from now on as Game Points).

This addition will also track your actions and award Game Points (1:1 ingame currency rates for casino) for feats equivalent to what your current Jump is based on aside from its *monetary* scoring system.

Fr'ex: Actions that provide score in Mario games get Game Points when you are in Mario Jumps that cover those games. They would be counted before/instead of coins but coins would be counted if they were the only thing counted in that Jump's inspiration.

If in Chrono Trigger; this would be 'exp' alongside tech points, which being scarcer, counted at 5x, but this wouldn't reward you for acquiring the barter items or gp.

Mario and Luigi Jump? It would count xp gains and no coins.

Alternatively adds Gamepoints for wins at games or scored events participate in Jumps as rewarded by officials/ranking translated to equivalent base. (if you Jump into an action movie and spend a scene blazing at Lethal Enforcers or Time Crisis. Or get a basketball career in Paladin of Shadows)

- Game Points are house currency only directly usable and held in those machines or halls.
- The accumulate and deposit option is available regardless of accessibility for play or withdrawal

- Once deposited you can't undo it or convert to money or CP unless through winnings
- Game Points can only directly be used to play games / bet in the halls to pregame staked winnings.
- Game Point winnings Converted from in casino/colosseum to local currency on the basis of cost of equivalent items (refer to the Appendix for pricing samples)

What's This Convolutd Mess Not Allowing: *There's no getting additional out-of-Casino/Ring-earnings-or-gains from the Casino or Ring in any form WITHOUT PLAY.* You have to play, as in risk, a wager or fight a battle and complete game or challenge, and then may take winnings

Viva La Deva!

Defeat a holder of a God Hand without your own and turn them and it over to Angra yourself for the glory.

Reward: You gain the rank of Deva and the sponsorship of the satanic underlord. He won't even kill you as a

Unspent Choice Points gain value on previous non-gauntlet documents' purchasable features. Your savings with discount may only be used between Jumps on prior documents. Example: Five Jumps in, while between sixth and fifth Jump, with no new CP from Jump 6, you may purchase any perks/items in immediate prior Jump at half off what you would have paid with your saved CP. This compounds so 7/8ths off of the third Jump prices. And finally 1st Jump's items and perks would be at 1/32nd the price. Exception for Sub-systems which can be spent on anytime, some powers and equipment in certain jump documents.

Maneaterwithtail Banking Supplement? A Summary

sacrifice to enter the world. All Infernal Allies and even other Deva will know your rank instinctively and that you hold your lord's favor for remainder of Jump. Even the holy and protectors will know of the sheer might and impressiveness of your feats and reputation. For matters evil, rage, or dark this counts you as the second most of the highest, or lowest depending on your perspective. Future dark factions/entities you encounter or observed by will honor you similarly. You can also see in literal darkness or see metaphorical darkness and how it works about in you and others. Never unaware how it acts in nature and, with a mirror, yourself. Thus letting your target it for rebuke and harm. Doesn't grant selective targeting. so if beating the possessed or afflicted they bear the bruises. But you see it. Your hands and actions touch it and target it. Most will likely freak out just being held and seen. Also you may understand what are attempting to communicate and learn from them without being overwhelmed or undermined if you hold their hand

DEFEATED THE GREAT ANGRA BEFORE TEN YEARS?

BECAUSE OF THE TRUNCATED CIRCUMSTANCE OF GOD HAND YOU CAN BE PRESENTED WITH THESE FOUR OPTIONS AFTER THE DEFEAT OF ANGRA

GO HOME GO BACK HOME WITH YOUR EARNINGS AND EXPERIENCE, WE WILL MAKE SURE YOU GET IT WHEN YOU WANT IT SO NOT TOO SUDDEN. AND NO ONE OR NOTHING FOLLOWING YOU BACK FROM HERE OR PRIOR. WE CAN INSERT YOU BACK ANYTIME BETWEEN THE INSTANT YOU LEFT TO THE RELATIVE TIME YOU'VE SPENT AWAY, IF YA WANT. PLUS CAN GET YOUR REFERED FORMS OR BLEND ALL THE TRAITS WANTED FROM THEM IN AN EXIT BONUS. NO OLDWALKER SPARK THOUGH.

STAY TO THE FINISH UNLIKE THE STANDARD THIS IS JUST TO STAY IN THIS ITERATION FOR THE REMAINDER OF YOUR PROMISED TEN YEARS. YOU WILL GET ANOTHER OPTION OF THE STANDARD GO HOME, STAY, CONTINUE AFTERWARDS

REPLAY? MAY RESET TO A SIMILAR ITERATION OF THIS JUMP'S SETTING BUT MINUS ALL PERKS AND ITEMS PURCHASED THIS GO AROUND BUT KEEP ANY ACQUISITIONS (STUFF YOU GOT, EVEN PUT IN WAREHOUSE BUT NOT BUY ON THIS DOCUMENT), COMPANIONS, OR REWARDS. IF 2ND TIME ONLY RECEIVE 500 CP TO START AND START AT THE BASELINE OF BEFORE YOU ENTERED THIS JUMP. 3RD TIME AND AFTER START WITH ZERO CP WITH THE POSSIBILITY OF EARNING AT 1000:1 RATIO IN MONEY TO CP UP TO A LIMIT OF 500 CP

RESETTERS MAY STILL GAIN CP BY DRAWBACKS BUT MAY NOT BENEFIT FROM NEW ORIGIN DISCOUNTS THROUGH RESETS. THESE *DO* COUNT AS NEW TRIES FOR REWARDS. YOU MAY KEEP DOING THIS UNTIL YOU HAVE BEEN HERE A CUMULATIVE 10 YEARS.

CONTINUE (*ONLY AFTER TEN YEARS OR ONE DEFEAT OF ANGRA ON LEVEL DIE OR KICK ME GODHAND CHALLENGE*) ON THE JUMP CHAIN. GET TO PICK YOUR NEXT STEP ON THE JOURNEY IF AFTER DEFEATED ALL THE BOSSES (THIS OVERRIDES OTHER METHODS ON CHAIN IF RANDOM OR DIFFERENT)

Notes

aka

How I want you to use this document: Clarifications, Elaborations, and Intentions

Axiom of the Jumpchain

Its you playing/writing, but I at least want to share aims and intentions so get a feel who did this and how may want to fanwank in relation to his design.

What do I Mean?

If you learn to do it with the God Hand and the God Hand would aid at it (physical ability or strongly involves it or mediation, as proven with the healing set of Roulette Moves) you learn it as if fiat backed or purchased to the level your practice/training took you and so retain and can use it. As an example, you don't need to buy Bending from Avatar the Last Airbender or Legend of Korra if you learn it you retain it just from being taught. Ditto any of the Nanto Seiken or Hokuto of Fist of the North Star, Brawl from Chrono Trigger, or Wuxi Finger-Hold from Kung Fu Panda, etc.

I like to try and be clever and offer opportunity

You can gain at least three God Hands, one by out and out purchase, and then getting one each from either Gene or Azel. Yeah, no can only purchase. That ruins a major motive and part of the game. This does mean that your God Hand(s) can be cut off and taken. Unless you recover the stolen arm; even if you regenerate or gain a replacement, unless the stolen one has been destroyed; you lose all the benefit of the God hand - at most - until the end of your current Jump.

You Automatically Gain Roulette Move Double Shaolin Blast upon gaining two God Hands. If gain more than 2 God hands? can literally add the additional arm onto your body or change your leg into an equally dexterous gorilla/prehensile leg-arm foot-hand thing. In general you can choose whether this is a transplant or a merger.

What's this about?

1 Fanwank responsibly, but as a guideline, I intended this perk to aid for Jumps where consumables in the source material have special effects, bought with CP (even if free due to budgeting or other discounts), Made with in-Jump special abilities, or Made with out-of-setting CP bought or fiat backed capabilities

2 Post Jump this has pretty much the same benefit. only it resets you to where you were and of similar status at the equivalent of the beginning of the episode or chapter, if Jump based on that kind of

media, or safest position at top of hour before the battle you lost if not applicable (not that kind of media or in between official installments if not long off rails for what a chapter or episode would be).

3 The property lost by **CONTINUE?** belongs to or is the defeater's as if they purchased it with CP for matters of return or repair and use and such. It can be yours again once you defeat the one that defeated you and/or who defeated them. In the case of a pit or trap or non-person/entity that means facing that same obstacle and overcoming it. Afterwards it's yours again so you find it ~~defeating someone or~~ (this is needless) near a barrel or it just appears where you last looked or in your Warehouse. If this is a case of an Act of God- I'm talking about like insurers define it... natural phenomenon like storms or floods, radiation or heat stroke-. if you can't beat the entity/circumstance that caused it, surviving a year or until the end of the Jump, whatever comes first, and it comes back to you minus what the interim 'owner' has consumed, sold, lost, or broken. This does mean if they give it to you or a companion it's yours again without the need for a fight. That is considered a concession to your victory over them.

God Hand Currency Conversion Rate?

I asked and looked off and on for years. Got nothing. Enter LLM of ChatGPT and Google.

According to Google 7/12/2026

The currency used by Gene in the game is simply referred to as **Gold**. If we compare the in-game prices at Elvis's shop to modern-day real-life items, we can gauge a rough estimated value: [1, 2, 3, 4]

- **Item:** A simple healing item (e.g., Pizza or Potato) costs roughly 100 Gold in-game.
- **Real-World Equivalent:** A real slice of pizza or a small snack costs about \$4 to \$6.
- **Estimated Exchange Rate:** 100 Gold ≈ \$5 USD.
- **Value of 1 Gold Unit:** 1 Gold ≈ \$0.05 USD (or 5 cents).

ChatGPT 7/12/2026

The short answer is that **there is no official exchange rate** between the money used in **God Hand** and any real-world currency. Capcom never established one, and because the game's money cannot be purchased with real money or traded between players, any conversion has to be estimated.

There are three reasonable ways to estimate its value:

Method 1: Compare food and healing items (most realistic)

Many of the shop items resemble ordinary consumer goods.

For example:

God Hand item	In-game price	Approximate U.S. price	Estimated exchange
Orange	500	~\$1.25	400 G = \$1
Banana	1,000	~\$0.50–1.00	1,000–2,000 G = \$1
Strawberry	2,000	~\$3–5	400–670 G = \$1

Using several items together suggests:

About 500–1,000 God Hand money ≈ US\$1

This is probably the most believable estimate.

Method 2: Weapon and technique pricing

Special moves cost between roughly **5,000 and 100,000** in-game money.

If we compare them to martial arts lessons or professional training:

- Cheap technique: \$20–50
- Advanced technique: several hundred dollars

This also ends up suggesting roughly:

750–1,200 G ≈ \$1

Method 3: Enemy earnings (time value)

Early enemies often drop only a few dozen to a few hundred units, while bosses and later enemies award much more. Since game currencies are often better viewed as a measure of the player's time rather than a direct analogue of dollars, valuing currency by effort rather than face value can make more sense. ([Game Developer](#))

Suppose:

- One stage takes 15–20 minutes.
- You earn around 10,000–20,000 by the end.

If that represents the equivalent of earning roughly \$15–30 for 20 minutes of dangerous work, you again arrive near:

700–900 G ≈ \$1

A practical conversion

A nice round estimate is:

1 U.S. dollar $\approx$ 800 God Hand money

or

1 God Hand money $\approx$ \$0.00125

Using that estimate:

In-game money	Approximate real value
100	\$0.13
500	\$0.63
1,000	\$1.25
5,000	\$6.25
10,000	\$12.50
25,000	\$31.25
50,000	\$62.50
100,000	\$125
250,000	\$312.50
1,000,000	\$1,250

Example purchases

Using **800 G = \$1**:

- Orange (500 G) → **about \$0.63**
- Banana (1,000 G) → **about \$1.25**
- Strawberry (2,000 G) → **about \$2.50**
- A 50,000 G combat technique → **about \$62.50**
- A 100,000 G technique → **about \$125**

Overall, I'd place the fictional exchange rate in the range of **500–1,000 God Hand money per U.S. dollar**, with **800 G = \$1** being a reasonable middle-ground estimate based on the game's item prices and progression. The game's money is primarily a gameplay balancing mechanism rather than a simulated real-world economy, so any conversion is necessarily approximate.

(gamefaqs.gamespot.com)

Changelog

04-18-20 Three perks for Drop-in and Infernal Ally

Each has perk for

Changed name for rewards and split benefits and means to get the Gambling and Fighting Hall

4-20-20

Expanded and changed 100 CP drifter perk.

Refined rewards

4-26-20 Downloaded libreoffice and had so many versions lost track, trying to consolidate, save me!

4/29/20 Got feedback on three drop-in perks

Integrated suggestion But kept more to my intention Refining the benefits of the God Hand

Cleared up shameless copy-pasting in parts but likely didn't get everything.

5/30 I think this is a V1.0 cleaned up grammar and added/clarified a God Hand bonus from the Drop-In Capstone. upload and read for feedback

V 1.01 Damn formating soooo off standardized reward presentation.

5/31 V 1.02 more grammar and formatting clean up. And pictures! One picture.

Thanks for reading feedback to[bad email] include "God Hand Jumpchain" for surer response.

6/01 so Libreoffice can make pdfs? Lets test it out. Ooh new fonts and yes I think some more images and oh shit now I need to fix the broken links. Done...ish

06/05 existenting is not a word. Futher updates and refinements.

10/04 v1.25 Thanks to 'shikimalord's feedback clarified the weapons purchase and rewards, added some images and background.

7/11/22 1.5 Okay downloaded **BOU WESTERN** and **RIO ORO** fonts and more familiar with LibreOffice, people complained the background made the Jump harder to read. Hopefully that changed. Also changed name of Fighting Hall to Fighting Ring/Arena

1.51 Changed the "Origin" to the origin applied for perks.

Changed the "clothes will be torn" to *can* be. The Special Note is meant to encourage kayfabe not make players genuinely uncomfortable. Hence the incentive and fun, being a mild drawback, if that. While the inhabitants will do as they will and only supply as can and able the Jumper may make do as they so choose.

I hang on Jumpchain reddit as martikhoras, Spacebattles and Questionable Questing as Darmani, email martikhoras2003@yahoo.com

7/16/22 Thank Jump Redditor [FrequentNectarine](#) for me editing Better Than A Bank to make CP use optional and put most of the CP banking system aside for a Jump Supplement that I hope have focus to do. Cleaned up some rules on property notes, keep that feedback coming, and if using it, or have a

breakdown of Drawbacks, First Jump Builds, or just uhm play summaries, let me know. Disclaimer: My link to playingcarddecks.com is not a vetting or guarantee of their safety or accuracy, just start here if want to add more random determination, fun, or play to doing a Jump than rollings dice for location.

8/6/2022 Editted wording God Hand and Hyperactive Fighting style, used a text box for supplement info and editted It's Better Than A Bank.

6/19/2026 another reformatting to be easier to read and understand. I am also including Appendices/references to game systems and details from the Wikia and Gamefaqs so dead links avoided.

7/11/2026 Added Shadow effect to hopefully make this easier on the eyes

7/12/2026 I gave the netizens years. So I asked to Google AI and ChatGPT for currency conversions of in-game currency and adjusted accordingly It's Better Than A Bank, noted on the properties. It seems 1 Gold piece equals a nickel or eight pennies.

Appendix

Highlights from [Gamefaq](#)

Power ups

What fine dining costs you here and can do for you with VVV perk

MIXED JUICE - max hp +20

9000G, 12000G, 15000G, 18000G

TROPICAL JUICE - max hp +40

18000G, 240000G, 30000G

GOD JUICE - max hp +60, max tp +30

70000G

CHIWAWA CURRY - max tp +30

10000G, 15000G, 20000G, 25000G

GOLD PLATE - god reel +1

15000G, 30000G, 30000G

SUSHI SET - combo input +1

Normal - 5000G

Special – 10000G

Chatgpt said:

Part 3 – Power-ups and Consumables

These are the permanent upgrades and recovery items sold in the General Store. Power-ups increase Gene's maximum stats, while recovery items restore health or Tension and can be bought repeatedly.

Item	Price	Effect
Fruit Smoothie	9,000 G	Small permanent increase to maximum Health
Tropical	20,000 G	Medium permanent increase to maximum Health

Item	Price	Effect
Smoothie		
God Smoothie	50,000 G	Large permanent increase to maximum Health and a small increase to maximum Tension
Puppy Pizza	10,000 G	Permanent increase to maximum Tension Gauge
Samurai Sushi	5,000 G	Expands Gene's Square combo from 4 hits to 5 hits
Shogun Sushi	10,000 G	Expands Gene's Square combo from 5 hits to 6 hits
Roulette Orb	30,000 G	Permanently increases the maximum number of Roulette Orbs by 1

Recovery items

Item	Price	Effect
Samurai Sushi	5,000 G	Restores health (also doubles as the combo-slot upgrade when first purchased)
Fruit Smoothie	9,000 G	Restores health
Puppy Pizza	10,000 G	Restores health/Tension while also serving as the Tension upgrade item
Shogun Sushi	10,000 G	Restores a large amount of health

Maximum upgrades

- Health is increased by repeatedly purchasing Smoothies.
- Tension is increased by purchasing Puppy Pizzas (with God Smoothie also giving a small bonus).
- Combo length permanently caps at **6 hits** after obtaining both Sushi upgrades.
- Roulette Orbs can be increased by purchasing Roulette Orb upgrades.

Pick ups

Drops while fighting and exploring

Coins and money bags replenish your bank account, and they are each worth a different amount from bronze to silver to gold in ascending order. Think of it as start-up money for your gambling career.

CARDS:

Girl in Bikini = restores tension gauge

Green Skull = restores one roulette orb

Gold Skull = restores two roulette orbs

Red Skull = restores three roulette orbs

Gene's Outfit Emblem (Orange) = increases attack power briefly and makes moves unblockable

FRUIT:

Cherries = restore 20% of health

Orange = restores 30% of health

Bananas = restore 50% of health

Strawberry = restores 100% of health

Since Gene does not have an inventory, you can't carry or store items. As a trade-off, all items on the field will not disappear once revealed. So if you happen to come across a strawberry when you're still at full health, save it until you really need it. It'll be right where you found it. Make absolutely sure you pick everything up before leaving an area; fruits and cards also give you money if the stats they refill are already full, and since you can't return to an area once you leave, they're no good just lying there.

TECHNIQUES AND EFFECTS

JUGGLE A Juggle attack sends an enemy flying into the air; however, this might not work every time on heavier foes or bosses. Juggling sets them up for mid- air punches, kicks, or a sound stomping from Gene's foot when they hit the ground. It's possible for enemies to recover from a Juggle attack and instead fly away from you, steaming, but it's still a good way to get them to back off.

LAUNCH Need to get an enemy out of your face? Launch attacks send them flying no matter how much health they have left. Like Juggle attacks, this might not work on everyone. However, most Launch attacks have the drawback of drawn- out animation. Only perform a Launch attack after, say, a Guard Breaker or when the enemy is dizzy or taunting. That way, they can't catch you mid- move.

CHARGE These are usually also Juggle and Launch attacks. Hold down the button it's assigned to to make it stronger. These attacks are useful when an enemy is far away and running towards you. Time it juuust right, and they'll walk right into it. Use these with care though, as you're a sitting duck and they'll release automatically when they reach their limit.

BREAK GUARD Always have a Guard Breaker on hand. (No pun intended.) When enemies brace themselves to guard against Gene, they'll stop him mid-attack should he hit them. This leaves him open to counterattack, but performing a Guard Breaker turns the tables on them and leaves them vulnerable. A Guard Breaker's power doesn't matter in the grand scheme of things; it's the action of smacking them out of stance that counts.

HEAT UP There's only one Heat Up technique, the Yes Man Kablaam. This attack adds insult to injury by dealing damage and filling the tension gauge, even if your target dodges. However, it takes a while to actually connect and the taunt afterwards leaves Gene open. Use it like a Launch attack: after a Guard Breaker or when your foe is preoccupied. Perform a quick dodge afterwards to cut the taunt short. There are also roulette moves with the Heat Up effect, like the God Charge.

DIZZY The only Dizzy move is the Granny Smacker, which is quite humorous. It's slow and does little damage, but it can instantly render an enemy susceptible to an action command attack with circle. Like the Yes Man Kablaam, perform a dodge right after it connects to avoid being an easy target when Gene performs the finishing animation. Roulette moves like the Chain Yanker and Ball Buster also render enemies instantly dizzy. An important note to make about a dizzied enemy is that they remain that way for a short period of time, making it a perfect opportunity to throw punches like the Yes Man

Kablaam and finishing by hitting circle before they recuperate. (Thanks to Knoxx for sending in this strategy.)

EVADE HIGH ATTACK These attacks do just what they say. Most enemies' attacks are in the mid to upper range so hitting below the belt is a good thing. They also work well on shorter foes.

UNBLOCKABLE Somewhat self-explanatory, enemies cannot guard against these attacks. That doesn't mean they're incapable of being interrupted though.

GENE'S BASIC FIGHTING STYLE

MOVING & DODGING

=====

First off, about moving and dodging. of course in this game you can move around with the left stick and turn 180 with L1. You can also dash forward and run by double tapping forward on the left stick.

Back handspring by pushing back on the right stick. sidestep left or right by pushing respectively on the right stick or duck/weave/sway by pushing forward on the right stick.

When you duck/weave, you stay on the spot and most attacks will pass right through you but quite a few will still connect, so you're not completely invincible.

A successful weave will increase your godbar and level slightly. If you press triangle during a weave, you will perform a right inside sweep which will sweep/knockdown most opponents.

Sidestepping will cause you to move quickly to the side, if you're locked onto an enemy you will strafe to their side instead.

Doing a same direction strafe in the same direction very quickly can get you behind an opponent, although this in practice is utterly pointless and sometimes actually detrimental to your gameplay.

Back handspring / backflip is probably the most recommended form of evasive action.

During the first part of the animation you're completely invincible, all attacks will pass through you and you will flip right through grabs.

This won't stop you from taking damage though as you're still vulnerable at the end of the animation and there's some attacks which just can't be backflipped out of.

Finally, you can actually use forward dashing / running as an evasive maneuver, although it's really not recommended.

You're actually not invincible at all during a forward dash, but if you notice during the dash (before Gene starts running), he'll actually crouch down slightly. This will cause some attacks to pass right over his head.

Whilst dashing / running, pressing each of the attack buttons will result in a different attack.

Triangle will cause you to do a flying kick which knocks back.

Square will cause you to do a forward roll / scissor kick thing which knocks back.

X will cause you to do a slide tackle which knocks down.

CANCELING

If you've ever played an action game or fighting game before, I'm sure you're familiar with the concept of canceling.[meekly raises hand to say never learned]

Canceling is the start of another maneuver before the one currently being performed has completely finished.

You can cancel offensively or defensively and mastering this technique will greatly improve your overall gaming ability and reflexes.

Defensive canceling

Some techniques, especially the ones that have a powerful blowback effect, have a rather slow start up animation or cool-down animation.

Now if you were to let these completely animate and you knew you were going to get hit, well, you're a chump.

Most attacks are cancellable and allow you to cancel into a movement or another technique, make good use of this as it will often prevent your lifebar from depleting needlessly.

Some techniques cannot be canceled at the start, end or at all.

Be wary should you use these techniques, as your maneuverability will be greatly inhibited during the course of its execution.

OFFENSIVE CANCELING

Offensive canceling involves canceling one technique into another (mapped to a different button of course) or into an evasive maneuver and countering immediately.

Canceling straight into another attack is pretty self explanatory, so I won't go into it.

Canceling into an evade then countering or continuing your attack is more complicated and there's a few ways to go about it. you can:

Dash forward, turn around and then counter attack.

Backflip, then dash forward and counter.

Sidestep or strafe and continue attacking or

Weave and continue attacking.

Strafing and weaving are obviously the fastest of the available, but weaving is definitely the fastest and least safe.

If there's a particular technique that has a poor cooldown that you want to repeatedly hit an enemy with, you'll probably want to strafe or weave right after it's connected to maximize the amount of times you connect it.

One move in particular comes to mind, shachou punch. while completely cancellable, it has an absolutely horrible start up AND cooldown period.

While there's nothing you can do about the start up, you CAN cancel the cooldown with a weave, which will allow you to hit a stunned enemy with this several more times with shachou punch that normal, which will GREATLY increase your godbar.

PURCHASABLE MOYES

THE LIST

#	MOVE	DAMAGE	TIME	(C)	D/S	(C)	PRICE	SPECIAL
001	Left Jab 1	3	0.6		5		NA	
002	Left Jab 2	6	0.6		10		6000	
003	Left Jab 3	10	0.6		17		10000	
004	Left Hook 1	4	0.8		5		NA	
005	Left Hook 2	9	0.8		11		6000	
006	Left Hook 3	15	0.8		19		10000	
007	Uppercut 1	6	0.7		9		NA	

008 Uppercut 2	12	0.7	17	8000	
009 Uppercut 3	20	0.7	29	12000	
010 Pimp Hand	9	0.8	11	5000	
011 Pimp Smack	18	0.8	23	9000	
012 Straight 1	4	0.5	8	NA	
013 Straight 2	8	0.5	16	5000	
014 Straight 3	15	0.5	30	9000	
015 Long Straight 1	8	1.3	6	2000	
016 Long Straight 2	16	1.3	12	8000	
017 Long Straight 3	24	1.3	18	12000	
018 Right Hook 1	5	1.0	5	2000	
019 Right Hook 2	9	1.0	9	5000	
020 Right Hook 3	14	1.0	14	8000	
021 Short Uppercut 1	8	1.0	8	2000	
022 Short Uppercut 2	10	1.0	10	5000	
023 Short Uppercut 3	15	1.0	15	8000	
024 Chop 1	10	0.8	8	6000	
025 Chop 2	20	0.8	16	10000	
026 Elbow	10			4000	
027 Elbow Spin 1	4-4	1.8	4	5000	
028 Elbow Spin 2	8-8	1.8	8	8000	
029 Elbow Spin 3	12-12	1.8	12	11000	
030 Spinning Back-Fist	4	1.5	3	8000	GB
031 Back-Fist Strike 1	8	1.1	7	4000	
032 Back-Fist Strike 2	16	1.1	15	7000	
033 Chin Music	4-3	0.7	10	5000	
034 Punch Rush	4-4-6	1.0	14	8000	
035 Gene Rush	5-5-7	1.0	17	10000	
036 Float Rush	6-6-10	1.0	22	14000	
037 Sting Rush	8-8-10	1.0	26	18000	
038 Fist of Justice	16	1.7	9	14000	CHRG
039 Mach Jab 1	3-3-3-3-3	1.0	15	15000	

040 Mach Jab 2	6-6-6-6-6	1.0	30	22000	
041 Haymaker 1	18	1.8	10	11000	GB
042 Haymaker 2	35	1.8	20	14000	LNCH
043 Forearm Smash	25	2.2	11	10000	LNCH
044 Forearm Smash 2	50	2.2	22	22000	LNCH
045 1-2 Punch	16-24	2.6	12	20000	JUG
046 Elbow Vortex	6-6-10	1.9	12	13000	LNCH
047 Palm Smash	60	3.2 (1.3)	19 (46)	32000	LNCH, UNBLK
048 Low Kick 1	6	1.0	6	NA	
049 Low Kick 2	12	1.0	12	6000	
050 Right Roundhouse 1	12	1.5 (0.4)	8 (30)	NA	
051 Right Roundhouse 2	20	1.5 (0.4)	13 (50)	10000	
052 Right Roundhouse 3	28	1.5 (0.4)	19 (70)	15000	
053 Left Roundhouse	needed other FAQ				
054 Left Side Kick 1	10	1.2 (0.6)	8 (16)	NA	
055 Left Side Kick 2	20	1.2 (0.6)	17 (34)	10000	
056 Left Side Kick 3	30	1.2 (0.6)	25 (50)	15000	
057 Right Side Kick	16	1.3	12	6000	
058 Knee Strike	9	0.7	13	5000	
059 Right High-Knee	10	1.4	7	11000	GB
060 Flying Knee	28	1.5	19	13000	JUG
061 Reverse Sweep	6	1.0	6	9000	EH
062 Back Roundhouse	36	1.4	26	13000	
063 Reverse Hell Kick	30	1.2	25	12000	LNCH
064 Expert Sobat	12	1.5	8	8000	GB
065 Dashing Sobat	20	2.4	8	12000	LNCH
066 High Cross Kick	28	1.7	16	10000	
067 Spinning Sobat	18	1.2	15	9000	GB
068 Rolling Sobat	26	1.6	16	10000	LNCH
069 Drunk Fist 1	9	1.3	7	6500	
070 Drunk Fist 2	18	1.3	14	10000	
071 Chin Rocker	8	1.1	7	8000	EH

072 Side Swipe	8	1.2	7	10000	GB
073 Drunken Twist	18	2.1 (0.5)	9 (20)	6500	EH
074 Overhead Blow	22	1.0	22	10000	
075 Stomping Fist	19	1.4 (0.6)	14 (32)	11000	JUG
076 Rocket Uppercut	23	1.2	19	20000	JUG
077 Right Twister	15	1.1	14	15000	EH
078 Left Twister	12	1.6	8	12000	EH
079 Drunken Sweep	10-10-10	1.0	30	7500	EH
080 Drunken Fall	25	1.9	13	7500	EH, LNCH
081 Hand Plant Kick	20	1.3	15	11000	LNCH
082 Double Snap Kick	5-10	1.4	11	9500	JUG
083 Toe Touch Kick	35	1.7	21	10000	LNCH
084 Heel Drop Kick	25	1.4	18	10000	JUG
085 Half Moon Kick	10-15	1.7	15	90000	JUG, EH
086 Somersault	14	2.5	6	8500	JUG
087 Triple Snap Kick	5-5-5	1.3	12	8000	
088 Triple Side Kick	6-6-6	1.2	15	10000	
089 Flying Triple Kick	8-8-8	1.2	20	18000	JUG
090 Step Back Kick	25	1.6	16	9000	LNCH
091 Mule Kick	15	1.2	13	9000	JUG
092 Double Spin Kick	20-20	3.1	13	12000	GB, LNCH
093 Barrel Roll Kick	25	3.5	7	NA	LNCH
094 Guard Break	2	1.4	1	NA	GB
095 Guard Break 2	5	1.4	4	8000	GB
096 Charge Punch 1	6	1.5	4	NA	JUG, CHRG
097 Charge Punch 2	8	1.5	6	8000	JUG, CHRG
098 Charge Punch 3	12	1.5	8	12000	JUG, CHRG
099 Charge Punch 4	16	1.5	12	20000	JUG, CHRG
100 Granny Smacker	10	3.3 (1.4)	3 (7)	NA	STUN
101 President Punch	10	4.0 (1.5)	3 (7)	NA	HEAT UP
102 God Jab	20	0.6	33	35000	
103 God Straight	25	0.5	50	40000	

104 God Hook	30	0.8	38	45000	
105 God Upper	35	0.7	50	50000	
106 Godly Smack	28	1.0	28	45000	GB
107 Pay Up NOW!	30	0.9	33	50000	LNCH
108 Godly Chop	20	0.8	25	55000	GB
109 God Low Kick	20	1.0	20	35000	
110 Haymaker of God	50	1.8	28	50000	LNCH, UNBLK
111 God Break	25	1.4	18	35000	GB
112 Charge God	30	1.5	20	100000	JUG, CHRG
113 Fist of God	40	1.7	24	600000	CHRG, RANGE
114 Invincible Fist	100	2.9	34	400000	CHRG, UNBLK

ROULETTE WHEEL

Level 0

Pan drop - damages you slightly, no god reel cost theory is that if you think you're about to eat some badass-ly damaging attack, use this god reel.

It works in the sense that until you've recovered from the pan, you're completely invincible during the whole animation (which is fairly long). But take damage from pan

Level 1

Kinteki/groin kick - 50 stuns most male enemies

Psychic hunt - 80

Shockwave - 80 projectile

God impact - 90 area

Barge - 100

Fireworks punch - 130

God stomp - 140

Hurricane chop - 140 projectile

Typhoon kick - 160 area

Acrobat combo - 180
1 inch punch - 200
Barge 2 - 200
Shockwave 2 - 200 projectile
God stomp 2 - 240
Mad kicks - 280
Bicycle kick - 320
Sky dance - 400
God charge - tension up
Grovel - reset level to 1

level 2

Wild pitch - 280 projectile
Dragon kick - 400
God impact 2 - 400 area
Hyper fist - 500
God bat - 700
Death kicks - 900
God recovery - hp recovered by 30%
God charge - tension up

level 3

God hand - 1500 projectile
God recovery - hp fully restored
W god hand -

Enemies (and their moves)

Fodder

Available finishing moves: hyper punch, hyper kick, suplex

Fodder, tough fodder, magic mohawk

Most common enemy, tough version harder to kill & launch and whatnot some of them have a energy mohawk they can throw as a projectile.

Robot fodder, tough robot fodder

Same as regular fodder, only robotic.

Tough robot fodder has a move where he flies into you, among other damaging & annoying moves.

Female fodder

Available finishing moves: spanking

Female fodder, tough female fodder

Fairly common, uses kicks and slaps mostly, every female in the game is wearing high heels, so try to avoid being stepped on. I can tell you from personal experience that being on the gravitational end of some stiletto footwear is not a pleasant experience.

Spank them good.

Whip user

Both regular & tough females can wield whips, this can be immensely annoying due to the range and damage, good idea to dispose of them quickly.

Blade wielder

Kind of uncommon, same as female fodder but wields a blade or 2 blades.

Circus queen

Same as tough female fodder, but has a spiky hat which can be thrown as a returning projectile.

Can also wield whips. BDSM maniac's dream come true, very tall female in risque, tight clothing with a whip and a dangerous hat... but hey, whatever floats your boat...

Female robot

Same as regular female fodder, but robotic.

Fatties

Available finishing moves: knee bash into reverse bulldog

Fatty

Hard to launch, easy to knock down (by sweeps especially) has special move shoulder barge and headbutt charge a-la Honda from Street Fighter, both specials do collateral damage.

Circus clown

Same moveset as fatty but has a 3 bounce rolling attack instead of flying headbutt.

Also does collateral damage.

Blade wielder, ninja fatty

Fatty with 2 blades, uses them instead of slaps. Has an flying spinning blade saucer attack instead of flying headbutt. Also does collateral damage.

Cannon back

Fatty with a energy cannon on his back, has unlimited ammo.

Shots do collateral damage, he will stop shooting if you get too far away.

*NOTE: unlike other fatties, cannon fatty won't get tired from running too much.

Tough fatty

Looks like a mongolian warrior or something, this guy can really put the hurt on you, has a really big lifebar to boot.

Be careful when fighting him.

Barbarians

Available finishing moves: spanking

Barbarian, mega barbarian

Yes, they have blades on their nipples, strange.

Wield two axes, attacks are pretty easy to read . Mega barbarian has a charge up move which dashes forward and slices with both axes rather quickly, does alot of damage. Watch out for them.

Armed thugs

Available finishing moves: backbreaker / octopus hold

Blade arm

Has 2 blades coming out of his arms, very agile. Has slide attacks and sweep attacks in addition to blade attacks.

Easy once you get the hang of it.

Dagger thug, robot dagger thug

Wields two daggers instead of 2 blade arms.

Can throw the daggers in a variety of ways, otherwise pretty much the same as blade arm guys.

Some of them drop scimitars when defeated, nifty!

Midgets

Available finishing moves: mega axe kick

Bomb midget

Have the ability to tunnel underground and have an unlimited supply of bombs. Bombs do collateral damage.

Are alot easier to defeat than most enemies due to their easily depleted lifebars.

Oh yes, and they DO kanchou you, utter humiliation.

Claw midget

Same as bomb midget, but has claws on each arm as well as gas mask. the goggles, they do nothing!

Instead of bomb summoning skills, they have a few leaping attacks that hit multiple times.

They also have a spinning lariat move which is immensely hard to dodge and does ALOT of damage (can kill you outright in DIE) but if you DO manage to dodge it, they're left dazed in which you can finishing move them, usually resulting in 100% damage.

Kung-fu users

Available finishing moves: hyper punch, hyper kick, suplex

Kung fu, tough kung-fu in red clothes

You may just come to hate these guys.

Their attack sequence is rather long and if you get surrounded it's very likely you'll die.

Although the good thing about long attack sequences is easy opportunities to score counter hits.

and their grab is very annoying... DING! unescapable too!

Other tough enemies

Available finishing moves: hyper punch, hyper kick, suplex

Ultra slow tall mask

This guy is pointless, his attacks are very slow and easy to read he has a massive lifebar like the rest of these guys will probably eat up alot of your time.

His grab is unescapable but only does moderate damage... If you find him hard, you may want to consider giving up gaming...

Wrestler

Big buff dude, huge lifebar, strong but slow attacks, spinning lariat (SWEEP HIM!) and throws. Not that hard once you know his attacks.

Champion

The penultimate achievement of years of being fodder. Beat him without getting hit first time I encountered him, subsequent encounters had him kicking my ass.

He's like a combination between tough fodder & wrestler.

IMHO he's pretty fun to fight.

Bouncer

Same as wrestler, but ALOT stronger and his lariat is alot shorter.
also has a MASSIVE, and I mean MASSIVE lifebar.

Bartender

This guy is tough!, kicks you like the badguy in Jui Kuen II (jackie chan movie, 1994).
Also has kung-fu moves and alot of swaying punches & drunken-fist-esque moves.

Alexander

The original god hands, prepare to die alot.

Car

Hardest enemy of all, can kill you instantly by running you over.
Luckily the keys are nowhere to be found.
Beat it up from both sides, front and back to win, make sure to file false
insurance claim afterwards for extra gold.

Mini-bosses

Available finishing moves: hyper punch, hyper kick, death touch

Demon

All demons have teleport movement.
Base demon form, first hard opponent you fight IMHO, pretty fun once you get used to them.

Watch out for his fury swipes, grab and projectiles.

Blade arm demon

Pretty much the same as regular demon but he's got annoying blade arm which is pretty damaging & extra range.

Has 3 different damaging charging moves instead of projectiles.

Spike demon

Same as regular demon, but can project spikes from his body a-la iron maiden RE4.

Just watch out for his charge attack, it's annoyingly fast and hurty.

Ultimate demon with trident

This guy is tough and completely different to the three previous demons luckily you'll rarely encounter him.

It's pretty hard to make him drop his trident, which is a pretty good weapon.

Samurai

Speaks Wapanese, annoyingly long range, attacks that are often difficult to dodge and high damage, luckily he taunts alot.

When defeated, drops his katana.

You can even have a katana duel!, although your katana is perishable...

Bosses

=====

Gold & Silver

Available finishing moves: hyper punch, hyper kick, suplex

Probably abit steep for a first boss fight, will give DMC1 Phantom a run for his money.

Fight just like fodder except have a butt ram, groin punch, flying kick and team attack where they throw each other.

Gorilla mask

Available finishing moves: dual arm lock suplex

Pretty fun boss IMHO. After you lower his HP enough he'll summon bananas (up to twice I think).

Whoever gets to the banana first gets a large heal.

If you make him chase (running, or whatever gorillas do to get around fast) he'll randomly trip over or get tired after running too long.

If you hide behind the podium and make him run around it he'll trip on it.

Evil trio Conchita (whip) Felix (boomerang) Bruce (bull)

Available finishing moves: knee bash (bruce), backbreaker / octopus hold (felix), spanking (conchita)

Bull guy is pretty easy, but also has the largest health bar.

His charge attack does friendly damage too.

The boomerang guy's projectile attack is REALLY annoying (much more than the circus queens) and he can spit acid goo that blocks your screen.

The whip demon is pretty annoying, has a really difficult to dodge lunge attack (possibly unavoidable, as I've never managed to dodge it) along with standard vicious whip attacks.

Gorilla tiger mask

Available finishing moves: dual arm lock suplex

Like gorilla mask, only alot harder...

Has a few new moves, namely an immensely hard to dodge reverse moon-press somersault, lunging punch, steel pipe from nowhere and a combination attack (which can kill you outright).

Has no banana summon.

He also won't trip over his podium, but he still randomly trips and still runs out of breath.

Mad midget five

Available finishing moves: mega axe kick

I'm sure most people will find these guys supremely annoying, thankfully they die easily so if you want you can just run around using your dash moves continuously.

A critical hit dragon kick (GR2, 400) will actually do 100% damage to these guys.

Immensely easy when it becomes 1v1 instead of 5v1.

Rocker Ravel & hip-hop drummer butler Debussy

Available finishing moves: hyper punch, hyper kick (Ravel), Knee bash (Debussy)

Both have annoying projectiles, which thankfully can hurt each other.

If one gets hit by the other's projectile, the one who got hit will instantly go into rage mode.

Additionally, should you knock one of them into the other with a knockback or blowback attack, this will also cause them to instantly go into rage mode.

Rocker melee attacks are similar to weapon attacks; high damage & stun but horrifically slow so it's easy to counter hit him.

Psychic midget

Available finishing moves: mega axe kick

The only boss that spends as much time running from you as you spend running from him.

This encounter can be pretty annoying due to the minions constantly chasing you around, luckily there's weapons around and the wizard himself isn't too hard.

Samurai master

Available finishing moves: hyper punch, hyper kick

IMHO, the hardest and most annoying boss in the game. Attacks have huge range, do alot of damage, hard to dodge and can stun you easily.

On top of that he has a massive lifebar and can create annoying clones, which thankfully can be defeated rather easily.

Blade fatty ninja "Fattest Ninja in Japan"

Available finishing moves: knee bash

Like regular blade fatties, only tougher.

Well, actually that's a lie, this guy is incredibly easy but incredibly unfair. He can kill you in 3 hits, on level 1, and that's IF your lifebar is completely maxed out, otherwise you're gone in two hits.

Considering that nothing else in the game can do this sort of damage and also considering how many times you have to hit him to kill him compared to his 2 - 3, you may just come to loathe this boss.

Pimp

Available finishing moves: hyper punch, hyper kick, suplex

Fights like tough kung-fu user, only more annoying.

His escorts don't make this fight any more fun either.

Elvis

Available finishing moves: hyper punch, hyper kick, mad hooks into hammer punch

Finally, a boss fight.

nothing much to say here, he's pretty self explanatory.

Watch out when he tries to eat you on DIE, it seriously hurts.

Dr. ion

Available finishing moves: hyper punch, hyper kick

If you take out his battery he dies straight away.

switches between 4 modes hand mode, drill arm mode, rocket arm mode & broken / reassembling.

Hit him enough or hard enough and he'll shatter, not much extra damage though.
If you kinteki (groin kick) him, he will shatter, so don't, it's a waste of god
reel.

Shannon

Available finishing moves: spanking, crazy face hooks

Pretty annoying boss, powerful projectile spamming & can transform you into a
chiwawa, has invincible dance things to boot.

May want to think about swaying her projectiles instead of dodging them, especially
on higher difficulty levels.

Belze

Available finishing moves: whirly punch

Yeah this is a pretty dodgy fight, he can spit goo at you which blocks your screen,
not to mention he's got annoying modes. Don't let him get too close when he starts
flying, has a really annoying move which is impossible to dodge if you're too
close, and if you're close it also does alot of damage.

Azel

Available finishing moves: hyper punch, hyper kick

I love these fights... especially the finishing move duels. anyway he's kinda hard
and in addition to his unlimited devil reels he has devilmode, like your god mode
which makes him ultra fast, powerful & invincible and he uses it a helluva lot more
often than you can.

Angra

~~Available finishing moves: ultra mega hyper fist special deluxe premium 5000,~~
~~only 3 easy payments \$49.95 + postage & handling~~

~~Ultra jumbo deluxe boss of doom, surprisingly easy, especially compared with what~~
~~you have to go through to get to him.~~

~~Punch his face & arm when it's planted, has a double lifebar.~~