Final Slam 2 Help

This document contains:

- Movelist / Combo Keys for the characters
- Secrets
- General FAQ that would cover a lot of areas in the game.

Final Slam 2 Moveslist

Wanna get the full list of combo keys to perform special moves? Here they are! f=front, d=down, b=back. So if it says df punch, it means press down, front, punch.

TFA
Turner
df punch, bf kick, dfd punch

White Ninjin
bf punch, bb punch, dd punch

Lee Su Long
bdf punch, bf kick, ff kick

Hayashi
bf kick, bdf kick, fdb kick

Kumiko Shiba
df punch, bdb kick, df kick

Dylan punch
dd punch, ff punch, bdf punch

Xuna
df punch, bb punch, ff punch

Chris Knoran
ff punch, bbd kick, bdf punch

Sylvie Acquaye
fff punch, dff punch

Yojikuro
bf punch, ff punch, df punch

FREE
Emano Emasa
df punch, fbf punch, fbf kick

Wu Shi
bff punch, bf kick, ddf punch

Firadon
fff punch, df punch, bbf punch

Rei Mizuri
df kick, bf kick, bbf kick

Airdon
bf punch, bf kick, bdb punch

William Quake
dd punch, ff punch

Denver Sloane
ff punch, ff kick, fdf punch

Ginata
dbf punch, fb kick, bbb punch

GO Guard
Has no special moves

GO Guard Blue
ddd punch, ff punch

GO Guard Gold
df punch, ff kick

Zhendo
bdf punch, ddd kick, bbd punch

STORMA
Erikai
bf kick, fb kick, fff punch

Zenzomaru
bdb punch, bbf kick, bb punch

Master Wong
df punch, bff kick, ff punch

Jason Glow
bf punch, fb kick, bbb punch

T. Loke
dd punch, fd punch, bdf punch

Ivan Moore
ff punch, bdb kick, fb punch

John Choke
df punch, bb punch, bdf punch

Robin Worm
ff punch, fd punch, bb punch

Ivy Cheong
ddd punch, bf kick, bff punch

The Great Momma
ff punch, bb punch, bdf punch

Kaiser
dbf punch, dbf kick, fff punch

Chandima
bff kick, bdf kick, ddd kick

Gravarula
Armarula
df punch, fd punch, bf punch

Davarula
dff punch, dff kick, fdf punch

Jessabell
bf punch, ff punch, bb punch

Dr. Peon
fdf punch, fb kick

Thesa Laubros
bf punch, bf kick, bdb punch

Godric Z
ff punch, bb punch, bdf punch

Damien Tub
bff punch, df punch, ff punch

Final Slam 2 Secrets

**Generate a random fighter slamcode: at the Creator > Edit Slamcode section, hold down ? and press **

Quit and win: At Arcade or Final Slam Season mode, holding down "Q" and clicking "Quit Match - You Will Lose" will let you leave the match as the victor.

Speed Story Mode: You can skip matches in story mode by holding down "Q" and going through the dialogs. You will not be prompted to fight matches anymore.

Final Slam 2 Help (Frequently-Asked Questions)

Misc

Q: The Application Crashes when I try to run it... What do I do?
A: You need to run it from Steam. If you run the Steam client and log in and click "Play" from there, it would run without Crash.

Q: How do I contact the developer team?
A: Regarding the game and technical stuff, contact Josh Tam <josh_tamugaia@yahoo.com>. For distribution and promotion, please contact Anxo Barreiro <contacto@huntgames.es>.

Gameplay

Q: I keep losing! How do I win?!
A: You must have adjusted the difficulty to medium or hard. You can reset the difficulty to easy in the options. Or, if you have been focusing on special moves but do not know the key combos and keep on trying, you can refer to the moveslist to learn the specials, and then you can use them. You will get 3X more advantage. You can find the moves list on the official site.
Another way to have more advantage is to defend a lot by being alert and holding back key or down key. Then only attack when you get good chances. Raging in blindly and button bashing will most probably not get you far.

Q: I keep winning!! How can I have more challenge?
A: Try adjusting the difficulty to hard in the options section.

Q: How come it is still so hard at Easy mode?
A: It should not be hard on Easy. If it still is please look into the Tips section and your gameplay should improve. Also, if you are playing Final Slam Season mode, the difficulty depends on the skill level of the fighters!

Q: How come the key combinations for special moves don't work?
A: Maybe you are pressing too many keys at once. For example, if you are using the fighter "Turner", you can fire an Aura Ball using Down, Front, Punch. But if you slur the keys over, and quickly, it may not fire. But start a 1P vs 2P versus game to practice, using Turner. Then as you'd type something on the keyboard, type "Down", "Front", "Punch" keys. So, if the keys are set to S=Down, D=Front, G=Punch, you'd just type, S, D, G. And it should fire. Please have a try! Once you can get those special moves going, you would be kicking @$$.

Q: When in double-player mode, how come I cannot attack/jump/duck/move when my opponent is attacking/jumping/ducking/moving?
A: Ah, it's the keyboard problem. Some keyboards have problems when a lot of keys are pressed. For example, when S and D are pressed, pressing L will not take effect. Or something like that. Different keyboards have different conflicting keys. In that case, just change the keys from the options. From my testing, I found that PS/2 port keyboards fair better in this area. USB keyboards often have this problem.

Q: Bad lagging... Is the game supposed to run on high-end computers?
A: Final Slam 2 was tested on a laptop with 2008 Intel Celeron processor with generic Intel graphics card and could run well.
The lagging maybe caused by other problems such as programs/services taking up background CPU/Memory usage.
If your PC is old, try using Low Full Square/Wide display mode (bottom right of screen). Using high may cause more lag.

Q: Projectile disappears?
A: Yes. It has either reached its full range or it got neutralized by opponent's attack (punch, kick...)

Q: Damage for the same move varies. Sometimes it's heavy. Sometimes only a bit. Why?

A: The further you are from your opponent, the lesser the damage.
So, if you hit your opponent with an aura ball at point blank, s/he will suffer a lot of damage.

Q: Projectile/Attack goes through opponent? Seems like I hit him but he did not take the damage?
A: Your opponent must have dodged it, or countered/neutralized it.
For example, if you shoot an auraball and it is close to your opponent, at the same time your opponent punches the auraball, the attack is neutralized.
It is a type of defense.

Q: My fighter moves more and more slowly and jumps very low... Why?
A: Your fighter's movement speed and jump height are related to his/her health points. You must have assigned low points to your fighter's speed and jump stats.

Q: Can I have more explanations about the block/dodge defense system?
A: Sure. This system's concept is that when the opponent is defending, if a move is weak but fast (cheap shot), it will have a very high probability to hit your opponent. On the contrary, if a move is more powerful, the hit probability will be less since it would take more setup time.
Weaker moves are like combo punches, combo kicks, light attacks...
Powerful moves are jumping kicks, hard kicks, special moves and throws.
Hit here means the move hits your opponent even if s/he defends. This means your opponent blocks, but still takes some of the damage.
If it doesn't hit, it means your opponent dodges the move and takes no damage.
But of course, if your opponent is not defending or is in the process of attacking, your attack will definitely be a hit.
The above concept would not mean that if an opponent is defending, all your powerful moves will mostly be dodged. The system also incorporates the opponent's health into the equation.
This means that if the opponent is weak, the dodge probability would be lowered, which would mean that powerful moves will also have a higher chances of hit.
So if a weak opponent blocks all the way, you can still hammer your special moves and you will mostly get him/her to block (and take some damage) rather than dodge. In the end, the health will run out and you will still win.

Q: Jumping attacks cannot hit opponents?
A: They can. Unlike other fighting games, you don't just do an attack when you jump and expect to hit. Rather, the jumping attack is iniated at ONLY the moment you press the attack key airborne.
You need to time the attack. So to hit, you jump towards your opponent and when close enough, you press the attack key!

Q: I cannot throw my opponent most of the time. What is happening?
A: It is harder to throw your opponent when his/her health is still high. You have to beat him/her up some more.

Q: I beat up my opponent but why haven't I won the match? The opponent lifebar even says Finished!
A: You must have turned on Power Finish! Refer to the Power Finish question below.

Q: I turned the Power Finish option On. But why can't I finish my opponent during a match?
A: When Power Finish is on, you can only finish your opponent with a power move such as a special move or throw move, or Down + Kick, or Jump + Kick.
Other moves will not finish him/her, which means you can keep punishing your opponent!
If you have someone you would like to beat up badly, create him/her as a fighter, save that fighter and use this option!
You will be able to unleash nearly unlimited punishment!!
Don't worry, when your opponent is finishable, s/he cannot defend himself/herself anymore.

Q: Double KO, but I won/lost?
A: The fighter who KOed the opponent first would win. But it would be too fast for a human to tell.

Creations

Q: Where can I find slamcodes to be used in the game?
A:You can try visiting the Tamugaia Forum or Final Slam 2 facebook page.

Q: Sometimes, my created AI fighters may start attacking when not close enough. (Near but not closeup) Why?
A: This is because, they are assigned moves that won't advance their position, aka still moves.
Fix: during the "near" condition of their AI, either
- don't let them use the still moves
- or assign forward moves instead
- or let the fighter use more combos because combos can lunge the fighter forward

Q: The created fighter, when in AI mode, isn't using a particular move too much / at all
A: Adjust the AI to make him/her use the move more. And reduce the usage probabilities of other moves

Q: My fighter is weak when he is in AI mode. He loses to almost all other fighters! How do I make him stronger?
A: There are several considerations here. Firstly, check your fighter's stats. If you forgot to configure them and the stats are all 1's, your fighter is weak.
Invalid stats will also cause this. In this case, re-edit and save your fighter.
Secondly, your fighter's AI may need tweaking. You will need to tweak your fighter's AI based on his/her stats and moves.
For example, if your fighter has a lot of health points, s/he can choose to attack more when weak. Vice versa, you can set him/her to focus on defense. A strong AI should also correspond with the moves you pick for your fighter.
In a nutshell, fighters with long-range attacks should use those attacks when far away.
And fighters should not use a lot of their close-range attacks when far away. Otherwise they'd be just "demonstrating moves" and hitting nothing.
This makes your fighter weak. Adjusting this AI-moves matching can greatly increase fighter AI strength. Also be careful not to use set your fighter to attack a lot. Attacking makes the fighter's defense lower.

Q: My fighter AI is stupid. The fighter makes stupid moves like using melee attacks when not within range, and using slow long-range attacks closeup. Can I solve this problem?
A: You can solve this problem by tweaking the AI in fighter creator. Make your fighter NOT use long-range moves when near or close to your opponent.
And you can also make your fighter NOT use melee attacks / combo when very far or far from your opponent.

Q: I created a boxer but I have make him have kicking moves! How can I solve this problem?
A: It's ok. Let him have the kicking moves but tweak the AI so that he doesn't use ANY of the kicking moves.

Q: Why does my fighter disappear suddenly?
A: You may have entered a slamcode that was modified, and somehow, the code points to a character sprite that is non-existant.
When that sprite is used, your fighter will vanish. If you encounter this problem, you need to redo your fighter in Edit mode.
Once you identify the fighter config (move/appearance) that is missing, just click on a new config to select a valid one.

Q: Why does my fighter have a body part that is missing?
A: The problem is similar to the one in the above question.

Q: My saved fighters and data are all missing. What happened?
A: (Flash version) You must have played the game on a website (A) and saved data and then gone to another website (B) the next time.
You need to go back to the website where you saved the game to load the data.

Q: Why did my created fighter fail to save?? I cannot see him/her in the list.

A: This is a rare occurrence. Try creating a random guy and saving him. That should invoke the previous fighter to appear. But this rarely happens.

Q: I was creating an Indian/Russian/Latin guy. But I could not find an Indian/Latin face. What do I do?
A: The names of the faces, like Caucasian, Normal, Asian... are just names. You can just use whatever face that is the closest to the fighter in your imagination. It doesn't really matter.

Q: Sometimes when I change some body parts, like the Hair Base or Bangs, why don't I see any changes?
A: The part maybe covered by other parts. For example, if the guy is wearing a hat or helmet, changes to the hair cannot be seen until you remove the hat/helmet.