

War Gods FAQ/Move List

by McCarron

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This walkthrough was originally written for War Gods on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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The War Gods Information Center Presents...
WAR GODS-HOME TEXT FAQ
Version: 1.03

For War Gods Nintendo 64, PlayStation, and Windows 95 Versions

Last Updated: 6/13/1997
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==[WHAT'S NEW?]==

- 6-13-1997 | Minor Revision with small fixes in the moves/codes listings
- 6-07-1997 | Fixed Warhead's Fatality (listed the arcade version's key sequence in last revision)
- 5-30-1997 | Minor revisions to the Fatality descriptions.
- 5-29-1997 | First revision of the Home Version FAQ
This FAQ covers the Nintendo 64, Sony PlayStation, and Windows 95 PC platform ports of War Gods.
- NOTE: Get on FAQ Subscription List for updates

==[THE STORY]==

Billions of years ago, a being from a distant galaxy was transporting a precious cargo of life giving Ore. The turbulent formation of our solar system caused his ship to crash, and scattered The Ore over the molten surface of planet earth.

Through the millennia, ten humans came into contact with The Ore and were transformed into super-evolved warriors.

These are the WAR GODS!

==[FAQ KEY]==

Move Key
=====

B - Back	HP - High Punch
D - Down	LP - Low Punch
F - Forward	BL - Block
U - Up	HK - High Kick
+ - And (simultaneously)	LK - Low Kick
, - Then	3D - 3D Button

Basic Attacks:

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Done during a fight:

Uppercut:	D+HP
Leg Sweep:	B+LK
Fierce Kick: (Roundhouse)	B+HK
Throw:	F+LP
Shove:	BL, BL
Evasive Get Up:	B+BL (While down on ground)
Get Up Attack:	F+HP+LP (While getting up from ground)
Run:	F, F
Unblockable Pounce:	U+HP (While opponent is down)
3D Jump:	Hold 3D+BL, UP or DOWN
3D Walk:	Hold 3D, UP or DOWN
3D Slide:	Hold 3D, UP, UP or DOWN, DOWN

Basic Finishers

=====

Done After "Prove Yourself!":

Uppercut Ring Special	D+HP
Roundhouse Ring Special	Hold 3D, B+HK
SlowMo Auto Combo (Cy-5/Ahau)	Hold 3D, B, F, HK Hold BL and 3D for a different camera angle.
SlowMo Auto Combo (All others)	Hold 3D, B, F, HP Hold BL and 3D for a different camera angle.

/.] Tips and Tricks [.\

Blocking Throws:

To Block a Throw hold Back or Down Back. Just Block doesn't Block a throw. So if you're playing someone who keeps throwing, hold DB+BL and counter attack.

Jump Into Combo:

You can jumpkick or punch into combos now much easier, the extra damage is usually about 10-15% more, so it's a GREAT tactic.

If You Slide, You Will Win:

The 3D Slide is your key to victory against all players, especially

newbies that haven't even touched the 3D Button yet.

Evasive Get Up and Attacks:

Use the Evasive Get Up and Get Up Attack a lot to surprise your opponents. Use the Evasive Get Up Attack when someone is doing the Unblockable Pounce Attack on you, and then Run up and combo them quick, or if they're running or walking towards you, use the Get Up Attack to knock them down and score some damage.

The Shove is Useful:

Whenever your opponent is just sitting around blocking run up and shove them, and then start a combo or do a special move. Since the Shove is unblockable, they are left vulnerable and you can start your combo.

-----] AHAU KIN [-----

[.\ STORY LINE ./]

In a vision, AHAU KIN, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well.

One by one, he sent his slaves to their death diving to reach The Ore.

Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore.

[.\ MOVES ./]

Sunburst: B, F, LP
Teleport Gate: D, U, LK (Can be done in the air)
Blow Dart: B, F, HP
2 Blow Darts: B, B, F, HP
3 Blow Darts: B, B, B, F, HP
Sword Swipe: D, B, HP (F+HP for extra swipe)
Dagger Stab: D, F, LP
Clothesline: F, F, HK+LK

Combo Breaker: F, B, F, B+HK+LK

[.\ COMBOS ./]

Complete Combo:
10 Hit CC - 30%: B, F, HK, LK, HK, LP, LP, HP, HP, HP, HK
Other Combos
10 Hit CC - 39%: Jump Kick, 10 Hit CC
10 Hit CC - 39%: HK, CC
4 Hit Chained - 18%: Deep Jump Kick, Spark, HK, Clothesline
4 Hit Juggle - 21%: (In Corner) Jump Kick, HP, HP, Clothesline

[.\ FATALS ./]

Fatality: Hold 3D, U, D, U, HK (Close)
Description: Ahau Kin raises an altar to appear behind his opponent. He then shoves the victim so that they land on the blood-stained surface, and he jumps on top of them, keeping them "pinned" down. The opponent struggles to escape, but Ahau Kin shows no mercy and shoves his hand into their chest. After he moves his hand around inside their torso for a moment, he yanks out the beating heart of his opposing War God. He holds the heart up high, then lowers it after a brief pause and takes a large bite out of it, as the victim drops from consciousness with a hole on their chest.
(It's a stone heart if the victim is Tak, an artificial one)

leaking electricity if it's Cy-5, and a human heart squirting blood of it's anyone else.)

-----] ANUBIS [-----

[.\ STORY LINE ./]

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber.

The thief tried to steal it's treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered.

His body was destroyed by The Ore, but his soul is cursed to return as ANUBIS.

[.\ MOVES ./]

Pyramid Trap: D+B, LP (Can be done in midair)
Teleport Attack: B, F, LK
Staff Chop: D+F, HK
Staff Sweep: D, B, LK
Double Staff Chop: F, F during Staff Sweep
Staff Bolt: D+F, HP
Horn Charge: F, D, B, HK+LK

Combo Breaker: 3D, B, U, F+HK

[.\ COMBOS ./]

Complete Combo:

10 Hit CC - 32%: B, F, HP, HK, HP, LP, BL, F, F, B, F, HK+LK

Other Combos:

4 Hit Juggle - 32%: While opponent is jumping in:
Jumping Kick, Trap in Air, HP, Telestaff
4 Hit Juggle - 23%: While opponent is jumping in:
HP, Trap, HP, Staff Sweep, Double Staff Chop
3 Hit Juggle - 31%: Trap, Telestaff, Horn Charge (only works on computer)
3 Hit Juggle - 16%: While opponent is jumping in: HP, HP, Telestaff

3 Hit Juggle - 15%: While opponent is jumping in:
Trap, HP, Telestaff, Horn Charge (only works on computer)
3 Hit Chained - 12%: Trap, Staff Sweep, Double Staff Chop
2 Hit Juggle: While opponent is jumping in: Jumping Punch, Horn Charge
2 Hit Chained: Deep Jump Kick, Horn Charge

[.\ FATALS ./]

Fatality: F, D, B, HP+LK (Half of the Ring)

Description: Anubis summons down from the skies, an Egyptian mummy case. Blood spills from underneath as the case slowly opens to reveal the victim mummified and still concious, struggling to get out.

-----] CY-5 [-----

[.\ STORY LINE ./]

The power of The Ore is timeless.

In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that The Ore has life-giving power.

CY-5 will kill the scientists.

It will conclude that more Ore is needed for greater

human consciousness.

CY-5 will fight in a ruthless systematic manner to achieve its goal.

[.\ MOVES ./]

Teleport: D, B, LK
Ground Laser: B, D, F, LP (Can be done in midair)
Overhead Laser: Hold 3D, B, D, F, HP
Gain Orbital: B, B, LP (Can Gain Up To 4)
Fire Orbital: Gain, HP+LP
The Blender: D, B, HP

Combo Breaker: 3D, D, U+HP+LK

[.\ COMBOS ./]

Complete Combo:

13 Hits - 39% - CC: B, F, HK, F, D, B, HP, HP, LP, LP

5 Hits - 23% - CC: B, F, HP, HP, LP, HP, LP

Other Combos:

2 Hits Chained 50%: Deep Jump Kick, The Blender

[.\ FATALS ./]

Fatality: B, B, HP (Half of the Ring)

Description: Cy-5 keys in a combination on his arm and stands in anticipation for his ride. A shadow begins to cover the arena as a large space craft appears overhead. The space craft aims its center over Cy-5's victim and fries the opposition with an orange beam, melting them into a puddle of deity remains. The futuristic War God is then teleported onboard and rides from the site.

-----] KABUKI JO [-----

[.\ STORY LINE ./]

A feared medieval samurai discovered The Ore on the eve of a great battle.

Overwhelmed by its power, he slaughtered his men in a rage of fire and fury.

Shamed by the destruction he had caused, he became KABUKI JO, an outcast determined to master the power that consumes him.

[.\ MOVES ./]

Fire Trap: B, D, F, LK
Shuriken Throw: D, F, HP
CW Shuriken Spread: Hold 3D, D, F, HP
CCW Shuriken Spread: Hold 3D, D, F, LP
Short Dragon Breath: B, F, LP
Medium Dragon Breath: B, B, F, LP
Long Dragon Breath: B, B, B, F, LP
Dragon Staff: F, D, B, HP, LP, LK (3 Hits - 18%)
Sword Flurry: F, F, HP+LP (Keep tapping F+HP+LP to keep attacking)

Combo Breaker: 3D, U, D, U+LK

[.\ COMBOS ./]

Complete Combo:

10 Hit CC - 36%: B, F, HP, HK, LP, LP, HK+LK, D, F, HK+LK

Other Combos:

11 Hit CC - 44%: HK, 10 Hit CC

12 Hit CC - 44%: Deep Jump Kick, Fire Trap, 10 Hit CC

4 Hit Air Juggle - 24%: While opponent is jumping in:

HK, 3 Hit Dragon Staff Combo (UNCONFIRMED)

[.\ FATALS ./]

Fatality: B, D, F, HK+LK (Sweep Distance)

Description: Kabuki Jo takes out his staff and shoves it into the midsection of his victim. He then places the staff in upright position, letting the body of the opposition slowly slide down, as they're impaled on the middle of his combat weapon. (If the victim is Tak, he won't slide.)

-----] MAXIMUS [-----

[.\ STORY LINE ./]

MAXIMUS, a mighty gladiator, fought for the entertainment of his masters. During a great festival that celebrated The Ore, he battled to determine which master would possess it. He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped. Consumed by it's power, he fights for all who have been enslaved.

[.\ MOVES ./]

Net Trap: B, F, HP+LP
Shockwave Punch: Hold 3D, U, D, LP
Hammer Attack: D+F, LP
Hammer Throw: D+B, HP
Headbutt: B, F, LP
Noogie: F, F, HP (Close; Hit HP for up to 4 hits)
Reversal Throw: B, HP (When opponent is attacking you)

Combo Breaker: F, F+HP+LP

[.\ COMBOS ./]

Complete Combo:
10 Hits CC - 39%: B, F, HP, LP, F, F, LK, LP, HP, HP, LP, B, D, F, LP
Other Combos:
10 Hits CC - 45%: Deep Jump Kick, Net, 10 Hit CC
5 Hits Chained - 54%: In Corner:
Deep Jump Kick, Net, Deep Jump Kick, HK, Hammer

[.\ FATALS ./]

Fatality: Hold 3D, F, F, HP+LP (Close)

Description: Maximus causes two Roman columns to rise on each side behind his opponent, in a position automatically "sticking" the victim's wrists to them. The freedom fighter then takes out his sword and slashes across the opponent's torso, dropping their bottom half to the ground while the top half remains on the columns, as blood drips from their torn body and mouth.

-----] PAGAN [-----

[.\ STORY LINE ./]

Ancient manuscripts revealed the location of The Ore to PAGAN, a mistress of the black arts. She arrived at the ruins of a cathedral where The Ore was once worshipped. Pagan summoned forth the hidden Ore by reciting the manuscript's incantations.

The Ore increased her hunger for power and destruction.
She will destroy anyone who stands in her way.

[.\ MOVES ./]

Skeleton Trap: B, D, F, LP
Smoke Teleport: D, D, LK
Electric Shock: D, B, HP
Copter Kick: D, F, HK+LK
Leg Flip: F, F, HK

Combo Breaker: B, B, B, F+HK+LK

[.\ COMBOS ./]

Complete Combo:
10 Hit CC - 31%: B, F, HP, HK, HP, HK, HK, HK, LK, LK, HP
Other Combos:
10 Hit CC - 39%: HK, 10 Hit CC
10 Hit CC - 36%: Deep Jump kick, Skeleton Trap, 10 Hit CC
5 Hits Juggle:
Deep Jump Kick, Skeleton Trap, Deep Jump Kick, HK, Leg Throw
4 Hit Chained:
Skeleton Trap, HP, HP, HK, Leg Throw (only against computer)
3 Hit Chained:
Skeleton Trap, HP, HP, Leg Throw (only against computer)
3 Hit Chained:
Skeleton Trap, HP, HK, Leg Throw (only against computer)
3 Hit Air Juggle: While opponent is jumping in: HK, HP, Leg Throw
2 Hit Chained: Deep Jump kick, Flying Leg Throw

[.\ FATALS ./]

Fatality: B, F, LP (Half of the Ring)
Description: Pagan pulls out a Medusa head, holds it in front of her and scares the victim to stone, as in Greek mythology. It rises into the air, growing larger; the head remains suspended in midair between Pagan and her opponent. It then fires beams of energy into the now-stone War God, causing the opposition to explode into fragments of stone remains. (If the victim is Tak, he would have just taunted her "kiddy-style".)

-----] TAK [-----

[.\ STORY LINE ./]

Thousands of years ago, a kingdom worshipped The Ore as a god.
A rival kingdom declared war to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol. The idol came to life as TAK, avenger of a lost civilization.

[.\ MOVES ./]

Shockwave Stomp: Hold 3D, B, D, F, LK
Rock Crush: D, B, HP
Boulder: D, F, LP
PowerSlam: F, B, LP (Close)
Belly-to-Back Suplex: F, B, HP (Close)

Combo Breaker: 3D, B, F+HP

[.\ COMBOS ./]

Complete Combo:

10 Hits CC - 32%: B, F, HP, HP, LP, LP, LK, LK, HP, HP, HK

Other Combos:

11 Hits - 39%: HK, CC

11 Hits - 42%: Earthquake, HK, CC

12 Hit - 39%: Earthquake Stomp, Boulder, 10 Hit CC, Jump Kick

(Or Uppercut if In Corner, add about 10-15%, but it won't count)

[.\ FATALS ./]

Fatality: B, D, F, LP+HK (Close)

Description: Tak hammers his opponent on the head with his bare fist three times in a row, leaving only the victim's head above ground. The camera takes a far shot as the stone War God decapitates his opponent with a simple kick, sending the head into a clear camera view.

-----] VALLAH [-----

[.\ STORY LINE ./]

VALLAH, a warrior princess, became seperated from battle during a great ice storm.

Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice.

Hacking away at the ice, her sword finally made contact with The Ore.

Vallah was transformed into a Viking goddess, and rules the realm of ice.

[.\ MOVES ./]

Dragon Trap: F, D, B, HP

Axe Chop: B, B, HP

Axe Throw: D, F, LP

Double Axe Throw: Hold 3D, D, F, LP

Shield Slice: D+B, LP

Shield Dash: B, F, LK+HK

Sword Slicer: B, F, HP

Double Sword Slice: Hold LP, F, B, HP

Combo Breaker: 3D, D, B+LK

[.\ COMBOS ./]

(NOTE: Add big damage to Vallah's combos by doing the axe chop when you knock them down)

Complete Combo:

10 Hit CC - 34%:

B, F, HP, LK, LK, HP, LP, LP, HP, B, D, F, F, D, B

Other Combos:

12 Hit - 45%: While opponent is jumping in: HK, HP, Gator Trap, 10 Hit CC

11 Hit - 39%: While opponent is jumping in: HK, Gator Trap, 10 Hit CC

11 Hit Complete 42%: HK, 10 Hit CC

4 Hit Chained - 29%:

Deep Jump Kick, Gator Trap, Deep Jump Kick, Shield Dash

4 Hit Corner Juggle - 18%: Jump Kick, HP, HP, Shield Dash

[.\ FATALS ./]

Fatality: F, F, LK (Close)

Description: Vallah raises a double-layered bed behind her opponent.

She then shoves her opponent onto the surface of the upper layer and raises her arms to activate the heat from the lower layer, frying the victim. The flames die down as she lowers her arms, leaving the burnt remains of the opposition.

-----] VOODOO [-----

[.\ STORY LINE ./]

In a Caribbean village, a witch doctor enslaved his people black magic and arcane spells.

One night in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore.

The ore's energy brought his corpse back to life as VOODOO, god of the undead.

[.\ MOVES ./]

Snake Pull: B, B, LP
Teleport: B, F, LK
Naildown: Hold 3D, B, D, F, HP
High Bat Attack: D, B, HP
Low Bat Attack: D, B, LP
Spinning Claw: B, F, HP+LP
(Tap HP+LP to spin more)
Bitch Slap: F, B, LP (Close; tap LP for up to 4)

Combo Breaker: F, D, B+HP+LP

[.\ COMBOS ./]

Complete Combo:

12 Hit CC - 38%: B, F, HP, HK, HP, LK, LK, LK, LP, LP, HK, HP

Other Combos:

14? Hit CC - 42%:

While opponent is jumping in: HK, HP, Snake Trap, 12 Hit CC

14? Hit CC - 48%: Deep Jump Kick, HP, Arm Grab, 12 Hit CC

14? Hit CC - 49%: Deep Jump Kick, HK, Arm Grab, 12 Hit CC

14? Hit CC - 50%: Jump kick, Snake Grab, HK, 12 Hit CC

13? Hit CC - 46%: While opponent is jumping in: HK, Snake Trap, 12 Hit CC

13? Hit CC - 46%: Deep Jump Kick, Arm Grab, 12 Hit CC

4 Hit Chained - 38%: Deep Jump Kick, Snake Grab, F+HK, B+LP

[.\ FATALS ./]

Fatality: B, F, LP (Half of the Ring)

Description: Voodoo takes out a doll replica of his opponent.

He then slashes the voodoo doll with his claws, across its stomach, causing the victim's abdominal area to split open. From the hole comes their liver, while their intestines uncoil with blood madly squirting from the large opening.

-----] WARHEAD [-----

[.\ STORY LINE ./]

Government officials were worried than an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate. When he arrived at the research center, the

building exploded, covering his body with fragments
of The Ore

The soldier was transformed into WARHEAD,
a super-human fighter.

[.\ MOVES ./]

Shockwave Punch: Hold 3D, B, D, F, HP
Launch Direct Missles: D, B, LP
Launch Seeking Missles: Hold 3D, D, B, LP
Cannonball Stomp: B, F, HK+LK (Can be done in the air)
Skull Crusher: F, B, HP (Hit HP for more hits; Close)

Combo Breaker: 3D, B, B, F, HP

[.\ COMBOS ./]

Complete Combo:

10 Hit CC - 36%: B, F, HP, HP, LP, LP, LK, LK, HK, HK, LP

Other Combos:

11 Hit CC - 44%: Shock Wave, 10 Hit CC

11 Hit CC - 44%: HK, 10 Hit CC

11 Hit CC - 49%: DEEP Jump kick, Shock Wave, HK, CC

4 Hit Air Juggle - 18%: Shock Wave, HP, HP, (pause 1 sec) Cannonball

3 Hit Juggle - 16%: Shock Wave, HK, Cannonball

[.\ FATALS ./]

Fatality: F, D, B, HK (Half of the Ring)

Description: Warhead crouches down and radios his backup. Nukes are then dropped upon the unsuspecting victim, eventually blowing them to oblivion. As the mushroom cloud floats away, all that remains is a crater where the victim stood.

-----] GROX [-----

[.\ TIPS AGAINST AI ./]

- 1.) Usually, repeated up-forward flying kicks to the head from up close will work against him.
- 2.) When he jumps 3D Slide or walk back (if near center) and counter with a trap or projectile.
- 3.) Sometimes Grox takes block damage from some attacks, so find those and use them to your advantage.
- 4.) When he jumps at you Uppercut him when he is above you.

[.\ MOVES ./]

Shockwave Stomp: B, U, F, LK
Belly Splash: B, F, HK+LK
Axe Handle: F, F, HP
Forearm Swing: B, F, HP
Belly Bump: B, F, HP+LP
Bigfoot: F+HP
Ragdoll Throw: F, B, LP (Close)

-----] EXOR [-----

[.\ TIPS AGAINST AI ./]

- 1.) If you want to be cheap, use Anubis and teleport whenever possible. In lower difficulties, this shouldn't be a problem; if he blocks, jump back, teleport again.
- 2.) Don't jump forward or back, he'll then EASILY get you with his lasers

and his trap.

- 3.) If you sit there blocking he'll use his telekinetic throw.
- 4.) He has weaknesses to some moves, find them and use them often.
- 5.) Traps are useless against him.
- 6.) 3D Slide and fire a projectile to hit a BIT easier.
- 7.) Wait for his Arial Ore Energy shot, run up and uppercut. This will work good if you time it right so he doesn't get you when you're close.

[.\ MOVES ./]

Containment Orb:	F, D, B, HP
Teleport:	F, F, LK
Direct Ore Energy:	B, D, F, LP
Arial Ore Energy:	F, F, HK
Arial Ore Energy #2:	B, B, HP+LP
Arial Ore Energy #3:	B, F, HP+LP
Teleport Arial Ore:	F, D, B, HK
Force Field:	F, F, HP
Turn-Around Backfist:	B, B, LP
Telekinetic Slam:	F+LP

==[COMBO TECHNIQUES]==

There are 2 main types of combos in War Gods:

1) Predefined combos are a lot like combos from KI and MK3 combined. To start one, you hit with B, F, followed by HP (or HK if you're Ahau Kin or Cy-5), this usually gets 2 auto chained hits. Complete ones are listed in this document with B, F, and so on, however, you MAY substitute B, F, with F, F. These combos also require PRECISE timing, so watch your character for signs of when the next button should be pressed. After you do a predefined combo completely, Exor will announce "COMBO!" and it displays this on screen:

8 Hit	<-- Number of hits
COMBO	<-- Signifies is a Predefined Combo
21% Damage	<-- Shows damage %

(Note: If you do all the character's hits it says COMPLETE under where COMBO is and plays a ringing sound that signifies it)

Remember, combos can be broken in the home versions of War Gods! If you're the victim to a complete combo, all you have to do is press your character's combo breaker sequence and you'll be free. At that point, both you and your opponent will be standing free, take that opportunity to "turn the tables" before he resumes his attack!

2) Other Combos include all the other combo styles; mostly juggles and special moves that hit many times or "chained" together, like jump kick then a quick dashing move.

Chained Combo - This is a combo done on the ground which is usually moves, and attacks "chained" together. These CAN get pretty powerful.

Juggle Combo - These combos usually start with someone jumping in at you and you do a special move or an attack that "Juggles" the opponent in the air. Sometimes a juggle combo will end with a "chained" or Predefined Combo.

After you do these combos it shows this, and the game will NOT say "COMBO!":

3 Hit <-- Number of hits
13% Damage <-- Shows damage %

==[CHEAT CODES]==

-----] Nintendo 64 [-----

Random Select: Lets the CPU choose a god for you! On the selection screen, hit UP+Start.

Free Play: Once enabled, free play (unlimited credits) is added to the Credits option in the options screen. On the title screen, hit C-Left, C-Left, Right, A, B, C-Up, C-Right. You will see a flash accompanied by Exor's announcement of "All too easy!"

Cheat Menu: Enables cheat menu in the options screen. On the title screen, hit Right, Right, Right, B, B, A, A (Rightx3, Bx2, Ax2)

-Cheat Menu Functions-

- o Player 1 Skill - Modify amount of damage player 1 takes.
- o Player 2 Skill - Modify amount of damage player 2 takes.
- o Level Select - Choose the arena to always fight at.
- o Game Timer - Enables / Disables the game timer.
- o Easy Fatalities - Pressing HP+LP+HK+LK will trigger your Fatality.

Play as Grox: Enables you to play as Grox. On the Selection Screen, hit Down, Right, Left, Left, Up, Down, Right, Up, Left, Left, fast and choose any character. Exor will announce "All too easy!" if it worked, and you will stay as Grox for the first match only (due to technical reasons, you are not allowed to stay as a boss through the rest of the game!)

Play as Exor: Enables you to play as Exor. On the Selection Screen, hit Left, Down, Down, Right, Left, Up, Left, Up, Right, Down, fast and choose any character. Exor will announce "All too easy!" if it worked, and you will stay as Grox for the first match only (due to technical reasons, you are not allowed to stay as a boss through the rest of the game!)

-----] Sony PlayStation [-----

Random Select: Lets the CPU choose a god for you! On the selection screen, hit UP+Start.

The 4-Digit Numeric Codes:

The following codes are entered at the Cheat Codes screen in Options.

Free Play

Enables Free Play (Unlimited Credits) in options screen

On 0705

Off 5070

Player 1 Invincible

Makes player 1 invincible

On 2358

Off 8532

Player 2 Invincible
Makes player 2 invincible
On 1224
Off 4221

Player 1 Extra Damage
Makes player one cause more damage
On 7879
Off 9787

Player 2 Extra Damage
Makes player two cause more damage
On 3961
Off 1693

Quick finish game
Finish the game after killing one CPU player
On 4258
Off 8524

Easy Fatalities
Pressing HP+LK triggers a Fatality
On 0322
Off 2230

Grox
Enables player 1 to play as Grox
On 6969
Off 9696

Exor
Enables player 1 to play as Exor
On 2791
Off 1972

Level 1 select
Allows you to always play on level 1
On 5550
Off 5556

Level 2 select
Allows you to always play on level 2
On 5551
Off 5556

Level 3 select
Allows you to always play on level 3
On 5552
Off 5556

Level 4 select
Allows you to always play on level 4
On 5553
Off 5556

Level 5 select
Allows you to always play on level 5
On 5554
Off 5556

Level 6 select
Allows you to always play on level 6
On 5555
Off 5556

Level 7 select
Allows you to always play on level 7 (secret level)
On 5557
Off 5556

-----] Windows 95 PC [-----

Random Select: Lets the CPU choose a god for you! On the selection screen,
hit UP+Start.

The 4-Digit Numeric Codes:

The following codes are entered in the Cheat Codes box at the top-right
corner of the "Advanced" page in Properties.

NOTE: Some of the numeric codes listed below will NOT work if entered
after starting a game.

Free Play
Enables free play (Unlimited Credits) in options screen
On 2509
Off 9052

Player 1 invincible
Makes player 1 invincible
On 1971
Off 1791

Player 2 invincible
Makes player 2 invincible
On 1515
Off 5151

Player 1 extra damage
Makes player one cause more damage
On 0708
Off 8070

Player 2 extra damage
Makes player two cause more damage
On 3366
Off 6633

Quick finish game
Finish the game after killing one CPU player
On 4774
Off 7447

Easy fatalities
Pressing HP+LK triggers a fatality
On 1037
Off 7301

Grox

Enables player 1 to play as Grox
On 3871
Off 1783

Exor
Enables player 1 to play as Exor
On 9021
Off 1209

Level 1 select
Allows you to always play on level 1
On 9990
Off 9996

Level 2 select
Allows you to always play on level 2
On 9991
Off 9996

Level 3 select
Allows you to always play on level 3
On 9992
Off 9996

Level 4 select
Allows you to always play on level 4
On 9993
Off 9996

Level 5 select
Allows you to always play on level 5
On 9994
Off 9996

Level 6 select
Allows you to always play on level 6
On 9995
Off 9996

Level 7 select
Allows you to always play on level 7 (secret level)
On 9997
Off 9996

Frame Rate Display
Allows you to view the frame rate the game is
running at on your system.
Toggle On/Off 5721

==[OTHER STUFF]==

Where can you find the newest version of this FAQ?

- 1.) Via The World Wide Web (WWW) At:
 - The War Gods Info Center WWW Site:
<http://www.icemaster.org/wargods/>
- 2.) Via The File Transfer Protocol (FTP) at:
 - The War Gods Info Center AnonymousFTP Site:

ftp.icemaster.org /pub/wargods/

- 3) Join E-Mail FAQ Subscription List by e-mailing beavis@betatesters.com with the Subject line "war gods subscribe" to subscribe to the list or "war gods unsubscribe" to unsubscribe from the list. (Without the quotation marks.)

If you would like to talk to us, come to the #wargods channel on the EFNet IRC Network. We usually use the nicks McCarron and IceMaster. Or you may E-Mail Patrick McCarron at pat@rat.org or The IceMaster at wargods@icemaster.org. Corrections are welcome!

==[THANKS AND CREDITS]==

- WepaMan on IRC for informing us that we were originally missing moves for the bosses.
- Eurocom for developing a great conversion and finally fixing some old bugs that were never gotten around to with the arcade version.

==[LEGAL STUFF]==

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The Mace Information Center - <http://www.icemaster.org/mace/>
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