

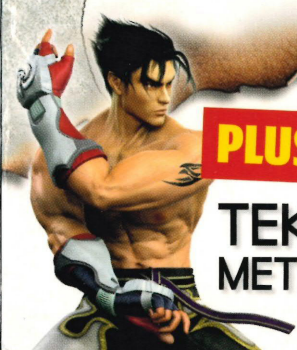
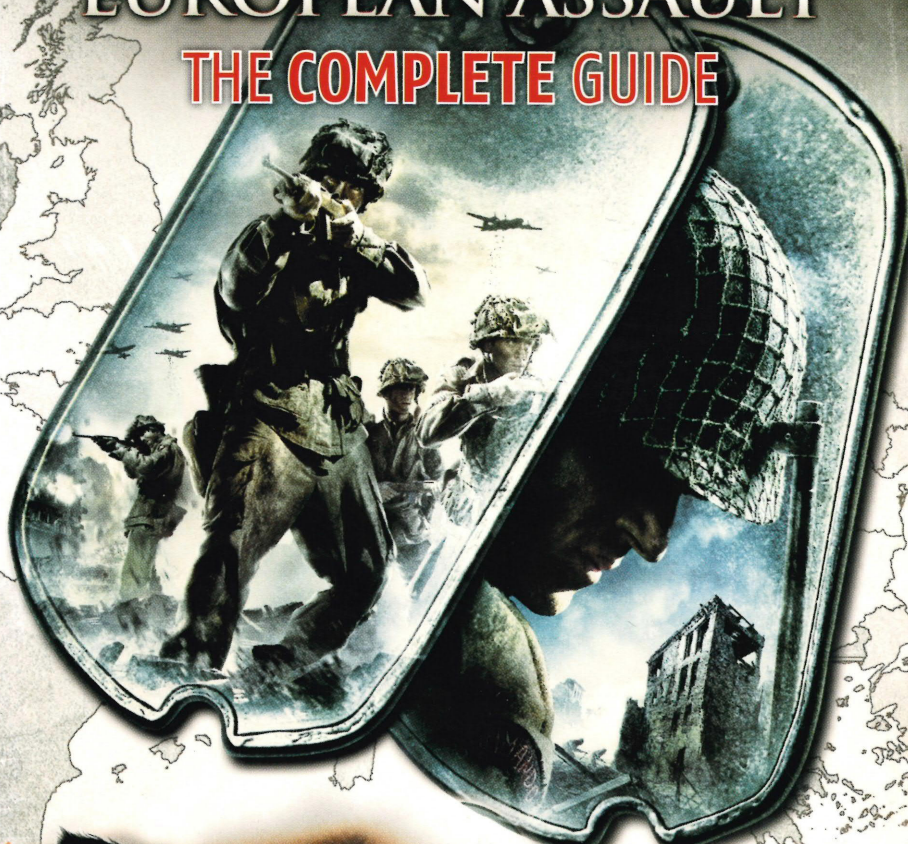
MEDAL OF HONOR: EUROPEAN ASSAULT THE COMPLETE GUIDE

OPS2 MAGAZINE PRESENTS...

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MEDAL OF HONOR EUROPEAN ASSAULT

THE COMPLETE GUIDE



PLUS FULL GUIDES FOR

**TEKKEN 5 • MERCENARIES
METAL GEAR SOLID 3: SNAKE EATER**



“ CAREFUL PLANNING WINS WARS. THAT, AND REALLY BIG BOMBS. THIS MONTH OUR CRACK TIPSTERS HAVE BEEN HAMMERING *MEDAL OF HONOR: EUROPEAN ASSAULT*. THEY'VE PAID A DEAR PRICE, BUT THE RESULT IS THIS MASSIVE GUIDE. WE'VE ALSO GOT BLOWOUTS ON TWO MORE ACE WAR GAMES: *MGS3* AND *MERCENARIES*. PLUS, FOR THOSE WHO PREFER FISTS TO FIREARMS, THERE'S A COMPREHENSIVE *TEKKEN 5* MOVES LIST. HEY, NOT THE FACE... ”

THIS LOT DID THIS BOOK

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A stylized, handwritten signature in black ink, consisting of several sweeping, overlapping strokes that form the name 'Tim Clark'.

Tim Clark, Associate Editor



Medal Of Honor: European Assault



MEDAL OF HONOR: EUROPEAN ASSAULT

ST. NAZAIRE

1 – OPERATION: CHARIOT

Objective 1 – Find Captain Beck

Run to the right of the ship and use the zoom view (press **Q**) to take out the machine gun on the dock. Now run to the left, up to the prow of the boat and pick up the medikit, then follow the soldiers down the ramp. Use the boxes to your left as cover first, shooting the sniper high to your right on the crane and the Nazis further up the dock, then move up to the next set of boxes and take down the enemy soldiers who are running from the right. Skirt around the left of the area, picking off the enemy, until you see a couple of grenades. There are two Nazis in cover just ahead, so quickly pick up the grenades and use them to clear the way. From here, there's another medikit to the right, under the crane.

Move up the dock killing the enemy until you see a column of smoke and you'll meet up with Captain Beck.

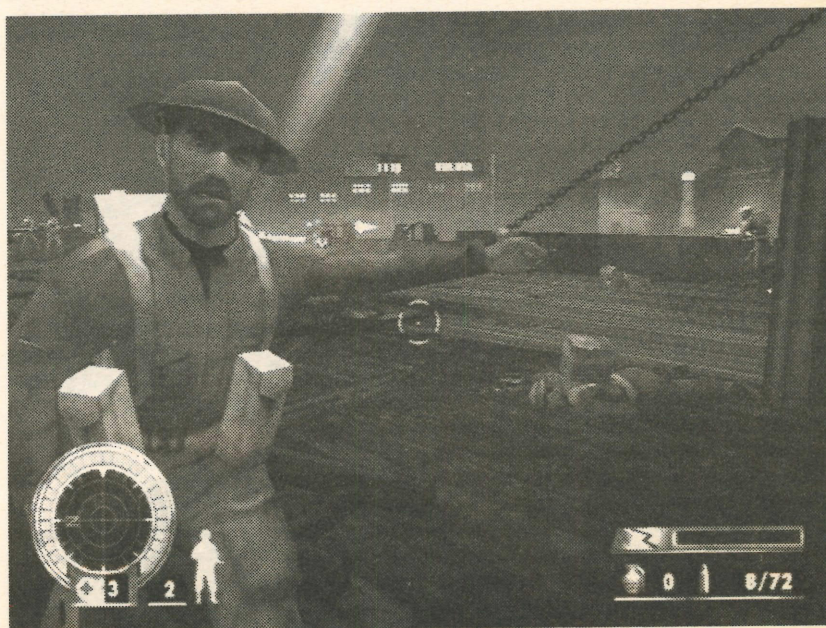
Objective 2 – Escape

Now go back, ignore your allies and go to the boxes on the right. Throw a grenade over them as you go. The nearby enemy should retreat, so just follow them – you'll see a final medikit on a box in the right-hand corner once you're back towards the boat. Now just head back to the ship to finish the mission.

2 – RAID ON ST. NAZAIRE

Objective 1 – Destroy Shore Gun

Go straight down the ramp and head right, avoiding the frontal assault your allies are making. Pick up the medikit on the box nearby and keep going to the right until you



Medal Of Honor: European Assault

meet some more friendly soldiers pinned down. Shoot your way up this area, until you're told to take out the gun up ahead. As you go, look to your right and you'll see a wire gate leading to a pier – there's some health and ammo in the shed at the bottom. Keep going until you see the big gun, then lay down some grenades near it to clear the area. Run up to the back of the gun and set the charge by holding ⊗, before getting clear as it explodes.

Objective 2 – Eliminate Klaus Mueller

From the gun, turn left and you will see an open trapdoor. Be careful, because there's a machinegun nest at the foot of the stairs. Clear out this area with help from your men, sticking to the walls on either side and picking off the gunner – throw a grenade around the corner to make sure it's clear before moving on. Look to the right and there will be a soldier hiding around a corner – behind him there are some goodies near a locked gate. Come back and go down the corridor next to the machinegun nest. In here is your target, Klaus Mueller. He'll try to keep you pinned down, so take cover on the left

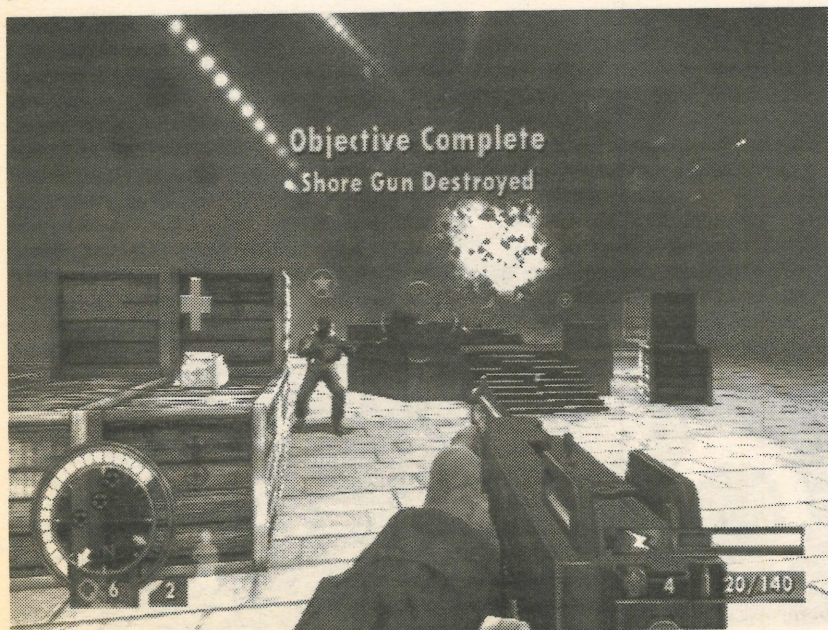
behind the post and use grenades to flush him out, aiming low so you don't hit the roof. If he takes cover behind the tables just keep shooting, as it'll penetrate and hurt him.

Objective 3 – Find V2 Rocket Fuel Specifications

When Klaus is dead, go through the door on the left of the room and look for a wooden desk – there are some secret German documents on it. Pick them up.

Objective 4 – Destroy Anti-Aircraft Gun

Walk past the overturned tables where you killed Klaus and use the next machinegun nest to clear the corridor ahead of you. Go straight on and turn left at the end to reach a set of steps out into the train yard. When you get outside, turn right around and go through the door to your left, into a warehouse. Send your buddies up the stairs through the doorway on the left and follow them up to the roof, taking out the Nazis at the top. Clear the roof and set the charge on the gun in the corner, taking cover as it explodes and then picking up the extra Revive bonus it leaves behind.





Objective 5 – Capture German Bunker

Watch the walkway, as more soldiers will appear from here. When they're dead, head along the walkway and down the stairs at the end to come up behind a bunch of enemies in cover by the large pipes. Run up the nearby set of steps to another walkway and keep going until you reach the bunker. Take out the soldiers around it, then use the low ground for cover before charging the bunker entrance. Hold **LB** and peek around the doorway to take out the Nazis inside, then go in and take the bunker and the Revive bonus.

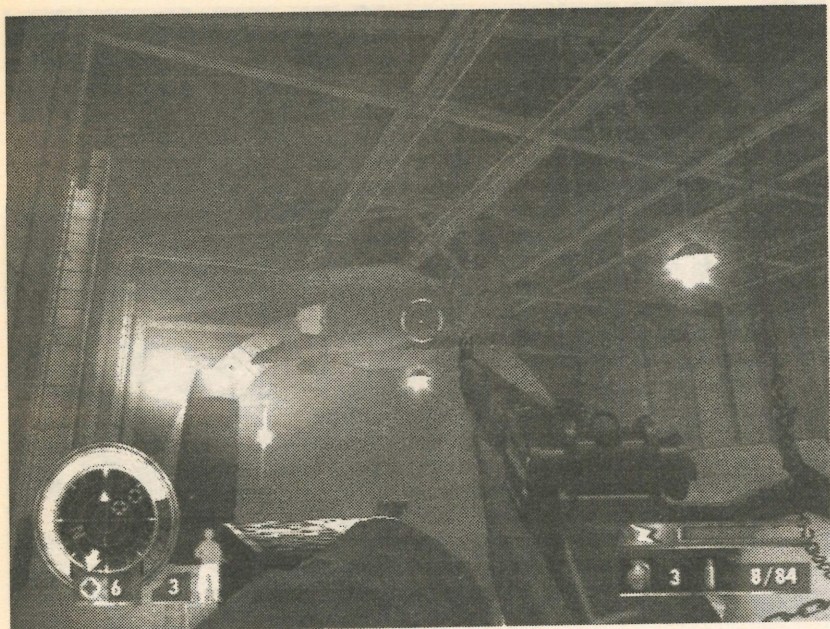
Objective 6 – Destroy Fuel Tank

From inside the bunker, go left and down into the tunnel – watch out for the soldier hiding around the corner. Go left, shooting the barrel to kill any soldiers close by. Now run up to the next corner and peek out to shoot the soldiers who charge at you. Stick to cover from here – there's another machinegun nest up ahead, so keep peeking out and using **LB** to aim and fire off a few shots until you kill the gunner. There's a medikit further up on your left, so pick it up before turning the corner up ahead. Down here there's a window – look closely

and you'll see some barrels through it. Shoot them to clear out the next room and head down the corridor after they've blown up.

Send your troops up the stairs to clear out the area, following them but looking to your right to deal with the soldier in cover behind the boxes. Now you need to go up the staircase in the corner to the walkway at the top – again, use your buddies to go first and take out any charging Nazis. At the end of the walkway is a room – use grenades to clear it if you've got them, otherwise just hang back and pick off the enemy as your men charge in. There are some stairs leading down through a door on the left, but there are some Nazis, too – pick up the grenade in the room, then lure the enemy soldiers out before ducking back into cover and using the grenade to kill them. At the bottom of the stairs peek out and look left, where there are some barrels – blow these up to clear the area ahead. Now run over the steps to the tankers and up the spiral staircase to the control panel at the top. Hold **LB** to plant the explosive, run back down the stairs and then through the gap in the fence as a shell lands directly in front of you. Get clear of the explosion.

Medal Of Honor: European Assault



Objective 7 – Escape

Keep to the left of the train yard, as it offers the best cover as you return to the docks. Shoot the Nazis as they charge, before running into the warehouse on the left. Now just run up the ramps, through the train carriage and back to the ship to finish the level.

3 – LIGHTS OUT IN THE PORT CITY

Objective 1 – Eliminate German Infantry

Follow the British soldiers through the door and outside – quickly take cover behind the low wall, using **[L]** to peek over the top and take out the enemy. Head to the right and advance using the cargo stacks as cover from the machinegun fire, then when you've got close enough, peek out and shoot the gunner in the small bunker. Send your men up to the bunker wall with **[R]** and keep going up this way to kill off the rest of the Nazis. When they're all dead, there's a bonus Revive at the bottom of the steps.

Objective 2 – Destroy V2 Rocket Hulls

From the steps, turn left and run up to the door with the red marker on it. Hold **[X]** to set the charge and retreat, then after the charge

has exploded, run through and take cover at the next doorway. The best tactic here is to duck down on the right or left-hand side of the doorway and peek out to shoot the Nazis in cover outside. When they're dead, run out and send your troops to the right side of the large warehouse to head off any Nazi advance. Creep up the steps and take cover from the enemy fire, making sure you can see the rockets that are suspended from the ceiling by chains. Shoot these first – if you're lucky some will drop on top of the Nazis, saving you some time. Send your men in to clear the area, supporting them from a distance before nipping in to pick up another Revive bonus.

Objective 3 – Destroy German U-Boat

Stay in the warehouse and head up the stairs to the left, quickly ducking down behind the window to avoid the machinegunner in the opposite building. Take him out from here, peeking up and letting off a few shots until he's dead. Now head down the stairs and out towards the next building. Send your troops to the large metal door on the right, but don't follow them. Instead, go through the smaller door. While the Nazis fire on your

troops, clear out the left side of the warehouse before taking cover in the train carriage and killing any enemy soldiers up on the balcony or shooting through the window. Wait at the door for the rest of your allies, then take cover at the cargo stack immediately outside. The best approach here is to concentrate your fire on the left side, pinning down the Nazis before charging them and flushing them out. Keep in cover on this side, killing any Nazis you can see and watching out for enemies in the raised middle area. Now head back and down the ramp on your left, looking out for any soldiers waiting in cover. Keep moving until you get to the U-Boat on your left. Make sure you scan the dock nearby before you try to set any charges, then retreat off the boat before it blows – set the middle charge last to give you enough time to get clear.

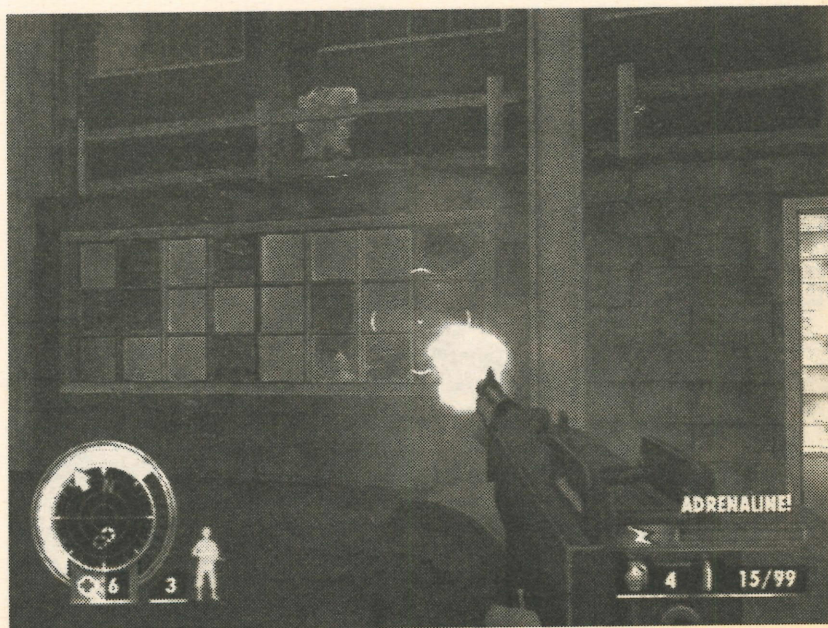
Objective 4 – Eliminate Bremner Horst

Run up the ramp and head towards the roofed area directly ahead. Clear it of enemies, then strike right, through the open train carriage and into the next warehouse. You'll get a radio message urging you to destroy the generators, but first you need

to get through the next area and kill your target – Bremner Horst. Peek out of the door and aim with **AD** towards the machinegun spraying fire in your direction. If you're careful you can squeeze off a few shots and take out the gunner, clearing your way into cover at the bottom of the steps. Ducked down, creep up the middle of the area, sticking behind the cargo stacks until you're close enough to shoot at the troops at the top of the steps up ahead. When you've cleared the way, move up the left hand side. When Bremner runs across the walkway inside the building, nip through the door and into the cover of the first boxes you see. Before you do anything else, keep up the fire on Bremner and he should retreat into the small office in the corner. When he does, run into the room below it on the same floor as you – there are nine grenades in here. Now carefully move up the stairs and lob a few grenades into the office, then run up and shoot Bremner as he recovers from the blast.

Objective 5 – Uncover V2 Rocket Blueprints

Once dead, check Bremner's body lies to pick up the blueprints – they're in a red case.



Medal Of Honor: European Assault

Objective 6 – Destroy Power Station

Head down the metal steps, sending your troops to the very bottom first and sticking to cover on the left wall. Advance slowly as there are plenty of Nazis in cover down here – just aim further ahead and click **RT** to advance your soldiers. Then, when the enemy jump out to shoot, gun them down. When you reach the generator room, run straight out the doorway and go around the walkway to the left to avoid the enemies at the next door. Charge through here and turn left immediately – the Nazis should have retreated, but will be waiting for you at the bottom of the stairs. Run through the metal gate at the bottom and kill off the soldiers in cover there, then move into the next room with the generators. Don't set the charges yet – instead approach the generators, then look up as more Nazis run across the walkway. You can shoot through the walkway platform, so just keep moving and emptying clips into the soldiers. Once you've set the charges, make sure you pick up the ammo to the left of the door as you leave, then head back to the ground floor. From the building entrance on the ground floor, run left, straight down the stairs and behind the

large cargo block at the foot of the steps. You should have plenty of grenades left, so while your allies pin down the Nazis, just chuck a few around to clear the area – the detonator is behind the first line of cargo stacks.

4 – ESCAPE AT DAWN

Objective 1 – Destroy Machine-gun Nest

Leave the room and hug the wall on the right. Your best place for cover is behind the brick steps just up ahead, from where you can peek out and kill the Nazis in the building beyond and above you. Watch out for grenades (if you're quick, run over to them and tap **X** to kick them away) and fight into the building. Go up the stairs and shoot the soldier hiding in the far corner behind you, then pick up the medikit and ammo. Now go downstairs and out of the back door, immediately looking up and ahead to kill the machinegunner in the high window. Go around the corner and up the street and take cover behind the upturned cart. From here, lob a few grenades and clear out the Nazi position ahead of you. Move up to the crates, but don't go much further – there's a machinegun waiting to ambush you. Wait for the rest of your soldiers, then





move around to the left, killing as you go until you have a clear shot on the gun position. There's a medikit and a Revive bonus inside the building on your right – just watch out for the soldier hiding under the stairs.

Objective 2 – Eliminate Panzer Tank

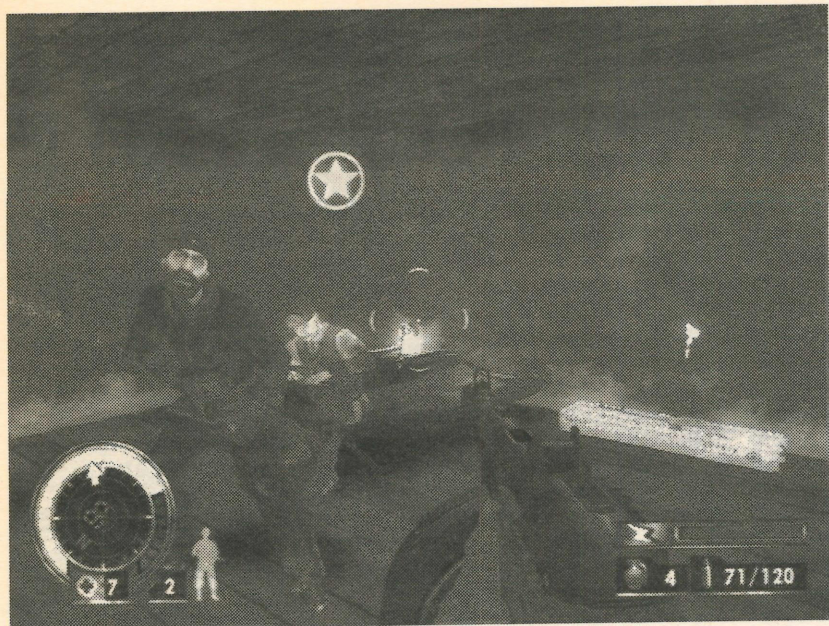
Leave the building and turn right, then pick up the medikit in the corner of the street past the soldiers. Now run under the archway and follow the street around to the left until you reach the group of soldiers – there are two more medikits here, so heal up your buddies if they need it. Move quickly down the street, using the doorway halfway down as cover while the rest of the soldiers advance, then run left and into the ruins. Go up the stairs – from this platform you can take out the enemy soldiers in the opposite buildings. When you've secured the area, go downstairs and turn left, then look for a doorway on the left. Inside there's some ammo and another medikit. Now go right, hiding behind the overturned car and shooting at the remaining Nazis on your left. If you need more medikits, go across the street and up the steps to the right. Wait for your allies to detonate the

next door, then enter the building and clear the room immediately to your left. Follow the soldiers up the stairs and through the next few rooms until you reach a balcony. Head down this flight of stairs, watching for the enemy soldiers in cover above you, then clear the area and go upstairs to pick up the medikit. Keep going through the building, taking cover at the window in the next room to shoot at the Nazis in the opposite building. Enter this building and head upstairs – there will be a huge blast that blows out the wall. Keep in cover and lay down fire on the tank outside until it explodes.

Objective 3 – Eliminate Erich Koster

A door will open behind you leading to a flight of stairs. Go down and through the ruined hole in the wall, then move into cover and head up to the fountain dead ahead. Your buddies should keep the Nazis pinned, so keep in cover and kill them off. Now you can pick up the medikit in the back of the truck nearby, before going into the ruined building and grabbing another medikit on the stairs. Approach the church, looking out for Nazis in the rubble on your right. Erich Koster is inside,

Medal Of Honor: European Assault



so send in your troops first to split the fire and go to the left, working your way up the church while your buddies deal with the Nazis. Erich is behind the altar and will throw grenades as you advance, so watch out. When you get close he should run from cover, moving down the church to the right. Just keep in cover and shoot at him until he goes down. If you need health there's a medikit just inside the church on the right.

Objective 4 – Obtain Shipping Manifest

When Erich Koster is dead he will drop the manifest, so pick it up.

Objective 5 – Destroy Radio Tower

Turn back the way you came and go to the entrance to the church. To your left is a hole in the wall – beyond this is the radio tower. Plant your explosives and get clear.

Objective 6 – Escape St. Nazaire

Now run to the back of the church, over the ruined wall and into the graveyard. There are some grenades to your right. Pick these up, then head left past the first tomb to take cover behind a low wall and chuck your grenades

at the Nazis up ahead. When they're all dead, run forward and a tank will burst through the wall and fire at you. Just keep back behind the tombs and throw grenades at it and eventually it'll blow up. Now run up behind it and through the gap to finish the level.

RUSSIA

1 – ROAD TO STALINGRAD

Objective 1 – Locate Partisan Fighters

Run up the hill, staying left to avoid alerting the guards. When you get close, kill them and run past the blockade, pick up the medikit on the right and then go towards the house up the road. Wait for the Russian soldier to open the basement doors then go down to pick up three buddies and a bazooka from the crate on the floor.

Objective 2 – Destroy German Railgun

When you come out of the basement, pick up the bonus Revive and go to the right, killing the soldiers near the tank. Move up the side of the house and head towards the nearest ruined house, ordering your troops into cover with the **[R]** button as you go. From here, slowly work your way on by pointing your men

into cover further into the ruins and giving them supporting fire, then following them and repeating the process. When you reach the last house – there's a gun emplacement inside – get into it and wait for Nazis to come pouring down the road to the left and the hill dead ahead. When you've killed all the soldiers on the road, move your troops up behind the broken tank in front of you. Join them and use it as cover to take out the troops on the hill. Move up this way, keeping to the right and going around the ruins, using them as cover. Kill the Nazis in the trench, then head down and around the tank, looking for a slope under the ground – be careful, as you'll be jumped by two soldiers. There are loads of goodies in here, including some grenades. As you leave the trench you'll see a glowing detonator next to the nearby artillery gun – use this to blow up the German railgun.

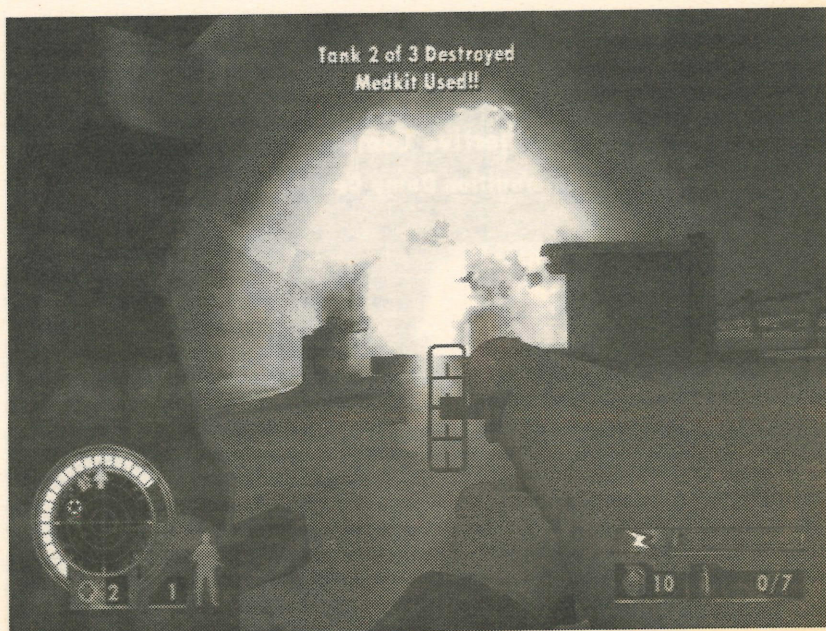
Objective 3 – Destroy Three Panzer Tanks

Turn back to the tank on the top of the hill and use the bazooka to blow it up. Now head along the road towards the town, watching out for Nazis on the opposite shore of the river. When you reach the wooden bridge cross

over, immediately heading right and behind the train, using it for cover. When you reach the other end of the train, go up over the small rise and into the house on the left. Creep up to the corner that's been blown out and lean round to see the next tank – use your bazooka to destroy it. Head up behind the ruins on the right and then look left into the open area to shoot at the soldiers who appear. Go past the ruins and jump over the fence, running to the wall of the next building. Don't go in here though, follow the wall round and go into building across the street – there will be more Russian soldiers in here. Upstairs there are some grenades and a medikit, so pick them up before using one of the holes in the wall to shoot your bazooka at the remaining tank below.

Objective 4 – Destroy Ammunition Dump

Use the windows to kill any Nazis still in the village, then go down the stairs and through the ruined wall at the bottom. The ammo dump is on your right, so move through the buildings for cover until you reach it – a barbed wire enclosed area full of boxes. One box dead ahead will have a dynamite icon



Medal Of Honor: European Assault

glowing on it. Place your charge on here then get clear as it blows. Pick up the Revive bonus that appears afterwards.

Objective 5 – Destroy Communication Tower

Wait for the Russians to arrive and surround the church wall. When they've kicked in the gate, walk through it a bit and the soldiers will charge in ready for some action – hang back and wait for the Nazis to take up their positions. Run right, behind the gravestones and get into a position to take out the machinegun nest just ahead. When you've killed the gunner, run to the steps nearby – using the tombs as cover when the Nazis come at you. From here you can also lend supporting fire back into the graveyard. Keep going and you'll find a Russian soldier defending some supplies –take anything you need.

Further on and the road leads behind the church, so you can take out any Nazi soldiers in cover at the windows inside. Follow the green arrow back to the graveyard to find the tower – it's behind the machinegun nest you attacked when you first entered the graveyard. Set your charge and get clear. There's a Revive bonus to pick up once the tower's destroyed.

Objective 6 – Eliminate Walther Neumann

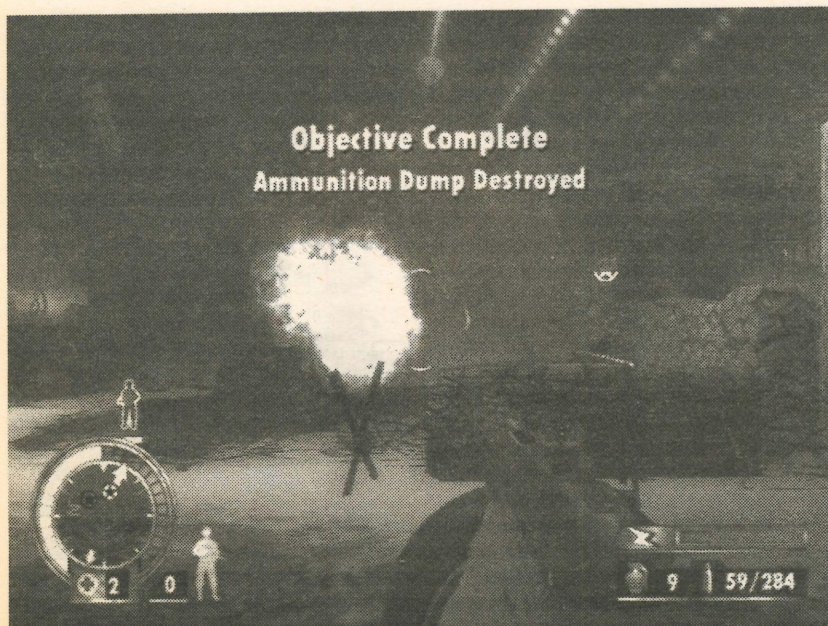
Go to the church entrance just behind where the communication tower was. There's a block immediately inside the building – run to this and Walther will appear from the rear of the church along with some Nazi soldiers. Leave your buddies to kill the soldiers and focus your attention on Walther. Eventually he'll retreat to the balcony upstairs – order your men into the centre of the church to draw his fire while you run to the back of the church, through the door and up the stairs. Walther will now be on the opposite side. Just duck behind the railing and lean out to shoot him when he's out of cover and you'll eventually kill him.

Objective 7 – Obtain Recon Dossier

The dossier is on the church balcony overlooking the altar. Pick it up.

Objective 8 – Secure and Defend Church

Order your men to the ruined church wall on the balcony overlooking the graveyard outside and jump on the machinegun as the Nazi soldiers charge the church – this'll obviously make the job much easier. Keep the fire up, going downstairs if the enemy move to places





out of range of the gun emplacement. Soon all the enemies will be dead and you have won the church. Mission complete.

2 – CLIMBING MAMAYEV HILL

Objective 1 – Destroy Panzer Tank

Follow the troops forwards, then turn left and go around the first house. Get inside and find the bazooka – but before you swap it for your single-shot rifle, use it to take out the machine gunner at the very top of the opposite building by using the cover of the room furthest back to the start point. Then pick up the bazooka and use the wall as cover while you kill the Nazis up ahead near the next building. When you've taken them all out, move towards this building – the Panzer tank is on the other side. Don't go inside, or you'll get shot to bits by the tank. Instead, creep round the side until you can see the tank then use the bazooka to blow it up.

Objective 2 – Meet With Russian Officer

Go left and keep going until you reach a fence – jump over this and carry on forwards. You should see a trench. In here are two medikits and the Russian officer.

Objective 3 – Signal Rocket Strike

Turn left out of the trench and jump over the low wall ahead. Advance using the wall for cover until you see another trench. Get in here. Move down until you reach a gun emplacement, and keep shooting across the river until you've cleared the Nazis from the buildings. Now go back to the start of the trench and cross the bridge – fire some short bursts from your machinegun at the bunkers up the hill to keep the Nazis down. Once across to the other bank, turn left and jump into the ruins. Enemy soldiers will charge, but don't move, just let them come to you. When they're dead, look to the right – there's a smoke flare in the road. Run to it, hit \otimes to set it off and then spin to the right and run into the nearby bunker to avoid the blast. There are also grenades and a medikit in here – pick them up before you leave.

Objective 4 – Destroy Artillery Guns

Exit the bunker and go back to the ruins, killing any Nazis that are left. In the house in the far corner there are more grenades and another medikit. Leave this building and turn right towards the slope leading behind

Medal Of Honor: European Assault



the structure on the hill. Before you go up the slope, go around to the pipe outlet and in here is a bazooka. Now wait for the other Russian soldiers to catch up with you, then go up the slope, sticking to the left to avoid the bunker at the top. Peek out and use the rifle to kill the Nazis up there, then run to the gate and set a charge before getting clear. Go through the destroyed gate and run right, into the building. There are lots of Nazis in here, so watch out – keep to the doorways and use your buddies to draw some of the fire by sending them to the opposite side of the room from you. Place charges on the first two artillery guns, then go down the slope on the right and into the trench to clear out the machinegun nests. Once you've done this, return to bomb the final artillery gun.

Objective 5 – Radio Intelligence to OSS

From the final artillery gun, head left and up the corridor into a room with a tactical map on a table in the middle. Now go upstairs until you get to a radio. Press **X** to radio OSS.

Objective 6 – Eliminate Franz Gruebner

Go back down the stairs and through to the

last artillery gun. Turn right and look for an opening in the wall. This will lead outside to where Franz is fighting Russian soldiers. Use the bazooka to take out the tank to your right, before throwing grenades and shooting at Franz, who is hiding near the ruins directly opposite where you came outside.

Objective 7 – Steal Heavy Water Test Logbook

Franz will drop the logbook when he dies. Pick it up.

Objective 8 – Destroy German Intelligence

Go back indoors, to the room where you radioed the OSS. At the foot of the stairs is a crate. Stand next to it and hold **X** to set the charge, then run clear to finish the mission.

NORTH AFRICA

1 – OPERATION: BLINDFOLD

Objective 1 – Destroy Panzer Tank

From the starting position, take the right-hand road out into the desert. There will be an explosion, but just keep going into the ruins up ahead. From here use the sniper rifle to take out the Nazis up ahead manning the machinegun – just be careful because when

zoomed in, the rifle takes ages to aim. Wait for your buddies to reach you, then run across to the next set of ruins, keeping to the left to avoid the tank, but looking to your side to kill the Nazis waiting in ambush. Jump over the low wall and run forwards, killing the soldier who comes around the corner. Peek out from the walls here to clear the way, then look to your right – it's the tank. You need grenades to destroy it and it'll take at least five. If you need more grenades, move up behind the tank, watching out for the enemy behind this corner. When it explodes, it'll leave behind a Revive bonus.

Objective 2 – Acquire Tiger Tank Operations Manuals

There are four machinegun nests blocking your way, but you only really need to deal with three of them. Before taking them on, retreat the way you came to pick up the medikits you might have missed – one by the first set of ruins and another further back. The best way to defeat the machine gunners is to start on the right hand side – this way you'll be able to take them on one at a time. Go back to where you destroyed the tank, and creep

up the ruins on the right. There's a gap in the wall facing the nearest bunker, so take cover here while shooting with the sniper rifle. When you've shot the gunner, quickly run up to the bunker – watching out in case another soldier uses the machinegun. You're aiming to get into the trench, so look for the broken bit of fence and run down, ducking behind the wall straight ahead. Now use the low trench walls to move up to the left, waiting for your buddies to offer covering fire as you advance. When you get into the next bunker, go down the tunnel to your right, ignoring any Nazis still firing at you from the desert. There are plenty of enemy soldiers down here, so be careful. To move down the corridor, stick to the right-hand wall and keep sending your troops forward into the next bit of cover while leaning out and shooting at the Nazis up ahead. About halfway through there will be a room to your right with a radio on a desk – go in here and walk to the desk to pick up the Tiger tank manuals.

Objective 3 – Sabotage German Radar Dish

Now return to the desert area, back into the last bunker you entered. Jump on the



Medal Of Honor: European Assault

machinegun and kill the Nazis that charge, then creep outside and go left, up the ramp out of the trench and around the back of the bunker – from here you can use the sniper rifle to kill the gunner in the final machinegun nest, high up in the rocks to the right. The British will now control the area, so use the safety to explore for medikits. There's one on a stack of boxes and another in the ruins. Turn back to face the trench again and head left – you're looking for a slope leading up towards some crates. Stay near the foot of the slope and try to pick off the Nazis in cover – they will throw grenades at you, and if you get too close you'll be killed easily.

When you've killed all the Nazis in the boxes straight ahead, send your men in there and run up to take cover. There's a bunker on the left so keep close to the wall and shoot the other soldiers running at you from the right. Keep to the left wall, leaning out to kill the soldiers in the bunker, then run to the bunker entrance around the corner – there are still Nazis inside so watch out. Grab the grenades and the medikit from the room at the back, then set the charge (there's a red icon on the radar generator) and get clear.

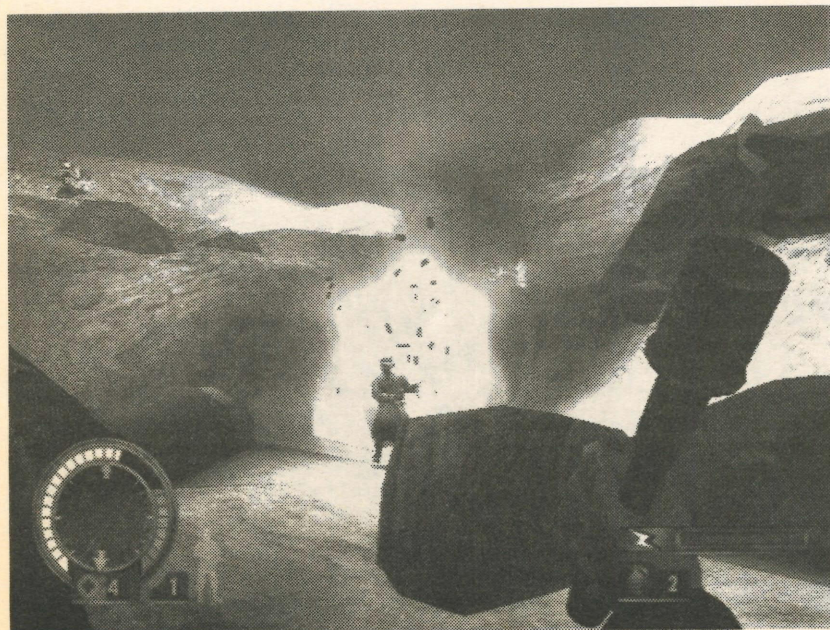
When the bomb goes off quickly run back into the bunker, as a tank and more troops will arrive to shoot you. Use the grenades you've just picked up to bomb the tank, then grab the Revive bonus and return to the trench.

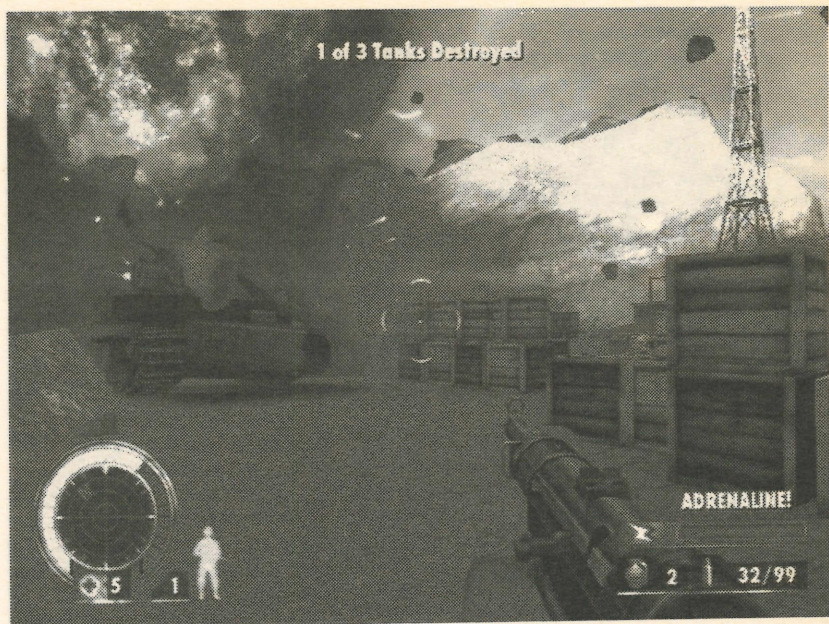
Objective 3 – Eliminate Adabold Brecht

When you're back in the trench, jump up the wall to get behind it and run to the right. You'll see a cave with a wounded soldier pointing. Go through the cave and you'll be confronted with Adabold Brecht. You can surprise the Nazis if you're quick enough, getting a few grenades off to kill most of them. Adabold will take cover in the rocks, but just keep shooting at his troops and he'll be forced to retreat. Watch the rise to your right, as there will be more soldiers trying to ambush you. When you get to the crashed plane use it for cover, leaning out and shooting Adabold when he appears until he goes down.

Objective 4 – Recover British Reconnaissance

Go past Adabold's body and into the fuselage of the downed plane. There's a dead British pilot at the end, with the reconnaissance at his feet. Pick it up using ⊗.





Objective 5 – Destroy Tiger Tank Prototypes

Go back through the cave and run right – ignore the cave opening opposite. Take cover with the other troops beside the warehouse and shoot the Nazis around the foot of the tower, then run up to the next set of crates and use these for cover as you snipe the machine gunner on the roof of the bunker ahead. Run left around the crates and towards the tank to pick up the medikit. Now turn left and set your next charge on the back of the tank. Return to the warehouse, and the doors should be open, enabling you to set two more charges on the tanks inside.

Objective 6 – Escape Into Bunker

Run back to the bunker and set a charge on the door. When the smoke clears go through, but watch out for the soldiers coming down the slope in front of you. There's a medikit in the room on the right, so kill the Nazis inside and then head up the slope to the next floor, where there are more enemies as well as another medikit. Keep going up to the next floor, staying low to kill the Nazis waiting for you. There are more soldiers outside on the roof – shoot them from the safety of the

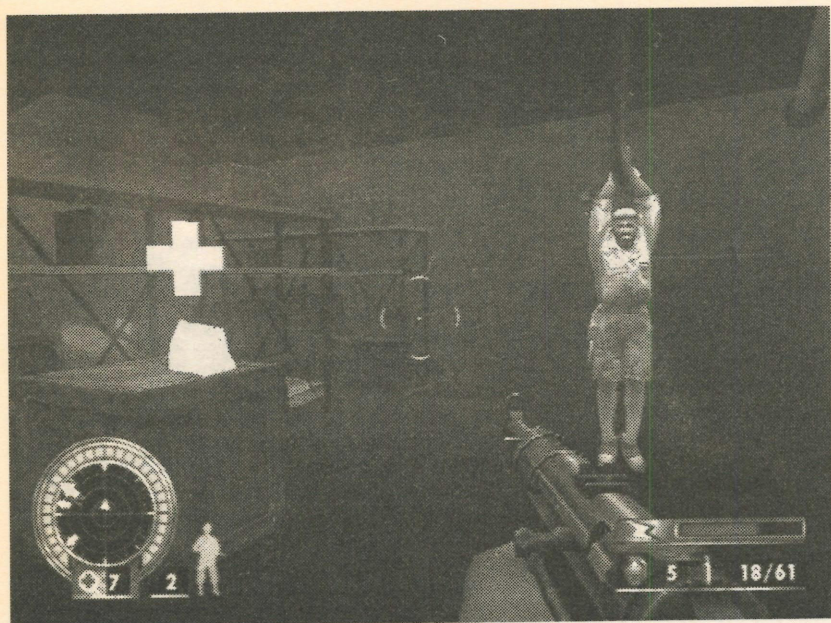
bunker window on the left. Now go outside to the roof and run to the doorway on your right. Use grenades to clear the next room then go inside. Advance slowly up the next corridor, using the crates as cover, then go down the slope at the end to finish the mission.

2 – OPERATION: V2 SILENCE

Objective 1 – Free SAS Commando Prisoners

Run down the corridor and shotgun the guard who leans around the corner. As you go through this level, try to pick up a German rifle as soon as you can instead of using the shotgun. Peek out and lob a grenade in the next room, then move up and duck into the recess on the right. From here you can lean out and kill all the soldiers up ahead. There are some grenades in the left corner of the room, so grab these, watching out for the Nazis coming from the gate on the right. Ignore the gate for now, and instead go through the tunnel on the other side of the room. A guard will charge, so be ready for him, then peek around the next corner to clear the hallway beyond. Take the next right, but throw a few grenades first because the room is full of Nazis. Just take your time and

Medal Of Honor: European Assault



keep peeking out to kill them. Now run down the opposite corridor and set a charge on the door to your right. Kill the guard inside the cell and rescue the prisoner, who will now assist you. Go back and turn right, shooting the Nazis in the office down the hallway. There's a medikit in the room opposite the cell where the next prisoner is being held. Leave the office room and turn left, stopping short of the slope as you'll be ambushed by some Nazi soldiers. Follow the corridor to the right, using the recesses in the wall for cover as you clear the next room. Move into this room and immediately look right to kill the enemies running down the ramp. Don't go up – instead go forwards and to your left to get into the room up the slope past the boxes. In here is some ammo, grenades and a medikit. Leave the room and turn left into the next corridor, which will lead into a generator room. Kill the guards then go down the corridor in the right hand corner – this leads to another soldier being held prisoner, so blow the door and free him.

Objective 2 – Eliminate Hans Schneider

Return to the generator room, but don't go

back past the suspended crates into the room you came from. Instead, go up the slope through the opening on the other side of the room from where you rescued the last prisoner. Take care to shoot the guards in cover at the window, and send a few grenades around the corner before peeking out and killing the survivors. At the end of the hall are some grenades – grab them, then go to the door leading into the projector room. Hans should be waiting for you. Send off a few shots and he'll retreat into the next room, leaving behind a soldier or two. Kill these, then move to the door he went through. You will see a desk. Take cover behind here, then just lob grenade after grenade into the right-hand corner where Hans is hiding.

Objective 3 – Locate Virus House Information

When Hans is dead, finish off the remaining soldiers and grab the medikit to your right. Then go to the desk in the left hand corner to grab the information before returning to the projector room.

Objective 4 – Steal V2 Test Film

There's a medikit in the middle of the room.

Send your buddies to defend the door (point at the door and press **V**), then press **X** while standing next to the projector to steal the film from out of it.

Objective 5 – Photograph V2 Schematics

Leave the projector room and grab some more grenades from the hall on the right. Go back to the generator room and turn right, following the corridor around until you reach the next room. Send your men up the fenced slope on the left of the room, while you use the suspended crates as cover and advance outside and left towards the huts, sending your men into the one on the left while you go into the one on the right and kill the soldier inside. Now go back out and find a place to shoot the gunner in the tower with your sniper rifle – around the furthest corner of the hut you went into gives the best cover. When you've dealt with the troops in the tower, turn around and move towards the doorway back into the facility. Don't go back

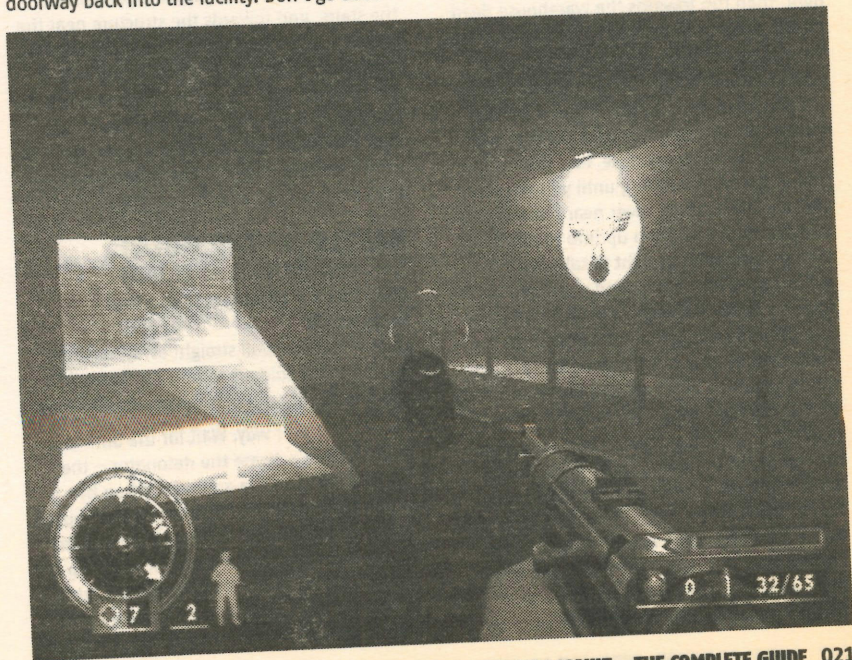
in – instead move towards the ramp ahead of you. More Nazis will burst out, so kill them first, before running up the ramp and going through door on the right. Inside are more soldiers, and the V2 schematics on a desk. Photograph these by pressing **X**.

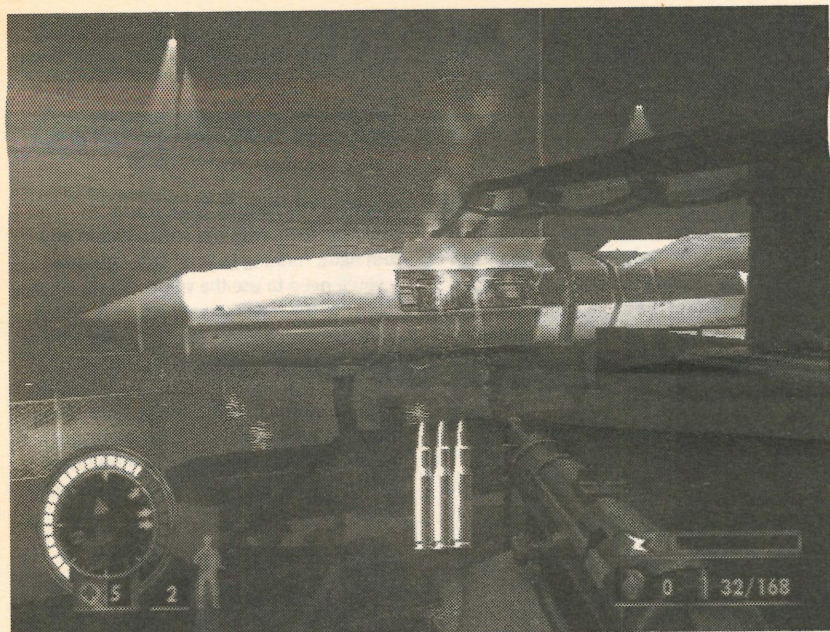
Objective 6 – Destroy Train Tracks

Leave the room with the schematics in and turn right, running to your right into cover – you'll need to use the sniper rifle to kill the soldier in the tower to your left. Pick up the grenades from behind you and move around the corner to the right towards the train. Use the small bunker using the boxes for cover as Nazis charge from around the train. When you're close to the train you'll see the train tracks – plant your explosives and get clear.

Objective 7 – Destroy V2 Rocket

Go past the ruined train tracks, looking to your right for another small bunker with a medikit inside. Nazi soldiers will run from the barracks building up ahead – you want to get inside this building. From here you'll be able






to throw grenades at the tank that appears to your right. Go out and kill the soldiers to your right, then run towards the warehouse dead ahead. Keep to the left as you do this to flank the enemy using the boxes as cover, then grab the medikit from inside the warehouse – if you need more health, there's another medikit under the tower back the way you came. From the warehouse, run around the side of the large building until you see some allied soldiers taking cover near the entrance. Go past them and jump up into the building then go immediately right to take cover behind the cargo crate. Send your men up the stairway to the walkway to provide covering fire, then run along the right side of the building until you reach the switch to open the large doors. When they open, retreat back to the stairway and go up, running along the walkway until you get to the part that crosses the middle of the room. Leave your men to shoot the Nazis around you and focus your fire on the soldiers in the structure below you to the left of the large rocket. Return to the ground level – picking up the medikit from the walkway at the main entrance – and cross to the other side of the warehouse by

running through the open train carriage. Head right, where there's another medikit under the stairs, and towards the structure near the rocket – this is the control room. Chuck a few grenades inside before going in and killing the soldiers, then go up the steps and look for the switch behind you, towards the rocket. Flick this, then exit the control room. Go to the rocket and plant your charge, then run out of the warehouse to end the mission.

BATTLE OF THE BULGE

1 – MISSION TO ROCHERTATH

Objective 1 – Eliminate Recon Unit in Windmill

Duck under the wall straight away, as there are too many soldiers to take on. Move left, keeping down, and pick up the medikit and bazooka on your way. Wait for the tank to go past, then activate the detonator – the glowing thing on the ground – when the tank is turning to the left towards the houses. By now the Nazis will be firing from behind you, so turn and run to the tank wreck up on the hill. Across from you is a windmill, and to your right is a missile rack. Run up to the missile rack and activate it with , then turn

and run to the nearby ridge – jump down here into the road below. Quickly run into the windmill, shooting the guard stationed on the staircase just inside to your right. Go up the stairs, killing the soldier who runs down, and stop just under the next floor – send your men up to the top with **(L)** to deal with the next soldiers. Once you're up there, grab the Revive bonus and the medikit and kill any soldiers that remain. For more bazooka ammo, run outside to the balcony and sprint around the tower, killing the soldiers out there and grabbing another medikit while you make your way around. Then come back in and go back down the stairs.

Objective 2 – Fall Back to American Command Post

Approach the doorway, but don't go out. Instead hide on the right-hand side and shoot out towards the blockade, where there are three soldiers manning machinegun posts. When you've killed them, run out and to the left, ducking under the low wall. Keep going left, popping up over the wall to shoot at the Nazis while your troops follow you. Get around the corner and towards the gap in the wall

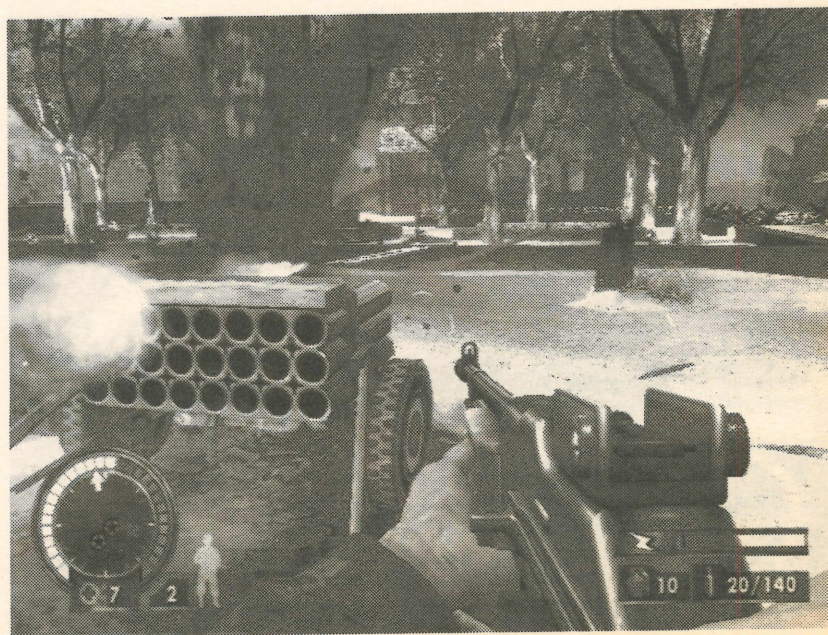
– peek round here to clear the area of enemy, then jump up and run to the circular wall in the middle. From here you can creep round and take out the tank on the other side with your bazooka. Look left and you should see a plume of smoke – this marks the American command post. Run inside and you'll receive new orders. Get ready for a tank assault by the Nazis.

Objective 3 – Uncover Atomic Scientist Rosters

Once you're inside the command post, look on the desk belonging to the officer giving you new orders – the rosters are sitting right there, so pick them up.

Objective 4 – Destroy King Tiger Tanks

Beside the desk is a medikit and more bazooka ammo, so grab this and then turn around and look for a room with narrow windows looking out into the square. Nearby should be a glowing detonator – wait for the tanks to arrive, then when they're near and the Nazis are beginning to fire, activate the detonator with **(X)**. Now you'll have to take on the tanks with your bazooka. From this room you can see two, but you're too vulnerable.



Medal Of Honor: European Assault


Return to the main room and look out of the entrance. You should be able to see one tank from here, so blow it up. Now turn around and go through the doorway on the right of the desk. There's another medikit here, and if you go up the stairs around the corner you'll find more bazooka ammo. Use the windows up here to take out the second tank, which is patrolling around the middle of the area outside. Now turn left and jump out of the hole in the wall – dead ahead is another missile rack, facing another tank. Activate this and run around the back of the house where you will find even more bazooka ammo. Peek back round to the tank and use your bazooka to destroy it.

Objective 5 – Eliminate Folker Kappelhoff


Search the house before you leave to make sure you have taken all the ammo and medikits. Now head back towards the smoke, heading to the church. When you get far enough the door will be blown out. Keep clear as you approach the door to avoid getting shot, then go inside and pick up the two medikits – one dead ahead, another to your right on a stack of benches. From the second

medikit, head further into the church and look to the right for the doorway to the staircase. Move up the stairs, staying as well clear of the openings as you can, until you reach a massive gap blown in the wall. Above you now is your target, Folker Kappelhoff, and killing him is more than a little bit tricky if you stray too far up the stairs. Instead, go slowly, watching the floor above until you see him. Then send your men further up to distract him and just keep shooting until he's dead.

Objective 6 – Transmit Artillery Coordinates

Where Folker was waiting is a box on the wall – activate this with  to transmit the Artillery coordinates to the good guys.

Objective 7 – Obtain C2 in Church Tower

Keep going up the stairs until you reach the top – there's a dead body and the C2 lying right by it. Use  to pick it up.

Objective 8 – Destroy Town Bridge

Go to leave the church by the way you came in and another door will be blown out, leading to a new area. Go through but be careful, as soon as you are out of the church,





Nazi soldiers will charge from the buildings. The best approach is just to run left of both buildings and go around them, then to go inside and kill the Nazi soldiers. With your back to the church, keep left and go outside and around the next buildings – you'll meet up with a group of US soldiers. Get to their side of the street, then follow them as they make a move to a ruined section of wall. Take cover on the far edge and kill all the soldiers you can see – it's best to use **[R]** to peek out and take them down. Before you go any further, use the bazooka to destroy the tank on the other side of the frozen river bank. When the way to the tree opposite the wall is clear, run over and down the slope. To your right is the bridge, with lots of Nazi soldiers underneath – a few blasts of the bazooka from long range will take care of them before they see you. Now just run down to the bridge and place your charge to demolish the bridge and end the level.

2 – FARMHOUSE LIBERATION

Objective 1 – Destroy King Tiger Tank

From the start, run on and turn right. Jump over the low wall and stay on the right-

hand side, taking cover behind the wall of the bridge. Nazis will appear in the wrecked building across the river, so be ready with your sniper rifle to take out the machine gunner in the ruined wall and the soldier in the floor above. Another German will use the machinegun, so take him out before ordering your men into the frozen riverbed and following them down. Be ready, as the enemy will charge you from under the bridge, so keep ordering your men to run close to the bridge wall under the ruined building to keep them out of harm's way.

Go under the bridge and right – there's a machinegun nest at the top of the bank, but you can take cover behind the low wall at the bottom. Peek over here to take out the gunner – don't try to shoot the first time you look, just line up your sights with the enemy. Then, the next time you pop up you'll already be on target and can just shoot before ducking away again. Move up the slope, keeping to the bridge wall, and more Nazis will start firing from sandbag walls up ahead. You want to get into the windmill behind the machinegun nest, so lean out to kill the soldiers you can see, then order your men into the

Medal Of Honor: European Assault



machinegun nest. When they get there, run after them and into the windmill – there's a soldier hiding behind the boxes inside and more on the stairs, so bring your troops in by pressing L3. Work your way up to the top of the windmill, then creep out onto the balcony and use the sniper rifle to take out any stray Nazis lurking down below.

When they are all dead, pick up the ammo and the medikit to the right on the balcony, then leave the windmill and run into the building over by the bridge. In here you'll find a medikit and another rifle if you are running out of ammo for your Thompson. Don't swap it unless you're very low on ammo though, as it's not that great a weapon. Leave the building and head up the slope – you're looking for a barbed-wire blocked entrance to plant a charge on. When you see it, just run up and plant the charge with ⊗. There are plenty of Nazis shooting at you, but you can't do much about them right now. Retreat as the blast goes off. Now the gate is clear you can crawl up the slope and look through the entrance to take out the machine gunners with your sniper rifle – one in the barn on the far left, one in a window dead ahead and

another to the right. If you have problems taking them out from here, you can always retreat to the balcony of the windmill and shoot from there. When you've cleared most of the area, run through the entrance and quickly go right into the building and around the corner. Keep fighting your way right until you jump a fence and get into a small shed – there's a medikit in here. Use this as cover to take out the machine gunner in the building across the yard, then move out and over the low walls to your right, up to the artillery gun. Set a charge on the artillery, then run into the shed nearby to grab the medikit. Leave here and turn right – there's a large wall ahead, and Nazis in position in the house so take cover before trying to kill them and move on. Once they're dead, jump over the low wall and start to go around the back of the house – make sure you keep looking through the windows on your left in case any soldiers are inside. As you move up, more Nazis will jump out of cover from behind the low wall a long way ahead. You'll have to cling to the house and get as close as possible to them – try throwing a few grenades to keep their heads down as you advance. Stop before you go

around the corner and look through each of the windows into the barn to kill the soldiers hiding inside. When you get to the corner of the house, lean out with **U** and you should catch most of the enemy out of cover – this is a great place to use the Adrenaline boost if you have one. Clear the area and run right, into another shed, where you'll find a medikit and ammo for your sniper rifle – use it now to kill the Nazi high up in the window of the barn opposite. There's also a bazooka, so don't forget to swap it for your machinegun. Now jump over the fence to your right and set another explosive on the second Artillery gun. When the smoke has cleared you should see the tank. Get as close as you can – you only have three bazookas so don't miss.

Objective 2 – Destroy German

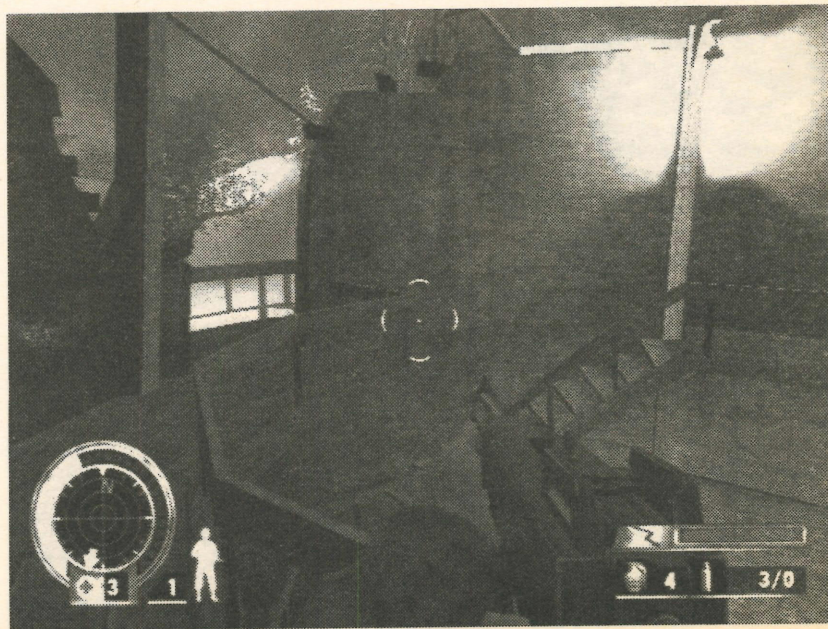
Artillery Positions

Grab the Revive bonus and medikit in the barn that housed the tank, then run over to the Artillery gun, back towards the barbed-wire. Set your charge and run clear.

Objective 3 – Eliminate Freder Engel

Now you need to get inside. Facing the

biggest barn, head right and look for the first archway on your left, just around the corner. There's a medikit inside. Keep going around the building until you reach a ruined wall, through which you can see a Christmas tree. Pick up the shotgun from the corner of the room (swap it for your sniper rifle), then go left and kill the Nazi hiding behind the table in the next room. Go upstairs, killing the soldier who charges from the top, and pick up the medikit from behind the dresser in the corridor. Now go back to the stairs. There's an open window at the top, with the roof of the next building outside. You can get out here and climb up the roof to the top of the barn – in here there's more ammo for your bazooka. Now go back downstairs, turn right and go into the barn. At the closed doors on the far end there are some medikits, so grab these before heading down the trapdoor on your left and setting a charge on the closed door. When it's blown up, run down the steps and keep going until you reach a room – Freder Engel is in here. He's trapped in the corner, so lob a few grenades or use your bazooka (make sure you aim carefully to avoid hurting yourself) and he'll be dead in seconds.



Medal Of Honor: European Assault


Objective 4 – Rescue French Operative

Once Freder is dead, you'll have rescued the French operative.

Objective 5 – Discover Virus House Location

When Freder dies, he'll drop a document folder – pick it up.

Objective 6 – Defend Farm and Destroy Approaching Tanks

Use the barn windows to shoot out at the charging Nazi infantry – use the bazooka to clear any large groups in cover together. Then run around to the ruined wall through which you entered the building and go outside. Run through the barbed-wire opening, down towards the bridge, but go left, behind the sandbag walls. You should see a detonator. Wait for the Nazi troops to run off the bridge and onto the slope before pressing  – this should kill all of them in one go. Now run back into the farmyard. You'll be under heavy fire, so use an Adrenaline boost if you have one, otherwise just keep moving and jinking from side to side. Hide behind the well as the tanks approach – keep your shotgun equipped to kill the charging soldiers – then

activate the detonator once the tank has come through the entrance. Fall back, using all your bazooka ammo on the tank. There are two places to reload your bazooka: the shed behind the barn, near where the King Tiger tank was housed, and the room underneath the barn where you rescued the French operative. Keep reloading and running around the house so you don't get caught by the tank shells, and fire your bazooka at the two tanks whenever you get the chance – don't waste shots on infantry or try to shoot from too far away. Once you destroy the last tank, you'll finish the mission.

3 – OPERATION: VIRUS HOUSE

Objective 1 – Radio Airstrike Coordinates

All hell breaks loose at the start, but ignore it and just run down the trench, picking up the medikit on your right and swapping your M1 Garand rifle for the bazooka on your left. There's another medikit at the radio set at the end of the trench. Grab it, then jump out and activate the missile rack nearby. A wave of Nazis will charge, so jump back in the trench and use one of the machinegun emplacements to take out as many as you





can. There's more bazooka ammo in the next trench, so run and grab it before destroying the tank on your right. From here, run left to take cover behind a fallen tree, then go forwards until you're ordered to send the coordinates for an airstrike. Follow the arrow on your compass to the right until you see a trench with a US soldier waving at you. He's right next to the radio – run into the trench and push **X** to send the coordinates. Grab the Revive bonus that appears behind you.

Objective 2 – Destroy Entrenched King Tiger Tanks

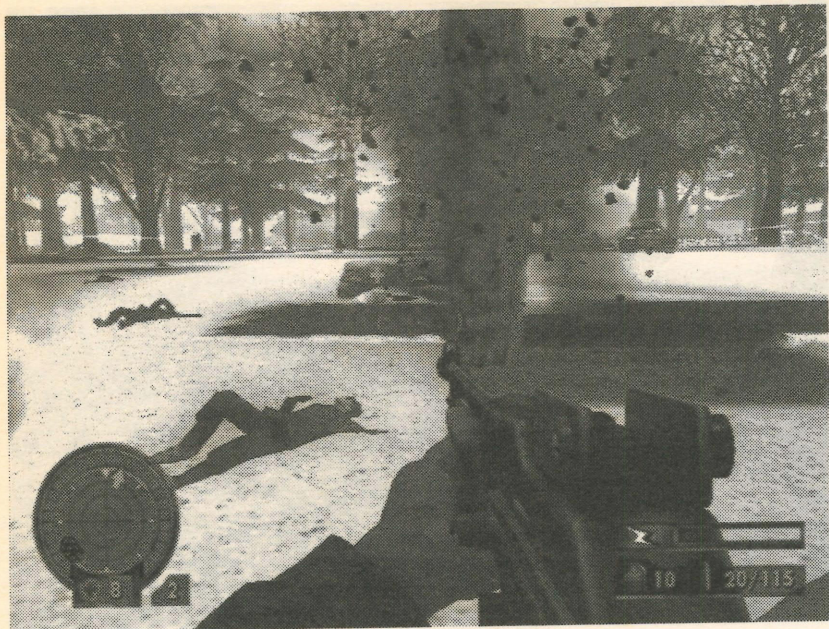
Run out of the trench and left through the trees. Look out for a deep crater – in here is a bazooka round, grab it. Keep running to the left, shooting approaching Nazis and ducking into trenches as you reach them. There's another large crater with another bazooka round on the far left. Once you're close enough – take cover behind the concrete bunker you'll see to the left – concentrate your bazooka rounds on one tank at a time, starting with the one closest to you. When it has been destroyed, run into the trench nearby. Keep running through the trench until

you get behind the other two tanks. Before you plant your charges on these, go left as far as you can, trying to avoid the patrolling tank back here. Now work your way down the trench behind the tanks, killing the Nazis on the machineguns and using the bazooka rounds you pick up to destroy the patrolling tank nearby. Now go to the back of each King Tiger tank and place your explosives – there will be another Revive bonus when you complete this objective. Before you leave the area, go to the trench behind the tanks and then up the slope into the deeper trench – there's a medikit and a new rifle, which you should take because otherwise you'll run out of ammo for the BAR.

Objective 3 – Find Von Schrader's Journal

Face the first tank you destroyed – there's a whole group of Nazi soldiers making a charge. When you've killed them, turn back and there will be another squad of enemies approaching. After you've killed them all, run the whole length of this area. You'll come to a barbed-wire fence, so turn right and keep going, over a rise and into another area of craters. You'll be given another radio order,

Medal Of Honor: European Assault



informing you of the location of Von Schrader's bunker. Keep running dead ahead and you'll reach a trench with some BAR ammo – swap your machinegun for this – next to one with some bazooka rounds. Grab these, then turn left and keep running until you see some BAR ammo behind a tree. Run across the open area from here, looking out for more bazooka ammo in a large crater. Keep left and you'll come upon a Nazi trench. Just ahead is another tank – the wise soldier is the one that destroys it with his bazooka. Use the trenches for cover as you advance, watching out for soldiers hiding in machinegun nests. Soon you'll see another tank, so use your bazooka to destroy this one, too. From the wreck of this last tank, go into the covered machinegun nest down the nearest trench – in here you'll find the journal.

Objective 4 – Find and Infiltrate German Underground Bunker

When you've killed all the soldiers hiding in the trenches, return to each of the tank wrecks and change your BAR for the machinegun ammo lying nearby – you need as much ammo as possible for the next section. From

here, run on behind the German lines until you see a slope, and beyond it a tower. Sprint up the slope and an airstrike will destroy the tank waiting at the top, but there are still a number of enemy soldiers.

Run left, jump down into the deep trench and use this as cover to take out the rest of the Nazi troops. Go out of the trench and up to the crates outside the bunker – enemy soldiers will appear at the windows, so use the crates as cover and lean out to kill them. Now run to the door and set a charge, but once it's blown don't go immediately inside. If you hang back a bit you can take out the machine gunner down the corridor before he sees you. Be aware though that there are two more soldiers who will use the gun, so keep your sights on the gun emplacement to kill them before they can fire at you. Go down the corridor. Before you reach the end more soldiers will appear, so lay a grenade and retreat. Pick off the remaining Nazis from a distance, then run down the corridor and strafe left, then retreat down the tunnel up to the bunker window. This will pull the remaining soldiers out of cover, so kill them from the mouth of the tunnel. Move up to the

gun emplacement inside the bunker, heading left and hugging the wall near the doorway. Take out the soldiers in the next room – they're hiding behind a table, but it doesn't offer much cover. Go left from this room and pick up the medikit near the window. There are lots of soldiers in the next area, so make sure you have the rifle equipped before you return to the room with the table in the middle. Now go through the door at the other end and grab the grenades to enter the bunker.

Objective 5 – Eliminate Von Schrader

Go to the corner and kill the guard who charges around it, then lean out and kill the soldiers hiding at the closed door further in. Move into this room so that you can get a clear shot through the next door – use your bazooka to shoot down here, as more and more Nazis charge. If you've got low health it's better to let yourself die and use a Revive bonus, rather than waste a medikit, as the Revive gives you half of your health back.

When everyone is dead, go right at the end of the corridor – this leads around to a window and there's a medikit nearby. Next,

you have to go up the flight of stairs and outside, but you will be ambushed by a huge amount of soldiers. Go immediately left to put the structure in the middle between you and Von Schrader – who's on a machinegun at the window above the flag. Keep moving around the boxes as the soldiers charge, using your rifle to kill the ones you can see, and then switch to your bazooka. Strafe wide to the wall and fire a bazooka missile at Von Schrader then strafe back into cover and flick to the rifle again. Don't worry about ammo, the Nazis will drop plenty. Just keep moving and switching to the bazooka to shoot up at Von Schrader and you'll kill him in two or three direct hits.

Objective 6 – Disable Dirty Bomb

From the area where you killed Von Schrader, run back through the doorway to the staircase. There's now a new set of steps to your left. Go up these and through the control rooms until you see a barred gate. To the left of this is a bank of control units. Approach these, press **X** to stop the bomb and you've completed the mission, and the game. And you've saved the world again... in a virtual sense, naturally.



Metal Gear Solid 3: Snake Eater



METAL GEAR SOLID 3: SNAKE EATER

Welcome to our complete guide to *Metal Gear Solid 3: Snake Eater*. Over the following pages we let you in on everything you could possibly need to know about the game and gently lead you through every last mission. With our help you can do more than simply eat the snake – open wide and let us feed you a feast!

VIRTUOUS MISSION DREMUCHIJ SOUTH

Items/Weapons:

- D med
- LF med
- MK22 bullets

Food:

- Mushrooms
- Reticulated python
- King cobra
- Tree frog
- Golova

Route:

There are no enemies here, so feel free to get used to the controls and search around for food and items – there are areas to explore to the east and west. Your backpack is hanging from a tree directly north of your start position (you can see light green vines on its bark). Reach it by crawling under the trunk you see blocking your way. Once you've collected the backpack you'll have access to the survival viewer and your equipment. All set? Head north to leave the area.

Kerotan Frog Location:

From your starting position, take the path leading uphill to the northeast. At the end

of the path look left. You'll see the frog between some trees. Alternatively, crawl under the trunk to the north and climb the tree to fetch your backpack. If you walk to the end of the branch and look east, you'll see the frog more or less at eye level.

DREMUCHIJ SWAMPLAND

Items/Weapons:

- MK22 Hush Puppy with silencer

Food:

- Fruits
- Frogs
- Beehive
- Gavial
- Magpie

Route:

There are still no enemies with guns here but watch out because there *are* ways to get hurt. Follow the path north and you'll reach a swamp with a small island in it and an exit to the north. You'll also see some gavial (a kind of crocodile) lazing around. They won't attack unless you get too close, so watch out as you walk through the low ferns skirting the bank to the east of the swamp, as there are a couple hidden in there. Either walk around them, or tranq them with the MK22 Hush Puppy before proceeding.

Don't just wade straight through the swamp at its widest point. If you do that

WHAT'S WITH THE FROGS?

Hidden throughout *MGS3* are 64 Japanese toy frogs (Kerotan frogs). Shoot every one – they'll spin around and croak – and you'll win the rare, incredibly cool stealth camouflage. There's a Kerotan in most areas. Follow our instructions and you'll get every one!

Metal Gear Solid 3: Snake Eater

you'll be sucked into the goop and it'll be game over for you. Gourmets should try and snag a magpie and the beehive from the tree on the little island. Once you're done, head north to leave.

Kerotan Frog Location:

On the north bank of the swamp (just before you leave the area) look for a bulge in the map to the east. If you turn to the east now and look at the rise there you'll find a frog. Shoot him!

DREMUCHU NORTH

Items/Weapons:

- Thermal goggles
- Bug juice
- SVD sniper rifle
- Grenade
- Stun grenade

Food:

- Giant anaconda
- Siberian ink cap
- Golova
- Tree frog
- Yabloko moloko
- Sunda whistling thrush

Route:

If you haven't tried out the camouflage index yet, now's the time because your first human opponents are up ahead. Choose a good combination of face paint and camo and head for the cover of the large tree stump directly north of your entry point. Equip your MK22 and look around the corner to see where the soldier is. If you want you can leap out and tranq him as he gets closer, or, if you're feeling sharp, wait until he passes behind the stump before stealth walking up behind him (using the D-pad) and getting him in a choke hold. At this point you can use Close Quarters Combat (CQC) to interrogate him, throttle him, throw him down or cut his throat.

Once the soldier is neutralised, check the body for items (it's worth getting into the habit) move north to the hollowed-out tree trunk and collect the bug juice. Now, if you head slightly south-east from here you'll find a hidden path. Take it and you'll find the SVD sniper rifle. Cool. Now retrace your steps to the

hollowed trunk and head north, hiding in the tall grass until a second soldier approaches. Use the motion detector if you're not sure of his location, but not the SONAR. If he's close, he'll hear the ping. Now tranq him. Good.

Head east from here and hide behind the tree. Peek north of your position and you'll see another soldier. Take him down and continue east until you see a hollow log. Crawl inside to find the thermal goggles, but stay in place because another soldier is heading your way. Take him down with the sniper rifle. (If you're aiming to complete the game without kills, be sure to shoot him in the head with the MK22. Tranq him anywhere else and he'll raise the alert before he hits the floor.) Now head north.

Kerotan Frog Location:

Once the area with the thermal goggles is clear, look south of the hollow log and you'll see the frog sitting on a stump.

DOLINOVODNO

Items/Weapons:

- Pentazemin
- XM16E1
- MK22 bullets

Food:

- Tree frog
- Baltic hornet's nest

Route:

There's a bridge to the north and you need to cross it. However, there are three guards in the area. Using the sniper rifle is easy, but if you want to be sneaky, try shooting the hornets' nest down from the tree. The chaos that ensues should see all three fleeing. Either way, once the route, cross the bridge and head west. You'll find a narrow path sloping down and east, directly under the bridge. Pick up the XM16E1, MK22 bullets and Pentazemin. Be careful as you retrace your steps. There's a soldier patrolling your exit to the north, but taking him out shouldn't be hard.

Kerotan Frog Location:

Equip the sniper rifle and look at the top of the post to the left of the bridge on the south side. There he is.

RASSVET**Items/Weapons:**

- Bug juice
- M37 shotgun
- Ammo

Food:

- Sunda whistling thrush

Route:

The abandoned factory where Sokolov (your rescue target) is being held. As you'd expect, there's quite a bit of patrol activity here. Patience is the key. Use the cover of the brick wall near your entry point to get a good look of the perimeter. Use the motion detector, thermal goggles (great for when you're hiding in tall grass) and directional microphone to infiltrate the area and take down the perimeter soldiers. For speedy infiltration, climb the ladder on the north-eastern edge of the building, drop down and head east. You'll find Sokolov's holding cell there. Do this though and you'll miss the fantastic M37 shotgun – it's located in the south-western part of the building. Once you've found Sokolov, it's time to sit back and enjoy the cut-scenes.

Kerotan Frog Location:

To the left of the stairs, there's a hole in the wall in the north. Now look through the hole, and there he is. Shoot him.

DOLINOVODNO RIVERBANK**Items/Weapons:**

None

Food:

None

Route:

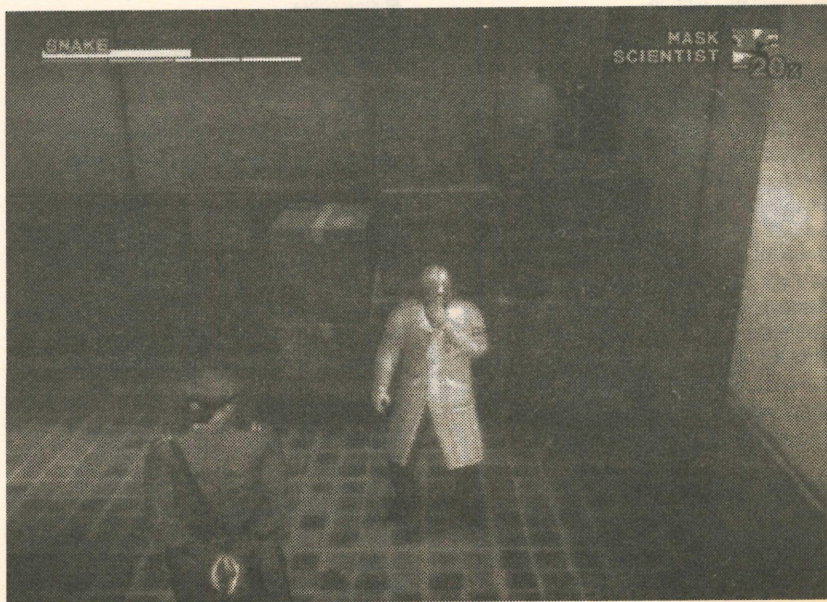
There's nowhere to go from here. Instead, watch the cut-scene and you'll be instructed on the use of the cure menu. Fix your broken bones and cuts, and you've completed the Virtuous mission. Well done.

Kerotan Frog Location:

N/A

**OPERATION SNAKE EATER
PART 1****DREMUCHUJ EAST****Items/Weapons:**

- Styptic
- C med



Metal Gear Solid 3: Snake Eater

Food:

- Flying squirrel
- Otton frog
- Reticulated python

Route:

No soldiers, and by now you know the area. Switch to night camouflage and face paint if you like, hunt some food (it's worth stocking up whenever you're free to) and head north. There are also plants here that can be collected for medical use.

Kerotan Frog Location:

You'll find the frog hidden under a cluster of logs north and then to the east from your starting position.

DREMUCHIJ NORTH

Items/Weapons:

None

Food:

- Golova
- Green tree python
- Otton frog
- Yabloko moloko
- Siberian ink cap
- Reticulated python
- Flying squirrel

Route:

Slide down the hill and walk north towards the insertion drone you piloted to get to your mission start point. A cut-scene will kick in. It's Snake's mentor, The Boss! Once she's done with you, it's time to get out of there; soldiers are on the way and The Boss has dismantled your gun. You have a choice. If you're a completist and want to get all the Kerotan frogs, it's worth revisiting Dremuchij Swampland and Dremuchij South from the Virtuous mission. If so, head south now. If, however, you want to move on, hide in the grass, wait for the soldiers to pass and then run past them to Dolinovodno.

Kerotan Frog Location:

Look for a tree that you can climb in the middle of this area. Climb it and look left. The frog is on top of a hill.

DREMUCHIJ SWAMPLAND

Items/Weapons:

None

Food:

- Gavial

Route:

If you're back here, you're looking for the Kerotan Frog.

Kerotan Frog Location:

To the west of the little island in the middle of the swamp you'll see a bank with ferns and gavials on it. Dispose of the gavials (they're good eatin') and head over there. Look behind the northernmost tree in this area and there's the frog.

DREMUCHIJ SOUTH

Items/Weapons:

- C med
- Splint

Food:

- Sunda whistling thrush
- Mushrooms
- Reticulated python
- King cobra
- Tree frog
- Golova

Route:

If you're here it can mean only one thing: you're trying to get all the Kerotan frogs.

Kerotan Frog Location:

Remember this? It's where you landed in the Virtuous mission. Head over the logs to the east and if you look north here you'll see the little amphibian on top of the rise. Now, hurry back through Dremuchij Swampland and Dremuchij North, to get to Dolinovodno.

DOLINOVODNO

Items/Weapons:

- Life med
- Smoke grenade
- Raindrop camouflage

Food:

- Yabloko moloko

- Siberian ink cap
- Tree frog
- Baltic hornets' nest

Route:

You've been here before and this time the darkness will make things easier for you. Slide down the bank and CQC the soldier on this side of the bridge – you don't want to risk an alert going up. Once that's done, cross the bridge, and either head west to the path leading under the bridge, or (if you're feeling brave) hang off the east edge of the bridge at the end and drop down to grab the ledge. Either way you'll pick up the raindrop camouflage. On your way towards the exit (north) you'll have another soldier to deal with. CQC him and head out.

Kerotan Frog Location:

The frog is on top of the post on the far (northern) side of the bridge.

RASSVET

Items/Weapons:

- Cardboard box A
- Thermal goggles
- AK-47
- Mine detector
- Bug juice
- Smoke grenade
- Zombie face paint
- Scientist camouflage

Food:

- Sunda whistling thrush
- Rat
- Reticulated python

Route:

Last time you were here there were guards all around. This time it's deserted. Feel free to hunt around for food and items. Behind the building (to the north) you'll find the zombie face paint. Head up the staircase in the south-western part of the building to get the AK-47 rifle, and to the north-east you'll find some crates, on top of which you'll find the cardboard box A. Once you're done here, head to the room you found Sokolov in during the Virtuous mission (it's in the north-eastern part of the building). The thermal goggles are here

on your left. As you leave, a cut-scene will trigger. When it's done it'll be morning and you'll be in a world of trouble...

Kerotan Frog Location:

The little fella's under the stairwell, in the south-western area of the building, to the right of the big cylinders.

OCELOT UNIT

BATTLE STRATEGY:

The area around the disused factory is crawling with highly trained members of the GRU Ocelot unit. You need to neutralise them all before you can move on. First things first: hide under the bed and wait for four soldiers to come in. From here you can tranq or kill them with relative ease. Now open the trap door and get under the building. If you need more food there are some rats down here. Look for a grate. Shoot the soldier whose legs you can see through it and head for the broken section of wall. There's another soldier. Cap him. Careful now, as there's a sniper on the roof. Take him down. To the west you'll see the last soldier. Kill him and head north-east. It will trigger a cut-scene. When that's done, look in the area of the building south of Sokolov's old holding cell. You'll get the mine detector. Okay, you're done here. The gate you need to exit from is now unlocked.

CHYNORYJ PRUD

Items/Weapons:

- Chaff grenade
- Smoke grenade
- MK22 ammo
- Croc cap
- GA-K0 camouflage

Food:

- Arowana
- Coral snake
- Golova
- Indian gavia
- Milk snake
- Poison dart frog
- Siberian ink cap

Route:

If you're all about speed, then the only thing you need to do here is swim across the swamp

Metal Gear Solid 3: Snake Eater

to the northern bank and exit. If that's you, then be sure to watch out for the gavials in the water (they'll drag you under) and look out for a thin wire strung between trees on the way to the exit. Trigger this and a spiked man-trap will swing down and *really* hurt you. Either crawl beneath it or shoot it from a safe distance. Mind you, if you do this, you'll miss the GA-KO camouflage and the croc cap. The GA-KO camo is in the water to the north-east. You'll need to swim underwater to find it. Check it out once you've picked it up. It can be very useful.

To get the cap, dive into the water and hug the western bank of the swamp until you find your path blocked by logs. There's a way to swim under these, so take it. Surface and climb on shore, where, a little north of your position, there's a tree that you can climb. Do that and hang down from the branch; shimmying along until there's another branch you can drop down to. Shimmy along that until you're hanging over dry land. Drop down and get the croc cap. You've earned it.

Kerotan Frog Location:

If you want the frog, take a deep breath. Head north through the water and locate a grey tree breaking the surface on the northern edge mid-point between the two exits out of the area. The frog is underwater slightly to the left of the base of the tree.

BOLSHAYA PAST SOUTH

Items/Weapons:

- Claymores (directional fragmentation mines)
- MK22 suppressor
- Splitter camouflage
- Choco chip camouflage

Food:

None

Route:

Head north. See that fence? It's electrified. To neutralise it, simply shoot the junction box on its western edge. Now it's safe to crawl under (there's a gap to the east of the fence). Okay. The next area is filled with nine very deadly claymore mines. You should have the mine detector by now, but frankly, it's fiddly. Instead, try crawling through the area. If you

pass over any claymores now you'll pick them up and can use them later. Free ammo!

Head west and shoot the second junction box to take out the second fence. If you can see soldiers and guard dogs, try to tranq them now. Otherwise climb the tree and drop from the protruding branch to get beyond the fence. Head north-west at first and when you reach another fence, crouch down, equip your MK22 and carefully tranq the soldiers you can see on the other side. Now retrace your steps and head north-east. Near the two muddy pits you'll find another soldier. Tranq him. Look for a rock wall ahead of you. Climb up onto this and move carefully along it – you'll pick up the splitter camouflage here. By now, the soldiers you shot with the tranq gun through the fence earlier will be out cold and you've got a clear route to the last fence. There's one more guard on the other side of this. Shoot him and head to either of the exits to the north, being sure to look out for the choco chip camouflage in the hollow tree stump as you go.

Kerotan Frog Location:

When you're at the north-eastern fence with the large gap in it, stay on the this side of the fence and walk east along it until you reach a tree with a strange looking clustered trunk. The frog is hiding in the trunk.

BOLSHAYA PAST BASE

Items/Weapons:

- Lots of ammo
- Mousetrapp
- Grenade
- TNT
- Antidote
- LF med

Food:

- Rat
- Russian ration
- Calorie mate

Route:

As you'd expect from a base, there's a lot of military heat here. First off, there's that soldier manning the fixed gun emplacement. Don't worry; you can take him out from a distance without raising the alert. From here, move

east and take out the next soldier. South from this point you'll find another soldier. Once he's out cold (or dead, your choice) get into the drainage ditch skirting the base and go under the wooden bridge to pick up the snow face paint. Climb the ladder and pick up the water camo (it'll come in handy when fighting The Pain *and* while you're wearing the croc cap you collected earlier).

Explore the buildings here. There are plenty of items and lots of ammo in the sheds to the north-east of the base. (Use the motion detector to reduce the potential for discovery by any remaining soldiers.) It's not necessary, but if you want to, blow up the helicopter. If you destroy it now, you won't have to face it when you reach the mountains. All done? Head north and you'll find two storage sheds. One contains ammo, while the other is filled with medical supplies. Before you make your way to the exit to the north-west of the map, try blowing up the storage sheds with the TNT. By doing this you'll wipe out supplies for the troops in the next area. They'll be weaker and poorly armed, making your life easier.

Kerotan Frog Location:

Locate the dorm in the base with the beds in it. You'll find the frog under a desk here.

BOLSHAYA PAST CREVICE BOSS BATTLE – OCELOT

Items/Weapons:

- MK22 ammo
- WP grenades
- Grenades
- AK-47 bullets
- Animal camouflage

Food:

- Baltic hornet's nest
- Coral snake
- European rabbit
- King cobra

Strategy:

Ocelot will keep you busy but he's not too hard to defeat if you keep your wits about you. The most dependable cover is found behind the rock/tree grouping to the left of your starting position. While Ocelot's bullet trails remain green you're safe here and can

lean out to pop caps in his ass. However, when the bullet trails turn orange, scarp to another part of the map briefly, because this means Ocelot's going to ricochet bullets into your position. If you want to distract Ocelot to get some easy free shots, try shooting his cap off, and blasting the hornets' nests down onto his head. Watch out though, as he may return the favour. And be aware too that there are poisonous snakes on your side of the crevice. Either shoot them as you see them or be sure to cure yourself if you see the purple 'poisoned' icon appear above your head. If you want to win Ocelot's special animal camouflage, only use the MK22 to tranq him and wear down his stamina. Use this approach on all subsequent boss battles and you'll always win a special item.

Kerotan Frog Location:

If you want the frog you need to get him *during* the boss battle. From your starting position, head east until you reach a wall. Now turn to face south (towards the camera) and enter first-person view. There he is.

OPERATION SNAKE EATER PART 2 CHYORNAYA PESCHERA CAVE BRANCH

Items/Weapons:

- Night-vision goggles
- Torch
- Bug juice
- Phosphorous grenades
- Ration
- Battery
- Serum
- C med
- Ammo

Food:

- Kenyan mangrove crab
- Otton frog
- Rat
- Reticulated python
- Taiwanese cobra
- Vampire bat
- Russian ration

Route:

It's dark in here. Well, duh, it's a cave. You'll find a torch soon, but for now, light up your

Metal Gear Solid 3: Snake Eater

cigar if you need a little illumination. There's plenty of food in these caves, including delicious (really?) Kenyan mangrove crab. If you're running low on supplies, take the time to stock up.

First, take the path heading west. Swim across the pool to get a battery and some ammo. There's also a Russian ration *in* the water if you dive. Retrace your steps and take the path east. You'll come to a three-way split. Take the westernmost one. Located between the waterfalls you'll find the torch and phosphorous grenades. Spark up the torch and ditch the cigar if it's still equipped. Take the path directly opposite the waterfalls and crawl through a trio of cracks until you reach a room with a hole in the floor. The night-vision goggles are here (as is the Kerotan frog). Retrace your steps to the beginning of the path and take the middle path (you'll need to crawl). You'll emerge at the top of a waterfall. Collect the serum, watching out for the vampire bats as you do (use the torch to keep them at bay). Now head north to the exit.

Kerotan Frog Location:

Head through the cave system until you reach the waterfalls. Across from the alcove where you picked up the torch you'll find a passageway. Enter it and proceed until it hits a dead end. There's a crack in the wall here. Go through this to reach another area. Opposite your entry point is another crack in the wall. Take it and you'll end up in a room with a hole in the floor. Enter the first-person view and look across the hole. The frog is there.

CHYORNAYA PESCHERA CAVE

Items/Weapons:

- Ammo
- Grenades
- Snow camouflage
- Hornet stripe camouflage

Food:

- Maroon shark
- Arowana

Route:

Take the east path and pick up the M37 shotgun. This is going to be your best friend

very soon, so equip it now. There's a crawl space to the north. In here you'll find the snow camouflage. Continue north and you'll end up back at the fork you started at. Head north from here and it's time to face The Pain in battle. You're not allergic to hornet stings are you?

CHYORNAYA PESCHERA CAVE BOSS BATTLE – THE PAIN

Strategy:

The Pain's hornet friends are not only used as offensive weapons, but they also act as an effective shield against most direct attacks you can throw at him. You need to disperse the hornets and then The Pain is very vulnerable. Grenades will do the trick, but they are slow. Your best option? The M37 shotgun. One blast for the hornets; a couple for The Pain. Of course, he *will* get some attacks in as well. There are a number of these, but the rule for survival is the same throughout. If hornets are heading your way, dive into the water. You won't get stung, can dive for more ammo and can even shoot at The Pain from underwater. After a short swim, climb back up to the mini island and start again. When The Pain's health is down to half, he'll remove his mask and shoot red bullet bees at you. If they get under your skin they will start to kill you. If this happens, enter the cure menu and cut it out, quickly. As ever, if you use the MK22 to tranq The Pain (alternate it with the M37 to blast his hornet shield away) you'll get a special item. This time it's The Pain's brilliant hornet stripe camouflage. When you wear this, you'll not only be impervious to stings, but can also control hornets freed from nests to attack enemies. Awesome!

Kerotan Frog Location:

In the south of the area there is a small island. Swim behind it and look up. The frog is in a hole in the ceiling. You must shoot this during the boss battle for it to count.

CHYORNAYA PESCHERA CAVE ENTRANCE

Items/Weapons:

- Mines
- Ammo
- Mine detector

Food:

- Otton frog
- Poison dart frog
- Rat
- Reticulated python
- Russian false mango
- Russian glow cap
- Thai cobra

Route:

Head north for a cut-scene. When that's done, continue north. There's some food to be caught here if you need it and the mine detector is in an alcove to the east as you move forward. There's also a cave to the west. Equip your mine detector and enter carefully to pick up mines, ammo and shoot the Kerotan frog. Now take the path to the east. It will eventually lead north and take you down a spiralling rock formation to the exit.

Kerotan Frog Location:

Halfway through the area you'll find a cave to the west. Enter it carefully (there are mines) and turn to face the exit. Go into first-person view and look up. The frog is above the exit.

PONIZOVJE SOUTH**Items/Weapons:**

- Chaff grenades

Food:

- Bigeye Trevally
- Kenyan mangrove crab
- Maroon shark
- Tree frog

Route:

Have you picked up the croc cap and water camouflage? If so, equip them now and you can swim straight past the soldiers on hover platforms. There's a path to the northwest. Take it.

Kerotan Frog Location:

Move forward just a little bit from your starting point and look to your west. The frog is there, on dry land.

PONIZOVJE WEST**Items/Weapons:**

- SVD sniper rifle

- TNT
- Grenades
- Ammo

Food:

- Bigeye Trevally
- Maroon shark
- Arowana
- Cobalt blue tarantula

Route:

This is a dead end, but there's some good stuff to get here. Make sure there's a suppressor (silencer) on your MK22 Hush Puppy and tranq the soldier that's standing in front of the door you can see. Once he's down, go inside to pick up the SVD sniper rifle, ammo, TNT and grenades. Stocked up? Time to retrace your steps to Ponizovje South, and from here, head north to the Ponizovje Warehouse: Exterior.

Kerotan Frog Location:

Swim to the northwest corner of this pool. If you dive here you'll see the frog behind the grate.

PONIZOVJE WAREHOUSE: EXTERIOR**Items/Weapons:**

- Ammo
- Smoke grenades

Food:

- Maroon shark
- Bigeye Trevally
- Cobalt blue tarantula

Route:

Stand by for an interesting cut-scene and a fantastic opportunity to avoid a punishing boss battle with The End. The instant the cut-scene finishes, equip the SVD sniper rifle and focus in on the cluster of soldiers by the doorway. You should see The End being wheeled away. It's not easy, but if you can quickly shoot the soldier pushing his wheelchair and then take out The End himself, he'll explode. If you succeed, when it comes to his boss battle, you'll be up against the Ocelot Unit instead. A much easier task!

However, if you want The End's special camouflage or his Mosin Nagant tranq sniper rifle, you have to let him live. Your choice. If

Metal Gear Solid 3: Snake Eater

you do let him live, equip the MK22 and tranq each guard in turn. Simple. Once that's done, get onto the dock and head north to the exit.

Kerotan Frog Location:

Once you're on the dock, head to the end of the boats to the west. Enter the first-person view and look at the red gates to your right. The frog is on one of them.

PONIZOVJE WAREHOUSE

Items/Weapons:

- MK22 suppressor
- Desert face paint
- Thermal goggles

Food:

- Kenyan mangrove crab
- Rat
- Instant noodles

Route:

Get your motion detector equipped. Wait for the soldier to go down the stairs and then stand so you can see him and his buddy. Tranq them both, and also the other soldiers you can now see on the staircase.

Now, head down the stairs yourself and north-west to find the desert face paint and the thermal goggles. As you head up to the third floor, don't forget to shake down the soldiers for some useful items. Once on the third floor, go in the room to pick up some food and then proceed up the stairs to exit the area.

Kerotan Frog Location:

Look for some white crates in the south-east of the room. Climb onto these, crouch and look north. There, in the rafters above the stairs, is where the frog's hiding.

GRANINY GORKI SOUTH

Items/Weapons:

- Serum
- LF med

Food:

- European rabbit
- Fly agaric
- Flying squirrel
- Magpie

- Reticulated python
- Siberian ink cap
- Yabloko moloko
- Tsuchinoko
- Instant noodle

Route:

There are no human threats here, but a lot of wildlife (including the rare, mythological Japanese snake, the Tsuchinoko. Capture or kill the other animals here and lay a mousetrap if you want to catch it).

There are also a lot of deadly traps in this area, too – swinging spike traps, spiked pits and noose traps. If you're careful, you can spot the trip wires and patches of leaves covering the pits, but by far the easiest way to stay out of trouble is to equip the thermal goggles. You'll see everything, as clear as day.

Kerotan Frog Location:

Head to the exit in the north. Just before you leave, look up and to your left. The frog is in the trees, sitting on a branch.

GRANINY GORKI LAB EXTERIOR: OUTSIDE WALLS

Items/Weapons:

None

Food:

- Red avadavat
- Sunda whistling thrush
- Milk snake

Route:

Simple area. Equip black camo and face paint, and use your thermal goggles to tranq the three soldiers and their dog. Once you've got through the electrified fence (the hole to crawl under is to the west) you have two entrances into the base to choose from. If you head east you'll find a door. Better than this though is a small crawl hole in the wall to the west side of the area. We recommend you use that.

Kerotan Frog Location:

Once you're past the electric fence and have found the hole in the wall to crawl through, put your back to the wall and look ahead in the first-person view. The frog is between two trees, slightly to the left.

GRANINY GORKI LAB EXTERIOR: INSIDE WALLS

Items/Weapons:

- XM16E1
- TNT
- Ammo
- Oyama face paint

Food:

None

Route:

Assuming you've entered this area from the crawl hole to the west, first tranquilize the two soldiers to your north, then use the cover of the trucks to take out the remaining soldier to the east of your location. Once he's dropped the area is clear, so take your time shaking the soldiers down for items before heading to the north-eastern part of the area. There's a storage room here. You can find the XM16E1 and TNT here along with ammo.

Now it's time to damage your enemies' ability to hunt you down. Lay TNT and blow up the storage shed. Later on in the game, soldiers will have fewer supplies, including food. As a result they'll be weaker. Wherever you see storage sheds, you can play this trick. Head to the western edge of the building now and you'll find a duct into the building. Crawl into this and you'll find the Oyama face paint. You can now either continue through the ducts to enter the building or retrace your steps and enter the building via the front door. In any event, it's time to put on the scientist outfit (you will have been given it earlier) and the Raikov mask (you have this from the start).

Kerotan Frog Location:

In the east of the area in front of the building you'll find a smaller building with a boarded-up door. If you look in the window to the left of this door you'll see the frog.

GRANINY GORKI LAB 1F

Items/Weapons:

- Medical Supplies
- Ammo

Food:

None

Route:

Be aware that while the soldiers won't rumble your disguise, the other scientists definitely will, so try and avoid contact with them at all costs. Walk through the corridors until you find a library near the stairwell. Get the items in here (try equipping the cardboard box to fool the scientists) and head downstairs to Graniny Gorki Lab B1 East.

Kerotan Frog Location:

Locate a series of four lockers near the stairwell. Enter the first-person view and look at the top of the locker closest to the camera. The frog is hidden up here.

GRANINY GORKI LAB B1 EAST

Items/Weapons:

- MK22 suppressor
- Medical supplies
- Fly camouflage

Food:

None

Route:

This area has prison cells in it, but the only item of interest is the Kerotan frog. When you're done, go up to the second floor. You'll find a MK22 suppressor behind one of the doors. Locate the bathroom and kick in the third stall door to snag yourself the stinky fly camouflage. Now head back downstairs to the first floor and look for the second staircase. Head downstairs to Graniny Gorki Lab B1 West.

Kerotan Frog Location:

Locate the cell to the far west of the area. The frog is locked up in here.

GRANINY GORKI LAB B1 WEST

Items/Weapons:

- Cig gas spray
- Knock out handkerchief

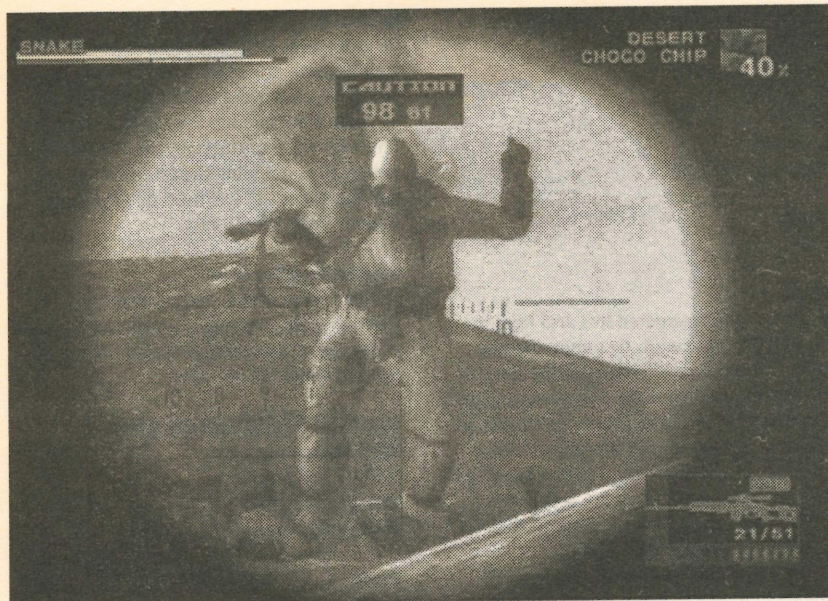
Food:

None

Route:

Are you still in your scientist's outfit? Good. Ignore the soldiers and locate the guard room. You'll find the brilliant cig gas spray and the

Metal Gear Solid 3: Snake Eater



knockout handkerchief. Perfect for a spot of 007-style espionage. Equip the cig gas spray (you can't carry weapons in the scientist's uniform) and feel free to gas any scientists you come across in subsequent rooms. From here, pass through the scientists' staff room and the control centre. Speed through if you want to be certain not to be rumbled. Eventually you'll get to Director Granin's office and you'll get a heap of information and a valuable key in the following cut-scene. Once you're finished here you need to get out of the Graniny Gorki Lab and retrace your steps back to Graniny Gorki South (the area with all the traps, remember?). We'll catch up with you there...

Kerotan Frog Location:

Look for the scientists' staff room with the TV in it. In the north-west corner there's a desk by two lockers. The frog is here.

GRANINY GORKI SOUTH BOSS BATTLE – THE FEAR

Strategy:

The instant you start the battle you'll have been hit with a crossbow bolt. Immediately enter the cure menu and dig it out. So what's it to be? Do you want to kill The Fear

dead, quickly and efficiently, or wear down his stamina and win yourself his spider camouflage? To kill The Fear, simply equip your thermal goggles (he's virtually invisible otherwise) and enter the first-person view with a favourite firearm. Now you'll be able to see his every move in the treetops and effectively shoot him before he even has a chance to fire another bolt at you.

If you want to wear him down instead, try this: got any stale or poisoned food? At the start of the battle make a pile of this near your position. Now equip the MK22, the thermal goggles and shoot The Fear as above. Eventually, with his stamina reduced by the tranq darts, The Fear will come down to the forest floor to look for food. If you've made a pile of rotten/poisoned food he'll make a direct line for it, eat it, and vomit himself to death. Not pretty, but utterly foolproof. Once you're done here, head south, back through the Ponizovje Warehouse (there are three soldiers to take down on your way through) to get to the previously locked door in the Ponizovje Warehouse Exterior area. If you're keen to get the water face paint you'll want to go back even further to the mangrove swamp with the soldiers on hover platforms

(Ponizovje South). In any event, you'll end up using the key Granin gave you to open the locked door.

SVYATOGORNYJ SOUTH

Items/Weapons:

- Book

Food:

- European rabbit
- Fly agaric
- Flying squirrel
- Magpie
- Reticulated python
- Siberian ink cap
- Yabloko moloko
- Tsuchinoko
- Instant noodle

Route:

There's a Codec conversation here. When that's done, explore the area and hunt down some food, as there are no soldiers here. If you're looking to tag all of the Kerotan frogs, head to the exit in the west of the area first. Otherwise, head east to Svyatogornyj East.

Kerotan Frog Location:

On entering the area, move forward to the first patch of tall grass and look back to the entrance. The frog is visible in the corner, at the top where the concrete and earth meet.

SVYATOGORNYJ WEST

Items/Weapons:

- None

Food:

- None

Route:

You're here for the Kerotan frog, right? Fair enough. But be careful – there are two soldiers patrolling this area. But by now they shouldn't be causing you any grief, right? When you've got what you came for head back to Svyatogornyj South and take the other exit to Svyatogornyj East.

Kerotan Frog Location:

Move forward until you reach a hollow log. The frog is on the hill directly behind the log.

SVYATOGORNYJ EAST

Items/Weapons:

- None

Food:

- Rat
- Calorie Mate
- Russian ration

Route:

Only a couple of soldiers here. Once they're neutralised, exit the area.

Kerotan Frog Location:

From your starting point move north, keeping to the western edge of the area at all times. You'll eventually come out on top of a shack. Jump down from the roof and head towards the larger building in front of you. Head up the stairs and you'll see a door with a window to the left. The frog is sitting in the window.

SOKROVENNO SOUTH BOSS BATTLE – THE END

Strategy:

Did you kill The End at the Ponizovje Warehouse Exterior with the sniper rifle? If so, you've now only got members of the elite Ocelot unit patrolling the area. Take 'em down and move on. For everyone else, it's time to face the master of the sniper rifle, The End.

This is an epic game of cat and mouse played over three areas: this one, Sokrovenno West and Sokrovenno North. Each of these areas has a number of sniping points (they're marked on the map) and The End can be in any one of these. You need to kill him (or wear down his stamina if you want his Mosin Nagant rifle) by tracking him down. The End uses powerful tranq darts so if you do get hit, remove it via the cure menu straight away. Because of this, the battle can be stamina intensive, so any opportunity to hunt and gather food is worth taking.

Don't bother slowly sneaking around trying to surprise The End at first. The best way to fix his location is to wander around until he tries to shoot at you. The moment he does, his position will be marked in red on the map. Now you know where he is, use camouflage and stealth to get into a position where you have a view of his location. You

Metal Gear Solid 3: Snake Eater

may not be able to see him even now. Use a combination of directional microphone (he snores!), thermal goggles with sniper rifle, and binoculars until you get a fix on his exact position. Then shoot him. He'll take a number of shots before his stamina wears down, so you'll have to repeat the process several times. Depending on the circumstances you may be able to sneak up on his position from the rear. If so, brilliant. By holding The End up at gunpoint three times you'll win his moss camouflage. It also means that when he runs off (which he will) you can then equip your thermal goggles and follow his warm footprints to his new location, saving you time. Eventually you'll wear him down and victory will be yours.

One more thing. There is one more, very sneaky way to defeat The End. The moment the boss battle begins, save the game. Now quit the game. If you were to load up this save immediately, you'd be treated to a cut-scene showing The End defeating you and taking you back to the cells in the basement of the Graniny Gorki Lab. Instead, move the date on your PS2 clock temporarily forward a week or more. *Now* load the save. Suddenly, a new cut-scene will kick in showing Snake finding The End dead. As the following Codec conversation reveals, The End has died of old age, waiting for you to turn up. You get the mickey taken out of you, but hey, a victory is a victory...

Once The End is defeated, make your way to the northernmost exit in the Sokrovenno North area.

Kerotan Frog Location:

Look for a building in the north-western area of the map. There's a SVD sniper rifle in there, but you want the frog, right? Okay. Run up the ramp to the building and walk around the side. You'll see the back of the building and the hill behind it. You'll find the frog here.

SOKROVENNO WEST

Items/Weapons:

None

Food:

- Baikal scaly tooth

- Baltic hornet's nest
- Sunda whistling thrush
- Rat
- Reticulated python
- Tree frog
- Ural luminescent
- Vine melon

Route:

See Sokrovenno South for details on how to defeat The End. If you're looking for the Kerotan frog, see below...

Kerotan Frog Location:

Follow the stream all the way south to the bottom of the area. Now duck and peer into the opening in the wall where the water flows in. That's where you'll find the frog.

SOKROVENNO NORTH

Items/Weapons:

None

Food:

- Reticulated python
- Tree frog
- Sunda whistling thrush
- Vine melon

Route:

See Sokrovenno South for how to defeat The End. If you're looking for the Kerotan frog, read on. Once you've defeated The End, head to the north-eastern edge of the map to locate the entrance to the Krasnogorje Tunnel.

Kerotan Frog Location:

Begin the hunt from the second exit from the right at the south of the map. Hug the wall to your left and follow it until you reach a hollow log. Keep following the wall and look behind the next tree growing right next to the wall. Your frog is there.

OPERATION SNAKE EATER PART 3

KRASNOGORJE TUNNEL

Items/Weapons:

None

Food:

- Rat

- Vampire bat
- Cobalt blue tarantula
- Otton frog

Route:

No enemies to worry you here. Just a tunnel and the longest ladder climb in game or movie history. Enjoy it, there's a song to listen to on the way up...

Kerotan Frog Location:

As soon as you enter the tunnel you'll see an archway up ahead. The frog is immediately behind it on the left, and easy to miss if you're not looking for it.

KRASNOGORJE MOUNTAIN BASE**Items/Weapons:**

None

Food:

- Emperor scorpion
- Thai cobra
- White-rumped vulture
- Russian rations
- Calorie mate

Route:

Equip either the desert or choco chip camo, and desert face paint – and get the MK22 ready. There's quite a lot of military personnel up here and the last thing you need is an alert. This is the perfect time to bust out the motion detector too, since the land dips and rises here, providing natural cover for your opponents. Use it and take down the first soldier. Once he's out cold, move on.

Kerotan Frog Location:

Run to the north-west corner of the map. While still in the third-person view you'll see the frog sitting on a hill in front of you. The angle is steep, so move a little way back, equip the sniper rifle and use that to cap him.

KRASNOGORJE MOUNTAINSIDE**Items/Weapons:**

- RPG-7

Food:

- Emperor scorpion
- Thai cobra

- White-rumped vulture
- Calorie Mate

Route:

Do you have The End's Mosin Nagant tranquilliser sniper rifle? If so, equip it now. Either way, you need to take down the first soldier you can see, *silently*. Run up to the fixed gun emplacement and pick up the M37 ammo as you go. See the hole in the wall? Go into this and crawl past the second soldier. Good. Now walk up and shoot the third soldier with the MK22. Run up the curving walkway and shoot the next two soldiers with tranqs. Enter the first shack and pick up the RPG 7. Now sneak up behind the last soldier (he's behind the second shack). See the Hind attack helicopter buzzing around? If you fancy having a pot shot at it, feel free to sit at one of the fixed gun emplacements and let rip. Be prepared to get a lot of unwanted attention if you do, mind. If you've satisfied your blood lust, head north to the next area.

Kerotan Frog Location:

The frog is in the shack at the top of the mountain along with three Russian rations and a Calorie Mate.

KRASNOGORJE MOUNTAINTOP**Items/Weapons:**

- Ammo

Food:

- Rat
- White-rumped vulture

Route:

Take out the MK22 and cap the two nearest soldiers. There's another soldier to the east. If you have the Mosin Nagant rifle, it will make capping this guy all the easier. Now drop down into the ditch and move north until you find another guard. Tranq him and keep heading northeast until you reach the door in the mountainside. Head inside and a cutscene will kick in. Enjoy. You deserve a break.

Kerotan Frog Location:

Head to the lowest of the fixed gun emplacements and look at the cliff opposite in the first-person view. The frog is there.

Metal Gear Solid 3: Snake Eater

KRASNOGORJE MOUNTAINTOP: BEHIND RUINS

Items/Weapons:

None

Food:

None

Route:

There's nothing much to do here once the cut-scene is done except admire the view (you're going there!) collect food and cap the Kerotan frog. If you like, you can even equip your sniper rifle, destroy barrels on the base and set off an alert in Groznyj Grad. Careful though – if you do this, a helicopter will be sent to search for whoever's taking pot shots at the base. Got any rounds left for that RPG 7?

Kerotan Frog Location:

Look ahead of you and you'll see a radio tower. The frog is camped out halfway up the tower. Use the sniper rifle to get it.

KRASNOGORJE MOUNTAINTOP RUINS

Items/Weapons:

■ Ammo

Food:

- Rat
- Emperor scorpion
- Instant noodles

Route:

As before, there's not much to do here. Cap the Kerotan frog and retrace your steps. You need to unlock the door in the Krasnogorje Mountaintop area. There's some ammo underneath the bed if you want it, and a scorpion to the left of the door leading to Krasnogorje Mountaintop. Tranq it and capture it for use on soldiers later on if you like.

Kerotan Frog Location:

Head down the stairs and enter the room with the bed in it. The frog is sitting on a shelf above the bed.

KRASNOGORJE MOUNTAINTOP

Items/Weapons:

None

Food:

- Rat
- White-rumped vulture

Route:

Okay. You've been here before, but now the trenches are filled with flamethrower troops. If you fancy having a laugh, try shooting them in the base of their fuel tanks. If, however you just want to get to the red door and make your way to Groznyj Grad, here's what you need to do.

Head south through the trenches until you reach a section that makes a u-turn. Wait here, and pretty soon a flamethrower soldier will walk past. Just as he's about to climb up the ledge, hold him up and take him out. Now all you have to do is make your way over the next two drops and enter the red door set in the mountainside.

Kerotan Frog Location:

N/A

GROZNYJ GRAD TUNNEL

Items/Weapons:

- Ointment
- Bandage
- Battery

Food:

- Russian glow cap
- Rat
- Vampire bat

Route:

For now, at least, there are no enemies to worry about. While you've got the time, it's a good idea to change your camo and face paint to full black. You'll be glad you did. Look east when you exit the first section of the tunnel. See those barrels? Destroy them and you'll find a spare battery. You'll also find some medical supplies here too. Hmm, bandages and ointment? Isn't that used to treat burns? Once you've collected everything, keep heading north and prepare for a warm welcome from The Fury.

Kerotan Frog Location:

N/A

GROZNYJ GRAD TUNNEL BOSS BATTLE – THE FURY

Strategy:

The Fury looks harder to beat than he actually is. Sure, his jetpack and flamethrower can ruin your day, but follow these tips and you won't go far wrong. First off, try and avoid approaching him from the front, even from a distance. The flamethrower is stupidly powerful and will toast anything directly in front of it. If you do get burnt, simply roll until you douse the flames. If you've got stones the size of honeydew melons, the simplest way to bring The Fury down is to equip a knife (yes, just a knife) and hunt him down for a spot of CQC. While he will probably scorch you, ripping his suit with the knife will damage him hugely. Do this a few times (being sure to treat any burns you get in the process) and you'll defeat him. If you prefer a safer option, however, try the following.

Did you equip the black camo and face paint earlier? If not, do so the moment the battle begins. Cool, now run as fast as you can to the northernmost point of the map. See that raised platform with lots of shadow at its edges? Climb up here, lie down, crawl to the edge overlooking the main area and equip something powerful. You'll hear The Fury looking for you. Hold tight and keep scanning the 'corridor' exits for him. It shouldn't be hard because you'll see his flamethrower lighting up the darkness. When he emerges and you've got a good shot, drill him full of lead. Don't worry about his flamethrower for now, because the ledge you're on will act as shield, effectively absorbing the full brunt of the flames.

Eventually, The Fury will jetpack up to the ledge. Only now should you hop down and run into the corridors, but only for as long as it takes for him to come looking for you. Then run back to the ledge, get settled and repeat until he dies. As ever, if you want The Fury's special camouflage (it's flame retardant) you'll need to wear down his stamina rather than kill him. The method above will work just fine with tranq rounds. Two more things: use the barrels to catch The Fury in explosive traps and if you find the corridors are getting too toasty, try shooting the red pipes in the ceiling – they'll douse the area with water.

Kerotan Frog Location:

As soon as the battle begins, run into the next corridor to your right. The frog is in front of you, sitting on a red pipe. Remember: it is essential that you shoot the frog during the boss battle if you want it to count towards the stealth camouflage.

OPERATION SNAKE EATER PART 4

GROZNYJ GRAD TUNNEL

Items/Weapons:

- Styptic
- Bandages
- Ointment

Food:

- Russian glow cap
- Rat
- Vampire bat

Route:

Gather yourself and head towards the ladder to enter Groznyj Grad. It's a good idea to equip the splitter camouflage and face paint right now. You are about to go fully urban.

Kerotan Frog Location:

N/A

GROZNYJ GRAD SOUTHWEST

Items/Weapons:

None

Food:

None

Route:

You enter the base in a relatively sheltered, lower area. Head up the steps and look north. There's a soldier there. He won't have seen you yet, so head around to the north-east and stealth walk up behind him as he walks south to your starting position. CQC and take him out. Now it's time to head west. Equip the thermal goggles and you'll make out a soldier coming around the eastern edge of the storehouses. If he's heading towards you, simply lie down and wait for him to turn around and walk away. Good. Now creep up behind him and CQC him. You're heading to

Metal Gear Solid 3: Snake Eater

the door in the northeast of the map.

Kerotan Frog Location:

Head to the row of warehouses to the left. Walk up to the middle warehouse and look through the crack you can see. The frog is freezing his ass off in there.

GROZNYJ GRAD NORTHWEST

Items/Weapons:

None

Food:

None

Route:

There are three soldiers and a dog here, so keep your wits about you. Your ultimate destination is Groznyj Grad Northeast, but it's worth coming here first to get the Kerotan frog.

Kerotan Frog Location:

Run north and once you've passed the tanks you'll see a jeep with an open back to your left. Just past this is a stack of crates. Climb onto these. Enter the first-person mode and look left over the fence. The frog is sitting at the top of some stairs.

GROZNYJ GRAD NORTHEAST

Items/Weapons:

■ M63 ammo

Food:

■ Rat

■ Russian ration

Route:

Head west a short distance and use the MK22 to tranq the two soldiers you see here. Now look east and shoot the barrels to take out a soldier next to the building. Head southeast and ping the SONAR to locate another soldier. He's north of your position. Take him out. *Now head to Groznyj Grad Southeast to find the next Kerotan frog.*

Kerotan Frog Location:

Head northeast towards a building with Russian rations in it. North of this building you'll see a hole in the floor. Jump into it and

crawl west and then south. You'll eventually reach a place where you can turn right (it's directly below a grate above). Turn right and the frog is there. If you continue down this tunnel you'll emerge behind the prison block in Groznyj Grad Southeast.

GROZNYJ GRAD SOUTHEAST/ GROZNYJ GRAD TORTURE ROOM

Items/Weapons:

■ Cardboard Box C

Food:

■ Rat

Route:

Equip the Mosin Nagant tranq rifle and snipe the two soldiers to the south. If you're done searching for frogs (there's one on the roof and inside the prison block) head back to Groznyj Grad Northeast to enter the Groznyj Grad Weapons Lab East Wing.

Kerotan Frog Location:

Head up the stairs and search for the frog; look up and he's on the top corner of the prison-building roof. To the east of the building you'll find Cardboard Box C. Enter the Groznyj Grad Torture Room and look for a room with desks in it. There's a frog under one of these.

GROZNYJ GRAD WEAPONS LAB: EAST WING

Items/Weapons:

■ Officer camouflage

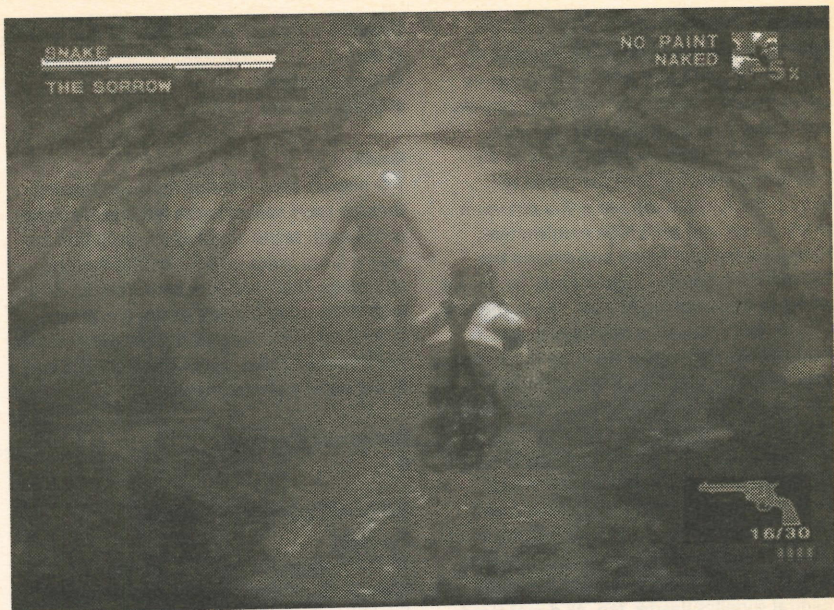
■ Ammo

Food:

■ Russian ration

Route:

Run up the first set of stairs to the east and then look west. Tranq the first soldier you see. Now crouch and wait for Raikov (he looks like Raiden from MGS2 in a Russian officer's uniform). When he comes around the corner, tranq him, then drag his body into the room with lockers in it. Stash the body and equip the officer camouflage you took from Raikov, *along with the Raikov mask you've had since the start of the game.* Perfect disguise. While looking like this, press **A** and you'll salute. A



useful little detail to complete the Raikov look. Now head west into Groznyj Grad Weapons Lab Main Wing. If you're up for a spot of exploring, try holding up soldiers in the corridors to get a radio frequency that will open up the locked storeroom filled with goodies.

Kerotan Frog Location:

Head up the stairs to the north of the building and enter the room at the top. The frog is sitting on top of a shelf in here.

GROZNYJ GRAD WEAPONS LAB: MAIN WING

Items/Weapons:

None

Food:

None

Route:

Just keep heading west.

Kerotan Frog Location:

N/A

GROZNYJ GRAD WEAPONS LAB: WEST WING CORRIDOR

Items/Weapons:

None

Food:

None

Route:

Just keep heading west and pass through security. A series of cut-scenes will begin. Watch and learn. Don't forget to press **RB** when prompted. You'll get a useful frequency from The Sorrow. Oh, alright. We'll tell you. It's 144.75.

Kerotan Frog Location:

Look through the windows to the south. Can you see the pole with the cluster of speakers on top in the distance? Equip the sniper rifle. The frog is on top of them.

GROZNYJ GRAD TORTURE ROOM

Items/Weapons:

- Fork
- Camera
- Medical supplies

Food:

- Rat

Metal Gear Solid 3: Snake Eater

Route:

Save the game now, and when you load up later, you'll get to play a bizarre mini-game called 'Snake's Nightmare' involving zombies and a hero with gigantic blades for arms. Brilliant! Okay, done with that? Now to the business of escaping from the prison cell. Pick up the fork you can see – you can use it to kill the rat and get a little nourishment. Now enter the cure menu and remove the transmitter implanted in your back. You've got no other equipment right now, so use the fork for that too. There are a few ways to escape from the cell. Remember the code The Sorrow gave you while you were being tortured? Use it now to unlock the cell door if you like. Alternatively, use the fake death pill to attract the guard into your cell – it's Johnny Sasaki's (from *MGS* and *MGS2*) grandfather! – and then use the revival pill to come round and get the jump on the guard. Once you're out of the cell, head north to the food storage area to stock up and find the camera. There are medical supplies nearby, too. All done? Head west, then south and finally west.

Kerotan Frog Location:

Head *into* the prison building now and look for a room with desks in it. There's another frog under one of these. Done here? Head to Groznyj Grad Weapons Lab East Wing.

GROZNYJ GRAD SOUTHEAST

Route:

Run as far west as you can. See that hole in the wall to the north? Crawl on through.

GROZNYJ GRAD NORTHEAST PART 2

Route:

Run west as far as you can and exit through the door to the north.

GROZNYJ GRAD NORTHWEST PART 2

Route:

Head north and look for a dog. Crawl past him and then crawl north under the pipes. You'll reach a manhole cover that will take you down to the Groznyj Grad Sewers.

GROZNYJ GRAD SEWERS

Items/Weapons:

None

Food:

- Rat
- Russian ration
- Instant noodle

Route:

You need to keep heading north, zigzagging through crawl spaces to the left and the right of the main sewer. Halfway up you'll find an area you can swim in. Dive around for food and meds. There are dogs here. You can deal with them using the fork or you can throw them food if you like, but it's altogether easier just to outrun them. When you reach the end of the sewer head for the light...

Kerotan Frog Location:

N/A

BOSS BATTLE – THE SORROW

Strategy:

This is as spooky as hell. You are in the underworld, in The Sorrow's domain, and lumbering towards you are the tortured souls of *all* the enemies you've killed up to that point. If they touch you they'll sap your life, so avoid them. Occasionally The Sorrow will shoot a tentacle of energy at you. Evade it at all costs. It will sap a chunk of energy from you if you don't. For a bonus extra, try taking photographs of the boss characters that walk up to you. When you look at the pix later you'll see ghostly images of the *MGS3* development team including *MGS* creator Hideo Kojima. There is no fighting as such (although punching spirits will dissipate their energy) so all you have to do is plod towards the end.

Eventually, The Sorrow will stop, hovering above his own dead body. Touch the body and you'll die! Don't panic. Quickly access your backpack and use the revival pill. You're back! Do this and you'll obtain The Sorrow's fantastic spirit camouflage. Alternatively, if you can't be arsed to walk past all your victims, simply drown yourself straight away and then use the revival pill. Job done.

TIKHOGORNYJ

Items/Weapons:

- Kabuki face paint
- C3 explosives

Food:

- Arowana
- Baikal scaly tooth
- Fly Agaric
- Giant anaconda
- Kenyan mangrove crab
- Markhor
- Otton frog
- Tsuchinoko
- Vine melon

Route:

If you forgot to remove the transmitter from your back in the cell you'll now have to go up against the elite Ocelot unit. Assuming you *did* take out the transmitter, just head north as far as you can to reach the safety of the area behind the waterfall where Eva is waiting for you. This is a great opportunity to stock up on food. If you want the kabuki face paint, you'll need to get into the water and look around. Once you're all cosy with Eva you'll be treated to a lengthy cut-scene and will receive some C3 explosives for your next task... to destroy the Shagohod!

Kerotan Frog Location:

The frog is directly south from your start position. Look to your left. He's there, stuck under a log.

TIKHOGORNYJ: BEHIND WATERFALL**Items/Weapons:**

None

Food:

- Rat
- Russian glow cap
- Tree frog

Route:

Dead easy. Run north and take the door at the end on the left. Head up the ladder to get back to Groznyj Grad.

Kerotan Frog Location:

The frog is easy to get. Before you head up the ladder, look south and up. It's there.

GROZNYJ GRAD NORTHWEST**Items/Weapons:**

None

Food:

- Rat
- Russian ration
- Instant noodle

Route:

Back to Groznyj Grad, so equip your splitter camo and face paint. There are soldiers around, but ignore them and head east immediately and through the door.

Kerotan Frog Location:

N/A

GROZNYJ GRAD NORTHEAST**Items/Weapons:**

None

Food:

- Rat
- Calorie Mate
- Russian ration

Route:

There are some soldiers being trained in this area, but getting past them isn't a problem. Wait until they've moved north and then run east until you reach a building. On the far side of the building there's a soldier. Tranq him at your leisure. Now equip your motion detector, run north and take out the guard behind the crates. Now you're free to enter the Groznyj Grad Weapons Lab East Wing.

Kerotan Frog Location:

N/A

GROZNYJ GRAD WEAPONS LAB: EAST WING**Items/Weapons:**

- Maintenance camouflage

Food:

- Russian ration

Route:

Wait patiently until the soldier you can see enters the lab to the east. Now quickly run to the stairs to the north of the map and use them to get to the locker room. Good. Now gain access to the locker you hid Raikov's body in earlier and you obtain the maintenance

Metal Gear Solid 3: Snake Eater

camouflage. This is going to be very useful, very soon. In fact, why don't you equip it now. Done? Exit via the door to the southwest.

Kerotan Frog Location:

N/A

GROZNYJ GRAD WEAPONS LAB:

MAIN WING

Items/Weapons:

None

Food:

None

Route:

So you're wearing the maintenance camo, right? Equip both the cig gas spray and the C3, and walk into the room housing the Shagohod. Use the cig gas spray on soldiers and workers to clear the area. The four fuel tanks are in the far north and southeast of the area, and flanking the Shagohod. Now all hell will break loose and you'll get a cut-scene, after which you'll be prompted to save. Do. The clock is ticking, so if you want to save time, skip the cut-scene following this.

Kerotan Frog Location:

Ascend the stairs to the far left and stop when you reach the fuel tank that's there. Standing in front of the fuel tank, walk forward and take a look between the control panels. The frog is there.

GROZNYJ GRAD WEAPONS LAB:

MAIN WING B1F

BOSS BATTLE – VOLGIN

Strategy:

Right. Volgin isn't messing with you, so let's take him down, quickly. As soon as the battle begins, equip the Raikov mask. Since Raikov was Volgin's lover, this confuses the giant electric bully and while he's getting emotional you've got a clear window of opportunity to shoot at him. Take it.

The electricity coursing through Volgin's body means frontal attacks are pointless as he can deflect them. That said, he does need to recharge from the electrical point in the arena every so often. When you see his electrical aura fading, get your shots in

and make them count. If you're finding that Volgin's lightning attack is impossible to escape, you'd be right. That's because the electricity seeks out the metal in the weapon you have equipped and blows up the ammo. The solution? When you see Volgin's about to unleash the lightning, simply tap **RT** to rapid deselect your gun. Do this and you'll never get hit by the lightning again.

When the attack's done, equip the weapon again and get busy. Another helping hand is the Russian glow cap mushroom. Don't eat it; throw into the arena. The little fungus will absorb all of Volgin's attacks for as long as it sits there. Result. Another thing you might want to try is shooting the pipes above the arena. Water will spill from them and you know what happens when electricity and water mix...

Okay. All well and good, but if you *really* want to defeat Volgin quickly, here's the key. He is vulnerable to attacks from the side and rear. Simply equip a pistol (MK22's good if you want to notch up a stamina win and obtain Volgin's cold war camouflage) and sprint around him in a circle, using tactical reload (tapping **RT** twice quickly). Hit him in the back and he'll be powerless to defend himself from the next couple of shots. When you need to reload, circle him, then continue. Do this and it's possible to defeat Volgin without taking any really serious damage yourself.

Kerotan Frog Location:

It's the same for all the boss battles. If you want the Kerotan frog to count towards the rare stealth camo you must hit it during the boss battle. As soon as the battle begins, face east and enter the first-person view. The frog is on a ledge up there. Get him.

GROZNYJ GRAD (MOTORCYCLE CHASE)

Items/Weapons:

None

Food:

None

Route:

Eva's in the driving seat, so what's your pleasure? Shooting soldiers to clear the way

or hunting for the Kerotan frogs. Either way, the first-person view is a good idea for when Eva stops. While on the move, switch to third-person view. This way you can shift Snake's weight around on the bike to help Eva make tight corners. To make aiming easier, equip the powerful scorpion rifle (you should have this by now) – it has a laser sight. Lastly, when the Shagohod is tearing after you, use the RPG-7 to shoot out its tracks.

Kerotan Frog Locations:

As Eva drives you around the base in search of an exit, you'll stop briefly at four locations. There is a frog hidden in each one. Because this bit is tricky, we recommend saving the game at the start of each motorcycle section.

1. In the area with the tanks parked in it look to the spotlight tower to the right of the covered bridge with all the soldiers on it. Use the sniper rifle and you'll see the frog there.
2. When Eva stops, turn so all the soldiers are facing you and then look to your left. There's a forklift truck here, and the frog is sitting on the driver's seat.
3. This is a difficult one. The frog is sitting on top of a sign to your left, past the second side road where you can see a plane in the distance. Eva slows down to help you out, here. Equip the sniper rifle to make your shot count.
4. This one is on top of the fourth sign to your right, immediately before a side road. Definitely not easy.

GROZNYJ GRAD RAIL BRIDGE

Items/Weapons:

None

Food:

None

Route:

If you're after the Kerotan frog, get it now. Done? Good. Lie down, equip the SVD sniper rifle and shoot the first explosive charge on the bridge. Now get a bead on the second charge and wait for Eva's instructions.

Kerotan Frog Location:

Look down at the two arches supporting the weight of the bridge. The frog is sitting on

the arch farthest from you, in-between the second and third pillars from the left.

BOSS BATTLE – THE SHAGOHOD

Strategy:

Equip the RPG-7. It's got unlimited ammo now and it's the only friend you need (other than Eva, who's steering the motorcycle/sidecar combo). At every opportunity, shoot a shell at the Shagohod's tracks. This will briefly disable it. Eva will circle and you'll get a great view of the Shagohod's vulnerable rear end. Hit it with another shell and wallop! There goes another slice of Shagohod's health. Keep plugging away and you'll be done in no time.

BOSS BATTLE – THE SHAGOHOD/VOLGIN

Strategy:

Now Snake is on foot and Eva's causing a distraction. The key to defeating Volgin now is similar to the previous battle. Take out the Shagohod's power briefly, by hitting it in the tracks. Now, while it's still, shoot Volgin in the head. We recommend using the powerful, fixed gun emplacements to do that. It'll hurt him real good.

Should Volgin charge at you suddenly, simply lie down and the Shagohod will drive right over your head, enabling you to pop up behind it and shoot Volgin in the head quickly. Cool. And as for evading the Shagohod's various attacks; they may be powerful, but outrunning them is usually relatively easy.

Kerotan Frog Location:

When Volgin is standing on top of the Shagohod and chasing Eva, equip the sniper rifle and look at the base of the radio tower directly in front of you. The frog is there.

MOTORCYCLE CHASE PART 2

Items/Weapons:

None

Food:

None

Route:

Eva's now driving again, so be sure to hold on tight and shoot your pursuers, not forgetting to blast the logs blocking the road

Metal Gear Solid 3: Snake Eater

when Eva prompts you. Fail to knock those out and the subsequent crash will wipe out a lot of your energy. Eventually you will both get thrown from the bike. Eva is injured from this and you've now got to take care of her. Check out the cure menu. You can now heal her too, but first it's time to top up your total of frogs. Excitement? It never stops...

Kerotan Frog Locations:

There are three to look for during this run:

1. See the three red and white barriers? The frog is between the left one and the one in the middle.
2. Now equip the RPG-7, and begin looking to your right of the direction of travel. As soon as you drive past a log, you'll see the frog sitting in front of a rock.
3. Now scan to the left of the bike's direction carefully. The frog is sitting on top of the first boulder you see after this point.

ZAOZYORJE SOUTH

Items/Weapons:

None

Food:

- Russian ration
- Reticulated python
- Russian false mango
- Siberian ink cap
- Tree frog

Route:

Eva's not feeling at all well. She's going to need taking care of, so use the cure menu to heal her and make sure you give her food when she's getting weak. Despite being wounded, Eva is still more than capable of shooting soldiers. That said, with soldiers coming from both directions, it can be hard to keep her safe all of the time.

The solution? Use the MK22 to tranq her. She won't be hurt and you can concentrate on clearing the area of soldiers, and hunting more food. (You'll get through a lot between you during this section.) With Eva safely out cold, move south until the cut-scene kicks in. Equip the thermal goggles, lob a smoke grenade and in the confusion, take down the four soldiers. Easy. Now retrace your steps, pick up Eva and drag her to the south-eastern

path. Time to wake her up. Now walk together to the X on the map.

Kerotan Frog Location:

Once the cut-scene is done, head down the path to the west. You'll soon come to a log bridge. Make your way halfway across the bridge and turn to face west. Enter the first-person view and you'll see a ledge jutting from the wall, slightly to the right. The frog is to be found there.

ZAOZYORJE EAST

Items/Weapons:

None

Food:

- Golova
- Magpie
- Otton frog
- Reticulated python
- Siberian ink cap
- Sunda whistling thrush
- Tree frog

Route:

Equip your thermal goggles and the Mosin Nagant tranq rifle. Shooting all the soldiers from this vantage point should be pretty straightforward. Once you're done, head north-west with Eva and shoot the soldiers there. Exit the area. You're almost at the final boss battle.

Kerotan Frog Location:

Move forward until you come to a big fork in the path. Here you should be able to see a large, thick tree growing by the side of a hill. Head to the left side of the tree and look in the gap between the tree and the hill. There he is, the cheeky little tinker.

ROKOVOJ BEREG

BOSS BATTLE - THE BOSS

Strategy:

This is it. It's time for Snake to face his mentor, The Boss. She's already kicked his ass *three* times in the game before now, so it'd be reasonable to assume that Close Quarters Combat would be the last thing you'd want to try to defeat her. Reasonable, but dead wrong as it happens.

The moment The Boss comes up close and tries to grab you, press **Ⓞ** to counter her attack. She'll be stunned, and you can take advantage of this to throw her to the ground and chip away at her health. Keep at it (making sure to scarp when she equips her Patriot machine pistol) and this approach will defeat her relatively easily.

Alternatively, equip snow camo and one of the white face paints, run to the far edge of the map and lie down in the flowers. With a bit of luck, The Boss will have lost sight of you. Now, equip your Mosin Nagant rifle (wearing down The Boss's stamina will win you her special snake camo) and wait until she wanders close to your position. Take a clean shot, get up, run to the *other* side of the map, and repeat the process until The Boss is defeated.

Fancy a little extra? Equip the thermal goggles and have a good look around the map near the logs. If you're good you'll spot, and be able to capture, three very special snakes during the fight, each of which give enormous stamina boosts when eaten. Their names? Snake Solidus, Snake Liquid and Snake Solid. So, The Boss is dead. Where do you go from here?

Kerotan Frog Location:

As ever, you must get the Kerotan frog *during* the boss battle. Equip the sniper rifle, head to the northwest corner of the map and scan the trees. The frog is sitting at the very top of one of these.

WIG CARGO AREA

Items/Weapons:

■ SAA Revolver

Food:

None

Route:

There's no route needed for this very final portion of the game. You're standing in the cargo area of a plane. There's a cut-scene now, and at the end of it you'll be given the opportunity to choose one of Ocelot's Single Action Army revolvers. Choose the gun on your right if you want to win the SAA revolver for the next play through of *MGS3* (it's a cool weapon because it lets you ricochet rounds off objects to shoot around corners) and the one on the left if you actually want to win the duel. Either way, congratulations, you've just beaten *Metal Gear Solid 3: Snake Eater*. ■



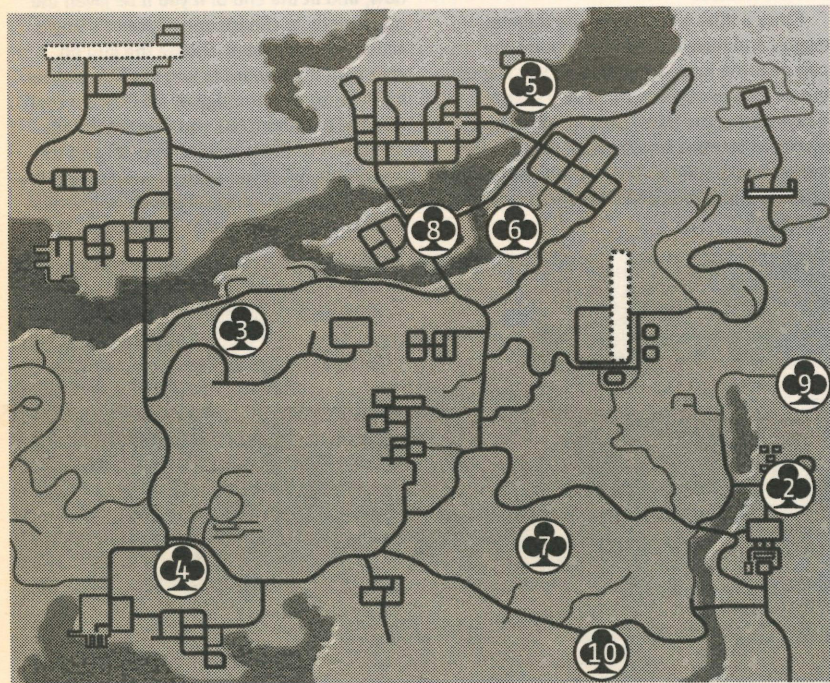
MERCENARIES

Capture every member from every faction – clubs, diamonds, hearts and spades – in our comprehensive guide

(*Note: cards 2 to 10 for each suit are marked on each map. The face cards – Jack, Queen, King and Ace – are not marked. Mission directives in the game will tell you where to find them once you've captured the rest.)

CLUB CARD LOCATIONS

THE CLUBS ARE GENERAL SONG'S LOWEST RANKING LACKEYS AND TAKING ALL OF THEM ALIVE ISN'T TOO DIFFICULT A TASK. EASY MONEY

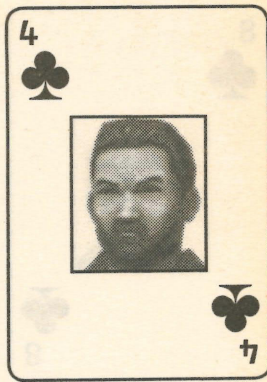


**JIN-HO YONG**

This is the first card of the deck of 52 that you capture. He's caught during the AN contract Ante Up and, as you'd expect, isn't too difficult to take down.

**SU-YEONG KIM**

Take the track that branches from the road south of his position to find him. The only significant resistance comes from an armoured scout vehicle.

**YEOM PARK**

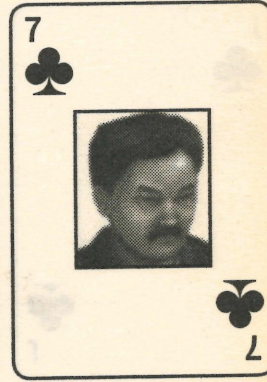
Holed up in a burning village with only a few soldiers with him, taking him down is easy. Just try not to kill the GSRN cameraman that's filming there.

**TAL-HUN AN**

Bagging this guy's a piece of cake. You can sneak up on him and subdue him before he or the three soldiers with him know that you're there.

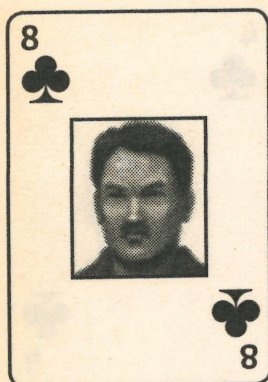
**CHONG-CHUN YI**

Several soldiers and a huge tank need to be overcome before he can be subdued. However, arm yourself with an RPG and you'll be fine.

**KANG-KEUN HA**

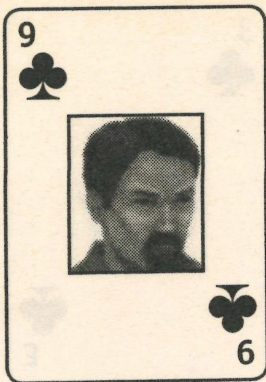
Take the track from the road north of his position to find him. He's with some civilians, some soldiers with grenades and some crates of cash.

Mercenaries



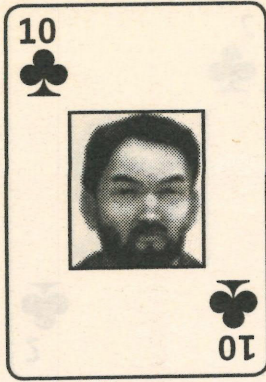
YEONG-SUK PARK

Find him loading lorries with a handful of soldiers under a covered garage area. He's easy to apprehend, just make sure the soldiers on the roof don't surprise you.



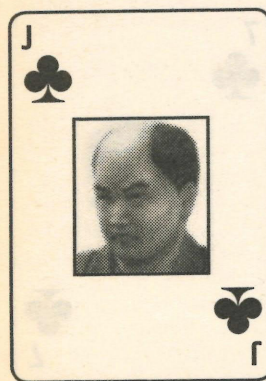
CHEOL-HAN CHO

This area is crawling with NK troops. Thanks to a tunnel, they keep on coming. It's best to subdue him and then take him elsewhere when the time comes for extraction.



YEONG-KIL KIM

The train track beside the road will lead you to him. There are anti-aircraft launchers in the area, so you may have to move him somewhere safer for extraction.



HONG-DO SEON-U

Captured during the last Mafia contract.



SUN HAN

Captured during the last Chinese contract.

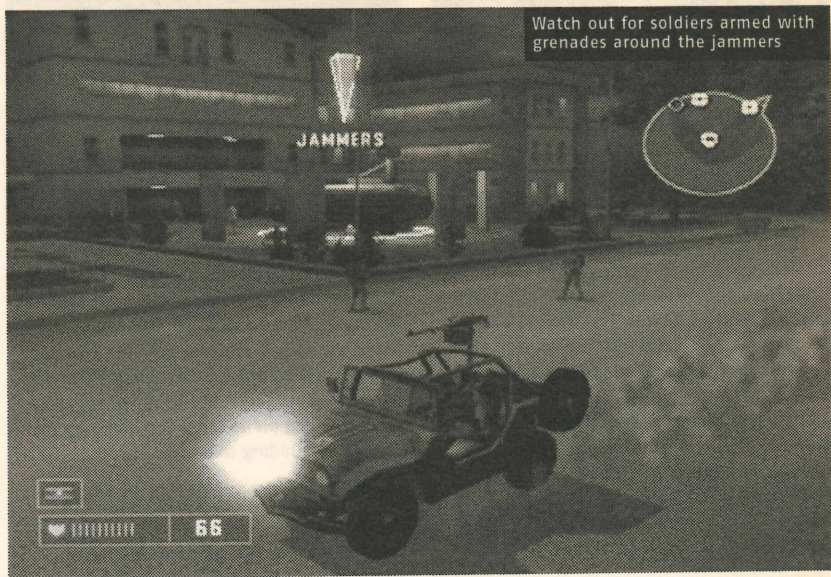


LEE CHOI

Captured during the last South Korean contract.

BRINGING DOWN THE HOUSE

YOUR FIRST ACE CONTRACT – LET'S MAKE SURE IT'S NOT YOUR LAST...



Watch out for soldiers armed with grenades around the jammers

A

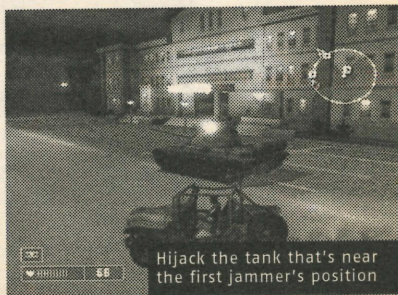


DUNG HWANGBO

Captured during the Allied Nations contract Bringing Down The House.

DESTROY NK JAMMERS

When you're dropped from the chopper, immediately concentrate fire towards the soldiers around the nearby camp. One of them is armed with an RPG (rocket-propelled grenade) and another has an anti-aircraft rocket. Pick up the anti-aircraft rocket as you're likely to come under attack from helicopters during the assault. When you've killed all the soldiers, check the camp area for some pick-ups (there are two health packs and some ammo) and get into the scout vehicle to disguise yourself as a North Korean.



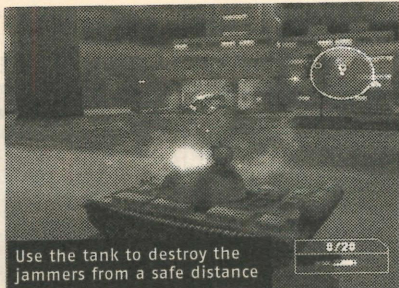
Hijack the tank that's near the first jammer's position



Drive all the way to the jammer that's located in the south-east corner of the island. Circle the building where the jammer's located and you'll find a tank driving around the area. When the tank is on the west side of the building (the opposite side to the jammer), kill the gunner and hijack the vehicle. Use it to kill any troops on the ground then destroy the jammer. Feeling destructive? Send a few shells into the building to bring it to the ground. Next, destroy the jammer in the north of the island before moving to the final one, which can be found on the west side of the island.

DESTROY SONG TOWER

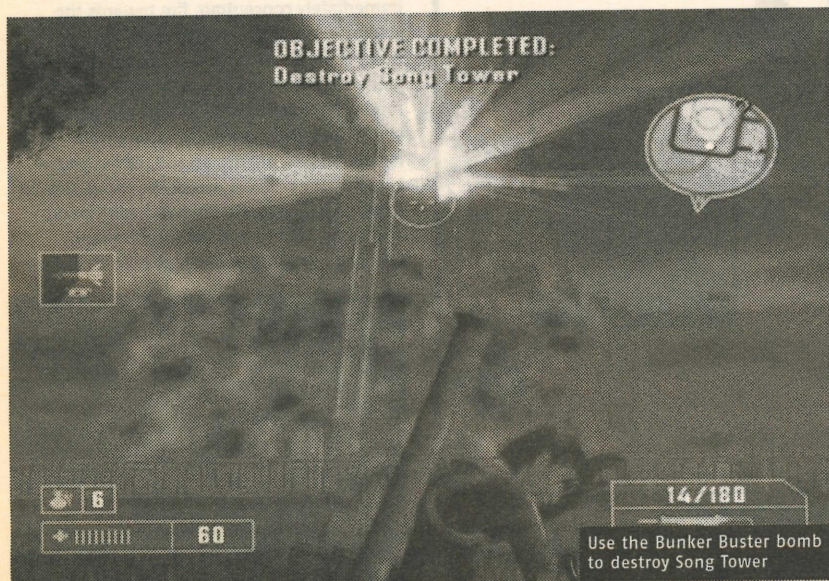
After destroying the final jammer, drive to the road that surrounds Song Tower and head



around to the north-facing side of the tower – but keep your distance or risk being blown apart by the grenade launchers that surround the tower. Stop somewhere near the track that led to the second jammer, get out of the tank and select the Bunker Buster bomb from the support menu. Target the tower with the laser until an allied plane drops the bomb on it and the whole building collapses.

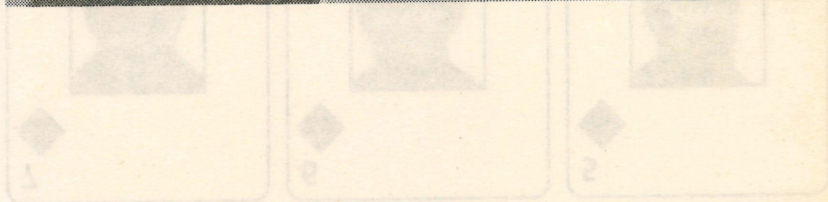
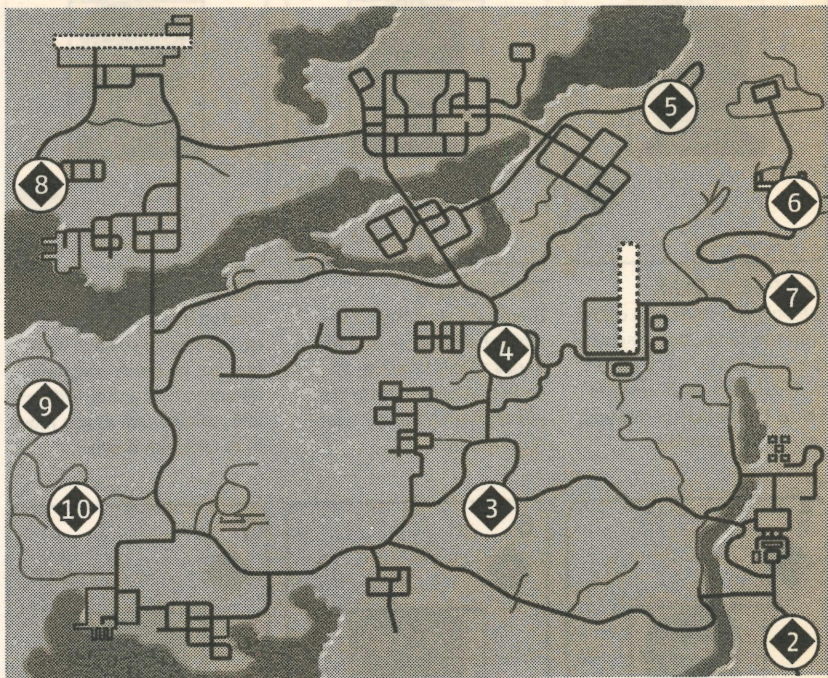
VERIFY THE ACE OF CLUBS

Although the building has been utterly annihilated, the Ace somehow manages to survive and makes a dash for it from the rubble. All you have to do now is chase after him on foot, subdue him and call for extraction.



DIAMOND CARD LOCATIONS

THIS MOTLEY RABBLE ARE SONG'S TOP MILITARY MEN. THEY AREN'T SHY OF A FIGHT, SO YOU'D BETTER PREPARE TO GET YOUR HANDS DIRTY



1000-1000
 1000-1000
 1000-1000

Mercenaries



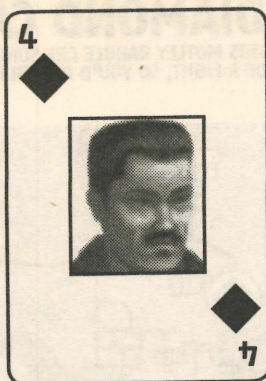
CHAN-SEOK PARK

The only real resistance comes from two tanks, but otherwise this card's easy. You'll have to destroy the small scanner below the canopy before you can call for extraction.



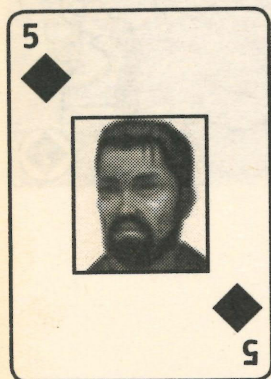
TU-CHIN CHO

There's an almighty battle raging between AN and NK troops at this location. An endless stream of NK tanks appear from a bunker near his position.



YEONG-SEON SEO

Located at a camp on a hill he has several soldiers with him but no heavy weaponry. However, he's armed with an RPG, so take care as you move in to take him down.



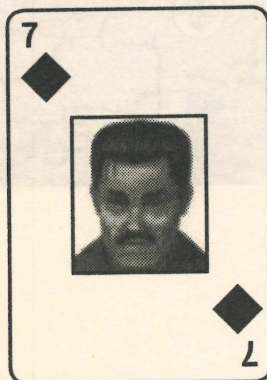
PUNG-CHO YU

This one is a simple, quick in-and-out job. The track that leads to him is only lightly defended - there are only a few soldiers and a small artillery gun to take out.



YEONG-IL CHEON

He's deep in NK territory, so an NK disguise is essential for reaching his position. Once you've got him, beat a hasty retreat out of the area before calling for extraction.

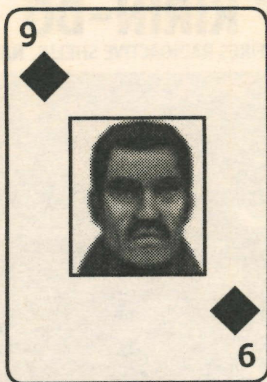


SEON-KEUN YUN

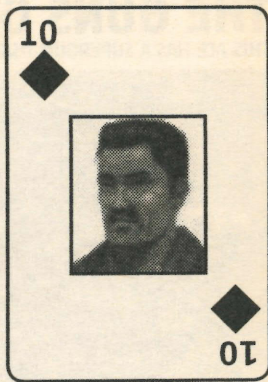
Surrounded by hills - you'll have to go off-road to find him. Reach him by going over the hill west of his position. Once you've found him he's easy to take down.

**KYUBYUNG PARK**

Follow the train track that's just north of Nampo and it'll lead you straight to him. He's fairly easy to catch, just watch out for the tank and heavy machine gun nearby.

**CHU-HO KIM**

Whichever way you approach this guy you'll encounter considerable resistance. Adopting an NK disguise and advancing from the north is your best bet.

**MYEONG-HAN KIM**

The track that leads to his position is crawling with NK troops and tanks – it's best to disguise yourself as an NK or you'll have trouble even reaching him.

**JI AN**

Captured during the last South Korean contract.

**JONG SEOMUN**

Captured during the last Mafia contract.

**WONG JEGAL**

Captured during the last Chinese contract.

THE GUNS OF KIRIN-DO

THIS ACE HAS A SUPERGUN THAT FIRES RADIOACTIVE SHELLS. NAUGHTY BOY!



Hijack the tank at the crash site east of the drop zone



GENERAL CHUL KANG

Captured during the Allied Nations contract The Guns Of Kirin-Do.

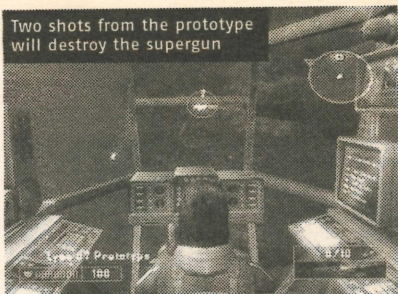
DESTROY TYPE 07 SUPERGUN

Head along the track that leads from the drop-off point, but prepare for an intense firefight as the area is crawling with NK troops. Call for a cluster bomb attack to eliminate some of the enemies. A short way along the track is a scout vehicle – this explodes as you get close, destroying two supply crates in the process, which leaves behind four medipacks. Stay around this area, killing any NK troops before proceeding. Continue along the track to the road and head east. You'll encounter a battle between NK and AN troops – hijack an NK



Discreetly park the tank beside the prototype gun

Two shots from the prototype will destroy the supergun



tank from the area and make sure you're disguised as an NK. Continue in the direction of the 07 supergun, passing safely through the radiation zone.

Use the prototype to destroy the supergun. Follow the road that runs along the west side of the island until you reach the track that leads to the prototype supergun. There's a tank and some troops protecting the bottom of the track but as long as you're still disguised you can make it past them without any trouble – just drive around the right-hand side of the factory so you aren't spotted by the NK officer. Follow the track all the way to the prototype weapon.

Drive the tank beside the right-hand side of the prototype and stop where none of the

NK troops can see you. Get out and head up the ramp at the front of the gun. Use the door on the side to man the weapon. Hit the supergun a couple of times to destroy it.

VERIFY THE ACE OF DIAMONDS

Exit the prototype and return to the tank. Providing you haven't been spotted, when you get back into the tank you'll immediately be disguised as an NK again. Drive down the hill in front of the prototype (yes, it's steep, but you'll make it down without sustaining any damage) and follow the road toward the Ace's position.

The Ace is located within a base. Rather than driving into the base, park nearby, where you won't be spotted. Use the support menu and call in tank busters to destroy any hardware (there are a couple of tanks and an anti-aircraft vehicle inside the base). Next, use the surgical strike to take out the barrack buildings on the base perimeter – these barracks are enemy spawn points, so destroying them is absolutely essential.

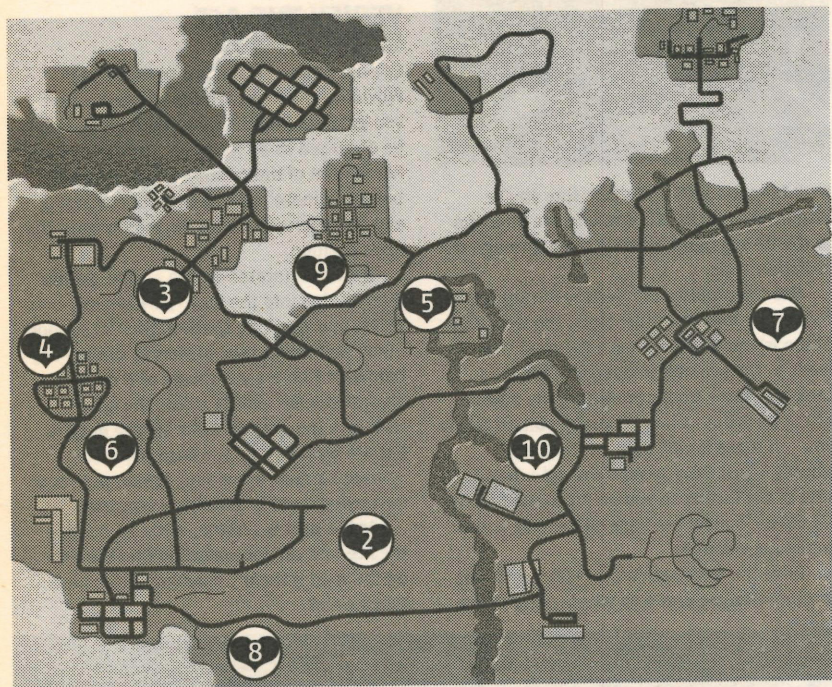
As the dust is settling, wade in, subdue the Ace and call for extraction (lob the beacon on the road if there's nowhere in the base that's clear).



Destroy the barracks near the Ace to stop enemies spawning

HEART CARD LOCATIONS

THESE BAD BOYS ARE RESPONSIBLE FOR SONG'S CHEMICAL WEAPONS PROGRAMME. TAKE THEM DOWN!



**CHI-SEONG AN**

Two tanks, two armoured vehicles, a gunship and a handful of NK troops defend him. Make sure you destroy the tank on the ridge before calling for extraction.

**HYEON-SAN CHANG**

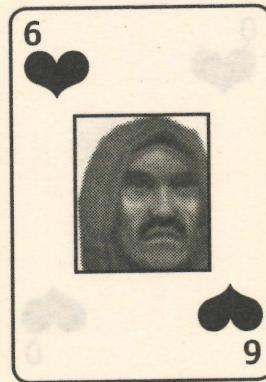
There are several armoured vehicles here, but nothing that an RPG can't handle. Kill the soldier with the anti-aircraft launcher before calling for extraction.

**CHU-HO KO**

There's a radiation zone north of his position, so approach from the south. The area is crawling with NK soldiers and scout vehicles, but capturing him is easy.

**CHO-YEONG CHA**

There are three tanks at this location – one is on the track that leads to the village and there are two in the village itself. Best pack some anti-armour weaponry to deal with these heavy boys.

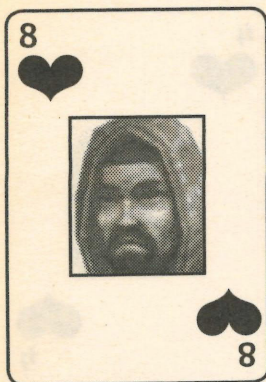
**HYE-MIN PARK**

Go over the ridge that's west of his position to reach him. From the ridge, kill as many NK enemies (soldiers and three armoured vehicles) as you can before going in to subdue him.

**MUN-CHEOL YI**

A track beside the road northwest of his position will lead you straight to him. Watch out for the two soldiers that are positioned on top of the bunker – they may catch you unawares.

Mercenaries



MIN-SU AN

He's located beside a tank bunker – which is a tank spawn point – so expect lots of tanks. Make sure you pack suitable weaponry and get in and out quickly.



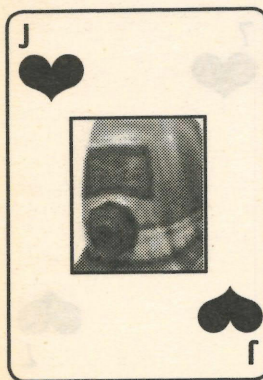
NAM-CHEOL KIM

Approach his position on the ridge from the north to avoid two grenade launcher posts. Subdue him and use the lorry he's hiding behind for a nice quick escape.



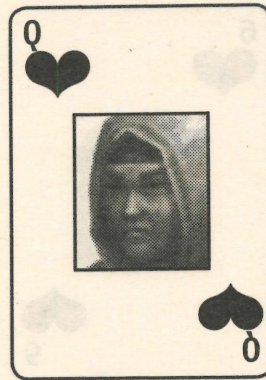
HONG

Drive over the ridge east of his position to reach him. He's easy to catch as he only has three soldiers with him (one has an RPG, another has an anti-aircraft launcher).



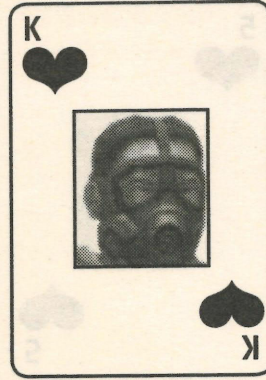
JI-WON HAN

Captured during the last Chinese contract.



JONG NAMGUNG

Captured during the last South Korean contract.

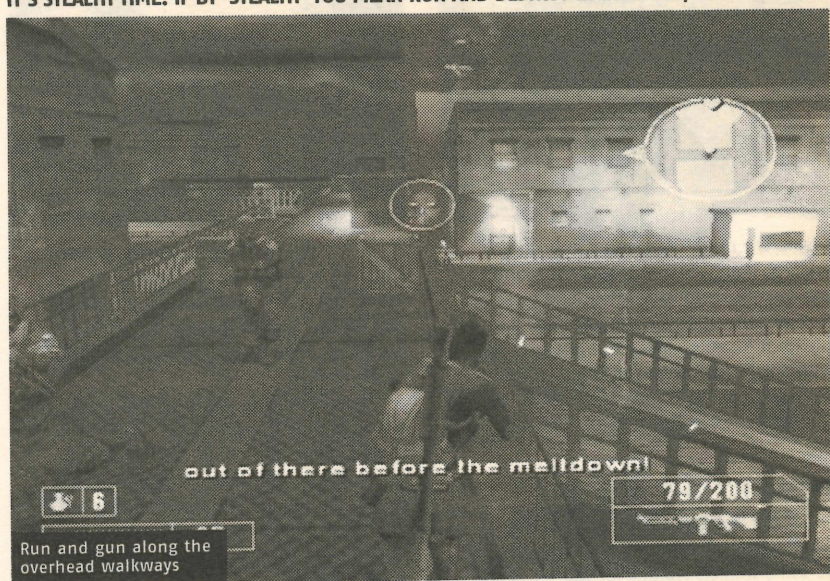


BAE DOKGO

Captured during the last Mafia contract.

GAMBIT

IT'S STEALTH TIME. IF BY 'STEALTH' YOU MEAN RUN AND DESTROY EVERYTHING, THAT IS



Run and gun along the overhead walkways



CHUL KANG

Captured during the Allied Nations contract Gambit.

LOCATE THE ACE OF HEARTS

Approach the base and kill the soldier in the watchtower. To the left of the watchtower is a soldier armed with an RPG – kill him and then blast the fence with an RPG (there's one in the nearby supply crate if you don't have one). Enter the base and kill the soldiers in the north-east corner. Bash the crate near the base of the watchtower for a medipack and proceed into the complex.

You're advised to take it stealthily, but running and gunning is by the far the best approach. In the first area, take out the gun



Mercenaries



post in the north-east corner and kill any soldiers. If any of them trigger the alarm, you can either stand beside it and press **A** to deactivate it, or you can just blow it up to silence it for good. Make sure you arm yourself with a light MG before continuing further. Keep going through the various yards towards the Ace's location (indicated on the radar as a heart icon).

PREVENT THE ACE OF HEARTS FROM ESCAPING

When you reach the Ace's position there will be some soldiers waiting for you – it seems the Ace knew you were coming! Ignore the soldiers and simply run straight up the steps and along the elevated walkway outside.



Keep running along the walkway without stopping to engage any troops that appear. Follow the walkway all the way to the end and kill the soldiers that are there (they've got RPGs). Head up the slope and continue to the rooftop.

Ahead of you as you reach the rooftop is a soldier armed with an RPG – make sure you take him out first. Quickly subdue the Ace before he runs to the chopper. Kill any soldiers on the rooftop and then take out the NK chopper that's buzzing around – sustained fire from your light MG will bring it down easily enough.

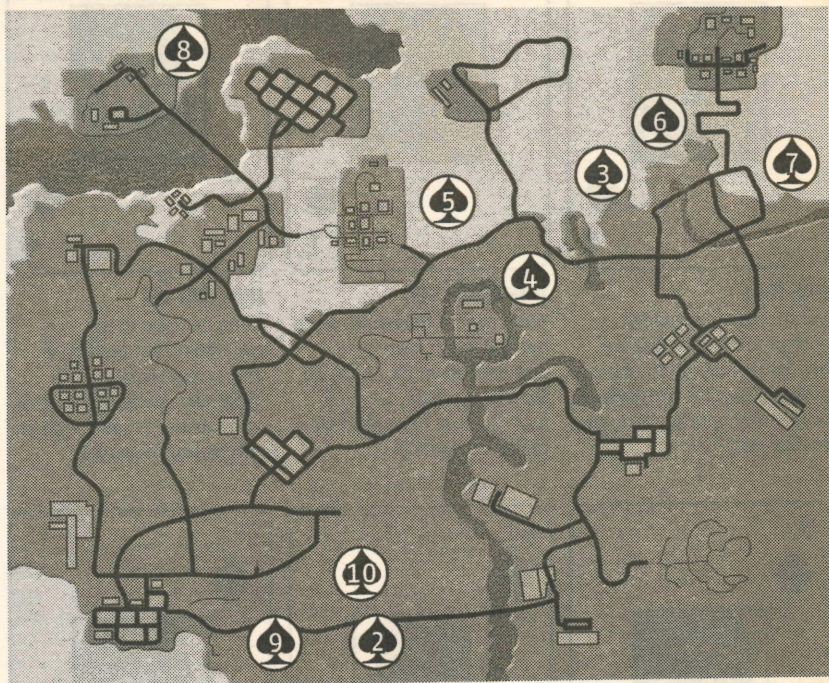
Before you call for extraction make sure you collect the videotape located near the Ace's position behind all the sandbags.

Grab the videotape that's beside the Ace for a bonus



SPADE CARD LOCATIONS

THE SPADE NUMBER CARDS ARE ALL WOMEN, BUT DON'T UNDERESTIMATE THEM – THEY'RE JUST AS HARD AND NASTY AS ANY OF THEIR MALE COUNTERPARTS



Mercenaries



DAE KIM

Her stronghold is hidden behind some trees that are beside the road north of her position. She has two SAMs, a couple of choppers and some soldiers with her.



JIN-WEON SEO

You'll need a chopper to reach her and you'll have to be disguised as an NK. There are SAMs everywhere, so you'll have to move her away before calling for extraction.



JOO-EUN AN

All on her own in the mountains. Her position is only accessible by air, but make sure you're disguised as an NK as she's armed with an anti-aircraft launcher.



KEON PARK

A slope beside the road east of her position leads to a mountain trail, and she's located at the end of it, right beside a tank bunker. The area is also hot with NK troops.



MIN-SEON YUN

Surrounded by NK troops and hardware, use an NK scout vehicle to disguise yourself and approach her position. Subdue her and get away from the base as quickly as you can.



MOON-HAN CHEON

There are two tanks, two anti-aircraft vehicles and some soldiers with this one. Make sure you're packing an anti-armour weapon to take care of the hardware.

**SHIN-SEOK KIM**

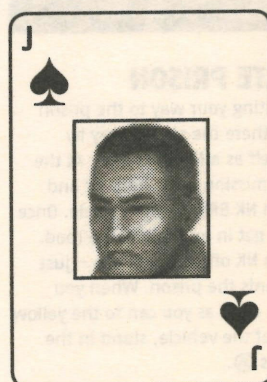
Get an NK chopper and arm yourself with an anti-armour weapon to deal with nearby anti-aircraft vehicles, which you'll have to destroy before calling for extraction.

**SOO-HEON PARK**

You'll need a helicopter to reach her. You'd better make it an NK chopper to disguise yourself because there are several anti-aircraft vehicles at her location.

**YUN-YEON CHO**

A ridge on the southern edge of Farm Valley leads to the base she's hiding in. Apart from a couple of SAMs and a chopper, the base isn't particularly heavily guarded.

**KON LEE**

Captured during the last Mafia contract.

**YONG PARK**

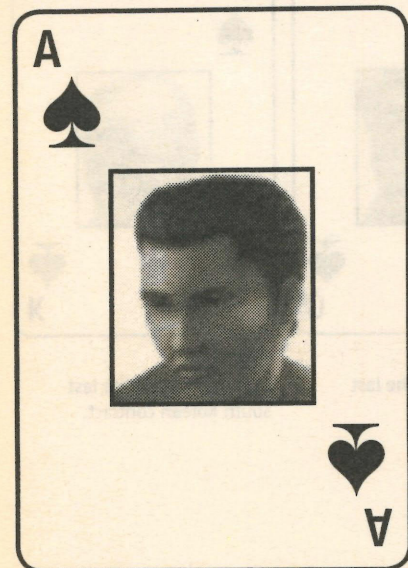
Captured during the last Chinese contract.

**KAI YUN**

Captured during the last South Korean contract.

THE ACE OF SPADES

AT LAST, IT'S TIME TO ROUND UP THE MOST DANGEROUS MAN ON THE PLANET: GENERAL SONG

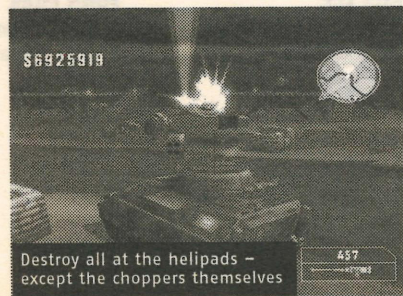


CHOI SONG

Captured during the Allied Nations contract
The Ace Of Spades.

INVESTIGATE PRISON

Rather than blasting your way to the prison in the tank, get there the sneaky way by disguising yourself as a North Korean. At the very start of the mission, exit the tank and order yourself an NK BRDM scout vehicle. Once it's dropped off, get in and follow the road. Don't worry if an NK officer spots you – just keep going towards the prison. When you reach it, drive as close as you can to the yellow marker, get out of the vehicle, stand in the marker and press **A**.





INVESTIGATE LAUNCH SITE

After the cut-scene with the President, exit the prison and get into the allied M3 APC vehicle that's parked outside. Follow the road through the gates and eliminate any resistance you encounter. Eventually you'll reach an area with helipads – destroy everything in the area (focus on the tank bunker and the barracks first) but ensure that at least one of the helicopters remains intact. When there are no enemies left in the area, get into one of the helicopters. If there's no one around you'll immediately be disguised as an NK, so you can take off without having to worry about the SAMs that are positioned in the area. Now simply fly to the launch site.

ENTER ABORT CODES

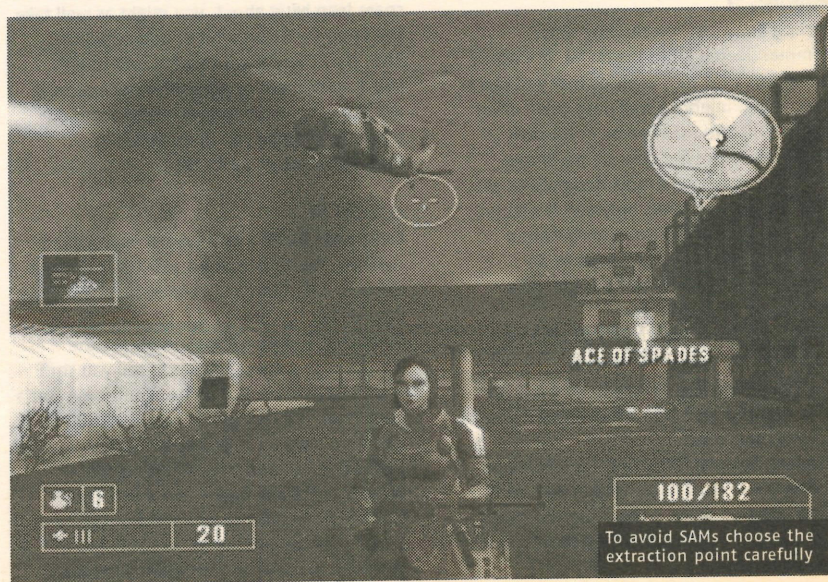
Fly towards the next objective point and land behind the hangar. Run inside the hangar and enter the abort codes (you must remain standing inside the marker until the codes have been entered). Bash the nearby crate and collect the anti-aircraft launcher – you may need it.

VERIFY THE ACE OF SPADES

Exit the hangar from the back, run around the side and towards the front. Jump from the roof of the bunker in the corner to get into the missile launch area. Now work your way towards the Ace's position, using C-4 to get through the fences.

Before you can reach the Ace, however, you'll need to destroy the nearby jammer (the red dot on the radar) – throw grenades over the wall until it blows up. Select the bunker buster from the support menu and target the door that the Ace is hiding behind. When the dust has settled, hang back and wait for the Ace to emerge.

Subdue him and take him down. Set the extraction beacon somewhere on the south edge of the missile launch area and wait for the chopper to arrive.





MERCENARIES SURVIVAL GUIDE

SPEND, SPEND, SPEND

There are several ways to make money while you're not on a mission

MAKING IT

Selling Vehicles: You can flog most commandeered kit to the Mafia. It's worth doing this with nice vehicles that you can't keep – you might as well drop them off at Russkie HQ and make some quick cash...

Challenges: The first few are really easy – they're checkpoint races designed to get you used to the routes between the various HQs – so you can do them in-between missions. Later on, you'll have to do rampages, so get yourself a sniper rifle before you attempt these.

Cards: You don't have to do all of these to complete the game, but the lower-ranked deck members are so easy to take out that you might as well take a few down if you're on your way past.

Finding Secrets: Blueprints for WMDs and military loot tend to be hidden around the main mission areas – check around crates and behind monuments for a chance at an easy \$25,000.

Shooting Stuff: You get a bonus for any significant bit of North Korean kit blown up. While it's not really worth going out of your way, if there's a big stash of ammo and a spare Jeep lying about, you might as well take the opportunity for a bit of pocket money. Also, if you've done a mission and there's still a monument or portrait of General Song left standing, destroying it for propaganda purposes can bag you up to \$50,000. Helicopters are great for this.

LOSING IT

Collateral: That's a nice way of saying dead civilians. You're penalised \$10,000 per dead civvie or Allied trooper, even more if you blow up a bus or something similar.

Upsetting The Russkies: Sometimes the Merchant Of Menace refuses to sell you stuff – usually because you've just shot some Mafia personnel. It'll cost you at least \$25,000 to get them back on side, but sometimes you can just wait it out and they'll forget about it.

Bribes: Upset any faction too much and you'll have to run the gauntlet through their territory before bribing them \$100,000 to get them to speak to you again. Sometimes

this is inevitable – some missions rely on you *killing hundreds of the opposing side* – you can usually minimise the bad feelings by using the sniper rifle/C-4 approach and not getting spotted. Unless a faction declares you a threat, you can always make them a bit happier by helping out their troops. Just head for one of the boundaries of their territory and kill all the North Koreans that are hassling them.

STUCK ON A MISSION?

True, you can only carry two guns at once, but there's loads of support on offer

MACHINE GUNS

Cost: Mostly free

AKs are good, SMGs are great. If you're on a kill-crazy mission, it might be worth packing both. And always remember to do a manual reload in-between waves of bad guys.

Best Used For: There's not a lot you can't do with a machine gun. Unless you've got something very specific in mind, you shouldn't be without one.

SNIPER RIFLE

Cost: \$8,200

The covert ops combo – sniper rifle and suppressed pistol – is hopeless; even Fiona will be spotted the minute she starts shooting people. The best combo is AK and sniper rifle – that way you've got a machine gun if anyone surprises you.

Best Used For: No point sniping the Aces – you still have to get up close – so it's best for taking out NK units to allow your backup to land.

GRENADES

Cost: \$7,280 (with the allies supply drop)

It's tricky to hit anyone with unless you cook them first – which is when you count to three before throwing so that the grenade explodes without bouncing.

Best Used For: Though they're too weak to take down buildings efficiently, grenades will ruin fences – always handy if you don't want to take the long way.

C-4

Cost: \$8,000 (Demolitions supply drop)
A pain in the arse to use, but easily the

cheapest way of taking down bunkers, NK tunnels and so on. Order up a demolitions crate if you're going on a property damage mission and you'll thank yourself later.

Best Used For: Sadly, you can't plant more than one charge at once, so you'll just have to ditch the explosives and run.

RPGS (ROCKET PROPELLED GRENADES)

Cost: \$8,000 (Demolitions supply drop)

Anti-aircraft or anti-tank rocket launchers are available – with lock-on facilities – but with a bit of practice, these are just as effective. There's usually one North Korean trooper carrying one in every unit.

Best Used For: Taking out vehicles. Or taking out objectives that you can't be bothered to C-4 for. This usually takes a couple of shots.

ARTILLERY STRIKE

Cost: \$56,000

This is a semi-surgical bombing raid and is best suited to stationary targets. As with all laser-guided weapons, you need to avoid getting shot as you're lining it up – otherwise you'll flinch and ruin your aim.

Best Used For: Taking out awkward watchtowers or tunnel entrances – anywhere that's too full of troops to easily C-4.

CLUSTER BOMB

Cost: \$55,000

This is one of the first chances you'll get to use a satellite-guided weapon – handy, because you don't even need to be in the firing line to call in your shots, just sit back and let someone else do the work.

Best Used For: In theory it's all about killing troops, but we've launched it at half a dozen NK and seen it kill one. Rubbish, unless it's free, of course.

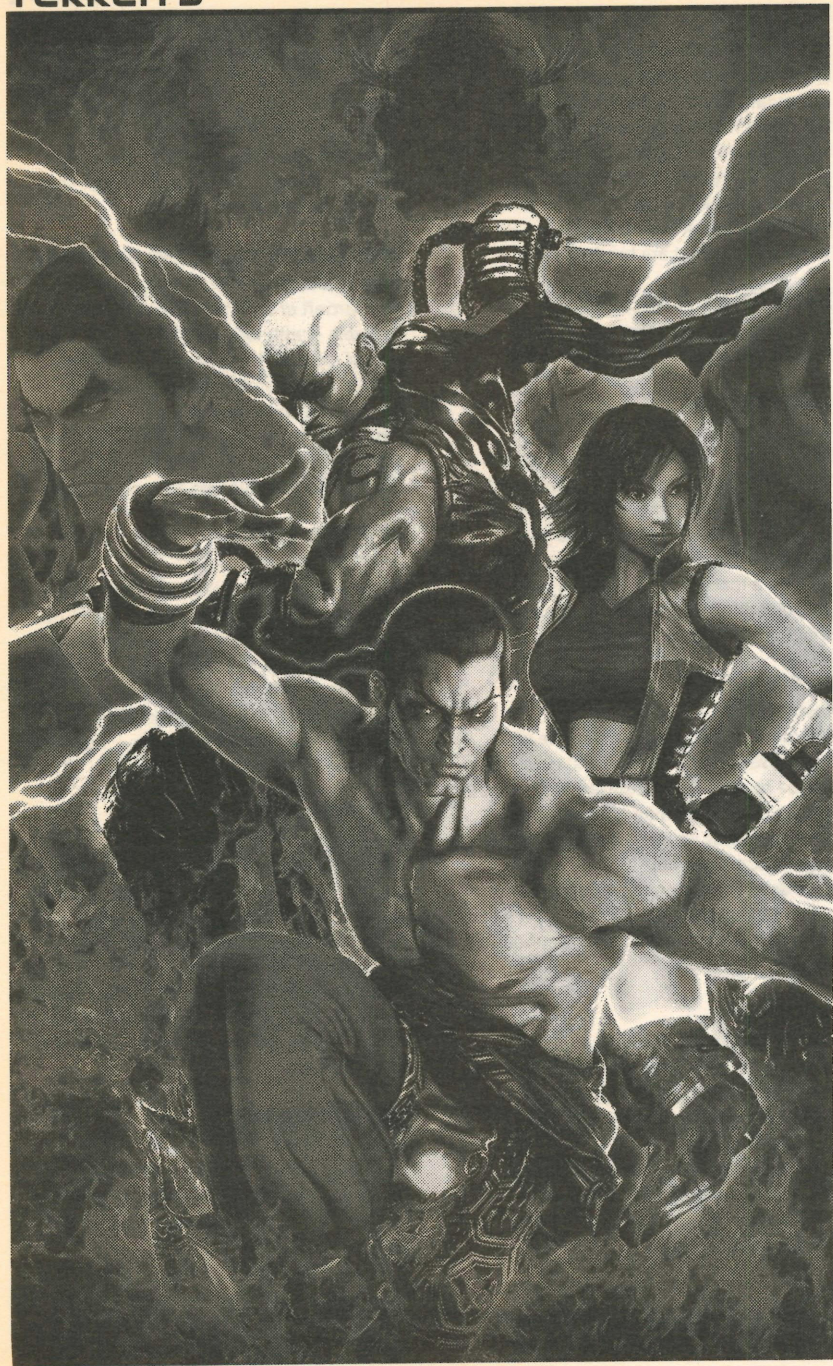
THE BUNKER BUSTER

Cost: \$392,000

Like being mates with God – the nastiest attack you can call down, and sure to flatten any area it hits. It is, however, a bit on the expensive side.

Best Used For: When you're rich and sick of messing about on a kill everyone mission, why not take the much easier route and ruin their day by bombing their entire camp flat? ■

Tekken 5



TEKKEN 5

All the moves you need, all in one place

KEY

←, ↙, ↓, ↘, →, etc – Hold specified direction

⇐, ↖, ⇓, ↗, ⇒, etc – Tap specified direction

N – No direction held/tapped

Ss – Sidestep any direction

SsR – Sidestep right

SsL – Sidestep left

ANNA WILLIAMS

GRAPPLE

- Cruel Punishment □ + ✕
 Losing Face ▲ + ○
 Embracing Elbow Strike ↘, ↗ + □
 Neck Cutter ↘, ↗ + □
 Torso Splitter □ + ✕
 or ▲ + ○
 (From left)
 Serpentine Arm Snap □ + ✕
 or ▲ + ○
 (From right)
 Triangle Hold □ + ✕
 or ▲ + ○
 (From behind)

MULTI THROW

- Palm Strike ↓, ↘, ⇒ + □ + ▲
 (After Palm Strike)
 Arm Bar ✕, ○, ✕, □ + ▲
 (After Palm Strike)
 Standing Reverse Arm Lock □, ✕, ▲, □
 (After Reverse Arm Lock)
 Falling Reverse Arm Lock ▲, □, ✕,
 ○, □ + ▲
 (After Reverse Arm Lock)
 Rear Falcon Wing Squeeze ✕, □, ○,
 □ + ▲, □ + ▲
 (After Reverse Arm Lock)
 Gatelatch Toss ▲, ✕, □ + ▲,
 ✕ + ○, □ + ▲
 (After Palm Strike)
 Arm Sprain □ + ✕, ○, □ + ▲

(After Arm Sprain)

- Inverted Crucifix ○, ✕, ○,
 ✕ + ○, □ + ▲

(After Arm Sprain)

- Rear Cross Lock □ + ▲, ○, ✕,
 □ + ▲, □ + ▲, □ + ▲

SPECIAL

- Twin Palms □, ▲
 (After Twin Palms) Low Spin Kick ✕
 (After Twin Palms) Head Ringer ○
 Scarlet Palm Rush □, ▲, □
 (After Scarlet Palm Rush) Frost Needle ○
 (After Scarlet Palm Rush) Scarlet Low... ↓ + ○
 Scarlet Low Combo □, ○
 Rising Kick Combo ↓ + □, N + ○
 Scarlet Rain ↘ + □
 (After Scarlet Rain) Scarlet Reverse □
 (After Scarlet Rain) Scarlet Spout ○
 Cross Cut Saw ← + □, ▲, ▲
 Chaos Thrust ↓, ⇒ + □
 Assassin Dagger ↓, ↘ + □
 Scarlet Bomb ⇒ + □ + ▲
 Offensive Push ↘ + □ + ▲
 Bloody Chaos Ss + □ + ▲
 PK Combo ▲, ✕
 PDK Combo ▲, ↓ + ✕
 Head Ringer Combo ▲, ○
 Executioner ⇒, ⇒ + ▲
 Icicle Edge ↓ + ▲
 Bitch Slaps ← + ▲, ▲
 Rising Palm ↘ + ▲
 Chaos Tail Ss + ▲
 Spike Combo a ✕, ✕

Tekken 5

(After Spike Combo A) Spike Upper.....	Ⓐ
(After Spike Combo A) Roundhouse.....	Ⓞ
Spike Head Ringer.....	ⓧ, Ⓞ
Treading Water.....	⇒, ⇒ + ⓧ, Ⓞ, ⓧ
Spike Combo B.....	↘ + ⓧ, ⓧ, ⓧ
(After Spike Combo B) Nail Edge.....	Ⓞ
(After Spike Combo B) Head Ringer.....	Ⓞ
Low Spin Kick – Spike Upper.....	↓ + ⓧ, Ⓐ
Low Spin Kick – Roundhouse.....	↓ + ⓧ, N + Ⓞ
Land Slip.....	↙ + ⓧ
Sudden Storm.....	↻ + ⓧ
Slice Shot.....	Ss + ⓧ
Twisted Mind.....	↓ + ⓧ + Ⓞ
Scarlet Attack.....	Ⓞ, ⓧ
Shooting Star.....	⇒ + Ⓞ
Falling Heel.....	⇒, ⇒ + Ⓞ
Wine Opener.....	↘ + Ⓞ
Severe Quake.....	↙ + Ⓞ, ⓧ
Can Opener.....	↻ + Ⓞ, ⓧ, Ⓞ
Flip Kick.....	↑ + Ⓞ
Rainbow Kick.....	↓, ↑ + Ⓞ
Whirl Wind.....	↓ ↘ ⇒ ⇒ + Ⓞ

ASUKA KAZAMA GRAPPLE

Aiki.....	Ⓞ + ⓧ
Katanuki.....	Ⓐ + Ⓞ
Destabilizer.....	↙ + Ⓞ + Ⓐ
Cherry Blossom.....	← + Ⓞ + Ⓐ
Falling Rain.....	↓, ↘, ↓, ↘ + Ⓞ + Ⓐ
White Mountain.....	↘ + Ⓐ + ⓧ
Spider Entwine.....	Ⓞ + ⓧ
.....	or Ⓐ + Ⓞ
.....	(From left)
Wind Wheel.....	Ⓞ + ⓧ
.....	or Ⓐ + Ⓞ
.....	(From right)
Twisted Limbs.....	Ⓞ + ⓧ
.....	or Ⓐ + Ⓞ
.....	(From behind)

SPECIAL

Haze Palm Fist.....	⇒ + Ⓞ
(After Haze Palm Fist) Haze Blossom Kick ...	ⓧ
(After Haze Palm Fist) Purple Cloud Kicks....	Ⓞ
(After Haze Palm Fist) Sacred Blade.....	↓ + Ⓞ
Falling Tower.....	↘ + Ⓞ, Ⓐ
Sparrow Trip.....	← + Ⓞ
Vacuum Mist Palm.....	Ⓞ + Ⓐ
Inner Strength.....	⇒ + Ⓞ + Ⓐ

Raging Storm.....	↘ + Ⓞ + Ⓐ
White Heron Dance.....	Ⓞ + Ⓞ, Ⓐ
(After White Heron Dance)	
Crescent Kick.....	Ⓞ
(After White Heron Dance)	
Crescent Sweep.....	↓ + Ⓞ
Charging Strike.....	⇒ + Ⓐ
Mist Palm Thrust.....	⇒, ⇒ + Ⓐ
Heaven's Hammer.....	↓ + Ⓐ
Blossom Upper.....	↘ + Ⓐ
Rock Shooter.....	↙ + Ⓐ
Driving Sparrow.....	← + Ⓐ
(After Driving Sparrow)	
Spinning Nest.....	Ⓞ + Ⓐ
(After Driving Sparrow) Haze Palm Fist.....	Ⓞ
(After Haze Palm Fist) Haze Blossom Kick ...	ⓧ
(After Haze Palm Fist) Purple Cloud Kicks....	Ⓞ
(After Haze Palm Fist) Sacred Blade.....	↓ + Ⓞ
(After Driving Sparrow) Leg Cutter.....	Ⓞ
Sweeping Sparrow.....	↘ + Ⓐ
Sparrow Pirouette.....	Ⓐ + ⓧ
Spinning Heel Drop.....	⇒ + ⓧ
Minazuki.....	↘ + ⓧ
Enchanted Circle.....	↙ + ⓧ
Dragon Wheel.....	← + ⓧ
(After Dragon Wheel) Charging Strike.....	Ⓐ
(After Dragon Wheel) Leg Cutter.....	Ⓞ
Imato.....	↻ + ⓧ
Cartwheel Stomp.....	ⓧ + Ⓞ
Purple Cloud Kicks.....	↓ + ⓧ + Ⓞ
Twin Cloud Kicks.....	↓ + ⓧ + Ⓞ, ⓧ + Ⓞ
Crescent Kick.....	⇒ + Ⓞ
Siwasu.....	⇒, ⇒ + Ⓞ
Toe Kick.....	↘ + Ⓞ
Leg Cutter.....	↙ + Ⓞ
Heart Stopper.....	← + Ⓞ
Night Sky.....	↻ + Ⓞ
Boomerang Sparrow.....	Ss + Ⓞ

HAZE PALM FIST

(In Haze Palm Fist stance)	
Haze Palm Fist Combo.....	Ⓞ, Ⓞ
(After Haze Palm Fist Combo)	
Haze Blossom Kick.....	ⓧ
(After Haze Palm Fist Combo)	
Purple Cloud Kicks.....	Ⓞ
(After Haze Palm Fist Combo)	
Sacred Blade.....	↓ + Ⓞ
Blossom Rush.....	Ⓞ, Ⓐ
(After Blossom Rush) Spinning Heel Drop ...	ⓧ
(After Blossom Rush) Front Kick.....	Ⓞ
Reverse Shin Kick Combo.....	Ⓞ, ⓧ

LEG CUTTER

(In Leg Cutter stance)

White Heron Dance	⊕ + ⊙, △
Cartwheel Stomp	⊗
Double Leg Cutter	⊙
(After Double Leg Cutter)	
White Heron Dance	⊕ + ⊙, △
(After Double Leg Cutter)	
Cartwheel Stomp	⊗
Triple Leg Cutter	⊙, ⊙
(After Triple Leg Cutter)	
White Heron Dance	⊕ + ⊙, △
(After Triple Leg Cutter) Cartwheel Stomp....	⊗

BAEK DOO SAN**GRAPPLE**

Hammer Head	⊕ + ⊗
Blue Shark Claw.....	△ + ⊙
Swordfish Catch.....	↙ + ⊕ + ⊗
Cobra Bite	⇒, ⇒ + △
Human Cannonball	⇒ + △ + ⊗
Snake Revenge.....	⊕ + ⊗
.....	or △ + ⊙
.....	(From left)
Hunting Serpent.....	⊕ + ⊗
.....	or △ + ⊙
.....	(From right)
Triple Pain.....	⊕ + ⊗
.....	or △ + ⊙
.....	(From behind)

SPECIAL

Flash Jabs	⊕, ⊕
Twin Jabs	⊕, △
(After Twin Jabs) Face Kick.....	⊗
(After Twin Jabs)	
Butterfly Kicks.....	⊗, ⊗, ⊗, ⊙
(After Twin Jabs)	
Butterfly Needle	⊗, ⊗, ⊗, ↓ + ⊙
(After Twin Jabs)	
Black Widow.....	⊗, ⊗, ⊙, ⊙, ⊗
(After Twin Jabs)	
Maelstorm.....	⊗, ⊗, ⊙, ⊙, ⊙
(After Twin Jabs)	
Launching Rocket	⊗, ⊙, ⊗
Quick Upper.....	⇒ + ⊕
Stealth Needle	← + ⊕
Lace Hammer.....	Ss + ⊕
Skull Crush	⊕ + △, ⊙
Mantis Backhand Spin	△, △

Gut Punch.....	⇒ + △
Uppercut.....	⇒ + △
Bolt Cut	← + △
Back Fist	←, ← + △
Bone Stinger.....	↗ + △
Butterfly Kicks.....	⊗, ⊗, ⊗, ⊙
Butterfly Needle	⊗, ⊗, ⊗, ↓ + ⊙
Black Widow.....	⊗, ⊗, ⊙, ⊙, ⊗
Maelstorm.....	⊗, ⊗, ⊙, ⊙, ⊙
Launching Rocket	⊗, ⊙, ⊗
Wing Blade	⇒, N, ↓, ⇒ + ⊗
Trident Rush	⇒ + ⊗, ⊗, △
Hunting Axe	⇒, ⇒ + ⊗
Twister	⇒, ⇒, N + ⊗
Leaping Slash Kick.....	⇒, ⇒, ⇒ + ⊗
Claymore.....	⇒ + ⊗
(After Claymore) Double Claymore.....	⊙
Snake Creep.....	↓ + ⊗, ⊗, ⊗, ↓ + ⊗
Snake Blade	↓ + ⊗, ⊗, ⊗, N + ⊗
Flamingo Stance.....	← + ⊗
Sliding Knee Snap.....	↙ + ⊗
Hunting Hawk.....	↗ + ⊗, ⊙, ⊗
Trick Kick.....	↗, N + ⊗
(After Trick Kick) Trick Smash	⊙
(After Trick Kick) Starlight Blade.....	↓ + ⊙
(After Trick Kick) Butterfly Kicks	⊗, ⊗, ⊙
(After Trick Kick)	
Butterfly Needle	⊗, ⊗, ↓ + ⊙
(After Trick Kick)	
Black Widow.....	⊗, ⊗, ⊙, ⊙, ⊗
(After Trick Kick) Maelstorm	⊗, ⊙, ⊙, ⊙
Flashing Halbred	⊗ + ⊙
Heel Quake.....	⇒ + ⊙, ⊙
Heel Knife	⇒ + ⊙, ⊗
Hammer Heel	⇒, ⇒ + ⊙
Albatross.....	⇒ + ⊙, ⊙, ⊗
Maelstorm.....	⇒ + ⊙, ⊙, ⊙
Baek Rush	↓ + ⊙, ⊗, ⊗, ⊗
Baek Needle	↓ + ⊙, ⊗, ⊗, ↓ + ⊗
Darl Halbred	↙ + ⊙
Heel Lance	← + ⊙
Jaw Shaker	↗ + ⊙
Destruction	↑ + ⊙, ⊗
High & Mid Punch Parry	← + ⊕ + △

FLAMINGO

(In Flamingo stance)

Flamingo Steppin'	⇒ or ← or ↑ or ↓
Wave Needle	⊗, ⊗, ⊙
Eliminator.....	⊗, ⊙, ⊙, ⊗
Maelstorm.....	⊗, ⊙, ⊙, ⊙
Flamingo Needle	⇒ + ⊗

Tekken 5

Maha Needle	↘ + ⊕
Head Crusher	← + ⊕
Flashing Halbred	N + ⊙
Crimson Lance	⇒ + ⊙
Snake Blade	↓ + ⊙, ⊗, ⊕, N + ⊕
Snake Creep	↓ + ⊙, ⊗, ⊕, ↓ + ⊕
Heel Explosion	↖ + ⊙
(After Heel Explosion) Flamingo Cancel	←

BRUCE IRVINE GRAPPLE

Knee Face Bash	⊕ + ⊗
Rib Crusher	△ + ⊙
Head Breaker	⊕ + ⊗
.....	or △ + ⊙
.....	(From left)
Face Breaker	⊕ + ⊗
.....	or △ + ⊙
.....	(From right)
Reverse Neck Fracture	⊕ + ⊗
.....	or △ + ⊙
.....	(From behind)

MULTI THROW

Embracing Knee Strike	⇒, N, ↓,
.....	↘ + ⊕ + ⊙
(After Embracing Knee Strike)	
Tumble Weed	⊕ + △, ⊕ + △, ⊕ + △
(After Embracing Knee Strike)	
Left Knee Strike	⊙, ⊕ + △ + ⊗
(After Left Knee Strike)	
Turning Right Knee	⊕, ⊗, ⊕ + △ + ⊙
(After Turning Right Knee)	
Rising Knee	△, ⊙, ⊕, ⊕ + △ + ⊗
Clinch	⇒, N, ↓, ↘ + △ + ⊗
(After Clinch)	
Turning Knee	⊗ + ⊙, ⊗ + ⊙
(After Clinch)	
Charanbo Rush	⊙, ⊗, ⊙, ⊕ + △ + ⊗

SPECIAL

Jab Combo	⊕, △
.....	or △
.....	or ⇒ + △
(After Jab Combo) Northern Light	⊗
(After Jab Combo) Thai Kick	⊙
(After Jab Combo) Face Buster	⇒ + ⊙
(After Jab Combo)	
Trident Low Combo	↓ + ⊙, ⊗
Bruce Rush	⊕, △, ⊕, △

Southern Cross	⊕, ⊙, ⊗
Triple Elbow Rush	⇒ + ⊕, △, ⊕
Rolling Cutter	⇒, ⇒ + ⊕
Twin Face Buster	↘ + ⊕, △
Nightmare Back Knuckle	← + ⊕
Leap Elbow	⇒ + ⊕
Tornado	↓, ↘, ↓, ↘ + ⊕
Nightmare Elbow	Ss + ⊕
Sledge Hammer	⊕ + △
Slice Elbow	⇒ + ⊕ + △
Elbow Impact	⇒, N, ↓, ↘ + △
Nightmare Punch	⇒, ⇒ + △
Face Buster	↘ + △
Balkan Rush	⊗, △, ⊕, △
Gatling Rush	⊗, △, ⊕, ⊙
Shutter Combo	⊗, ⊗
Bull Needle	⇒ + ⊗
Ducking Low	⇒, N, ↓, ↘ + ⊗
Sniper Slash Kick	⇒, ⇒, ⇒ + ⊗
Cyclone Tornado	↘ + ⊗, ⊗
Bull Fang	↓ + ⊗, ⊙
Front Kick	← + ⊗
(After Front Kick) Snap Knee	⊙
(After Front Kick) Straight	△
Cyclone Rising Knee	⇒, N, ↓, ↘,
.....	↖ + ⊗ + ⊙
Cyclone Slice	Ss + ⊗
Thai Bull Rage	↘ + ⊗ + ⊙,
.....	⊗, ⊗, ⊗, ⊗
Handspring Backflip	←, ←, N + ⊗ + ⊙
(After Handspring Backflip)	
Bazooka Leg	⊙
Fang Feint	⊙, ⇒
Prominace Rush	⇒ + ⊙, ⊗, ⊗
Bazooka Leg	⇒, ⇒ + ⊙
Sway Kick	↖ + ⊙
Knee Blast	← + ⊙, ⊗
(After Knee Blast) Knee Lunge	⊙
(After Knee Blast) Ankle Snap	↓ + ⊙
Nightmare Knee	←, ⇒ + ⊙
Nightmare Heel	←, ← + ⊙
Amputation	↓, ↘, ↓, ↘ + ⊙
Bull Kick	Ss + ⊙
(After Bull Kick) Left Hook	⊕
(After Bull Kick) Bull Rage	⊙

BRYAN FURY GRAPPLE

Bryan Crusher	⊕ + ⊗
Gravity Brain Buster	△ + ⊙

Meat Grinder ⇒, ⇒ + ◻ + ▲
 Chains of Misery ↓, ↘, ↓, ↘ + ◻ + ▲
 Gravity Blow ◻ + ✕
 or ▲ + ○
 (From left)
 Knee Blast ◻ + ✕
 or ▲ + ○
 (From right)
 Hummer Neck Wringer: ◻ + ✕
 or ▲ + ○
 (From behind)

SPECIAL

Twin Rush Smash ◻, ▲, ◻
 Twin Rush Ankle Kick ◻, ▲, ✕
 Twin Rush Mach Kick ◻, ▲, ○
 Punch Kick Cross ◻, ○
 (After Punch Kick Cross) Doom Knuckle ▲
 (After Doom Knuckle) Mach Knuckle... ⇒ + ◻
 (After Mach Knuckle) Mach Punch ▲
 (After Mach Knuckle) Wolf Bite ○
 (After Doom Knuckle) Wolf Bite ○
 (After Punch Kick Cross)
 Southern Cross ✕, ✕
 Vulcan Cannon ↘ + ◻, ◻, ◻, ◻
 (After Vulcan Cannon) Vulcan Blow ▲
 Snake Siam ◀ + ◻
 Snake Upper ↓, ↘, ⇒ + ◻
 Headhunter Ss + ◻
 Cheap Trick Ss + ◻, ▲
 Side Step Elbow ⇒ + ◻ + ▲
 Snake Fang ↓ + ◻ + ▲
 PK Combo ▲, ✕
 Stomach Combo ⇒ + ▲, ◻, ○
 Jet Upper ⇒, ◀ + ▲
 Mach Breaker ⇒, ⇒ + ▲
 Vulcan Punch ↘ + ▲
 Elbow Smash ↓ + ▲
 Stomach Lift ↙ + ▲
 Doom Knuckle ◀ + ▲
 (After Doom Knuckle) Mach Knuckle... ⇒ + ◻
 (After Mach Knuckle) Mach Punch ▲
 (After Mach Knuckle) Wolf Bite ○
 (After Doom Knuckle) Wolf Bite ○
 Chin Smash ↓, ↘, ◀, N + ▲
 Gut Punch ↓, ↘, ⇒ + ▲
 (After Gut Punch) Fisherman's Slam... ◀ + ▲
 Shell Shock Ss + ▲
 Gatling Rush ✕, ▲, ◻, ▲
 Bruce Special ✕, ▲, ◻, ○
 Anaconda ✕, ✕
 (After Anaconda) Anaconda Bite ▲

(After Anaconda) Anaconda Riot ○
 Stomach Knee ⇒ + ✕
 Slash Kick ⇒, ⇒ + ✕
 Snake Edge ↘ + ✕
 Thin Low - Stomach Lift ↓ + ✕, ▲
 Front Kick ◀ + ✕
 (After Front Kick) Hide Crawler ⇒
 (After Front Kick) Double Hammer ◻ + ▲
 (After Front Kick) Bruce Rush ▲, ◻, ▲
 (After Front Kick) Run for Cover ▲, ◻, ○
 (After Front Kick) Knee ○
 Rolling Driver ↗ + ✕
 Hammer Knee ↓, ↘, ⇒ + ✕
 (After Hammer Knee) Twin Hammer Knee .. ○
 Leaping Slash Kick ⇒, ⇒, ⇒ + ✕
 Spark Spin Kick ✕ + ○
 Snake Combo ↓ + ✕ + ○, ▲, ✕
 Running Blind ○, ✕, ○
 Mach Kick ⇒, ⇒ + ◻
 Wolf Bite ↘ + ○
 Orbital Knee ◀ + ○
 Orbital Flip Drop ◀, ◀ + ○
 Orbital Heel ↑ + ○
 High & Mid Punch Parry ◀ + ◻ + ▲
 (After High & Mid Punch Parry)
 Mach Punch ▲
 (After High & Mid Punch Parry)
 Vulcan Punch ▲
 Taunt ◻ + ✕ + ○
 Fury Taunt ◻ + ✕ + (Hold)○
 (After Fury Taunt)
 Stomach Fury Combo ⇒ + ▲, ◻, ○,
 ▲, ◻, ○, ▲

CHRISTIE MONTEIRO/ EDDIE GORDO

GRAPPLE

Caranguejo ◻ + ✕
 Rotacao ▲ + ○
 Cabra Macaco ↘ + ◻ + ▲
 Rodeo Spin ◀, ↙, ↓, ↘, ⇒ +
 ◻ + ▲
 Adeus ↓ + ◻ + ✕
 or ↓ + ▲ + ○
 Role ◻ + ✕
 or ▲ + ○
 (From left)
 Garganta ◻ + ✕
 or ▲ + ○
 (From right)

Tekken 5

Air Mail..... ⊕ + ⊗
 or ▲ + ○
 (From behind)

SPECIAL

Double Punch ⊕, ▲
 (After Double Punch) Black Summy ○
 (After Black Summy) Fire Kick ⊗
 (After Black Summy) High Thrust ○
 Island Mirage Combo ⊕, ⊗
 Freak Show Combo ⊕, ⊗, ○
 Mao Esquerda ↘ + ⊕
 (After Mao Esquerda) Conbinaso Mao ⊕
 Cotovelo ↓, ↘, ⇒ + ⊕
 (After Cotovelo) Heran Bago ⊗
 Rewinder Spin ⊕ + ▲
 (After Rewinder Spin) Freak Show ⊗
 Double Arm Stinger ↖ + ⊕ + ▲
 Straight Jab ← + ⊕ + ▲
 Vasuuna ↑ + ⊕ + ▲
 Crying Needle ↓ + ⊕ + ▲
 (After Crying Needle) Needle Cancel ⊕
 (After Needle Cancel) Hammer Head ▲
 Handstand Position ⇒ + ⊕ + ▲
 Carnival Rush ⇒ + ▲, ⊕, ○
 Elbow Upper ↘ + ▲
 Asfixiante ← + ▲
 Rising Batida ↓, ↘, ⇒ + ▲
 Gancho Chibata ⊗, ○
 Brush Fire ⇒ + ⊗
 Lunging Brush Fire ⇒, ⇒ + ⊗
 Island Mirage ↘ + ⊗
 Heran Bago ↓ + ⊗, ⊗
 Weed Whacker ↖ + ⊗
 (After Weed Whacker) Hot Plate ⊗
 (After Hot Plate) Handstand Position ←
 (After Weed Whacker) Cutting Leg Whip ○
 (After Weed Whacker) Bush Whacker ⊗
 (After Weed Whacker) Shin Cutter ○
 (After Shin Cutter) Cross Cutter ○
 (After Shin Cutter) Crying Needle ⊕ + ▲
 Religio ↓ + ⊗, ○
 Knee Thruster ← + ⊗
 (After Knee Thruster) Kick Out ⇒
 (After Knee Thruster) Heran Bago ⊗
 Acrobacia ↑ + ⊗
 Skull Kick ↗ + ⊗
 (After Skull Kick) Freak Show ⊗
 (After Skull Kick) Kick Out ⊗ + ○
 Martelo ↓, ↘, ⇒ + ⊗
 Back Handstand Spring ⊗ + ○
 Reversao ⇒ + ⊗ + ○

Boomerang ⇒, ⇒ + ⊗ + ○
 Freak Show ↘ + ⊗ + ○
 Relaxed Position ↓ + ⊗ + ○
 Queixada ← + ⊗ + ○
 Fire Kick ↑ + ⊗ + ○
 Front Stinger ↓ + ⊗ + ○
 Atras Passo ⊗ + ○ (With back turned)
 Circle Kick ↓, ↘, ⇒ + ○
 Samba ⇒ + ○
 Slippery Kick ⊗ + ○
 Black Summy ⇒, ⇒ + ○
 (After Black Summy) Fire Kick ⊗
 (After Black Summy) High Thrust ○
 Knee Cap Crusher ↘ + ○
 Haule ↙, ○
 Barbed Wire ↖ + ○, ○, ○, ○
 (Keep tapping)
 Cutting Leg Whip ← + ○
 (After Cutting Leg Whip) Weed Whacker ⊗
 (After Cutting Leg Whip) Mars Attacks ○
 (After Cutting Leg Whip)
 Full Mars Attack ○, ⊗ + ○
 Jumping Roundhouse ↑ + ○
 Backflip ↑, ↗

HANDSTAND POSITION

(In Handstand Position)

Left Flop Punch ⊕
 Roll Out Double Punch ⇒ + ⊕, ▲
 (After Roll Out Double Punch)
 Black Summy ○
 (After Black Summy) Fire Kick ⊗
 (After Black Summy) High Thrust ○
 Roll Out Mirage ⇒ + ⊕, ⊗
 Roll Out Freak Show ⇒ + ⊕, ⊗, ⊗
 Tuck & Roll ⊕ + ▲
 Right Flop Punch ▲
 (After Right Flop Punch) Swirl Kick ○
 (After Swirl Kick) Carnival Sweep ⊗
 (After Swirl Kick) Front Stinger ⊗ + ○
 Hot Plate ⊗
 (After Hot Plate) Handstand Position ←
 Slippery Kick ⊗, ⊗
 Scoot Kick ← + ○
 Slice Kick ↑ + ○
 Perch Flop Kick ↓ + ⊗ + ○
 Helicopter ○
 Handstand Sidestep ↑ or ↓
 (After Handstand Sidestep)
 Carnival Sweep ⊗ or ○
 Handstand Perch ↓
 (After Handstand Perch)

Delayed Perch Flop Kick ⊗ + ⊙
 Stand Up ←
 Roll Up N

REWINDER

(After Sidestep)
 Spin Slaps ⊕ + ⊕
 (After Spin Slaps) Freak Show ⊗
 (After Spin Slaps) Island Mirage (Hold) ⊗
 Banda ⊕ + ⊙
 Cruncher ⊕
 Hot Plate ⊗
 (After Hot Plate) Handstand Position ←
 (After Handstand Position)
 Instant Perch Flop Kick ⊗ + ⊙
 Skull Kick ↑ + ⊗
 (After Skull Kick) Freak Show ⊗
 (After Skull Kick) Kick Out ⊗ + ⊙
 Wheel Kick ⊗ + ⊙
 (After Wheel Kick) Skull Kick ⊗ + ⊙
 (After Skull Kick) Sao Paulo Special ⊗ + ⊙
 (After Sao Paulo Special)
 Fire Kick ↗ + ⊗ + ⊙
 Swirl Kick ⊙
 (After Swirl Kick) Carnival Sweep ⊗
 (After Swirl Kick) Front Stinger ⊗ + ⊙
 Leaping Face Kick ⊙, ⊗

RELAXED POSITION

(In Relaxed Position)
 Negativa Left ⊕
 (After Negativa Left) Brush Fire ⊗
 (After Negativa Left) Cutting Leg Whip ⊙
 Crying Needle ⇒ + ⊕ + ⊕
 (After Crying Needle) Needle Cancel ⊕
 (After Needle Cancel) Hammer Head ⊕
 Headlong Dive ⇒, ⇒ + ⊕ + ⊕
 Negativa Right ⊕
 (After Negativa Right) Martelo ⊗
 (After Negativa Right)
 Lunging Brush Fire ⇒ + ⊗
 (After Negativa Right) Samba ⊙
 Rio Delight ⊗, ⊙
 Back Handspring ⊗ + ⊙
 Quick Spring ⇒ + ⊗ + ⊙
 Rising Feet Lunge ←, ← + ⊗ + ⊙
 Flare ⊙, ⊗
 Mid Kick – Back Handspring ⊙, ⊗ + ⊙
 Cancel – Roll Forward ⇒
 Cancel – Roll Back ←
 Relax Side Roll Out ↑ or ↓
 Relax Cancel ↗ or ↖ or ↘ or ↙

CRAIG MARDUK**GRAPPLE**

Rolling Splash ⊕ + ⊗
 Knee Crusher ⊕ + ⊙
 Northern Lights Suplex ↓, ↘, ⇒, + ⊕
 (After Northern Lights Suplex) Mount ⊕ + ⊕
 Jack Hammer ⇒, ←, ↙, ↓, ↘, ⇒ + ⊕
 Atomic Buster ⇒, ⇒ + ⊕ + ⊕
 Back Freaker ↓, ↙, ← + ⊕ + ⊕
 Power Slam ↓, ↘, ⇒ + ⊕
 (After Power Slam) Mount ⊕ + ⊕
 Power Bomb ↓ + ⊕ + ⊗
 Ultimate Knee ↓ + ⊕ + ⊙
 Air Suplex ⇒, ⇒ + ⊕ + ⊕ (In air)
 Gator Slam ⊕ + ⊗ (In air)
 Tudo Swing ⊕ + ⊙ (In air)
 Hercules Toss/Rib Buster ↙ + ⊕ + ⊗
 or ↙ + ⊕ + ⊙
 Reverse Head Crusher ⊕ + ⊗
 or ⊕ + ⊙ (From left)
 Lift Drop ⊕ + ⊗
 or ⊕ + ⊙ (From right)
 Back Drop ⊕ + ⊗ (From behind)
 Reverse Air Splash ⊕ + ⊙ (From behind)

SPECIAL

One Two Punch ⊕, ⊕
 (After One Two Punch) Elbow Sting ⇒ + ⊕
 (After One Two Punch)
 Stomach Kick – Tudo Noogie ⊗, ⊕ + ⊕
 (After One Two Punch) Vale Tudo Style ⊗ + ⊙
 Straight – Gut Punch ⊕, ↓ + ⊕
 Blister Elbow ⇒, ⇒ + ⊕
 (After Blister Elbow) Blister Knuckle ⊕
 (After Blister Elbow)
 Delayed Blister Knuckle (Hold) ⊕
 Swing Upper ↘ + ⊕
 Tank Elbow ↓ + ⊕
 Knuckle Dunk ← + ⊕
 Guard Push ⊕ + ⊕
 Cyclone Knuckles ⇒ + ⊕ + ⊕
 Tudo Noogie ↘ + ⊕ + ⊕
 Shoulder Impact ↓ + ⊕ + ⊕
 Sway Power Hammer ↙ + ⊕ + ⊕
 Mongolian Crush ↗ + ⊕ + ⊕
 Craig Horn – Tudo Toss ↓ + ⊕ + ⊕, ←
 Kong Combo ⊕, ⊕
 Hook – Shoulder Impact ⊕, ↓ + ⊕ + ⊕
 Hammer ⇒ + ⊕
 (After Hammer) Hammer Hook ⊕
 (After Hammer) Hook Smash ↓ + ⊕
 Elbow Sting ⇒, ⇒ + ⊕

Tekken 5

Gut Punch.....	↘ + ▲
Alligator.....	↓ + ▲, ○
Flash Tomahawk	↖ + ▲
Rolling Back Chop	← + ▲
Backhand Spin Knuckle.....	Ss + ▲
Knee Lift.....	→ + ⊗
Stomach Kick.....	↘ + ⊗
(After Stomach Kick) One Two Punch	⊕, ▲
(After One Two Punch) Elbow Sting	⇒ + ⊕
(After One Two Punch)	
Stomach Kick – Tudo Noogie	⊗, ⊕ + ▲
(After One Two Punch)	
Vale Tudo Style	⊗ + ○
(After Stomach Kick)	
Straight – Gut Punch	⊕, ↓ + ▲
(After Stomach Kick) Kong Rush	↓ + ⊕, ▲
(After Stomach Kick) Tudo Noogie	⊕ + ▲
Bicycle Kick.....	⇒, ⇒, ⇒ + ⊗
Vale Tudo Style	⊗ + ○
Alligator Tackle	⇒ + ⊗ + ○
Backdash Vale Tudo Style.....	↖ + ⊗ + ○
Gator Stomp	↑ + ⊗ + ○
Wild Stomp	⇒ + ○
Side Kick	↘ + ○
Ground Stomp	↖ + ○
Leg Scissors.....	↖ + ○
Bazooka Heel.....	← + ○
Jump Gut Kick.....	↗ + ○
Gator Sweep	↘ + ○
High Attack Reversal –	
Tudo Mount.....	← + ⊕ + ▲
Mid Attack Reversal –	
Tudo Mount.....	← + ⊗ + ○

VALE TUDO STYLE

(In Vale Tudo Stance)

Rolling Splash	⊕ + ⊗
Body Slam	▲ + ○
Spear Tackle – Tudo Mount	⊕ + ▲
(After Spear Tackle – Tudo Mount)	
Melon Masher	⊕
(After Spear Tackle – Tudo Mount)	
Melon Masher	⊕, ▲
(After Spear Tackle – Tudo Mount)	
Mongol Chop	⊕ + ▲
(After Spear Tackle – Tudo Mount)	
Neck Snap	⊕ + ⊗
(After Spear Tackle – Tudo Mount)	
Melon Masher	▲
(After Spear Tackle – Tudo Mount)	
Melon Masher	▲, ⊕
(After Spear Tackle – Tudo Mount)	

Leg Lock.....	▲ + ○
(After Spear Tackle – Tudo Mount)	
Skull Crush	⊗ + ○
Health Tap.....	⊕
Tudo Tackle	⊕ + ▲
(After Tudo Tackle).....	↑ or ↓
Tornado Chop	▲
Power Straight	⇒ + ▲
Raid Kick.....	⊗
Vale Tudo Style Cancel	⊗ + ○
Gator Stomp	↑ + ⊗ + ○
Kong Knee	○
Side Step.....	↑ or ↓
Full Crouch Cancel.....	↘ or ↙

DEVIL JIN

GRAPPLE

Bitch Kicks.....	⊕ + ⊗
Shoulder Reverse	▲ + ○
Stone Head	⇒, ⇒ + ⊕ + ▲
Ultimate Tackle.....	↖ + ⊕ + ▲
(After Ultimate Tackle)	
Ultimate Punches	⊕, ▲, ⊕
.....	or ▲, ⊕, ▲
(After Ultimate Punches)	
Ultimate Punches	⊕, ▲
.....	or ▲, ⊕
(After Ultimate Punches)	
Cross Arm Lock	⊕ + ▲
(After Ultimate Tackle)	
Cross Arm Lock	⊕ + ▲
Complicated Wire.....	↓, ↖, ← + ⊕ + ⊗
Wrist Chuck Slam	↘ + ▲ + ⊗
Shoulder Flip	⊕ + ⊗
.....	or ▲ + ○
.....	(From left)
Over the Limit	⊕ + ⊗
.....	or ▲ + ○
.....	(From right)
Chicken Butcher	⊕ + ⊗ or ▲ + ○
.....	(From behind)

SPECIAL

Shining Fists.....	⊕, ⊕, ▲
Demon Jabs.....	⊕, ▲
(After Demon Jabs) Demon Slayer	▲
(After Demon Jabs) Shoot the Works	⊗
(After Shoot the Works) Axe Kick.....	○
(After Shoot the Works) Rising Kick	⇒ + ○
(After Demon Jabs) Steel Knee	○

- (After Steel Knee) White Heron..... ⊕ + ⊙, ⊕
- (After White Heron) Crescent Kick..... ⊙
- (After White Heron) Crescent Sweep ↓ + ⊙
- (After Steel Knee) Demon Scissors ⊗
- Thunder Godfist ⇒, N, ↓, ↘ + ⊕
- (After Thunder Godfist) Hell's Gate ↗
- (After Thunder Godfist) Thunder Kick ⊗
- (After Thunder Godfist) Hell Sweep ⊙
- Twin Lancer..... ↘ + ⊕, ⊕
- Corpse Thrust..... ↓ + ⊕
- Parting Wave..... ← + ⊕
- (After Parting Wave) Crouch Dash..... ↘
- Crimson Wave..... ↘ + ⊕ + ⊕
- Demon Spear Feint..... ← + ⊕ + ⊕
- Demon Spear..... ← + ⊕ + ⊕
- Heavy Demon Spear(Hold) ← + ⊕ + ⊕
- (After Heavy Demon Spear)
- Demon Strike..... Release ⊕ + ⊕
- White Heron..... ⊕ + ⊙, ⊕
- (After White Heron) Crescent Kick..... ⊙
- (After White Heron) Crescent Sweep ↓ + ⊙
- Demon Slayer..... ⊕, ⊕
- Overhead Shot..... ⇒ + ⊕
- (After Overhead Shot) Demon Knee..... ⊙
- Demon Paw..... ⇒, ⇒, ⇒ + ⊕
- Wind Godfist..... ⇒, N, ↓, ↘, ⊕
- Electric Wind Godfist..... ⇒, N, ↓, ↘ + ⊕
- Hades Hammer..... ↘ + ⊕
- (After Hades Hammer) Hades Uppercut..... ⊕
- (After Hades Hammer) Hades Sweep..... ⊕
- Demon PK Combo..... ← + ⊕, ⊗
- Demon Fury..... ← + ⊕, ⊙, ⊕, ⊕, ⊕
- Laser Cannon..... ←, ⇒ + ⊕, ⊕, ⊕
- Laser Scraper..... ←, ⇒ + ⊕, ⊕, ↓ + ⊕
- Decapitating Sword..... Ss + ⊕
- Corpse Splitter..... ↑ + ⊕ + ⊙
- Spinning Roundhouse..... ⇒ + ⊗
- Demon Cyclone..... ⇒, ⇒ + ⊗, ⊕
- (After Demon Cyclone)
- Cyclone Rewind..... ⇒, ⇒
- (After Demon Cyclone) Hell Trip..... ⊗
- (After Demon Cyclone) Hell Spiral..... ⊙
- Leaping Slash Kick..... ⇒, ⇒, ⇒ + ⊗
- Demon Hoof..... ⇒, N, ↓, ↘ + ⊗
- Demon Tail..... ⇒, N, ↓, ↘ + ⊗
- Can Can Kicks..... ↓ + ⊗ + ⊙
- Demon Scissors..... ⊙, ⊗
- Steel Knee..... ⇒ + ⊙
- Hell Sweep..... ⇒, N, ↓, ↘ + ⊙
- (After Hell Sweep) Spinning Demon..... ⊙
- Rising Tsunami Kicks..... ⇒, N, ↓, ↘, ↓
- ⇒ + ⊙, ⊙

- Tsunami Kicks..... ↘ + ⊙, ⊙
- Demon Steel Pedal..... ← + ⊙
- Spinning Demon..... ↑ + ⊙, ⊙, ⊙, ⊙
- Attack Reversal..... ← + ⊕ + ⊗
- or ← + ⊕ + ⊙

FENG WEI GRAPPLE

- Divine Palms..... ⊕ + ⊗
- Serpent Slayer..... ⊕ + ⊙
- Kunlun Fall..... ↘ + ⊕ + ⊕
- Jaws Of Death..... ⊕ + ⊗
- or ⊕ + ⊙
- (From left)
- Wandering Soul..... ⊕ + ⊗
- or ⊕ + ⊙
- (From right)
- Violent Storm..... ⊕ + ⊗
- or ⊕ + ⊙
- (From behind)

SPECIAL

- Jab Spear Fist..... ⊕, ⊕
- Fire Lotus Bullet..... ⊕, ⊕, ⊕
- PK Combo..... ⊕, ⊗
- Stun Palm..... ↘ + ⊕
- Lu Bu Spear..... ↘ + ⊕, ⊕
- Iron Palm..... ← + ⊕
- Falcon Beak..... ←, ⇒ + ⊕
- Eagle Claw..... ↗ + ⊕
- Silent Arrow..... ↓, ↘ + ⊕
- Seven Suns..... ↓, ↘, ⇒ + ⊕
- Iron Shield..... ⊕ + ⊕
- Iron Mountain..... ⇒ + ⊕ + ⊕
- Tiger Palms..... ⇒, ⇒ + ⊕ + ⊕
- Dragon Slayer..... ↘ + ⊕ + ⊕
- (After Dragon Slayer) Blue Snake Falling ⊕
- Iron Fortress..... ← + ⊕ + ⊕
- Enlightened Circle..... Ss + ⊕, ⊕
- Reverse iron Mountain..... ⊕ + ⊕
- (With back turned)
- Hellwind Strike..... ⊕, ⊕
- Throat Gouge..... ⊕ + ⊕
- Boar's Tusk..... ⇒ + ⊕, ⊕, ⊕
- Exploding Dagger..... ⇒, ⇒ + ⊕
- God Fists..... ↘ + ⊕, ⊕
- Blue Snake Falling..... ↓ + ⊕
- Hellwinds..... ↘ + ⊕, ⊕
- (After Hellwinds) Hellwind Strike..... ⊕
- Crouching Tiger Fury..... ← + ⊕, ⊗, ⊙, ⊕

Tekken 5

Hammer Leap	↗ + △
Shadow Fist	↓, ↘, ⇒ + △
Hidden Intentions	Ss + △
Whirlwind	⊗, ⊙, ⊗
Tiger Tail Iron Mountain	⇒ + ⊗, △
Tremor Stomp	⇒, ⇒ + ⊗
Severing Sword	⇒, ⇒, ⇒ + ⊗
Lift Kick	↘ + ⊗
Piercing Arrow	↙ + ⊗
Spin Kick Spear Fist	← + ⊗, ⊙
Side Swipe	↑ + ⊗
Rising Eagle	↓, ↘, ⇒ + ⊗
Reverse Tremor Stomp	⊗
Reverse Eagle Sweep	(With back turned) ↓ + ⊗
Kenpo Step-In	⇒ + ⊗ + ⊙
Kenpo Step	← + ⊗ + ⊙
Assassin's Bow	↓, ↘, ⇒ + ⊗ + ⊙
Tornado	⇒ + ⊙
(After Tornado) Tornado Stomp	⊗
(After Tornado) Tornado Sweep	⊙
Spreading Wings	⇒, ⇒ + ⊙, ⊗
Front Kick	↘ + ⊙
Fallen Tremor Stomp	↓ + ⊙
Serpent Sweep	↙ + ⊙
Fish Hook	↓ + ⊙
Soaring Eagle	↗ + ⊙
Eagle Sweep	Ss + ⊙

KENPO STEP

(In Kenpo Step stance)

Palm Thrust	⊙
Serpent Fist	△
Scorpion Sting	⊗
Slingshot	⊙

GANRYU

GRAPPLE

Body Slam	⊙ + ⊗
Sumo Scoop	△ + ⊙
Tsuridashi Lift	⇒, ⇒ ⊙ + ⊙
Jizo Hug	⇒, ⇒ △ + ⊗
Upper Stream	⊙ + ⊗
	or △ + ⊙
	(From left)
Crotch Slam	⊙ + ⊗
	or △ + ⊙ (From right)
Okurigake	⇒ + ⊙ + ⊗
	or ⇒ + △ + ⊙

	(From behind)
Reverse Choke Slam	⊙ + ⊗
	or △ + ⊙
	(From behind)

THROW SHIFT

Uniting Hand Clamp	⇒, ⇒ + △
(After Uniting Hand Clamp) Belt Toss	⊙
(After Uniting Hand Clamp)	
Utchari Toss	⊙ + △
(After Uniting Hand Clamp)	
Thigh Twist Down	△
(After Uniting Hand Clamp)	
Reverse Body Drop	⊗
(After Uniting Hand Clamp)	
Body Lift Slam	⊗ + ⊙
(After Uniting Hand Clamp)	
Bell Hammer Drop	⊙

SPECIAL

Devil Palm Thrusts	⊙, △, ⊙, △, △
	⊙, △, ⊙, △
Freight Train Combo	↘ + ⊙, ⊙, ⊙
Left Nodowa Rush	↘, ⊙, △, ⊙
Rock Cleaving Palm	↓ + ⊙
Sumo Hammer	← + ⊙, ⊙, ⊙
Sumo Mega Uppercut	←, ↙, ↓, ↘ + ⊙
Jamming Palm	↑ + ⊙
Hammer Rush	↓ + ⊙, ⊙, ⊙, ⊙
(After Hammer Rush) High Punch	⇒ + ⊙
(After Hammer Rush) Mid Punch	↘ + ⊙
(After Hammer Rush) Low Punch	↓ + ⊙
Falling Hammer	Ss + ⊙
Hammer Chop	⊙ + △
(After Hammer Chop)	
Hammer Rising	⊙ + △
Sumo Charge	⇒ + ⊙ + △
Sumo Scissors	⇒, ⇒ + ⊙ + △
Ganryu Mill	↘ + ⊙ + △, ⊙
Pedal Press	↓ + ⊙ + △
Headbutt	← + ⊙ + △
Flying Press	↗ + ⊙ + △
Palm Lift	↑ + ⊙ + △
Falling Statue	⊙ + △ (With back turned)
Devil Palm Thrusts	△, ⊙, △, ⊙, ⊙
	△, ⊙, △, ⊙
Ducking Palm	⇒ + △
Neko Damashi	⇒ + △, ⊙
Palm Upper	↘ + △
(After Palm Upper)	
Devil Palm Thrusts	⊙, △, ⊙, △, △
	⊙, △, ⊙, △

Right Nodowa Rush ↘, △, □, △
 Kabuki Dance ↓ + △, △, △, △
(Keep tapping)
 Sumo Sweep ↘ + △
 Salt Shaker ← + △
 Megaton Palm ←, ↘, ↓, ↘ + △
Thunder Slap ↘ + △ + ✕
 Hundred Ogre Kicks ✕, ○, ✕, ○, ✕
(Keep tapping)
 (After Hundred Ogre Kicks) Malice Stomp ... ○
 Kataonami Kick ⇒ + ✕
 Sand Sweeper ↘ + ✕
 Sumo Sit Down ✕ + ○
 Sekitori Kick ⇒, ⇒ + ✕ + ○
 Sumo Slide ⇒, ⇒, ⇒ + ✕ + ○
 Sumo Squash ↗ + ✕ + ○
 Malice Stomp ○, ○
 Freight Train ↘ + ○, □
 Thigh Quake ↓ + ○
 High & Mid Punch Parry ← + □ + ✕ or
 ← + △ + ○
 (After High & Mid Punch Parry)
 Pedal Press □ + △
 Ki Charge □ + △ + ✕ + ○

SUMO SIT DOWN

(While sitting)
 Sit Thrust □
 Sit Sweep △
 Roll Forward →
 Roll Back ←
 Splits ↓
 (After Splits) High & Mid Punch Parry ⇒
 (After High & Mid Punch Parry)
 Pedal Press □ + △
 (After Splits) Splits Side Step ↑ + ↓

HEIHACHI MISHIMA

GRAPPLE

Neck Breaker □ + ✕
 Power Bomb △ + ○
 Broken Toy ↓, ↘, ⇒ + □
 Stone Head ⇒, ⇒ + □ + △
 Head Butt Carnival ⇒, ⇒ + □ + ○
 Tile Splitter Guillotine □ + ✕
 or △ + ○
(From left)
 Free Fall □ + ✕
 or △ + ○
(From right)

Atomic Drop □ + ✕
 or △ + ○
(From behind)

SPECIAL

Shining Fists □, □, △
 Demon Fists □, △
 (After Demon Fists) Demon Slayer △
 (After Demon Slayer) Demon Breath ↙
 (After Demon Breath)
 Side Step Cancel ↑ + ↓
 (After Demon Fists) Roundhouse □
 Demon Massacre ⇒ + □, ← + △, ○
 Demon Lair ⇒ + □, ← + △, ○
 Thunder Godfist ⇒, N, ↓, ↘, □
 Omen Thunder Godfist ⇒, N, ↘ + □
 Palm Strikes ↘ + □, □
 Twin Pistons ↘ + □, △
 Tile Splitter ↓ + □
 (After Tile Splitter) Diamond Lance △
 Alter Splitter ← + □
 Demon Executioner □ + △
 Chrome Dome ⇒ + □ + △
 Demon Wings ↘ + □ + △
 Shattering Palm ← + □ + △
 Deity Slayer ←, ← + □ + △
 Demon Backhand Spin △, △
 (After Demon Backhand Spin)
 Demon Breath □
 (After Demon Breath)
 Side Step Cancel ↑ or ↓
 Demon Backhand ⇒ + △
 (After Demon Backhand)
 Demon Breath □
 (After Demon Breath)
 Side Step Cancel ↑ or ↓
 Demon Godfist ⇒, ⇒ + △
 Wind Godfist ⇒, N, ↓, ↘, △
 Electric Wind Godfist ⇒, N, ↓, ↘ + △
 Eisho Mon ↘ + △
 Demon Boar ← + △
 Seiryu Mon ←, ⇒ + △, △, □
 Diamond Lance ↓, ↘, ⇒ + △
 Kidney Smasher Ss + △
 Viscera Smash ⇒ + ✕
 Split Axe Kick ⇒, ⇒ + ✕
 Leaping Slash Kick ⇒, ⇒, ⇒ + ✕
 Demon Gut Kick ⇒, N, ↓, ↘ + ✕
 Demon Slice Kick ⇒, N, ↓, ↘ + ✕
 Crescent Hook Stomp ← + ✕, ✕
 Hell Axe ↗ + ✕, ○
 Raijin Charge ↓ + ✕ + ○

Tekken 5

(After Raijin Charge) Cancel	⇒ or ⇐
(After Raijin Charge) Pulverizer	⊕
(After Raijin Charge) Raijin's Wrath	⊕, ⊕
Shadow Step	⇐, ⇐, N + ⊕ + ⊙
Roundhouse	⊕
Demon Scissors	⊕, ⊕
Demon Axe Kick	⇒ + ⊙
Hell Sweep	⇒, N, ↓, ↘ + ⊙
(After Hell Sweep) Thunder Godfist	N + ⊕
(After Hell Sweep) Tsunami Kicks	N + ⊙, ⊙
(After Hell Sweep) Hell Sweep	⊙
(After second Hell Sweep) Thunder Godfist	N + ⊕
(After second Hell Sweep) Tsunami Kicks	N + ⊙, ⊙
(After second Hell Sweep) Hell Sweep	⊙
Geta Stomp	↓ + ⊙
Hop Kick	↑ + ⊙
Wind Slicer	↗ + ⊙
Dragon Kick	↓, ↘ + ⊙
Tsunami Kicks	↓, ↘, ⇒ + ⊙, ⊙
Glowing Fists	⇐ + ⊕ + ⊙
Diamond Wall Reversal	⇐ + ⊕ + ⊙
Auger Taunt	⊕ + ⊕ + ⊙

HWOARANG GRAPPLE

Roll & Choke	⇒, ⇒ + ⊕
Door Mat	↓, ⇐, ⇐ + ⊕
Leg Hook	↓, ↘ + ⊕ + ⊕
Human Cannonball	⇒ + ⊕ + ⊕
Overhead Strike	↘ + ⊕ + ⊙
Dead End	⊕ + ⊕
	or ⊕ + ⊙ (From left)
Neck Snapper	⊕ + ⊕
	or ⊕ + ⊙ (From right)
Slaughter House	⊕ + ⊕
	or ⊕ + ⊙ (From behind)

SPECIAL

Quick Upper	↘ + ⊕
Disrespect	⊕ + ⊕
Body Blow	↘ + ⊕ + ⊕
Uppercut	↘ + ⊕
Bone Stinger	↗ + ⊕
Ecoli	⇒, N, ↓, ↘ + ⊕, ⊕
Machine Gun Lift	↘ + ⊕, ⊕
Public Enemy	↘ + ⊕, ⊙
Knee Buster - Dodge Lift	↓ + ⊕, ⊕, ⊙
(After Knee Buster - Dodge Lift) Outrage	⊙

Hunting Hawk	↗ + ⊕, ⊙, ⊕
Flamingo Kick	↑ + ⊕
Eruption	Ss + ⊕, ⊕
Stance Change	⊕ + ⊙
Spinning Scythe	⇒, N, ↓, ↘ + ⊕ + ⊙
(After Spinning Scythe) Axe Kick	⊕
Rejection	↗ + ⊕ + ⊙
Guillotine	↑ + ⊕ + ⊙
Sky Rocket	⇒, N, ↓, ↘ + ⊙
Talon Sky Rocket	⇒, N, ↘ + ⊙
Fire Cracker	↓ + ⊙, ⊙
Crippler	⇐ + ⊙
(After Crippler) Fear Kick	⊙
Chicken Kick	↖ + ⊙
Flamingo Kick	↑ + ⊙
Air Raid	↗ + ⊙
(After Air Raid) Air Raid	⊙
(After second Air Raid) Air Raid	⊙
Spin Trip	Ss + ⊙

LEFT FOOT FORWARD

(In Left Foot Forward stance)

Pick Pocket	⊕ + ⊕
Falcon Dive Kick	⊕ + ⊙
Home Surgery	⊕, ⊕, ⊕, ⊕
Twin Punch	⊕, ⊕
(After Twin Punch) Left Flamingo	⊕
(After Twin Punch) Rejected	⇒ + ⊕
(After Twin Punch) Right Flamingo	⊙
(After Twin Punch) Rejection	⇒ + ⊙
Icicle Crusher	⇒ + ⊕ + ⊕
Rusty Knife	⇒ + ⊕
Bolt Cut	⇐ + ⊕
Menace	⊕, ⊕
(After Menace) Left Flamingo	⊕, ⇒
(After Menace) Machine Gun Kicks	⊕, ⊕
(After Menace) Party Horthy	⊕, ⊙
(After Menace) Total Outrage	⊕, ⊙, ⊙
(After Menace) Menace to Society	↓ + ⊕, ⊕
(After Menace) Bad Menace to Society	↓ + ⊕, ⊙, ⊙
(After Menace) Disorderly Conduct	⊙
(After Menace) Bad Menace	⊙, ⊙
Flying Eagle	⊕, ⊙
Left Flamingo Stance	⇒ + ⊕
Ecoli	⇒ + ⊕, ⊕
Spiral Trap	⇒, ⇒ + ⊕
Sweep Kick	⇐ + ⊕
Grand Theft	⇐ + ⊕
Leaping Slash Kick	⇒, ⇒, ⇒ + ⊕
Strike Kick	↘ + ⊕ + ⊙
Righty Axe Murderer	⊙, ⊕

- Lefty Axe Murderer ⊙, ⇒ + ⊗
- Lefty Rude Boy ⊙, ⊙
- (After Lefty Rude Boy) Flamingo Toe Jam ... ⊙
- (After Lefty Rude Boy) Blizzard Kicks ⊙, ⊗
- (After Lefty Rude Boy) Hot Feet ⊙, ⊙
- (After Lefty Rude Boy)
- Righty Toe Jam ⇒ + ⊙
- Righty Rude Boy ⊙, ↘ + ⊙
- Doggie Lift ⇒ + ⊙
- Outrage ⇒ + ⊙, ⊙
- Right Flamingo Feint ⇒, N + ⊙
- Torpedo Kick ⇒, ⇒ + ⊙
- Front Kick ↘ + ⊙
- Nose Bleeder ← + ⊙
- Double Thrust ←, ← + ⊙, ⊗
- Triple Snaps ←, ← + ⊙, ⊙, ⊙
- Plasma Blade ⊙ (With back turned)

RIGHT FOOT FORWARD

(In Right Foot Forward stance)

- Anti Sub Rocket ⊙ + ⊗
- or ⊙ + ⊙
- Lefty → or ←
- Lefty ⊗ + ⊙
- Migrane ⊙, ⊙
- Big Fists ⊙, ⊙, ⊙
- Misdemeanor Combo ⊙, ⊗
- Chainsaw Combo ⊙, ⊙
- (After Chainsaw Combo)
- Flamingo ⇒ or ↑ or ←
- (After Chainsaw Combo) Chainsaw Heel ⊗
- (After Chainsaw Combo) Hook Kick ⊙
- Snap Spin Kick Combo ⊙, ← + ⊙
- Volcannon ⊗, ⊙
- Cheap Shot ⇒ + ⊗
- (After Cheap Shot) Retreat ←
- (After Cheap Shot) Teaser Trip ⊙
- Hunting Heel ⇒, ⇒ + ⊗
- Teaser ↘ + ⊗
- Misdemeanor ← + ⊗
- Plasma Blade ⊗ (With back turned)
- Snap Spin Kick ← + ⊙
- Chainsaw Kick ⊙
- (After Chainsaw Kick)
- Flamingo ⇒ or ↑ or ←
- (After Chainsaw Kick) Chainsaw Combo ⊗
- (After Chainsaw Kick) Hook Kick ⊙
- Right Flamingo Stance ⇒ + ⊙
- Grand Theft ⇒ + ⊙, ⊙
- Screw Pirouette Kick ⇒, ⇒ + ⊙, ⊗
- Right Side Kick ↘ + ⊙
- Spinning Scythe ⊙, ⊗ (With back turned)

LEFT FLAMINGO

(In Left Flamingo stance)

- Lefty N
- Side Step ↑ or ↓
- Flamingo Steppin' ⇒ or ←
- Left Jab ⊙
- Right Back Hand ⊙
- Menace ⊗, ⊗
- (After Menace) Left Flamingo ⇒
- (After Menace) Machine Gun Kicks ⊗
- (After Menace) Menace to Society ⊙
- (After Menace) Bad Menace ⊙, ⊙
- Public Enemy ⊗, ⊙
- Parabellum Kick ⇒ + ⊗
- Left Snap Kick ↘ + ⊗
- Chin Buster – Dodge Lift ↓ + ⊗, ⊙
- Snap Spin Kick ← + ⊗
- Hunting Hawk ↗ + ⊗, ⊙, ⊗
- Flamingo Switch ⊗ + ⊙
- Famingo Hop Kick ⊙
- Teaser Trip ↓ + ⊙
- Right Heel Lance ← + ⊙

RIGHT FLAMINGO

(In Right Flamingo stance)

- Righty N
- Side Step ↑ or ↓
- Flamingo Steppin' ⇒ or ←
- Spin Back Fist ⊙
- Big Fists ⊙, ⊙, ⊙
- Misdemeanor Combo ⊙, ⊗
- Chainsaw Combo ⊙, ⊙
- (After Chainsaw Combo)
- Right Flamingo ⇒ or ↑ or ←
- (After Chainsaw Combo) Chainsaw Heel ⊗
- (After Chainsaw Combo) Hook Kick ⊙
- Spin Snap Kick Combo ⊙, ← + ⊙
- Flamingo Hop Kick ⊗
- Teaser Trip ↓ + ⊗
- Left Heel Lance ← + ⊗
- Flamingo Switch ⊗ + ⊙
- Super Right ⊙
- Parabellum Kick ⇒ + ⊙
- Right Snap Kick ↘ + ⊙
- Right Cutter ↓ + ⊙

JACK-5 GRAPPLE

- Cyclone ⊙ + ⊗
- P Bot Dynamic ⊙ + ⊙

Tekken 5

- Ground Zero ↗ + ○ + △
 (After Ground Zero)
 Gigaton Punishment ↓, ↘ + △
 Piledriver ↙, → + ○ + △
 Body Press ↙ + ○ + △
 (After Body Press) Face Bash ○ + △
 Backbreaker ↓, ↙, ← + △
 Face in the Dirt ↙ + △ + ×
 Catapult ↘ + △ + ○
 Modified Catapult ↘, ↘ + △ + ○
 Gun Bomb ↓ + ○ + ×
 or ↓ + △ + ○
 Hanging Neck Throw ○ + ×
 or △ + ○
 (From left)
 Flipping Choke Slam ○ + ×
 or △ + ○
 (From right)
 Spinal Crush ○ + × (From behind)
 Death Shot △ + ○ (From behind)

SPECIAL

- Jab ○
 (After Jab) Sledge Hammer ○
 (After Jab) Atomic Hook △
 Sledge Hammer ⇒, ⇒ + ○
 Uppercut Rush ↘ + ○, △, ○, △
 Quick Uppercut Rush ↘, ○, △
 (After Quick Uppercut Rush)
 Low Punch ↓ + ○
 (After Quick Uppercut Rush)
 Mid Punch ↘ + ○
 (After Quick Uppercut Rush)
 High Punch ⇒ + ○
 Machine Gun -
 Megaton Punch ↙ + ○, ○, ○, △
 Diamond Cutter ← + ○
 Debugger ←, ↙, ↓, ↘ + ○
 Hammer Rush ↓ + ○, ○, ○, △
 (After Hammer Rush) Low Punch ↓ + ○
 (After Hammer Rush) Mid Punch ↘ + ○
 (After Hammer Rush) High Punch ⇒ + ○
 Low Punch - Megaton Punch ↓ + ○, △
 Windmill ↓, ↘ + ○, △, ○
 (After Windmill) Windmill Backhand ○
 Revolving Knuckles -
 Megaton ↓, ↙ + ○, ○, ○, △
 Gigaton Punch ←, ↙, ↓, ↘, ⇒ + ○
 Megaton Uppercut ←, ↙, ↓, ↘,
 ⇒, ↘ + ○
 Discharger Ss + ○
 Hammer Knuckle -

- Double Uppercut ○ + △, ○ + △
 Arm Scissors ⇒ + ○ + △
 (After Arm Scissors) Cross Cut Saw ○ + △
 (After Arm Scissors) Megaton Punch △
 Ground Drill ↘ + ○ + △
 Bravo Knuckle ↓ + ○ + △
 Piston Gun ← + ○ + △
 Cross Cut Saw ↓, ↘ + ○ + △
 Double Knuckle Swing Ss + ○ + △
 Body Press ↘ + ○ + ×
 P Bot Combo △, ○, △
 Rocket Upper ⇒, ⇒ + △
 Hammer Uppercut Rush .. ↘ + △, ○, △, ○
 Quick Uppercut Rush ↘, △, ○, △
 Short Hammer Rush ↓, ↘ + △
 (After Short Hammer Rush)
 Low Punch ↓ + ○
 (After Short Hammer Rush)
 Mid Punch ↘ + ○
 (After Short Hammer Rush)
 High Punch ⇒ + ○
 Anchor Shovel ↙ + △
 Piston Gun Assault ← + △
 Atomic Hook ←, ⇒ + △
 Megaton Punch ←, ↙, ↓, ↘ + △
 Reactor Elbow ↑ + △
 Megaton Breaker Ss + △
 Granite Stomp ⇒, ⇒ + ×
 Cossack Kicks ↙ + ×, ○, ×, ○, ×, ○
 Giga Shoulder Ram ⇒ + × + ○
 Digital Hans Headslide ⇒, ⇒ + × + ○
 Titan Dump ↘ + × + ○
 Hip Press ↗ + × + ○
 Sit Down ↓ + × + ○
 (After Sit Down) Hop Hip Press × + ○
 (After Sit Down) Roll Back ←
 (After Sit Down) Roll Forward →
 (After Sit Down)
 Sitting Punches ○, △, ○, △
 or △, ○, △, ○
 Big Boot ↙ + ○

JIN KAZAMA

GRAPPLE

- Bitch Kicks ○ + ×
 Thunder Reverse △ + ○
 Throat Smash ↗ + ○ + △
 Oar Crush ↓, ↙, ← + ○ + ×
 Scales Flip ○ + ×
 or △ + ○ (From left)

Shoulder Helix ⊠ + ⊗
 or ⊠ + ⊙
 (From right)
 Hip Dislocator ⊠ + ⊗
 or ⊠ + ⊙
 (From behind)

SPECIAL

Twin Thrusts ⊠, ⊠
 (After Twin Thrusts) Inner Axe ⊗
 (After Twin Thrusts) Roundhouse ⊙
 Kazama Fury ⊠, ⊗, ⊠, ⊠, ⊙
 (After Kazama Fury)
 Lingering Soul ↓ + ⊠ + ⊠
 Vertical Kick Combo ⊠, ⊗, ⊗
 (After Vertical Kick Combo)
 Blade Kick ↘ + ⊗
 (After Blade Kick) Lingering Soul ⊠ + ⊠
 Teaser Low Combo ⊠, ↓ + ⊗
 Thrust Godfist ⇒, N, ↓, ↘ + ⊠
 Electric Thrust Godfist ⇒, N, ↘ + ⊠
 Mid Thrust ↘ + ⊠
 (After Mid Thrust) Side Crusher ⊙
 (After Mid Thrust) Stature Sweep ⊙, ⊙
 Corpse Thrust ↓ + ⊠
 Crouching Demon ← + ⊠
 Median Destruction ⊠ + ⊠
 Demon Hell Thrusts ⇒ + ⊠ + ⊠
 (After Demon Hell Thrusts)
 Lingering Soul ↓ + ⊠ + ⊠
 Lancer ⊠, ⊠
 (After Lancer) Side Crusher ⊙
 (After Lancer) Stature Sweep ⊙, ⊙
 Rear Thrust – Roundhouse ⊠, ⊙
 Right Elbow ⇒ + ⊠
 Torso Thrust ⇒, ⇒ + ⊠
 Electric Wind Hook Fist ⇒, N, ↘ + ⊠
 Wind Hook Fist ⇒, N, ↓, ↘ + ⊠
 Quick Upper ↘ + ⊠
 Savage Sword ↘ + ⊠, ⊠, ⊗
 Backfist – Side Swipe ← + ⊠, ⊗
 (After Backfist – Side Swipe)
 Lingering Soul ↓ + ⊠ + ⊠
 Evil Intent ←, ⇒ + ⊠, ⊠, ⊠
 Ground Pounce ↑ + ⊠
 Demon Paw ↗ + ⊠
 Lateral Kick ⇒ + ⊗
 (After Lateral Kick) Spin Heel Kick ⊙
 Vertical Kick ⇒ + ⊗, ⊗
 (After Vertical Kick) Blade Kick ↘ + ⊗
 (After Blade Kick) Lingering Soul ⊠ + ⊠
 Axe Kick ⇒, ⇒ + ⊗

(After Axe Kick)
 Kazama Fury ⊠, ⊗, ⊠, ⊠, ⊙
 (After Kazama Fury)
 Lingering Soul ↓ + ⊠ + ⊠
 (After Axe Kick)
 Vertical Kick Combo ⊠, ⊗, ⊗
 (After Vertical Kick Combo)
 Blade Kick ↘ + ⊗
 (After Blade Kick) Lingering Soul ⊠ + ⊠
 Heaven Gate Kick ↘ + ⊗
 (After Heaven Gate Kick)
 Lingering Soul ↓ + ⊠ + ⊠
 (After Heaven Gate Kick) Spin Heel Kick ⊙
 Devious Kick – Left Blade ↓ + ⊗, ⊗
 Spinning Blade ↘ + ⊗
 Inner Roundhouse – Shin Kick ← + ⊗, ⊙
 Spinning Roundhouse ↑ + ⊗
 Demon Roundhouse ⇒, N, ↓, ↘ + ⊗
 Leaping Slash Kick ⇒, ⇒, ⇒ + ⊗
 Demon Lift Kick ↓ + ⊗ + ⊙
 Twisting Demon Scissors ⊙, ⊠
 Battle Kick ⇒ + ⊙
 Stature Sweep ⇒, N, ↓, ↘ + ⊙
 (After Stature Sweep)
 Lingering Soul ↓ + ⊠ + ⊠
 (After Stature Sweep)
 Twisting Demon Scissors ⊗
 Tsunami Kick ⇒, N, ↓, ↘, ⇒ + ⊙
 Outer Axe Kick ⇒, ⇒ + ⊙
 Hell Gate Kick ↘ + ⊙
 (After Hell Gate Kick)
 Lingering Soul ↓ + ⊠ + ⊠
 Demon Sweep ↓ + ⊙
 Shin Kick ↘ + ⊙
 Spin Heel Kick ← + ⊙
 Snap Lift Kick ↑ + ⊙
 Delayed Hop Kick ↗, N + ⊙
 Lingering Soul ← + ⊠ + ⊠
 Lingering Soul Omen (Hold) ← + ⊠ + ⊠,
 ↓, ↑, ←, ⇒
 (After Lingering Soul Omen)
 Twin Thrusts – Inner Axe ⊠, ⊠, ⊗
 (After Twin Thrusts – Inner Axe)
 Omen Fury ⊠, ⊗, ⊠, ⊠, ⊙
 (After Twin Thrusts – Inner Axe)
 Omen Lead Thrust –
 Vertical Kick ⇒ + ⊠, ⊗, ⊗
 (After Omen Lead Thrust – Vertical Kick)
 Omen Blade Kick ⊗
 (After Omen Blade Kick)
 Lingering Soul ↓ + ⊠ + ⊠
 (After Lingering Soul Omen)

Tekken 5

- Omen Wind Hook Fist ⇒, N, ↓, ↘ + △
 (After Lingering Soul Omen)
 Omen Stature Sweep ⇒, N, ↓, ↘ + ○
 Lingering Soul Taunt..... ⊕ + ⊗ + ○
 Parry ⇐ + △ + ○

CROUCHING DEMON

- Demon Crouch Dash ↓ or ⇒
 Thunder Hook Fist..... ⊕
 Suigetsu Strike △
 Suigetsu Parry △
 Spinning Roundhouse ⊗
 Suigetsu Sweep ○

JULIA CHANG

GRAPPLE

- Death Valley Bomb ⊕ + ⊗
 Side Buster..... △ + ○
 Arm Lock Suplex ↘ + △ + △
 Seasaw Whip ↘, ↙ + ⊕ + ⊗
 Cross Arm Lock ↓, ↙, ↓, ↘ + ⊕ + △
 Mad Axes ↓, ↙, ⇐, ⇒ + △
 Outrigger ↓ + ⊕ + ⊗
 Bulldog ↓ + △ + ○
 Running Bulldog ⊕ + ⊗
 or △ + ○
 (From left)
 Twisted Sister..... ⊕ + ⊗
 or △ + ○
 (From right)
 Spinning Air Neckbreaker ⇐ + △ + ○
 German Suplex ⊕ + ⊗
 or △ + ○
 (From behind)

SPECIAL

- G-Clef - Club Fist..... ⊕, ⊕
 (After G-Clef - Club Fist) Flash Uppercut ⊕
 (After G-Clef - Club Fist) Palm Explosion.... △
 (After G-Clef - Club Fist) Bow Leg Arrow ⊕, ⊗
 G-Clef - Gut Punch ⊕, △
 (After G-Clef - Gut Punch)
 Skyscraper Cannon ⊕
 (After G-Clef - Gut Punch) Low Kick..... ⊗
 (After G-Clef - Gut Punch) High Kick ○
 Flash Uppercut..... ⇒ + ⊕
 Palm Explosion ⇒ + ⊕, △
 Party Crasher..... ⇒, ⇒ + ⊕
 (After Party Crasher) Skyscraper Kick ○
 Arrow Palm ↘ + ⊕

- Flash Punch..... ↓, ↘ + ⊕
 (After Flash Punch) Flash Elbow △
 (After Flash Punch) Clockwise Evasive Spin . ○
 Rouge Orchid Palm..... ⊕ + △
 (After Rouge Orchid Palm) Buffalo Charge... ○
 (After Buffalo Charge)

- Orchid Arrow..... ⇐, ⇒ + ⊕ + △
 Shove It Up..... ⇒ + ⊕ + △
 Raging River ⇒, ⇒ + ⊕ + △
 Twin Arrow ⇐ + ⊕ + △
 Club Fist - Bow Leg Arrow ⊕ + ○, ⊗
 Punch Combo ⇒ + △, ⊕
 Gut Punch ↘ + △
 (After Gut Punch) Skyscraper Cannon ⊕
 (After Gut Punch) Low Kick..... ⊗
 (After Gut Punch) High Kick..... ○
 Buffalo Knee Combo..... ↓ + △, ⊗
 Flash Elbow ↓, ↘ + △
 Arm Whip ⇐ + △
 (After Arm Whip) Back Push..... ⊕ + △
 Lightning Bolt Ss + △, ⊕
 Hawk Lunge ⇒ + ⊗
 (After Hawk Lunge) Lashing Arrow ⊕
 (After Hawk Lunge) Explosion △
 (After Hawk Lunge) Deceptive Kick..... ⊗
 Redwood Kick ⇒, ⇒ + ⊗
 Buffalo Knee ↘ + ⊗
 Jamming Low ↓ + ⊗
 Liquid Sweeps..... ⇐ + ⊗, ○
 Clockwise Evasive Spin ↓ + ⊗ + ○
 Earthquake Stomp..... ↗ + ⊗ + ○
 Handstand Kick Ss + ⊗ + ○
 Spinning Razor Kicks ○, ○
 (After Spinning Razor Kicks) High Kick ○
 (After Spinning Razor Kicks) Low Kick .. ↓ + ○
 (After Spinning Razor Kicks) Razor's Edge ... ⊕
 Mountain Crusher..... ↘ + ○, △, ⇐, ⇒
 Razor Sweep ↓ + ○
 (After Razor Sweep) High Kick N + ○
 (After Razor Sweep) Low Kick..... ↓ + ○
 (After Razor Sweep) Razor's Edge..... ⊕
 Heaven Shatter Kick ⇐ + ○
 Buffalo Lift ↗ + ○, ⊗
 Bow Leg Arrow ↓, ↘ + ○, ⊗
 Wave Taunt △ + ⊗ + ○

EVASIVE SPIN

(From Clockwise Evasive Spin)

- War Club ⊕
 Palm Explosion △
 Hunting Tomahawk..... ⊗, ⊕
 Spinning Razor Kicks ○, ○

(After Spinning Razor Kicks) High Kick ⊙
 (After Spinning Razor Kicks) Low Kick .. ↓ + ⊙
 (After Spinning Razor Kicks) Razor's Edge ... ⊙

KAZUYA MISHIMA

GRAPPLE

Bitch Kicks..... ⊙ + ⊗
 Hip Toss..... △ + ⊙
 Stone Head ⇒, ⇒ + ⊙ + △
 Gates Of Hell..... ↓, ↘, ↓, ↘ + ⊙ + △
 Ultimate Tackle..... ↓ + ⊙ + △
 (After Ultimate Tackle)
 Ultimate Punches ⊙, △, ⊙, △, ⊙
 (After Ultimate Tackle)
 Ultimate Punches △, ⊙, △, ⊙, △
 Steel Pedal Drop ⊙ + ⊗
 or △ + ⊙
 (From left)
 Skull Smash..... ⊙ + ⊗
 or △ + ⊙ (From right)
 Reverse Neck Throw..... ⊙ + ⊗
 or △ + ⊙
 (From behind)

SPECIAL

Shining Fists..... ⊙, ⊙, △
 Demon Slayer..... ⊙, △, △
 Double Punch – Stature Kick..... ⊙, △, ⊙
 Thunder Godfist ⇒, N, ↓, ↘ + ⊙
 (After Thunder Godfist) Thunder Kick ⊗
 (After Thunder Godfist) Hell Sweep ⊙
 Entrails Smash ↘ + ⊙
 (After Entrails Smash) Wicked Raid..... △
 (After Entrails Smash) Soul Thrust ⇒ + △
 (After Entrails Smash) Flash Kick..... ⊙
 Split Elbow ← + ⊙
 Glorious Demon Fist ⇒ + ⊙ + △
 Glorious Demon Fist Combo ⇒ + ⊙ + △,
 ⇒ + △
 Corpse Slash Punch Ss + ⊙ + △
 Demon Backhand Spin ⊙, △
 Soul Thrust ⇒ + △
 Demon Cutter ⇒, ⇒ + △
 Electric Wind Godfist ⇒, N, ↘ + △
 Wind Godfist ⇒, N, ↓, ↘ + △
 Gut Punch ↘ + △
 Lion Slayer ↘ + △
 Rampaging Demon ← + △, ⊙, ⊙
 Spiral Backfist ←, ← + △
 Face Kick – Lead Jab..... ⊗, ⊙

Demon Slash Kick ⇒, N, ↓, ↘ + ⊗
 Split Axe Kick ⇒, ⇒ + ⊗
 Leaping Slash Kick..... ⇒, ⇒, ⇒ + ⊗
 Sliding Low ↘ + ⊗
 Blazing Demon Fire Rush..... ← + ⊗,
 ⊙, ⊙, ⊙
 Searing Edge..... ↗ + ⊗
 Demon Scissor..... ↗ + ⊙, ⊗
 Devil's Tail ↓, ↘ + ⊗ + ⊙
 Axe Kick..... ⇒ + ⊙
 Hell Sweep Hook ⇒, N, ↓, ↘ + ⊙, ⊙
 Hell Sweeps..... ⇒, N, ↓, ↘ + ⊙, ⊙
 Demon Hell Sweeps ⇒, N, ↓, ↘ + ⊙, ⊙
 Delay Tsunami Kick ↘ + ⊙, ⊙
 Demon Stomp ↓ + ⊙
 Stature Kick ↘ + ⊙
 Flash Kick..... ← + ⊙
 Hop Kick ↗, N + ⊙
 Spinning Demon ↑ + ⊙, ⊙, ⊙
 Quick Tsunami Kick ⇒, N, ↓, ↘,
 ⇒ + ⊙, ⊙
 Mist Step..... ⇒, N
 (After Mist Step) Thunder Godfist..... ↘ + ⊙
 (After Thunder Godfist) Thunder Kick ⊗
 (After Thunder Godfist) Hell Sweep ⊙
 (After Mist Step) Electric Wind Godfist. ↘ + △
 (After Mist Step) Quick Tsunami Kick ⇒ + ⊙, ⊙
 (After Mist Step) Hell Sweep Hook. ↘ + ⊙, ⊙
 (After Mist Step) Hell Sweeps ↘ + ⊙, ⊙

KING

GRAPPLE

Winding Nut..... ⊙ + ⊗
 Suplex..... △ + ⊙
 Giant Swing..... ⇒, ←, ↘, ↓, ↘, ⇒ + ⊙
 Figure 4 Leg Lock ↘ + ⊙ + △
 Rock Bottom ↓, ↘, ↓, ↘ + ⊙ + △
 T-Bone Power Bomb ↓, ↘, ← + ⊙ + △
 Tombstone Piledriver..... ↘, ⇒ + △
 Coconut Crush ↘ + △ + ⊗
 Shining Wizard..... ⇒, ⇒, ⇒ + △ + ⊙
 Frankensteiner..... ↘ + ⊗ + ⊙
 Jumping Power Bomb ↓ + ⊙ + ⊗
 V Driver..... ↓ + △ + ⊙
 Running Jaguar Bomb .. ⇒, ⇒, → + △ + ⊙
 Air Leg Cross Hold..... ⊙ + ⊗ (in air)
 Double Heel Hold ↓ + ⊙ + ⊗
 or ↓ + △ + ⊙ (in air)
 (After Double Heel Hold)
 Flap Jack..... ⊙ + △, ⊙ + △

Tekken 5

- (After Double Heel Hold)
 Giant Swing..... Δ , \square , \times , \circ
 Air Leg Screw Δ + \circ (In air)
 Argentine Back Breaker \square + \times
 or Δ + \circ (From left)
 Knee Crusher \square + \times
 or Δ + \circ (From right)
 Half Boston Crab \square + \times (From behind)
 Octopus Hold Δ + \circ (From behind)
 Stretch Buster \leftarrow , \rightarrow + \square + Δ
 (From behind)

MULTI THROW

- Cobra Clutch \times + \circ , \square + \circ
 (After Cobra Clutch)
 Funeral Suplex Δ + \circ , \square + Δ ,
 \square + Δ
 (After Cobra Clutch)
 Pickpocket Sleeper \times + \circ , \times + \circ ,
 \square + Δ
 (After Pickpocket Sleeper)
 Triple Knuckle \square , \square , \square + Δ
 (After Pickpocket Sleeper)
 Stretch Muffler \times , \circ , \square + Δ ,
 \times + \circ
 (After Cobra Clutch)
 Cobra Twist \square , \circ , Δ , \times
 (After Cobra Twist)
 Reverse Drop DDT Δ , \square , Δ + \circ
 (After Reverse Drop DDT)
 Samurai Lock Δ , \times , \square , \square + Δ
 (After Reverse Drop DDT)
 Reverse Glory Bomb \square + Δ , \square , Δ ,
 \square + Δ + \times
 (After Reverse Glory Bomb)
 Cannonball Δ , Δ , \square + Δ
 (After Reverse Glory Bomb)
 Backdrop \times + \circ , \square + Δ
 (After Backdrop)
 Rising Sun \square + Δ , \circ , \square + Δ ,
 \square + Δ + \times
 (After Backdrop)
 Burning Hammer \square + Δ , \times , \circ ,
 Δ + \circ
 (After Burning Hammer)
 Screwdriver Δ + \circ , \times + \circ , \square + \times ,
 \square + Δ , \square + Δ + \times
 Irish Whip \leftarrow + \square + Δ
 (After Irish Whip) Feint \square + \times
 (After Irish Whip) Ground Smash \times + \circ
 (After Irish Whip) Quick Slam Δ + \circ
 (After Irish Whip) Turn Around Feint... \square + Δ

- Ultimate Tackle \downarrow + \square + Δ
 (After Ultimate Tackle)
 Ultimate Punches \square , Δ , \square , Δ , \square
 (After Ultimate Tackle)
 Ultimate Punches Δ , \square , Δ
 (After Ultimate Punches)
 Cross Arm Lock - Arm Twist .. \square + Δ , \square + Δ
 (After Ultimate Punches)
 Leg Cross Hold \times + \circ
 (After Leg Cross Hold) Ultimate S.T.F ... \square + Δ
 (After Ultimate Tackle) Cross Arm Lock. \square + Δ
 (After Cross Arm Lock) Arm Twist \square + Δ
 (After Ultimate Tackle) Leg Cross Hold . \times + \circ
 (After Leg Cross Hold) Ultimate S.T.F ... \square + Δ
 Standing Achilles Hold \rightarrow , N, \downarrow ,
 \downarrow + Δ + \times
 (After Standing Achilles Hold)
 S.T.F \square , Δ , \times , \square + Δ
 (After Standing Achilles Hold)
 Scorpion Death Lock \square + Δ , \times ,
 \square , \square + \times
 (After Standing Achilles Hold)
 Indian Death Lock... \square + Δ , \square , \times , \square + Δ
 (After Ultimate Indian Death Lock)
 Romero Special . \square , \times , \circ , \square + Δ , \times + \circ
 Jaguar Driver \downarrow , \downarrow , \rightarrow + \square
 (After Jaguar Driver)
 Double Arm Face Buster \square + Δ
 (After Jaguar Driver)
 Boston Crab \square + Δ , \times , \circ , \square + Δ
 Single Hyper
 Arm Extension \rightarrow , N, \downarrow , \leftarrow + \square + \circ
 (After Single Hyper Arm Extension)
 Chicken Face Wing Lock.. Δ , \square , \square + Δ + \times
 (After Chicken Face Wing Lock)
 Rolling Death Cradle \square + \times , \times + \circ ,
 Δ + \circ , \square + Δ ,
 \square + Δ + \times
 (After Chicken Face Wing Lock)
 Dragon Sleeper..... Δ , \square , \times , \square + Δ + \circ ,
 \square + Δ + \circ
 (After Single Hyper Arm Extension)
 Double Hyper Arm Extension \square + Δ ,
 \square + Δ
 (After Single Hyper Arm Extension)
 Reverse DDT \square + Δ , \circ , Δ + \circ
 (After Reverse DDT)
 Arm Crucifixion \circ , \times , \circ , \times + \circ ,
 \square + Δ
 Reverse Arm Clutch..... \rightarrow , \downarrow + \square + \times
 (After Reverse Arm Clutch)
 Back Drop Δ , \square , \square + Δ

(After Back Drop) Cannonball... (A), (A), (B) + (A)
 (After Cannonball)
 Power Bomb..... (B), (A), (X) + (C)
 (After Power Bomb)
 T-Bone Power Bomb (X), (B), (A), (X) + (C),
 (B) + (A) + (X) + (C)
 (After Power Bomb)
 Giant Swing..... (A), (B), (X), (C)
 (After Cannonball)
 Manhattan Drop..... (X) + (C), (B) + (A),
 (B) + (A) + (C)
 (After Manhattan Drop)
 Super Freak (B), (A), (X) + (C), (B) + (A)
 (After Super Freak)
 T-Bone Power Bomb (X), (B), (A), (X) + (C),
 (B) + (A) + (X) + (C)
 (After Super Freak)
 Giant Swing..... (A), (B), (X), (C)
 (After Back Drop)
 German Suplex (X) + (C), (B) + (A)
 (After German Suplex)
 Power Bomb..... (B), (A), (X) + (C)
 (After Power Bomb)
 T-Bone Power Bomb (X), (B), (A), (X) + (C),
 (B) + (A) + (X) + (C)
 (After Power Bomb)
 Giant Swing..... (A), (B), (X), (C)
 Full Nelson =>, (D) + (B) + (A)
 Full Nelson Ss + (A) + (C)
 Full Nelson (D), (D) + (A) + (C)
 (After Full Nelson)
 Cannonball (A), (A), (B) + (A)
 (After Cannonball)
 Power Bomb..... (B), (A), (X) + (C)
 (After Power Bomb)
 T-Bone Power Bomb (X), (B), (A), (X) + (C),
 (B) + (A) + (X) + (C)
 (After Power Bomb)
 Giant Swing..... (A), (B), (X), (C)
 (After Cannonball)
 Manhattan Drop..... (X) + (C), (B) + (A),
 (B) + (A) + (C)
 (After Manhattan Drop)
 Super Freak (B), (A), (X) + (C), (B) + (A)
 (After Super Freak)
 T-Bone Power Bomb (X), (B), (A), (X) + (C),
 (B) + (A) + (X) + (C)

SPECIAL

Jaguar Elbow =>, => + (B)
 Elbow Sting (D) + (B)
 (After Elbow Sting) Side Swipe (A)

Rolling Jab Rush (D) + (B), N + (A)
 Sprint Hook (C) + (B)
 Ankle Smash..... (D), (D) + (B)
 Head Spinner..... (B) + (A)
 (After Head Spinner) Hand Knife (B)
 Shadow Lariat..... => + (B) + (A)
 Bouncing Knuckle Bomb =>, N, (D),
 (D) + (B) + (A)
 Flying Cross Chop =>, => + (B) + (A)
 Lay Off Push..... =>, =>, N + (B) + (A)
 People's Elbow..... (D) + (B) + (A)
 Knuckle Bomb (D) + (B) + (A)
 Body Check..... => + (B) + (C)
 Straight Right - Elbow (A), (B)
 Rolling Elbow Rush => + (A), (A), (A)
 Clothesline Combo =>, => + (A), (B)
 Stomach Smash..... =>, =>, N + (A)
 Side Swipe (D) + (A)
 Arrow Elbow (C) + (A)
 Black Arrow (C) + (A)
 Body Blow..... (D), (D) + (A)
 King's Hook Ss + (A)
 Black Shoulder..... => + (A) + (X)
 Diving Body Press =>, => + (A) + (X)
 Atomic Elbow Drop..... (D) + (A) + (B)
 Front Kick..... => + (X)
 Rib Buster (D) + (X)
 (After Rib Buster) Drop Kick (C)
 Crouching Low (D) + (X)
 Toll Kick (C) + (X)
 Falling Heel (D) + (X)
 Blind Kick (X) (With back turned)
 Jaguar Step (Hold) (X) + (C)
 (After Jaguar Step)..... (A)
 (After Jaguar Step)..... (C)
 (After Jaguar Step)..... (D) + (C)
 Exploder..... => + (X) + (C)
 Satellite Exploder..... =>, =>, => + (X) + (C)
 Frankensteiner..... (D) + (X) + (C)
 Ali Kick (D) + (X) + (C)
 (After Ali Kick) Spin Upper (A)
 (After Ali Kick) Ali Kick - Spin Upper (C), (A)
 (After Ali Kick) Ali Kicks (C), (C)
 (After Ali Kicks) Spin Upper..... (A)
 (After Ali Kicks) Extended Ali Kicks (C), (C)
 Neck Cutter..... (D) + (X) + (C)
 Deadly Boomerang..... Ss + (X) + (C)
 Rolling Sobat => + (C)
 Black Knee Rising =>, N, (D), (D) + (C)
 Konvict Kick..... =>, => + (C)
 Knee Buster..... (D) + (C)
 Roaring Drop Kick (D) + (C)

Tekken 5

- Disgrace Kick..... ← + ○
- Right Punch Reversal..... ← + □ + ×
- Leg Screw Right Kick Reversal..... ← + △ + ○
- (After Leg Screw Right Kick Reversal)
- Figure 4 Leg Lock..... × + ○
- Heel Hold Left Kick Reversal..... ← + △ + ○

KUMA/PANDA GRAPPLE

- Bear Bite..... □ + ×
- Bear Hug..... △ + ○
- Circus Roll..... ↓, ↘, ←, ⇒ + △
- Stone Head..... ⇒, ⇒ + □ + ○
- Choke Slam..... □ + ×
- or △ + ○
- (From left)
- Rag Doll..... □ + ×
- or △ + ○
- (From right)
- Bear Swing..... □ + ×
- or △ + ○
- (From behind)

SPECIAL

- Bear Hammer..... □, □, □
- Bear Heaven Cannon..... ⇒ + □, □, □
- Bear Upper Rush..... ↓ + □, △, □, △
- Quick Uppercut Rush..... ↓, □, △
- (After Quick Uppercut Rush)
- Low Punch..... ↓ + □
- (After Quick Uppercut Rush)
- Mid Punch..... ↘ + □
- (After Quick Uppercut Rush)
- High Punch..... ⇒ + □
- Bear Stamp..... ← + □
- Bear Hammer Rush..... ↓ + □, □, □, △
- (After Bear Hammer Rush)
- Low Punch..... ↓ + □
- (After Bear Hammer Rush)
- Mid Punch..... ↘ + □
- (After Bear Hammer Rush)
- High Punch..... ⇒ + □
- Grizzly Windmill..... ↓, ↘ + □, △, □
- Windmill Backhand..... □
- Bear Knuckle..... □ + △
- (After Bear Knuckle) Claw Uppercut..... □ + △
- (After Claw Uppercut) Claw Smash..... □ + △
- (After Bear Knuckle)
- Hunting Bear Stance..... × + ○
- Grizzly Scissors..... ⇒ + □ + △

- Grizzly Head Butt..... ↘ + □ + △
- Big Bear Belly Flop..... ↗ + □ + △
- Prowling Grizzly Roll..... ↓, ↘ + □ + △
- Grizzly Combo..... △, □, △
- Demon Bear Fist..... ⇒, ⇒ +
- Bear Uppercut Rush..... ↓ + △, □, △, □
- Quick Uppercut Rush..... ↓, △, □, △
- Bear Lariat..... ↘ + △
- Grizzly Claw..... ←, ↘, ↓, ↓ + △
- Short Hammer Rush..... ↓, ↘ + △
- (After Short Hammer Rush)
- Low Punch..... ↓ + □
- (After Short Hammer Rush)
- Mid Punch..... ↘ + □
- (After Short Hammer Rush)
- High Punch..... ⇒ + □
- Salmon Hunter..... ←, ⇒ + △ + ×
- Pumpin' Pedal..... ↘ + ×
- Ballerina Combo..... ↗ + ×, ○, □ + △
- Hunting Bear Stance..... × + ○
- Bear Sit Down..... ↓ + × + ○
- Bear Back Kicks..... ← + × + ○
- Hunting Hip..... ↗ + × + ○
- Hunting Bear Stance..... ↓, × + ○
- Dancing Taunt..... □ + × + ○
- Turn Around Dance..... ↓ + ○

BEAR SIT DOWN

- (In Bear Sit Down stance)
- Roll Back..... ↓
- (After Roll Back) Hunting Bear Stance..... × + ○
- Prowling Grizzly Roll..... →
- Trout Sweep..... □
- Trout Smash..... △

HUNTING BEAR

- (In Hunting Bear stance)
- Mauling Bear..... ⇒ + □ + △
- Crawl Forward..... →
- Crawl Backwards..... ←
- Prowling Grizzly Roll..... ⇒, ⇒
- Bear Low Parry..... ↗ or ↑ or ↖
- Hunting Claw..... □
- (After Hunting Claw) Bear Scratch..... △
- Grizzly Fling..... □ + △
- Frolicking Bear..... ↓ + □ + △
- Bear Scratch..... △
- Bear On Back..... × or ○
- Bear Tackle..... × + ○
- Bear Sit Down..... ← + × + ○
- Resting Bear..... ↓ + × + ○
- (After Resting Bear)

- Hunting Bear Stance ⊗ + ⊙
 Hunting Hip ↗ + ⊗ + ⊙

PROWLING GRIZZLY ROLL

(From Prowling Grizzly Roll)

- Bear Shove ⊕
 Giant Roll ⊕ + △
 Bear Smack △
 Skid Mark ⊗
 Hunting Bear Stance ⊗ + ⊙
 Roll Kick ⊙
 Recover Crouching ↓

LEE CHAOLAN

GRAPPLE

- Neck Fracture ⊕ + ⊗
 Neck Axle △ + ⊙
 Knee Driver ⇒, ⇒ + ⊗ + ⊙
 Harassment ⊕ + ⊗
 (From left)
 Stunner ⊕ + ⊗
 (From right)
 Bulldog ⊕ + ⊗
 (From behind)

SPECIAL

- Double Punch ⊕ + △
 (After Double Punch) Mist Step ⇒, N
 (After Double Punch) Revolution △ + ⊗
 (After Double Punch) Violet Kick ⊙
 (After Double Punch)
 Silver Rain Kick (Hold) ⊙
 Quick Upper ↘ + ⊕
 Fang Rush ⇐ + ⊕, ⊕
 (After Fang Rush) Mist Step ⇒, N
 (After Fang Rush) Triple Fang △
 (After Fang Rush) Hit Man ⊗ + ⊙
 Schwartz Rose Hook ⊕ + △
 Right Cross Revolution △, △, ⊗
 Revolution ⇒ + △, ⊗
 Uppercut ↘ + △
 Rear Cross Punch Ss + △
 (After Rear Cross Punch) Mist Step ⇒, N
 Left Violet Screw SsR + ⊗
 Violet Kick Hammer ⊗, ⊗
 Acid Storm ⇒ + ⊗, ⊗, ⊗, ⊙
 Impulse Shot ⇒, ⇒ + ⊗
 Shredder ⇒, ⇒, N
 (After Shredder) Shredder Combo ⊙
 (After Shredder) Mid Shredder ⇒ + ⊙

- (After Shredder) Low Shredder ↓ + ⊙
 Side Kick ↘ + ⊗
 Silver Low ↓ + ⊗
 Slice Kick ⇐ + ⊗
 Mist Wolf Kick ⇐ + ⊗
 Mist Wolf Combo ⇐ + ⊗, ⊗
 Quick Silver Sting ↗ + ⊗
 Dragon Slide ↓, ↘, ↓, ↘ + ⊗
 Hit Man Stance → + ⊗ + ⊙
 Delayed Dragon Slide ⇒, ⇒, N + ⊗ + ⊙
 Handspring Backflip ⇐, ⇐, N + ⊗ + ⊙
 Silver Sting ↗ + ⊗ + ⊙
 Rainbow Kick ↓, ↑ + ⊗ + ⊙
 Violet Spin Hammer ⊙, ⊗, ⊗
 Violet Spin Somersault ⊙, ⊗, ⊙
 Machine Gun Kicks ⊙, ⊙, ⊙
 Roundhouse Somersault ⊙, ↑ + ⊗
 Silver Whip ⇒ + ⊙
 Dead Lease Rush ⇒, ⇒ + ⊙
 Front Kick ↘ + ⊙
 Laser Edge ↓ + ⊙
 (After Laser Edge)
 Violet Spin Hammer N + ⊙, ⊗, ⊗
 (After Laser Edge)
 Violet Spin Somersault N + ⊙, ⊗, ⊙
 (After Laser Edge)
 Machine Gun Kicks N + ⊙, ⊙, ⊙
 (After Laser Edge)
 Roundhouse Somersault N + ⊙, ↑ + ⊗
 Laser Edge Rush ↓ + ⊙, ⊙, ⊙, ⊙
 Silver Tail ↓, ↘ + ⊙
 Blazing Kick ↓, ⇐ + ⊙
 Silver Heel ⇐ + ⊙
 Violet Cutter ⇐, ⇐ + ⊙
 Violet Knee ⇐ + ⊙
 Hop Kick ↗, N + ⊙
 Quick Catapult ↓, ↑ + ⊙
 High Catapult Kick ↓, ↑ + ⊙
 Right Violet Screw SsL + ⊙
 Fake Somersault ↓, ↑ + ⊗
 Punch Parry ⇐ + ⊕ + △
 Mist Step ⇒, N
 (After Mist Step) Silver Sway ⇐, N

HIT MAN

(In Hit Man stance)

- Freaker Jabs ⊕, ⊕, ⊕ (Keep tapping)
 Fake Freaker - Scatter Kick ⊕, ⊗
 Fake Freaker - Violet Kick ⊕, ⊙
 Parry ⊕ + △
 Scatter Blow △
 Scatter Kick ⊗

Tekken 5

Ship Slicer	⊙
Mist Step	⇒
Predator Step	↑ or ↓
Hit Man Cancel	←
Hit Man Cancel - Full Crouch	←

LEI WULONG GRAPPLE

Sky Kick	⊕ + ⊗
Sleeper Hold	▲ + ⊙
Thai Trip	⇒, ⇒, ⊕ + ▲
Dragon Falls	↗ + ⊕ + ▲
Sailboat Stretch	⊕ + ⊗ or ⊕ + ⊙
.....	(From left)
Closing Fan	⊕ + ⊗ or ▲ + ⊙
.....	(From right)
Wild Spin Dance	⊕ + ⊗ or ▲ + ⊙
.....	(From behind)

SPECIAL

Twin Snake Thrusts	⊕, ⊕
Twin Jabs	⊕, ▲
Razor Rush	⇒, N + ⊕, ▲, ⊕, ▲
(After Razor Rush) Low Kick	⊗
(After Razor Rush) Crane Kick	⊙
Drunken Tiger Lash	←, ← + ⊕
Snake Strike	Ss + ⊕
Hook Punch	⊕ + ▲
(After Hook Punch) Spinning Back Blow	⊕
(After Hook Punch) Spiral Upper	▲
Twin Snake Strikes	⇒ + ⊕ + ▲
Tiger Fang	↘ + ⊕ + ▲
Cannonball	← + ⊕ + ▲
Guard Melting Punches	⇒, N + ▲, ▲
.....	⊕, ⊕
Breaking Rush	⇒, N + ▲, ⊕, ▲
(After Breaking Rush) Low Kick	⊗
(After Breaking Rush) Crane Kick	⊙
Dragon Palm	⇒, ⇒ + ▲
Falling Tree	↗ + ▲
Drunken Rapid Fist	Ss + ▲
(After Drunken Rapid Fist) Drunken Fist	▲
Crescent Trip	⊗, ⊗
Tornado Kick	⊗, ⊙
(After Tornado Kick) Tornado Upper	▲
Triple Tornado	⊗, ⊙, ↑
Reverse Lotus	⇒, ⇒ + ⊗
(After Reverse Lotus) Lotus Float	⊙
Razor Kick	⇒, N + ⊗
(After Razor Kick) Mid Stun Kick	⊙

(After Razor Kick) Trip Kick	↓ + ⊙
Soaring Crane Wing	↑ + ⊗
Turn Over Kicks	↗ + ⊗ + ⊙
(After Turn Over Kicks) Flip Kick	⊙
Falling Blade	Ss + ⊗ + ⊙
Clean Sweep	⊙, ⊗
Ankle Kick	⊙, ⊙
(After Ankle Kick) Ankle Drop	⊗
(After Ankle Kick) Lift Up Cannon	⊗, ⊗
Beating Kick	⇒ + ⊙
(After Beating Kick) Rush	▲, ⊕, ▲
(After Rush) Low Kick	⊗
(After Rush) Crane Kick	⊙
Wolf Fang Rush	⇒, N + ⊙, ⊕, ▲
(After Wolf Fang Rush) Snake Bite	▲
(After Snake Bite) Twin Snake Bite	▲
(After Snake Bite) Ankle Kick	⊙
(After Snake Bite) Ankle Drop	⊙, ⊗
(After Snake Bite) Lift Up Cannon	⊙, ⊗, ⊗
(After Wolf Fang Rush) Razor Kick	⊗
(After Razor Kick) Mid Stun Kick	⊙
(After Razor Kick) Trip Kick	↓ + ⊙
Basho Whirlwind	⇒, ⇒ + ⊙, ⊗ + ⊙
Low Kick	↓ + ⊙
Rave Sweep	↘ + ⊙
(After Rave Sweep) Rave Spin	⊙
Blade Drop	← + ⊙
Crane Cannon	Ss + ⊙
Art of Snake Stance	Ss + ⊕ + ⊙ or ⊙
.....	Ss + ▲ + ⊗
Drunken Master Punch Parry	⇒ + ⊗ + ⊙
Art of Phoenix Illusion	← + ⊕ + ⊙
Turn Around	← + ⊗ + ⊙

BACK TURNED

(With back turned)

Spinning Back Blow	⊕
Low Back Spins	↓ + ⊕
Spiral Upper	▲
Falling Tree	↗ + ▲
Flip Flop	⊗ + ⊙, ⊗ + ⊙, ⊗ + ⊙
Reverse Kick	⊙
Reverse Hop Kick	↗ + ⊙
Rave Sweep	↓ + ⊙
(After Rave Sweep) Rave Spin	⊙

ART OF SNAKE

(In Snake stance)

Out of Control	⊕ + ⊗
(After Out of Control) Tiger Sip	⊕ + ▲
Rushing Snake	⊕, ⊕, ⊕, ⊕, ⊕
Angry Viper	⊕ + ▲

Single Snake Bite	△
Double Snake Bite.....	△, △
(After Double Snake Bite) Ankle Kick	◎
(After Double Snake Bite) Ankle Drop ...	◎, ×
(After Double Snake Bite) Lift Up Cannon	◎, ×, ×
Triple Snake Bite.....	△, △, △
Rattle Snake	×
Snake Kick.....	◎
Art of Dragon	SsL
Art of Panther	SsR

ART OF DRAGON

(In Dragon stance)

Dragon Spark	◎ + △
Dragon Roar	△
Crescent Trip	×, ×
Rush Combo	◎, □, △
(After Rush Combo) Snake Bite.....	△
(After Snake Bite) Twin Snake Bite	△
(After Snake Bite) Ankle Kick.....	◎
(After Snake Bite) Ankle Drop.....	◎, ×
(After Snake Bite) Lift Up Cannon.....	◎, ×, ×
(After Rush Combo) Razor Kick	×
(After Razor Kick) Mid Stun Kick.....	◎
(After Razor Kick) Trip Kick.....	↓ + ◎
Art of Tiger	SsL
Art of Snake.....	SsR

ART OF PANTHER

(In Panther stance)

Auto Low Parry	→
Panther Scratch	□
Panther Claw	□, △
Panther Paw.....	△
Guard Melting Punches.....	△, □, △, □
Panther Tail	×
Beating Kick	◎
(After Beating Kick) Rush	△, □, △
(After Rush) Low Kick	×
(After Rush) Crane Kick	◎
Art of Snake.....	SsL
Art of Crane	SsR

ART OF TIGER

(In Tiger stance)

Auto High Parry	→
Tiger Strike	□
Tiger Claw Palm	△
Tiger Kick	×
(After Tiger Kick) Razor Rush	□, △, □, △
(After Razor Rush) Low Kick	×

(After Razor Rush) Crane Kick	◎
(After Tiger Kick) Mid Stun Kick	◎
(After Tiger Kick) Trip Kick.....	↓ + ◎
Tiger Tail	◎
Art of Snake.....	SsL
Art of Dragon	SsR

ART OF CRANE

(In Crane stance)

Crane's Bill	□
Wing of Crane	△
Crane Dance	×, ◎, △, ×
Crane Kick	◎
Leaping Crane	↗ + ◎
Art of Panther	SsL
Art of Snake.....	SsR

DRUNKEN STYLE

(In Drunken stance)

Drunken Tiger Lash.....	□
Tiger Sip.....	◎ + △
Drunken Rapid Fist	△
(After Drunken Rapid Fist) Drunken Fist	△
Fox Kick	×
(After Fox Kick) Fox Combo	△
Donkey Kick.....	× + ◎
Tiger Kick	◎

ART OF PHOENIX

(In Phoenix stance)

Hopping Phoenix Kicks	×, ×, ×, ×
(After Hopping Phoenix Kicks) Phoenix Strike.....	◎
Tornado Kick.....	↓ + ◎
(After Tornado Kick) Tornado Upper.....	△
Triple Tornado	↓ + ◎, ↑

LING XIAOYU**GRAPPLE**

Jade.....	□ + ×
Ruby.....	△ + ◎
Dragon Fall.....	↓ + △ + ◎
Dislocator.....	↓, ↘, ← + △
Human Hurdle	⇒ + △, □
Arm Flip.....	□ + × or △ + ◎
.....	(From left)
Dump the Bucket.....	□ + × or △ + ◎
.....	(From right)
Crank Up	□ + × or △ + ◎
.....	(From behind)

Tekken 5

SPECIAL

Bayonet.....	□, △, □
Bayonet Mc Twist.....	□, ↓ + △
Bayonet Mc Twist Combo.....	□, ↓ + △, □ + △
Belly Chop.....	↘ + □
Flapping Wings.....	↓ + □
Storming Flower.....	↗ + □
Great Wall.....	← + □
Single Fan.....	↑ + □
Birds Flock.....	□ + △
Cartwheel Dodge.....	⇒ + □ + △
X Marks the Spot.....	⇒, ⇒ + □ + △, □ + △
Double Fan.....	↑ + □ + △
(After Double Fan) Hydrangea.....	△
(After Double Fan) Fortune Cookie.....	△, □
(After Double Fan) Ginger Snap.....	× + ○
April Shower – Belly Chop.....	△, □
Fortune Cookie.....	⇒, ⇒ + △, □
Butter the Bread.....	↘ + △
Cross Lifting Palms.....	↘ + △, □
Shady Lotus.....	↓, ↓ + △
Lotus Twist.....	↓, ↘ + △, □
Raccoon Swing.....	⇒, ⇒ + ×
Punt Kick.....	↘ + ×
Spin Sweep – Hook Kick.....	↓ + ×, ○
Fire Dance.....	↓ + ×, △, □, ○
Guard Breaker.....	↗ + ×
Pirouette Kick.....	↗ + ×
Rise Spin Kick.....	↓, ← + ×
Spinner Dodge.....	× + ○
Dive Roll.....	⇒ + × + ○
Front Layout.....	⇒, ⇒ + × + ○
Scissor Kick.....	○, ×
Step Kick.....	⇒, ⇒ + ○
(After Step Kick) Run Up Back Flip.....	○
(After Run Up Back Flip)	
Art of Phoenix.....	↓ + □ + △
Toe Kick.....	↘ + ○
Nut Cracker.....	↗ + ○
Twin Phoenix.....	← + ○
Cyanide.....	↗ + ○
Flower Bed.....	↓, ↘ + ○
Flower Bed.....	↓, ↘ + ○
Parting Sweep.....	SS + ○
Hypnotist Walk.....	← + □ + △
(After Hypnotist Walk) Spin Sticker.....	△
(After Hypnotist Walk) Hypnotist Kick.....	○
Rain Dance Stance.....	↓, ↗ + × + ○
Art Of Phoenix.....	↓ + □ + △
Rain Dance Stance.....	← + × + ○

High Parry.....	□ + ○
False Salute Taunt.....	□ + × + ○
Greetings Taunt.....	△ + × + ○

RAIN DANCE

(In Rain Dance stance)

Hop 'n Throw.....	⇒, ⇒ + □ + ×
Rain Elbow.....	□
Reverse Slap.....	△
Dark & Stormy.....	△, □, ○
Fortune Roll.....	×
Turn Around Kick.....	⇒ + × or ← + ×
Pig Leg.....	⇒, ⇒ + ×
Back Circle Breaker.....	↓ + ×
California Roll.....	⇒ + × + ○
(After California Roll)	
Reverse Kangaroo Kick.....	× + ○
Reverse Front Layout.....	⇒, ⇒ + × + ○
(After Reverse Front Layout)	
Neck Squeeze Slap.....	N
Juggle Mistrust.....	○
Guard Breaker.....	↓ + ○
High & Mid Parry.....	□ + ○
Low Parry.....	↓ + □ + ○
Spinner Dodge.....	× + ○
False Salute Taunt.....	□ + × + ○
Greetings Taunt.....	△ + × + ○

ART OF PHOENIX

Roll 'n Throw.....	□ + × or △ + ○
Butterfly.....	↓
Handfull.....	□
Power Wave Crest.....	□ + △
Quick Wave Crest.....	□ + △
Heavy Wave Crest.....	↓ + □ + △
Phoenix Cookie.....	□, △
Knee Stabber.....	×
Barrel Shotgun.....	↑ + ×
Double Barrel Shotgun.....	↑ + ×, ×
Scissors Kick.....	↑ + ×, ○
Phoenix Trip.....	↑, ×
Pirouette Kick.....	↑ + ×
(After Pirouette Kick)	
Art of Phoenix.....	↓ + □ + △
Rising Phoenix.....	× + ○
Roll Out.....	⇒ + × + ○
Rain Dance Stance.....	← + × + ○
Flower Kick.....	○
Fire Cracker.....	○, ×
Flower Bed.....	⇒ + ○
Flower Garden.....	⇒ + ○, ○
Trick Flower.....	↑ + ○

Flower Power..... ↑ + ○, ○
 Crane Kick..... ↑, ○

MARSHALL LAW GRAPPLE

Dragon's Fire..... ○ + ×
 Hopping Frog..... △ + ○
 Chastisement Punch..... ↘ + ○ + △
 (After Chastisement Punch)
 Bulldog Drop..... ○, △, ○ + △
 Run Up Drop..... ⇒ + △ + ×
 Dragon Knee..... ⇒, ⇒ + × + ○
 Headlock Kick..... ○ + × or △ + ○
 (From left)
 Nut Cracker..... ○ + × or △ + ○
 (From right)
 Dragon Bites..... ○ + × or △ + ○
 (From behind)

SPECIAL

Machine Gun Combo..... ○, ○, ○, ○
 (After Machine Gun Combo)
 Machine Gun Arrow..... ○
 (After Machine Gun Combo) Right Straight.. △
 (After Right Straight) Knee..... ○
 (After Right Straight)
 Fake Somersault..... ↘ + ×
 (After Fake Somersault) Sky Kick..... ○
 (After Machine Gun Combo)
 Rave War..... △, △
 (After Machine Gun Combo)
 Rave Fang..... △, ⇒ + △, ○ + △
 (After Machine Gun Combo)
 Rave War Combo..... △, ⇒ + △, △
 Quick Upper..... ↘ + ○
 Dragon Backhand Combo..... ↓ + ○, ×
 Dragon Storm..... ↓ + ○, △, ○
 Mugging..... ↗ + ○, ×
 Dragon Fist Fury..... ↓, ⇒, ⇒ +
 ○, △, ○, △
 Dragon Back Blow..... ○ (With back turned)
 Dragon Hammer..... ⇒ + ○ + △
 Dragon Fist Rage..... △, △, ○, △
 Poison Arrow..... ⇒ + △, ○
 Rave War..... △, ⇒ + △
 (After Rave War) Rave Knuckle..... △
 (After Rave War) Rave Fang..... ○ + △
 Dragon Strike..... ⇒, ⇒ + △, ○, ×
 Uppercut..... ↘ + △
 Dragon Whip..... ↙ + △

(After Dragon Whip) Spring Kick..... ○
 Junkyard Combo..... ← + △, ×
 (After Junkyard Combo) Junkyard Kick..... ○
 (After Junkyard Combo) Dragon Tail..... ↓ + ○
 Mid Jab – Somersault..... ↓ + △, ×
 Dragon Judgement..... Ss + △, ○, △, ×
 Blind Arrow..... △, △ (With back turned)
 Head Kick – Step In Kick..... ×, ⇒ + ×
 Dragon Breath..... ×, ×, ○
 Head Kick – Somersault..... ×, ○
 Dragon Cannon..... ⇒, ⇒ + ×
 Leaping Slash Kick..... ⇒, ⇒, ⇒ + ×
 Step In Kick..... ⇒ + ×
 (After Step In Kick)
 Low Kick – High Kick..... ×, ×
 (After Step In Kick)
 Low Kick – Somersault..... ×, ○
 Rave Kicks – Somersault..... ↓ + △, △, △
 Shin Crusher..... ↙ + ×
 Dragon Roundhouse..... ← + ×
 Jump Kick – Somersault..... ↑ + ×, ○
 Fake Somersault..... ↑ + ×
 (After Fake Somersault) Sky Kick..... ○
 Crouch Kick – Somersault..... ↓ + ×, ○
 Dragon Slide..... ↓, ⇒, ↓, ⇒ + ×
 Catapult Kick..... × + ○
 (After Catapult Kick) Twin Catapult..... ×
 Frog Man..... ↓ + × + ○
 Rainbow Kick..... ↓, ↑ + × + ○
 Double Dragon..... Ss + × + ○
 Shaolin Spin Kicks..... ○, ×
 Shaolin Spin Combo..... ○, ×, ○
 Roundhouse – Somersault..... ○, ↑ + ×
 Feight Low..... ⇒, ⇒ + ×
 (After Quick Catapult) Twin Catapult..... ×
 Front Kick – Somersault..... ⇒ + ○, ×
 Shin Kick – Somersault..... ↓ + ○, ×
 Dragon Tail..... ↙ + ○
 (After Dragon Tail) Somersault..... ○
 Quick Advance Catapult..... ↑ + ○
 (After Quick Advance Catapult)
 Twin Catapult..... ×
 Quick Catapult..... ↓, ↑ + ○
 (After Quick Catapult) Twin Catapult..... ×
 High Catapult Kick..... ↓, ↑ + ○
 Reverse Low..... ↓ + ○ (With back turned)
 Crouch Dash..... ↓, ⇒, ↓, ⇒
 Dragon Sign Stance..... ↓ + ○ + △
 Punch Reversal Tricky Step..... ← + ○ + △
 High Parry..... ← + △ + ○
 Ki Power..... ○ + △ + × + ○
 (After Ki Power) Mugging..... ○, ×

Tekken 5

DRAGON SIGN

(In Dragon Sign stance)

- Dragon Kick Fury..... $\Delta + \odot$
- Dragon Knuckle..... \oplus
- (After Dragon Knuckle) Dragon Rave... $\Rightarrow + \oplus$
- Dragon Rave..... $\Rightarrow + \oplus$
- Poison Arrow..... Δ, \oplus
- Dragon Fist Rage..... $\Delta, \Delta, \oplus, \Delta$
- Rave Fang Combo..... $\Delta, \Rightarrow + \Delta, \oplus + \Delta$
- Rave War Combo..... $\Delta, \Rightarrow + \Delta, \Delta$
- Dragon Cannon..... \times
- Dragon Legend Kick..... $\times + \odot$
- Dragon Rush..... \odot, \times

TRICKY STEP

(In Tricky Step stance after successful parry)

- Tricky Trap..... \oplus
- Tricky Fist..... Δ
- Tricky Step In Kick..... \times
- Tricky Low Kick..... \odot

NINA WILLIAMS

GRAPPLE

- Arm Grab Flip..... $\oplus + \times$
- Lifting Toss..... $\Delta + \odot$
- Embracing Elbow Strike..... $\Downarrow, \Downarrow + \oplus$
- Neck Throw..... $\nearrow + \oplus + \Delta$
- Revolving Elbow Strike..... $\Delta + \odot, \leftarrow$
- Rolling Triangle Lock..... $\oplus + \times$ or $\Delta + \odot$
..... (From left)
- Swinging Toss..... $\oplus + \times$ or $\Delta + \odot$
..... (From right)
- Triangle Hold..... $\oplus + \times$ or $\Delta + \odot$
..... (From behind)

MULTI THROW

- Palm Strike..... $\Leftarrow + \Delta + \odot$
(After Palm Strike)
- Arm Bar..... $\times, \odot, \times, \oplus + \Delta$
(After Palm Strike)
- Double Snap..... $\Delta, \times, \odot, \Delta, \Delta$
(After Double Snap)
- Neck Crusher..... $\oplus, \times + \odot, \oplus, \Delta, \oplus + \Delta$
(After Double Snap)
- Gale Tech Strech..... $\oplus, \Delta, \odot, \times,$
..... $\oplus + \Delta + \times$
(After Palm Strike)
- Standing Reverse Arm Lock..... $\oplus, \times, \Delta, \oplus$
(After Standing Reverse Arm Lock)
- Rear Gale Tech Falcon Wing..... $\times, \oplus, \odot,$

- $\oplus + \Delta, \oplus + \Delta$
(After Standing Reverse Arm Lock)
- Falling Reverse Arm Lock..... $\Delta, \oplus, \times, \odot,$
..... $\oplus + \Delta$
- Lifting Toss..... $\Delta + \odot$
(After Lifting Toss) Shoulder Buster..... \oplus, Δ, \oplus
(After Shoulder Buster) Arm Lock..... Δ, \oplus, \times
- Leaping Heel Hold..... $\Rightarrow, \Rightarrow, \Rightarrow + \times$
(After Leaping Heel Hold)
- Achilles Tendon Lock..... $\oplus, \times, \Delta + \odot,$
..... $\times + \odot, \oplus + \Delta$
(After Leaping Heel Hold)
- Knee Cross Lock..... $\times, \oplus, \odot, \Delta + \odot$
- Quick Leap Heel Hold..... $\nearrow + \times + \odot$
(After Quick Leap Heel Hold)
- Achilles Tendon Lock..... $\oplus, \times, \Delta + \odot,$
..... $\times + \odot, \oplus + \Delta$
(After Quick Leap Heel Hold)
- Knee Cross Lock..... $\times, \oplus, \odot, \Delta + \odot$
- Crab Claw..... $\Downarrow, \Downarrow, \Rightarrow + \times + \odot$
(After Crab Claw)
- Commando Arm Lock..... $\times + \odot, \Delta,$
..... $\odot, \oplus + \Delta$
(After Crab Claw)
- Heel Hold..... $\times + \odot, \odot, \Delta, \oplus + \Delta$
(After Heel Hold)
- Knee Cross Lock..... $\times, \oplus, \odot, \Delta + \odot$
(After Heel Hold)
- Achilles Tendon Lock..... $\oplus, \times, \Delta + \odot,$
..... $\times + \odot, \oplus + \Delta$
- Betrayer..... $\Downarrow, \Downarrow, \Leftarrow + \oplus + \odot$
(After Betrayer)
- Standing Reverse Arm Lock..... $\oplus, \times, \Delta, \oplus$
(After Standing Reverse Arm Lock)
- Rear Gale Tech Falcon Wing..... $\times, \oplus, \odot,$
..... $\oplus + \Delta, \oplus + \Delta$
(After Standing Reverse Arm Lock)
- Falling Reverse Arm Lock..... $\Delta, \oplus, \times,$
..... $\odot, \oplus + \Delta$
(After Betrayer)
- Twisted Nightmare..... $\Delta, \oplus, \oplus + \Delta,$
..... $\oplus + \Delta + \times$
(After Twisted Nightmare)
- Neck Crusher..... $\oplus, \times + \odot, \oplus, \oplus,$
..... $\Delta, \oplus + \Delta$
(After Twisted Nightmare)
- Gale Tech Stretch..... $\oplus, \Delta, \odot, \times,$
..... $\oplus + \Delta + \times$

SPECIAL

- Twin Palms..... $\Downarrow + \oplus, \Delta$
(After Twin Palms) Spider Knee..... \times

(After Spider Knee) Double Snap	Ⓞ + Ⓜ	Blonde Bomb	Ⓜ, ⇒ + Ⓞ + Ⓜ
(After Twin Palms) Head Ringer	Ⓞ	Creeping Snake	↘ + Ⓜ, Ⓜ
(After Twin Palms)		(After Creeping Snake) Side Step	↑ or ↓
Blonde Bomb	⇒ + Ⓞ + Ⓜ	(After Creeping Snake) Biting Snake	Ⓞ, Ⓞ
(After Twin Palms) Biting Snake	Ⓞ, Ⓞ	(After Creeping Snake) Divine Cannon	Ⓜ
(After Twin Palms)		(After Creeping Snake) Low Spin Kick... ↓ + Ⓜ	
Punch Rush – Blonde Bomb	Ⓞ, Ⓜ, ⇒ + Ⓞ + Ⓜ	(After Low Spin Kick) Roundhouse	Ⓞ
.....		(After Low Spin Kick) Spike Upper	Ⓜ
PK Combo	Ⓞ, Ⓞ	(After Creeping Snake) Head Ringer	Ⓞ
(After PK Combo) Assassin Blade	Ⓞ	Flash Kicks – Head Ringer	↘ + Ⓜ, Ⓜ, Ⓞ
(After PK Combo) Deadly Scythe	Ⓜ	Ⓜ, Ⓞ
Twin Lows Toe Kick	↓ + Ⓞ, Ⓜ, Ⓞ	Flash Head Ringer	↘ + Ⓜ, Ⓞ
Rising Kick Combo	↓ + Ⓞ, N + Ⓞ	Low Spin Kick – Spike Upper	↓ + Ⓜ, Ⓜ
Killing Blade	← + Ⓞ	Low Spin Kick – Roundhouse .. ↓ + Ⓜ, N + Ⓞ	
Skull Splitter	←, ⇒ + Ⓞ	Low Spin Kick – Shin Kick	↓ + Ⓜ, Ⓞ
Blaze Stinger	↗ + Ⓞ	Siren Assault	← + Ⓜ, Ⓞ
Helping Hand	↓, ↘ + Ⓞ	(After Siren Assault) Hunter	Ⓜ + Ⓞ
Snake Shot	Ss + Ⓞ	(After Siren Assault) Deadly Scythe	Ⓞ
(After Snake Shot) Crouch Dash	→	Spider Knee	←, ⇒ + Ⓜ
(After Snake Shot) Sway	←	(After Spider Knee) Double Snap	Ⓞ + Ⓜ
Double Shot	Ss + Ⓞ, Ⓜ	Catapult Kick	↑ + Ⓜ
Blonde Bomb	⇒ + Ⓞ + Ⓜ	Hop Low Spin Kick	↗, N, ↓ + Ⓜ
Cross Blade	↘ + Ⓞ + Ⓜ	(After Hop Low Spin Kick) Spike Upper	Ⓜ
Palm Destruction	← + Ⓞ + Ⓜ	(After Hop Low Spin Kick) Front Kick	Ⓜ
Spiral Explosion	Ss + Ⓞ + Ⓜ	(After Hop Low Spin Kick) Roundhouse	Ⓞ
Ivory Cutter	Ⓞ + Ⓞ	Divine Cannon	↓, ↘ + Ⓜ
Blonde Bomb Combo	Ⓜ, ⇒ + Ⓞ + Ⓜ	Twisted Mind	↓ + Ⓜ + Ⓞ
Biting Snake	Ⓜ, Ⓞ, Ⓞ	Roundhouse	Ⓞ
Spider Knee Combo	Ⓜ, Ⓜ	(After Roundhouse) Assassin Roll	↑ or ↓
(After Spider Knee Combo)		(After Assassin Roll) Spiral Explosion ..	Ⓞ + Ⓜ
Double Snap	Ⓞ + Ⓜ	Blonde Attack	Ⓞ, Ⓜ
Head Ringer Combo	Ⓜ, Ⓞ	(After Blonde Attack) Spike Upper	Ⓜ
Toe Kick Combo	↓ + Ⓜ, Ⓞ	(After Blonde Attack) Roundhouse	Ⓞ
Sadistic Stab	⇒, ⇒ + Ⓜ	(After Blonde Attack) Shin Kick	↓ + Ⓞ
Uppercut	↘ + Ⓜ	Whip Kick	⇒ + Ⓞ
Shut Up	↓, ↘ + Ⓜ	(After Whip Kick) Double Whip	Ⓞ
Backhand Body Blow	↘ + Ⓜ	(After Whip Kick) Siren Assault	Ⓜ + Ⓞ
Double Slap	← + Ⓜ, Ⓜ	(After Siren Assault) Siren Slam	Ⓞ
Lift Shot	Ss + Ⓜ	Flip Heel Kick	⇒, ⇒ + Ⓞ
Spike Kick	Ⓜ	Front Kick	↘ + Ⓞ
(After Spike Kick) Assassin Roll	↑ or ↓	Shin Kick – Spin Punch	↓ + Ⓞ, Ⓞ
(After Assassin Roll) Spiral Explosion ..	Ⓞ + Ⓜ	Wipe the Floor	↓, ↘ + Ⓞ
Spike Combo	Ⓜ, Ⓜ	Slicer	↘ + Ⓞ
(After Spike Combo) Spike Upper	Ⓜ	Slicer – Divine Cannon	↘ + Ⓞ, Ⓜ
(After Spike Combo) Roundhouse	Ⓞ	Stinger Heel	← + Ⓞ
(After Spike Combo) Shin Kick	↓ + Ⓞ	Leaping Axe	↑ + Ⓞ
Spike Head Ringer	Ⓜ, Ⓞ	Can Opener	↗ + Ⓞ, Ⓜ, Ⓞ
Siren's Kiss	⇒ + Ⓜ	Heel Slicer	Ss + Ⓞ
Bad Habit	⇒, ⇒ + Ⓜ	High and Mid Attack Reversal	← + Ⓜ + Ⓞ
Assault	↘ + Ⓞ, Ⓞ	Evasive Backflip	↑, ↗
(After Assault) Side Step	↑ or ↓		
(After Assault)			

Tekken 5

PAUL PHOENIX

GRAPPLE

Over the Shoulder	⊕ + ⊗
Shoulder Pop	△ + ⊙
Kajou Palm	△ + ⊙, ←
Foot Launch	← + ⊙
Twist and Shout	↘ + ⊕ + △
Shoulder Ram	⇒, ⇒ + ⊕ + △
Ultimate Tackle	↓ + ⊕ + △
(After Ultimate Tackle)	
Ultimate Punches	⊕, △, ⊕, △, ⊕
(After Ultimate Tackle)	
Ultimate Punches	△, ⊕, △, ⊕, △
(After Ultimate Tackle) Punches -	
Cross Arm Lock	⊕, △, ⊕, ⊕ + △
(After Ultimate Tackle) Punches -	
Cross Arm Lock	△, ⊕, △, ⊕ + △
(After Ultimate Tackle)	
Cross Arm Lock	⊕ + △
(After Ultimate Tackle)	
Ultimate Punishment	△, ↓ + ⊕, ⊕, N, ⊙, ⊕, ⊕ + △
Dragon Screw	⊕ + ⊗ or △ + ⊙
	(From left)
Fall Away	⊕ + ⊗ or △ + ⊙
	(From right)
Reverse Neck Toss	⊕ + ⊗ or △ + ⊙
	(From behind)
PiggyBack Ride	⊕ + ⊗ or △ + ⊙
	(From behind)

SPECIAL

Twin Punch	⊕, △
Reverse PDK Combo	⊕, ⊙
Quick Hook	↘ + ⊕
(After Quick Hook) Sway	←
Tile Splitter	↓ + ⊕
(After Tile Splitter) Deathfist	△
(After Tile Splitter)	
Delayed Deathfist	(Hold) △
(After Tile Splitter) Falling Leaf	⊙, △
Rock Breaker	←, ⇒ + ⊕
Turn Thruster	Ss + ⊕
Thruster	↓, ↘, ⇒ + ⊕
Hammer of Gods	⇒ + ⊕ + △
Iron Mountain	↓ + ⊕ + △
Stone Breaker	↓, ↘ + ⊕ + △
Shoulder Rush	⇒ + ⊕ + ⊙
PK Combo	⊕, △, ⊗
PDK Combo	△, ↓ + ⊗
Quick PK Combo	⇒ + ⊕, ⊗
Flash Elbow	⇒, ⇒ + ⊗

(After Flash Elbow) Gut Buster	⊕
(After Flash Elbow) Holy Dragon Claw	⊕
(After Flash Elbow) Stone Breaker	△
Uppercut	↘ + △
Wrecking Ball	← + △
Jaw Breaker	↘ + △
(After Jaw Breaker) Gut Buster	⊕
(After Jaw Breaker) Stone Breaker	△
Death Fist	↓, ↘, ⇒ + △
Shredder	⇒, ⇒ + ⊗, ⊙
(After Shredder) High Kick	⊙
(After Shredder) Mid Kick	↘ + ⊙
(After Shredder) Low Kick	↓ + ⊙
Lights Out	← + ⊗
Quick Shredder	↘ + ⊗, ⊙
Pumpin' Pedal	Ss + ⊗
Neutron Bomb	⇒, ⇒ + ⊙
Solar Plexus	↘ + ⊙
Falling Leaf	↓ + ⊙, △
Dragon Falling Leaf	↓, ⊙ + △
(After Dragon Falling Leaf)	
Thunder Bolt Palm	⊕, △
(After Dragon Falling Leaf)	
Dragon Thunder Bolt Palm	⊕ + △
Incomplete Somersault	↓, ↑ + △ + ⊗ + ⊙
Ground Pounce	↓ + △
Sway	↓, ↘, ←
High and Mid Attack Reversal	← + △ + ⊙

SWAY

(In Sway stance)

Tile Splitter	⊕
Rubberband Fist	△
Rapid Fire	⊗
(After Rapid Fire)	
Jaw Breaker - Gut Buster	△, ⊕
(After Rapid Fire)	
Jaw Breaker - Stone Breaker	△, △

RAVEN

GRAPPLE

Grave Digger	⊕ + ⊗
Salamander	△ + ⊙
Curse Shoot	↘ + ⊕ + ⊙
Ultimate Tackle	↓ + ⊕ + △
(After Ultimate Tackle)	
Ultimate Punches	⊕, △, ⊕, △, ⊕
(After Ultimate Tackle)	
Ultimate Punches	△, ⊕, △, ⊕, △
Vampire Touch	⇒, ↘, ↓, ↘

..... ←, → + ⊕ + ⊕
 Neck Ringer ⊕ + ⊗ or ⊕ + ⊙
 (From left)
 Swift Assassin ⊕ + ⊗ or ⊕ + ⊙
 (From right)
 Dark Matter ⊕ + ⊗ or ⊕ + ⊙
 (From behind)

SPECIAL

Twin Jabs ⊕, ⊕
 Gate Keeper ⇒ + ⊕
 Dagger Blow ↘ + ⊕
 Smash Hammer ← + ⊕
 Body Slash ↓, ↘, N + ⊕
 Mortal Elbow ↓, ↘, ⇒ + ⊕
 Crusader ⊕ + ⊕
 Slide Hammer ← + ⊕ + ⊕, ⊕
 Slide Fencer ← + ⊕ + ⊕, ⊗
 Hellhound ↓, ↘, ⇒ + ⊕ + ⊕
 PDK Combo ⊕, ⊗
 PK Combo ⊕, ⊙
 Salt Stab ⇒ + ⊕
 Short Upper ↘ + ⊕
 Assassin Lift ↘ + ⊕
 (After Assassin Lift) Shadow Kick ⊗
 Assassin Stinger ↘ + ⊕, ⊕
 Assassin Sting ↘ + ⊕
 Unicorn Combo ← + ⊕, ⊕
 (After Unicorn Combo) Missing Ring ... ⊕ + ⊕
 (After Unicorn Combo) Unicorn Tail ⊗
 War Hand ←, ← + ⊕
 Jackknife Elbow ↓, ↘, N + ⊕
 Bloody Buzzsaw ↓, ↘, ⇒ + ⊕
 Valkyrie Lance ⊗, ⊗, ⊙
 Chariot ⊗, ⊙
 Reflect Mirror ⇒ + ⊗
 Vampire Knee ⇒, ⇒ + ⊗
 Poison Needle ⇒, ⇒, N + ⊗
 Leaping Slash Kick ⇒, ⇒, ⇒ + ⊗
 Hades Heel ← + ⊗
 Death Bringer ↑ + ⊗
 (After Death Bringer) Death Middle ⊗
 (After Death Bringer) Death Low ↓ + ⊗
 (After Death Bringer) Death High ⊙
 Death Heel ↗ + ⊗
 Trident Kick ↓, ↘, N + ⊕
 Shadow Kick Ss + ⊗
 Slave Kneel ⊗ + ⊙
 Blind Ghost ⊗ + ⊙
 Berserker ⇒ + ⊗ + ⊙
 (After Berserker) Rave N + ⊙, ⊕
 (After Berserker) Rave Heavy ⇒ + ⊙, ⊕

(After Berserker) Rave Spin ⊗ + ⊙
 Pandora Spin ⇒, ⇒ + ⊗ + ⊙
 Blind Ghost ↘ + ⊗ + ⊙
 Shadow Stance ← + ⊗ + ⊙
 Tornado Disaster ↓, ↘, ⇒ + ⊗ + ⊙
 Hydra ⊙, ⊗
 (After Hydra) Gargoyle Claw ⊕
 (After Hydra) Blind High ⊗
 (After Hydra) Blind Middle ⊙
 Lance Kick ⇒ + ⊙
 Wind Spin Kick ⇒, ⇒ + ⊙
 Vampire Knee ⇒, ⇒, N + ⊙
 Guillotine Cracker ↘ + ⊙, ⊙
 Basilik Fang ↓ + ⊙
 Vampire Sweep ↙ + ⊙
 Crusher Knee ← + ⊙
 (After Crusher Knee) Skull Crusher ← + ⊙
 (After Skull Crusher) Crusher Low ⊗
 (After Crusher Knee) Skull Crusher Fake . N + ⊗
 Storm Bringer ↑ + ⊙, ⊙
 Hell Hook ↓, ⇒ + ⊙
 Shadow Snap Kick ↓, ↘, N + ⊙
 Wheel Edge ↓, ↘, ⇒ + ⊙
 Summon Force ↓ + ⊕ + ⊕
 Sprint Mirage ↓, ↘, ⇒
 Evasive Backflip ↑, ↗
 Mirage Step ↓, ↘, ↓, ↘

SHADOW

(In Shadow stance)

Knuckle Axe ⊕
 Life Stole ⇒ + ⊕
 Black Crusader ⊕ + ⊕
 Back Bared Punch Reversal ⇒ + ⊕ + ⊕
 Back Knuckles ⊕, ⊕
 Cold Massacre ⇒ + ⊕, ⊙
 Demon Knee ⇒ + ⊗
 Gremlin ⇒, ⇒ + ⊗
 Reverse Hook ↓ + ⊗
 Gremlin's Cannon ⊗ + ⊙
 Labyrinth ⇒ + ⊗ + ⊙
 Bat Roll ← + ⊗ + ⊙
 Trick Kick ⇒ + ⊙, ⊗
 Phantom Roll ⇒, ⇒, ⇒

ROGER JR GRAPPLE

Head Stomp ⊕ + ⊗
 Tasmanian Doormat ⊕ + ⊙
 Animal Driver ↓, ↘, ⇒ + ⊕

Tekken 5

Animal Swing	⇒, ⇐, ↵, ↓, ↘, ⇒ + ⊕
DDT	↵, ↵ + ⊕ + ▲
Tombstone Piledriver	↵, ⇒ + ▲
Frankensteiner	↘ + ⊗ + ⊙
Running Bulldog	⊕ + ⊗ or ▲ + ⊙
.....	(From left)
Swinging DDT	⊕ + ⊗ or ▲ + ⊙
.....	(From right)
Reverse Neck Toss	⊕ + ⊗ or ▲ + ⊙
.....	(From behind)

SPECIAL

PPK Combo	⊕, ▲, ⊗
Animal Rush -	
Windmill Punch	⇒ + ⊕, ▲, ⊕, ▲, ⊕
Animal Godfist	⇒, N, ↓, ↘ + ⊕
Elbow Stings	↘ + ⊕, ▲
Rolling Jab Rush	↓ + ⊕, N + ▲
Pirouette Fists	⊕ + ▲
(After Pirouette Fists) Castanet Kick	⊗ + ⊙
(After Pirouette Fists)	
Animal Sweep	↑ + ⊗ + ⊙
Animal Megaton Punch	⇒ + ⊕ + ▲
Animal Smash	⇒, N, ↓, ↘ + ⊕ + ▲
Flying Cross Chop	⇒, ⇒ + ⊕ + ▲
Animal Headbutt	↘ + ⊕ + ▲
Kangaroo Attack	↵ + ⊕ + ▲
Rocket Stance	⇐ + ⊕ + ▲
Knuckle Bomb	↗ + ⊕ + ▲
Straight Hook	▲, ⊕
Dynamic Smash	⇒, ⇒ + ▲
Elbow Sting	↘ + ▲
Dricing Low	↓ + ▲
Elbow Drop	↑ + ▲ + ⊙
Dynamite Uppercut	↓, ↘ + ▲
Tail Whip	⊗, ⊙
Promenade	⇒ + ⊗
Tail Cutter	↵ + ⊗
Round 'n Round	↑ + ⊗, ⊗
Castanet Kick	⊗ + ⊙
Animal Drop Kick	⇒ + ⊗ + ⊙
Satellite Drop Kick	⇒, ⇒, ⇒ + ⊗ + ⊙
Frankensteiner	↘ + ⊗ + ⊙
Ant Kick	↓ + ⊗ + ⊙
(After Ant Kick) Spin Upper	▲
(After Ant Kick) Ant Kicks	⊙, ⊙
(After Ant Kicks) Extended Ant Kicks	⊙, ⊙
Lunge Animal Kicks	↓ + ⊗ + ⊙, ⊗,
.....	⊙, ⊗, ⊙
(After Lunge Animal Kicks) Roll Back	⇐
(After Lunge Animal Kicks) Side Roll	⊕
Kangaroo Stomp	↑ + ⊗ + ⊙

Shrimp Kick	⊗ + ⊙ (With back turned)
Ayer's Rock	⇒ + ⊙, ⊗, ▲
Konvict Kick	⇒, ⇒ + ⊙
Animal Kicks	↵ + ⊙, ⊗, ⊙, ⊗, ⊙
(After Animal Kicks) Roll Back	⇐
(After Animal Kicks) Side Roll	⊕
Snapshot	⇐ + ⊙
Rolling Torpedo	⇐, ⇐ + ⊙
Animal Sweep	Ss + ⊙

ROCKET

(In Rocket stance)

Road Runner	⇒
Rocket Uppercut	▲
Rocket Low	⊗
Rocket Hip Check	⊗ + ⊙
Rocket Kick	⊙

STEVE FOX

GRAPPLE

Gut Wrencher	⊕ + ⊗
Brain Pulverizer	▲ + ⊙
Swordfish Stretch	⇒, ⇒ + ⊕ + ▲
Eagle Elbow	↓, ↵, ⇐ + ▲ + ⊙
Choke Slam	⊕ + ⊗ or ▲ + ⊙
.....	(From left)
Hip Sweep	⊕ + ⊗ or ▲ + ⊙
.....	(From right)
Hellfire Rage	⊕ + ⊗ or ▲ + ⊙
.....	(From behind)

SPECIAL

Jab - Body Blow	⊕, ⇒ + ⊕
Twin Jabs	⊕, ⊕
(After Twin Jabs) Body Blow	⇒ + ⊕
Lightning Combo	⊕, ⊕, ▲
British Edge	⊕, ▲, ⊕
(After British Edge) Flicker	⇐
(After British Edge) Edge Upper	▲
(After British Edge) Edge Trip	↓ + ▲
Slider Low	⇒, ⇒, ⇒ + ⊕
Left Upper	↘ + ⊕
(After Left Upper) Upper Combo	▲
Upper Feint Hook	↘ + ⊕, ▲, ⊕
Upper Feint Twin Jabs	↘ + ⊕, ▲, ⊕ + ▲
Upper Feint Combo	↘ + ⊕, ▲, ▲
Knee Bolt Blow	↓ + ⊕
Quick Hook	⇐ + ⊕
(After Quick Hook) Edge Trip	▲
Owl Shooter	↗ + ⊕

Brit Smash	↓, ↘, ⇒ + ⊕
Heart Break Shot.....	⇒ + ⊕ + ⊕
Sonic Fang	↘ + ⊕ + ⊕
Ground Punch.....	↓ + ⊕ + ⊕
Short British Edge	⊗, ⊕, ⊕
(After Short British Edge) Flicker	←
(After Short British Edge) Edge Upper	⊕
(After Short British Edge) Edge Trip.....	↓ + ⊕
Straight - Body Hook	⊕, ⊕
Ducking Left Hook.....	⇒ + ⊕, ⊕
(After Ducking Left Hook) Flicker.....	←
(After Ducking Left Hook) Feint Body Edge ..	⊕
Ducking One Two	⇒ + ⊕, ⊕
Feint Body Edge	⇒ + ⊕, ⊕
Dash Straight	⇒, ⇒ + ⊕
Eagle Claw.....	⇒, ⇒, N + ⊕
Eraser Blow	⇒, ⇒, ⇒ + ⊕
Right Upper	↘ + ⊕
(After Right Upper) Twin Upper	⊕
Feint Eagle	↓ + ⊕, N + ⊕
(After Feint Eagle) Claw	⊕
(After Feint Eagle) Hook.....	⇒ + ⊕
Eagle Hook.....	↓ + ⊕, ⊕, ⊕
Edge Trip.....	↙ + ⊕
Jolt	← + ⊕
Sky High	↗ + ⊕
Down 'n Dirty	↙ + ⊗
(After Down 'n Dirty) Dirty Smash	⊕
Tack Kick	↗ + ⊕
Punch Parry	⊕, ⇒
(After Punch Parry) Eagle Upper	⊕
Albatross Spin	⊗ + ⊕
Left Weave	⊗
Right Weave	⊕
Ducking.....	⇒ + ⊗ or ⇒ + ⊕
Extended Ducking.....	→ + ⊗ or → + ⊕
Sway	← + ⊗ or ← + ⊕
Flicker	⊕ + ⊕

ALBATROSS SPIN

(From Albatross Spin)	
Extended Albatross Spin.....	↑ or ↓
(After Extended Albatross Spin)	
Spin Gut Punch	⊕
(After Extended Albatross Spin)	
Spin Low Hook	↓ + ⊕
Spin Gut Punch	⊕
Spin Low Hook	↓ + ⊕

LEFT WEAVE

(From Left Weave)	
Twin Gut Hook	⊕, ⊕

Gut Hook	⊕
Short Shoulder	⊕
Sway	← + ⊗
Weave Side Step	⊗
(After Weave Side Step) Weave Dash	→
(After Weave Dash) Weave Dash Blow ⊕ or ⊕	

RIGHT WEAVE

(From Right Weave)	
Short Shoulder	⊕
Atomic Blow	⊕
Weave Side Step	⊗
(After Weave Side Step) Weave Dash	→
(After Weave Dash) Weave Dash Blow ⊕ or ⊕	
Extended Ducking.....	⇒ + ⊕
Sway	← + ⊕

DUCKING

(From Ducking)	
Gazelle Punch	⊕
Sea Hawk Upper	⊕
Sea Hawk Hook	⇒ + ⊕
Left Weave	⊗
Right Weave	⊕
Extended Ducking.....	→ + ⊗ or → + ⊕
Sway	← + ⊗ or ← + ⊕

SWAY

(From Sway)	
Position Change	Any direction + ⊕ + ⊕
Sea Hawk Chop	⊕
Trident Hook.....	⊕
Left Weave	⊗
Right Weave	⊕
Ducking or	
Extended Ducking.....	⇒ + ⊗ or ⇒ + ⊕

FLICKER

(From Flicker)	
Griffon	← + ⊕ + ⊕
Spit Fire Combo	⊕
(After Spit Fire Combo)	
Spit Fire Hammer.....	⇒ + ⊕
(After Spit Fire Combo)	
Spit Fire Hook	↑ + ⊕ or ↓ + ⊕
(After Spit Fire Combo) Eagle Hook.....	⊕
Eagle Hook.....	⊕
Trident Lunge.....	← + ⊕
Albatross Spin	⊗ + ⊕

Tekken 5

WANG JINREI

GRAPPLE

Headlock Toss	⊕ + ⊗
Body Slam	⊕ + ⊙
Dragon Thrust	↘ + ⊕ + ⊗ + ⊙
Waning Moon	↘, ↘ + ⊕ + ⊙
Crushing Dragon	⊕ + ⊗ or ⊕ + ⊙
	(From left)
Golden Mountain	⊕ + ⊗ or ⊕ + ⊙
	(From right)
Reverse Neck Toss	⊕ + ⊗ or ⊕ + ⊙
	(From behind)

SPECIAL

Heaven Gun	⊕, ⊕, ⊕
PK Combo	⊕, ⊙
Quick Heaven Gun	↘ + ⊕, ⊕
Neutralizer	← + ⊕
(After Neutralizer) Swallow Tail	⊕
(After Neutralizer) Massive Dragon	⊕
(After Neutralizer) Circling Dragon	⊗
(After Neutralizer) Flash Flood	⊙
Mountain Splitter	⊕ + ⊕
Palms Thrust	⇒ + ⊕ + ⊕
Lunging Double Fist	↘ + ⊕ + ⊕
Rising Tide	↓ + ⊕ + ⊕
Cobra Fang	↙ + ⊕ + ⊕
Pinwheel Strike	← + ⊕ + ⊕
Horse Tamer	Ss + ⊕ + ⊕
Wang Whip	⊕, ←
Snap Kick Combo	⊕, ⊗
Palm Strike	⇒ + ⊕
Crouching Cobra	⇒, ⇒ + ⊕
Heaven Skyscraper	↘ + ⊕, ⊕
Furious Tiger	↓ + ⊕, ⊕ + ⊕
False Lift	↘ + ⊕ + ⊕
Jagged Edge	← + ⊕, ⊕
Power Fist	↓, ↘, ⇒ + ⊕
Lunging Kick	⇒, ⇒, ⇒ + ⊗
Snap Kick	↘ + ⊗
Spinning Low	↙ + ⊗
Giant Slayer	↓ + ⊗, ⊙
Crumbling Tower	↓ + ⊗ + ⊙
Earthquake Stomp	↗ + ⊗ + ⊙
Razor Kicks	⊙, ⊙
(After Razor Kicks) Razor High	⊙
(After Razor Kicks) Razor Low	↓ + ⊙
(After Razor Kicks) Razor Edge	⊕
Heaven Kick	⇒ + ⊙
Swivel Kick	⇒, ⇒ + ⊙
Razor Sweep	↓ + ⊙
(After Razor Sweeps) Razor High	N + ⊙

(After Razor Sweeps) Razor Low	↓ + ⊙
(After Razor Sweeps) Razor Edge	⊕
Tiger Mountain Lift	↙ + ⊙, ⊕
Dancing Monkey Kick	↑ + ⊙
Cartwheel Sweep	↓, ↘ + ⊙, ⊗
Parting Sweep	Ss + ⊙
Attack Reversal	← + ⊕ + ⊗
	or ← + ⊕ + ⊙

YOSHIMITSU

GRAPPLE

Devious Plot	⊕ + ⊗
Sword Face Smash	⊕ + ⊙
Rainbow Drop	↓, ↙, ← + ⊕ + ⊕
Soul Siphon	↓, ↘, ⇒ + ⊕
Possession	↓, ↙, ←, → + ⊕
Wheels of Hell	⊕ + ⊗ or ⊕ + ⊙
	(From left)
Bulldog	⊕ + ⊗ or ⊕ + ⊙
	(From right)
Tornado Drop	⊕ + ⊗ or ⊕ + ⊙
	(From behind)

SPECIAL

Door Knocker	↘ + ⊕, ⊕, ⊕, ⊕
Hilt Strike - Backfist	↘ + ⊕, ⊕
(After Hilt Strike - Backfist)	
Manji Spin Slaps	↙ + ⊕, ⊕, ⊕, ⊕, ⊕
Stone Fists	← + ⊕, ⊕, ⊕, ⊕
	⊕, ⊕, ⊕
(After Stone Fists) Evasive Side Spin	⊗ + ⊙
Inner Palm	Ss + ⊕
Jail Gate	⇒ + ⊕ + ⊕
Dive Bomb	⇒, ⇒ + ⊕ + ⊕
(After Dive Bomb)	
Soul Siphon	⊕ + ⊙
	or ⊕ + ⊗
(After Dive Bomb)	
Possession	→ + ⊕ + ⊙
	or → + ⊕ + ⊗
Ghost Piercing	← + ⊕ + ⊕
Sword Flash	⊕ + ⊙
Reverse One Two	⊕, ⊕
Kite Bite	⊕, ⊕
Flash Attack	⊕, ⊗
Low Flash Attack	⊕, ↓ + ⊗
Backfist	⇒ + ⊕
(After Backfist)	
Manji Spin Slaps	↙ + ⊕, ⊕, ⊕, ⊕, ⊕
Ninja Blade Smash	⇒, ⇒ + ⊕

Ninja Blade Slice..... ⇒, ⇒ + △
 (With back turned)
 (After Ninja Blade Slice)
 Indian Sit..... ↓ + ⊗ + ⊙
 Step In Upper..... ↘ + △
 Manji Spin Slaps.. ↙ + △, △, △, △, △, △
 Shrine Lift..... Ss + △
 Backfist..... △ (With back turned)
 Ballerina Combo..... ⊗, ⊗
 (After Ballerina Combo)
 Indian Sit..... ↓ + ⊗ + ⊙
 Zig Zag..... ⊗, ⊙
 Zig Kangaroo Kick..... ⊗, ↘ + ⊗ + ⊙
 Wood Cutter..... ↘ + ⊗, ⊙
 Manji Spin Kicks.. ↙ + ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
 (After Manji Spin Kicks)
 Manji Rising Kick..... ⇒ + ⊙
 (After Manji Spin Kicks)
 Indian Sit..... ↓ + ⊗ + ⊙
 Samurai Knee..... ↗ + ⊗
 Lunging Sweep..... ↓, ↘ + ⊗
 Troubled Soul..... ⊗ (With back turned)
 Manji Bull Charge..... ⇒ + ⊗ + ⊙
 (After Manji Bull Charge) Charge Cancel..... ←
 (After Manji Bull Charge)
 Indian Sit..... ↓ + ⊗ + ⊙
 Shark Attack..... ⇒, ⇒, + ⊗ + ⊙
 (After Shark Attack) Dive Bomb..... ⊙ + △
 (After Dive Bomb) Kangaroo Kick..... ⊗ + ⊙
 Eight Crows..... ↑ + ⊗ + ⊙
 Poison Wind..... ↗ + ⊗ + ⊙
 (After Poison Wind) Stone Fist..... ← + ⊙
 (After Stone Fist) Poison Wind..... ⊗ + ⊙
 (After Stone Fist) Manji Flip..... ⊙
 (After Manji Flip) Sword Slice..... ↘ + ⊙
 (After Sword Slice) Sword Delay..... ↙
 (After Sword Delay) Delayed Sword Slice..... N
 (After Poison Wind) Dragonfly..... ⊙ + △
 (After Poison Wind) Flea..... ⊙ + △
 (After Poison Wind) Kangaroo Kick..... ⊗ + ⊙
 (After Poison Wind) Indian Sit..... ↓ + ⊗ + ⊙
 Kangaroo Kick..... ⊙, ⊗
 Triple Roundhouse Combo..... ⊙, ⊙, ⊙
 Side Kick..... ↘ + ⊙
 Fubuki..... ⇒, ⇒ + ⊙
 Avoiding the Puddle..... ↑ + ⊙
 Whirlwind..... Ss + ⊙
 (After Whirlwind) Meditation..... ⊗ + ⊙
 Spirit Shield..... ⊙ + △ + ⊗
 Suicide..... ⇒, ⇒ + ⊗ + ⊙
 Side Spin..... ← + ⊗ + ⊙, ⊗ + ⊙,
 ⊗ + ⊙, ⊗ + ⊙,

..... ⊗ + ⊙, ⊗ + ⊙
 Indian Sit..... ↓ + ⊗ + ⊙
 Meditation..... ⊗ + ⊙
 or Ss + ⊗ + ⊙
 Evasive Backflip..... ↑, ↗

INDIAN SIT

(In Indian Sit position)
 Indian Moonsault Slayer..... ⊙
 Manji Spin Slaps..... △, ↙ + △, △, △, △
 Dive Bomb..... ⊗
 (After Dive Bomb) Kangaroo Kick..... ⊗ + ⊙
 Kangaroo Kick..... ⊙
 Healing..... N
 Vacuum Dance..... ⇒ or ⇐
 Stand Up..... ↑ or ↓
 Yoga..... (Hold) ⊗ + ⊙
 (After Yoga) Yoga Slide..... Any direction

DRAGONFLY

(In Dragonfly stance)
 Dragonfly Blade..... ⊙
 Dragonfly Fist..... △
 Dragonfly Sweep..... ⊗
 Dragonfly Twister..... ⊙

MEDITATION

(From Meditation position)
 Sword Hilt Healing..... ⊙ + △
 Harakiri..... ⊙ + ⊙
 (After Harakiri)
 Manji Blood Dance..... ← + ⊙, ⊙, ⊙, ⊙, ⊙
 Manji Backflip..... ⊗ + ⊙
 Backfist..... ⇐ + △
 Full Back Spin..... ⇐, ⊗ + ⊙
 Half Back Spin..... ⇐ + ⊗ + ⊙

FLEA

(From Flea position)
 Skull Splitter..... ⊙ + △
 Roll Out..... ⇒ + ⊙ + △
 Dragonfly..... ↑ + ⊙ + △
 Flea Side Step..... ⊗ or ⊙
 Kangaroo Kick..... ⊗ + ⊙
 Diving Cranium..... ⇒ + ⊗ + ⊙
 Indian Sit..... ↓ + ⊗ + ⊙
 or ⇐ + ⊗ + ⊙
 Running Flea..... ⇒, ⇒
 or ⇐, ⇐
 Ducking Flea..... ↓
 Jumping Flea..... ↑
 Exit Flea..... ⇐

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