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THE OFFICIAL STRATERY GUIDE

EVERYTHING ELSE TAKES A BACKSEAT.











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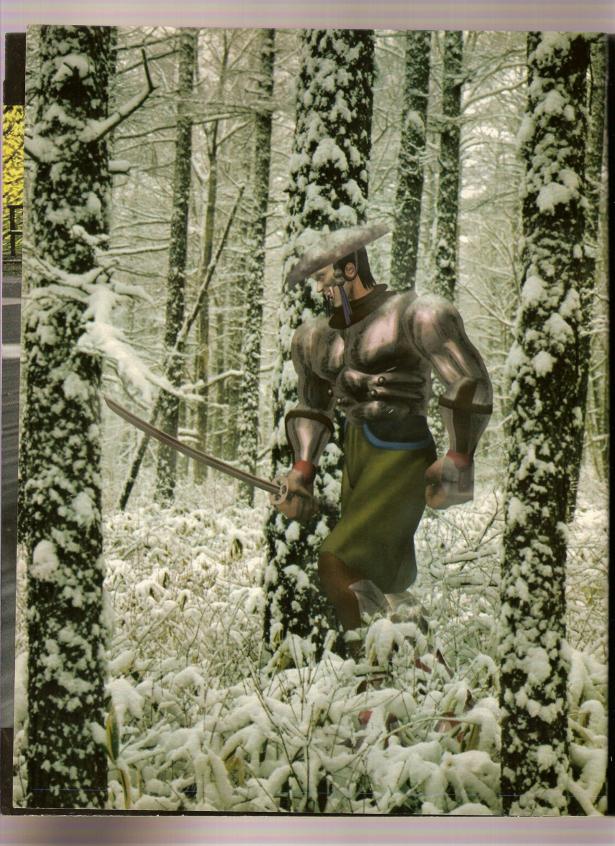




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TEKKEN? THE OFFICIAL STRATEGY GUIDE

CREDITS

Editorial Directors/Authors

BEN CURETON - DAN MUELLER

Production, Layout & Design

TIM LINDÓUIST

Production Assistant

ALEX ANDREWS

Assistant to the Production Assistant

ERIC SCHLEEF

Additional Editing

MIKE MADDEN - GEOFF ERICKSON **JEFF YONAN**

Publisher DAVID JON WINDING

Associate Publisher

GREGORY OFF

Published by

DIMENSION PUBLISHING

Cover and interior illustrations/artwork

namco

If you have any questions or comments, please send us some mail:

"Tekken 2 dudes" Dimension Publishing 1175 Chess Drive, Suite E Foster City, CA 94404 or email to: supafly@earthlink.net or kevetzalC@aol.com

We may not be able to respond to all your letters, but we promise to read them!

Visit Namco's Web site: www.namco.com

Special Thanks:

Special Thanks:

First and foremost, Ben and Dan would like to thank Namco. Without them, fighting games would mean nothing, as the competition has become repetitive and predictable. Namco's Tekken 2 has brought life back into the fighting game arena, and is assured its place in history as one of the greatest arcade/home translations of all time. Thanks Namco. Secondly, we'd like to thank Dimension Publishing for keeping our hands full, by giving us full control over the book. Also, for teaching us the importance of organization and putting up with our warped senses of humor. Thanks to Dave Winding, Tim Lindquist, Greg Off, Mark Winding, and Susan Winding, aka. "Cheeseboy." Toolie, "Spankboy," "Monkeyboy", and "Skeetch". Yo "3 ckson" ... you too!
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ABOUT THE AUTHORS

Ben and Dan

With over half a dozen fighting game books to their credit, Ben Cureton and Dan Mueller have gone all out to bring an excellent guide for novice/expert Tekken 2 players alike. Playing tens of thousands of rounds of Tekken 2, they know what it takes to win. Probably the two greatest Tekken 2 players of all time, no ope has been able to compete. At the recent E3 convention in Los Angeles Ca., Namco Hometek was shelling out big money to whom ever could defeat these two masters ... Japanese or American ... nobody could. What are they doing now? ... can you say (heh heh) "Tekken 3"?

Ben's Thanks:

Namco Namco Namco ... nuff said!
Secondly I'd like to thank Dimension Publishing, I can't recall a time when I have worked with such a fine group of people. Thanks a biunch Dave, Tim, Greg, Mark, and Susan ... let's do it again sometime. I'd also like to thank Rob (Slikatel) Brassfeild, for he is one of the best Tekken 2 players I have ever played. He helped me see where I could in prove which ultimately made me a better player. (I can still take yah thoughly). I can't forget Chris Bull who took k the time to listen to what Dan and I had to say, Also to the rest of the Namco Hometek Gang. Other people who need to be mentioned: Eric Schleef, James Parker, David Gracia, the fellas at the Namco Arcade in Milipitas Ca., Chris Nicolella, Ryan Schleef, Justin Farlow, and Harland and Jesse Harrison. You guys Rule!
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Hey Dan, we kicked @\$\$ Good Job Buddy!

Dan's Thanks:

Ben said it best "Namco Namco Namco" I'd also like to thank the "fine folks" at Dimension Publishing for the best experience we could possibly have writing a strategy guide! Slikatel for the Web support and rounds of play... when we gonna play again?? Jessi Harrison for letting me play so much Tekken 2 (It was fun watching you beat on people with Yoshil). Scott Matt and friends for the night time Tekken 2 sessions. Aarou datimous and Mike Rabdau of Imps and Rabdau Unit for the well received music breaks (Tool Sweet & Fog City for the same)! Eric Schleef for helping me out with those screen shots! Harland Harrison for the contractual advice. Alt mentioned in "Other people who..." Adam "Fuzz" Guzzler for the computer advice. My Mom for helping me test some stuff. Last but not least, Ben Cureton for putting in his time and effort to help make a great book!

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HOW TO USE THIS BOOK

This page shows you everything you need to know to be able to decipher our Special Art, Combo, and Strategy sections.

Remember that all moves in the book are shown as if your character is facing right. For performing the Special Arts and Combos facing the opposite direction, simply reverse the directions pressed.

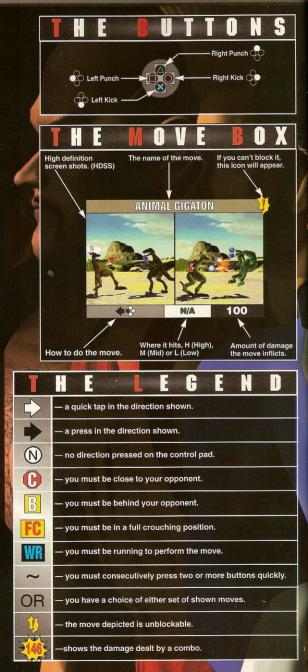
The buttons shown throughout this book are shown exactly as they appear on your

are shown exactly as they appear on your PlayStation controller(s). Each button corresponds realistically to character movement (i.e., if you press Left Punch, your character will punch with his/her left hand.)

The way we describe how damage is dealt may be a bit confusing. In Arcade mode, the energy meter is comprised of 110 points. In Vs mode, the default setting is 140 points. When you use a move in Tekken2, and it connects with your opponent, it will take off the specified amount of damage we have shown in the Move Boxes.

The Legend shows you all of the symbols used throughout this book, and explains their usage. Make sure you look for these symbols, as moves will not work if you don't take them into consideration.

Make certain you have this page memorized as it will greatly help you in your learning experience.



icking: Blocking is probably the most essential element of Tekken 2 and st be mastered before you can expect to win consistently. Tekken 2 es have "Auto Blocking" built in, which means most high attacks will be icked for you. Auto blocking, however, does not block low attacks or on the sound something in invested, one much make the details of the definite hits after a stun. The best way to become a good blocker is to dy the three main points of attack; high, middle, and low attacks. High middle attacks are blocked while standing defensively (hold away from onent), and low attacks are blocked while crouching defensively (down onent), and low attacks are blocked while crouching defensively (down + away from opponent). Pay particular attention as to where different characters chain-attacks hit by practicing with a friend, or playing against the computer. Use the Practice Mode to become more adept at blocking each character's individual 10-strings. With these

tools under your belt, your opponents will be forced to e strategy, instead of just

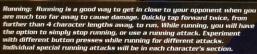
daina moves.





hing: Dashing is a good way to get in close to your opponent -- quickly. Quickly tap forward twice, when within approximately 4 character lengths, to execute the dash. Try blocking your opponent's attacks, then dash in for a quick throw, uppercut, or combo. When your opponent gets used to you dashing in for an attack, they will be apt to hit you out of a dash whenever

possible. Use this to your advantage. Stand about 4 characters away, do a quick dash, then tap back. Your opponent will try to counter with a hit, but he/she will miss since you moved out of range, thus giving you another opportunity to attack.





Attacking Downed Opponents: There are now a wide variety of ways to attack a downed opponent. This includes; the special pounce, hard pounce, ground slide, low kicks, and character specific ground attacks. Every character in the game has a basic pounce. This is achieved by uply pressing up and right punch together, when your opponent is the ground. Many times, if timed right, you can take off excessive mage, by using this attack after you have knocked an opponent nn. Also, many characters have special ground attacks which are

described in their individual sections.







Throws are, by far, the most effective type of attack in the game. They nerally cause a good amount of damage, with little effort. All characters can perform basic throws by pressing either both left buttons, or both right buttons simultaneously, Good uses for throws include; after an oppo-ned with missed attack, after a Regular Stun, and when your opponent is just standing still. Though some throws are difficult to execute, they are often the most damaging and are uncounterable. The Multi-Part Link Throws are the

most difficult of all throws to accomplish and are also the

most damaging.





Multi-Part Link Throws: Multi-Part Link Throws are a series of throws chained together that result in excessive damage. All Multi throws start with a special grab move. After the initial grab throw, you must perform a series of button presses at the correct time to complete the remaining throws. The timing for each character's Multi-part Throw will be discussed in each character's individual profiles. In general, the first step to doing a Multi-Part Throw is to memorize all the necessary button sequences. Next, you must be able to to press the correct buttons without fail, and with enough speed, so that the throws will link together.







Counters: A counter is a specific move that offsets an intended attack. Any attack can be countered whether it be knocking an opponent out of his moves or stopping a throw. Knowing how to block is great, but countering attacks usually means causing damage. With this in mind, it is best to counter all the attacks you can -- instead of blocking. Countering moves takes a lot of practice and pin-point tim-ing, especially against 10-strings and unblockables. Get this down to an art, so you can use your opponent's momentum against them. an ai c, so gon The various ways to counter an opponent's attack include; grabbing your opponent's limbs as they attack (reversal), resulting in damage to the attacker, stopping an opponent's' attack -- using an attack of your own, Double-over stuns, escaping throws and escaping multi-part throws. Some moves only work when used as, or after, a counter. These will be described in the specific character profiles.







Stuns (Stuns and Double-overs): For standing opponents, a stun attack renders the opponent helpless for a short amount of time. There are two types of stun attacks; Regular and Double-over. A Regular Stun stuns only standing, blocking opponents. A Double-over Stun stuns only attacking opponents. Regular Stuns are great for setting up unexpected throws, while Double-overs are great for setting up combos. There are other special uses for these moves which will be described later, within individual character profiles.







GENERAL STRATEGY . TACTICS

Reversals: The most popular form of move counter is to grab your opponent out of hisher attack. This often results in a good beating inflicted on the helpless attacker. The only characters capable of this act are Paul, Jun, Xina, Anna, and Wang. Simply press back, and the appropriate buttons, at the moment your opponent attacks high or mid to punish your opponent for their feeble display of "skill." What your character does to the attacker depends on the character you are using, the limb used against you, or the special art used against you.





Throw counters: Basic throws (or n) can be countered by pressing the same buttons your opponent pressed. You must press your buttons immediately after your character is grabbed to escape a throw. Since most people throw with the right buttons, use your right buttons to counter when you are unsure. Special throws (i.e. Law: Dragon Knee) can not be countered once you have been grabbed ... so watch out!







Multi-part Throw counters: Each Multi-part throw requires you to press a specific pair of buttons, if you want to escape (see our trusty grid). Fortunately, the more parts there are to a throw, the more chances you have to escape. Unfortunately, each different part of a throw requires a different pair of button presses to escape. This means you must be able to recognize the throw your character is caught in, and have the counter committed to memory. Since there is a lot to remember, it is best to just learn counters for the Multi-Part Throws used against you often.







To-Neutral and Full Crouch attacks: Normally, you will attack while standing or while in a crouching position. Have your character stand and crouch. Notice that there are frames of animation between these positions. Tekken 2 allows characters to perform special attacks while moving between these two positions. These attacks are called To-Neutral and Full Crouch attacks. To-Neutral attacks are done by simultaneously rising while pressing a button. Full Crouch attacks are done by tully crouching down, then pressing a button.













Getting up off the ground: There are a wide variety of ways to get up off the ground. Note that, when you are hit with a powerful attack; many times you can not get up off the ground immediately. The more you know, the harder it will be for your opponent to pound on you when you are down. The most common is to simply stand up by pressing up. This is a good way to get smacked. Better methods exist as follows: Defensively: The best defensive ground maneuver is the side roll. Simply tap the square button to roll to the side. You can also roll back or forward by tapping forward or back on the controller. Use these methods to escape an opponent that is trying to flip, or land on top of you with a power.

methods to escape an opponent that is trying to rip, or land on top or you with a pounce.

Offensively: Press the button to get up with a sweep kick. Press the button to get up with a kick to the opponent's head. Roll towards or away from your opponent then press to leap at your opponent's lower section. Press and your character will do a handspring that attacks low. Any of these attacks can be done out of the side roll. These methods are great against characters that walk up to you or run at you with an attack. Mix these methods up, so you do not become predictable. Keep in mind that some characters do not have all of these attacks. See the individual character descriptions for specifics.







MULTI-PART LINK	THROW ESCAPES

MULTI-P	ART LINK THROW	ESCAPES
	Ultimate Tackle	Paul Only
P	Ultimate Punches/Punishment	- ♣
NIŃA	Neck Cutter Arm Bar	*
	Standing Reverse Arm Lock	•
	Knee Bash-Neck Snap	•
BRUCE	Side Knee	∲ OR ∲ *
ANNA	Neck Cutter Arm Bar	•
	Standing Reverse Arm Lock	•
	Arm Sprain-Standing Cross Lock	- €
KING	Figure Four Leg Lock	\$
	Backdrop	♣°OR
	German Suplex	♣ OR ♣*
	Giant Swing	♣ OR ♣ *
	Scorpion Death Lock	♣
	Indian Death Lock	*
	STF	•
KAZUYA	Ultimate Tackle	*
	Ultimate Punches	Paul Only

* Depending on which Link starter your opponent uses.

JUN KAZAMAI

As far as character ratings go, Jun is about average. She has decent speed, good juggle abilities and a few good damaging moves, yet she has limited attacks. Her limited attacks allow for predictability and, against a skilled player, Jun's moves are fairly easy to counter. This does not mean that she can not be very confusing in the hands of a skilled Tekken 2 player. Her Infinite String attack is very frustrating and could make an average opponent weep. Jun does have excellent defensive abilities and can take many good players down if she is used with patience. Despite Jun's low rating, most players do not know how to stop her attacks. Exploit this fact!

RATING: #17



THROWS





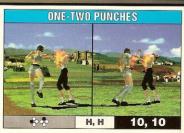




SPECIAL ARTS





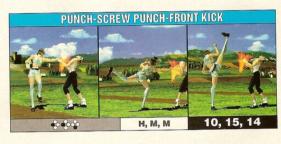












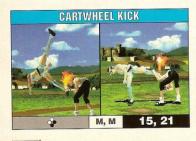




















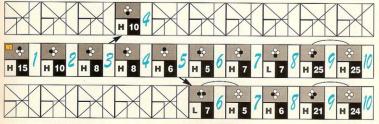




COMBOS



This ten hit is not Jun's best but it is the easiest to learn. Add this ten hit to your arsenal of attacks and enjoy easy victories over novice to moderate players. Remember that the ten hit starts off with a rising attack. This means that just ducking down during a fight to use the ten hit probably means getting juggled, if not just a first or foot in the face. Wait until you have just blocked a low attack before unleashing this ten hit chain attack.



Although the ten hit shown above is great against novice to average players, you will need to know both of Jun's ten hits against above average players. There is one problem spot for many players who attempt Jun's second ten hit. For Jun's second ten hit, take note of the fifth and sixth hits. When you press \bigoplus for hit 5, you must pause a short moment to allow the sixth hit to come out. While the sixth hit is coming out, press the button for the seventh hit. The timing is a little tricky, but remember to pause and you should become fluent with Jun's second ten hit in no time. Mix all these strings up for maximum confusion.









Note that the Cartwheel Kick must chit the opponent well before they reach the ground. Start the second uppercut as soon as Jun reaches her normal stance. For the Low Kick-Backhand, you need to tap forward twice quickly — before pressing the buttons.

This counter combo is relatively easy with a little practice. Coupled with its high damage, it is most effective for winning matches fast. Exchange the Cancan Kicks for the Toe Kick often to fake out your oppo-nent. The mix will ensure damage.





















Another easy combo. The only trick is timing the ⊕ so that the Roundhouse hits.

Try starting the ⊕ as early as possible. You will find that the last few hits go under the opponent. Now, try starting the ⊕ just a tiny bit later, until all the hits connect. If all your hits connect, but the Roundhouse misses, you are starting the 🏵 too late. Get the timing down and you've got a reliable combo. In any case, most of your hits will connect, allowing you to tack on the combo anytime you forget what else you









FIGHTING AS

With Jun, it's wise to play defensive, if you plan to win against the good players. Since Jun has a reversal and speed, she can attack quickly and still be ready to use the reversal right away. A favorite tactic of ours is to perform her combo starter, and immediately go into her reversal. The reason we do this is because, when the combo starter finishes, a lot of players see this as an opportunity to attack. Since you are close to them when the combo starter finishes, and they attack, it is usually high. Vollá, instant counter. Of course this doesn't always work, especially when you use this as your main way to deal damage. However, it is worth a try once every match or so.







Another great, tricky, move is her Backflip Kick. It is wise to use it as an evasive maneuver. As your opponent advances, go into the Backflip Kick. This will get you away from your opponent and entice them to lunge at you to get them closer. As you perform the Backflip Kick, press your trusty & and you will lunge forward at your unsuspecting adversary, and pop them up into the air. If you have practiced your juggle combos, you can lower your opponent's energy level to almost nothing. Another way to use the lunging Uppercut is to just press . It still knocks you the same height, and you can do all of the same juggle combos. This is a great move to use when your opponent: misses a slow recovery







One good attack move of Jun's is her Unblockable Spinning Roundhouse. This move can come out of nowhere and lets you get in a quick low roundhouse for a bit more damage. It does, however, take a bit of time to wind up and can be countered with a crouching attack. Set your opponent used to blocking when they see the wind-up, by only using the shortened version. After you have popped them a few times with the short one, they will begin to get into a blocking habit when they see the wind-up — now is your chance to go for the full force Unblockable. When they block they will receive a Phatty-Mc-Boot to the nugget!







If you want to try the offensive approach with Jun, the best way to start it is to quickly go into her Leg Sweeps (1) (2). Once you perform a Leg Sweep or two, quickly go into her Combo Starter. This is a fast little tactic that will chip away at your opponent's health. It is especially effective if you use it as your opponent is attacking. This way they will be concentrating more on their attack rather than your counter attack. The best move to use after the Combo Starter is the Roundhouse finisher. This is because your opponent will just be getting into their crouching block and now you will be attacking high — instant damage bringing you closer to victory.



FIGHTING AGAINST

A lot of players learn the Infinite String in the hope that opponents will be amazed and thus defenseless. Actually, it's possible to block low the whole time and not get hit once! But, there are variations to the combo that make simply blocking low only effective for the true Infinite combo ... so, you need to get out of it ASAP. After the Shin kick, which either starts the combo or comes after the leg sweeps, there are 3 punches that all hit high. Duck during these punches and use your fastest crouching attack. The fastest attack for just about every character in Tekken 2 is the crouching \Re or \Re . This will stop Jun's Infinite String and variations in a hum.





Be aware that Jun can Forward Flip out of the ground sweeps with a double hit attack. You need to watch for this. If she goes for it, simply attack low with a punch as she flips. This will allow you to get a few juggle hits, with just the low punches, or use a low punch into a rising attack for a better combo. If you have reversals and you are quick, you can sneak a reverse attack in. If you get a little confused and throw out a crouch punch to juggle Jun, and find a shin kick in your face, just relax and attack low again — as soon as your character recovers from the shin kick.



A particularly frustrating Jun move to watch out for is the \blacklozenge \diamondsuit , \diamondsuit or \diamondsuit , because it is almost impossible to see which kick is going to come out. If it is the \diamondsuit , it must be blocked high. If it is the \diamondsuit , it must be blocked low. When in doubt, just block high. Why? If you get hit by the \diamondsuit , no big deal. It only takes off a bit of health. If you get hit bothe \diamondsuit , you are in line to receive a big damage juggle combo and will be near defeat, if your opponent knows their juggles. If you block the \diamondsuit , you can immediately use a rising attack, throw, or couching punch to pop Jun into the air and start a little Juggle combo of your own.



Jun players will often do some flips to try and get you to run in afterwards with an attack. If you fall for this plan, you will probably find yourself getting juggle combo'd by the uppercut that combos from the flip. If your opponent tries this on you, simply go for the crouching fast attack. Again, if you are lucky enough to have a character who can can combo fast from a low counter attack, uou've got it made. You may get hit with a sweep trying this counter attack, but simply block immediately and be ready to counter (as noted in the paragraph about breaking the Infinite String.) Always a Jun favorite, just be aware that people will want to use it often to juggle you. Fortunately, most of your keep away tactics should knock out this attack, since it does lunge first. But, keep on your guard when you are at a distance from Jun. The range is good, so many Jun players will rely on it when they are at a distance from your character and nail you as you walk in. This move also goes under a lot of high attacks, so try to use quick, mid or low attacks when you are at a distance. You can also go for the reverse, if your character has one. The last thing you can do to punish a person who tries this one too many times is the simple throw ... but be quick about it!







YOSHIMITSUI

In the first Tekken, Yoshimitsu was overlooked for some of the more powerful characters. Now, in Tekken2, the situation seems totally reversed. Yoshimitsu now has additional unblockable moves added to his arsenal, as well as a great variety of 10-string combos and air juggles. A new feature for Tekken 2, Yoshi also has the ability to regenerate his health. This may sound neat at first, but you must know that he also has moves that require him to sacrifice his health. The final addition to Yoshimitsu's arsenal is his ability to disappear. A great move for offense as well as defense, he can surprise his opponents by re-appearing behind them. It's no wonder he is our 3rd rated character.

RATING: #3



THROWS





SPECIAL ARTS



































*This move will make you dizzy after 6 spins.

*This move will make you dizzy after 6 spins.





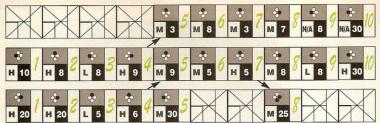




COMBOS



Here is a very confusing 10-String of Yoshimitsu's. It's best used when in very close since, after the first 4 hits, it starts to strike low. If you can get past the first 4 hits, you almost have a lock on finishing it. Be careful though, as a wise Tekken 2 player will know to jump away before the 9th hit strikes. If your opponent jumps away, you will be left open for massive damage. This escape was found by Slikatel, one of the very best Tekken 2 players in the world.



Yoshimitsu has 6 different Strings, and almost all of them are very useful. He has 3 10-Strings, 2 8-Strings, and 15-String. If you have them all memorized, you can use the 8-Strings often in battle. They are mainly used for Keep Out Tactics, but they can lead to juggle opportunities, if you use them correctly. When your opponent is in close, go for a Front Kick, then add in a Power Backhand. Once they connect, immediately start one of the 8-Strings or the 5-String. This will hit your opponent in the back of the head and take off decent damage. If your opponent knows to duck and punch after the backhand, just low kick.



Despite it's size, This combo is not as tough as it looks. Watch for three of the Stone fists to connect, then go directly into the Spinning Sweeps. You may need to step in before starting the Spinning Sweeps and Poison Wind to connect.





To do this combo, you must hit with the Stone Fist as soon as possible, then go quickly into the two spinning Fist Strikes. The rest of the combo works as described above. The Sword Sweep to Poison Wind requires no lag time to combo.







The Launch Kick to Standing Suicide takes great timing. If you mess up, you only hurt yourself. This combo is best saved for when you are a round up on your opponent and you wanna "Kick it up a notch! ... WHOO". The alternative combo is almost as damaging but also requires excellent timing. After your launch kick, crouch. When your opponent is about to hit the floor, tap the left punch button to turn around and punch. The rest of the combo should be fairly simple.

FIGHTING AS

roughout our experience with Yoshimitsu, we have found it best to use him as mainly an offensive character. This means we have our greatest success then we don't just sit back and try to counter everyone of our opponents moves. The best way to maintain a good offense is to constantly switch up throwing uppercuts (★ ♣) and fast jabs at your opponent. This tactic not only seps your opponent blacking, it also gives you a chance to think of what you want to do next. Now that your opponent is blocking, the best thing for you to do is to inflict some damage (you do want to win don't you?). Once you've got your opponent in the blocking cycle, it's best to quickly execute a Stone Fist or two, then quickly go in to two Crouching Spin Kids. As soon as you start the Crouching Kicks, prepare to hit your opponent then you will simply smack them around with all of Yoshis Stone Fists and Crouching Spin kids.



tart

kick





Next, you want to try to lure your opponents to walk in to your attacks. Yoshimitsu has a great 'built in move' for what we are trying to do here. If you go in to Practice Mode and try out the Zig-Zag, you will see what I mean. First of all, Yoshimitsu delivers a powerful roundhouse kick, then out of nowhere comes a second Side Kickl Mix up your kicks, by first throwing some single kicks with . Then, when you think you have a good idea of when your opponent will advance in at you, execute the Zig-Zag. Your opponent will finere than 65% of the time! walk right into that second Side Kickl This is a great tactic because, even if the kicks are blocked, you are safe from receiving damage.







The next great feature that Yoshimitsu has is his ability to regenerate health and teleport all in one. By performing his sitting maneuver \(\phi\), you automatically begin gaining any lost health. This, of course, is gonna make your opponent one mad person 'cause, unless they are playing Yoshimitsu, they can't gain health back! Now ... your opponent is looking at you sitting down and gaining all your health back ... what choice do they have but to attack you and stop the life gaining process. When your opponent gets within about 2 characters away from you, you immediately press F or B on the D-pad and presta ... you teleport behind them! This would be a good time to attack your opponent, as they are facing the other way. We have found that the opponent will usually turn around very fast, so it's best to attack your opponent as fast as fossible. You can accomplish this feet by attacking with a push kick (DF+RK), or one of Yoshi's famous Uppercuts \(\times\) \(\phi\) in to an air juggle







Slightly good opponents will have their 10 hits down and think that is all they need to win. They will often start them up whenever they can ... even when they are far away from youl 5o, jump away from them and use the opportunity to use Yoshi's Spinning Death Sword. Your opponents 10 hit will lead them right into the blades if you are fast enough. And if they hit the blades near the end of the spins, you can run up and begin your Crouching Spin Kicks (4 times) into your Straight Kick followed by the Poison Wind. Can you say Damage? You may also want to use your Spinning Death Sword on downed opponents. Simply run in, stand over them and start up the blades. Most new opponents will try and roll or attack, thus getting chopped up real nice. Again, follow up with your crouching spin kicks to Straight Kick to Poison Wind to tack on the extra damage.







A word on fighting opponents with reversals or very good players. Use Yoshi's 10 hits very sparingly. A good player will either throw you out of most of your 10 hits or simply do a reversal, since most hits hit high and are very slow. If your opponent does not have reversals, switch up your 10 hits and you might not get thrown or countered otherwise. Also, be careful using the Helicopter Leap. A good opponent will know to simply punch you out of the attack as you are coming down, if they can't simply use a reversal. Keep in mind that only the females with reversals can reverse Yoshi's sword attacks. A good way to use the Helicopter Leap is to press down immediately so the attack is swift. Use it on opponents who are getting up off the ground, or when an opponent is starting up an attack the leaves them immobile for a short period of time after their attack









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FIGHTING AGAINST

The worst thing about fighting against Yoshimitsu is his damed Sword Slash. This pesky move is fast AND unblockable ... sheesh! The good news is that it only takes off !5 points of damage. The Sword Slash is often used out of nowhere, so be very aware that it exists. Many times your apponent will be standing a character length or two away from you and pop out the Slash really fast. The best hing to do in this situation is to jump back. It doesn't look pretty but it does get you out of harms way if your reactions are fast enough. Another good way to get out of damage is strike first. Since the Slash is very fast, you need to have your reaction time down to near nothing. If you see or sense the Slash coming, quickly execute a Hop Kick or a Front Kick. This will stop Yoshimitsu and keep you safe.





Another Yoshimitsu attack to watch out for is his Zig-Zag Kicks. This is a simple Roundhouse Kick Followed by a Side Kick. The problem is that it is very deceiving. Make sure you know what it looks like and be readly to block then throw after a missed attempt. Also, an attack that looks like the Zig-Zag is Yoshimitsus 3 Roundhouse Kicks. The good thing about this is the are super easy to counter. Simply duck and throw. Another good thing about the 3 Roundhouses is that they appear in most of Yoshimitsus ID-String Combos. Look for the telt-ale sign of the first. High Roundhouse, then simply duck, throw, and win ...







The Knee Bash is often used in place of where the Sword Slash would be used, since it can lead to a quick combo. It also has a bit more range than the Slash, but is blockable. The Knee Bash comes out SUPPR fast and really needs to be anticipated if it is going to be blocked. The Tekken 2 pros use this move when you least expect it. If you are close to an opponent and Yoshimitsu's Keep-Out Tactics are pushing you away, look out for the Knee Bash. It will be coming in a second... If you play against someone who leams the power of the knee, make sure you know the distance Yoshimitsu covers when he does the Knee. Also, if and when you successfully block a Knee, immediately go into a juggle combo or a special throw. This will slow your opponent's Knee Bash attempt down.







The second worst attack that Yoshimitsu owns is his basic Uppercut. It covers more distance than any other Tekken 2 character (well except Kunimitsu). This tiny little basic attack can turn a match around faster than you can say "milic-coocollaea". If you are fighting against Yoshimitsu, be VERY VERY VERY VERY ware of this particular attack. It starts juggle combos with lighting speed and makes Yoshimitsu lunge forward at the same time. Your best bet to avoid this would be to reverse the Uppercut. Unfortunately not every character has a reversal. The next best thing to do is to Front Kick your opponent or Uppercut them with your own DF+RP. Again, we can't stress how important it is to know the signs of an on-coming Uppercut. Practice using Yoshimitsu. If just to learn how the Uppercut is used.







The last major thing you must be aware of is Yoshimitsu's Spinning Low Kicks. Yoshimitsu can go into these kicks form the Stone Fists, or without them. The bad news is that, when you are knocked down, they can hit you over and over again and wack up tons of damage. The best way to stop this is, of course, to not get knocked down. The second best way is to stand directly up from a knockdown and block, crouching, as soon as you get up. This will keep you safe, most of the time. Also be aware that a Front Kick can be chained into the Spinning Low Kicks, This Front Kick is easily detectable, with a little practice, and shouldn't give you any problems.



ININA WILLIAMS

Nina is most often used aggressively, since she is one of the fastest characters in the game, with a variety of attacks. Nina can sometimes end a match in just two sets of attack. Attacking with a juggle combo and finishing her opponents off with a punishing, limb-breaking link can spell defeat in just a few seconds. Her speedy attacks, when mixed with her awe-some juggling ability, multi-throws and reversals, make for an all around great character to play. Nina's only shortcoming is her lack of high powered single moves, but she more than makes up for it with her juggling ability.

RATING: #2



THROWS





















SPECIAL ARTS













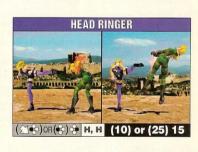






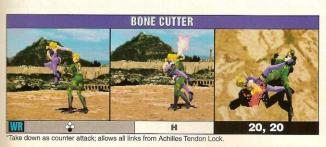










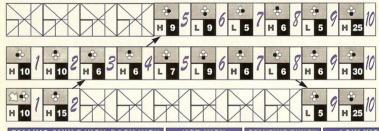




23

COMBOS

Of all Nina's 10-String Combos, this one is the most confusing to normal Tekken 2 players. It is also her best. Having a jump attack and 3 low attacks in the middle of it, it can easily make an opponent block incorrectly and leave them open for hefty damage. Not only is this 10-String confusing, you can also chain moves onto the end of it for even more hits, making any of Nina's opponents sorry for even attempting to put up a fight.



Nina has the most 10-String variations of anyone in the game: 6 in total, if you try all of them. The one pictured in the diagram above shows just how confusing they can be. Nina's old 10-String is still in the game, of course, but it is definitely not as effective as her new variations. Also, Nina's new ending to her old 10-String makes for an easy swap, for people wanting to use a new 10-String but not wanting to remember 10 new button presses. The great thing about Nina's new 10-String is she boots her opponent WAY into the air, leaving them wide open for extra hits and massive damage.



Tip: After the fourth hit of this combo, tap forward before the crouch punch. The best thing about this combo is that you can trick your opponent into getting caught in it! Use your Sweep-Low Kick often, so your opponent gets used to blocking low after the initial Low Kick. Now that your opponent blocks low, after the Low Kick, go into your Low Kick-Uppercut combo! Even when your opponent becomes used to this method, they are still forced to guess what is coming next.



FIGHTING AS

If you have studied Nina's Special Arts at all, you will notice that she has a TON of them. The most important thing to know when using Nina is wher/where/and how to use her Linking Basic Arts. These can keep an opponent's health. Her most effective combination link is the Low Kick to Spinning Chop. This quickly hits low and then high for a little bit of damage, but it sets you up to do almost any other move. For example, execute a Low KickSpinning Chop, then immediately go into an Embracing Elbow Strike. This is extremely hard to do, but almost impossible for your opponent to block if you do it correctly.







Another excellent tactic of Nina's is her super juggle combos. If you pop your opponent into the air with Falling Ankle Kick-Back Kick (an unblockable chain when used as a counter attack), you can take off loads of health from your opponent and make it almost impossible for them to come back. Try counter hitting with the Falling Ankle Kick-Back Kick, then go into a quick forward Hop Kick, then tap left punch, then juggle your opponent even more with the Low Kick to Spinning Chop and finsh off the devastation with the Rolling Kick. This takes off 80+ points of damage and can almost assure a victory, or change the tide of a battle in just a few seconds.







Of all the characters, Nina has the greatest variety of chain attacks. The off many great moves in her arsenal is her reversal. Nina can reverse amost ANY high attack, including Yoshimitsu's Helicopter Slice. The only drawback is that the reversal is done with diagonally placed buttons. Meaning you have to use either \(\phi\) or \(\phi\)or \(\phi\). This is very minor though and a good Nina player won't even notice it. Most average Tekken 2 players attack high for the most part, which gives Nina and the other drawcters with counters an advantage. When you see a slow high attack coming, or you see someone winding up for a Super Unblockable, don't restate to reverse the move. Most of the time the reversal will take of about as much health as the opponents move would have, had it connected with you.







Next ... remember to keep attacking with Nina. If you get your combination links down, you can always be attacking while the opponent has no chance/opportunity to attack for themselves. Mix up high attacks with low attacks and vary the way you do it. This can almost assure your win and your opponent's loss.













The last thing any good Nina player must know is her Multi-Part Throws. Since Nina already had them in Tekken 1, she came back in Tekken 2 with even MORE! Although the Multi-Parts can be difficult to remember for the first time Tekken 2 player, they are definitely worth the effort as they take off massive damage, look great and are relatively simple to execute. Of course ... don't ALWAYS attempt Multi-Parts, but do so when you feel you have the opportunity and your opponent isn't expecting it.









FIGHTING AGAINST

The most common attack of Nina's to look out for is her Falling Ankle Kick-Back Kick. Almost every Nina player uses this move once or twice during a bout, not only to set up a juggle, but to also push their opponent back. The most effective way to shut down this attack is to Hop Kick Nina as soon as you see this move coming out. This will take off a bit more damage, since it is countering Nina's move, and set you up for a juggle combo. You can also reverse the second hit, if your character happens to have a reversal and you have blocked the first hit. Another good way to shut down this attack is to use







The absolute WORST link of basic moves Nina has is her Low Kick-Spinning Chop attack. This attack starts with a low kick and immediately chains into a backhand slap. The reason this attack is so deadly is, if your opponent is quick enough, they can add more links onto it and keep you blocking until they have a chance to throw you. To defend against this heinous attack, duck under the backhand that follows the low kick. If you are successful, ommediately throw or go for a rising attack. Just be careful to avoid being uppercutted in the meantime.







The most important thing to know for fighting against Nina is how to escape all of her Multi-Part Link Throws. These can rack up major damage and spell disaster for you, if you aren't competent in escaping the Links. The best counter to use would be both right buttons. This is because it counters the easiest Link move your opponent can do. The second best counter to try, when your opponent tries to Link Throw you, is both left buttons. Remember that you cannot get out of Nina's Link Throws that start off with the Crab Claw, so it's best to stop them before they start by simply ducking then throwing, or uppercutting your opponent before they get too close.







Avoid rushing in at a good Nina player because you will be kicked in the face by a move dubbed "The Nicolella." This is Nina's tap up and left kick move that is EXTREMELY fast and can knock you over in a millisecond. Also, there is almost no recovery time, so you must be fast to throw if you successfully block a "Nicolella." Don't get too hasty and try to rush a good Nina player. It is best to remain on the defensive until you have an opportunity to strike.







Another one of Nina's pesky tactics that you must be aware of is her ability to chain TONS of her basic attacks together. She can link low kicks into high kicks, side kicks into punches, sweeps into uppercuts and so on. The best way to defend against this is to always keep Nina out of range. Use Front Kicks and Side Kicks to push your opponent back, then use a lunging move to stop her from advancing again. If you do happen to get caught in a flurry of linked basic attacks, be patient and concentrate on blocking. Also watch for any sneaky







The last thing we want you to know is that a good Nina player can juggle you into eternity. Study Nina's section and learn to differentiate her different types of Basic Art Links. The match can be won or lost right here. When you sense a move coming that might pop you up into the air, block it instead of trying to attack. This will, most likely, save you from being pummeled into submission.







MARSHAL LAW

Law is one of the easiest characters to play as, but he can be extremely effective ... if used correctly. With simple but damaging flip moves, even a new Tekken 2 player can cause some damage and win a few rounds. With practice, though, he can be very tricky to beat. Law has great speed and above average, damaging moves. The only problem is that his moves become predictable after a short while and that can lead to defeat. Basically, Law is a bag-o-flips with a few more moves thrown in.

RATING: #11

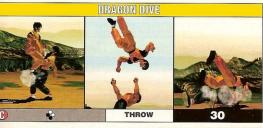


THROWS











SPECIAL ARTS



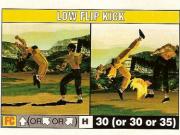


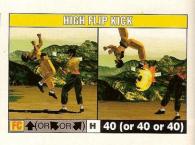


















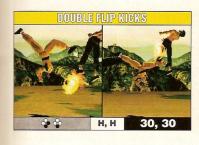


















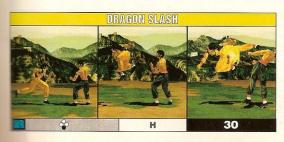




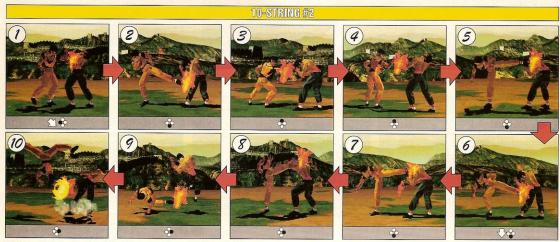




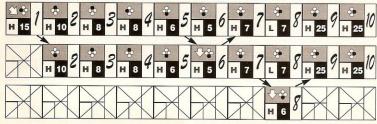








This new 10-String Combo of Law's is extremely useful. Not only does it switch between high/low attacks, but it is extremely fast starting and can wreak havoc upon an untrained Tekken 2 player. The #s 2, 6, and 9 hit all strike low and can render an opponents block in-effective, if they connect. Look to execute this 10-String when your opponent is charging at you or advancing with a slow lunging attack. Don't use this too often, or your opponent will punish you!



Since Law's main Special Arts arsenal contains mostly Flips, it would only be right for all of his 10-Strings to as well. It would be wise to only do 9 hits of his different 10-String combos because, if the last hit (Flip) is blocked, you are left WIDE open for the punishment of your opponent's choice. If you connect with the #8 hit of the 10-String pictured above, you are set for clear sailing, as your opponent can not block the remaining 2 hits. Vary your 10-String attempts and make sure to not become too predictable, as every player will soon learn this ... when they block the final Flip Kick and punish you for your incompetence!



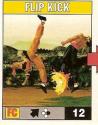






lent because of the fact that you can surprise your opponent with it, and it does huge damage. Practice using the rising Front Kick and the regular Front Kick to vary up the beginning. Use the starter to counter opponent's high and mid attacks.

This combo is a bit more difficult to execute because you don't often have an opportunity to perform the Flip Kick when fighting against to perform the FIIP NCK When righting against a good opponent. Knock your opponent to the ground with a regular uppercut, then get into the full crouch position. Once they get near you, immediately bust out with the FIIp Kick, then guidely up hade into the full ground position. then quickly go back into the full crouch position. Once you get into the crouch, you must quickly perform the standing Front Kick-Flip Kick in order to continue the combo. Then, finish with the slide.







FIGHTING AS

When using Law, you should know as many attack/Rip combinations as possible. Law can Rip out of almost any of his attacks and, if the first hit connects, most of the second hits are un-blockable. The best way to damage your opponent is to get him to block low, so you can flip him into the air for a big combo. You can accomplish this by using a lot of low punches and Dragon Fangs. Also, his slide will make opponents wary of blocking high. When you are close to your opponent, go for the arouch and kick, or punch to chip off a little health. Then, do it again, but this time immediately stand up and Rip or link one of your crouching attacks into a flip.







Another good way to maximize damage to your opponent would be to push him away, then take him down with a Dragon Slide. If you are close to your opponent, push him back with a Front Kick, then add in a Lunging Side Kick. Once you push him back a bit, go for a sold in a Lunging Side Kick. Once you push him back a bit, go for a Spinning Low Kick and, as soon as it connects, perform a Dragon Slide, if you do these moves fluidly, they will be hard to recognize and even harder to prepare for. If and when you do connect with a Dragon Slide, mmediately get off the ground and hit your opponent with a Spinning Low Kick.







Since Law is a very fast character, you can keep opponents away with his basic attacks -- when your Special Arts aren't working to your advantage. Mix up a few Front Kicks with \$\infty\$'s, and the Three Backhand Combo. Many times, after the front kick, your opponent will walk directly into the punches. Another thing to do after the Front Kick is the Low Leg Kick-Flow Kick. Since your opponent will be blocking high to yourd against your Front Kick this will leave him open for the Low Kick. Semember that you can also flip directly after the front kick, so it would be wise to randomly go into the Flip Kick from the Front Kick.







Law's most powerful fighting tactic is his juggle combos. Law's juggle combos can take of massive damage with just a small bit of effort. A good way to trick an opponent into walking into a filp is to hit him with a quick Front Kick, then go into your Double Filp Kicks. Drice you knock him into the air, finish him off with a punch, then another Flip Kick.

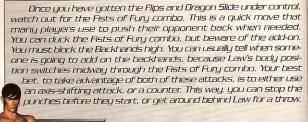


EIGHTING AGAINST

Most Law players love to flip. This works greatly to your advantage. Every blocked Flip means a chance to throw or juggle. The juggle is the best choice, since Law can sometimes slip under your throw. You need to know when Law is going to Flip. Look at the section on Law and study all the moves he can flip out of. You will notice that most of them are crouch moves. Any time Law crouches and is in close, he probably intends to jab or kick, then Flip. Whether you block the jab or not. make sure you stand up to block the flip. Even if he just gives you another low kick or jab, that is much better than a flip kick combo. Stay up, because the Flip is probably going to follow. If it doesn't, just back up a bit. Then, lunge in with a fast attack of your own.











Law's Dragon Fang is a fast takedown that you must be aware of at all times. It comes out relatively quick and can leave you little time to prepare. The most prominent feature of this attack is that Law goes into a normal crouch, but it looks a bit leaned-back and he puts one of his hands down on the ground. When you see this, immediately go into a crouch block. Once you block the attack, simply pop your opponent into the air for a juggle combo, or use your favorite throw.







If you see a Law player remaining in a crouch for an unusual amount of time, more than likely they are getting ready to use the Dragon Silde. The best thing to do in this position is to crouch low until you are sure that you are safe. Meaning: crouch until your opponent performs the Dragon Silde or stands back up. If your opponent does Silde, the only thing you can really do is hop kick or wait until your character completely blocks the attack, and then hit him with a low kick.





As far as throws go, whenever you get thrown, you are almost always likely to get out of them via \$\,\phi\$. This is because Law's Link Moves are relatively easy to perform and the most damaging of his throws. When you see yourself getting thrown, immediately press \$\,\phi\$.





The last tricky move you should be aware of is Law's Hop Kick-Flip Kick. The tell-tale sign of this attack comes when you see Law jump into the air with a little side kick. Normally, this move isn't used, since it links into a Flip Kick. If you see the hop kick come out, immediately block high.







HEIHACHI MISHIMA

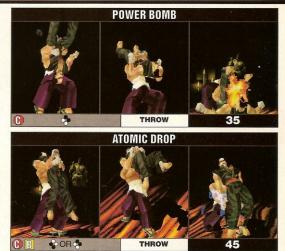
One of the most frustrating opponents in the game, Heihachi is contender for "Punk of the Year." There is nothing worse than to be winning a match, by over half energy, and have Heihachi do one simple combo, and bring you to defeat. Heihachi is an easy character to use for juggle combos, fast damage, and speed. He is also a tough character to master. If you want to spend the least amount of time playing Tekken 2, and still be a contender in matches, Heihachi is your character. However, if you happen to come across someone who knows what Heihachi can do, you better play smart. Definitely a good all-around character, Heihachi can destroy energy bars in less than seconds ... Doh!

RATING: #7

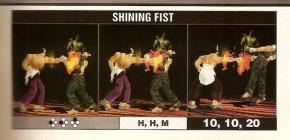


THROWS





SPECIAL ARTS

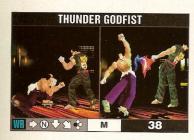






















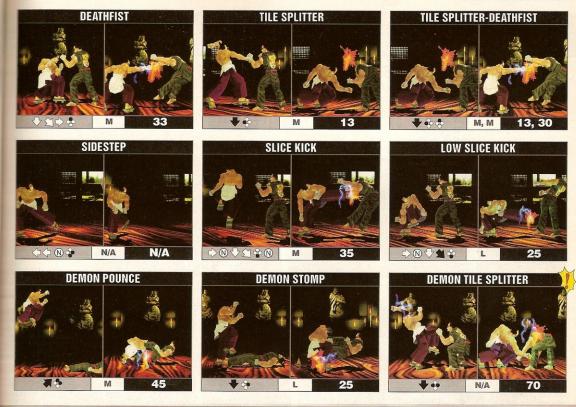








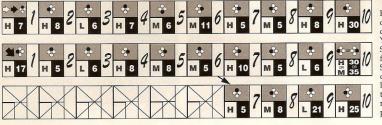




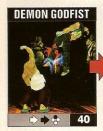
COMBOS



This is probably the coolest looking 10-String Heihachi owns. Although it does considerable damage if not guarded properly, it isn't all that tricky to defend against. The first four hits are excellent for pushing your opponent away and can also be snuck into certain juggle combos. Try using the Demon Godfist, then immediately go into the first four hits of this 10-String. Be careful of continuing it past the first four hits, as it is easy to get reversed and countered.



Heihachi has relatively easy 10-Strings. They also deliver a decent amount of damage. The only drawback is that they are easy to defend against. Your best bet is to use the first 4 hits of each 10-String as Keep Out Tactics, and also to add hits for juggle combos. If you want to finish the 10-Strings, in actual combat, and be safe from repercussions, start the 10-Strings about 3-4 character lengths away. This way, your opponent will have to block or attempt to counter with a Hop Kick or reversal. Once you get them into this pattern, simply stop after the first 5-6 hits ... and throw them.









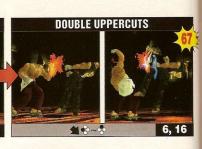
One of Heihachi's most powerful combos; this can be difficult to execute. The most important thing is getting the 1-2 Punches off immediately, after you connect with the Demon Godfist. Then, perform another Demon Godfist and finish off with a Crushing Kick.

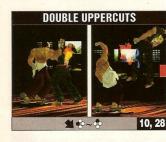
Here is an easier combo to do. Use the Wind Godfist to pop your opponent up after a missed attack. Then, finish them off with the simple Uppercut to Double Uppercut chain ... quick damage with a relatively easy combo. Practice this one for easy victories.



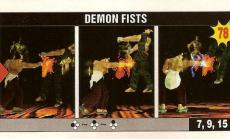












This combo is another one of Heihachi's Fmost difficult, at least for the average player. When you connect with the Double Uppercuts, you have to wait for a split second — until you attempt the Standing Punch. After that, the Devil Fists are a cinch to pull off.





The Thunder
Godfist/Hard Pounce
stalmost ridiculous,
because of it's ease
and damage. If you
sense a high attack
coming from your
opponent, quickly
execute the Thunder
Godfist, then Hard
Pounce on him ...
quick, easy, damaging
... game over.







The three key steps to defeating anybody with Heihachi:

#1 Juggle! #2 Block!

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#3 Juggle some more!

Using these tactics, you will be able to get medieval on anyone's buttocks. Truthfully, Heihachi has devastating juggle combos. If you practice your juggle combos, and know when to strike, you WILL win a lot. The main two combo starters are the Demon Godfit and the Wind Godfist. The first is definitely the fastest of the two, and should be used whenever possible. When you see a high attack attempt coming, quickly bust out with the Wind Godfist and send your opponent to the ropes. If you have a bit more time to execute a combo starter, don't be afraid to use the Demon Godfist. Either of these combo starters cause considerable damage themselves, let alone with extra hits chained on. With Heihachi, simple 4-5 hit combos can take off over 90 points of damage.







Besides the Uppercuts, Heihachi also can attack low with lightning fast speed -- by way of his Hell Sweeps.







Using some easy Keep Out Tactics to keep the opponent at bay, then Uppercutting when you have the opportunity, will get the average player by. The only problem is that Heihachi can become predictable in the hands of an average player. Keep mixing your attacks up. Another great way to inflict some damage is to use the first few hits of Heihachi's IO-String that starts with the side kick. This one will keep an opponent blocking for a bit and possibly confuse him into receiving damage. OR it will all connect and make your opponent so mad that he will want to take Tekken 2 back to the software store -- hee...hee...hee









The main thing to remember when fighting against Heihachl is that you must cause very high damage at every possible opportunity. This is because you are never too far off from receiving a high damaging juggle attack yourself. Be wary of Heihachi's juggle combo starters and stay away from them at all costs.

Regular Punch Attacks: Everyone has their fast punch combo's, but Helhach's are among the most damaging! Usually, if you happen to duck under such attacks, you could use an easy ducking left punch to knock your opponent back. If you try this on Helhach!, you better do it with immense speed! The third hit of Helhach's left punch, left punch, right punch, will nail an attacking opponent. It is, therefore, best to just wait out the attack, then immediately do a rising attack or press your throw buttons. If you block high with success, go for your fast attacks or throw. Be aware that one blocked Punch Attack from Helhachi usually means another to follow, or a juggle attempt. It is good to go for your low attacks to get Helhachi out of his Attack, and get him on the defense.







As in Tekken I, Heihachi is still the master of juggles. Due to the excessive damage that can be achieved with Heihachi's juggles, one or two juggles should end the match. Expect them at all times. This means a lot of high blocking followed by throws and fast attacks, This definitely doesn't rule out blocking low. Heihachi's Hell Sweeps also produce a 4 hit juggle for big damage!

The Gadfist is OFTEN used when Heihachi is just out of normal attack range. Due to the lunge, Heihachi should get right up in your face before his attack is unleashed. This gives you plently of time to use your best defense, a counter combo. Make sure that your counter combo starts low or mid, since Heihachi ducks down a little for his Lunge Uppercut. Also, be sure to use your fastest counter.







Heihachi owns a devastating low attack, also -- the Hell Sweeps. This attack starts low, then juggles you up and continues to mash you, for up to 4 hits. This move is often started out of normal attack range. Most of the time, your quick attacks will knock Heihachi right out of his fun, if he tries to start his Spinning Demon from close range. Since the attack usually starts out of range, the first Low Spin Kick should miss you, giving you plenty of time to start blocking or to go for a counter attack. We recommend blocking over the counter attack, because your timing must be amazing (Hit Heihachi as his leg is facing away from you for a split second) and often leads to sure hits for Heihachi. But, to block successfully, you must know that Heihachi can go into two high kicks at any time, during or after his 3 sweeps. Most players do three sweeps and then the high kicks. Keep a close eye on Heihachi's legs, and you should block well. As usual, go for the fast attack or throw after





With the Slice Kicks, Heihachi leaps forward to either do a slide attack, or a kick to the stamach. Another distance move: this attack is usually used on downed opponents as they try to get up, it is hard to tell wether the attack is going to hit high or low. If you are on the ground, press left punch to roll away if you are standing, you can often nail Heichachi with a counter combo, uppercut, or jump kick juggle (if your player has a jump kick juggle) before his froit connes out. But, if you have trouble doing a counter attack, just tap up and land with a low kick (IP-LI), If your tap up was light enough, your low kick counter should hit Hehachi





Heihachi's Double Uppercut produces two fast uppercuts and is to be used in close combat. Many times, one uppercut will be thrown out to get you to run in for an attack of your own. When you run in, the Uppercuts knock you high into the air, and can lead to big juggle damage.







The Thunder Godfist crouches under high attacks and combos, with a Hard Pounce for extreme damage. When Helinach players see you using all high attacks to keep them away, you can expect to get smacked with the big uppercut. Just vary your fast attacks, so that they hit the mid section often, thus making the Thunder Godfist an unfavorable option.





PAUL PHOENIX

In the first Tekken, Paul was a frequently chosen character -- because of his lightning fast speed and good repertoire of moves. In Tekken 2, Paul is even better than before. Paul is one of the select few characters who was given a counter move. He has also gained a multi-part throw, which is sure to finish any opponent off quickly. Paul also has an excellent new 10string, which is confusing to block against. Also great about Paul, is his low-hit/high damage juggle-combos. With just a few hits, Paul can take down an opponent's health to virtually nothing. Used correctly by a skilled Tekken 2 player, Paul is virtually undefeatable.

RATING: #1



THROWS



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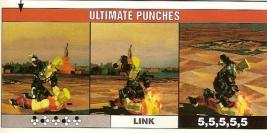


















SPECIAL ARTS







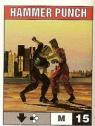






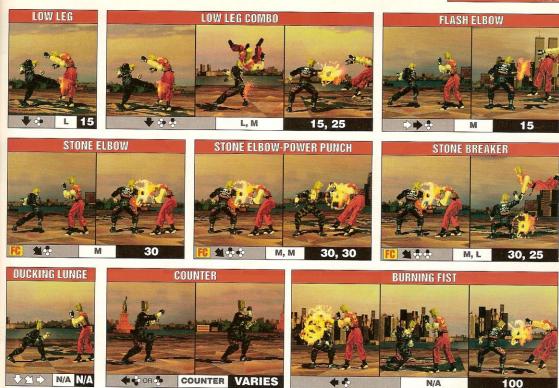








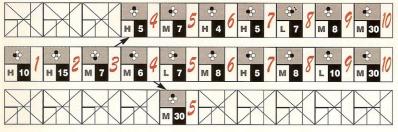




COMBOS

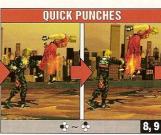


The best 10 String Combo of Paul's, this one can really confuse your opponent and make them block incorrectly. Since hit #'s 5 and 9 hit low and the rest hit high, your opponent will usually assume they are safe, until the Low Leg Sweep pops out and ruins their block. Also, once hit #8 actually connects with your opponent, the rest of the 10 String is Unblockable. Use this particular 10 String sparingly, if you want it to surprise your opponent when they least expect it!



With Paul established as our top-ranked character in the game, it would seem that he would have an exceptional number of 10-String combos or super high damaging ones, at least. This is not the case. In fact, the only place that Paul is lacking is in the 10-String area. He basically only has two 10-Strings and one 5 string that can all be blocked, with a bit of practice. The good thing is that they are very fast and can surprise opponents, if you use them randomly and only when you need them. Try not to simply use the 10-Strings to attack. When you have your opponent down to a tiny bit of energy left, explode out with a 10-String to finish him off!









With this combo starting off with a Hop Kick, it is imperative you learn at least THIS one. PPaul can counter almost any attack, with his simple Hop Kick, and that always leads to big damage opportunities for you. The best times to use this style combo would be after a missed slow recovery move, or as your opponent is lunging toward you. If you use this move as your opponent is attacking, it will score for even more damage — as the first hit will count for an actual counter strike. Study each character — that way you will learn, at the very least, the most-used slow recovery moves for every character.

The second of Paul's Hop Kick combos; this one is a bit trickier to execute. After you get the Hop Kick off, you have to make sure you are in a full crouch, before you press the LP, or you will bust-out with a Hammer Punch. Although this combo takes a bit more practice, it definitely is a crowd pleaser. With explosive force, it can sometimes make an opponent think twice before failing to block again. Either of the two different finishers are great, and both do about the same amount of damage. Since these combos also start with the Hop Kick, you will want to learn them and make them a permanent part of your arsenal.











One of Paul's most powerful combos; the Stone Breaker to Low Leg Sweep-Elbow is very useful for ridding your opponent of his health. With only four hits, this combo delivers more than 80 points of damage. Another great feature, of this combo, is that it starts off with an already confusing move ... the Stone Breaker. The best time to utilize this combo is when your opponent is attacking high. This way, you will sneak underneath his attack and take him to the floor. Set yourself up to pop this combo out by crouching first, and throwing some punches or low kicks out. Then, just go in to the combo.











Just a fun little combo; this one doesn't do all that much damage and really doesn't have that much range. It is only useful when you are very close to your opponent, and are mixing up some front kicks in with your uppercuts. This way, your opponent will walk into the uppercut, and then you can finish him right of!







The first thing you must know, in order to be successful with Paul, is the fact that he has some of the quickest moves in the game. One of the fastest and most supprising is his Death Fist. This move is great for pounding opponents who missed their attack or that are trying to get up off the ground, offensively. If you can manage to get more than 2-3 characters away from your opponent, quickly dash back and forth with small steps. This will entice your opponent to attack and you can then smash them with a Death Fist. Equally fast is the Falling Leaf combo. Use this move when you know your opponent will attempt to hit high, or if he is just standing waiting for you to do something. Both of these moves are excellent combo-finishers. They also can keep opponents from getting up, if you time them to hit as your opponent is rolling to stand up.



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Paul's 1-2 punches are among the fastest in the game and are extremely useful for keeping opponents away — as well as chipping away at their health. Use these punches for close renge fighting, and add in some push kicks when you are just out of 1-2 punch range. When your opponent tries to attack, he will get a fist or foot in the face. If your opponent has reversals, use this tactic sparingly because eventually, your opponent will catch on and devise counter tactics. If your opponent has reversals, rush in and throw your opponent, after you have used a quick 1-2 punch. Frequently, he will be caught attempting a reversal and you will get an easy throw. To try and trick your opponent, add a left kick immediately after a quick 1-2 punch. This is really the starter to both of Paul's IDstrings, but it is extremely effective for keeping your opponent away and setting







Paul's jumping right kick is a very effective counter and should be used often, since it is a combo starter. When you block an opponent's attack, that leaves him venerable for a short period of time, it is your chance to perform your jump kick combos. Since such attacks from your opponent are usually very damaging, this will cut down on your opponent's use of damaging attacks. This attack can also be used in place of throws. Since your opponent may get used to the times when you will throw, he will often try to duck your throw. As they try to duck, out comes Paul's jump kick and here comes the damage!







Paul is one tough opponent. He has great fast attacks, damaging chain attacks, great juggle damage, AND reversals! Most of Paul's attacks hit high, but the Small Sweep Combo will keep you guessing on where to block.

Paul can easily Juggle for lots of quick damage. While his general uppercut is not very good, his Jump Kick, Double Jump Kicks, and Hop Kick can all pop you up - resulting in an opponent's combo. Look for Paul to try and get these juggle starters in often. This means keeping a high guard often, but watch out for that Low Leg Sweep Combo.







Paul has excellent Keep Out moves. He has the first four hits of his ID-String Combo to mix with his regular One-Two Punches. Toss in the Front Kick and the Low Leg Sweep Combo, and you are in trouble. Trying to fight back with your own Keep Out tactics could very well mean getting reversed. Now, you REALLY have to mix up your highs and lows to keep from getting tossed ... and start the round off with more lows than highs — evade the reversall Another good tactic, for later in the round. Is to throw a high attack or two, then throw Paul when you see him op for the reversal.







When Paul gets in a crouch, your opponent is probably going to go for one of two combos. Either it will be two fast mid-section attacks, or the Stone Breaker. Both chains can be very damaging, but the Stone Breaker is the worst! The last hit of the latter will send you reeling in to the air and then you are open for the punishment of your opponent's choice. This can do between 52 and 62 points of damage, depending on whether or not the first hit got you, and if it was in a counter situation. The trick to blocking this attack is the same as the Hammer Punch Chain and veniation. Both attacks start with a fast mid-attack, then a Death Fist should quickly follow. If there is a slight pause, you know you need to block low to avoid the Stone Breaker and any subsequent embarrassment. As usual, successful blocking can meen a chance for an easy throw, juggle combo, or a fast damaging attack.







Paul's Ultimate Tackle link may do 61 pts of damage, but you can definitely avoid the attack. Always be ready to tap the rights and you are all set. As soon as Paul grabs your mid-section, you have until the camera angle changes to bust out!... just smash the rights! You do have to be fast, but a little practice and your as your and your as your as









One particularly devastating attack to look out for is the Hammer Punch, that either goes into the Death Fist or the Low-Leg Sweep/Death Fist. Both come out pretty quick, but the sweep combo comes out a little slower. So, block high after the smashing fist, unless you notice a slight pause. The slight pause means your apponent opted to use the Low Leg version. Even with practice, this can still be a tough attack to block! Be aware that the Low Leg-Death Fist Combo does not need to start with the Hammer Punch. This short version of the combo will often be used to punish you for trying to block Peul's arsenal of high attacks ... and boy does it come out fast! If your timing is excellent you can press left kick after the initial hammer punch to stop the chains, but it's best to block.





If you are also playing as Paul, you have 2 chances to get out! While Paul starts pounding on your face, Rapidly mash both punches and you will reverse the Ultimate Choke attack!

JACK-2

Of all the characters in Tekken 2, Jack is one of the two main bruisers. His basic attacks do a LOT of damage but have poor recovery time. Basically, a good Jack player can pound an opponent into the ground with sheer brute strength when playing offensively or defensively. Look for Jack-2 to utilize low hit/high damaging combo's that can decide the outcome of battles in just a matter of seconds. Jack-2 is one of the most amusing characters to play, because of his unorthodox fighting style. If you aren't a big Jack-2 fan, it's wise to play him just to learn what he is capable of. Also it's good for a change of pace, since he is unlike anyone else -- spare P-Jack.

RATING: #9



THROWS

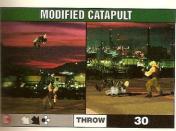




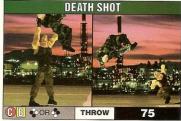












SPECIAL ARTS





















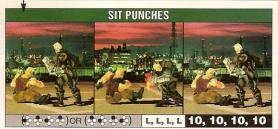


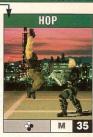


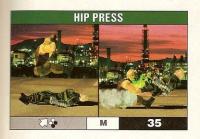




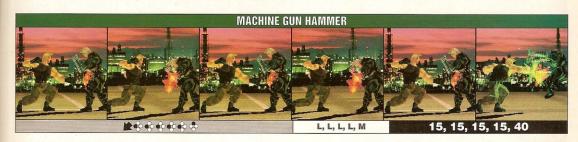
















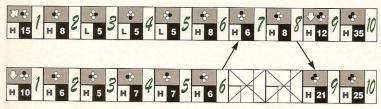




COMBOS

10-STRING #1

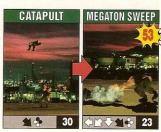
Here is a very effective 10-String, if you can safely get past the first 3 hits. The drawback of it is that, if your opponent sees you attempting this 10-String, they can easily knock you back. This can also sometimes lead to juggle combos — so watch out.



Jack-2's 10-String combo's are lacking in the area of originality and usage. Mainly, the #2 10-String is used for keeping opponents at bay. The #1 10-String is basically the same combo, but with a different beginning and ending. Both are very easy to block and shouldn't be used too often. For the surprise factor, you can attempt the #1 10-String from a distance of about 2-3 characters away. This will keep your opponent away long enough, so they don't have an opportunity to juggle you.



The Violent Uppercut is very easy to catch your opponent with. Use it during your Keep Out Tactics. Once you connect with it, wait for Jack to pull his arm all the way back, then hit RP. Once that connects, mash your opponent with the deadly Power Scissors.











Both of these combo's are excellent counter combos. When you see your opponent coming for the attack high, quickly go for the Bravo Knuckle. Once you get your opponent in the air, it's smooth sailing – as the remaining hits are very easy to execute.

When fighting as Jack-2, remember the one advantage he has over everyone else, he is all power. Now, remember his main disadvantage, he recovers from his moves very slowly. In order to become proficient with Jack-2, you must develop a defensive style strategy and make your opponent come to you. When your opponent begins to attack, get ready to defend, then counter, if your opponent attacks high, and you crouch underneath the attack, immediately go for the Hell Press, then Hard Pounce on them. This takes off HUGE damage and is very easy to execute. When you attempt this move, you must make sure you are right up next to your opponent, or else you will bounce right off of them.













As for the surprise factor, Jack-2 has a great long range move called the Megaton Sweep. This move covers a lot of distance and opponents often think they are just out of range. If you are about 3-4 character lengths away from your opponent, go right into the Megaton Sweep. Then, once it connects, lunge in and perform another one. The main problem with this move is that, if it is blocked, you are highly susceptible to juggle attacks and throws. A good way to get into position is by using the Double Hammer, Double Uppercut.







As for throws, it's best to use Jack-2's special throws — when you have a throw opportunity. Instead of the regular Gorilla Press throw, go for the easy-to-execute Piledriver or Pyramid Driver. These cannot be countered, after you have grabbed your opponent. Look for throw opportunities after slow recovery moves, and also for the surprise factor. Many times, you can lunge right into a throw ... uncontested!



The Bravo Knuckle is a high damaging move that combos nicely with Jack-2's Hard Pounce. Whenever your opponent is unleashing an excessive amount of high attacks, that start out of attack range, it is your cue to unleash the Bravo Knuckle. Jack-2 will pass safely under your opponent's attacks and rise up with extreme force. Tacking on the extra hit is the icing on the cake. The damage you cause will allow you to easily finish out the round with some simple Push Kicks, ducking punches, and/or Scissor attacks.







Jack has very fast & jabs, both crouching and standing. Also, he has good range on his rising & uppercut. Your opponent will use the jabs to keep your attacks out and the & uppercut can lead to combo's that take away over 3/4 health. This makes an experienced Jack-2 player a tough opponent. Fortunately, Jack-2's recovery time from his attacks is not so good. This allows you to make a fast attack, when he completely misses you with the jabs or uppercut. This often happens, since inexperienced players throw power-moves out like we throw out used Frampton records. So, move towards and away to entice your opponent into attempting a power move. Then, use your favorite juggle or throw to make them pau.







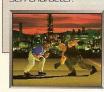
Jack-2 can end matches in seconds, if you get caught up in his Pile Driver. And that is just one of his many devastating throws! Stay at least a character's distance from Jack-2, as much as possible. This will entice Jack-2 to lunge in for the throw. Step back so that his throw misses. Now you throw Jack-2 while he is stuck







The Megaton Sweep is another power move to watch out for. This move is very damaging, and a good Jack-2 player will often run in to release another for a second hit and good damage, if the first one knocks you to the ground. It is tricky to watch for, if the Jack-2 player does a lot of ducking to rising attacks. You need to watch for his body to twist as he ducks, telling you that he is going for this powerful low attack. This is another move that is often used at long range, thus making it fairly easy to block. Just be aware that it has excellent range ... many players get smashed by it, thinking that they are just out of range. Believe us, you aren't. The good thing is, if and when you block it, you will be able to throw or juggle Jack-2 for some decent damage, depending on your chosen character.







A good Jack-2 player will use the Bravo Knuckle when you are stuck doing a move that hits high or a chain that hits high. Many times, Jack-2 can simply go under high hitting moves with this attack, and cause major damage. Easy fix. Don't use high hitting combo's, unless they are going to hit Jack-2 and force him to block, or be be hit. If you do start your moves at a distance, make sure the attack hits at least the mid-section by the second hit, so Jack-2 will be knocked out if he tries the Bravo Knuckle.







The most used Jack-2 attack is the Power Scissors Combo. This attack is extremely fast, for the first part, and can hit you high or low for the second part. Most Jack-2 players will use this move when they are out of normal attack range. When an opponent stops after the first scissor, go for the throw. If your opponent tacks on the second hit, you will be able to see if it is going high or low. Again, block and counter with the throw.















KING

With King having the most impressive arsenal of throws in the game, it's no wonder he is the 4th rated character. The only thing he is lacking is a decent uppercut, but he has other attacks that make up for it. Fast and powerful, King also has an impressive collection of juggle combos. King is mainly played as an aggressive player, always on the attack. Definitely a Tekken 2 superpower, a well trained King player is deadly and virtually unbeatable.

RATING:#4



THROWS































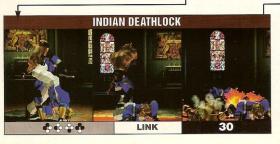






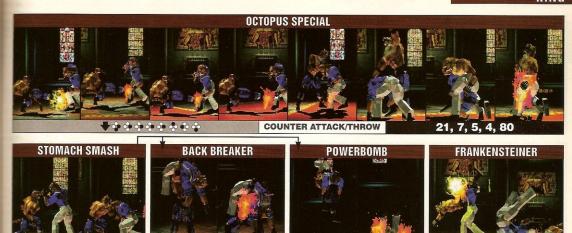








H-THROW 20, 45



SPECIAL ARTS

* THROW





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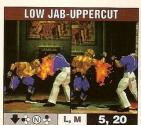
















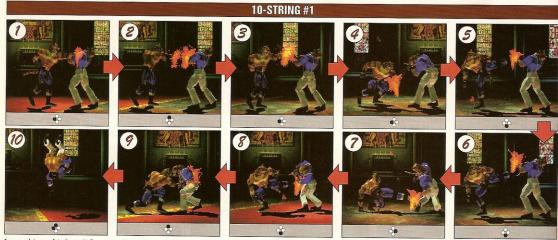




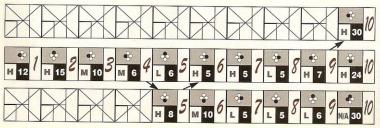




COMBOS



Learn this ten hit first. When people aren't too familiar with King, the jump kick (hit 6) throws them off guard. Your opponent will, most likely, block the 8th hit, since he will see King kicking low, but the 9th hit should really fool your opponent! King stands up, making your opponent want to stand up and block, but the hit must be blocked low! Once this hit connects, the throw is impossible to block. The ending throw is intimidating and should insure you an easy victory.



The first four hits of all these ten hit chains are excellent in normal fighting. Not only do they help keep an opponent out, but they cause big damage. Use the first four hits to tenderize the opponent. Next, use the low jab-uppercut to fake a change in play strategy. Then, go into one of King's full ten hits. Even if your opponent blocks a lot of the hits, your opponent will probably lose the match. If your opponent is still alive, go for the Ali Kick-Middle Smash. He will probably not be expecting the leg attack by now. Final Note: avoid King's old ten hit as it is too well known. Only throw it in after using the others extensively.

As far as juggle combos go, King cannot start them in the usual poercut fashion. Instead, you must either use a Smash Uppercut as or opponent is attacking or crouch and use the Dynamite Uppercut from the crouch. You can also get an opponent into the air by using orgs basic Hop Kick. Dur particular preference is the Hop Kick method. Then in close to an opponent, throw a couple of high punches, then mediately jump forward with a Hop Kick. Your opponent will, most like, walk right into the Hop Kick, giving you a chance to heavily damage them with a good juggle. Once your opponent is in the air, perform wo quick sets of I-Z punches then go into an Ali Kick. This is just a basic example of a King juggle combo and many more can be performed.







As for linking throws, this is where King separates himself from the majority of the pack. King can link-throw an opponent into defeat, once you have the button presses memorized. Practice the huge Romero Special and the 5-String throw combo on the computer, until you are sure you can do it in the heat of battle. Remember to vary up your Links, so your opponent doesn't catch on and start to counter you. Another great thing about King is he can Link Throw off of simple attacks. The Jaguar Driver and Stun Punch Links are very easy to start and just as easy to finish. When you have a throw opportunity, go for the Jaguar Driver instead of the regular Suplex or Coconut Crush. If you are sure you are quick enough. The damage inflicted on your opponent will definitely be worth it.



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Obviously. King's biggest strength is his throws. Having nearly 4 times as many throws as the average Tekken 2 character, it makes it almost impossible for your opponent to know what to look for. King's best non-linking throws are his Tambstone Piledriver and his Giant Swing. These take off a considerable amount of damage and can end a match quickly. The only drawback of these two throws is that the motions to perform them are a bit tricky. The best time to use them is when your opponent has just missed a slow recovery move. The surprise throw is also a good time to use them. Example: when you and your opponent are standing relatively close and neither is attacking with big power moves, rush in for the throw. Use this tactic ONLY when you have perfected the motions for the throw and can successfully perform them about 95% of the time.







To keep your opponent away while setting yourself up for a surprise throw, use the Low Jab-Uppercut.

method for some fast punches. Then, throw in a Front
Kick and add in either a Convict Kick or a Hop Kick
after the Front Kick. When done correctly, the MixUp Punches, combined with random Hop Kicks and
Front Kicks, can frustrate an opponent into doing
something stupid. You can also stun a blocking opponent with his Elbow (DF+LP) and then go into your
Mix Up Punches, Your opponent can block the punchs, but that's about all he can do. If you want to take
off serious damage, go for the Unblockable Elbow, as
soon as the Elbow connects. The only way your opponent can safely get out of this is to crouch down.
If they do crouch down, start using hop kicks to
get an easy juggle.







If you REALLY want to frustrate your opponent, try using an Ali Kick/Uppercut to hit your opponent as they try to get off the ground -- after you have knocked them down. If they attempt to get up as you perform this move, it will hit them twice and you can do it again and again. It is easy to defend against but most players don't know how.









Since King's major darnage dealing attacks are his throws, it's critical that you learn how to get out of them. We have found that an average King player doesn't usually go for the big Link-Throws, so that leaves you to contend with his basic throws. When you leave yourself open against a King player, you will normally get thrown with the Suplex or Coconut Crush. These are easily countered by 🍖 for the Suplex and 🔹 for the Coconut Crush. Most of the time, it is the Suplex that is used. If however, you are playing against a skilled King player, you MUST be aware of all King's Multi Part Link Throws. These throws can take off MASSIVE damage, if you don't escape from them immediately, Study the throw section on King and learn what buttons you must press in order to live through a Link Throw attack.







King has some fast punch combo's to keep you out and get your guard up. A good opponent will mix these up with an Elbow Smash of that will sturn you when you block it! You do have time to recover before receiving a "follow up" hit, but you need to pay close attention. If King does the typical Convict Kick, you can just keep blocking high. Many times, a King player will go for an Unblockable Elbow, Hop Kick, Convict Kick, or a Throw. If King goes for the unblockable or throw, duck and counter. If King goes for the Hop Kick or Convict Kick, you want to block high and then counter with a fast attack, throw, or juggle starter.







King's Uppercut starts from the crouch position. This is good because you don't have to watch out for the traditional Uppercut. If you see an opponent crouch, be aware that the uppercut can popout at any time. Here, it is wise to either back away or, for the brave players, try to juggle King, as he can't block your Uppercut or Hop Kick if he is ducking. Something to remember though: if you attack while King is crouching, he can choose to go for the Ali Kicks. Since you would be attacking, the Ali Kicks will count as a counter and you will be in position to receive an Octopus Hold. You DDNT want to get stuck in the Octopus Hold! Just block low for the fourth hit and you can avoid this devastating attack.







The best way to keep King from attacking you is to use some fast Front Kicks and Punches. This will keep your opponent blocking and unable to do much of anything, if you get your basic moves off. You can also stop a lot of King attacks with a Side Kick. This will take off a bit more damage than usual, because you will be hitting your opponent as they try to attack you. If you happen to be using a character with either a reversal or an axis shift, you are in semi-decent shape against King, because his power moves come out a bit slow. Usually, you can predict a slow move and set yourself up to damage King before he finishes his attack. This is definitely the best way to take a good King player down, and increase your chances of victory in the process. Just watch out for those throws!









MICHELLE CHANGE

To be successful with Michelle, you must learn all of her different variations of move combinations. Since Michelle isn't all that powerful, you have to win by confusing your opponent. When you have all of the move combinations down, you are halfway there. The second thing you need to know about the move combinations is when and where to use them. Michelle has tons of move variations as well as a great ability to juggle. A good Michelle player can keep opponents airborne for days. Michelle is mainly an offensive character as she lacks any real defensive moves.



RATING: #13

THROWS



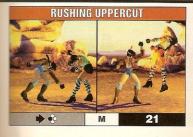




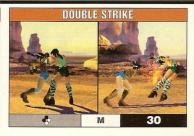




SPECIAL ARTS









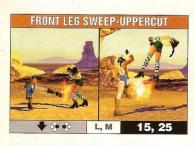






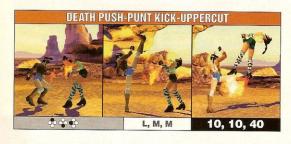


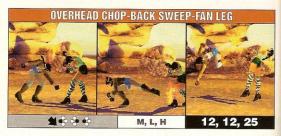






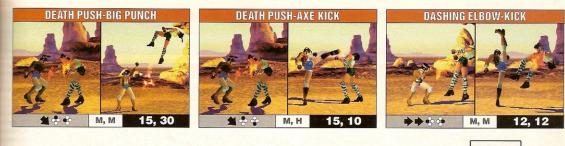


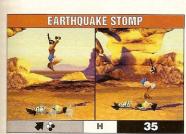


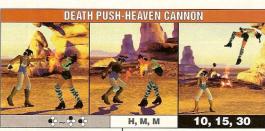


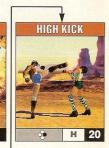


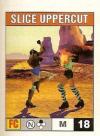






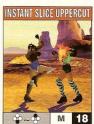


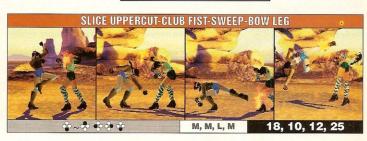


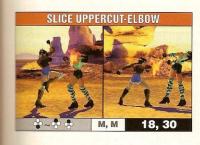


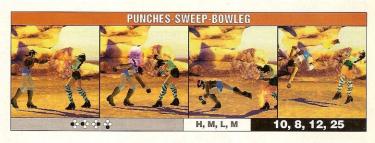
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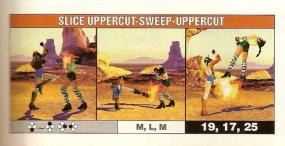
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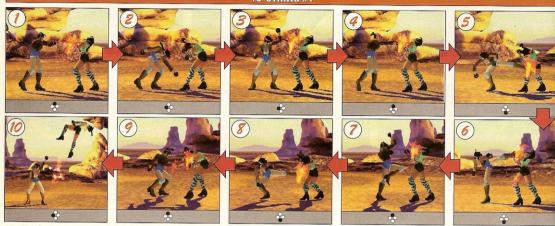




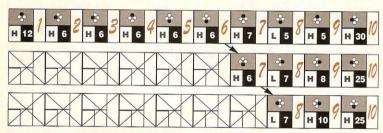




10-STRING #1



All of Michelle's 10-Strings start off the same, which is not a real great thing. Since a well trained Tekken 2 player can spot Michelle's 10-Strings as they start, he can shut the 10-String down faster than it started. This 10-String, however, is your best chance to damage your opponent, with a 10-String, if you can get past the first 4 hits. Once the 5+ hits start, the 10-String can confuse your opponent and leave himopen to receive damage and defeat.



As stated before, Michelle's 10-Strings all start off in the exact same manner. It is hard to damage a decent Tekken 2 player with Michelle's 10-Strings, and you are probably better off to not even attempt it. Many times we have seen a Michelle player get destroyed because of a futile 10-String attempt. It's best to start the 10-String from a distance. That way, you will already be past the first 4 hits when they start to connect with your opponent. Look for openings when your opponent is an unusually far distance from you. This is your opportunity to actually score with a 10-String!



This combo is one of the most useful Michelle combos around. It starts off very easy and it doesn't give your opponent much time to block. Go directly into the Dashing Left Punch, after you have blocked a slow recovery move, or just for the surprise factor.









This combo is only useful when you have Ctime to charge up for the Heaven Cannon. Once the Cannon connects, quickly execute the Dashing Punch, then the Elbow. After they both connect, walk in just a bit and immediately go for the Death Push-Pop Kick-Uppercut.











Michelle's best move happens to be a throw. Her Nelson Suplex is relatively simple to execute and has great damage. Practice this throw until you can get it about 95% of the time. Your opponent will almost always give you an opportunity or two during a match for you to use this throw, so learn to identify when and where you can use it. The best time is as soon as your opponent attacks high, with a slow recovery move. When you see your opponent stuck in their recovery animation, immediately lunge in for the Suplex.







Another one of Michelle's handy moves is her Back Leg Sweep to Penetrating Bow Leg Combo. If you crouch down and your opponent advances toward you, you can perform this attack to knock him to the ground. This move is especially potent if your opponent is attacking as the Penetrating Back Sweep connects. Your opponent will be unable to block the second hit. This will then knock him to the ground, and give you an opportunity to use your hard pounce for 60+ points of damage!



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A great trick we like to use is the 5o Behind Punch to low punch to Blue Sky Cannon tactic. Since your opponent can duck the Serman Suplex from behind, if you connect with the 6o Behind Punch you need to be able to use the 5o Behind to your advantage. The best way to do this is to perform a quick ducking punch as soon as you get behind your opponent. Then, he will still be facing the opposite direction and you can connect with a pounding Big Boot to knock him to the ground. Once he gets on the ground, you can chip off a bit more life with a Front Leg Sweep.







Overall, Michelle ranks about average in terms of wir/loss ratio among equally skilled players. She has decent speed but not much power. Her best power move is definitely her Heaven Cannon. When used correctly, you can launch an opponent into the air and not let him up until you have damaged him for IDD+ points. Try experimenting with combos by starting off with the Heaven Cannon, then adding in some of Michelle's Lunging Bloows or Low Kick/High Kick combinations. Once you get her awesome juggling ability down to an art, you will make a formidable opponent against almost anyone. Just watch out for those pesky counters and sidestens



Fortunately, all of Michelle's chain moves are easy to block — if you watch her closely. What you do need to watch out for is her juggle combos. Michelle can juggle you with a rushing uppercut, a Front Leg Sweep to Uppercut, Hop Kick, and with her Catapuit Combo. Almost all of Michelle's juggle combos inflict massive damage but are very difficult to perform. Look for good Michelle players to use the crazy damaging combos. This means that you shouldn't attempt to attack with too many risky moves that have slow recovery times. If you do, you will find yourself flying through the air and receiving big damage all the while.







Michelle's Lunging Elbow is extremely fast and any Michelle opponent should be ready to react. It has decent range and can be used to knock an opponent down in an instant. Be ready to block it often and, when you do, immediately go for a throw. Many Michelle players also use the elbow to keep their opponent away. Most of the time, you can stop the elbows cold with a regular Front Kick 🖒 .

The Dashing Punch is used in almost the same way. The major difference is that Michelle doesn't have to do the "Tell Tale" walk in to start the Dashing Punch. The Best defense is to not let Michelle in too close. Try keeping her away from you with regular low kicks and low punches. When she gets too close, go for the throw.







Michelle's Rushing Uppercut is an excellent combo starter. Fortunately, it really isn't that fast and comes out like a slow version of the elbow lunge. You should be used to blocking high for these, and simply capitalize with a throw after the block. Good Michelle players will try to save this move until you are walking in, or when you miss an attack that leaves you open.







Many of Michelle's moves start off from a crouching stance. The most effective thing you can do to stop her from executing her moves is to pop her up into the air with a regular uppercut, or a hop kick. This will set you up to juggle her and lead to immense damage, if you have practiced your juggles. The only thing about her crouching moves that must be remembered is that they come out VERY fast, once she gets into the crouch. If you are too far to get close to her after she has gotten into a crouch, back away and trick your opponent into attacking. A good way to fake is to crouch down quickly, then stand back up. Also, you can do a simple 🔖, then go back into your block. Many times, your opponent will think you are open for attack and attempt to get you. Then, after you easily block his futile attack, take him out with a combo or a quick throw.



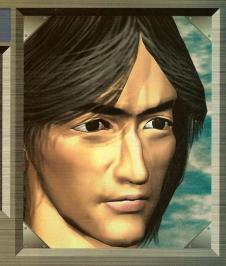




LEI WU LONG

Lei is definitely one of the most deceiving characters in the game. With his Rushing Punches variations and his Turn-Around attacks, Lei can seem almost impossible to block at times. Lei is a quick character but lacks the "big damage" factor of some of the other characters.. With a bit of practice, a Lei player can beat almost any average Tekken 2 player. Lei's advantage is his arsenal of deceiving moves. But against experienced players, they can become far to predictable and lead to a very tough match for Lei.

RATING: #10



THROWS

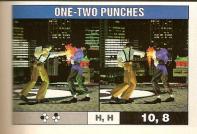




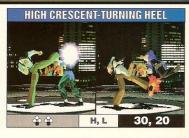




SPECIAL ARTS

















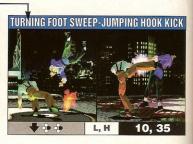








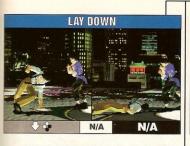


















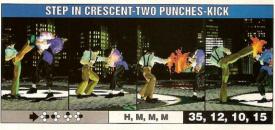


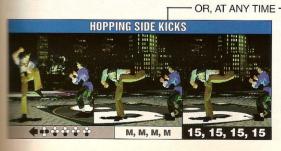


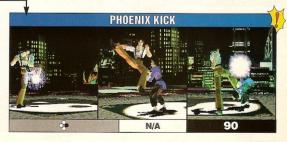








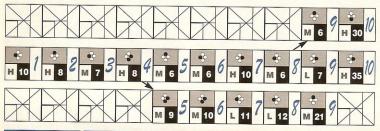




10-STRING #2



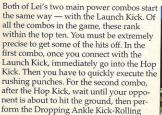
Of all Ler's 10-Strings, this is our choice for most confusing. This particular 10-String can give an opponent a bit of trouble, but not really as mush as one would think. Only 2 hits actually strike low, which means your opponent will not have a difficult time blocking it, if they have been practicing. Just make sure you use the first three hits in your normal fighting tactics. Then, your opponent will not be ready for the 4th and up hits that will follow, when you decide to finish it.



Lei has a few good 10-Strings but, on the whole, they aren't all that great. They can all be blocked with ease and really shouldn't be used against a skilled Tekken 2 player. The one pictured above may cause more problems, but nothing so harsh as to lose sleep over. It's best to use Lei's first three hits as normal fighting tactics — using them to push your opponent away. This way, when you decide to do a few more hits, your opponent won't expect it and may suffer some minor damage in the process. Lei's 9-String variation can be somewhat effective, though. Practice and decide what you like the best!











HOP KICK







DROPPING ANKLE KICK-ROLLING KICK







Let is a very easy character to win with, if you get all of his Sweep/Rick variations down. With a bit of practice, you can destroy almost any average Tekken 2 player, but you will have to work EXTRA hard to beat a veteran. The best way to start damaging your opponent is to get him in the air for juggle combos. Use Lei's Launch Kick or Hop Kick to start the juggle combo, and then throw in some Rushing Puniches to finish off your opponent. The best time to Hop Kick your opponent is when he is charging at you. A good time to use the Launch Kick is when your opponent is attempting a slowrecovery move. When you see either of these opportunities, take advantage and punish your opponent for making such a futile attempti







The Rushing Punches, by themselves, are also a great way to damage your opponent. When you see your opponent advancing, immediately start the Rushing Punches and finish up with either a high kick or a low kick -- either the high kick finish or the low kick finish will consistently work well. This way, your opponent will get used to blocking high, then you can surprise him at your leisure -- with the opposite finish.







Study the section on lying down moves. Learn and remember all of the attacks you can do while on the ground, and all the ways to get on the ground. Once you know all the different ways to get on the ground, you can perform an attack, lie down, and perform yet another attack to keep your opponent on his toes. One of the best moves for coming off of the ground is the Turning Foot Sweep-Jumping Hook Kick. Practice lying down, rolling toward your opponent, then immediately going into the Foot Sweep-Jumping Hook Kick. When your opponent gets used to this, you can roll and hit with the side kick.







Lei's Jumping Bird throw is a very effective move for damaging your opponent. When you have an opportunity to throw, use the Jumping Bird. Once you connect with it, immediately charge your opponent and finish off with a slide or jumping kick. Most average opponents won't know how to avoid the slide. Veteran players, however, will know and you can trick them up by running in, then, at the last second, execute a Phoenix Kick. This is effective, since veteran players jump into the air to avoid the slide or jump kick.





The last thing you should know is how to effectively use Lei's Guard Melting Punches. Set your opponent into a block, then immediately go into the Guard Melting Punches, If your opponent blocks all of them successfully, Lei's back will be facing your opponent. Immediately go into the Backhand Sweeps to surprise your opponent and score 5+ hits.



Lei's Sweep to High kick combo is often used and also very deadly. Whenever Lei ducks down and looks like he is doing a move, block low and then high and you should avoid this attack. If Lei plops down on the ground, don't go near him, unless you have to. If he rolls toward you, just block low. The high attack you may absorb is not nearly as damaging. Now that you know to guard for this attack, go for the throw, juggle or fast attack after blocking it. Another great way to stop the Sweep/High Kick combo is a well timed Hop Kick. As soon as Lei starts the Sweep, immediately go into the Hop Kick. This will shut the Sweep right down.







Lei has decent juggle attacks. They aren't very damaging but they are extremely fast and surprising. The two most common ways they are started are by using the Launch Kick and the basic Hop Kick — both knock you into the air and leave you open for some quick damage. Fortunately, most of Lei's combo's don't take off a large amount of damage. When you see your opponent lie down, it is best to back away or jump back and let Lei come to you. Lei is very deceiving and can take you down in an instant. When in close, Use Front Kicks to keep Lei from lying down and, when you block the Hop Kick. Immediately go in for the throw or a juggle.







The normal Rushing Punch combo is used just as much as the Sweep combo, because it does good damage and is hard to guard against. If Lei starts rushing at you with the 4 punches, you pretty much have to guess whether or not he is going to end the attack with a low kick or high kick. Both will knock you down. The best way to defend against this attack is to shut it down before it gets close. When your opponent begins to rush, knock him up into the air with a Hop Kick. You can also try to use an axis shift, if your chosen character has one. This will put you on Lei's side, and possibly get you in position for a behind throw.







When Lei has his back to you, be VERY careful. He can immediately go into the Backhand Sweeps and score many consecutive hits. As son as you see Lei tum around, block low and walt for the attack. Almost always, it will be the Backhand Sweeps. If you learn what the different Kicks and Sweeps look like when they are performed, you should have no problem blocking them when the situation arises. The best thing to do, after you block a Backhand Sweep, is to Hop Kick Lei into the air for a quick juggle combo. If your opponent attempts a Sweep to High Kick, and you block successfully, immediately throw.







Lei's Dropping Kick/Rolling Kicks cause many a player to be tossed in the air. The first part hits low, so opponents expect the last part to hit low as well, but it actually catapults you into the air. And, if the attack misses you all together, most people run in to kick the downed Lei. Lei can hit you low as you run in, and usually does. If Lei uses this attack, be sure to block high for that last hit and then back up.







Lei's High Crescent Kick/Turning Heel Sweep can also be very tricky — this is because it is very fast. When you see your opponent attempt a High Crescent, immediately block high then low or, if you are brave, you can attempt to Uppercut your opponent into the air for a juggle, as Lei begins his Crescent Kick chain. If Leis first hit misses you, stay back so the second hit will miss as well. Now, run in for a throw or juggle.







WANG JINREII

Wang is definitely a decent character, as he combines huge attack power with lightning fast speed. The only drawback to Wang is that he has limited moves and can be figured out relatively quick. Wang also has a reversal move which can frustrate opponents who attack too much. Wang's best feature is his ability to juggle for more than 100 points of damage with simple combos. He is one character that can cause problems for almost any opponent and end matches faster than they started...

RATING: #13

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THROWS



SPECIAL ARTS

































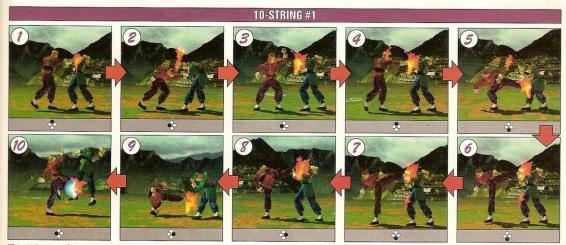








COMBOS



This 10-String is the exact same 10-String that both Michelle and Wang had in the original Tekken. It is very easy to defend against and it leaves you wide open for juggle combos and throws at numerous places. It is wise to only use the first 4 hits to push yourself away. Don't be afraid to throw out a Front Kick then immediately follow it with the first 4 hits of the 10-String.



As stated above, this 10-String is useless against good Tekken 2 players, if you attempt the whole thing. It's best to only use the first 3-4 hits to get yourself away from your opponent. Also, make sure to use it sparingly, or you will get reversed.







Starting combos off with the Heaven Cannon is relatively difficult. It's best to try to strike with the Heaven Cannon as your opponent is getting up off the ground. That way, they won't have anything to do but try to counter. Since they will be getting up off the ground, their moves won't come out.





FIGHTING AS

When fighting as Wang, you have two options. The first is to be completely offensive, never letting up on the attack and chipping away at your opponent's health. The second it to remain solely on the defensive. Wang has two different types of reversals which can lead to much frustration for your opponent.

To play the offensive style, quickly switch up between low punches and Big Boots, as well as turn around punches. If your opponent comes out of their black at any time, they are susceptible to getting turned around and getting combod. If you get the turn around punch to connect, immediately perform a crouching punch. This will stop your opponent from turning around. Now, you can pop knock them over with a quick Big Boot Kick. If you aren't going for the Turn Around, you can also go for the Heaven Cannon Combo. This is also effective for adding-in after high punches and Blue Sky Cannon, while facing your opponent.

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If you want to simply play the defensive style, block every oncoming attack if possible. Wait for high attacks and immediately go for the reversal. If can also use the Whirwind Throw, if your opponent is simply standing in one place. This won't hit them unless they attempt a move as you are coming in for the reversal, usually it entices them to press a button to attack.







The best thing about Wang's arsenal is his Heaven Cannon. This takes off a bunch of damage in itself but can also have moves chained onto the end of it for excessive amounts of damage. A skilled Tekken 2 player can juggle opponents for almost full damage. That's near I40 points!! Look for opportunities to use this juggle starter when you are about 2 character lengths away. You can also use it when your opponent misses one of their unblockables.







Other good juggle starters are Front Leg Sweep-Dash Uppercut, Back Leg Sweep, and Slice Uppercut-Catapult Combo. The first is the Low Kick to Uppercut chain. Once this connects you have a multitude of juggles to chose from. Try executing the Front Leg Sweep-High Kick a few times to get your opponent used to blocking low after the Front Leg Sweep. Now go for the Front Leg Sweep-Uppercut and you should connect. Another good tactic is to get into the crouch position and vary between the Slice Uppercut-Catapult combo (juggle starter) and Back Leg Sweep-Bow Leg Kicks/Earthquake Stomp combo. Since one starts high and the other starts low, your bound to get a combo in! you can add his Lunging Double Fist for the



The last thing you need to know is the Waning Moon. This special throw turns your opponent around and leaves them open for almost any attack. An easy way to cause large damage is simply go into the 10-String after the throw connects. Your opponent will be taking all the hits in the back and will be unable to defend.



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FIGHTING AGAINST

Wang's arsenal is powerful yet lacks the variety of Michelle's. His moves can be easily blocked and he is then left open to be smacked. This means that Wang's best work is done as counter attacks. If you make sure to always hit Wang, not start moves out of hit range, the match will be in your favor — since he will not be able to counter attack well. Be sure to vary your highs and lows, to keep from getting reversed. Keep in mind that you MUST block well against an experienced WANG'S attacks because, if you are knocked into the air by one of his juggle starters, you will be defeated quickly.







Wang's Front Leg Sweeps-Uppercut is a deadly juggle starter and should not be taken lightly. Michelle has this attack also, but Wang's Lunging Double Fist allows for an extra heavy dose of damage at the end of the combo. The uppercut is VERY easily blocked. When you see Wang do the Front Leg Sweep, which is a very distinct move, just know that the next hit is to be blocked high. If you get kicked in the shin by blocking high, while the second hit hits low, it is far better than the near-death combo that could have follower!







The Mid Punch-Heaven Cannon attack punches you in the stomach and then sends you flying, a hard pounce combos nicely for at least 60 points of damage. Fortunately, the first hit has to connect or no combo. The range on this attack is really poor, so it is often used against players that are using in-close Keep Out Tactics. This doesn't mean that you shouldn't use your fast one two punch combos; just avoid stringing into a 5 hit and DON'T start from out-of-hit range. Starting out-of-hit range is sure to lead you right into the combo. Like we said, Wang is counting on defense, or your lack of block knowledge. Look for Wang to try this attack often.







Wang's Waning Moon can lead into almost complete defeat, even if you have full energy. This is the most damaging scenario Wang can create, as well as easy. Normally, a combo that does about 112 pts of damage would need to start with an unblockable attack that is easu to dodge. Wang can cause that kind of damage by performing this throw after blocking your attacks, and making it combo. While your character is staggering up off the ground, where you have no control, your opponent can decide any style of attack. The most used attack is actually his 10-String. Since you will be turned around, you will not be able to block. Your best defense is to crouch and punch. Many times, you will be able to get around quickly enough. If not, you will be able to half-way through the 10-







The Whirlwind throw is not often used but its strange nature should be explained. A normal reversal catches all high attacks that are thrown from the opponent. This Special Reversal will reverse even low attacks, but not the way a normal reversal does. A normal reversal actually catches the arm or leg and uses its force against the opponent. This move catches the opponents BODY and tosses the opponent. This means that Wang needs to actually hit your character's body at nearly the same time your move is coming out, or while the move is retracting. We say NEARLY the same time because, unless your attack is slow, you are going to hit Wang before he gets in close enough to toss you. For instance, if you were in the middle of an unblockable, the Special Reversal would toss you since the move has not yet hit Wang. Or, if you throw a Roundhouse that misses, Wang can grab your body while the foot is retracting. This is because you are still in a move when Wang hits your body. Note that, since it is in fact a reversal attack, it will not affect you if you are simply standing there ... no blocking needed.







KUNIMITSUI

In the first Tekken, Kunimitsu was thought to be one of the worst characters in the game. In Tekken 2, it still seems as if Kunimitsu is not getting the respect she deserves. Kunimitsu now has three Unblockable moves, as well as her very own 10-String Combo. A good Tekken 2 player can recognize Kunimitsu's assets and use them to their advantage. Kunimitsu's most valuable attacks are definitely her Unblockables. They chip away at opponents health and are always good for finishing off combos.



RATING: #12

THROWS





SPECIAL ARTS

















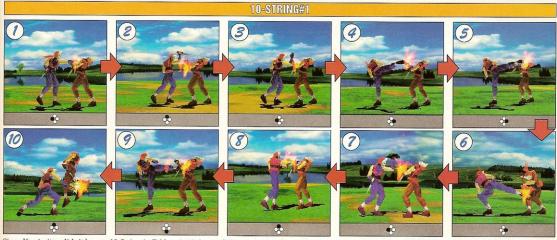




10



COMBOS



Since Kunimitsu didn't have a 10-String in Tekken 1, it's keen of Namco to bless her with one this time around. As with Yoshimitsu's main 10-Strings, they are very easily blocked. Try not to go past the first 3 hits or you will be forcefully countered. Look for openings to use the first 3 hits to push your opponent away.



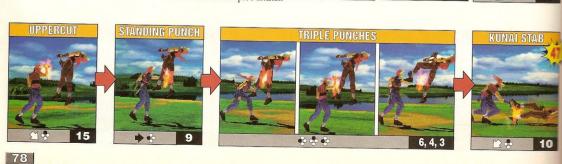
Kunimitsu finally gains a 10-Sting. The drawback is that it starts the same way as a few of Yoshimitsu's easily countered 10-Strings...











FIGHTING AS

Throughout our experience with Kunimitsu, we have found it best to use her as mainly an offensive character. This means we have our greatest success when we don't just sit back and try to counter everyone of our opponents moves. The best way to maintain a good offense is to constantly switch up throwing uppercuts and fast jabs at your opponent. This tactic not only keeps your opponent blocking, it also gives you a chance to think of what you want to do next. Now that your opponent is blocking, the best thing for you to do is to inflict some damage (you do want to win dan't you?). Once you've got your opponent in the blocking cycle, it's best to quickly execute a Stone Fist or two, then quickly go in to two Spinning Low Kicks. As soon as you start the Crouching Kicks, prepare to hit your opponent with a surprise Pop-Up Kick. Secondly, if you AREN'T playing a good opponent, then you will simply smack them around with all of Kunimitsu's Stone Fists and Spinning Low Kicks.







Next you want to try to lure your opponents to walk in to your attacks. Like Yoshimitsu, Kunimitsu has a great 'built in move' for what we are trying to do here. If you go in to Practice Mode and try out the Zig-Zag, you will see what I mean. First of all, Kunimitsu delivers a powerful roundhouse kick, then out of nowhere comes a second Side Kick! Mix up your kicks by first throwing some single kicks with right kick, then some single kicks with left kick. Then when you think you have a good idea when your opponent will advance in at you, execute the Zig-Zag. Your opponent will (more than 65% of the time) walk right into that second Side Kick! This is a great tactic because even if the kicks are blocked, you are safe from receiving damage.







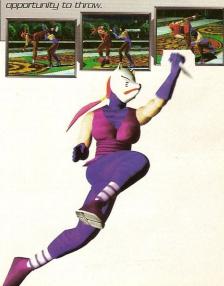
Slightly good opponents will have their 10 hits down and think that is all they need to win. They will often start them up whenever they can... even when they are far away from you! So jump away from them and use the opportunity to use Kunimitsu's Kunai Stab. If you are fast enough and have the Kunai Stab timed correctly, you will knock your opponent right out of their 10-String. The Kunai Stab is also great for chipping away at your opponents health. Since it is unblockable, you can mix it in with your Keep Out Tactics with little threat of being countered. Just don't use it too often or your opponent will devise a plan off attack to get around the Kunai Stab.







A word on fighting opponents with reversals or very good players. Use Kunimitsu's 10 hits sparingly, However, most opponents aren't aware of how Kunimitsu's 10-String looks so you can get away with using it a bit more often than Yoshimitsu's. Mix it it with your Keep Out Tactics by first attacking with an Uppercut, then a Front Kick. When they push your opponent away, you can immediately start the first few hits of Kunimitsu's 10-String. This will keep your opponent blocking, and leave you with an opponent blocking, and leave you with an opponent upone them.



FIGHTING AGAINST

The worst thing about fighting against Kunimitsu is her Kunai Stab. This pesky move is fast AND unblockable. The good news is that it only takes off 15 points of damage. The Kunai Stab is often used out of nowhere so be very aware that it exists. Many times your opponent will be standing a character length or two away from you and pop out the Slash really fast. The best thing to do in this situation is to hop straight up and kick as you are about to land. A less risky plan is to just jump away from Kunimitsu. Another good way to get out of damage is to strike first. Since the Slash is very fast, you need to have your reaction time down to near nothing. Lastly, you can quickly execute a Hop Kick or a Front Kick when you expect your opponent to use the stab, which will keep you safe.







The Knee Bash is often used in place of where the Kunai Stab would be used since it can lead to a quick combo. It also has a bit more range than the Slash but is blockable. The Knee Bash comes out SUPER fast and really needs to be anticipated if it is going to be blocked. The Tekken 2 pros use this move when you least expect it. If you are close to an opponent and Kunimitsu's Keep-Dut Tactics are pushing you away, look out for the Knee Bash. It will be coming any second... If you play against someone who leams the power of the knee, make sure you know the distance Kunimitsu covers when she does the Knee. Also, if and when you successfully block a Knee, immediately go into a juggle combo or a special throw. This will slow your opponents Knee Bash attempts down.







The second worst attack that Kunimitsu owns is her basic Uppercut. It covers more distance than any other Tekken 2 character, like Yoshimitsu. This tiny little basic attack can turn a match around faster than you can say "The Freshmaker". If you are fighting against Kunimitsu. be VERY VERY VERY aware of this particular attack. It starts juggle combos with lighting speed and makes Kunimitsu lunge forward at the same time. Your best bet to avoid this would be to reverse the Uppercut. Unfortunately not every character has a reversal. The next best thing to do is to Front Kick your opponent or Uppercut them with your own Uppercut. Again, we can't stress how important it is to know the signs of an on-coming Uppercut. Practice using Kunimitsu If Just to learn how the Uppercut is used.







Another Kunimitsu attack to watch out for is her Zig-Zag Kicks. This is a simple Roundhouse Kick followed by a Side Kick. The problem is it is very deceiving. Make sure you know what it looks like and be ready to block then throw after a missed attempt. Also an attack that looks like the Zig-Zag is Kunimitsu's 3 Roundhouse Kicks. The good thing about this is the are super easy to counter. Simply duck and throw. When you see the Roundhouses begin to come out, just crouch. You will be safe from attack and then you can either throw or pop your opponent up with Rising Uppercut.







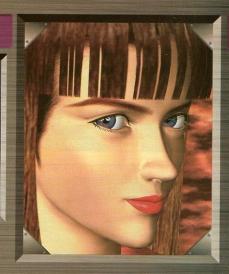
The last major thing you must be aware of is Kunimitsu's Spinning Low Kicks. Kunimitsu can go into these kicks from the Stone Fists or without them. The bad news is that when you are knocked down, they can hit you over and over again and wrack up tons of damage. The best way to stop this is of course to not get knocked down. The second best way is to stand directly up from a knockdown and block crouching as soon as you get up. This will keep you safe most of the time. Be also aware that a Front Kick can be chained into the Spinning Low Kicks. This Front Kick is easily detectable with a little practice and shouldn't give you any problems.



IANNA WILLIAMSI

Anna is one of the better sub-bosses in the game. She combines most of Nina's moves, with Law's flips, making her a juggling machine. Also making Anna a deadly opponent are her two different Unblockables. She still maintains her old Hunting Swan, but now she has added the Bloody Scissors. The Scissors is extremely fast for an Unblockable and, in some cases, can be used in place of regular attacks. Another good move, that Anna received from Nina, was the Low Kick to Backhand. This move definitely helps Anna to continue attacking. On the whole, Anna in played as an offensive character, but does have good defensive tactics.

RATING: #16



THROWS























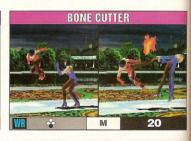


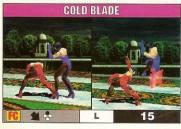


SPECIAL ARTS

















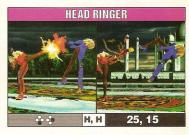




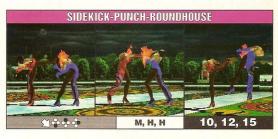


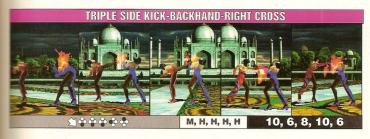












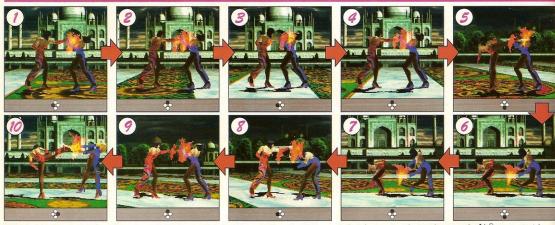




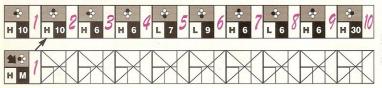


COMBOS

10-STRING #1



Unfortunately Anna didn't receive any new 10-String combo's for Tekken 2. The only difference is that she can start the first hit off with the first hit off wit



As a sub-boss, Anna is basically limited to one 10-String, As stated above, use only the first four hits to push your opponent away. For the full 10-String, start it from outside kick range.





Here is an easy 6 hit that takes off a respectable amount of damage. Look to use it when your opponent persists with their Keep Out Tactics. After the Low Kick-Uppercut, immediately perform the front kick. That will set you up to run in and finish it off.

This combo is a bit tricky to start. To set up your opponent for the combo, start off with quick Keep Out Tactics. Once you get into a crouching position, immediately pop out with the Flip Kick. After your opponent is in the air, get the timing down for the Hop Kick.











FIGHTING AS

When fighting as Anna, remember that you have an almost limitless arsenal of moves at your disposal. Anna has great Keep Out Tactics and good attack moves.

If you have studied Anna's Special Arts at all, you will notice that she has a TDN of them. The most important thing to know, when using Anna, is when, where and how to use her Linking Basic Arts. These can keep an opponent at bay for the entire match, while chipping away at her opponent's health. Her most effective combination link is the Low Kick to Backhand. This quickly hits low, and then high, for a little bit of damage, but it sets you up to do almost any other move. For example, execute a Low Kick/Backhand, then immediately go into an Embracing Elbow Strike. This is extremely hard to do, but almost impossible to block, if you do it correctly.







Another excellent tactic of Anna's is her super juggle combo. If you pop your opponent into the air Flip Kick, you can take of loads of health from your opponent and make it almost impossible for them to come back. Try juggling with the Flip Kick, then go into a quick standing the then use a Hop Kick, then juggle your opponent even more, with the Low Kick to Backhand, and finish off the devastation with the Rolling Kick. This takes off 80+ points of damage and can almost assure a victory, or change the tide of a battle in just a few seconds.







Of all the characters, Anna has the second greatest variety of chain attacks. One of many great moves in her arsenal is her reversal. Like Vina, Anna can reverse almost ANY high attack, including Yoshimitsu's Helicopter Slice. The only drawback is that the reversal is done with diagonally placed buttons. Meaning you have to use either ••• or ••• or ••• or hoticists very minor, though, and a good Anna player won't even notice it. Most average Tekken 2 players attack high, for the most part, which gives Anna and the other characters with counters an advantage. When you see a slow high attack coming, or you see someone winding up for a Super Unblockable, don't hesitate to reverse the move. Most of the time, the reversal will take of about as much health as the opponent's move would have, had it connected with you.







When in crouch position, Anna can start a guessing game. Use the low hitting Cat Thrust to start a stun combo. Mix the Cat Thrust up with the high hitting Cold Blade, Right Hand Stab, and Flip Kick. This forces your opponent to watch very carefully so as not to get combo'd. Don't hesitate to attack when in your crouch or you may get juggled!



FIGHTING AGAINST

The most important thing to know, in fighting against Anna is how to escape all of her Multi-Part Link Throws. These can rack up major damage and spell disaster for you, if you aren't competent in escaping the Links. The most effective counter to use would be . This is because it counters the easiest Link move your opponent can execute. The second best counter to try, when your opponent tries to Link Throw you, is .







Avoid rushing in at a good Anna player, because you will be kicked in the face by a move dubbed "The Nicolella." This is Anna's tap �� move that is EXTREMELY fast, and can knock you over in a millisecond. Also, their is almost no recovery time, so you must be fast to throw if you successfully block a "Nicolella." Don't be too hasty and try to rush a good Anna player. It is best to remain on the defensive, until you have an opportunity to strike.







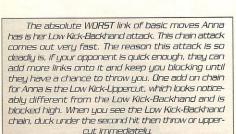
Another one of Anna's pesky tactics, that you must be aware of, is her ability to chain TONS of her basic attacks together. She can link low kicks into high kicks, side kicks into punches, sweeps into uppercuts and so on. The best way to defend against this is to always keep Anna out of range. Use Front Kicks and Side Kicks to push your opponent back, then use a lunging move to stop her from advancing again. If you do happen to get caught in a flurry of linked basic attacks, be patient and concentrate on blocking. Also, watch for any sneaky throws.







The last thing we want you to know is that a good Anna player can juggle you into etemity. Study Anna's section and learn to differentiate between her different tost right here. When you see a move coming that might pop you up into the air, block it instead of trying to attack. This will, most likely, save you from being pummeled into submission.











BAEK DOO SANI

Baek has a reputation among Tekken 2 players as a "Flailer". That means he is a character that many players choose because someone can just mash on all the buttons and Baek performs moves. For two equally skilled beginners, Baek can definitely frustrate any opponent. Against skilled opponents, Baek becomes a punching bag. Most good Tekken 2 players have played with Baek in order to learn what his moves look like. This makes it very easy for them to counter "Flailer" style of play. In the hands of skilled Baek players, Baek can be very VERY hard to beat. With his vast arsenal of high, mid, and low kick attacks, he can be very unpredictable.

RATING: #18



THROWS











SPECIAL ARTS























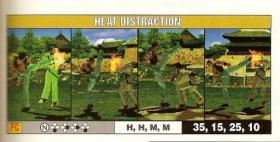














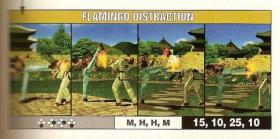








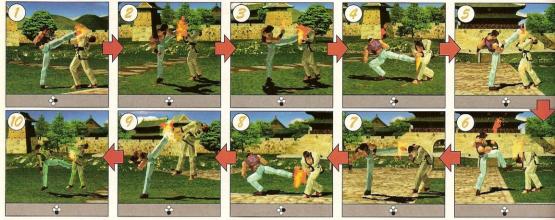






COMBOS

10-STRING



Since the majority of Baek's Special Arts are kick chains, it's hard for the average Tekken 2 player to notice when he goes into a 10-String. The one above gives many players a hard time. This is because Baek mixes high and low kicks well and it is often hard to see where he is going to strike next. The best way to use this 10-String is right after you knock your opponent into the air. Many times it will hit your opponent 4 or 5 times before they land on the ground.



Both of Baek's 10-Strings are easy to execute, since you only have to press two buttons. The first one is the most confusing to opponents and probably your best choice to use during a match. The second is really only good for a change of pace, since almost all of the hits strike high. Look for opportunities to use the fist 10-String after you knock your opponent into the air.



91

FIGHTING AS

To win with Baek you must constantly remain on the attack. Baek is at his best when used as a mainly offensive character. Baek has a very limited supply of punching attacks and almost all of his damage either comes from throws or kicks.

When using Baek, make sure you have a vast majority of his kick variations memorized. The more you know, the less predictable you become, making you that much harder to defeat. One of the most useful attacks is the 5nake Catapult. To keep your opponent away, you can switch up between fast uppercuts, Front Kicks, then go into a crouching punch, then start the 5nake Catapult. When executed correctly, you can really frustrate your opponent and make them do something dumb, like block wrong. This happens often when you are constantly bombarding your opponent with a flumy of different kick attacks since many chains look similar.







Baek has a great juggle combo starter by way of his Wing Blade. This launches opponents way into the air and leaves you with a chance to inflict huge amounts of damage. This move is difficult to counter if not expected, so it's wise to use it sparingly. A good time to use it is when your opponent is getting up after you have thrown them. This will make them block as they stand up, or feel the power of Baek's air juggles. The only drawback of this move is that Baek goes into a crouching lunge and it is very noticeable. Make sure to only use the Wing Blade when you are sure your opponent is not ready to counter/reverse it, or when it can duck under high attacks.







Basically, to win with Baek, you must have a constant stream of attacks, as well as changing attack patterns. Don't get too stuck on using one attack, even if it is working at first. Your opponent will definitely figure your pattern out and begin to counter or reverse your kicks. Jump into Practice mode and try each of the different patterns and, at first, get at least 3 to 4 different ones memorized. Once you begin to use these, you will have no problem learning the rest of the variations.







Another decent juggle starter is Baek's Snake Rocket. These three kicks end up by popping your opponent into the air and leaving you yet another juggle opportunity. The easiest way to deal more damage, after knocking your opponent into the air, is simply to repeat the same move again. This will hit for 3 more hits and take off about 44 points. You can also use the Snake Rocket after a regular uppercut. Since the uppercut should be used in your Keep Out Tactics, once in a while you will catch your opponent off guard. This is your chance to use the kicks uncontested. You can also start off with the all low hit variation to get your opponent blocking low, then switch up for the launch kick variation to start a combo.



When fighting against Baek, remember he is limited to kick attacks. He really only has 3 punching attacks and none of them are very damaging. The only important punch attack to be aware of is his uppercut. Baek's uppercut has limited range so expect it only when Baek is extremely close. Your best bet to defeating Baek it to make sure you shut his attacks down before they start. Use your characters Keep Out Tactics to keep Baek blocking. Since Baek is mostly effective as an offensive character, keeping him from attacking is what you want to do. Accomplish this by using a lot of Front Kicks. Most of Baek's attacks start off slow, and a well timed Front Kick will stop them dead.







One of Baek's favorite attacks is his Snake Catapult. This attack can either hit low for three kicks, or hit low twice, then launch you into the air for a combo. If you get caught in this attack, it is best to just block high for the last hit. It is far better to get hit bu the final low attack than to be knocked into the air for one of Baek's juggles. Remember that Baek can do severe damage with his juggles with relative ease. You need to shut down his juggle starters every chance you get.







The most important move to look out for is Baek's Wing Blade. This move will knock you way up into the air and let your opponent bust a phat juggle combo. This is not good for your quest to win. The simplest way to stop this attack is to use a crouching punch. This tactic doesn't take off very much damage, but it is extremely effective for stopping the Wing Blade. Skilled Tekken 2 players have their own special tactics for this attack. Many chose to go for the Hop Kick, front kick, mix up of high and mid fast attacks, and others tend to jump away and go for the throw. Whichever you chose, make certain you have the tactics down, and you can execute them when needed.







You should also be aware of Baek's Hunting Kicks. These will hit up to 3 times, and leave you open for another 4th hit. Most of the time it is used by skilled Tekken 2 players when they are about 2-3 character lengths away. It is very quick and you should expect it at all times. To stop the Hunting Kicks, use a uppercut or a simple standing punch. You can also go for a standing Roundhouse if your character has one, but you must make sure you perform it super quick. This attack stuns when all hits are blocked.









LEE CHAOLAN

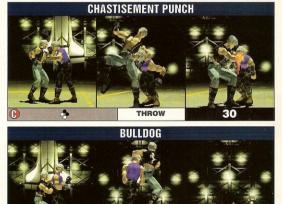
Lee is a below average character for Tekken 2. He doesn't have many useful high damage moves and lacks the crazy flip kick combinations that Law has. Without the flip kicks, Lee becomes a sub-par fighter without much in the way of attack power. The best way of damage dealing is his slides. Both of these are very easy to block which leaves Lee with barely anything to fight with. Lee is mainly played as an offensive character ... that is ... when he gets a chance to attack.

RATING: #20



THROWS





SPECIAL ARTS













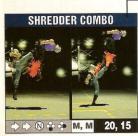




















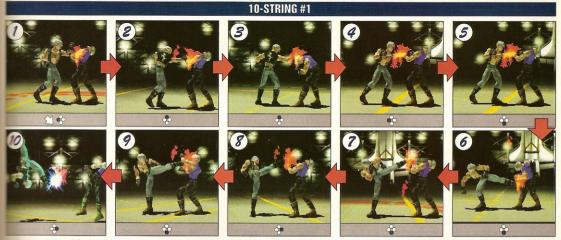








COMBOS



mortunately Lee didn't get any new additions to his 10-String repertoire. He still has his same old generic 10-String from Tekken 1. We have found that it is set used solely for pushing your opponent away when you feel they are too close. Use a Front Kick first, then go right into the first four hits of the 10-String. will find that many opponents walk right into the first few hits and this leaves you an opportunity to follow with a Hop Kick.



Lee still has the same generic 10-String fro the original Tekken. Use it to push opponents away. Make sure to often follow Front Kicks with the first few hits for a surprise damage opportunity.





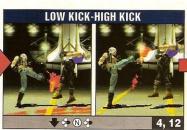


For this combo you should be in close for the first hit. Once the kicks connect, immediately go for the Low Kick - High Kick. If you have good timing they will both hit and you will be set up for the Jumping Slide.

The next few combos require better than average timing. Make sure to practice these juggles in Practice mode so you are fluent with them in actual combat. The Low Flip Kick combos are the trickiest. Make sure you can connect with the Flips before you get yourself into trouble!





























FIGHTING AS

Lee's kick chains excellent for whittling away at your opponents health bar. These chain attacks hit low quickly, from a standing position which makes them tricky to see coming. The first variation attacks low for 3 hits, high for the last hit and totals 38 points of damage. The second variation hits low at first then all high. To catch your opponent off guard, throw some standing left punches jabs, then go for the second variation. This will get your opponent used to blocking high after the first low attack as well as score some damage. Now you should be able to pull off the first variation and score all hits. If your opponent does not block the third hit, they will be unable to block the fourth. You may also use these variations on opponents as they lunge in with an attack.













The quick left punches and variations are among the best of Lee's attacks. You can use these attacks when your opponent is trying to lunge in with an attack. The jabs are extremely fast and your hits and are great for pushing opponents away. Also use these quick jabs and variations when you block attacks. Drice you have connected with your first three to four jabs, it is a good idea to go directly into backhands for extended hits. Once you have knocked your opponent down, follow with a slide attack or jump kick.







When your apponent comes in for an attack, you can counter with a standing right kick, If your apponent is attacking, the right kick will knock them into air and you will have a juggle apportunity. For quick damage, just go into a kick variation. Once your apponent lands on the ground, immediately go into the Jumping Silde. This will take off decent damage and you'll often have an apportunity to use this tactic.







For good Keep Out Tactics, use the standing LP to push your opponent back, the add in a Front Kick. Once you have hit your opponent with the Front Kick, go into a crouching left punch. This sets you up for the Filip Kick, Immediately after the crouch punch connects, use the Flip Kick and then finish your opponent off with the combo of your choice.



FIGHTING AGAINST

One set of moves Lee players frequently use is the Razor's Edge Combo and Low Kick-High Kick combos. If see them coming, these pesky kicks can easily be shut down. As soon as you are hit by the first low kick, block low. If the first variation is used, you remain low but block high for the last hit. If the second variation is used, stay low until the final kick passes over your head or until your opponent stops. Then simply attack with a rising attack or a throw.













Lee's left jabs and backhands are a main attack tactic. Anytime a Lee blocks your attacks, they will probably go into either the left punches and backhands, throw, or juggle. Most often, your opponent will go for the backhands or a throw. This means that you should duck! If Lee goes for a throw, stand up with a throw of your own for the counter. You can also juggle after Lee's hands pass over your head. However, if your opponent goes for the Triple Backhands, you should use a quick low punch for







Two more things you need to be aware of are his slides. The Jumping Slide and Dragon Slide both hit low and can strike relatively fast. Most often the Jumping Slide is used after juggle combos. The Dragon Slide is often used right after a crouching punch. This is because it comes out quick, and a lot of the time opponents aren't ready for the attack. When you see your opponent Inch forward while crouching, immediately block low. If you want to get tricky, you can try to Hop Kick, but you must be sure you have your timing down.







The last major thing you need to be aware of is the Blazing Kick. When you are attacking, many times a Lee player will go for the Blazing Kick. If you are in the middle of an attack and the Kick connects, you will be popped high into the air and left open for a big juggle combo. Your best bet to stop this kick is a ducking left punch as you see Lee crouching and lunging in. If your character has an Axis Shifting move or a Reversal, you can use this instead.









KUMA

Unfortunately, in every fighting game, it seems there has to be a "worst" character. You have just stumbled on to the section devoted to Tekken 2's worst. Kuma lacks speed, move variety and fun factor. Yes you CAN win with Kuma, if you practice with him and you know the other characters well. The probability of this actually happening against an above average opponent is almost nil. Basically, the best thing Kuma is for is the "Talk Smack" factor. Like ... "Sheesh man ... I'll beat YOU with Kuma!"



#23

THROWS

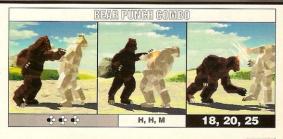




SPECIAL ARTS

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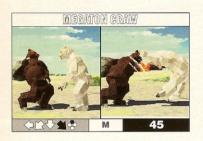




THROW

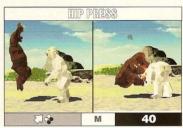








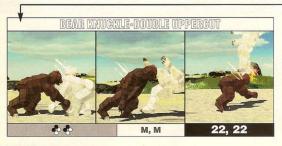








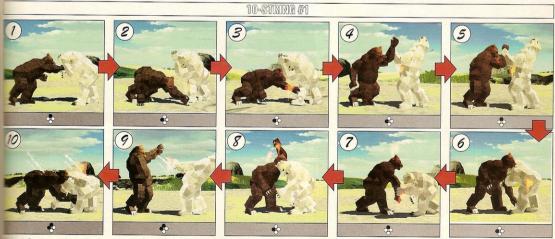




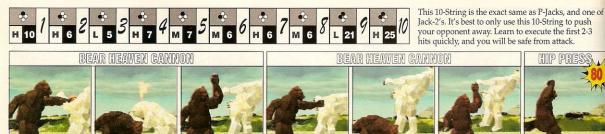




COMBOS



is 10-String combo is the exact same as P-Jack's and Jack-2's #1. Relatively easy to perform, this 10-String is very easy to block. You can get away with using first 4 hits for Keep Out Tactics, but be sure to go no further than that.

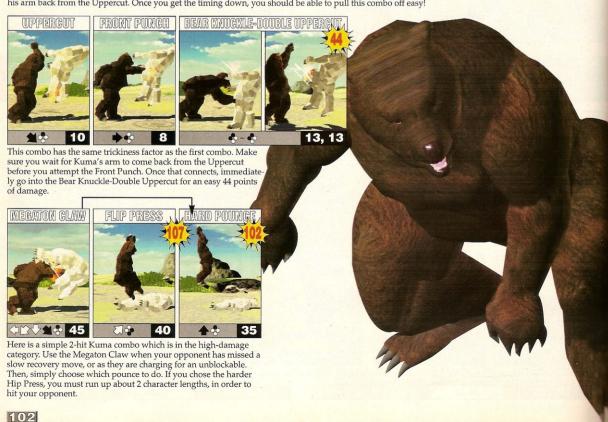


Unfortunately Kuma has one of the worst 10-Strings in the game. You should only use it to push advancing opponents away. Try to stay away from attempting the entire 10 hits or you will be punished by your opponent. Good deal huh?



12, 8, 4

With this 5-Hit, you can take off a quickie 56 points of damage — with little effort. The only tricky part is getting the Bear Heaven Cannon to connect immediately after the Uppercut. The trick is to wait until you see Kuma pull his arm back from the Uppercut. Once you get the timing down, you should be able to pull this combo off easy!



FIGHTING AS

To win with Kurna, you have to have two things — patience, and a lot of time on your hands. Beating even above average opponents with Kurna can be quite a task. Your best bet for winning is to overpower them with Kurna's special moves. One powerful attack is his Falling Body Press. If you can successfully connect with this throw, you can then go into a Hard Pounce for good damage.







Another semi-decent tactic for Kuma is using his Megaton Claw, then going into the Hip Press. This takes off about 107 points when the Megaton Claw hits for a "Clean Hit."







For Keep Dut Tactics, you can switch up between Front Kicks and Jab Punches, to keep your opponent from attacking. Then, when you have pushed him away, you can go into a Power Scissors. We have found that Kuma's crouching \$\int_0\$ is his most valuable asset. This move is not extremely fast, but it has very good range and usually takes priority over most everyone else's high and mid attacks. Of course, this only works while in close and can leave you open, if you are more than a few character lengths away.







A good way to deal some damage is to connect with Kuma's regular standing & then go into the Rolling Bear attack. This almost always works and is very hard to escape. Use the & when your opponent is lunging or attempting a jump kick.









FIGHTING AGAINST

Kuma's Bear Heaven Cannon is a great juggle starter. The first hit of this attack comes out faster than Kuma's standard right jab and can net Kuma 58 pts. of damage. It is often used after your blocked attacks that leave you open for a moment. Be wary of using slow recover moves too often, as Kuma will be able to juggle you with this move twice in a row, for decent damage.

7





Kuma's Bear Scissors is definitely his main attack to watch out for. It can stop many characters attacks, and can lead to huge damage. If you are about 2-3 characters away, look for the scissors and prepare to either block or Hop Kick. The more experienced Tekken 2 players will go for the juggle, so look for opportunities when at a distance.







When Kuma's Megaton Claw connects for a "Clean Hit", meaning you were close and not blocking when Kuma executed it, expect the Hard Pounce to come crashing down on you, for 102 pts. damage. The move is easy to block because you can tell when Kuma is winding up for it. If your character has a reversal or an axis shift, use this in place of the normal block.







Kuma has limited throws and he doesn't cover much range with them. Mostly, the Bear Bite is used which you can get out of by pressing . just after you are grabbed. Don't really worry about fighting against Kuma, as he is one of the worst characters in the game. If you have practiced with your character of choice, you should have no problem defeating a Kuma player.







Most Kuma players will only use the Salmon Hunter out of desperation, or to combo off the Ground Press. Don't mess around when this move is executed, be quick to block or attack, or experience flight and big damage. Running in for a juggle is best.







The Rolling Bear attack is usually used after the Falling Body
Press or when Kuma is at long range. The move looks intimidating but is simply blocked while standing. Kuma will roll right by
you, if you block it correctly and you can kick him with a low kick,
if you are fast enough.









PROTOTYPE JACKI

As powerful as Jack-2, P-Jack is the second bruiser in Tekken 2. Often overlooked for some of the faster characters, P-Jack can win consistently against anyone, when played correctly. P-Jack also uses the same unorthodox fighting style as Jack-2, but he looks much cooler in the process. P-Jack flaunts an army hat and sunglasses while fighting and can be seen intimidating opponents after he wins. If given an opening, P-Jack can take his opponents from full health to almost no health in just a few seconds. P-Jack has been known to utilize explosive juggle starters, as well as high power crushing moves, to destroy opponents.

RATING: #19



THROWS











SPECIAL ARTS











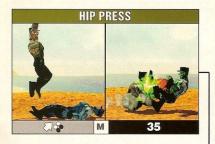


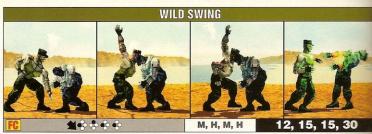


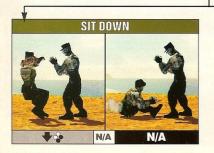




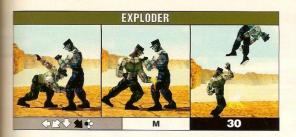












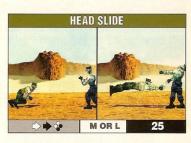


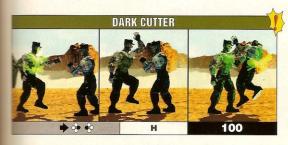


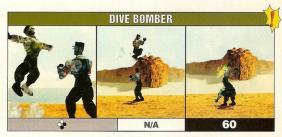


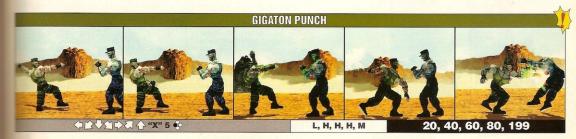












COMBOS

10-STRING#2

Look for opportunities to strike with the first 2-4 hits of this 10-String. It is very effective for keeping your opponent away and it comes out fairly quick. Make sure to start the 10-String from far away, if you want to complete the entire string. That way, your opponent won't have time to prepare to counter when the Wild Swings Kick in. If you can master the use of 10-String, you will be a force to be reckoned with.



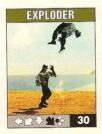
This combo has great starting hits. Use it when your opponent is pestering you in close. Make sure not to go beyond the first 4 hits, or a good opponent will figure you out and whip your butt. Also, you can use the first two hits when you need some breathing space. Say you need to get far enough to use your scissors. The first two hits are perfect for accomplishing this feat! YAY!



This combo is one of the most powerful combos in the entire game. You won't see it
much, but at least you know it exists. Start
with the Dark Cutter. As soon as P-Jack pulls
his hand back from the strike, do the three
Rushing Low Punches followed by a hip
press. You can get more damage, but we
want you to figure out some stuff for yourself. The only problem with Dark Cutter
combos is that they are WAY too slow. We
have dubbed it the "You Suck", because if
you ever hit anyone with it, you must say
..."YOU SUCK" to your opponent.



Here we have a little two hit combo that is almost as bad as Heihachi's two hit wonder. Just smash your opponent with the Ultimate Punishment, then Hard Pounce on them. Simple, yet effective, just the way we like them! Always try this on unsuspecting opponents when given a throw opportunity.



A great move for starting combos is the Exploder. Use this move when your opponent is attacking high or has just missed a slow recover move. Voilá! Instant combo! Many-a-high damage combos have come after the Exploder. Learn to use it to your advantage!

FIGHTING AS

Remember, P-Jack is extremely similar to Jack-2 and his main advantage is power. He also suffers from slow recover moves. In order to become proficient with P-Jack, you must develop a defensive style strategy like Jack-2, but you can attack with a bit more success. When your opponent begins to attacks high, and you component of attacks high, and you concide underneath the attack, immediately go for the Hell Press to the Dive Bomber for 100 points of damage, then Hard Pounce on them. This takes off HUGE damage and is very easy to execute. When you attempt this move, you must make sure you are right up next to your opponent, or else you will bounce right off of them.







With throw opportunities, it's best to go for the high damage moves. Your best bet here is the Ultimate Punishment throw. This is because, once the Ultimate Punishment connects, you can immediately go into the Hard Pounce for up to 95 points of damage. The only drawback of this tactic is that the Ultimate Punishment starts off with a counterable throw. If you find yourself getting countered when you attempt the Ultimate Punishment, you have obviously been figured out. Now it's your chance to go for the Slam Down. Switching up between these two throws, as well as utilizing your Exploder, will definitely bring you much closer to victory.







For starting juggle combos, P-Jack has a great move called the Exploder. The Exploder knocks opponents way up into the air, giving you a lot of time to decide which juggle to use. When you are at a distance, go for the Exploder for surprise. It really isn't fast enough to use after your opponent misses slow recovery moves, but it is excellent to use when your opponent is in the middle of their attacks. Sometimes, the best set of moves to use after the Exploder connects, is simply the start of his ID-String combo. This will juggle your opponent for many hits and definitely take off considerable damage. It is best to wait until the knocked-up opponent is right about to hit the ground before your start the ID-String. That way, you can get more hits of the ID-String to connect. You may also combo with a standing Left Kick to







The Double Hammer/Double Uppercut is a great move to use if your opponent is attempting an attack. The Double Hammer/Double Uppercut combos with the Hip Press for an easy 3-hit combo. If your opponent constantly attempts the same attacks over and over again, pop out with the Double Hammer/Double Uppercut. When it connects, you will now be in position to attack with the Megaton Sweep. In many instances, your opponent will stand up and not think about blacking low, because they think they are just out of range.









P. Jack can do an easy 95 points of damage with his simple Ultimate Punishment attack, followed by a Hard Pounce. This means you need to be ready to press your \$\frac{1}{2}\$ to escape this heavy damage. Since it is so easy to do, and so damaging, expect to be countering this throw often. When you attempt your slow recovery moves, and you think you are about to get thrown, quickly hit \$\frac{1}{2}\$. Don't just stop here. Once you escape from the throw, your opponent will typically not be ready, since they thought the throw was going to be successful. Now, go for a throw of your own. If possible, go for a special throw. That way you have countered the Ultimate Punishment and delivered an uncounterable throw yourself.







Watch out for P-Jack's Body Press attack. If this connects with you, you will be open for a Dive Bomber attack, which will probably end up killing you. When you see the Body Press coming, simply counter with a standing right punch or a Front Kick ... depending on which is faster for your particular character. This move is also easily countered with a fast Hop Kick, which ultimately leads to big damage combos.







Another move that you must be ready to block is the Power Scissors. This is one of P-Jack's surprise moves and can take you down if you aren't ready for it. When your opponent is about 2 character lengths away, you are in range for the Power Scissors, so make sure you are always ready to quickly block high. A good P-Jack player will use fast Keep Out Tactics and add in the Power Scissors for a change of pace. If you are using a fast character, you can go for a Hop Kick counter. If your character has an Axis Shifting move or a Reversal, you can go for these also. In any case, a Front Kick always knocks P.Jack out of the scissors.







The diving Attack can be tricky to guard against. This attack only hits low when done from about 5 character lengths away. Most P. Jack players will use it from a distance and not attack with it until their opponent moves or does an attack. Simpy fake a few steps back to initiate the dive, then block, if he takes the bait. Now, enjoy a juggle or your most damaging throw. If you have a quick enough Unblockable, go for it when your character has fully blocked the Dive Attack.





IARMOR KING

A. King is one of the most powerful bosses in the game. He has an excellent mix of speed and power, and should never be taken lightly. Often used for offense, a good A. King player can keep opponents blocking an entire match, and make it almost impossible to attack. A good choice to play, if you are tired of King, and want the same style play, with a few added moves.

A. King does not have King's Multi-Part Link Throws.

RATING: #6



THROWS



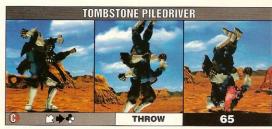
















SPECIAL ARTS



















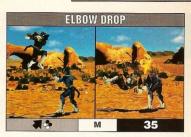




ARMOR KING



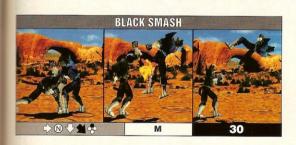


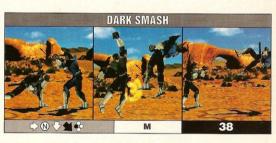




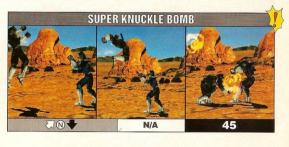


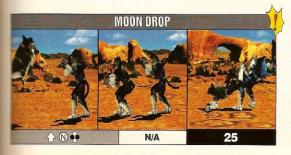


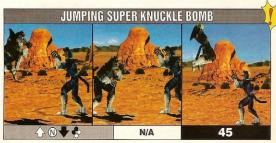










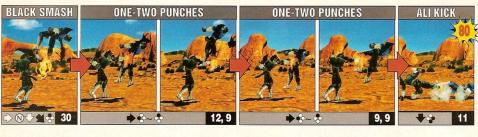




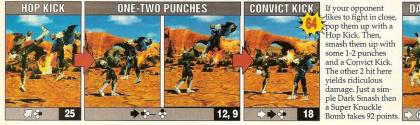
When your opponent gets in close, use the first 4 hits to push them away. You can also attempt the entire 10-String, since it is pretty tricky to block against for newer Tekken 2 players. Look for opportunities, after missed slow recovery moves, to strike. Sometimes, it is wise to stop after the 9th hit because, if it is blocked, you will be left open for heinous damage.



Unfortunately A. King didn't receive any new 10-Strings for Tekken 2. He still is using the same old one from Tekken 1. Use the first hits in your Keep Out Tactics. It is easy to chip away using it.



Here is a combo that you'll have a lot of opportunities to perform. Wait until your opponent comes in for a high or mid attack, and let them have it with the Black Smash. Once the Smash connects, finish them off with two sets of 1-2 punches and an Ali Kick.





FIGHTING AS

Your main offensive weapon with A. King should be the Black Smash. Use this move when you are about 2-3 character lengths away and your opponent is attempting too many 1-2 punches or Front Kicks. Since this move pops your opponent into the air, make sure you have your juggle combos down. Another time to use this move is right after your opponent has missed an uniblockable. This will take off even more damage. More experienced players often use the uppercut as an addition to their Keep Out Tactics.





As far as throws go, A. King has a ton of them. The only thing he doesn't have is King's infamous Multi Part Links. The one thing A. King does have, that makes his arsenal of throws deadly, is his Steiner Screwdriver. This little link starts off with the basic Suplex, then gets chained into a huge Pliedriver, resulting in 65 easy points of damage. The only drawback to this throw is that it can easily be countered with with both right buttons. Don't use this throw with the Coconut Crush, that way your opponent will get into the habit of mashing on both left buttons when they see a throw coming. This opens the door for an uncontested Steiner Screwdriver.







Another good move of A. King's is his Super Knuckle Bomb. This move is excellent for finishing juggle combos. You can also use it out of the blue and, if it connects, add a second Hammer Smash for twice the damage. If you are in close to your opponent, don't be afraid to use it here, too. Many times, A. King will rotate 180' in the air and smash his opponents on their necks. To add damage, after connecting with this attack, go into I or 2 Ali Kicks. This will push your opponent away, as well as bring them closer to defeat.







Like King, A. King can also juggle with his quick Hop Kick. Use the Hop Kick to stop incoming Front Kicks, as well as stopping Unblockables as they charge up. It is wise to have your juggle combos well practiced, as it can mean the difference between almost winning, and winning. Look for juggle opportunities as your opponent attempts IO-String combo's, as well. On the Whole, A. King's Hop Kick is faster than most IO-String starters.







For quick and insane damage, try connecting with A. King's Dark Smash, then using a Super Knuckle Bornb. When these two moves connect, it takes off more than 87 points of damage. Use this minicombo when about 2 character lengths away, and when your opponent is over using their Keep Out Tactics. You can set yourself up for this move by using a quick set of 1-2 punches, then going into a Front Kick. As soon as the Front Kick connects, go into the Dark Smash. This puts you the correct distance away to slip right underneath your opponents high attacks.







A. King's Straight Arrow attack shifts off the axis to dodge an opponent's attack, then A. King leans in with a smashing fist. This attack combos with King's Hard Pounce for 58 points of damage. When your opponent is going for a slow recovery move, you go for the Straight Arrowl Be sure to ONLY use this attack against slow recovery moves, or a seasoned opponent will duck below your fist, then enjoy a free Juggle or throw.







The Steiner Screwdriver is one of A. King's most dangerous throws and you should be ready to counter it at all times. Since it starts with both rights, you can counter it with both rights. The reason it is important for you to be aware of this throw is because it takes off huge damage and is very easy to execute. If completed, the Steiner Screwdriver takes off about 65 points of damage. A. King does have more powerful throws, like the Giant Swing, but they require more d-pad presses. When you miss a slow recovery move, be sure you are ready to mash on your right buttons, as you will immediately break out of any Steiner Screwdriver attempts. Now









With the Straight Arrow attack, A. King steps to the side to dodge your attack, and then comes in for the punch. The punch can be followed with a Hard Pounce for additional damage. This means you need to watch out when using slow recovery moves, like Side Kicks. If you notice your opponent is trying to use the Straight Arrow attack on you, start using fast recovery moves, such as 1-2 punches and uppercuts. You should then recover in time to duck this attack.







Just like King, the Stun Elbow and I-2 Punch chains are A. King's best bet for a Keep Out Tactic. They do a decent amount of damage and vary between mid and high attacks, keeping you from sneaking under for a big damage move. Fortunately, A. King does not have King's Unblockable Elbow. To make up for it, A. King will probably use more of the low jab-uppercut chain to make his Keep Out Tactics more of a threat. This little chain is faster than the normal punch chain and attacks low then high. It is often used when an opponent rushes in. Try stepping in to lure A.King into the low jab-uppercut attack. Stop short so the low hit misses you, then block the high attack and counter with fast attacks of your own.







The Dark Smash is going to be used to go under your high attack strings and combo for big damage. Be sure not to start high strings unless you are sure the first hit will connect. When A. King is out of attack range, throw some high attacks to coax A. King into his Dark Smash. Block the attack and counter with your best throw or juggle.







One of the A. King's most important tactics is his Super Knuckle Bomb. First of all, because it is unblockable: Second, because, if the first hit connects, A. King can chain a second one on uncontested. The easiest way to stop this attack is to use a simple standing left punch to knock your opponent out of the air. With practice, you should be able to juggle your opponent, after using the standing punch. If your opponent attempts the Super Knuckle Bomb, when in close, and it looks as if it is going to go over your head, be careful. Sometimes, A. King tums around in mild-air. This can lead to a big smash right on your character's neck.







One main juggle starter you should be aware of is A. King's Back Smash. This move can pop out very fast and surprise you by knocking you into the air. Mostly used after you miss your slow recovery moves, this move can lead to huge juggle combos, if you play recklessly. Keep your slow recovery moves to a minimum and use your front Kicks to keep opponents at bay.







When A. King is crouching, look for the Lunging Uppercut. This is yet another one of A. King's juggle combo starters. If your opponent attempts one of these uppercuts while in close, quickly counter with an uppercut of your own. This will prevent A. King from knocking you into the air and reward you with extra damage, if it hits while A. King was in the middle of his move.







GANRYU

In terms of winning ability, Ganryu is one of the worst characters in the game. As far as the fun factor goes, Ganryu is very fun to play. Ganryu DOES have the ability to beat some of the better characters, but it requires a lot more patience and practice. The one thing that gives Ganryu a bit of an edge is his ability to juggle opponents from a sweep as well as by ducking under high attacks. Ganryu also has a very deceiving Unblockable, which often can lead opponents into believing they are safe from damage. Ganryu should be played offensively, if he is to hold his own against the better fighters.

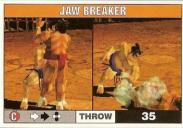
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THROWS



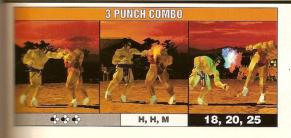


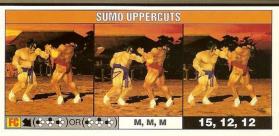






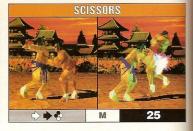
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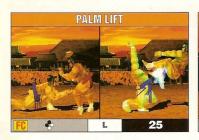






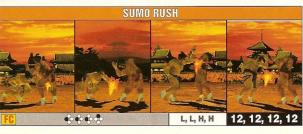










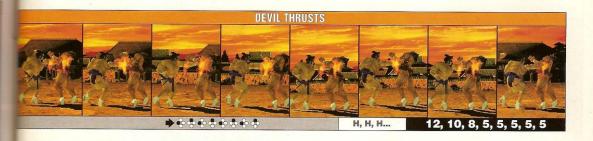












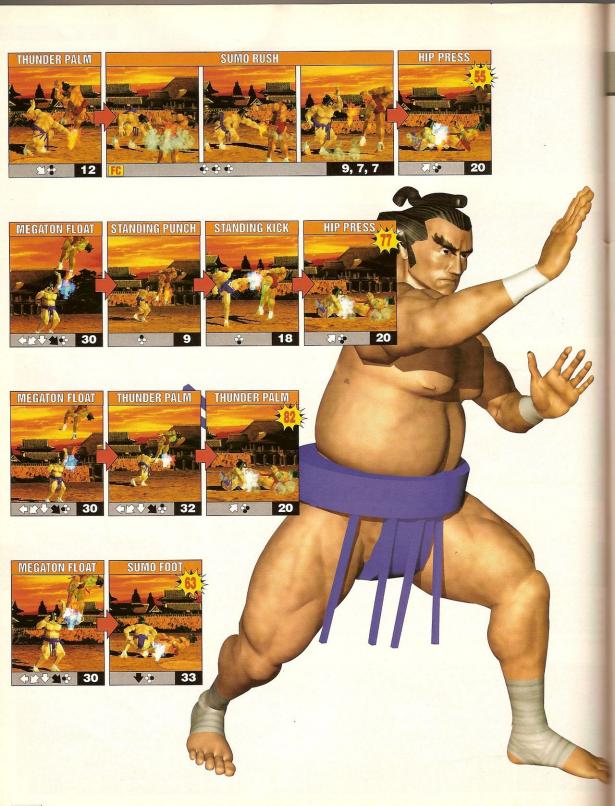




COMBOS

th these 5 combos, Ganryu proves he has some power up his sleeves. As always, look for opportunities after slow recovery moves to strike with a juggle starter. The most that start with the Thunder Palm are easier to execute. These are best used when in close to your opponent. Mix in the Thunder Palm with your Keep Out actics. As for the combos that start with the Megaton Float, they are a bit harder to perform. First of all, make sure you have practiced the Megaton Float, until you get it off about 95% of the time. Then, make sure you get the timing down for the second hits in each of the combos. In each of them, you must hit with the second gearly. Once you get these juggle tactics down, you will be unstoppable with Ganryu. Well ... almost.





FIGHTING AS

When fighting as Ganryu, remember to always remain on the offensive. Constantly switch up between high, mid, and low attacks, and use throws as well. The best way to start the attack is to use his Scissors. This move springs out quick, and can catch opponents off guard. Use this move when your opponent is 1-2 character lengths away. Also, to get in position for the Scissors, use an unsuspected Front Kick. As soon as the Front Kick connects, go into the Scissors. This usually entices opponents to attack, then they receive the full force of the scissors.







Ganryu's Thunder Palm is great for knocking your opponent on the ground. If you connect with this move, you can immediately perform a Hip Press or go for the combo provided in Ganryu's combo section. Get your opponent blocking high with 1 or 2 Rushing Punches, then immediately go for the Thunder Palm. If you are playing against a skilled Tekken 2 player, you can opt to go for the Jaw Breaker throw instead of the Thunder Palm. This works almost as well as the first tactic, but is un-counterable after the throw connects. After connecting with the throw, immediately go for the Thunder Palm as your opponent tries to get up.







The best thing about Ganryu is his ability to juggle. He has an excellent move called Megaton Float, which launches opponents high into the air, leaving you plenty of time to prepare to juggle. The Megaton Float comes out relatively quick and passes under high attacks and slow recovery moves. Look at Ganryu's combo list and practice the high damage combos to ensure victory when you connect with the Megaton Float.





Ganryu's Rushing Punches are good to keep your opponent blocking. This can lead to throw attempts and juggle opportunities. When you are in close to are repeated opportunities. When you are in close to the Rushing Punches. Going past 3 or 4 hits is not wise, since your opponent will be able to crouch underneath or even have time to set up a reversal. If you want to use this move often, perform the first 3 hits consecutively, stop, then execute them again. This will maintain a constant attack and set you up for the throw.













Also good for chipping away at your opponent's health is the Kabuki Palm. This move comes out with decent speed and can be continued infinitely. It's best to use this move after an Uppercut or Front Kick. Don't go crazy and use it more than 2 or 3 times though, because your apponent will eventually learn a way to escape and/or counter it.









Ganryu's Unblockable is one of the most confusing ones in the game. You can tell he is about to use it when he gets down low to the ground. It is hard to knock Ganryu out of this move, because only very low striking attacks hit it. It is your best bet to jump back out of range and be ready to throw when he finishes lunging.







Garryu can also use his rising Double Uppercut-Sumo Hammer to counter high attacks. In addition, the Hip Press can be chained onto the end, for even more damage. Be careful, when attacking high often, against Ganryu, as you will be susceptible to this attack.







The Megaton Float goes under high attacks, has good range and, when executed from far enough away, can lead to 82 pts damage. The only problem is that the move comes out slow and is easy to detect. Basically, just pay attention and you should not be hit when it is used offensively.







Look for Ganryu to use his special throw often since it it is easy to do. Though the throw is not reversible. It only does 35 pts. damage. Many Ganryu players follow up this throw with the Thunder Palm. Simply tap up and block low Immediately.



Ganryu's string of Rushing Punches are often used, though easy to block. Sometimes, even if you don't block the first few hits, you can still hold back on the d-pad and block the remaining few. You can also duck these Rushing Punches, which gives you the opportunity to throw or start off a juggle combo with a rising uppercut.













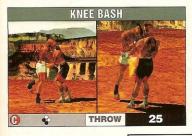
BRUCE IRVINI

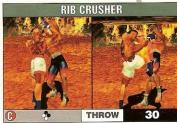
For the most part, Bruce is an average character. Don't let his rating fool you, he is very deadly in the hands of a skilled player. Bruce can trick opponents into blocking incorrectly, and can chip away at life, as well as smash you into defeat. Fighting with Muay Thai style kick-boxing, Bruce attacks with powerful elbows, knees, and kicks. Look for explosive speed and good juggle damage as well as a couple of dangerous Multi Part Throws. Bruce is a "sleeper"... Rated at 15, he can easily fight the top 5 and hold his own. It is just more difficult than if you were playing with a better character.

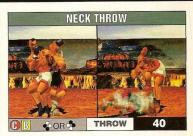
RATING: #15



THROWS





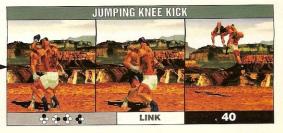










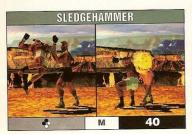


SPECIAL ARTS

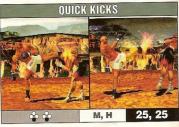




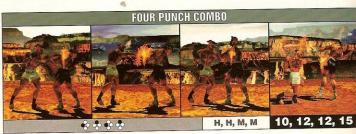


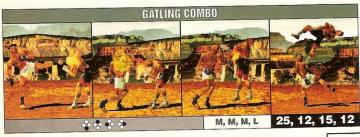




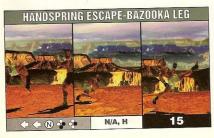






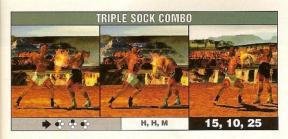




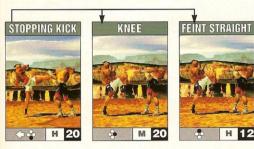


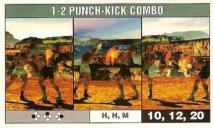




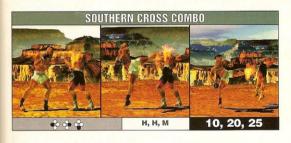


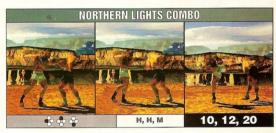


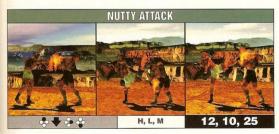


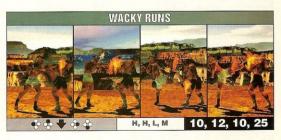


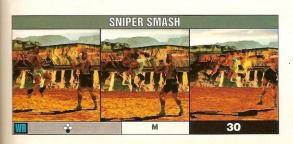


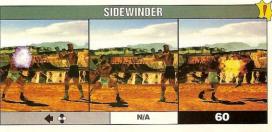


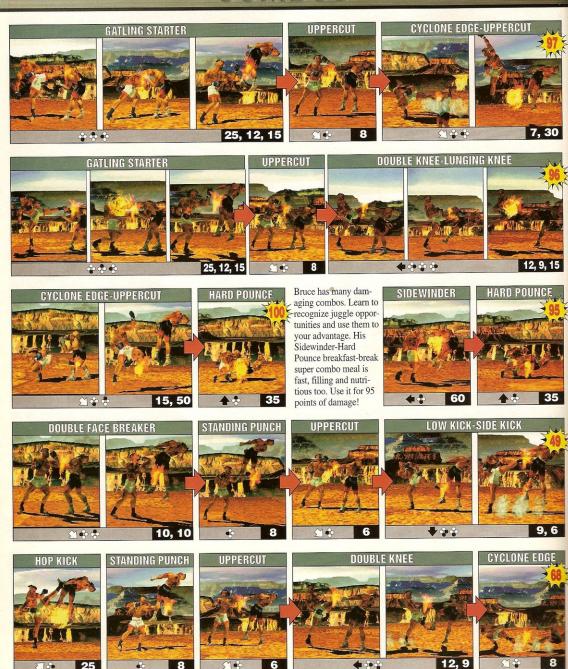












FIGHTING AS

On the most part, Bruce has tons of chain attacks. He has a lot of variations of kicks and punches which can really mess with an opponents blocking. Before you set out to take any great Tekken 2 players on with Bruce, make sure you have all (or most) of his chains down.

If you want to take some quick damage off your opponent with them having little chance of blocking, go for the Wacky Runs chain. This is unblockable if the low kick connects, and it will get them 90% of the time. You can also use the Nutty Attack for three quick hits. Either way this makes many a Tekken 2 players frustrated and left saying "Bruce Sucks..." or "That's Cheap...". Listen...all you need say is..."Learn to block sucka." This move really leaves your opponent with a guessing game. Since you can switch up the chain to also hit middle in the place of the low kick...many times your opponent will block low and get hit in the face. Even the computer falls for this move...try it and see where you can fit it in to your fighting stule.







Another great feature of Bruce is his "pretty" juggle combos. They have a lot of basic moves in them, and look exceptionally difficult. The truth is... they aren't all that hard. With a bit of practice you should be able to execute all of the combos listed in the combo section with ease. Bruce also has excellent combo starters. His best starter is his Hop Kick. We only listed one combo in the combos section, starting with the Hop Kick. This is so you can experiment with it and try to make your own avesome juggles. When in close to your opponent, look for opportunities during your Keep Out Tactics to use a Hop Kick instead of a Front Kick. Instead of simply taking a bit of health off, you will get a juggle opportunity and have







The last main thing for Bruce that is very damaging is his Multi Part Throws. Both start off the same way. Once the Embracing Knee Strike connects, you can either go into a Tumbleweed or finish the Aknee combo. Even though the 4-Knee combo is escapable, it is almost impossible to do so. If you sense a chance to get this Multi Part Throw off...go for it. Once it connects, damage timel







When in close to an opponent, the most frustrating thing you can do is keep them from attacking. This is accomplished with Bruce's excellent Keep Out Tactics. The first thing to do is keep a steady stream of Jab punches going. Use standing left punches often when in close to pop your opponent in the face. Then, add in some side kicks to keep your opponent blocking. Then to really get them mad, use the Stopping Kick Knee. This will straight kick them in the stomach, then when your opponent tries to attack, it will stun them with a big knee to the chest. Now you can bust out a juggle combo. Also, as usual, you can add in random Front Kicks for an even more stable attack-proof barrier.



Bruce's Keep outs are not the fastest but they have some nice range. His punch combo is great for knocking you back and has some mid hits to keep you from ducking, plus good damage... its a lot like Kings Punch combo and usually gets between 37 and 59 points of damage. The main thing to be aware of is his long legs. Bruce can knock you back with a push kick, then follow up with a long stretched side kick. Just watch for that added on Side Kick. lunge back out of its range then charge in for an attack while his foot retracts... Paul's Death Fist punch is an excellent example with its high damage and great range and speed.







Bruce's Gatling combo is one you MUST be aware of. You will probably run into this combo every time you fight Bruce. The combo does catch a lot of people off guard but don't be fooled. All of the hits strike high, except the 4th and final hit. This move leave Bruce way open for a throw when he misses or it is blacked.







Now that you have rendered the most used combo useless, this combo is sure to follow. If you get hit by the first knee, the second knee will combo for 35 pts, then you can block the third hit. The problem is, you don't know if the third hit is going high or low... and the final hit allows for a low kick while you are on the ground for a 59-68 pts combo. (59 for low attack, 68 for high attack). This guessing game is not very fun and it's better you remove the situation before it arises. You can use your fastest jab to keep yourself out of the guessing game by popping Bruce in the face just as his last kick is going to come out. You are rewarded with a punishment opportunity if you block all the hits correctly.







Bruce's simple Front Kick to Knee is a tiny little move you must be aware of. You will learn to notice the first Front Kick, and know that the Knee stun will follow. Just remember to just block as soon as you see the Front Kick. If you are fast enough you can usually go for a quick crouching punch in between the Front Kick and the Knee, but you must be very fast.







Another simple Bruce move that can leave you defeated if you aren't prepared. This move is easy to recognize and block. Just block low when you see Bruce's body twist and go low, then block high for the Uppercut. As a reward for the two part block, you get an opportunity to bust out with a nice juggle combol. If you only block the second hit, you are knocked a bit and can't retailate.







Bruce Can Flip Back and then fly in with a kick that attacks all the way up to the point from which he tapped back twice to do the flip! So don't follow a flipping Bruce unless your fist or foot is leading the charge...which is a good ideal You can usually step in a bit and get a juggle, or wait just in front of where Bruce started tapping back, and juggle him when he arrives-missesand is stuck in animation. Our favorite tactic is to use moves like Paul's Death Fist as Bruce runs in or starts an Unblockable. A well timed unblockable will smack Bruce when he arrives!







ROGER/ALEXI

Roger/Alex is basically King from Tekken 1, without a 10-String and a few added moves. To put it bluntly, Roger/Alex is garbage. If you want to win against a skilled Tekken 2 player, you will avoid them at all costs. However, if you decide you need a challenge, you can practice as Roger/Alex and go up against some good players. You'll probably find that Roger/Alex lack big in the way of useful moves. Their only high point is the fact that they have a bunch of throws. They can also use their Animal Uppercut in juggle combos, which does give them a kind of "fun factor". Hey, what can we say? ... they make funny noises when they fight...

RATING: #21



THROWS

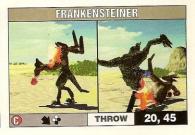








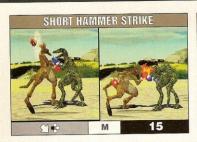


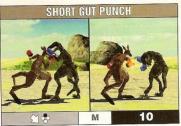


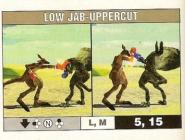


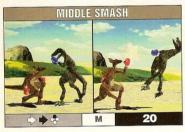


SPECIAL ARTS



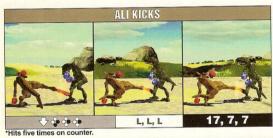


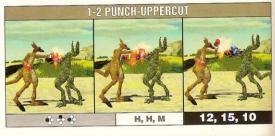






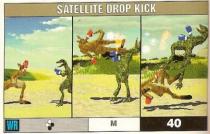


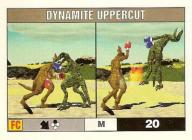


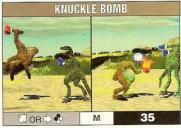


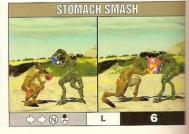






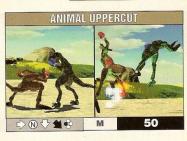


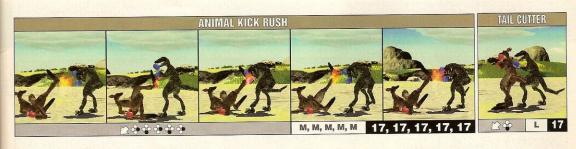


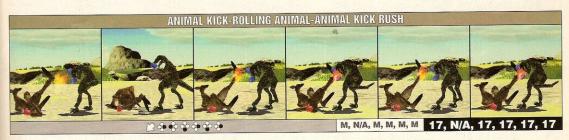


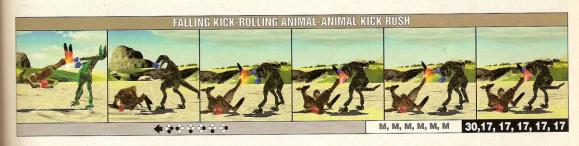


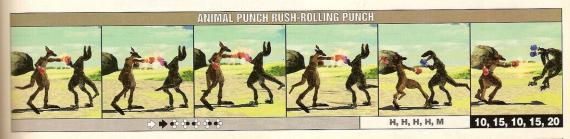


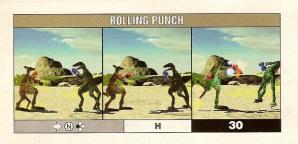


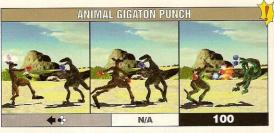


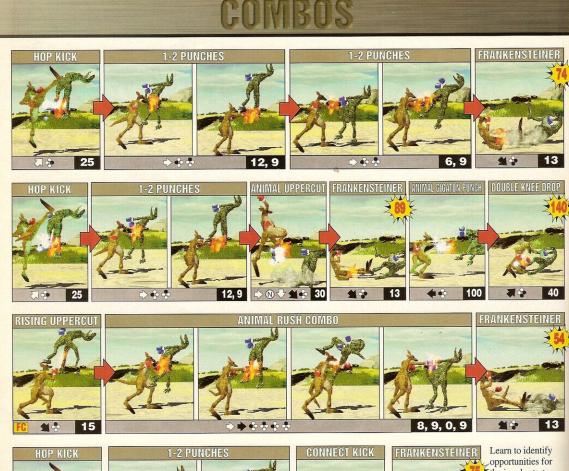






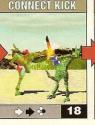














opportunities to the juggle starter, after missed slow recovery moves and during your opponent's super move charges. Practice combo 2, as it looks the best and has decent damage.

When fighting as Roger/Alex, be aware you don't have a great chance to win, if you are playing against an opponent with even a minute hint of skill. Sure...if you practice with them, and you know the majority of the other characters moves. you can win. We just rate them so low because almost everyone else is more useful. In all actuality, Roger/Alex can be quite useful. They have decent juggles, good damage moves, and some crazy tactics to boot!

First of all, remember your Hop Kick. This is probably the most valuable weapon in Roger/Alex's arsenal. When in close, use your 1-2 Punches to push your opponent away. Then, as they advance, hit them with the Hop Kick for a juggle opportunity. The best thing for you to do here is use your 1-2 punches right after the Hop Kick connects, then go into an Animal Uppercut. If you manage to get the Uppercut to connect, finish them off with the Frankensteiner for 86 points of damage ... WDW! Not bad for a Kangaroo and a Lizard, ehh? This combo takes loads of practice and isn't often seen in actual combat ... but it's there...so get it down and kick some butt.







The second best line of attack comes from Roger/Alex's Rushing Punch Combo. This string is very helpful in getting yourself some breathing room. When your opponent is too close to you, use an Elbow to stun them, then go into the Rushing Punch Combo. They won't be able to do anything but block the first few hits, and if they are wise they will remain blocking. If you are playing against a daring opponent, they might know that they can Hop Kick you after all the punches strike. To play it safe, only use the first 2 or 3 hits. Randomize it, so your opponent won't know if you are going to use 2 or 3 or even all 4. That way, when your opponent thinks you are going to only use 2, they might try something tricky and get a punch in the face. This tactic also sets you up for throws.













The last critical thing to know about fighting with Roger/Alex is how to use their Stun Punch. If you catch your opponent with this move as they are attacking, you will double-them over. The best thing to do here is to use a throw. Our suggestion is the Tombstone Piledriver. Once the Piledriver connects, use an Ali Kick. When that connects, use one more to finish the combo off. This doesn't register as a combo. but it is un-escapable, if the Stun Punch connects. This is one of the hardest maneuvers in the game to pull off, and both A. King and King can do it. If you can get this chain off about 50% of the time you try it ... congratulations!!! ... you may have a chance with Roger/Alex after















To win against Roger/Alex, you should try using them once or twice to learn their basic moves. That way, you can identify them as you fight against Roger/Alex. The main move you need to be aware of is the Hop Kick. This move starts most of Roger/Alex's juggle combos and takes off 25 points by itself. When added to 1-2 punches and frankensteiners, it can really be dangerous, prepare for it. Most often, your opponent will use the Hop Kick when right next to you. Many times, it's mixed in with Keep Out Tactics and can pop out quick. If you are in close combat with an opponent and they have just struck with some 1-2 punches, the Hop Kick will probably follow. Also, don't rush in too often when fighting Roger/Alex. The Hop Kick is often used in this situation.







Another pesky move you should be aware of is the Stun Punch. If this move hits you while you are attacking, you will get doubled over. This is not too bad, unless your opponent knows the "Slikatel Certain-Death" chain. This chain starts with the double over, then goes into the Tombstone Piledriver and two Ali Kicks. If you get hit with the entire chain ... you will most likely be defeated. The good news is that almost no-one in the entire world uses or can use this tactic. However, just because your opponent will probably us the Tombstone, you still need to be ready to get thrown. Most opponents try to throw after a stun and usually it's with both left buttons. If you see a Throw coming, just mash on your left buttons and you will escape 80% of the time.







Make sure you are aware of the All Kicks. These teeny little kicks can also leave you stunned. The same escape tactics apply for the Ali Kick Stun as for the Stun Punch. Also after the Ali Kick Stun, opponents try the Hop Kick. This is easily blocked, if you just keep cool and hold back after the stun. Always be ready to counter the throw, though.







The last major thing you need to be aware of is the Rushing Punch Combo, this is often used, and you should know how to counter. When in close, the Rushing Punch Combo will strike 4 times, then Roger/Alex will wind up for a huge punch to your chest. Block all four hits, then throw or Hop Kick as the windup begins. This is an excellent opportunity for a juggle and should be taken advantage of. If you want to start the Rushing Punch Combo before it starts, a simple Front Kick will do the job.















KAZUYA MISHIMAI

Kazuya is one of the most powerful characters in the game. If he has a reversal move, he would be ranked #1 or #2 hands down. Unfortunately Kazuya is lacking a reversal so he is placed at #5. Kazuya is lightning fast and very powerful. Kazuya also has excellent juggle capabilities that yield high damage. Kazuya has an almost even balance between offense and defense, and can be played either way. In our experience we have found that the best way for him to be played against skilled Tekken 2 players is defensive.



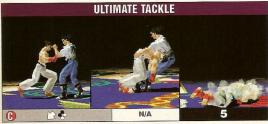


THROWS





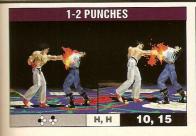






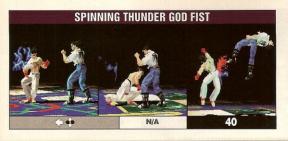


SPECIAL ARTS



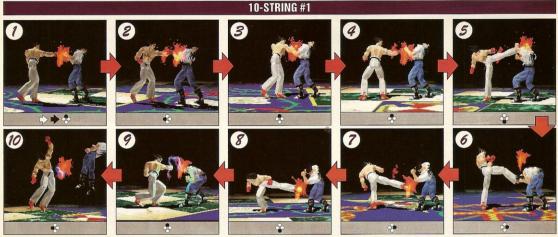




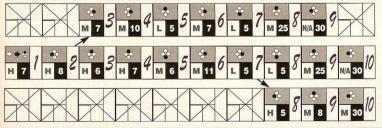




COMBOS



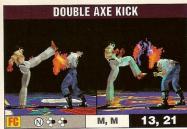
This is one part of Kazuya's set of two tricky 10-Strings. This one hits with the Low Kick and sets up the opponent for the Gut Punch-Uppercut. This is a great 10-String to use and you can definitely go past the first few hits, unlike some of the other characters. Use it when in semi-close...about 1-3 character lengths away for optimum usage.



Kazuya has some crazy 10-Strings that often make mincemeat out of his opponents. Unlike most characters, Kazuya can use his full 10-Strings and most likely he can get away with it. If you are in close, go for the middle variation and if you get past the first few hits, you are almost assured of full connection. Now if you are playing against a decent opponent, make sure you vary up the different strings so you don't get figured out. Look for opportunities to use the first few hits after you knock your opponent up with a Wind Godfist.









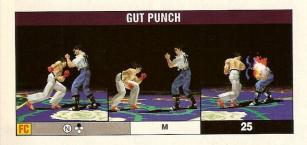
















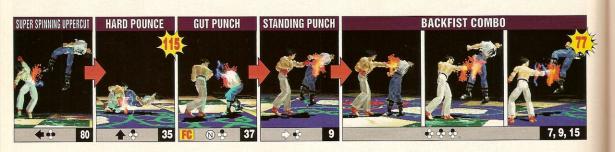






The Wind Godfist combos are very easy to execute.
Look for opportunities after or during slow recovery moves to use the Wind Godfist. Of course this pops opponents up for the juggle and you can easily finish them off with the ones we have selected.







Combos are Kazuya's forté. Since you will be Kazuya, you'll have to learn these juggles to be dominant. Most are straightforward, only the Gut punch combos need explanation. For the first Gut Punch Combo, you need to strike with the Double Uppercuts as soon as you can. For the second Gut Punch Combo, right after you connect with the Gut Punch, wait until your opponent begins to fall backward before you try the stated attacks that follow. This way you will pop them up for the remaining hits.

FIGHTING AS

When fighting as Kazuya, you always want to be ready to strike with a juggle starter. Kazuya has two great ones as well as a few more decent ones. The main two you should be aware of are: Wind Godfist and the Double Uppercuts. Of the two, the Wind Godfist is definitely the most useful. It can strike with blinding speed and is hard to defend against if used correctly. Many times it's wise to just pop out with a Wind Godfist. Your opponent will see your crouch down and this dares them to attack. Your Godfist will pop them up and leave them open for a huge damaging juggle combo. After your opponent is in the air, hit with a standing left punch. Then as your opponent falls again, immediately go into the Backhand Combo. This hits 5 times and takes off 70+ points of damage.







Another good tactic to use is Kazuya's Sidestep. This move evades almost any oncoming attack and can put you in a great position to throw or combo. Get your Keep Out Tactics down by using random Front Kicks and mini-uppercuts. Then when you think your opponent is going to try to retaliate, go for the guick Sidestep-throw method. Meaning, as you sense the attack, tap forward, then as soon as Kazuya goes into his Sidestep, perform a basic throw with both lefts or both rights. This can get very frustrating for your opponent as the will be attacking at thin air as Kazuya dodges to the side, leaving them open. Other ways to keep your opponent at bay is by using low hitting Keep Out Tactics. As your opponent gets near, quickly go into a crouching left punch, then use a Gut Punch. When it connects, you will stun your opponent leaving them open yet again for another juggle. A great way to use the Sidestep for starting juggles comes by way of the Wind Godfist. Go into a Sidestep, then immediately perform the motions for the Wind Godfist. As you are about to come out of the Sidestep, press right punch. You will Sidestep then pop out quickly with the Godfist and your opponent won't know what hit them.







Since Kazuya is very fast, it's wise to use his ducking lunge to your advantage. If you the Wind Godfist motions without pressing a button; Kazuya will crouch down and lunge forward. If you learn to time this correctly, you can use it when your opponent misses an attack for quick throws. Also, since Kazuya has three moves out of the ducking lunge, you can chose to go into either of them depending on your situation. Say, for instance, your opponent is attacking mid, you can chose the Wind Godfist for a quick juggle opportunity. If they are attacking high, you can go for the Hell Sweeps or the Thunder Godfist. Learn to judge where your opponent is going to attack by studying each characters moves...if you have the time. This will definitely give you an advantage when fighting as Kazuya.



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When fighting against Kazuya, you must be aware of his two main juggle combos starters. The first is the Double Uppercuts. This starts off with a left uppercut then a right uppercut. If the second hit connects, you will be popped into the air and left open for a juggle. Most of the time, the Double Uppercuts are mixed into Kazuya's Keep Out Tactics. So if your opponent is throwing a lot of Front Kicks, be ready to counter his Double Uppercuts. They usually follow Front Kicks. The second main juggle starter is the infarmous Wind Godfist. This move is a lot quicker than the Double Uppercuts, and leads to higher damaging combos. Use a lot of Front Kicks to keep Kazuya back. This will stop him from getting any moves off that start with the crouching lunge.







The second thing you need to be concerned about is Kazuya's Sidestep. By using too many slow recovery moves you are leaving yourself open to the Sidestep and any impending damage. If your opponent is constantly attacking, he/she is probably waiting for you to counter attack. That way your opponent can Sidestep and start a honey-mc-juggle on your buttocks. The best way to get yourself safe from Kazuya's crazy Keep Out Tactics is to jump back and tap right kick. It isn't very pretty but it often catches your opponent off guard. If your character has a reversal or an axis shifting move, you can catch Kazuya off guard by grabbing an outstretched limb or sidestepping his attack.







A very dangerous move in Kazuya's arsenal in his simple crouching lunge. This move leads into three different moves you should be able to recognize. The first is the Hell Sweeps. You can tell when Kazuya is going to go for the Hell Sweeps when he remains in his low stance as the lunge is about to finish. The best way to counter this is to hit him fast with an uppercut or a Front Kick.







The last thing you need to look out for is the Gut Punch. This move comes from a crouching position and can stun you. Since Stun usually = juggle combo, and Kazuya = juggler extraordinare, this makes for a bad combination for opponents of Kazuya. When you see Kazuya crouch and then pop up quick, make sure you black high. If you don't, you are sure to get smacked and then juggled. If you want to get tricky, you can try to pop Kazuya in the face with a fast Front Kick right as you think he is gonna go for the Stun, but this tactic is a lot harder and often causes more bad than good.







In order to consistently beat Kazuya, you need to be fast, and know what he is capable of. If you play with a character like Jack-2 or Kuma, you might have some problems defeating Kazuya because of the speed difference. The best thing to do with slow characters is learn their fastest moves, and use them. Don't go for the crazy smashes and slow recovery moves or you will find yourself in the air getting juggled for days. With the characters located in the top 10, you should have no trouble giving a decent Kazuua plauer a good fight.









DEVIL/ANGELI

Basically Devil and Angel are simply Kazuya from Tekken 1, except they have lazers. For original Tekken 1 players, this makes for an easy character to learn, since you only need to learn 2 additional moves. Except for their costumes, Devil and Angel are exactly the same. They have identical moves and throws. So, if you learn one, you can play the other. Devil and Angel have good speed and excellent juggle capabilities, but they lack variety. The drawback to fighting as Devil or Angel is that they get very predictable, which makes it hard for anyone to win. To win with Devil or Angel, you are going to have to be fast, inventive, and have your juggle combos down.

RATING:#8



THROWS

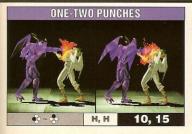








SPECIAL ARTS













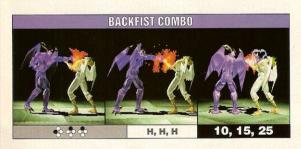




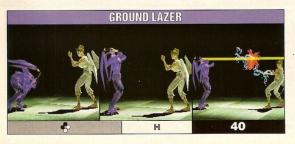








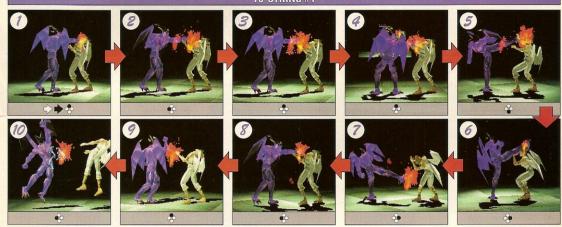






COMBOS

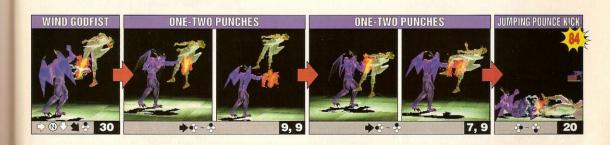
10-STRING #1

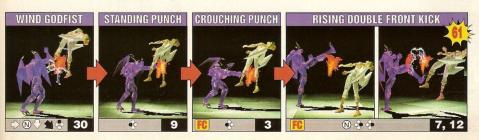


This is the exact same 10-String that Kazuya had in the first Tekken. It's very quick to start and is also very useful. Use it when your opponent is in close and you need some breathing room. Also, you can use it when you have knocked your opponent into the air with a Wind Godfist.



Having the same 10-String as Kazuya did in the original Tekken, this 10-String is easily blocked. Most Tekken players know this 10-String, so it's wise to use the first few hits for juggling.





The first combo is tricky for beginners because of the double sets of 1-2 punches. Walk in after the first set strikes, so you are assured the second set strikes. For the second combo, walk forward a bit after the Wind Godfist connects. Then, the rest is easy.

When you hit your opponent with the Lazer up close, throw out a standing left punch to pop them into the air. Once they are aloft, take the to school with the Backfist Combo. Remember, if you are far away when the lazer hits, use the jump kick instead of the combo.





























Here are three very simple combos that are low hitting, good damaging. Attempt them when only in close so you are assured full connection. The combo that starts with the Wind Godfist is one of the easiest for Devil/Angel so use it often.

FIGHTING AS

When fighting as Devil/Angel, you always want to be ready to strike with a juggle starter. Devil/Angel have two great ones as well as a few more decent ones. The main two you should be aware of are: Wind Godfist and the Double Uppercuts. Of the two, the Wind Godfist is definitely the most useful. It can strike with blinding speed and is hard to defend against if used correctly. Many times it's wise to just pop out with a Wind Godfist. Your opponent will see you crouch down and this dares them to attack. Your Godfist will pop them up and leave them open for a huge damaging juggle combo. After your opponent is in the air, hit with a standing left punch. Then as your opponent falls again, immediately go into the Backhand Combo. This hits 5 times and takes off 70+ points of damage.







When your opponent is getting up off the ground, its sometimes wise to attempt a lazer. Most often your opponent will stand right up into it. Then you can use the juggle that starts with the lazer as usual. Make sure you use the lazer as your opponent is getting up. If you chose to use it, make sure you are about 3 character lengths away so your opponent won't be able to counter.







When in close, use a few Front Kicks followed immediately with the Double Uppercuts. If your opponent blocks the Double Uppercuts, use a standing left punch, then go into the Double Uppercuts again. Most often this catches your opponent when they try to attack in between. If you are fast enough, you will pop them into the air and have a great juggle opportunity. The best thing to do here is go for the Backfist Combo. It takes off decent damage and your opponent lands away so you can run up and jump kick if you desire.







For the surprise attack, use the Lazer when about 4 character lengths away. Once the Lazer connects you can run up and hit with a jump kick. If you are in close and score with a lazer hit, wait for a second, then hit with a standing left punch. This will pop your opponent into the air and give you an opportunity to finish with a Rushing Punch or Backfist Combo. You can also use the Air Lazer when you are about 3-4 character lengths away. The only drawback is that your opponent can run underneath the lazer and throw you from behind once you land.



Once you get your Keep Out Tactics down against DevII/Angel, find a pattern of punches and kicks that works for you. When you have that working, learn to identify times when you can pop in for the throw. Most often you can throw after the standing jabs, but wise opponents will catch on quick. Vary up your throw attempts and you should have no problem whipping up on your opponents.

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Another thing you need to look out for is the Lazers. Many times a Devil/Angel player will use the Lazer as you are getting up or when you are close. You can tell when Devil/Angel is about to use the lazer because he/she leans back to charge. When you see this lean, you have a few choices. If you are close, you can crouch underneath the lazer then run in and throw, or try to juggle before the lazer comes out. If your opponent tries the jumping lazer your best bet is to run underneath Devil/Angel, and throw when they reach the ground. If you are further than 3-4 character lengths away and your opponent tries the air lazer, you need to jump back to safety. The trick is that you need to wait until the lazer is just about to hit your feet before you jump.











For good Keep Out Tactics, you should be constantly throwing Front Kicks and standing left punches. When your opponent tries to Junge in, use a crouching left punch to keep them back. After the left punch connects, go into a uppercut or a throw, depending on how far you pushed them back. If your character has a decent Hop Kick, use that instead of the throw for a juggle opportunity. Another way to use the Hop Kick is to first throw out two standing left punches. Then as Devil/Angel's hand retracts, immediately go into the Hop Kick. This often catches opponents off guard so try it often against new players. For skilled players, the best way to catch an opponent with the Hop Kick is to knock them over, then as they stand up, go for the Hop Kick. Many times players crouch block as soon as they get up off the ground.









CODES · SECRETS



YOU WILL

PLAYER SELECT

PLAYER SELECT

是一种区域

GETTING ALL SUB-BOSSES

When you first buy Tekken 2, you only get 10 basic characers. In order to play as each character's sub-boss, you must beat the game, using the character of your choice. When you finish the game with one of the 10 basic characters, you will be rewarded with his/her sub-boss character. Turn "quick select" on in the options menu so you can see all of the hidden characters you have accumulated.



To get the super-deformed Tekken 2 Characters, simply hold down select, then pick your character. Once the screen changes to the Vs screen, you can safely releas the select button. You can also use this code in-betwe regular Arcade matches and Vs Matches. If you perform the cade correctly, you will see the odd new shape of your character and hear their new high-pitched sounds.



GETTING KAZUYA

To play as Kazuya, the second sub-boss, you must first get all the main sub-bosses, then beat the game with a subss. You can continue with any character as long as you finish the game with a subboss character. To play as the purple-suit Kazuya character, olight Kazuya and select him with the Start button. Now, when you fight, you'll be wearing a purple felt business suit. "We quarantee it!"



When a match is over, after playing as a big headed Tekken 2 character, select the same character with the same clothes — using the Big Head code. Now, your character will be extra super-deformed and make even higher pitched sounds. This can sometimes lead to hilarious battles, as your character will tower over a normal sized character.



GETTING DEVIL/ANGEL

To play as the final boss Devil/Angel, you must first have Kazuya. Once you have Kazuya, beat the game with him. You don't even have to start with him. To use Devil (the purple meanie) highlight Devil on the character select screen and press either of the punch buttons. To use Angel (the heavenly beauty), highlight Devil on the character select screen and press either of the kick buttons.

SUPER JUGGLE CODE The Super Juggle Code is always performed in a

"reverse" manner. If you want to be able to juggle the player 2 side character, you must use the code on controller 2. Example — In Arcade mode, have player 2 hold select and pick their character. Wait until the Vs screen appears, then press up on their controller. This will make player 2 bounce extra high when juggled.



To get Roger/Alex, you need to win the final round of uour third match with 5 or less points of health remaining on your energy meter. Then, on your fourth match, you will fight against Roger. Defeat him and then beat the game. Now, on either character select screen, you will be able to select Roger with the punch buttons and

• WIREFRAMES
For the awesome Wireframe mode, hold down L1+L2 before you select your character in Arcade mode. Then, select your character, and release L1+L2 during the Vs screen. For reverse Wireframe mode, enter Practice mode with controller 2, hold down L1+L2 on controller 2, then select your character with controller 2. Release L1+L2 during the Vs Screen. Now, you are looking head-on at your character!



GETTING ROGER/ALEX

Alex with the kick buttons.



WINNING POSES

uou can rub it in bu using variing poses some have 3, and even 4! press and hold any of your attack buttons. Depending on





