

PRIMA'S OFFICIAL STRATEGY GUIDE

**NEW
CHARACTERS
EXPOSED!**

TEKKEN 4



primagames.com

namco

This game has received the following rating from the ESRB

TEEN



CONTENT RATED BY
ESRB

Violence

TEKKEN 4

PRIMA'S OFFICIAL STRATEGY GUIDE

JEFF BARTON, MICHAEL LITTLEFIELD, KEVIN SAKAMOTO

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2002 Namco Hometek Inc. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Namco Hometek Inc.

Prima Games
Project Editor: Teli Hernandez
Editorial Assistant: Carrie Ponsetti
Associate Product Manager: Jill Hinckley
Creative Development Manager: Don Tica
Design & Layout: James Knight

Namco Hometek Inc.
Adrian Escultura Jesse Mejia Brian Schorr
Nao Higo Yas Noguchi Daryle Tumacder
Stacey Hirata Ben Rinaldi

Tekken®4 & ©1994, 1995, 1996, 1999, 2001 Namco Ltd., All Rights Reserved. All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and may only be used with their permission and authority. Under no circumstances may the rating icons be self applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product that has no been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call IDSA at (212)223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3940-9

Library of Congress Catalog Card Number: 2002111411

Printed in the United States of America

02 03 04 GG 10 9 8 7 6 5 4 3 2 1

CONTENTS

TEKKEN 4 STORY LINE	2
INTRODUCTION	2
HOW TO USE THIS BOOK	3
TOURNAMENT BASICS	5
GAME MODES	11
TEKKEN FORCE	13
STAGES	16
BRYAN FURY	18
CHRISTIE MONTEIRO	24
COMBOT	32
HEIHACHI MISHIMA	36
HWOARANG	42
JIN KAZAMA	50
JULIA CHANG	56
KAZUYA MISHIMA	62
KING	68
KUMA AND PANDA	76
MARSHALL LAW	82
LEI WULONG	88
CRAIG MARDUK	96
NINA WILLIAMS	102
PAUL PHOENIX	110
STEVE FOX	116
VIOLET/LEE CHAOLAN	122
LING XIAOYU	128
YOSHIMITSU	136

TEKKEN 4 STORY LINE

After The King of Iron Fist Tournament 3, Heihachi failed to apprehend Ogre. Determined not to fail, Heihachi had his researchers gather Ogre's skin tissue, hoof fragments, and blood samples for genetic experiments. Unfortunately, Heihachi's goal of creating a new life form by splicing Ogre's genome with his own was unsuccessful.

Heihachi learned, after extensive experimentation, that the Devil Gene was needed to successfully splice Ogre's genetic code into another living organism. Unfortunately, Heihachi's own genome lacked the Devil Gene. However, there was someone who had the gene, Jin Kazama.

Jin was shot and mortally wounded by Heihachi after defeating Ogre in The King of Iron Fist Tournament 3. As his life slipped away, Jin transformed into a devil and mysteriously vanished.

Although his quest to find Jin became futile, Heihachi did discover a 20-year-old photograph that stirred his curiosity. The photograph had an image of a burnt corpse riddled with laceration wounds and deformed, protruding, wing-like limbs.

Heihachi was convinced it was a picture of his son, Kazuya, whom he hurled into the volcano 20 years ago. With all of his resources redirected into finding the body, the search ultimately led to a biotech firm called G Corporation, a company known for making unparalleled developments in the area of biogenetics research. G Corporation found Kazuya's body and began conducting research on his genetic data to examine the true nature of the devil that existed within him. Heihachi also found out that Kazuya's remains and research data were stored at G Corporation's Nebraska and Nepal research facilities, respectively.

Unbeknownst to Heihachi, Kazuya was resurrected by G Corporation and had an agenda of his own. Kazuya's aspiration was to fuse his two selves into one so that he could truly utilize the power of the Devil Gene and seek vengeance against Heihachi and the Mishima Zaibatsu.

On a chilly Christmas night, Heihachi decided to send his Tekken Force to infiltrate the research labs in hopes of recovering both the research data and Kazuya's remains. The assault on the Nepal lab went smoothly, whereas the infiltration of the Nebraska facility did not go according to plan. From his helicopter, Heihachi noticed on the tactical status monitor screen that his troops met some sort of resistance. As the figure responsible for this emerged from the shadows, Heihachi was shocked to find out that it was his own son, Kazuya.

With Heihachi ruining his plans of unification, Kazuya disappeared into the facility's ruins after taking his anger out on Heihachi's pitiful soldiers.

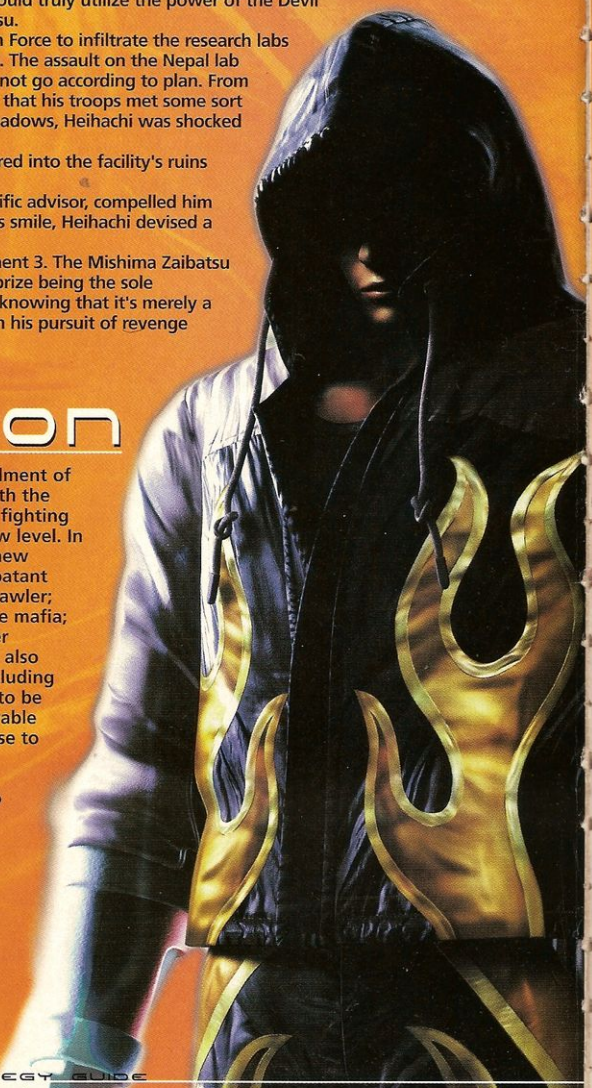
With Kazuya back in the picture, Dr. Abel, Heihachi's lead scientific advisor, compelled him to figure out a way to capture Kazuya immediately. With a malicious smile, Heihachi devised a way to accomplish this.

Two years have now passed since The King of Iron Fist Tournament 3. The Mishima Zaibatsu has announced The King of Iron Fist Tournament 4, with the grand prize being the sole ownership of the Mishima Zaibatsu. Kazuya enters the tournament knowing that it's merely a trap to draw him out of hiding. To Kazuya, the prize means less than his pursuit of revenge against his father, Heihachi.

INTRODUCTION

The King of Iron Fist Tournament has returned. The fourth installment of Namco's sensational 3-D fighter is back and better than ever. With the addition of walls, an enhanced sidestepping ability, and uneven fighting surfaces, Tekken 4 promises to take your fighting to a whole new level. In addition to enhanced fighting tactics, Tekken 4 introduces four new characters: Christie Monteiro, the young student of former combatant Eddy Gordo; Craig Marduk, a larger-than-life, no-holds-barred brawler; Steve Fox, a British professional prize fighter on the run from the mafia; and Combot, a robot trained to mimic the fighting styles of other tournament competitors. The King of Iron Fist Tournament 4 has also invited 15 previous competitors to return to the competition, including Tekken favorites, Hwoarang, Jin Kazama, and the once thought to be dead Kazuya Mishima. The question now is which of the 19 playable characters (10 default and 9 that can be unlocked) will you choose to take you to the top.

Whichever character you choose as your own, Tekken 4: Prima's Official Strategy Guide has all the information needed to play each fighter to full potential. Included here are game-winning strategies, complete Move Lists, and custom combos to give you the extra edge over your competitors. And if you're in the mood for something different, try the various other game modes, such as Story Battle, Survival, or Tekken Force. It's all in here. So what are you waiting for? The transformation from button-mashing rookie to Tekken master is about to begin.



HOW TO USE THIS BOOK

There is a lot of information in this guide to help make you a *Tekken* champion. This section shows you how to find and use that information.

PROFILE

The profile contains basic information about your character. All his or her costume options are shown here as well. Press the corresponding button to fight wearing that costume.

STRATEGY

This section describes specific strategy for each character. Here, you find how to use your character to match his or her fighting style. We also point out useful moves and tactics and when to use them.

FIGHTING AGAINST

Having trouble beating a certain character? Look no further. These are some handy tips to remember when fighting against that character.

FIGHTING AGAINST KAZUYA

- Keep your distance against Kazuya. If you get too close, you'll face a barrage of violent attacks.
- Be aware of his speedy moves, such as Rising Uppercut. Know what to block, and wait for an opening to counter.
- Capitalize on the short delay that results when blocking some of his moves.

STRENGTHS

- Quick and powerful moves
- Many moves from Crouch Dash
- Loads of damaging close combos

WEAKNESSES

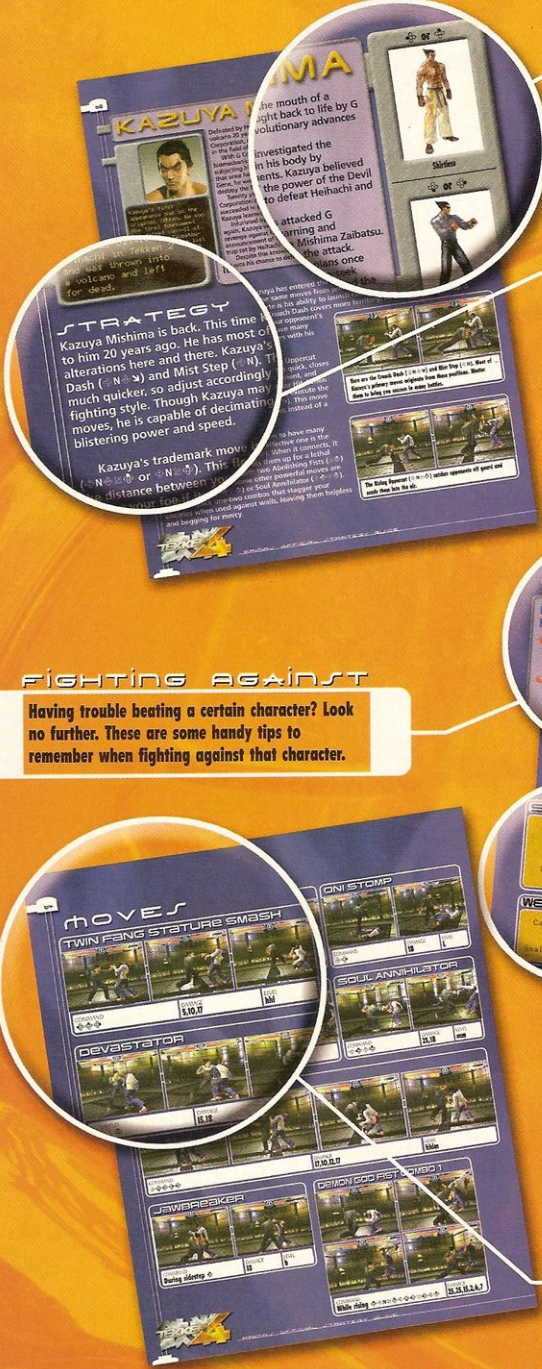
- Can be predictable
- He reversal
- Small number of

STRENGTHS & WEAKNESSES

Every character has strengths and weaknesses. By knowing you and your enemy's strengths and weaknesses, you can fight accordingly and better demolish him or her.

MOVES

This section shows off some of your character's more useful or flashy moves. It includes throws and combos. Remember, these are only some of the moves. Check the Move List section for a complete list.



LEGEND

Symbol	Explanation
↖	Left Punch
↗	Right Punch
↖	Left Kick
↗	Right Kick
→	Tap forward (toward opponent)
→	Hold forward
←	Tap back (away from opponent)
←	Hold back
↑	Tap up
↑	Hold up
↓	Tap down
↓	Hold down
↖	Tap up and back
↗	Hold up and back
↖	Tap up and forward
↗	Hold up and forward
↖	Tap down and back
↗	Hold down and back
↖	Tap down and forward
↗	Hold down and forward
N	Neutral (nothing pressed on the directional button)
~	"Quickly followed by" (↖~↗ means press ↖ immediately after ↗)
=	Button press is linked with move above with one less indent.
Damage	Base damage delivered by move; varies with factors such as Counter Hit and Clean Hit
Juggle	Move pops opponent in air or makes possible a guaranteed follow-up attack
Levels	Indicates where the move will land
h	Attack will hit high (crouch to avoid or ↖ to block)
m	Attack will hit at mid level (↖ to block)
M	Attack will hit at mid level and grounded opponents (↖ to block)
l	Attack will hit low (↖ to block)
L	Attack will hit low and grounded opponents (↖ to block)
Sm	Special mid hits mid but can be blocked low
Stagger	Move causes enemy to stumble, losing mobility for a brief moment
!	Unblockable
*	In 10 Hit Combos, the guard point represents the interval where you have an opportunity to block the attack.
—	None, Not Applicable

SPECIAL ARTS

These are the bulk of the moves. This section shows the move name, command, damage, hit level, and any notes regarding the specific moves. All the directional commands are assuming you are facing right. Reverse them when facing left. Check out the legend above to see what the symbols mean.

NOTES

Some moves have special properties you should be aware of. If there's something special about a move, this is where you'll learn about it.



TOURNAMENT BASICS

THROWS

The "Throws" section includes a Position column and an Escape column. The Position column indicates where to execute the throw—from the front, left or right side, or from behind. The Escape column lists the buttons to press to break the throw.

10 HIT COMBOS

These are called 10 Hit Combos, even though not all of them connect for 10 hits. The Guard Point is where the combo can be blocked, even if the previous hit connected. Use the Demo feature in Practice Mode to get the timing of these 10 Hit Combos down. Note: not all characters have 10 Hit Combos.

COMBOS

Also called Custom Combos, these are basically juggle moves and other useful move combinations. Most list a couple of juggle starters and some moves that can follow. This is not a complete list of Custom Combos; it is meant as a starting point for you. When you have your opponent in the air or staggered, explore on your own what moves to follow for your own Custom Combos. The possibilities are almost endless. Demo the Sample Combos listed under the Command List in Practice Mode for more Custom Combo ideas.

NOTE

Damage listed in the Move List for each hit is based on when the hit connects at 100%.

TOURNAMENT BASICS

So you're new to the *Tekken* series and want to be a *Tekken* master. You must learn a few things first. The following pages give you the basics to becoming a tournament champion.

Even if you are familiar with *Tekken*, skim through this section. *Tekken 4* has new elements, like the inclusion of walls and Position Changes. Brushing up on basic principles only enhances your butt-kicking abilities.

Understanding the basics of *Tekken* gives you the advantage over the average player who just studies the Move List. And against skilled players, you need every tool possible. So read on to learn all the basic fighting techniques that apply to all characters.

CHARACTERS

There are a total of 19 playable characters available to you in *Tekken 4*. Ten of these characters are available at the beginning of the game. The remaining characters are unlocked as you play through the *Story Battle Mode* and *Arcade Mode*. The characters will be released in a specific order as you continue to play through the game over and over.

NOTE

Violet's name will change to Lee once Heihachi has been revealed. Lee is under the guise of Violet, but has no need to keep his identity secret once Heihachi has entered the Arena.

There are exceptions to the way in which characters are released. By completing the game in *Story Battle Mode* characters may cause a character to be released out of the Release Order. If the character to be released by completing *Story Battle Mode* has already been revealed, then the next character to be released will be the next to appear from the Release Order chart.

NEW TO TEKKEN 4

Tekken 4 has made a few changes since the last time The King of Iron Fist Tournament took place. The addition of walls, including wall damage, Position Changes, and an enhanced sidestep are all new features to look forward to. The following sections break down these new additions to *Tekken 4*.

RELEASE ORDER

Order	Character Released
1	Jin
2	Violet
3	Nina
4	Lei
5	Bryan
6	Julia
7	Kuma/Panda
8	Heihachi
9	Combot

EXCEPTIONS

Character	Character Released
Kazuya	Jin
Steve	Nina
Hwoarang	Jin
Yoshimitsu	Bryan
Xiaoyu	Kuma/Panda
Violet	Combot
Nina	Lei

WALLS

In *Tekken 4*, you are no longer free to roam around in an infinite amount of space. No sir, it's time to get up close and personal.

Walls now surround the 12 new stages that appear throughout the game. This means you need to be aware of your surroundings at all times. Getting pinned against a wall or in a corner can change the outcome of a match in a heartbeat. Why? Because of wall damage, which is sustained by being hit into a wall. As if that wasn't enough, getting hit into a wall causes your character to become momentarily stunned, allowing your opponent to trash you back and forth between his fist and the wall until you land helplessly on the ground.

Knowing your surroundings and where you are on a stage is extremely important. If you find yourself getting dangerously close to an unwanted portion of the stage, start sidestepping away from the danger, or execute a Position Change (❖) to turn the tables on your enemy. Transversely, you can push your opponent into a corner to perform a hard-hitting combo of your own. Capitalize on any opportunity to catch an enemy against a wall. Whoever controls the walls controls the match.

POSITION CHANGE

The Position Change is another new addition to *Tekken 4*. This throw-like act allows you to manhandle your enemies and push them in the direction of your choice. This is most helpful in situations where you are trapped against a wall or corner where you cannot sidestep away. By pressing ❖, you switch positions with your enemy, putting his or her back into the wall where you once stood. You can now launch your own attack.

You can also use the Position Change to push an opponent toward a wall by pressing a direction with ❖. Use the following table to reference the Position Change commands. These commands are also listed under the Throws section of the Move List for each character.

POSITION CHANGES

Command	Action
❖	Flips position with enemy
❖→	Pushes enemy back
❖↓	Pushes enemy right
❖↑	Pushes enemy left

SIDESTEPPING: ↑ OR ↓

Tekken 4 has also made some changes to the way a match is fought. Once upon a time, the majority of the fight took place in a straight line, with the exception of an occasional evasive sidestep. Those days are gone with the enhanced sidestepping afforded by *Tekken 4*. Now a player can freely walk in a full circle of movement, taking the fight to a whole new dimension.

This new ability creates a counter opportunity in your enemy's dead angle (an unblockable angle). Watch for a player to start an attack, then sidestep out of the way and continue to hold ↑ or ↓ to walk around the attack. This gives you a counter opportunity, as well as making it easier to defend. This new system of movement also makes for a more realistic fight. Keep moving at all times to make it harder for your opponent to launch an attack without getting countered or evaded.

MOVEMENT

Sound simple? How your character moves around the arena can mean the difference between winning and losing.

ADVANCING OR RETREATING ← OR → OR ↘

Slowly advance forward or backward. You can also crouch advance by pressing ↘. Advancing is too slow to have any real evasive benefits. Advance to bide your time while keeping a distance, or to gauge your range with an opponent.

STEPPING IN OR STEPPING OUT ⇐ OR ⇒

Stepping In or Out is a little more useful than advancing and can be the simplest way to avoid an attack. The distance that you Step Out isn't far, so use it only to avoid attacks that are barely in range. Stepping Out is a great way to close the distance for an attack. Step In toward opponents, then Step Out away to lure them into attacking. Take advantage of the vulnerable window after they miss.

RUNNING: ⇨⇨

If you're really far from an opponent, your best bet is to run at him or her. You have the following attack possibilities from a run.



Hitting an enemy against a wall causes extra damage and momentarily stuns your opponent.



Once enemies are smacked into a wall they become helpless. Bounce opponents back into the wall during this time to create a killer combo.



Use the Position Change (❖) to switch positions with your opponent when you're trapped in a corner or up against a wall.



Push your opponent back against a wall to utilize the wall in a hard-hitting combo.



Use sidestepping to steer an enemy toward a wall or to get yourself away from one.



Sidestepping allows you to circle around an attack and counter in your opponent's dead angle.



RUNNING ATTACKS

Command	Action	Level
↓	Trample Attack	L
↓	Unblockable Tackle	L
↓	Running Tackle	m
↓	Running Cross Arm	m
↓	Leaping Side Kick	m
↓	Sliding Dash	L

Only if opponent is lying on ground

Only if opponent is standing or crouching; must start running from far away

Only if opponent is standing or crouching; must start running from three running steps away. Can be followed with left and right punches.

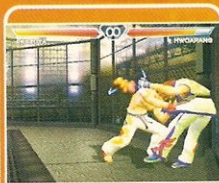
See the Exceptions table

EXCEPTIONS

Character	Command	Action	Level
Bryan	⊕	Snake Slash	m
Christie	⊕	Lunging Brush Fire	m
Hwoarang	⊕	Regular Left Kick	m
Jim	⊕	Regular Left Kick	m
Julia	⊕	Regular Left Kick	m
King	⊕	Regular Left Kick	h
—	⊕	Stagger Kick	L
Kuma/Panda	⊕	Regular Left Kick	m
Law	⊕	Running Side Kick	m
Lei	⊕	Jumping Kick	m
Marduk	⊕	Bicycle Kick	m
Nina	⊕	Blonde Bomb	m
—	⊕	Running Jump Kick to Leaping Heel Hold	m
Paul	⊕	Regular Left Kick	m
Steve	⊕	Stun Gun	m
—	⊕	Ducking In	—
—	⊕	Ducking In	—
Lee	⊕	Regular Left Kick	m
Xiaoyu	⊕	Regular Left Kick	m
Yoshimitsu	⊕	Regular Left Kick	m
—	⊕	Fubuki	m



Trample Attack



Unblockable Tackle



Running Tackle



Running Cross Arm



Leaping Side Kick



Sliding Dash

SIDESTEP:

↑ OR ↓

The sidestep is one of the most important movements in *Tekken 4*. Sidestep to avoid attacks or launch an attack of your own. Most of the characters have special moves that require the sidestep.

Many *Tekken* rookies have trouble with the sidestep. The trick is to just *tap* up or down. Do it quickly or you will merely walk upward or downward. Mastering this move separates the beginners from the *Tekken* elite.

JUMP OR SMALL JUMP: ↑ OR ↗

The difference between Jump and Small Jump is height. The Small Jump is much quicker and shorter than the Jump. To Small Jump, tap ↗ quickly. Use Small Jump to avoid low attacks. To Jump, hold ↑. The Jump is much higher than the Small Jump and is best used to launch attacks. Hit ↗ right before you land a Jump and you will hit your opponent low. Unlike past *Tekken* tournaments, you can only Jump toward an opponent, so use your Jump and Small Jump carefully.

CROUCH DASH: ↘ N ↘

Not every character can perform the Crouch Dash. This move is very useful because you duck low as you quickly move toward your opponent, which protects you from getting hit by high attacks. The characters who can perform the Crouch Dash have one or more moves they can follow it with—all with different hit levels. It's a very useful tool for confusing your opponent.

CHARACTERS WITH CROUCH DASH

Bryan
Heihachi
Hwoarang
Jin
Kazuya
King
Nina
Paul (Paul's Crouch Dash is ↘ ↘ ↘)



Crouch Dash

STANDING GUARD AND CROUCHING GUARD: ← OR ↙ OR N

Blocking is second nature to every great *Tekken* player. It keeps you alive. Though your character automatically blocks if you don't press anything, this isn't recommended. Active blocking, using ← or ↙, puts your character in the blocking stance more quickly. This is the only way to block certain quick-hitting combos.

GETTING UP

Even the most skilled players get knocked down. The difference is that they know how and when to get up. Knowing how to get up can mean the match. The following table shows the possible ways to get up and some tips on when to do it.

HOW AND WHEN TO GET UP

Command	Action	When to Use
↑	Stands up	When you're out of range of opponents but want to be ready if they charge
↖ or ↘	Rolls to the side	When enemy is charging and may put a stomp on you; can be followed by any other getting-up technique
↖	Low sweep	When opponent is close and is expecting a mid attack as you get up; also useful when opponent is on ground
↖	Mid kick	Against close-range, crouching opponent
↖ or ↘	Rolls away or toward opponent	Roll away to avoid a rushing enemy, roll toward enemy to follow with ↖ or ↘
↖ or ↘	Rising Ankle Kick	A low poke that interrupts an oncoming attacker
↖	Spring Kick	A mid-level attack that avoids a low attack; also good to use to close the distance between you and your opponent
↖ or ↘	Rising Cross Chop	A forward or backward roll with a mid-level lunging double punch

Ukemi

Also called a Quick Roll, this is performed just as your character is about to hit the ground. If this is done correctly, your character springs back up as soon as he or she hits the ground. This can also be done as you hit a wall to minimize the wall stumble, preventing you from falling to the ground. Here's how you do it (remember, enter the command just as you hit the ground or wall):

Command	Action
↖ or ↘	Rolls into the background and jumps up
↖ or ↘	Rolls into the foreground and jumps up
→	Leaps back up
←	Rolls away from opponent
Against a wall ↖ or ↘	Spins into the background after collision
Against a wall ↖ or ↘	Spins into the foreground after collision



REVERSALS, CHICKENS, AND LOW PARRIES

Only a handful of characters in *Tekken* have attack reversals, but all have some form of parrying ability. A reversal is exactly what the name implies. During your enemy's attack, grab his or her arm or leg and turn it around—dealing damage to your opponent. A chicken is basically a reversed reversal. Perform a chicken when your attack is being reversed and you can damage your opponent. A low parry is the nonviolent form of a reversal. In a low parry, you knock away your opponent's attacking arm or leg, leaving him or her vulnerable for a split second.





REVERSALS





Reversals allow you to turn the tables on an attacking enemy. Perform the reversal just as you're about to be hit by a high or mid attack only. For low attacks, use a low parry. Use reversals sparingly, especially against skilled players. After they learn that you're fond of reversals, they'll chicken you every time. In addition, not all attacks are reversible, and not all characters can reverse the same moves. This makes it difficult to predict your success when using a reversal. The following characters have reversals. Check each character's Move List to see the exact command for their reversal.

CHARACTERS WITH REVERSALS



King
Marduk
Paul
Nina
Heihachi

CHICKENS: OR

Unlike the reversal, chicken is available to every character, and it works on every reversal. It's called a "chicken" because a growling voice says "chicken" each time it's performed. Also, unlike a reversal, the chicken command you use ( or ) depends on which arm or leg you are attacking with. If you attack with a left limb, use  to chicken your opponent's reversal. If you attack with a right limb, use  instead.

Timing is crucial here. You have to anticipate your opponent's reversal or it'll be too late. Input the chicken command just as your limb connects with your opponent. Against players who abuse the reversal, it's wise to buffer the chicken every time you attack. For instance, every time you attack using , hold it down until it connects. This way, if you see a reversal coming, you can quickly (while still holding ) press  and . Check out the Buffering section for more details. Chicken your opponents a few times, and they won't be so eager to perform a reversal in the future.

LOW PARRIES:

Low parries are useful for low-attack situations when blocking won't suffice. If your opponent has a lengthy low kick or punch combo that you find yourself stuck in, low parry. The beauty of low parrying is that every character can do it by simply pressing . If you know your enemy is going to attack with a low kick or punch, quickly press  just before it connects. If successful, you'll knock your attacker's limb aside, leaving him or her vulnerable for a split second.


Some characters have parries that work on mid and high attacks. Check the individual character's section for more details.




JUGGLES

Juggling has always been an important aspect of the *Tekken* series, and that hasn't changed with *Tekken 4*. A juggle refers to the moments after an attack when your opponent is helpless to defend or retaliate. Usually, this means when your opponent is in the air, but it can also mean after any attack that leaves your opponent at your mercy for a short time.

Juggles are free hits on your enemy. At higher skill levels, the juggle is one of the top sources of damage, in addition to helping to take control of a match. Look for the "Juggle" designation in each character's Move List to see which moves are juggle starters.

THROWS:

Each character has at least five throws: two from the front, one from the left side, one from the right, and one from behind an enemy. In addition to these standard ones, most characters also have special throws. Throws can't be blocked using .

While unblockable, most throws are escapable. Crouching is one way to avoid a throw, except for a few characters who can throw a crouched opponent. Escaping a throw requires some guesswork and some knowledge of your opponent's button presses. This usually is a matter of pressing , , or , depending on the throw. Some characters' special throws require more work than one-button escapes while some are unbreakable. A handful of characters also have throws that can link to other throws. Check out the individual character's Move List for a complete list of throws and escapes.



Low Parry

NOTE

While a reversal can be reversed (chicken), a chicken can not be reversed. A low parry is not reversible either.

BUFFERING

Buffering is the difference between a casual *Tekken* player and a master. Use buffering for commands that involve more than one button press at a time, allowing for quicker and easier input with less chance for error. Buffering is when you keep a button pressed down if it's part of the next command in the sequence. While holding that button down, press the rest of the command. It's one of the more difficult techniques in the game, so pay close attention.

The following example describes buffering. Say the move you want is performed by pressing \triangle \square \times \circ . Without buffering, you would press \triangle , then \square , then \times , and finally, \circ . If you do it that way, you'll run into a couple of problems. First, you're probably trying to enter these commands quickly. Second, quick button presses that involve two or more simultaneous buttons have a higher chance of missing. You might press either the \triangle or \square slightly out of sync and flub the move.

To buffer the same move, do the following: Press and hold \triangle . Now, while still holding \triangle , press \square . This is accepted as \triangle . Now, let go of \triangle as you press and hold \square . While still holding \square , press \times to turn it into a \triangle .

Buffering only works if the button you're holding down is part of the next combination of buttons. Buffering is especially useful for moves that require three or even four simultaneous button presses.

Still don't get it? Try the following buffer-friendly moves to get a feel for it. Performing the commands on the left should result in the same action as the commands on the right.

BUFFER PRACTICE

Character	Move Name	Regular	Buffered
Heihachi	Demon Shout	\Rightarrow \triangle \square	\Rightarrow hold \triangle press \square
Christie	Ipanema Wings to Slippery Kick	During Negative \triangle \square \times	During Negative \triangle hold \square press \times
Xiaoyu	Fan Dance to Pushing Hands	\triangle \square \times	\triangle hold \square press \times

DAMAGE AND THE HEALTH METER

To be dominant in combat, you need to know a few things about damage and the health meter.

DAMAGE

A character can take several types of damage. A regular hit is a hit taken when your character is not blocking. A regular hit lands the base damage listed in the Move List. A Counter Hit is a hit that connects as your enemy begins his or her own attack. The damage from a Counter Hit is a little more than the base damage for the same move. A clean hit is a hit that is performed at point-blank range. Not all moves are possible clean hits. Damage from a clean hit is also greater than the base damage.

The actual damage can also be less than its base damage. This occurs mostly during combos where a hit connects on an opponent who isn't standing. The damage delivered on opponents who are in the air or bouncing around can be significantly less than the base damage for the same move.

HEALTH METER

The bar at the top of the screen is your health meter. Each attack takes a chunk off, leaving a shorter health bar. The red line above your character's name. As you take damage, you go from the yellow end of the line to the darker red of the line. It's very important to watch the health meter as you fight. If you're low on health, you may not want to risk doing a big move that has a high chance of getting countered.

SOME GENERAL STRATEGIES TO REMEMBER

Know your character's strengths and weaknesses. Learn to play up your strengths and play down your weaknesses.

- Don't underestimate the value of blocking. While blocking won't win the match for you, it can save your neck long enough for you to fight back.
- The 10 Hit Combos are flashy, but don't attempt to use them against expert players. They will block or reverse 10 Hit Combos every time.
- Use plenty of low attacks. Most people have a hard time blocking low.
- The key to winning is unpredictability. If your opponents don't know what's coming, they can't defend against it.
- Watch your opponent's fighting style. Everyone eventually falls into a pattern. Watch closely and you can predict what your opponents are going to do before they do.
- Pay close attention to your surroundings and where you are in relation to the walls. Getting caught against a wall can turn the tide of a match in a heartbeat.
- Landscapes can also play a part in the momentum of a fight. Watch for grade changes and obstacles that can affect both offense and defense.
- Use juggles. Your opponent is most vulnerable when in the air. Attack with everything you have.
- Punish grounded opponents as well. Take advantage of any situation where your opponents can't hit back.
- Seek out new players to play against. Even if you beat your friends all the time, the only way to improve your skills is to play with people who are better than you.
- And finally, practice, practice, practice.



GAME MODES

This section describes all game modes available to you in *Tekken 4*.

STORY BATTLE

Story Battle Mode allows you to follow a character's background story and their reason for entering The King of Iron Fist Tournament. It is a single-player only mode, and if you are defeated at any time, you can only continue with the same character. When you reach the final stage and are victorious, you're rewarded with the character's ending movie.

ARCADE

You can play the arcade version of *Tekken 4*. Unlike Story Battle Mode, Arcade Mode lets you continue with a different character and be challenged by another player. There isn't any storyline, so when you finish the game, you are congratulated and your game time displayed.

TIME ATTACK

Similar to Arcade Mode, here you play against the computer through eight stages. However, now you're playing against the clock. Defeat the computer in record time and you'll see your name at the top of the Time Attack rankings. The game settings in the Options Mode do not affect this mode.

VS BATTLE

VS Battle Mode allows you to challenge a friend to a one-on-one match. It also lets you choose a new character after each bout and select the stage to fight in. You'll probably spend most of your time here, beating up on your friends. In the first round of VS Battle, the second player gets to choose the stage to fight on. After that, the person who loses the match gets to select the next venue. You can also adjust the handicap to balance out the fight between a *Tekken* master and a rookie button masher. The higher the handicap, the more health the player has.


TEAM BATTLE

Pick from one to eight characters to be on your team and play against your friends or the computer. Gameplay is pretty similar to that of VS Battle. The difference comes when one of your team members loses all his or her health. You don't lose the bout; your next team member comes in. This continues until one of you loses your entire team. If you defeat one of your opponent's team members, your character regains a little bit of health.

SURVIVAL

Again, you play against the computer. This time, you don't regain your full health after each round, but you do regain some. Continue beating up on your opponents until you lose. Win a record number of matches and you'll be honored with a place on the Survivor rankings.

PRACTICE

This is where you'll spend most your time perfecting your moves. Pick your fighter, then pick another to practice against. Once in the mode, you can set different fight variables. This mode is vital for seeing the damage and the hit levels of each move, as well as the bonuses and tradeoffs of specific combos. Hit  to access the Practice menu. To change the modes within Practice Mode, highlight Mode Select and press either  or . The three different modes are Freestyle, VS CPU Training, and Defensive Training.

FREESTYLE

Use Freestyle Mode to practice moves from the Command List. Having difficulty with the timing of a certain move? Press **X** while in the Command List to see a demonstration of that move. You can even set the training dummy to react to different situations. Turn Counter Attacks on and see how your moves perform differently if they connect as counter-hits. Command Capture allows you to record your button presses and lets you replay them. Attack Data can be set to show how much damage is dealt.



The story starts off as a narrative montage.



How fast can you finish the game?



It's you against a friend. Who's going to come out the winner?

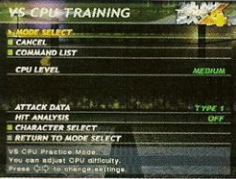


In this long and grueling battle, the last man standing is victorious.



How many bouts can you win in a row?

Type 1 displays the damage relative to the health meter. Type 2 displays damage as a numeric running total. When Hit Analysis is set to "On," it shades your character every time you do a move. Use this to see how long the "Freeze Period" is until you can input another command.



VS CPU menu

VS CPU TRAINING

This mode lets you go at it against the CPU. In this menu, you have access to the CPU Level, Attack Data, and Hit Analysis.

DEFENSIVE TRAINING

Having problems against King's tenacious throws? What about Christie's annoying low kicks? In Defensive Training Mode you can select characters to fight against and choose the moves they perform, in addition to the attack speed and order of those attacks.

TRAINING

Training Mode helps your button input timing become faster. You compete for the fastest time inputting 20 commands.

TEKKEN FORCE

Tired of constantly whipping the computer one-on-one? Are you up for a new challenge? Choose a character and fight your way through Heihachi's Tekken Force. For more information, please see the Tekken Force chapter.

OPTIONS

Here you can fine-tune the game settings, view records, and access your memory card.

GAME OPTIONS

These options directly affect gameplay. The default settings appear in green.

SOUND OPTIONS

These options allow you to configure the background music and sound effect volume levels.

CONTROLLER SETUP

Want to reconfigure the controller? You can change any button you want. Hold down the desired button and press \triangle or \square to scroll through the different configurations. You can also change the shoulder buttons to simultaneous button presses to help ease throws and reversals.

RECORDS

This is where you can see your individual rankings. Shown here are your Character Usage, Greatest Survivor rankings, Time Attack rankings, Training rankings, and Tekken Force Mode records.

ADJUST DISPLAY

Here you can adjust the screen position and toggle the image quality.

MEMORY CARD (PS2)

In this mode, you can load or save data from your memory card. To have your records automatically saved, switch Auto Save to "On."

THEATER

If you missed the ending movie in Story Battle Mode, it is saved in the Theater. This is where you can view all the movies you have earned and any replay data that you saved, as well as listen to any background music. Theater Mode has one exception: you cannot save replay data when time is set at infinity.



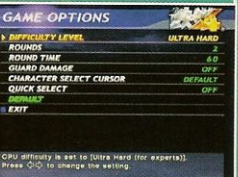
Freestyle menu



How good is your defense?



Quickly input those commands.



Try adjusting the difficulty level to ultra hard for a grueling match.



Get a bowl of popcorn and enjoy the show.

NOTE

To unlock Theater Mode, you need to beat the game in Story Battle Mode.



TEKKEN FORCE



Tekken Force Mode is back by popular demand. This mode allows you to break up the monotony of one-on-one fighting by barraging you with multiple enemies over four demanding stages. It's very similar to a 3D action fighting game.

The first thing to know about Tekken Force Mode is the targeting system (**R1** or **L1**), which allows you to cycle back and forth between targets. You can choose to ignore the targeting system altogether, but that only gets you through the first level or so. Mastering the targeting system is essential to advancing to the higher stages. When you become proficient in targeting, you can use it to slaughter many enemies at a time. Try targeting a soldier who is toward the back of the crowd. Make sure to use a combo that has considerable range. You will knock out all the enemies standing in your path in order to get to your target.



In order to move forward in the 3D stages, press **⇒⇒** to run to the next part of the level. It doesn't matter which way you're facing.

Now that you know how to advance, here are two factors that can end your game. The first is if time runs out. Defeating the enemies grants you anywhere from 2 to 30 seconds, so keep fighting. The second is if your life bar reaches zero, at which point you must start the level over from the beginning. So be sure to grab all those life power-ups. For increased damage, grab the energy drink and your hands will start glowing, signaling that you are charged up.

TIP

Forgot how to do that one move? Press **START** to bring up the In-Game menu. From there, you have access to your character's Command List.

❗ Don't expect to get a fair fight; at times it may seem like all the soldiers are attacking you at once. It's crucial that you don't get cornered into a wall or have enemies on all sides of you. Try to keep them in your line of sight so that they don't sneak up behind you.



Hurry! It's not too late to continue the battle.

There are four stages you must battle through, facing a plethora of diverse Tekken Force soldiers. At the end of each stage, a boss awaits you. Beat the boss and move onto the next stage.

Choose characters who have multiple mid- to long-range kick combos. These help out a lot when several enemies attack you at the same time.

ITEMS

Item	Reward
Egg	Small health recovery
Chick	Medium health recovery
Chicken	Large health recovery
Energy Drink	Strength power-up



This isn't looking good.



Egg



Chick



Chicken



Energy Drink



Run at the mob and perform a Sliding Dash attack.

STAGES

MILITARY INSTALLATION

The first stage of Tekken Force takes place in a high security military installation. There are many long corridors, as well as ramps that you must navigate through. The enemies are pretty easy on this stage, so concentrate on working out the kinks of your targeting system.

When you reach the control room, Combot awaits you. He shouldn't be too difficult, so just unload your attacks on him and advance to the next level.

TEMPLE RUINS

This stage introduces a new concept to Tekken Force: the breaking of barriers to enter the next area. Upon clearing out the first wave of enemies, you come across huge stone blocks. Attack them and they disintegrate. You can then advance to the next part of the level.



Smash through the barricades to proceed through the level.

After you destroy the second set of stone blockades, proceed slowly. Let the soldiers drop in front of you. If you rush through recklessly, you might get caught in the middle of a mob. Go through the next sets of enemies until you reach the ruins.

There are two ways to go once you arrive at the ruins. To access the inner ruins, you must defeat Commander Starsparkles before Major Sakai. If you defeat Major Sakai first, you proceed to the outer ruins.

As you reach the final battle against either Kuma or Panda, let him come to you. If you step too far into the circle of soldiers, they will attack you.

CORRIDOR

With only torches to guide you through this murky level, this stage seems to go on forever. It's hard to gauge how many enemies there are because most of them hide in the shadows, waiting to attack. The first sets of soldiers you face are Kazuya Fanatics. They all Shoulder Charge at the same time, so be on guard and defend high.

Upon encountering Colonel Valdes the Betrayer and the Dread Force soldiers, be prepared to low block the coming onslaught of Sliding Dash attacks. Right after each block, sneak in a low kick. You'd be surprised at how a soldier can be used as a bowling ball.

When you reach Dread Lord Jhoric, his Kazuya Followers

Hell Lancer out of the shadows, so block high and avoid the ambush.

Upon arriving at the group of Ghost Riders and Shadows, take the initiative and attack them, or they'll just run away from you. This is probably the only place that you might get a fair one-on-one fight.



It's show and tell, so show them your fists and tell them that they just got knocked out.

After coming to the Corrupt Guards, quickly block low and sweep the first wave. The second wave Running Cross Chops at you, so be sure to block high. Continue on until you come up to the Gatekeeper Hamasaki. Easily dispose of him and proceed through the gate. Kazuya is awaiting you. He appears to be alone, but some of his soldiers surround you once you start your attack. The best strategy is to balance your focus from Kazuya to his bodyguards. Slowly poke away at him, but capitalize on his mistakes.

MISHIMA FORTRESS

This stage contains several bonus rooms. However, there are certain requirements for accessing these rooms, all of them relying on how fast you beat specific enemies. All of the special enemies have a number above their heads, which decreases 60 points per second. The Minimum Score refers to the lowest possible number of points to release the bonus rooms. The Maximum Time to Defeat refers to the approximate time you need to thrash the special enemy. Use the following table as a reference.

BONUS ROOM REQUIREMENTS

Bonus Room	Enemy	Minimum Score	Maximum Time to Defeat
Infirmary	Dean Earwicker	10,000	20 seconds
Inner Room	Air Chief Marshal Teokia	10,000	25 seconds
The Master's Karate Room	Supervisor William	3,000	15 seconds



Combat is expecting you. Quickly disperse of this silly machine and move on to the next stage.



Commander Starsparkles is wearing white, and Major Sakai is in red.



Crouch Guard to avoid the Sliding Dash attacks.



Kazuya is waiting for you with his bag of dirty tricks.



TEKKEN FORCE

You finally reached the Mishima Fortress, but don't let the beautiful shoji screens and tatami mats fool you. This place is dangerous. Take everything you learned from the previous three stages and apply them here.

You'll be tempted to grab the energy drink, but don't. If you try to retrieve it, you'll be in for six Jump Kicks to the face. As the level starts, immediately block high to avoid the flurry of Jump Kicks. To avoid getting stuck in the corner, be mobile and swiftly finish the soldiers off one by one. When that is over, be prepared for another two Leaping Kicks as you enter the next room. After defeating the two Petty Officers, you see Dean Earwicker waiting for you.

In the next room, try to target an enemy who is toward the back of the group. You'll be surprised how many soldiers are hit when you apply this technique.

The infirmary is the next room only if you released it by defeating Dean Earwicker before the score on top of his head reached 10,000 points. There's another room connected to the infirmary with enough power-ups to refill your whole life bar.

In the next room, a bunch of female soldiers drop from the ceiling. Center your attack on Air Chief Marshal Teokia because she is the second special enemy who unlocks another bonus room. Beat her before the score above her head reaches 10,000 points, and the inner room will be opened.

Be on guard as you face the second wave of Force Trainer Nakazaki, Nakata, and Fei; they greet you with a Running Lariat. Duck those arms, then unload a combo on them. When the next set of white soldiers arrives, quickly target Supervisor William and beat him in under 15 seconds to unlock the Karate Master's room.

The Karate Master starts with two high punches and quickly follows that with a long combo. Block the combo, then introduce him to one of yours.

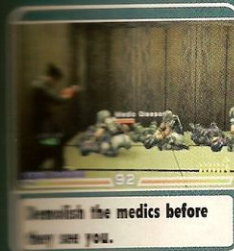
Continue along the path until you get outside. Don't waste your time on the bird watchers, but be prepared for four Mishima Ninja Units that drop from the ceiling. When you finish them off, proceed along the deck and begin to block high when the wave of five Assassins attacks you.

After you're done with them, run up the ramp and collect the much-needed power-ups. The first set of attacks are jumping attacks, so be sure to block accordingly. Once the initial wave is completed, let the enemy feel the wrath of your combos.

It's been a long and tough road, but you've finally reached Heihachi. The Mishima style of unfair fighting is very prevalent here, so don't get frustrated. Concentrate your attacks on Heihachi, and his guards won't have a chance to sucker punch you.



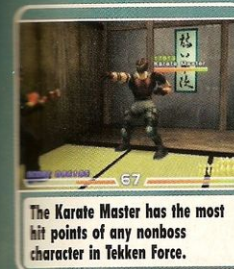
Defeat Dean Earwicker in less than 30 seconds to unlock the infirmary.



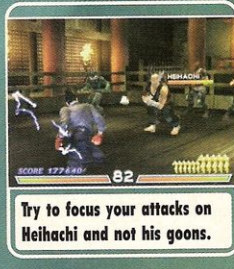
Defeat the medics before they use you.



Supervisor William must be beaten before the score on his head reaches 3,000.



The Karate Master has the most hit points of any nonboss character in Tekken Force.



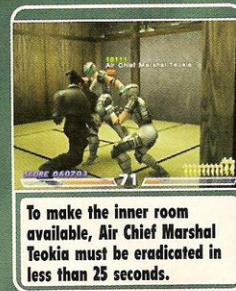
Try to focus your attacks on Heihachi and not his goons.



Congratulations. You are the Tekken Force Champion.



Crash this party with a nice kick combo.



To make the inner room available, Air Chief Marshal Teokia must be eradicated in less than 25 seconds.

STAGES

Throughout *Tekken 4*, there are 11 open stages and one secret stage in which to fight. Some stages have multiple starting positions. Learn the ins and outs of each stage to find the place to fight that best suits the needs of your character.

AIRPORT A



Slam your opponent into the large wheel of the airplane for added damage.

Airport A is a large, flat area that is perfect for attacks that need to be performed on a level surface. The stage is surrounded by a small fence

and includes a parked airplane to one side. You start this stage near the front tire of the airplane. Beat your opponents against the wheels of the airplane and against the walkway as part of your fighting strategy.

AIRPORT B



If you want some help from the environment, then move to the nearby wall. There, you can beat your opponents into submission.

Airport B is the same as Airport A with the same flat surface and the same large area. But this time you start under a covered walkway near the building. In the background

is the parked airplane. When you fight here, don't slam your opponent into any of those pillars—they just disappear when you get close.

AIRPORT C



The fence to the side is a little far away, but it's fun to hit your opponents when they get pinned there.

Airport C is the same as A and B, but this time you start toward the center of the stage. The closest wall is to the right of the screen. From this location, it's hard to get close

enough to pin your opponent against any solid object.

BUILDING A



The lion statues look nice behind you, but it's more fun to turn them into a pile of rubble.

This stage is set on an uneven rooftop high above the city. The area is not too large and has plenty of walls to beat your opponent

against. You can destroy three of the horse statues around the area if you apply enough force to them. Start at the bottom of an upward slope in the roof.

BUILDING B



The concrete wall makes a great spot to pound your opponent's back into—repeatedly.

Building B is the same stage as Building A, but you begin the fight over to the left, on a level surface underneath a giant clock.

BUILDING C



A horse statue stands nearby, waiting for you to pound your opponent into it. Nice horsy.

On Building C, you once again fight on the roof. This time you start on top of some uneven windows high above the floor below. Luckily you can't break through them

and fall to your death.

MALL A



A drop into a pool of water is awfully close. Be careful where you let the fight take you.

Mall A is a large stage with many uneven areas and a bit of water. You start on a level field, but the water is flowing precariously close. Take the fight to the

water if you want to add something new to the battle.

MALL B



One minute the pillars in this area are standing tall, and the next they are nothing but debris. Hopefully your opponent's head was the reason for the collapse.

Mall B takes place in a different area of the mall. From this location you can see the starting point of Mall A in the background next to the water.

When fighting from this spot,

you can beat your opponent into a wall or a breakable pillar.

MALL C



Shift around to see the stairs as they slope down to a lower level. Fighting your opponents on an uneven surface adds a new dimension to the battle.

Mall C takes place at the top of the stairs on the opposite side of the mall. Use the unevenness of the stairs to your advantage, and take down the opposition.

JUNGLE



This area is nothing but a large slope. If you were looking for a flat spot to fight you chose the wrong stage.

The Jungle is a challenging fighting area. It's small, the ground is always uneven, and there's water flowing on one side. Add in the fact that you can pound your opponents against

any of the walls or the tree in the center, and a player can lose a lot of health in a hurry. Playing here should make for an exciting and quick match.



SHINJUKU A



How minute the phone booths are in good working order. And the next they're nothing but ruins of broken metal and shards of glass raining down on some unlucky fool.

the telephone booths with a couple of attacks.

Shinjuku A takes place on the crowded city streets, complete with yelling fans. From this starting location, use the walls of the buildings nearby to crush your opponents. You can even break through

SHINJUKU B



Bring the fight a little closer to the people behind the windows, and slam your opponent's body against the glass to take away some precious health.

Shinjuku B takes place down the street from Shinjuku A, but this time you start against the wall of one of the buildings. Beat your opponent against this wall.

SHINJUKU C



What better way to start a fight than to slam your opponent against a solid wall? That should hurt a lot.

Shinjuku C takes place on the other side of the phone booths near Shinjuku A. Take advantage of the wall in front of you and pin your opponent there while you throw

a few punch and kick combos.

BEACH A



Move into the clear blue water for a little action in the surf. Use the line of buoys at the back as a spot to do some considerable damage.

Beach A is a large area of sand and water interspersed with palm trees. The square enclosure is lined by walls on the sand and a line of buoys in the water.

Start at the edge of the water. Close by is a shack that you can slam your opponents against.

BEACH B



There are plenty of palm trees that you can use to beat up other fighters, but take your opponent to the wall. It's a wider surface area, and being bashed into the cement is sure to quickly demoralize them.

In Beach B, start the battle a little farther inland. From this location, use the walls nearby as part of your offense by hitting your opponent against them.

LABORATORY



The area may appear flat, but the white haze is obscuring the fact that the sides have a slight incline. Use the change in elevation to your advantage against your opponent.

The Laboratory is a tiny fighting arena. This is good for strong offensive fighters who like to press the attack. Make your way over the steamy floor, up the uneven sides, and beat your opponent

against the walls for maximum damage.

PARKING AREA



The cars parked in this area don't have any alarm systems. Instead of trying to steal one, try backing your opponent into one. Once you get into that position, you can unload with punch and kick combos.

The Parking Area is a medium-sized fighting arena that suits the needs of just about everyone. It's not too big and not too small. It has plenty of walls and cars to beat your opponents on, and it even

has breakable pillars to play with.

UNDERGROUND



There is a barrier around the stage—pin opponents against it and beat on them.

It's nice to have fans, and in Underground you have plenty of them. It's a small, circular arena surrounded by screaming people. Hit your opponent

into the crowd to do extra damage and knock down a few innocent bystanders in the process.

ARENA



Use the metal fence around the Arena as part of your offense. Smash your opponent into it, then unload with a barrage of hits.

The Arena is similar to the fighting stages of old. It's a medium-sized enclosure with a level surface. If you can push opponents to the edge of the area, you can work them for

extra damage against the wall.

STATUE A



Take to the stairs near the statue for an uneven fighting area. This adds a new perspective to your fight.

Statue A starts the fight in front of a very large, very odd statue in a medium-sized arena. Use the sides of the area to help punish your enemies, and knock them

into the statue to make it crumble to the ground.

STATUE B



The wall of the area won't break like the pillars. Use it to add more punishment to your attacks as you slam your opponent into it.

For Statue B you start at the base of a small staircase leading up to the statue. From this location you can beat your opponent into the walls or breakable pillars.

HON-MARU



Use the wooden rails around the stage to beat your opponent against. This adds extra damage to your attack.

Hon-Maru is a secret stage that can only be unlocked by defeating Tekken Force Mode first. It's a dimly lit temple with statues and flames surrounding the room. Use the

wooden wall and fences surrounding the medium-sized area to inflict greater damage on your opponents.

BRYAN FURY



Bryan Fury came late to the Tekken Tournament, making his first appearance in the third tournament. He might not have been there since the very beginning, but he's made a name for himself using powerful attacks like Mach Breaker and Slash Kick to punish his enemies. Dr. Abel created a monster when he brought Bryan to life.

Bryan came to the realization that his life was quickly coming to an end. He knew that the only person capable of extending his life was Doctor Abel, his creator. However, two years ago, Abel abandoned Bryan when the Mishima Zaibatsu recruited him as its top scientific advisor. Bryan despised both Heihachi Mishima, the man who took Abel away from him, and Abel himself for abandoning him.

One day, Bryan heard news of The King of Iron Fist Tournament 4 and decided to enter. Despite his impending death, Bryan's muscles flowed with energy that made him more powerful than before. Along with his new strength, Bryan developed an almost uncontrollable rage that also manifested itself in his physical appearance.

Bryan staked everything on this one hope. If he defeated Heihachi Mishima in the tournament, he could easily take total control over the Mishima Zaibatsu to do his bidding. If all went as planned, Bryan would command Abel to upgrade him to the most powerful being in existence.



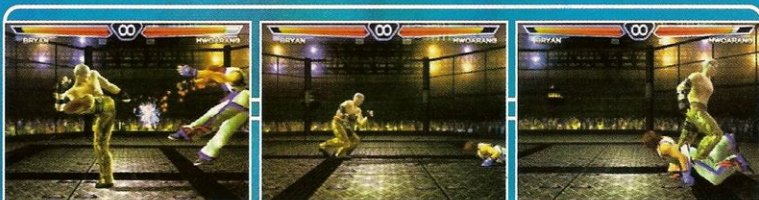
Unbuttoned green shirt with blue pants



No shirt and snake skin pants

STRATEGY

With a cold gleam in his eye and a frightening laugh on his lips, Bryan Fury has come to the tournament to do business. And his business happens to be pounding opponents to pieces. Bryan brings a wide array of powerful moves to the fight. And with his long range, opponents will find it difficult to hide from his damaging attacks. Add the fact that Bryan has great moves During sidestep and While rising, and opponents will be fighting with a sense of impending doom in their hearts.



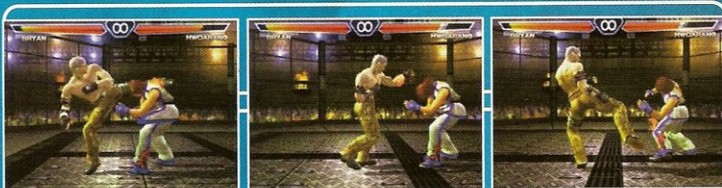
The hard-hitting Slash Kick (↘→↘) sends your opponents flying. This is a perfect time to hit them when they're down. Time for a Trample Attack (↘→).

Bryan Fury is a fighting machine. One of the things that makes him such a great fighter is his ability to inflict heavy damage with just a few powerful moves. Use his kicks (↘, ↘, or ↘) as a standard attack in your fights to take away nice chunks of health. The kicks are also nice because they hit from a distance, giving you a larger safety zone between your opponents and yourself. If your kick is blocked you won't be standing helplessly in front of them. The Slash Kick (↘→↘) is another great power kick. Use it to send your opponents flying across the screen, then follow it up with a Trample Attack (↘→) to inflict even more damage before they have a chance to get up. For a super powerful punch try Mach Breaker (↘→↘) to put your opponent on the floor. Power is Bryan's specialty, so keep up the hard-hitting attacks to win the fight.

Complimenting Bryan's strength is his large arsenal of combos. He can string a lot of his powerful attacks together to do even more damage. High Kick to Rush (↘↘↘↘↘) is a hard-hitting combo that strikes at high and mid levels. After that, try Bryan's Bruce Special (↘↘↘↘) that follows a similar pattern but ends with a low kick. With so many attack combos it's important to learn them all. By knowing all the combo moves, you can change up your attacks. If you tend to follow the same patterns, your opponent may get wise to you and reverse your punches and kicks.



Bryan Fury has some tricky moves that can be used to confuse and frustrate opponents. These moves can come during sidestep, While rising, and even from a taunt. Headhunter (During sidestep ⬜) and Shell Shock (During sidestep ⬜) are both great sidestep moves that cause a lot of damage. When opponents rush in, sidestep out of the way, then lay into them to catch them off guard. Bryan can also perform some great moves coming out of a crouch. Try a Right Upper (While rising ⬜) for some decent damage. Add the Fisherman's Slam (→ ⬜) during the Right Upper for even more damage and to start a juggle. Another good move when coming out of a crouch is Double High Knee Kick (While rising ⬜) that hurts anyone who gets foolish enough to get too close. And if you're feeling really bold you can try the Bruiser Combo (→ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜) after Taunt 2 (⬜ ⬜). This will add a little injury to your insult.



The Bruce Special (→ ⬜ ⬜ ⬜) is just one of Bryan's many combo moves. Use the multiple attacks to confuse and pound your enemy into submission.



Fisherman's Slam (→ ⬜) is a great move to use during a Right Upper when coming out of a crouch. The hit causes major damage, but Bryan's evil mocking laugh seems to hurt more.

With so many offensive weapons at his disposal, it might be easy to forget that Bryan Fury can play defense, too. Make sure you learn his parry (During enemy's punch ⬜) to give yourself some extra protection in a fight and to set up your offense. Once your enemy throws a punch, parry the attack, then move in with an attack of your own. For instant damage, once you parry the attack press ⬜ to throw a hard-hitting punch. The hit value for the punch changes, depending on whether the parried punch is from the left or the right.

Bryan Fury is an excellent fighter who can use his great strength to crush his opponents. And with a long range, opponents will find it hard to get away from his attacks. Keep up the strong attacks using multiple combos and hard-hitting moves. And if opponents try to retaliate, use your parry to help put them back in place—lying face down on the ground.



Use the parry (⬜) when your opponents are on the offense. After the parry, press ⬜ to punish them for their mistake.

STRENGTHS

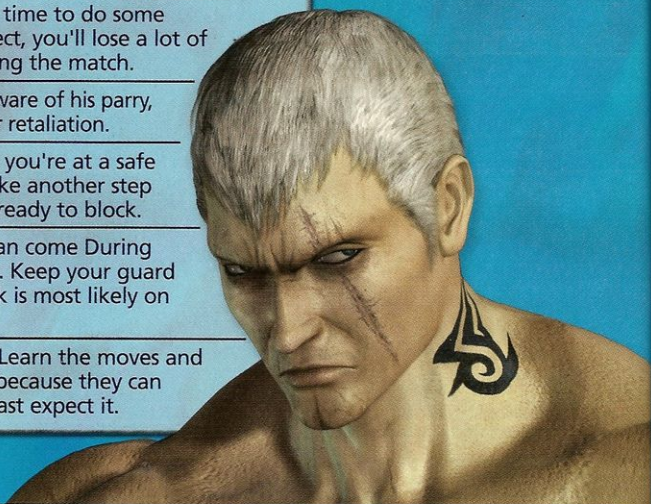
- Awesome power
- Has long-range attacks
- Easy to string moves together
- Has defensive capabilities

WEAKNESSES

- Few low attacks
- No reversal
- Move execution times are a little slow
- Faster moves do less damage

FIGHTING AGAINST BRYAN FURY

- If you can, block or reverse his powerful attacks because that will stop his offense for a while and give you time to do some damage of your own. If his attacks connect, you'll lose a lot of health and end up one step closer to losing the match.
- Bryan might seem to be all offense, but beware of his parry, or your attacks will only leave you open for retaliation.
- Watch out for his long reach. If you think you're at a safe distance from his attacks, you'd better take another step back just to be on the safe side, and get ready to block.
- Bryan Fury has some tricky moves. They can come During sidestep, While rising, and During Taunts. Keep your guard up and don't be fooled because an attack is most likely on the way.
- Bryan can string a lot of moves together. Learn the moves and try to block these string attacks early on because they can change hit levels and strike where you least expect it.



MOVES

SNAKE EDGE



COMMAND
⇐ ⬢

DAMAGE
26

LEVEL
L

METEOR SMASH



COMMAND
⇐ ⬢

DAMAGE
60

LEVEL
!

RIGHT LEFT TO KNEE



COMMAND
⇒ ⬢ ⬢ ⬢

DAMAGE
3,5,21

LEVEL
hmm

MACH BREAKER



COMMAND
⇒ → ⬢

DAMAGE
30

LEVEL
h

CHOPPING ELBOW



COMMAND
⇐ ⬢

DAMAGE
22

LEVEL
m



BRYAN FURY

HEADHUNTER



COMMAND
During sidestep



DAMAGE
33

LEVEL
h

Snake Edge Combo 1



COMMAND
↘



DAMAGE
26,17,10

SWAY AND SMASH



COMMAND
← N



DAMAGE
21

LEVEL
h



KNEE BLAST



COMMAND
↘

POSITION
Right

DAMAGE
40

ESCAPE
↘



DOUBLE HIGH KNEE KICK



COMMAND
While rising



DAMAGE
22,25

LEVEL
mm



WHIPPING FURY



COMMAND
↘

DAMAGE
6,14,21,23

LEVEL
hhhm

GUILLOTINE



COMMAND
↘



POSITION
Approach enemy

DAMAGE
30

ESCAPE
↘



ORBITAL HEEL KICK COMBO 1



COMMAND
↘ ↓



DAMAGE
22,14,7,5

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↖↗	6,8	hh
Hammer Driver	↖	21	m
Quick Spin Kick	↖↗	18,18	mh
One Two Low Kick	↖↗↖	6,8,13	hhl
Knee Break	↖↗	18	m
Knee Strike	↖↗	22	m
Side Step Elbow	↖↗	26	h
Stomach Blow	↖↗	18	m
Quick Left Low Kick	↖↗	13	l
Low Kick	↖↗	9	l
Thin Low Kick	↖↗	16	l
Snake Edge	↖↗	26	l
Wolf's Tail	↖↗	23	m
Left Body Blow	↖↗	10	m
Right Body Blow	↖↗	18	m
One Two Body Blow	↖↗↖	10,10	mm
Vulcan Cannon	↖↗↖↗↖	10,3,3,3	mmmm
Rolling Driver	↖↗	25	m
Orbital Heel Kick	↖↗	22	m
Meteor Smash	↖↗	60	!
Gravity Blow	↖↗	21	!
Front Kick	↖↗	20	h
Front Kick to Knee	↖↗↖	20,20	hm
Front Kick to Punch	↖↗↖	20,12	hh
Triple Spin Kick	↖↗↖↗↖	18,14,22	hmh
Right Left to Knee	↖↗↖↗	3,5,21	hmm
Mach Breaker	↖↗→	30	h
Slash Kick	↖↗→	33	m
Mach Kick	↖↗→	32	h
Chopping Elbow	↖↗↖	22	m
Flying Knee Kick	↖↗↖	25	h
Headhunter	During sidestep ↖	33	h
Shell Shock	During sidestep ↖	26	h
Cheap Trick	During sidestep ↖↖	28	m
Light Back Knuckle	↖↗	16	h
Double Back Knuckle	↖↗↖	16,17	hh
Hands of Doom	↖↗↖↖	16,17,21	hhh
Wolf Call	↖↗↖	16,23	hm
Wolf Bite	↖↗↖↖	16,17,18	hmm
Jab to Double Spin Kick	↖↗↖↗	6,14,15	hmm
Running Blind	↖↗↖↖↖	6,14,15,18	hhmh
Bruce Special	↖↗↖↖↖	18,11,10,12	mmml
Mid Kick to Rush	↖↗↖↖↖	18,11,10,14	mmmm
Rush to Low Kick	↖↗↖↖↖	6,8,11,12	hhml
Bruce Rush	↖↗↖↖↖↖	8,8,11,14	hhmm
Run for Cover	↖↗↖↖↖↖	20,12,11,12	hhml
High Kick to Rush	↖↗↖↖↖↖	20,12,11,14	hhmm
Whipping Fury	↖↗↖↖↖↖	6,14,21,23	hhhh
Cremation	↖↗↖↖↖↖↖	6,14,21,17,18	hhhhm
Lair's Dance	↖↗↖↖↖↖↖	6,14,21,17,21	hhhhh
Sway	↖↗↖	—	—
Sway and Smash	↖↗↖↖↖	21	h

Juggle

Juggle

Hold ↖ for 40 damage

Juggle

Juggle



CHRISTIE MONTEIRO



This is Christie's first appearance to The King of Iron Fists Tournament. However, training under Eddy Gordo, she has got a shot at all the spinning and twisting moves to dazzle her opponents and claim the Mishima Zaibatsu as her own.

Christie was a granddaughter to the Capoeira master who taught Eddy Gordo the art of Capoeira during his incarceration. While in prison, Eddy swore an oath to the master to pass on the art of Capoeira to his granddaughter. Eddy sought out Christie shortly after his return from The King of Iron Fist Tournament 3 and taught her the art of Capoeira just as he had promised his master. After only two years of training, Eddy turned Christie into an impressive fighter. But soon thereafter Eddy abruptly disappeared, leaving Christie with only the words, "I must seek vengeance against the enemy responsible for the death of my father." Troubled by his sudden and mysterious disappearance, Christie chased after Eddy with her only lead—The King of Iron Fist Tournament 4.

OF



Purple top and silver pants.

OF



Flowered shirt and fringed shorts.

STRATEGY

Christie Monteiro is a dangerous beauty trained in the art of Capoeira, a unique fighting style that often resembles break dancing. Christie's speed and agility are interlaced with an unorthodox fighting technique, allowing her to spin on the floor, sweeping her enemy into high energy combos. Christie has the right balance of speed and power to easily take down anyone in her path.

Christie's kick combos are easy to pull off; however, setting them up takes careful planning. Some of Christie's moves are slow to perform and leave her vulnerable for an attack while in dance-like motion. Christie's kick combo starters, such as the Leg Whip Mars Attack (↺↻) and the Handstand (↻↻), leave her wide open for an enemy strike. A smart opponent will capitalize on this. Plan your attacks wisely, or Christie will be defeated by counters alone. Set up your attacks by stepping back or using a faster move such as the One Two Elbows (↺↻), or a juggle starter like the Mirage (↻↻).

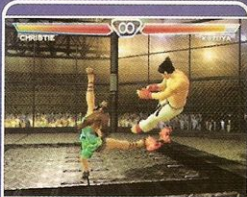
Christie's strength lies in her low sweeping attacks. These powerful low-mid ground attacks are hard to block and easy to link together. Because most characters concentrate on high and mid attacks, use this to your advantage and hit low with moves such as the Slippery Kick (↺↻) to sweep opponents off their feet. From there, following with a rush of Christie's low attacks is easy. Make sure you connect with your enemy before you commit to a full string of attacks. This saves you from passing your enemy and exposing your back or pinning yourself against a wall.

Eddy Gordo

Note: You must beat the game in Story Battle Mode with Christie before you can select Eddy Gordo.



Leg Whip Mars Attack (↺↻) is at the root of many low-hitting combos.



The Slippery Kick (↺↻) can take your enemies' feet out from under them.



CHRISTIE MONTEIRO

However, don't rely on ground attacks alone. In time, your enemy will learn to block them, so learn Christie's high attacks, such as the Wheel Kicks (During sidestep ♣ or Shin Cutter Combo ♣♣♣), to keep your enemy in the dark. It's easy to get stuck performing the same moves, so mix them up often. The key to Christie, and *Tekken 4*, is to keep your enemy off guard and unaware of your next move. Christie makes this easy with a large Move List and two different stances (Negative and Handstand) that branch to many moves. Learn to use all her moves in different situations. Remember, many of Christie's moves easily link together. Try different combinations to keep from becoming predictable. If you can master this, Christie will be unbeatable.

Don't be afraid to play the counter game. Christie tops the charts with moves that stem During sidestep. Mix this with the enhanced sidestepping ability afforded by *Tekken 4*, and Christie becomes a powerful counter-hit artist. Keep a close eye on your opponents' movements. If they attack, simply sidestep and follow with the Wheel Kicks (During sidestep ♣) or the Cruncher (During sidestep ♣), which pops your opponent into the air when connected as a Counter Hit. Learning the timing of dodging an attack may take practice, but it's a valuable skill.



The Cruncher (During sidestep ♣) is an effective counter move that becomes a great juggle starter when connected as a Counter Hit.

Christie's constant wild body movements make it hard for the enemy to know what is coming. Add this to her ability to quickly sidestep around an attack, which creates a counter opportunity, and it's a snap for you to spin through your enemies and walk away as champion of The King of Iron Fists Tournament 4.

STRENGTHS

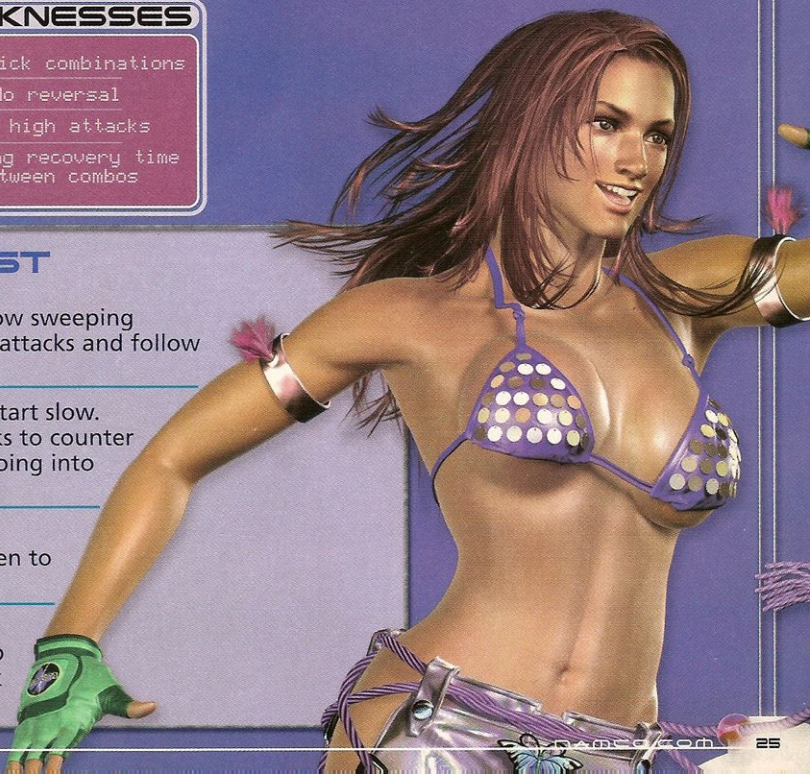
- Large Move List
- Attacks easy to string, causing big damage
- Low attack combos hard to block
- Unorthodox movements hard to predict

WEAKNESSES

- Slow kick combinations
- No reversal
- Few high attacks
- Lagging recovery time between combos

FIGHTING AGAINST CHRISTIE

- Christie has a large arsenal of low sweeping attacks. Block low through her attacks and follow with a counter.
- Most of Christie's kick combos start slow. Use quick jabs or quick low kicks to counter her attack and stop her from going into her combo.
- Christie's lagging recovery time between combos leaves her open to a combo or juggle.
- Due to strange movements, Christie's moves may be hard to predict. Be ready to fire a quick hit at all times.



MOVES

SATELLITE MOON ROUNDHOUSE



COMMAND
 ⬅️⬆️⬅️⬆️⬅️

DAMAGE
16,28

LEVEL
mm



MIRAGE



COMMAND
 ⬅️⬆️⬅️

DAMAGE
20

LEVEL
m



WHEEL KICK



COMMAND
 During sidestep ⬅️

DAMAGE
6,6

LEVEL
hm

SHIN CUTTER COMBO



COMMAND
 ➡️⬅️⬆️⬅️⬆️

DAMAGE
8,10,12

LEVEL
hmm



LEG WHIP MARS ATTACK FLIP



COMMAND
 ⬅️⬆️⬅️⬆️⬅️

DAMAGE
15,12,25,16

LEVEL
hmMM



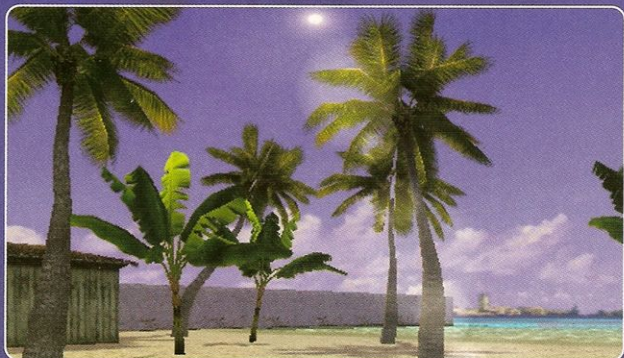
THONG BIKINI BUSHWHACKER



COMMAND
 ⬅️⬆️⬅️

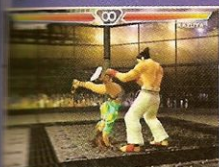
DAMAGE
12,25

LEVEL
LM



CHRISTIE MONTEIRO

PERCH FLOP KICK



COMMAND
During Handstand ⇒ ♣ ↓ ♣

DAMAGE
25

LEVEL
m

IPANEMA WINGS

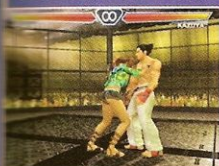


COMMAND
During Negative ↓ ♣ ♣ ~ ♣

DAMAGE
12,10

LEVEL
ll

CABRA MACACO THROW



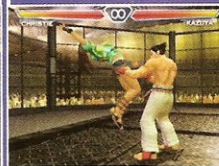
COMMAND
↘ ♣

POSITION
Approach enemy

DAMAGE
38

ESCAPE
♣

BACK SUMMY TO SCOOT KICK

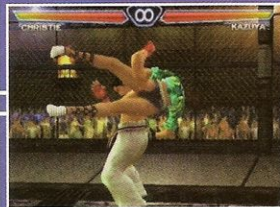
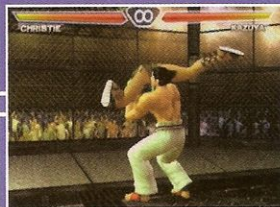


COMMAND
⇒ ⇒ ♣

DAMAGE
35

LEVEL
h

RODEO SPIN



COMMAND
⇒ ↘ ↓ ↘ → ♣

POSITION
Approach enemy

DAMAGE
55

ESCAPE
♣

MIRAGE COMBO 1



COMMAND
↘ ♣ ♣ ~ ♣ ♣

DAMAGE
20,16,8

MARTELO COMBO 2



COMMAND
While crouching ⇒ ♣ ♣ ♣ ~ ♣ ♣

DAMAGE
15,4,6,14

MOVES DURING NEGATIVA ↓✧

Move Name	Command	Damage	Hit Level
Negativa to Meia-lua Combo	✧✧	10,15	lm
Negativa to Armada Combo	✧✧	10,15	lh
Negativa to Flare Combo	✧✧	10,15	mm
Negativa to Au Maladro	✧✧	10,20	mm
Low Front Stinger	✧	25	M
Low Front Stinger Cancel	=✧	15	m
Knee Slicer Low Front Stinger	✧✧	10,25	mM
Ipanema Wings	✧~✧	12,10	LL
Ipanema Wings to Slippery Kick	=✧	10,13	LL
S-Dobrado	✧~✧	20	M
Rio Delight Knee Slicer	✧N✧	7,28	Lm

Ends in Handstand

Ends in Handstand

Press ← to end in Handstand

Ends in Handstand

Ends in Handstand

Ends in Negativa

Juggle

MOVES DURING HANDSTAND ⇨✧

Move Name	Command	Damage	Hit Level
Perch	↓	—	—
Perch Flop Kick	=✧	25	m
Helicopter	✧	12,12	mh
Helicopter to Slippery Kick	=✧	10,13	LL
Slippery Kick	✧~✧	10,13	LL
Slippery Kick to Handstand	=←	—	—
Scout Kick	✧	15	L
Scout Kick Feint	←✧	—	—
Flop Left	✧	10	m
Flop Right	✧	10	m
Circus	=✧	12	L
Carnival	=✧✧	12,25	LL
Super Carnival	=✧✧←	—	—
Calypso	✧✧✧	15,15,25	mLM
Straight Flop	⇧✧ (or ⇧✧)	10	M
Tilt Twist Sweep	=↓	—	—
Handstand Tilt	⇧ (or ⇩)	—	—
Drop Kick	=✧ (or ✧)	25	L

Ends in Handstand

Juggle, ends in Handstand

Ends in Negativa

Ends in Negativa

Ends in Negativa

Cancels last hit, ends in Handstand

Ends in Handstand

























Ends in Negativa

COMBOS

Name	Command	Damage
Mirage	✧✧	20
Combo 1	=✧~✧✧✧✧	16,8,35
Combo 2	=✧✧✧	12,18
Combo 3	=✧~✧✧✧✧✧✧	16,8,20,8
Handslaps Mirage	✧✧	12,20
Combo 1	=✧✧✧~✧✧	4,6,14
Martelo	While crouching ⇨✧	15
Combo 1	=✧✧✧✧✧✧✧↓✧	4,6,4,20,8,12
Combo 2	=✧✧✧✧✧	4,6,14



THROWS

Throw Name	Command	Position	Damage	Escape
Caranguejo Throw		Approach enemy	30	
Rotacao Throw		Approach enemy	30	
Rio Special		Approach enemy	30	
Role Throw		Approach from left side	40	
Garganta Throw		Approach from right side	42	
Air Mail		Approach from behind	60	—
Back Rodeo Spin		Approach from behind	60	—
Cabra Macaco Throw		Approach enemy	38	
Rodeo Spin		Approach enemy	55	
Position Change 1		Approach enemy	—	
Position Change 2		Approach enemy	—	
Position Change 3		Approach enemy	—	
Position Change 4		Approach enemy	—	

Pushes enemy left

10 HIT COMBOS

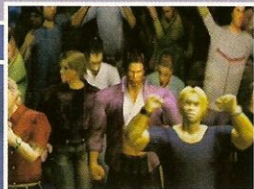
10 Hit Combo I												
Guard Point	—	—	—	—	.	—	—	—	—	—	—	—
Level	m	m	m	h	h	M	M	m	h	M	M	m
Damage	16	20	28	7	8	9	13	6	6	21	15	20

6 Hit Combo I						
Guard Point	—	—	—	—	.	—
Level	m	m	m	h	h	I
Damage	16	20	28	7	8	12



FINAL OUTCOME

Christie's win, though impressive, does not satisfy her reasoning for entering The King of Iron Fist Tournament 4. The burning question of Eddy's whereabouts still remains. Even in victory, Eddy is all she can think of. Ignoring the media, Christie gazes into the crowd until she spots a familiar face. Could it be? Eddy.



COMBOT



This is Combobot's first appearance in the *Tekken* series. He is a robot with a unique ability to mimic human motion.

Combobot is a general-purpose humanoid robot that is unlike any other humanoid robots developed to date. Besides its default motor functions, a powerful learning AI function enables it to mimic perfectly any human motion captured on its sensors. With this ability, Combobot is suitable for a wide spectrum of tasks from housekeeping to military duty. This Combobot, however, is a special version customized for hand-to-hand combat. Originally, Combobot was designed to memorize a variety of fighting styles in order to become the most powerful hand-to-hand fighting weapon in the world and win the tournament. Unfortunately, the development team could not fully debug Combobot in time. A few bugs remain in its memory subsystems, which prevent Combobot from mimicking more than one person's moves each time it is powered up.

or



White and yellow Combobot

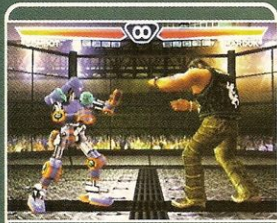
or



Blue and orange Combobot

STRATEGY

Combobot lacks his own fighting style, so he randomly takes on the styles of the other characters in *Tekken*. This makes it hard for your opponent to adjust to the character you've mimicked. However, you have to be an expert with all of the *Tekken* characters to be successful. Can you do it?



Note the size difference when Combobot mimics Marduk.

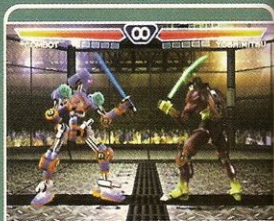
Combobot can only mimic the style of other characters, he can't inherit their speed or size. For example, if Combobot mimics Marduk, he doesn't get his long reach or huge stature—he only gets his moves. Be sure to modify your technique accordingly to accommodate for Combobot's faulty programming.

Knowing what character is being mimicked can mean the difference between a sweet victory and a bitter loss. There are two ways to tell what style Combobot has chosen. One, watch what Combobot does before the match begins. Each fighter has his or her own prefight taunt. Learn to recognize these taunts and you'll be one up on your opponent. Two, each character in *Tekken* has a distinct fighting stance. Quickly recognize these

in a match or you'll be toast. There's nothing worse than inputting a command only to find out it does nothing because the move belongs to another character.

With 18 characters to mimic, recognizing Combobot's stance or taunt can be difficult. In that event, try a few punches or kicks. Even if you don't immediately recognize the stance, you'll pick up on the moves a lot faster. You might even confuse your opponent and sneak in a little combo.

Use the following table to learn to distinguish Combobot's fighting styles. You must be proficient with all of the fighters in *Tekken 4* to be competitive playing as Combobot. Once you get to that point, there's nothing stopping you from being the first robot to win The King of Iron Fist Tournament.



It's easy to see when Combobot mimics Yoshimitsu because of the sword.



FIGHTING AGAINST COMBOT

- Try to recognize Combot's Preflight Taunts. It's easier to fight Combot if you know what character it's mimicking.
- A Combot player is either going to be really good or really bad. The good player will use the different styles to his or her advantage.

STRENGTHS

Element of surprise
Bragging rights if
victorious

WEAKNESSES

Element of surprise
Must know all
characters' moves



PREFIGHT TAUNTS

Character	Taunt
Bryan Fury	Does left-right combo punch, or looks up in the air and laughs.
Christie Monteiro	Points and shoots with left hand, or blows a kiss.
Craig Marduk	Bangs on his face and throws two punches, or throws a right hook.
Heihachi Mishima	Stands as sparks go through him, or stands with arms crossed.
Hwoarang	Scratches head, or performs one high kick, or performs two high kicks.
Jin Kazama	Puts right hand on hip and nods, or pulls his right hand guard.
Julia Chang	Puts fist on her chest and looks up, ties her shoe laces and gets up, or fixes her ponytail and rubs her face.
Kazuya Mishima	Uncrosses arms.
King	Hits arm against knee and turns toward opponent, pretends to show off imaginary belt, stands up with back toward opponent from kneeling position, or stretches arms and back.
Kuma/Panda	Rolls toward opponent, or opens arms wide and looks up.
Lei Wulong	Puts fist in palm, or leans back and throws hands out to the sides.
Ling Xiaoyu	Bows with hands together, or spins arms around.
Marshall Law	Puts fist to palm in front of chest, or dances around.
Nina Williams	Beckons to her opponent, moves hand across neck, or looks at her right hand and shakes her head.

PREFIGHT TAUNTS CONT.

Character	Taunt
Paul Phoenix	Punches hands together and stretches his neck, or hits his face and then stomps.
Steve Fox	Bounces around and throws a left-right-left punch combo, or does a flurry of short punches.
Lee Chaolan	Does two high left kicks, or pulls up both sleeves.
Yoshimitsu	Appears with sword.

STANCES

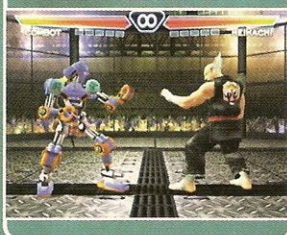
BRYAN



CHRISTIE



HEIHACHI



HWOARANG



JIN



JULIA



KAZUYA

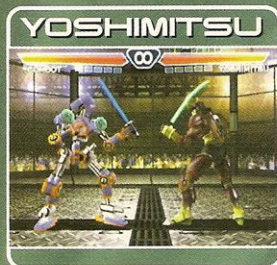
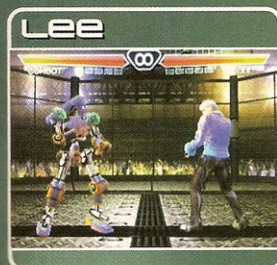
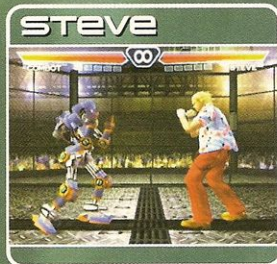
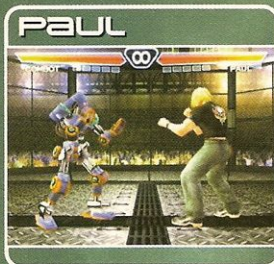
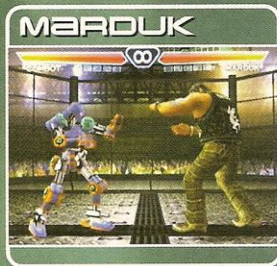
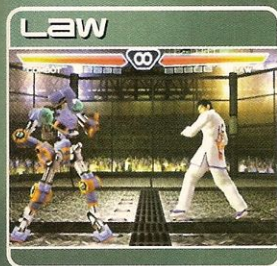


KING



KUMA





FINAL OUTCOME

Comboto acknowledges his triumph amidst the celebration and fireworks. As the walls of the arena fall, a figure walks down the ramp. It seems as though Lee was responsible for entering Comboto into the tournament this whole time. His quest for world domination is now one step closer to becoming reality. As he goes to congratulate Comboto on a job well done, something takes control of the robot and before he knows it, Lee is getting punished. Why does this look familiar? I wonder who's behind all of this?



HEIHACHI MISHIMA



Heihachi Mishima, head of the Mishima Zaibatsu, is in charge of the Tekken Tournaments. If you want to get the Mishima fortune, you have to get through him first. Old man Heihachi has been defending his assets ever since the very first Tournament. And with moves like Demon Uppercut and Spinning Demon, his fortune is fairly safe.

Two years ago Heihachi failed to capture Ogre. He made his researchers collect blood and tissue left behind by Ogre and attempted to create a new life form by combining its genetic material with his own.

However, the experiment failed. Heihachi learned that he lacked the Devil Gene necessary to harness Ogre's powers. In order to obtain the Devil Gene, Heihachi searched for Jin, who transformed into a devil during the last tournament. During this search Heihachi learned that the body of his son Kazuya, whom he killed 20 years ago, was stored at a cutting-edge biotech firm called G Corporation. Heihachi ordered his Tekken Force to raid G Corporation in an attempt to obtain Kazuya's remains. Much to Heihachi's surprise, Kazuya, resurrected from the dead, thwarted the mission.

Heihachi needed Kazuya or Jin's body to create the new life form. After much thought, Heihachi decided to hold The King of Iron Fists Tournament 4.

OF



White Mawashi (belt)

OF



Black Gi

STRATEGY

The eldest Mishima is back to his dirty tricks again and is hosting The King of Iron Fist Tournament 4. But don't underestimate this old man—he has enough power to defeat any opponent foolish enough to step in the ring with him. Heihachi is a natural fighter with great power. Combine that power with some awesome juggle starters, and opponents will find it hard to survive a match. He doesn't have many moves, but the ones he does have make him a force to be reckoned with.

Use Heihachi's power to your advantage and press the offense to punish your opponents. Use Iron Hand (↓↘↙) to inflict heavy damage and send your opponent flying backward. Demon's Boar (↘↙) can also do a lot of damage. Add in a powerful kick attack with Heihachi's Hell Axle (↘↙) for even more damage. Mix up your powerful attacks to keep your opponent guessing. This keeps up the offense without being blocked or reversed.

Changing your hit level is a great way to catch an opponent off guard and cause damage. If you're attacking high, switch to a low attack, and if you're attacking low, switch to a high one. Heihachi has some great moves that can quickly change hit levels. Hit your opponent hard with the Demon Massacre (↘↙↘↙), which hits both high and middle. His Rising Sun (↘↙) is a deadly move that hits high then low, depending on the distance from your opponent. To further confuse the opposition, use both Jumping Low Kick (↘↙↘↙) and Jumping Mid Kick (↘↙↘↙). Both look the same coming in but hit at different levels. When your opponent starts to block one, switch to the other.



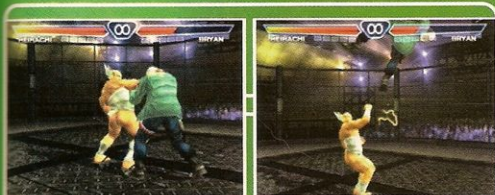
Heihachi can rule the tournament with his Iron Hand (↓↘↙). Use it to punish opponents who step out of line.



Demon Massacre (↘↙↘↙) is a hard-hitting attack that changes hit levels. Use it to punish your enemies.



HEIHACHI MISHIMA



Heihachi is great at juggling his opponents. And one of his best juggle starters is his Demon Uppercut (⇨→⇧). Use this move to pop opponents high into the air, where you can mercilessly beat on them.

To pop your enemies into the air, try Heihachi's Demon Uppercut (⇨→⇧). It's easy to execute and does a lot of damage. Twin Pistons (⇧⇧⇧) or the Rising Uppercut (⇨N⇩⇧⇧) will also get your opponents in the air. All of these are great ways to start your juggles. It's important to get the fighters into the air. Once enemies are airborne, they pose little threat to you and are ready to feel the full wrath of Heihachi. Beat them senseless, then try to repeat the process.

The Crouch Dash (⇨N⇩⇧) is an important part of how Heihachi moves and fights. He uses this move to get

closer to an opponent. Once in close, he can unleash a powerful throw or some deadly punches. Try adding ⇧ during the Crouch Dash to perform a Dragon Uppercut (⇨N⇩⇧⇧) and hit at a medium level. Switch hit levels with the Spinning Demon (⇨N⇩⇧⇧⇧⇧) for some low-hitting sweeps. Add the Tsunami Kick (N⇧⇧) to the end of that move for even more damage



Use the Dragon Uppercut (⇨N⇩⇧⇧) to strike fear in your opponents. It sneaks in close with a Crouch Dash, then hits them hard and leaves them helpless in the air.

and more kicks. Mix up your Crouch Dash moves to keep your opponents guessing.

Heihachi can also get out of trouble quickly. Use the Shadow Step (⇧⇧N⇧) to run away from opponents when the action gets too rough. Don't be afraid to run—it might save your life. When you're ready to resume the attack, use the Crouch Dash to get close again.

Heihachi is a great all-around fighter. Use his powerful attacks to beat your opponents into submission. And with some juggle starters, you'll find it even easier to take away an enemy's health. Combine his strength and juggle starters with his ability to change hit levels, and Heihachi is a dangerous foe.

STRENGTHS

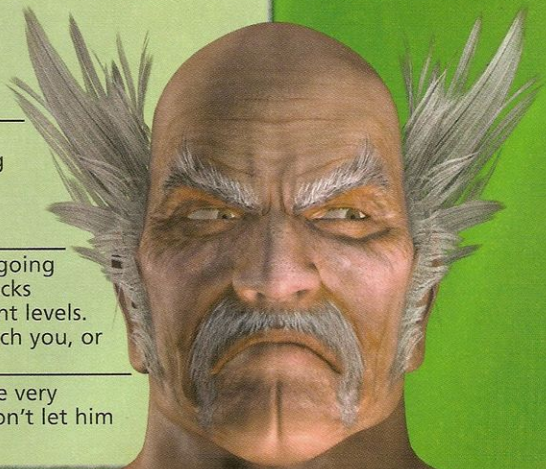
Great power
Powerful juggling moves
Nice low-hitting attacks
Can quickly open or close distance between opponent

WEAKNESSES

Fewer number of moves
Move executions sometimes a little slow
Can become predictable

FIGHTING AGAINST HEIHACHI

- ❶ Heihachi has some powerful moves. Block or reverse any attacks coming your way or you'll quickly lose health.
- ❷ He has great juggling ability. His juggle starters hurt, but getting hit while floating helplessly in the air hurts more. Learn his juggle starters so you can avoid being hit by them.
- ❸ Heihachi can quickly change his hit levels, going from a low to mid attack. Some of his attacks look the same coming in but hit at different levels. Try to break up his attacks before they reach you, or block and hope for the best.
- ❹ This old man can sneak in and out of range very quickly. Watch your distance from him—don't let him catch you off guard.



MOVES

DEMON SLAYER

COMMAND
⬇️⬇️⬇️DAMAGE
5,8,18LEVEL
hhh

DEMON EXECUTIONER

COMMAND
⬇️⬇️⬇️⬇️DAMAGE
5,8,22LEVEL
hhm

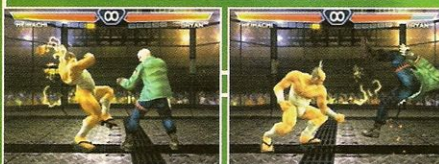
LIGHTNING CRUSH

COMMAND
⇒⬇️DAMAGE
24LEVEL
m

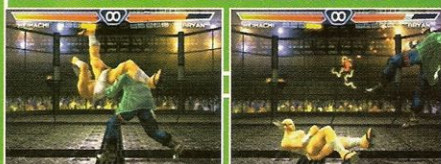
HELL AXLE

COMMAND
⬇️⬇️⬇️DAMAGE
17,17LEVEL
mm

LIGHTNING HAMMER

COMMAND
⬇️⬇️DAMAGE
70LEVEL
!

DEMON SCISSORS

COMMAND
⬇️⬇️⬇️DAMAGE
25LEVEL
M

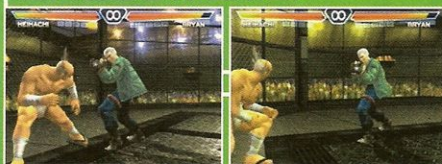
JUMPING LOW KICK

COMMAND
⇒N⬇️⬇️DAMAGE
21LEVEL
L

RIISING SUN

COMMAND
⬇️⬇️⬇️DAMAGE
25,15LEVEL
mL

SHADOW STEP

COMMAND
⇐⇒N⬇️DAMAGE
—LEVEL
—

HEIHACHI MISHIMA

DEMON'S BOAR



COMMAND
⇐ ⬇

DAMAGE
25

LEVEL
m

NECK BREAKER



COMMAND
⬇ →

POSITION
Approach enemy

DAMAGE
30

ESCAPE
⬇

TSUNAMI KICK



COMMAND
⇒ N ⬇ ⬇ ⬇ N ⬇ ⬇

DAMAGE
15,13,10,5,8

LEVEL
LLLmm

TWIN PISTONS COMBO 1



COMMAND
⇒ ⬇ ⬇ ⬇ ⬇ ⬇

DAMAGE
8,17,4,3,7

DEMON UPPERCUT COMBO 2



COMMAND
⇒ → ⬇ ⬇ ⬇ ⬇

DAMAGE
30,6,3,4

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↔↔	5,8	hh
Demon Slayer	↔↔↔	5,8,18	hhh
Demon Kicker	↔↔↔	5,8,15	hhh
Demon Backhand Spin	↔↔	12,21	hh
Flash Punch Combo	↔↔↔	5,8,18	hbm
Demon Breath	↔	22	m
Demon Shout	⇒↔↔	25	m
Lightning Crush	⇒↔	24	m
Right Splits Kick	⇒↔	27	m
Altar Splitter	⇐↔	22	m
Demon's Boar	⇐↔	25	m
Twin Hammers	⇐↔	20	m
Geta Stomp	While enemy is down ↓↔	19	L
Twin Pistons	↗↔↔	8,17	mm
Hammer Punch	↓↔	15	M
Rising Sun	↗↔↔	25,15	mL
Hell Axle	↗↔↔	17,17	mm
Lightning Hammer	↓↔	70	!
Demon Scissors	↔↔	25	M
Demon Uppercut	⇒→↔	30	m
Left Splits Kick	⇒→↔	24	m
Iron Hand	↗↗↗↔	30	m
Rising Uppercut	⇒N↓↔↔	21	h
Dragon Uppercut	⇒N↗↔↔	22	m
Jumping Low Kick	⇒N↓↔↔	21	L
Jumping Mid Kick	⇒N↗↔↔	35	m
Spinning Demon	⇒N↗↔↔↔↔	15,13,10	LLL
Tsunami Kick	=N↔↔	5,8	mm
Spinning Demon Uppercut	=N↔	8	m
Dark Thrust	While rising ↔	20	m
Tsunami Kick	While rising ↔↔	12,18	mm
Demon Executioner	↔↔↔↔	5,8,22	hbm
Fake Executioner	↔↔↔↔↔ or ↔↔↔↔↔↓	5,8	hh
Shadow Step	⇐⇐N↔	—	—
Demon Massacre	⇒↔↔↔↔	6,21,25	hbm
Demon Lair	⇒↔↔↔↔	6,21,30	hbm
Leaping Side Kick	⇒⇒⇒↔	30	m
Auger	↔	—	—
Heaven's Wrath	Time with enemy attack ⇐↔	18	—

Juggle

Only one of the kicks will hit.

Juggle

Juggle. Use ⇒N↗↔ for 25 damage.

Juggle. Use ⇒N↗↔ for 27 damage.

Juggle. You can perform Tsunami Kick or Spinning Demon Uppercut after any of these kicks.

Third move doesn't connect

After first two moves, Heihachi will sidestep

COMBOS

Name	Command	Damage
Twin Pistons	↗↔↔	8,17
Combo 1	=↔↔↔	4,3,7
Combo 2	=↔	20
Combo 3	=↗↔↔	6,6
Demon Uppercut	⇒→↔	30
Combo 1	=↔	24
Combo 2	=↗↔↔↔	6,3,3
Combo 3	=↔↔↔	4,3,7
Rising Uppercut	⇒N↓↔↔	21
Combo 1	=⇐↔	20
Combo 2	=↔↔↔↔	4,3,8
Combo 3	=↗↔↔	6,6



THROWS

Throw Name	Command	Position	Damage	Escape
Jumping Powerbomb	↺	Approach enemy	30	↺
Neck Breaker	↺→	Approach enemy	30	↺
Guillotine Chop	↺	Approach from left side	40	↺
Freefall	↺	Approach from right side	46	↺
Atomic Drop	↺	Approach from behind	60	—
Stonehead	⇒→↺	Approach enemy	33	↺
Headbutt Carnival	⇒→↺	Approach enemy	33	↺
Position Change 1	↺	Approach enemy	—	↺
Position Change 2	↺→	Approach enemy	—	↺
Position Change 3	↺↓	Approach enemy	—	↺
Position Change 4	↺↑	Approach enemy	—	↺

Works against Bryan, Heihachi, Jin, Kazuya, Lei, and Paul. Enemy can reverse with ↺ or ↻. Heihachi can reverse again with ↺. This move can also be performed on Kuma, but for 0 damage.

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

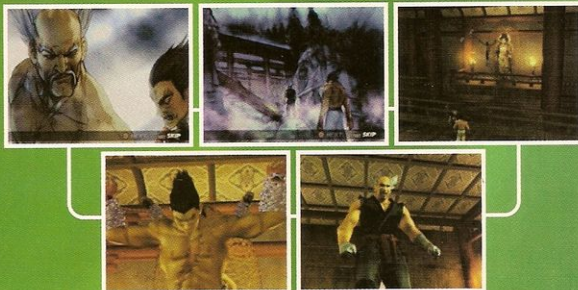
10 Hit Combo 1	⇒↺N↺	↺	↺	↺	↺	↺	↺	↺	↺	↺
Guard Point	—	—	+	—	+	—	+	—	—	—
Level	h	h	h	h	m	m	l	h	m	m
Damage	7	8	6	7	6	11	5	5	8	30
10 Hit Combo 2	⇒↺↺	↺	↺	↺	↺	↺	↺	↺	↺	↺
Guard Point	—	—	+	—	—	+	—	—	+	—
Level	m	h	h	l	l	m	h	h	m	m
Damage	17	5	6	8	8	5	10	5	6	35
10 Hit Combo 3	⇒↺↺	↺	↺	↺	↺	↺	↺	↺	↺	↺
Guard Point	—	—	+	—	—	+	—	—	+	—
Level	m	h	h	l	l	m	h	h	m	m
Damage	17	5	6	8	8	5	10	5	6	30
10 Hit Combo 4	⇒↺↺	↺	↺	↺	↺	↺	↺	↺	↺	↺
Guard Point	—	—	+	—	—	+	—	—	—	—
Level	m	h	h	l	l	m	h	m	m	m
Damage	17	5	6	8	8	5	5	8	21	20

FINAL OUTCOME

Heihachi does not kill Kazuya after he defeats him. Instead, he offers to show Kazuya his son Jin and leads Kazuya out of the arena. A few hours later, the two are deep within the Mishima Zaibatsu compound standing in front of a massive temple.

In the temple, Jin is shackled from the ceiling in chains. Just as Kazuya spots his son, chains come out and wrap around his wrists and ankles. He is raised to the ceiling in front of his son.

Kazuya doesn't think that will stop him, but Heihachi informs him that the chains have the ability to neutralize his powers. Kazuya is drained of his energy and loses consciousness in a matter of minutes. With all the pieces in place, Heihachi leaves the temple, and the world has known only darkness ever since.



HWOARANG



After Hwoarang's first appearance in *Tekken 3*, he had to come back in hopes to face his rival, Jin Kazama. Hwoarang trained under Baek Do San, a former combatant from *Tekken 2* while hustling the streets at night before entering The King of Iron Fist Tournament 3. Since then he has been in the Korean army and can't wait to fight again.

Hwoarang was drafted into the military back in his homeland of Korea and was assigned to a special operations division. Although his successes in various missions were highly regarded, along with his prowess at Tae Kwon Do and combat techniques, his penchant for disobeying rules and orders gave his senior officers more than a few headaches.

Hwoarang was uninterested in military life and felt a strange emptiness within him. He recalled longingly the days of hustling money in street fights and the rush he experienced from hand-to-hand combat. He often thought of one fight in particular, the fight against Jin Kazama. These longings could not be quelled by the military.

One day Hwoarang heard the announcement of the next tournament. Hwoarang's blood stirred. He would defeat Jin, Heihachi Mishima, and anyone else who dared to prevent him from claiming the Mishima Zaibatsu. Filled with excitement he hadn't felt in years, Hwoarang slipped out from the military base and headed for the tournament.

OR



White and blue gi

OR



Military uniform

STRATEGY

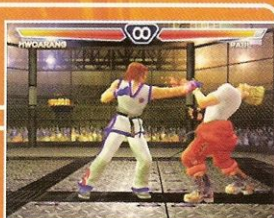
Hwoarang's fast and powerful kicks make him a powerful threat to anyone who faces him. He is an offensive powerhouse who can quickly put your opponent on the defensive. Hwoarang's large Move List consists of different stances that spring into many different kick combinations, which makes up for his lack of punches. Hwoarang's fast-paced kicking action will have even your fiercest challenger pleading for mercy.

Hwoarang is a great fighter who works best from about three steps away from an enemy. Though his close combat skills are poor, the few punches Hwoarang does possess, such as the Migraine (☼☼), can quickly make room between you and your enemy. The Fade-Away Kick (☼☼) and Ankle Biter to Crescent Kick (☼☼☼) can also quickly put a few steps between you and your foe. This puts Hwoarang out of jabbing range but close enough to kick. His kicks are fast, but they won't beat a jab when he is too close to an enemy. With a few steps between you and your opponent, Hwoarang has enough room to start one of his multi-hit-level attacks to keep the fight in your favor.

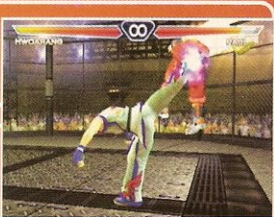
Hwoarang can be hard to defend against, due to his ability to overwhelm an enemy with a barrage of kicks that quickly mix up hit levels. However, if you begin to use the same moves repeatedly, such as the Firecracker (☼☼☼) or the Machine Gun Kicks (☼☼☼☼), your enemy will begin to anticipate your attacks and counter accordingly. Hwoarang has a huge Move List, so learn all his moves and mix up your attacks. Remember that Hwoarang can punch. Use his punches to break the monotony of kicks and surprise your enemy.



Migraine (☼☼) is a fast way to push your enemy away, giving you room to start a massive kick combo.



The Firecracker (☼☼☼) pops your enemy into the air, setting up a juggle.





Left Stance (default stance)



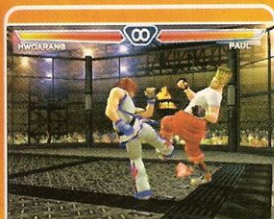
Right Stance (↻)



Left Flamingo Feint (↻↻N)



Right Flamingo Feint (↻↻N)



The Ankle Biter ↻↻ is a quick fun way to slow down a charging enemy.

Knowing what stance you're in and what moves can be done from each stance is very important when playing as Hwoarang. Attempting a move in the wrong stance makes you an open target. Varying your stance also keeps your enemy unsure of your next move. Mix up your stances, as you would your moves, to keep an onslaught of unpredictable combos going at your opponent.

Hwoarang's quick feet make him one of the strongest characters in the game. His large Move List consists of many combos that make it a breeze to kick his way through all his opponents. If you remember to keep your distance, Hwoarang is a commanding force in the *Tekken 4* elite.

STRENGTHS

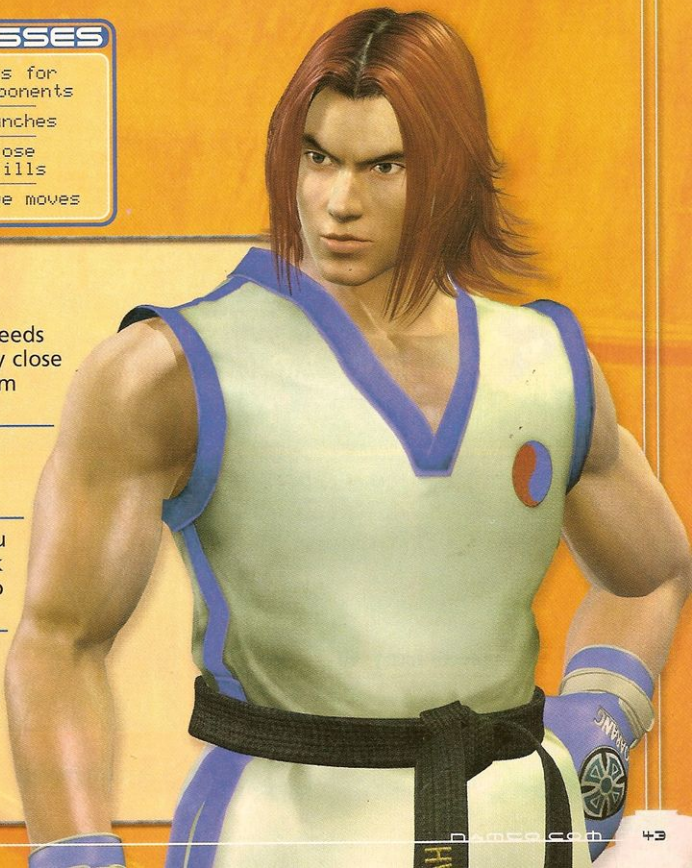
- Fast and powerful kicks
- Multi-hit-level combos
- Linkable moves
- Easy kick combos

WEAKNESSES

- Few attacks for grounded opponents
- Limited punches
- Lacks close combat skills
- Few defensive moves

FIGHTING AGAINST HWOARANG

- Kicks are Hwoarang's strength, so he needs more room to execute his combos. Stay close and use a quick jab to prevent him from kicking you into a combo.
- Many of Hwoarang's combos start the same. Watch closely for his hit level changes. Block accordingly.
- Hwoarang is often vulnerable after you have blocked or ducked one of his kick combos, leaving him open for a combo of your own.
- Time your sidesteps to dodge kicks and retaliate with a counter.
- Hwoarang is not the strongest fighter in close combat. Back him against the wall to take advantage of this weakness.



REJECTION



COMMAND
❖❖⇒❖

DAMAGE
5,10,25

LEVEL
hhh



TORPEDO KICK



COMMAND
⇒→❖

DAMAGE
30

LEVEL
h



HUNTING HAWK



COMMAND
↺❖❖❖

DAMAGE
15,11,10

LEVEL
mmh



CHAINSAW KICK



COMMAND
During Right Stance ❖❖

DAMAGE
15,20

LEVEL
hm



SCREW KICK



COMMAND
During Right Stance ⇒→❖❖

DAMAGE
18,20

LEVEL
mh



LEFT HEEL



COMMAND
During Right Flamingo ⇐❖❖

DAMAGE
21

LEVEL
m



DOOR MAT



COMMAND
↓↘↙❖

POSITION
Approach enemy

DAMAGE
40

ESCAPE
❖

ANKLE BITER TO CRESCENT KICK



COMMAND
↺❖❖

DAMAGE
12,21

LEVEL
lh



LEFT VIPER COMBO



COMMAND
During Left Flamingo ⇒❖

DAMAGE
8,10

LEVEL
hh



JACKKNIFE



COMMAND
During Right Stance ♣

POSITION
Approach enemy

DAMAGE
40

ESCAPE
♣

FIRECRACKER COMBO 1



COMMAND
⇨ ♣ ♣ ♣ ♣ ♣ ♣

DAMAGE
7,22,4,4,2,8

SKY ROCKET COMBO 1



COMMAND
⇨ N ⇨ ♣ ♣ ♣ ♣ ♣

DAMAGE
23,12,5,10

LEFT PLASMA BLADE COMBO 1



COMMAND
⇨ ♣ ♣ ♣ ♣ ♣

DAMAGE
18,9,4,10

COMPLETE MOVE LIST

MOVES DURING LEFT STANCE

Move Name	Command	Damage	Hit Level	
Motion Switch	⊕	—	—	
Migraine	⊕⊕	5,8	hh	Switches to Right Stance
Double Jab Low Kick	⊕⊕⊕	5,8,10	hhl	Ends in Left Flamingo
Home Surgery	⊕⊕⊕⊕	5,8,10,18	hhhl	
Right Jab to Left Flamingo	⊕⊕	12	h	
Right Jab to Right Flamingo	⊕⊕	12	h	Ends in Right Flamingo
Right Jab to Side Kick	⊕⊕⊕	12,16	hm	
Right Jab to Spinning Back Kick	⊕⊕⊕	12,25	hh	
One Two Punch	⊕⊕	5,10	hh	Ends in Left Flamingo
Left Right to Left Flamingo	=⊕	—	—	
Left Right to Right Flamingo	=⊕	—	—	Ends in Right Flamingo
Rejector	⊕⊕⊕⊕	5,10,16	hhm	
Rejection	⊕⊕⊕⊕	5,10,25	hhh	
Rusty Knife	⇒⊕	15	m	Ends in Right Stance
Middle Back Blow to Left Stance	→⊕	15	m	
Bolt Cut	⇐⊕	18	h	
Left Plasma Blade	⇐⊕	18	M	Juggle
Bone Stinger	↻⊕	22	h	
Fade-Away Kick	↻⊕	18	m	
Push Hands	⇒⊕	21	m	Stagger
Body Blow	↻⊕	10	m	
Right Flamingo Feint	⇒N⊕	—	—	Ends in Right Flamingo
Hot Feet	⊕⊕⊕⊕	14,10,10,20	hhhm	Ends in Right Stance
Right Kicks to Left Stance	⊕⊕	14,10	hh	Ends in Right Stance
Hard Rocker	⊕⊕→	14,20	hm	
Right Kick Combo to Right Flamingo	⊕⊕⊕	14,10,10	hhh	Ends in Right Flamingo
Right Kicks Combo to Left Stance	⊕⊕←	14,10,10	hhh	
Da Bomb	⊕⊕→	14,10,25	hhh	Ends in Right Stance
Blizzard Kicks	⊕⊕⊕⊕	14,10,10,10	hhhl	
Rude Boy	⊕⊕→	14,17	hm	Ends in Right Stance
Axe Murderer	⊕⊕	14,20	hm	Ends in Right Flamingo
Doggie Lift	⇒⊕	20	h	
Grand Theft	⇒⊕⊕	20,15	hm	Ends in Right Stance
Firecracker	⇓⊕	7,22	lh	Juggle
Nose Bleeder	⇐⊕	24	h	
Ankle Biter	↻⊕	12	L	
Ankle Biter to Crescent Kick	=⊕	21	h	Will end with back to enemy if blocked
Torpedo Kick	⇒⇒⊕	30	h	
Left Flamingo Feint	→⊕N	—	—	Ends in Left Flamingo
Cheat Shot Snap Kick	⇒⊕⊕	22	m	
Flying Eagle	⇐~⊕	15,25	mm	
Smash Low Right	⇓⊕	12,10	smh	Ends in Right Flamingo
Public Enemy	↻⊕⊕	17,21	mm	
Hunting Hawk	↻⊕⊕	15,11,10	mmh	
Jump Kick	⇑⊕	20	h	Ends in Right Stance
Spinning Axe Kick to Right Stance	⇒⇒⊕	25	m	
Tsunami Kick	While rising ⊕⊕⊕	12,13	mM	Ends in Right Stance
Sky Rocket	⇒N⇓↻⊕	23	m	Juggle

MOVES DURING LEFT STANCE CONT.

Move Name	Command	Damage	Hit Level
Machine Gun Kicks	☸☸☸	15,12,10,25	hmmh
Left Kick Combo to Right Hook Kick	☸☸☸	15,12,20	hmm
Left Kick Combo to Right Middle Kick	=☸	15	m
Left Kick Combo to Right Hook Kick	☸☸☸☸	15,12,10,20	hmmh
Total Outrage	=☸	15	m
Left Kick Combo Low	☸☸☸☸	15,12,7	hml
Left Kick Combo Low to Right Hook Kick	=☸	10	h
Menace to Society	=☸	15	m
Dynamite Heel	☸☸	40	!
Disrespect	☸	—	—
Plasma Blade	=☸	20	m

Juggle

Ends in Right Flamingo

Ends in Right Stance

Ends in Right Flamingo

Ends in Right Stance

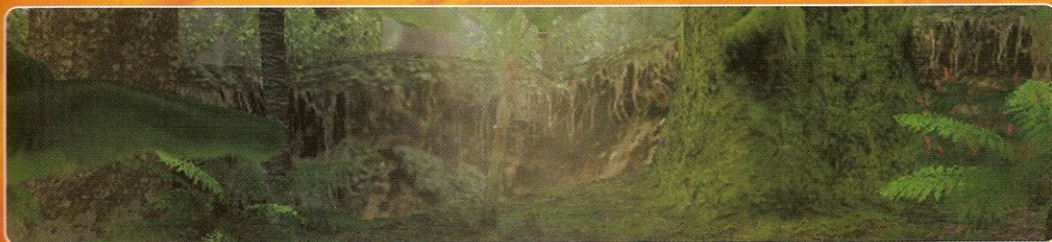
Ends in Right Flamingo

Ends in Right Stance

☸☸ to cancel

Turns back to enemy

Juggle



MOVES DURING RIGHT STANCE

Move Name	Command	Damage	Hit Level
Motion Switch	☸	—	—
Migraine	☸☸	10,12	hm
Big Fists	☸☸☸	6,10,12	hmm
Right Reverse Kick Combo	☸☸☸	6,15,27	hhh
Right PK Combo	☸☸	6,25	hh
Right Jab Spin Kick	☸☸☸	6,27	hh
Right Reverse Kick	☸☸	15,27	hh
Chainsaw Kick	☸☸	15,20	hm
Misdemeanor	☸☸	27	h
Right Side Kick	☸☸	12	m
Right Flamingo Feint	☸☸☸ N	—	—
Grand Theft	☸☸☸	20	m
Screw Kick	☸☸☸☸	18,20	mh
Teaser	☸☸	15,40	Lh
Backlash	☸☸☸	36	h
Nose Bleeder	☸☸	24	h
Cheap Shot	☸☸	18	h
Cheap Shot to Disrespect	=☸	—	—
Cheap Shot Low Spin	=☸	20	L
Ripoff	☸☸☸	25	h
Disrespect	☸	—	—
Plasma Blade	=☸	20	m

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Juggle

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

Ends in Left Stance

MOVES DURING LEFT FLAMINGO → N

Move Name	Command	Damage	Hit Level
Flamingo Switch	↻	—	—
Trick Jab	↻	7	h
Right Backhand	↻	15	m
Step Kick	↻	28	h
Left Viper Combo	⇒↻	8,10	hh
Snap Spin Kick	↻↻	27	h
Right Heel Lance	↻↻	21	m
Snap Kick	↻↻	18	m
Cutter Right	↻↻	15	l
Cutter Left	↻↻	8	L
Flamingo Low to Right Hook Kick	=↻	10	h
Flamingo Sidekick Combo	↻↻	12,21	mm
Rocket Launcher	↻↻↻	12,10,25	mmh
Flamingo Kick Combo to Right Hook Kick	↻↻↻	12,10,20	mmh
Cannon Kicks	=↻	15	m
Power Blast	↻	80	!
Left Flamingo Step-In	⇒	—	—
Left Flamingo Back Dash	↵	—	—
Left Flamingo sidestep	↑(or ↓)	—	—

Ends in Right Stance

Ends in Right Flamingo

Ends in Left Flamingo

Juggle, ends in
Right Stance

Ends in Right Stance

Ends in Left Flamingo

Juggle

Ends in Right Flamingo

Ends in Right Stance

MOVES DURING RIGHT FLAMINGO ⇒ N↻

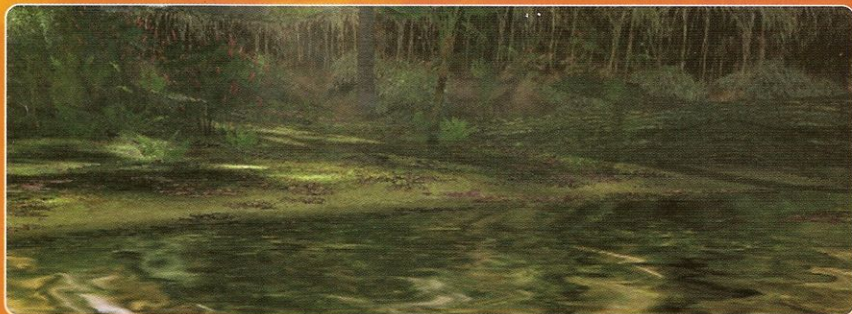
Move Name	Command	Damage	Hit Level
Flamingo Switch	↻	—	—
Right Punch	↻	7	h
Left Punch	↻	15	m
Step Kick	↻	25	h
Right Kick	↻	20	m
Right Viper Combo	⇒↻	8,10	hh
Snap Spin Kick	↻↻	27	h
Left Heel Lance	↻↻	21	m
Snap Kick	↻↻	18	m
Cutter Left	↻↻	15	l
Cutter Right	↻↻	13	L
Right Flamingo Step-In	⇒	—	—
Right Flamingo Back Dash	↵	—	—
Right Flamingo sidestep	↑(or ↓)	—	—

Ends in Left Stance

Ends in Left Flamingo

Ends in Right Flamingo

Juggle, ends in
Left Stance



THROWS

Throw Name	Command	Position	Damage	Escape
Falcon Dice Kick	☼	Approach enemy	30	☼
Pickpocket	☼→	Approach enemy	30	☼
Bring It On	☼	Approach from left side	45	☼
Dead-End	☼	Approach from right side	44	☼
Slaughterhouse	☼	Approach from behind	55	—
Door Mat	☼☼☼	Approach enemy	40	☼
Lag Hook Throw	☼☼☼	Approach enemy	30	☼
Roll and Choke	☼→☼	Approach enemy	30	☼
Human Cannonball	☼☼	Approach enemy	30	☼
Jackknife	During Right Stance ☼(or ☼)	Approach enemy	40	☼
Position Change 1	☼	Approach enemy	—	☼
Position Change 2	☼→	Approach enemy	—	☼
Position Change 3	☼↓	Approach enemy	—	☼
Position Change 4	☼↑	Approach enemy	—	☼

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

10 Hit Combo During Left Flamingo	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	12	+	—	+	—	+	—	—
Level	m	h	h	l	m	m	l	h	m
Damage	15	7	10	7	7	8	7	10	16

10 Hit Combo During Right Flamingo	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	+	—	+	—	+	—	—
Level	m	h	h	l	m	m	l	h	m
Damage	15	7	10	7	7	8	7	10	16

COMBOS

Name	Command	Damage
Firecracker	☼☼☼	7,22
Combo 1	=☼☼☼☼☼☼	4,4,2,8
Combo 2	=☼☼☼☼☼	12,4,10
Sky Rocket	☼N☼☼☼	23
Combo 1	=☼☼☼☼☼	12,5,10
Combo 2	=☼~☼☼	12,10
Left Plasma Blade	☼☼☼	18
Combo 1	=☼☼☼☼☼	9,4,10
Combo 2	=☼☼☼☼☼☼	9,4,8
Combo 3	=☼☼☼☼☼	11,4,4,8



FINAL OUTCOME

Despite winning The King of Iron Fist Tournament, Hwoarang's quest to be the best is not finished. Only defeating Jin Kazama will satisfy his thirst for victory, and he just happens to be in the parking garage as Hwoarang leaves the tournament. Time to battle things out once and for all.

After the battle is resolved and Hwoarang is victorious, the Korean army attempts to arrest Hwoarang for his desertion. With Jin now by his side, they take out the army and make a run for it, only to agree that they will meet again in the next King of Iron Fist Tournament.



JIN KAZAMA



Jin is the son of Kazuya Mishima and Jun Kazama. He was raised by Jun while in hiding from Devil, who threatened to enter the soul of her unborn child. After Jun died, Jin sought out his grandfather Heihachi to train him in the ways of martial arts. Jin made his first appearance on his 19th birthday, when he entered the Tekken 3 tournament to seek out Toshin, the "God of Fight" responsible for killing his mother.

Brisbane, Australia: the city was crowded with buildings, new and old. Nestled amongst them was a small dojo where Jin trained quietly, his face covered by the hood of his jacket.

Day after day, Jin trained in the traditional art of karate. Ever since Heihachi's betrayal, Jin loathed everything about himself—his Mishima bloodline, his fighting style, the Devil Gene in his blood, everything. He unlearned the Mishima-ryu fighting style, thanks to the dojo master's training, and mastered traditional karate.

Jin's thoughts burned with the desire to destroy the evil Mishima bloodline, the bloodline of his grandfather, Heihachi Mishima, and his father, Kazuya.

One day, Jin heard rumors that The King of Iron Fist Tournament 4 had been announced. Without hesitation, Jin hardened his resolve to enter the tournament.

or



White and Black Gi

or



Hooded Jacket and Flamed Pants

STRATEGY

Jin has once again entered The King of Iron Fist Tournament, but this time he has forgotten his inherited style of fighting and has trained in traditional karate. If you are a Jin player and have come to Tekken 4 to continue your butt-kicking legacy, you must learn a whole new fighting style. However, your legacy can go on. Jin has all the power and speed that he did before, as well as some new moves and techniques that will frustrate and confuse your opponents.

Jin has speedy jab combinations that can control the pace of the fight. His Left Right Combo strings (Left Right Axe Kick and Left Right to Spinning Hook Kick) are fast and extremely painful for an opponent to block, due to their guard-breaking capabilities. They cause an enemy to stumble slightly, just long enough for Jin to start another move combination.

The Left Right Axe Kick (☼☼☼) is fast and virtually inescapable, except with a well-timed sidestep. Use this to disrupt your enemies' attacks or even while they are blocking. The kick portion of the move staggers opponents slightly, allowing you to do the move again, or throw them for some decent damage. If you connect with the move on standing or crouching enemies, they will be left on

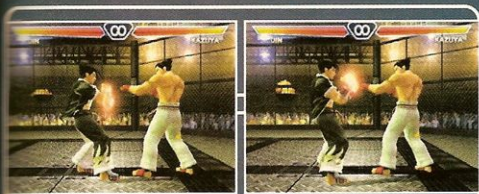
the ground waiting for you to follow with a Right Sweep (☼☼). Mix in the Left Right to Spinning Hook Kick (☼☼☼) to throw off your opponent or to quickly create space between you and your enemy.



Left Right Axe Kick (☼☼☼) allows Jin to repeatedly attack without worrying about a counterpunch, thanks to the stun from the kick.

opponent. Up close, Jin has an extensive repertoire of fast combinations to dish out the damage. In addition to the Left Right Combo series, Jin can unleash Kazama Style 5 Hit Combo (☼☼☼☼☼), which, if the kick connects, stuns enemies long enough to let you have your way with them. The Double Chamber Punch (☼) and Switch Blade (☼☼) are also good on a close enemy. If you use the Left Right Combo series often, mix in the Double Thrust Roundhouse (☼☼☼). This move also starts with a quick jab but goes to a mid punch. It's perfect for an enemy trying to duck the Left Right Combo's two high punches.





Power up Jin's moves by executing the Power Stance (↵↵) before an attack.

When your enemies move away from you, take the fight to them. For this, Jin can use the Laser Cannon (↵↵↵↵↵↵) or the Laser Scraper (↵↵↵↵↵↵↵), which gives you a juggle opportunity. These moves cover a good amount of distance and hit hard.

In addition to these moves, use the Left or Right Roundhouse Punch (↵N↵↵↵ or ↵N↵↵↵) to close a gap with a bang. If all else fails, simply run up to your enemies and throw them. They will be blocking in anticipation of a running tackle or other running attacks. Should your

opponents decide to close the gap, use the Spinning Flare Kick (↵~↵) or the Double Lift Kick (↵↵) to stop them cold. The Double Lift Kick results in a juggle and can be used in close combat to break up the anticipated punch combos.

Defensively, Jin relies on his quick counters and his parry to ward off an attacker. Jin can safely pull you back into control with his quick defensive moves, such as the Spinning Sidekick (↵↵). While not the fastest move, blocking or not, your enemy will be pushed back by the blow, allowing you to regroup. The Corpse Thrust (↵↵) is another great escape maneuver, because it causes Jin to duck under a high attack. And if it connects, it sends your attacker flying. Jin's parry is another way to save your hide. It brushes away an attack, allowing you to quickly react with a counter.

Though Jin has forgotten the fighting style that once took him to the top of his class, he has all the same quickness and power to return him to his glory. As with any character, remember to mix up your moves to keep your enemy unaware as to what is coming next. Jin has a very limited amount of moves, mixing them up is crucial. If you can do it, there will be no problem in fulfilling Jin's wishes of destroying the Mishima bloodline and anyone else who stands in his way.

STRENGTHS

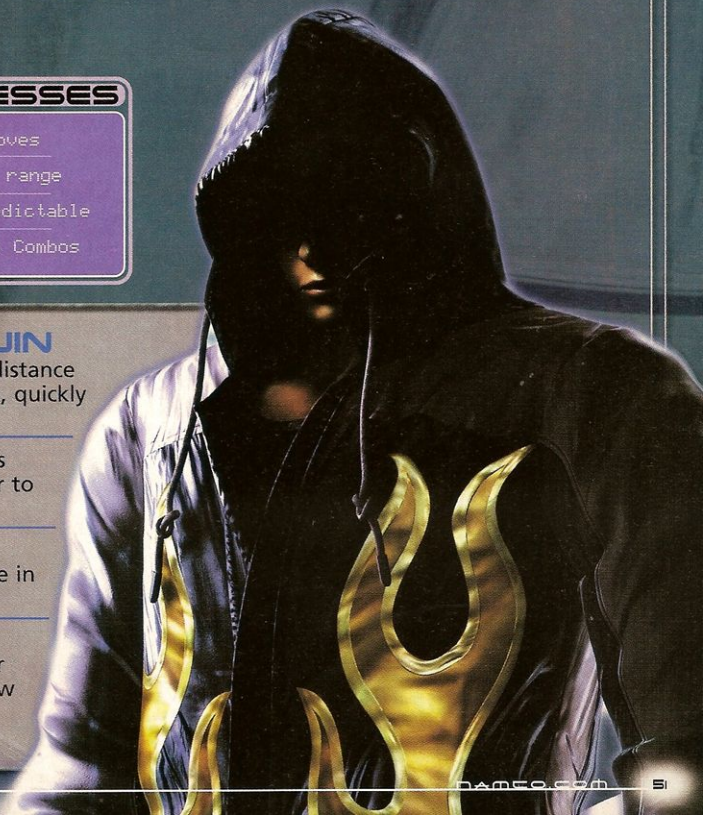
Fast combos
Good close combat abilities
Has parry
Powerful punches and kicks

WEAKNESSES

Few moves
Limited range
Can be predictable
No 10 Hit Combos

FIGHTING AGAINST JIN

- Jin has a limited range, so keep some distance between you. As he comes in to attack, quickly counter or sidestep his mighty blows.
- Jin has a limited number of moves. This makes him a very predictable character to play against.
- Watch for Jin's fast punch combos. Be ready to block at all times and retaliate in his recovery time.
- Jin has a fast jab, so don't expect to always beat him to the punch. Block or counter instead, concentrating on a low sweeping attack to relieve some pressure.



LEFT ROUNDHOUSE PUNCH

COMMAND
⇒ N ↓ ↘ ⬢DAMAGE
22LEVEL
m

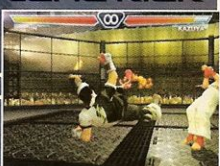
CORPSE THRUST

COMMAND
↓ ⬢DAMAGE
24LEVEL
M

SPINNING HIGH KICK

COMMAND
⬢ ⬢DAMAGE
30LEVEL
h

SPINNING FLARE KICK

COMMAND
⬢ ~ ⬢DAMAGE
28LEVEL
M

KAZAMA STYLE 5 HIT COMBO

COMMAND
⬢ ⬢ ⬢ ⬢ ⬢DAMAGE
6,10,10,10,10LEVEL
hhmm

DOUBLE LIFT KICK

COMMAND
↓ ⬢DAMAGE
5,15LEVEL
mh

LASER SCRAPER

COMMAND
⬢ ⇒ ⬢ ⬢ ⬢ ⬢DAMAGE
18,14,15LEVEL
mmm

DOUBLE CHAMBER PUNCH

COMMAND
⬢DAMAGE
10,21LEVEL
hh

AVENGER

COMMAND
⬢ ⬢DAMAGE
100LEVEL
!

DOUBLE THRUST ROUNDHOUSE



COMMAND
♣♣♣♣

DAMAGE
10,10,15

LEVEL
hmm

TIDAL WAVE



COMMAND
⌘♣

POSITION
Approach enemy

DAMAGE
30

ESCAPE
♣

OVER THE SHOULDER REVERSE



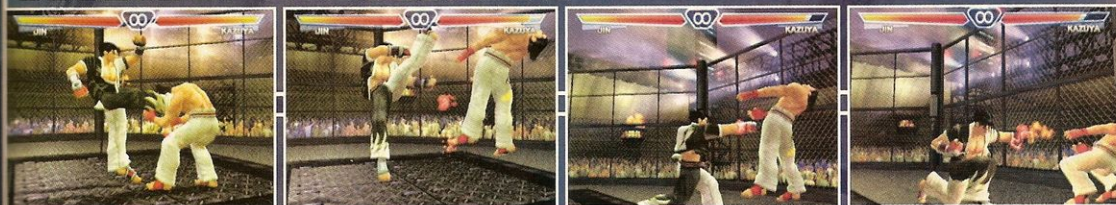
COMMAND
♣

POSITION
Approach enemy

DAMAGE
30

ESCAPE
♣

DOUBLE LIFT KICK COMBO 2



COMMAND
⬇♣♣♣⬇♣

DAMAGE
5,15,8,4,9

CROUCHING UPPERCUT COMBO 3



COMMAND
While rising ♣♣♣♣

DAMAGE
15,5,4,8

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↔ ⊙ ⊙	7,12	hh
Left Right to Spinning Hook Kick	⇒ ⊙	22	h
Left Right Axe Kick	⇒ ⊙	25	m
Left Elbow	⇐ ⊙	14	h
Right Elbow	⇒ ⊙	22	h
Left Roundhouse	⇒ ⊙	16	m
Front Thrust Kick	⇒ ⊙	21	m
Spinning Sidekick	⇐ ⊙	18	m
Corpse Thrust	⇓ ⊙	24	m
Right Sweep	⇓ ⊙	15	L
Knee Popper to Sidekick	⇓ ⊙ ⊙	10	m
Spinning High Kick	↻ ⊙	30	h
Front Jump Kick	↻ ⊙	25	h
Uppercut	↻ ⊙	15	m
Left Sidekick	↻ ⊙	15	m
Blade Kick	↻ ⊙	33	m
Right Low Roundhouse	↻ ⊙	15	l
Double Chamber Punch	⊙	10,21	hh
Power Stance	⇐ ⊙	—	—
Double Lift Kick	⇓ ⊙	5,15	mh
Avenger	↻ ⊙	100	!
Switch Blade	⊙ ⊙	10,14	hh
Spinning Flare Kick	⊙ ⊙	28	M
Right Backfist to Left Roundhouse	⇐ ⊙ ⊙	12,21	hm
Left Crescent to Low Roundhouse	⇐ ⊙ ⊙	15,15	hl
Thrust to Roundhouse	↻ ⊙ ⊙	15	cc
Thrust to Low Trick Kick	↻ ⊙ ⊙ ⊙	13	l
Double Thrust Roundhouse	⊙ ⊙ ⊙	10,10,15	hmm
Double Thrust Low Trick Kick	⊙ ⊙ ⊙ ⊙	10,10,13	hml
Stinger	⇒ ⊙ ~ ⊙	22	m
Heat Seeker	⇒ ⊙	13	m
Feint Kick Combo	⊙ ⊙ ⊙ ⊙	6,22,13	hmm
Crouching Uppercut	While rising ⊙	15	m
Left Spinning Back Kick	While rising ⊙	28	h
Twin Lancer	While rising ⊙ ⊙	10,16	mm
Laser Cannon	⇐ ⊙ ⊙ ⊙	18,14,24	mmm
Laser Scraper	⇐ ⊙ ⊙ ⊙ ⊙	18,14,15	mmm
Laser Annihilator	⇐ ⊙ ⊙ ⊙ ⊙ Hold	18,14,22	mm!
Left Roundhouse Punch	⇒ N ⊙ ⊙	22	m
Right Roundhouse Punch	⇒ N ⊙ ⊙	25	h
L.L.R.K.	⇒ N ⊙ ⊙	18	l
L.L.R.K. to Spinning Flare Kick	⇒ ⊙	21	M
Demon's Paw	⇒ ⊙	24	m
Right Axe Kick	⇒ ⊙	19	M
Kazama Style 5 Hit Combo	⊙ ⊙ ⊙ ⊙ ⊙	6,10,10,10,10	hhmml
Left Axe Kick	⇒ ⊙	25	m
Kazama Style 6 Hit Combo	⇒ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙	25,6,10,10,10,10	mhhmml
Mental Alertness	⊙	—	—
Parry	⇐ ⊙	Approach enemy	—

Juggle

⇐ ⊙ to cancel

Ends lying on back

Juggle

Juggle

Juggle

Time with enemy's attack



THROWS

Throw Name	Command	Position	Damage	Escape
Over the Shoulder Reverse	↻	Approach enemy	30	↻
Shoulder Flip	↻	Approach from left side	43	↻
Over the Limit	↻	Approach from right side	40	↻
Pivoting Hip Throw	↻	Approach from behind	50	—
Tidal Wave	↻	Approach enemy	30	↻
Complicated Wire	↓ ↻ ↻	Approach enemy	35	↻
Position Change 1	↻	Approach enemy	—	↻
Position Change 2	↻ →	Approach enemy	—	↻
Position Change 3	↻ ↓	Approach enemy	—	↻
Position Change 4	↻ ↑	Approach enemy	—	↻

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

COMBOS

Name	Command	Damage
Double Lift Kick	↻ ↻	5,15
Combo 1	= ↻ ↻ ↻ ↻	5,2,4,5
Combo 2	= ↻ ↻ ↻ ↻	8,4,9
Crouching Uppercut	While rising ↻	15
Combo 1	= ↻ ↻ ↻	5,4,10
Combo 2	= ↻ ↻ ↻ ↻	5,9
Combo 3	= ↻ ↻ ↻ ↻	5,4,8

FINAL OUTCOME

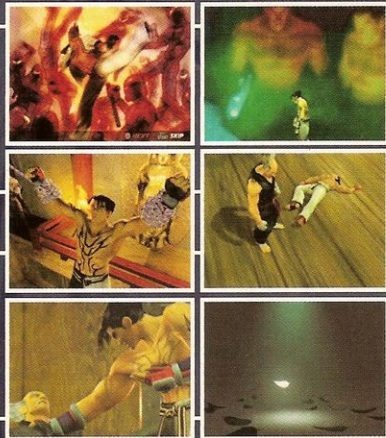
On his way to fight Round 7, the Tekken Force ambushes Jin. Tournament officials send a message to Kazuya stating that he is the winner of Round 7 by default and to proceed to the final stage.

Jin takes down scores of the Tekken Force but is eventually outnumbered and defeated—with the help of multiple tranquilizers—and taken away. While in a drug-induced haze, Jin struggles with the demon inside of him and the repeating voice of his father, Kazuya. "Give in to the anger," "Hate me," and "Curse me," are all that Jin hears through the echoing laughter of his father.

Once Jin finally wakes, he finds himself hanging by chains from two pillars. Jin comes to his senses, breaks the chains, and gathers his strength. Time to make Kazuya pay for all his wrongdoings.

Jin leaves Kazuya lying on the floor, but now Heihachi wants to destroy the youngest of the Mishima bloodline. Jin welcomes the challenge.

With Heihachi in his clutches, Jin's anger consumes him, and his wings sprout from his back. Rearing back to deliver the final blow to Heihachi, Jin catches an image of his mother, Jun Kazama. The very sight of his mother is enough to calm the demons inside him, and Jin releases Heihachi, telling him to thank Jun for his spared life. Jin then stretches his wings and bursts through the roof, leaving behind a single white feather in the midst of a dozen black ones. Maybe there is hope for Jin and the devil inside him.



JULIA CHANG



Julia Chang's first appearance in *The King of Iron Fist Tournament 3*. She joined the tournament to investigate the disappearance of Michelle, the former combatant who had raised her.

Julia discovered that her homeland was in danger of being covered by an encroaching desert. This was brought on by today's rapidly changing global ecosystem. Julia wanted to save her homeland, so she began research on ecosystem restoration techniques at the university. Julia conducted her research in a university lab that was funded almost exclusively by a research grant from G Corporation. In fact, all research data was stored in file servers at G Corporation's high-security research center.

One day, Julia learned that her research was placed on hold indefinitely. The Mishima Zaibatsu attacked G Corporation's high-security research center and stole all research data from the project. Julia didn't care about the Mishima Zaibatsu at all, yet she knew that she had to retrieve the research data in order to save her home from becoming a desert in a few years' time.

Julia searched the net to gather information regarding the Mishima Zaibatsu. Her eyes lit up when she saw a web page announcing *The King of Iron Fist Tournament 4*.

OR



Blue jeans and a jean jacket

OR



Green shorts and gray top

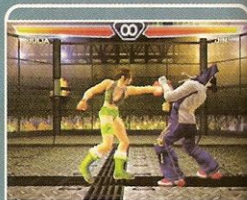
STRATEGY

Julia Chang is determined to win *The King of Iron Fist Tournament 4*—and she has all the tools to do it. She is both quick and agile, with a fierce ability to counter her opponents with a quick jab. Although she's not the most powerful character, her ability to juggle and counter make her one of the toughest fighters in *Tekken*. Learn to control Julia, and she will prevail as master of the *Tekken* universe.

Julia's simple left jab (☞) is one of the fastest in the game. This is your ace in the hole when playing the counter game. It also works well from a crouch to stop an oncoming attack, setting your enemy up for a While crouching or While rising move. Along with the jab, use the Party Crasher (☞→☞) or Rapid Counter Attack (☞↘☞) to break your enemies' momentum and set them up for a juggle. Julia's juggle starters take too much time to set up against an alert enemy, so use them as Counter Hits. For example, if your opponent comes in with a high punch, quickly sidestep and unleash her Slow Punch Combo (☞☞☞)—a move that usually takes too long to safely execute. Julia's quick spin technique (☞) adds to her ability to quickly counter, as well as making it difficult for your enemy to connect.

Due to her lack of power, Julia cannot withstand repeated counterattack beatings. Pay close attention to what your opponent is doing. It is better to block than to try to beat your enemies to the punch if you are unsure of their next move. You have plenty of moves to confuse opponents and capitalize on their mistakes. Watch for the right time to attack, and mix up your moves to keep your enemy guessing. Knowing when to engage an opponent is what separates the amateurs from the *Tekken* elite.

Julia makes up for her lack of power by juggling her opponents through a wild ride of damage. String together her quick hits to keep your opponent in the air—this is where Julia racks up the damage. A good juggle starter is Julia's Jump Kick (☞☞). This easy move puts your enemies high in the air, letting you toy with them. Another strong juggle starter is the Twin Walking Kicks (During sidestep ☞☞). Punish your enemies with this if they get too close, or use it as a little surprise if they block your Party Crasher (☞→☞). Practice putting different moves together once your opponent is airborne to see what works best for you.

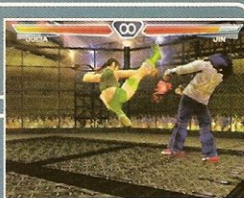


Julia's left jab (☞) is one of the fastest in the game. Use this simple move to quickly counter an attack, halting your enemies' plans of a devastating combo.





Twin Walking Kicks (During sidestep $\leftarrow \rightarrow$) can be used as a fast evasive maneuver that results in a juggle opportunity.



The Party Crasher ($\rightarrow \rightarrow$) is one of Julia's most useful moves. Use it to counter, close gaps, or juggle an opponent through the air.



Julia's abilities to counter, juggle, and close the gap come with a price. Her moves can be slow to execute and can leave her extremely vulnerable if blocked. For instance, the G-Clef Cannon ($\rightarrow \rightarrow$) is a powerful move that provides a juggle opportunity if it connects. However, if blocked, Julia becomes open to any quick punch combo or even a throw. This is the same for the Spinning Sweep Combo (While crouching $\rightarrow \rightarrow$). Plan your moves carefully to avoid getting punned.

With practice, Julia is a strong contender. A relatively small moves list and her need to juggle to inflict real damage make Julia Chang more difficult

to perfect. This may deter the common button masher, but it should entice anyone who wants a character based on skill and precision. With the right amount of patience, Julia Chang can be your key to winning The King of Iron Fist Tournament.

STRENGTHS

- Good speed
- Good juggling ability
- Many moves with different hit levels
- Fast sidestep

WEAKNESSES

- No reversal
- Limited range
- Lag time between moves
- Not very powerful

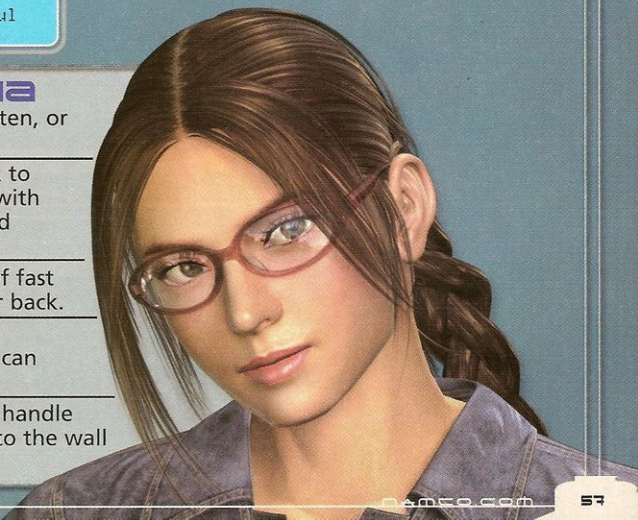
FIGHTING AGAINST JULIA

- Julia's counters are fast. Don't rush her too often, or you'll be in one of her mighty juggles.
- Julia is less powerful, so wait for a clear break to strike, and she'll be hurting. If you catch her with a couple of counterattacks, the match will end in no time.
- Always be ready to block. Julia has a couple of fast gap-closing moves that will leave you on your back.
- Many of Julia's combos take time to engage. Attack her while she is vulnerable before she can unload on you.
- Julia is small and relatively weak, so she can't handle too many wall combos. Try and get her back to the wall and unleash the fury.

Julia's fast lunge attacks are great for busting in on an unsuspecting enemy. Her Party Crasher ($\rightarrow \rightarrow$) is arguably her best move, for it is quick, closes gaps in a hurry, and disrupts oncoming attacks. It also works well with juggles, allowing you to perform the move numerous times before your enemy slams into the ground. Her Palm Explosion ($\rightarrow \rightarrow$) is a quick way to close a large gap and leave your enemy on the ground. To avoid predictability, mix in the Mountain Crusher ($\rightarrow \rightarrow$). While this move starts stationary, the elbow at the end covers a lot of ground and can be delayed to further confuse your enemy. Work these into your arsenal when your opponent gets away from you.



Julia's Mad Axes ($\rightarrow \rightarrow$) is a quick throw that can be inserted into both offense and defense as long as an enemy is within reach.



G-CLEF CANNON

COMMAND
⬢⬢⬢⬢DAMAGE
10,5,21LEVEL
hmm

DOUBLE CANNON

COMMAND
⬢⬢DAMAGE
21LEVEL
h

SPIN AND KICK

COMMAND
⬢⬢DAMAGE
20LEVEL
h

ULTIMATE CANNON

COMMAND
⬢⬢DAMAGE
8,9,25LEVEL
mmm

TEQUILA SUNRISE ARROW KICK

COMMAND
⬢~⬢⬢⬢⬢DAMAGE
18,5,12,15LEVEL
mMLm

TRIPLE SPINNING KICK

COMMAND
⬢⬢⬢⬢DAMAGE
20,12,23LEVEL
hLh

SKYSCRAPER KICK

COMMAND
While rising ⬢DAMAGE
15LEVEL
m

MOUNTAIN CRUSHER

COMMAND
⬢⬢⬢⬢⬢⬢DAMAGE
12,15,25LEVEL
mmm

SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Spin and Kick	↺ ↻	20	h
Foot Stomp	↗ ↻	35	M
Heavy Uppercut	→ ↻	50	!
Spin Behind	↻ ↺	12	h
Double Fist	= ↻	—	h
Sweep	↓ ↻	10	L
Razor's Edge	↓ ↻ ↻	10,21	Lm
Sweep Head Kick	↓ ↻ ↻	10,23	Lh
Sweep Low Kick	↓ ↻ ↻ ↻	10,10	LL
Machine Gun Punch	↻ ↻	10,8	hm
Machine Gun Cannon	During Counter Hit ↻ ↻ ↻	10,15,21	hmm
Machine Gun High Kick	↻ ↻ ↻	10,8,20	hml
Machine Gun Low Kick	↻ ↻ ↻	10,8,10	hml
Ultimate Cannon	↻ ↻ ↻	8,9,25	smmm
Bow & Arrow Kick	↻ ↻	12,12,15	mLm
Mini G-Clef Cannon to Bow & Arrow Kick	↻ ↻ ↻ ↻	8,12,15	mLm
G-Clef Cannon Bow & Arrow Kick	↻ ↻ ↻ ↻	5,5,12,15	hmlm
Tequila Sunrise	↻ ~ ↻	15	m
Tequila Sunrise Elbow Smash	= ↻	21	m
Tequila Sunrise Low Kick Slash Uppercut	= ↻ ↻	12,21	Lm
Tequila Sunrise Low High Kicks	= ↻ ↻	12,23	Lh
Tequila Sunrise Low Kicks	= ↻ ↻ ↻	12,10	LL
Tequila Sunrise Combo	= ↻ ↻	5,21	mm
Tequila Sunrise Arrow Kick	= ↻ ↻ ↻	5,12,15	mLm
Spinning Kicks Slash Uppercut	↻ ↻ ↻	20,12,21	hLm
Triple Spinning Kick	↻ ↻ ↻	20,12,23	hLh
Triple Spinning Low Kick	↻ ↻ ↻ ↻	20,12,10	hLL
Palm Explosion	⇒ ↻ ~ ↻	21	m
Lashing Arrow	⇒ → ↻	25	h
Party Crasher	⇒ → ↻	10	m
Elbow Skyscraper Kick	⇒ → ↻ ↻	10,15	mm
Parting Fist	During sidestep ↻	21	m
Twin Walking Kicks	During sidestep ↻ ↻	16,18	mh
Rapid Counter Attack	↓ ↻ ↻	14	m
Lightning Bolt	↓ ↻ ↻ ↻	14,21	mm
Body Elbow	While crouching ↻ ↻	20	m
Spinning Sweep	While crouching ↻ ↻	12	L
Spinning Sweep Combo	= ↻	15	m
Skyscraper Kick	While rising ↻	15	m
Tequila Sunrise	While rising ↻	15	m
Tequila Sunrise Elbow Smash	= ↻	21	m
Tequila Sunrise Low Kick Slash Uppercut	= ↻ ↻	12,21	Lm
Tequila Sunrise Low High Kicks	= ↻ ↻	12,23	Lh
Tequila Sunrise Low Kicks	= ↻ ↻ ↻	12,10	LL
Tequila Sunrise Combo	= ↻ ↻	5,21	mm
Tequila Sunrise Arrow Kick	= ↻ ↻ ↻	5,12,15	mLm
Mountain Crusher	↻ ↻ ↻ ↻ → ↻	12,15,25	mmm
Welcome	↻	—	—

Juggle, ← to cancel

Must hit in order to spin

Juggle

Juggle, first hit must be a counter

Juggle

Juggle

Combo makes first hit worth 18

Combo makes first hit worth 18

Juggle

Juggle

Juggle

Combo makes first hit worth 18



KAZUYA MISHIMA



Kazuya's first appearance was in the original *Tekken*. He won the first tournament and gained control of the Mishima Zaibatsu—that is, until he lost the final battle with Heihachi in *Tekken 2* and was thrown into a volcano and left for dead.

Defeated by Heihachi and thrown into the mouth of a volcano 20 years ago, Kazuya was brought back to life by G Corporation, a biotech firm making revolutionary advances in the field of biogenetic research.

With G Corporation's aid, Kazuya investigated the biomechanics of the Devil Gene within his body by subjecting himself to genetic experiments. Kazuya believed that once he unlocked and controlled the power of the Devil Gene, he would be powerful enough to defeat Heihachi and destroy the Mishima Zaibatsu.

Twenty years later, the Tekken forces attacked G Corporation's research facility without warning and succeeded in stealing research data for the Mishima Zaibatsu. Kazuya learned that he was also a target in the attack.

Infuriated by Heihachi's interference in his plans once again, Kazuya was determined more than ever to seek revenge against Heihachi. Kazuya instantly recognized the announcement of The King of Iron Fist Tournament 4 as a trap set by Heihachi to lure him out.

Despite this knowledge, Kazuya entered the tournament. It was his chance to defeat Heihachi.

or



Shirtless

or



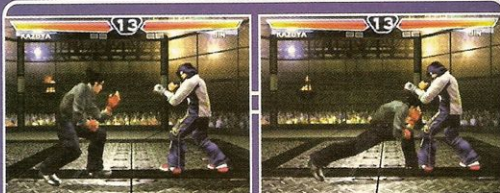
Slacks and Shirt

STRATEGY

Kazuya Mishima is back. This time Kazuya has entered the tournament to avenge what his father did to him 20 years ago. He has most of the same moves from previous *Tekken* games, with minor alterations here and there. Kazuya's forte is his ability to launch countless attacks out of the Crouch Dash (↵N↘↵) and Mist Step (↵N). The Crouch Dash covers more territory; however, the Mist Step is much quicker, so adjust accordingly to your opponent's fighting style. Though Kazuya may not have many moves, he is capable of decimating his foes with his blistering power and speed.

Kazuya's trademark move is his Rising Uppercut (↵N↘↵ or ↵N↘↵). This flexible move is quick, closes the distance between you and your opponent, and juggles your foe if it connects as a Counter Hit. When your opponent gets wise to those moves, execute the Spinning Demon (↵N↘↵↵ or ↵N↘↵). This move starts like the Rising Uppercut; however, instead of a punch, you unleash two low sweeps.

Kazuya's raw power enables him to have many staggers in his arsenal. His most effective one is the Demon God Fist (while rising, ↵). When it connects, it stuns your opponents and sets them up for a lethal combo. Try following it with two Abolishing Fists (↵↵) for maximum results. Some other powerful moves are the Devastator (↵↵↵ or ↵↵↵) or Soul Annihilator (↵↵↵). They are quick one-two combos that stagger your enemies when used against walls, leaving them helpless and begging for mercy.



Here are the Crouch Dash (↵N↘↵) and Mist Step (↵N). Most of Kazuya's primary moves originate from these positions. Master them to bring you success in many battles.



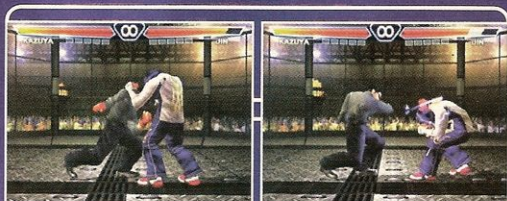
The Rising Uppercut (↵N↘↵) catches opponents off guard and sends them into the air.



Sometimes Kazuya's simpler moves can be the most effective. Let loose the Demon Slayer (☼☼☼) or Flash Punch Combo (☼☼☼), and mix it with the Twin Fang Stature Smash (☼☼☼) to further frustrate your foe. The first two combos must be blocked high, with the Flash Punch Combo knocking your opponent to the ground if it connects. The Twin Fang Stature Smash is really effective because the last move of the combo hits low.

The key to playing as Kazuya is to master his most effective moves. Even if your opponents know what's coming, they will still have difficulty defending against your attacks. After taking a beating, your opponent will now try to stay away. Get close to your enemy to take advantage of Kazuya's strength—close combat. Close that gap by performing the Hell Lancer (☼N☼☼☼). This catches many off-guard because it's fast and covers a lot of ground.

To be successful with Kazuya, remember the importance of the Crouch Dash and Mist Step. Practice until these moves are second nature. Your quest for revenge will then be in the palm of your hand.



The Demon God Fist is a very versatile attack that is the catalyst for many combos.

FIGHTING AGAINST KAZUYA

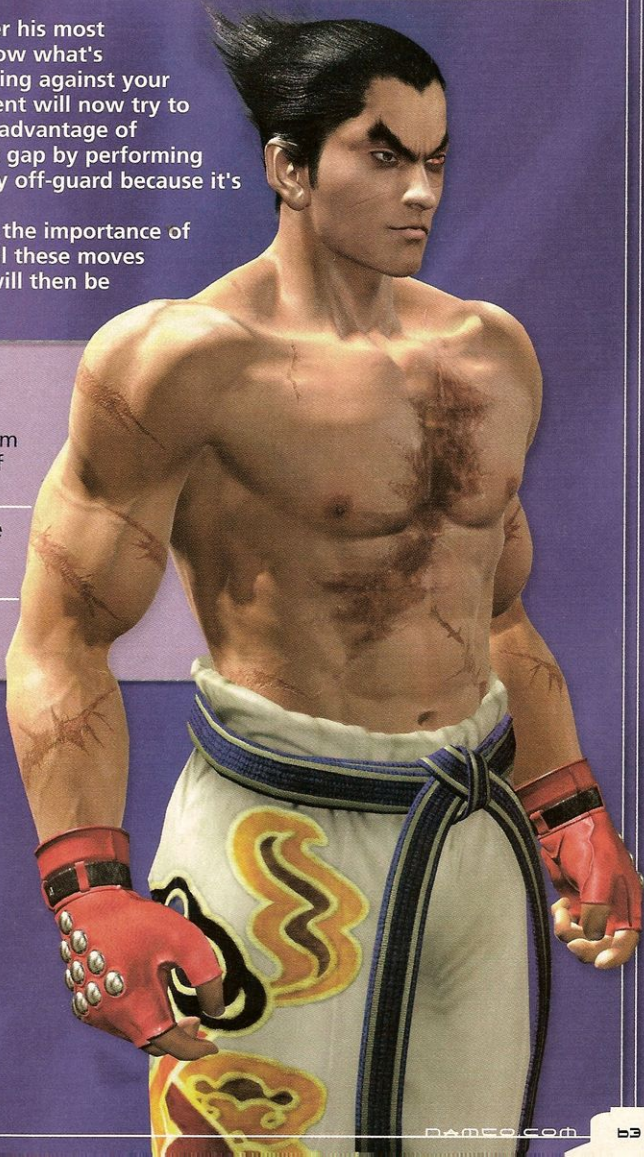
- Keep your distance against Kazuya. Let him get too close, and you'll face a barrage of violent attacks.
- Be aware of his speedy moves, such as the Rising Uppercut. Know what level to block, and wait for an opening to attack.
- Capitalize on the short delay that results when blocking some of his power moves.

STRENGTHS

Quick and powerful moves
Many moves from Crouch Dash
Loads of damaging close combos

WEAKNESSES

Can be predictable
No reversal
Small number of moves



MOVES

TWIN FANG STATURE SMASH



COMMAND
⬇️⬆️⬆️⬆️

DAMAGE
5,10,17

LEVEL
hhl

ONI STOMP



COMMAND
⬇️⬆️

DAMAGE
18

LEVEL
L

DEVASTATOR



COMMAND
⬇️⬆️⬆️⬆️

DAMAGE
15,18

LEVEL
mm

SOUL ANNIHILATOR

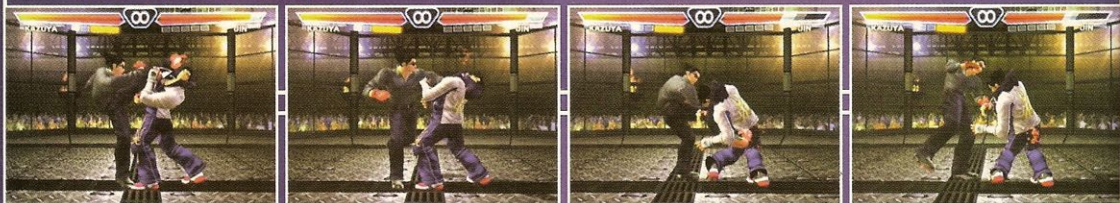


COMMAND
⬇️⬆️⬆️⬆️

DAMAGE
25,18

LEVEL
mm

DEMON'S WRATH

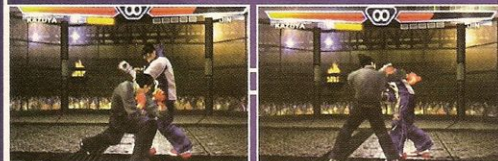


COMMAND
⬇️⬆️⬆️⬆️

DAMAGE
17,10,12,17

LEVEL
hhlm

JAWBREAKER



COMMAND
During sidestep ⬆️

DAMAGE
18

LEVEL
h

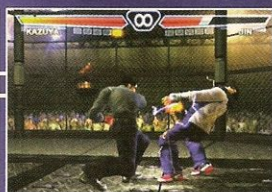
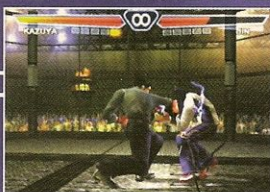
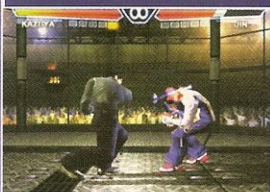
DEMON GOD FIST COMBO 1



COMMAND
While rising ⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️⬆️

DAMAGE
25,25,15,2,6,7

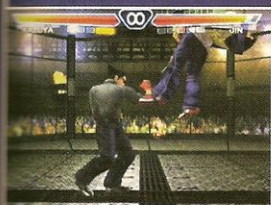
DEMON GOD FIST COMBO 2



COMMAND
While rising ♣️➡️♣️➡️♣️

DAMAGE
25,21,24

TWIN PISTONS COMBO 2



COMMAND
While rising ♣️➡️♣️➡️♣️➡️♣️

DAMAGE
12,15,15,2,6

SKULL SMASH



COMMAND
♣️

POSITION
Approach from right side

DAMAGE
40

ESCAPE
♣️

STONEHEAD



COMMAND
➡️➡️♣️

POSITION
Approach enemy

DAMAGE
33

ESCAPE
♣️

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	☼☼	5,10	hh
Demon Slayer	☼☼☼	5,10,18	hhh
Twin Fang Stature Smash	☼☼☼	5,10,17	hhl
Demon Backhand Spin	☼☼	12,21	hh
Flash Punch Combo	☼☼☼	5,8,18	hhm
Soul Thrust	⇒☼	30	m
Right Splits Kick	⇒☼	27	m
Glorious Demon God Fist	⇒☼	25	m
Abolishing Fist	⇒☼	31	m
Stature Smash	☼☼	17	l
Heel Drop	☼☼☼	10,18	mm
Entrails Smash	☼☼	15	m
Rising Sun	☼☼☼	25,15	mL
Skull Splitter	☼☼	18	m
Overlord Strike	☼☼	25	h
Roundhouse	☼☼	18	h
Lightning Uppercut	☼☼	40	!
Lightning Screw Uppercut	←☼	80	!
Demon Scissors	☼☼	25	M
Front Kick to Jab	☼☼	18,5	hh
Roundhouse to Triple Spin Kick	☼☼☼☼☼	25,15,12,25	mLLm
Left Splits Kick	⇒→☼	23	m
Mist Step	⇒N	—	—
Rising Uppercut	⇒N☼☼ or ⇒N☼☼☼	25	h
Dragon Uppercut	⇒N☼☼ or ⇒N☼☼☼	43	m
Spinning Demon	⇒N☼☼☼ or ⇒N☼☼☼☼	15,9	LL
Hell Lancer	⇒N☼☼ or ⇒N☼☼☼	23	h
Dragon Uppercut to Middle Kick	⇒N☼☼☼ or ⇒N☼☼☼☼	43,20	mm
Dragon Uppercut to Spinning Low Kick	⇒N☼☼☼ or ⇒N☼☼☼☼	43,12	mL
Demon God Fist	While rising ☼	25	m
Twin Pistons	While rising ☼☼	12,15	mm
Tsunami Kick	While rising ☼☼	13,18	mm
Spinning Backfist	←☼☼	25	h
Jaw Breaker	During sidestep ☼	18	h
Devastator	☼☼☼☼	15,18	mm
Soul Annihilator	☼☼☼☼	25,18	mm
Demon's Wrath	☼☼☼☼☼	17,10,12,17	hhhm
Oni Stomp	☼	18	L
Leaping Side Kick	⇒⇒☼☼	30	m

Juggle on Counter Hit

Stagger with or
without Counter Hit

Juggle

While enemy is down



THROWS

Throw Name	Command	Position	Damage	Escape
Hip Throw	↺	Approach enemy	28	↺
Double Face Kick	↺→	Approach enemy	30	↺
Steel Pedal Drop	↺	Approach from left side	40	↺
Skull Smash	↺	Approach from right side	40	↺
Reverse Neck Throw	↺	Approach from behind	50	—
Stonehead	⇒→↺	Approach enemy	33	↺
Ultimate Tackle	↓↺ or ↺↺	Approach enemy	5	↺
Ultimate Punch	⇒↺↺↺↺	—	5	↺ or ↺
Position Change 1	↺	Approach enemy	—	↺
Position Change 2	↺→	Approach enemy	—	↺
Position Change 3	↺↓	Approach enemy	—	↺
Position Change 4	↺↑	Approach enemy	—	↺

Use ↺ just before your back hits the ground to reverse

Use ↺ to block right punch and ↺ to block left punch (can only block the first or fourth punch)

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

10 Hit Combo 1	⇒↺N↺↺↺↺↺↺↺↺↺	—	—	—	—	—	—	—	—	—
Guard Point	—	—	—	—	—	—	—	—	—	—
Level	h	h	h	h	m	m	l	h	m	m
Damage	7	8	6	7	6	11	5	5	8	30
10 Hit Combo 2	⇒↺N↺↺↺↺↺↺↺↺↺	—	—	—	—	—	—	—	—	—
Guard Point	—	—	—	—	—	—	—	—	—	—
Level	h	h	h	h	m	m	l	l	m	!
Damage	7	8	6	7	6	11	5	5	25	30
10 Hit Combo 3	⇒↺N↺↺↺↺↺↺↺↺↺	—	—	—	—	—	—	—	—	—
Guard Point	—	—	—	—	—	—	—	—	—	—
Level	h	h	m	m	l	m	l	m	!	—
Damage	7	8	7	10	5	7	5	25	30	—

COMBOS

Name	Command	Damage
Twin Pistons	While rising ↺↺	12,15
Combo 1	⇒↺↺	16
Combo 2	⇒↺↺↺↺↺	15,2,6
Combo 3	⇒↺↺↺↺	4,4,7
Demon God Fist	While rising ↺	25
Combo 1	⇒↺N↺↺↺↺↺↺↺↺↺	25,15,2,6,7
Combo 2	⇒↺↺↺↺	21,24
Combo 3	⇒↺N↺↺→↺↺N↺	25,5,2,12

FINAL OUTCOME

As Kazuya waits for the seventh round of the tournament to begin, the tournament officials rush him a message. It says that he is the winner of Round 7 by default and to proceed to the final round against Heihachi. Kazuya has been waiting for this opportunity for 20 years.

After his defeat, Heihachi, as promised, leads Kazuya back to where Jin's body is kept. As Heihachi listens to Kazuya's plan for resurrection, he senses an odd force emanating from Kazuya.

Heihachi then becomes unconscious. Upon disposing of Heihachi, Kazuya is unsuccessful in merging with the Devil Gene within Jin. He learns that the only way to unify the Devil Gene is to destroy all who carry it. After reviving Jin, he wastes no time in disposing of him and reclaiming what's rightfully his.

With the resurgence and downfall of Jin Kazama, the unification of the Devil Gene is now in place. Kazuya has finally harnessed the power of the Devil Gene. But what has happened to the Mishima Zaibatsu?



KING



King's first appearance was in *Tekken 3*. Don't get confused; the original King was the one who appeared in *Tekken* and *Tekken 2*. The new King's reason for entering the third tournament is to seek out Ogre, who was the murderer of the original King.

Armor King, King's mentor and foster father, was dead. King swore upon Armor King's grave that he would seek revenge against the man responsible for his mentor's death.

The man was serving time in an Arizona state penitentiary. With the money he saved from professional wrestling tournaments, King arranged for the murderer's release from prison and sent him a plane ticket and an article about The King of Iron Fist Tournament 4.

With his plans in motion, King headed for the tournament to await his sworn enemy, the Vale Tudo fighter.

OF



No shirt, blue trunks

OF



White pants and blue shirt

STRATEGY

King returns to wreak havoc and avenge the death of his mentor, Armor King. With well over 50 throwing techniques, as well as devastating multilink throws, King is as exciting to play as he is to watch. King can beat you with his powerful throws, and he can deal some high-damage kicks and punches. Combine the two, and King has all the makings of becoming champion of The King of Iron Fist Tournament 4.



The Standing Heel Hold (↵N↵↵), Arm Breaker (↵N↵↵), and Reverse Arm Slam (↵↵↵ or ↵↵↵) are some of King's initial wrestles, which are the catalysts for his multilink throws.

King's strengths are his throws, so be sure to practice the timing of each in Practice Mode. Timing is extremely important when performing King's multilink throws; it can be the difference between a glorious victory and a disgraceful defeat.

King can grab opponents

in a number of different ways—from a sidestep to Crouch Dash to even snatching them up when they're on the ground. If your adversary can create space between you, close the distance with either a Shadow Lariat (↵↵) or the Exploder (↵↵↵). Your enemy will realize that there is nowhere to run from King's attacks.

If you've played *Tekken* but have not used command buffers, you'd better start now. Command buffering makes King's throws much more manageable. For instance, the Manhattan Drop portion of the Reverse Special Stretch combo is ↵↵↵. Instead of inputting ↵, ↵, and ↵ separately, combine the last two. Hold ↵ down while pressing ↵ to make ↵. This allows you to input the commands a lot more quickly with less chance for error. See the Buffering section at the beginning of this book for details about what type of moves benefit from buffering.



Mastering King involves playing the psychological game. Your opponents always expect King to throw them, which means they tend to duck most of the time. This is why mid-level attacks are crucial to King's strategy. They force your opponent to choose to either block the mid-level attack and be vulnerable to a throw or be left helplessly slaughtered by a barrage of mid-level attacks. Some reliable mid-attack moves are the Konvict Kick (↘↘↘) and Rolling Sobat (↘↘).



The Rolling Sobat (↘↘) is useful when your foe is expecting a throw.

To further confuse opponents, mix in some high pokes with those formidable mid-level attacks. When they least expect it, buffer in a Giant Swing (↘↘↘↘↘↘) from a high poke. The Giant Swing poke combo command looks like this: ↘↘ or ↘↘↘ then buffer in ↘↘↘↘↘↘ to execute the Giant Swing without hesitation.

Remember that King is a wrestler. Against quicker fighters, be patient and find the optimum moment to attack. His sheer number of throws can overwhelm even the most stalwart of opponents. There's nothing more fun than pulling off a five-linked throw

and watching your opponent mash away like there's no tomorrow. An expert King player will mix up attacks and be unpredictable. Put all that into effect, and there should be nothing that stands in your way of seeking retribution for your mentor's murderer.

STRENGTHS

The ultimate wrestler

Powerful

Long reach

Good distance-closing moves

WEAKNESSES

Reversals work only on kicks

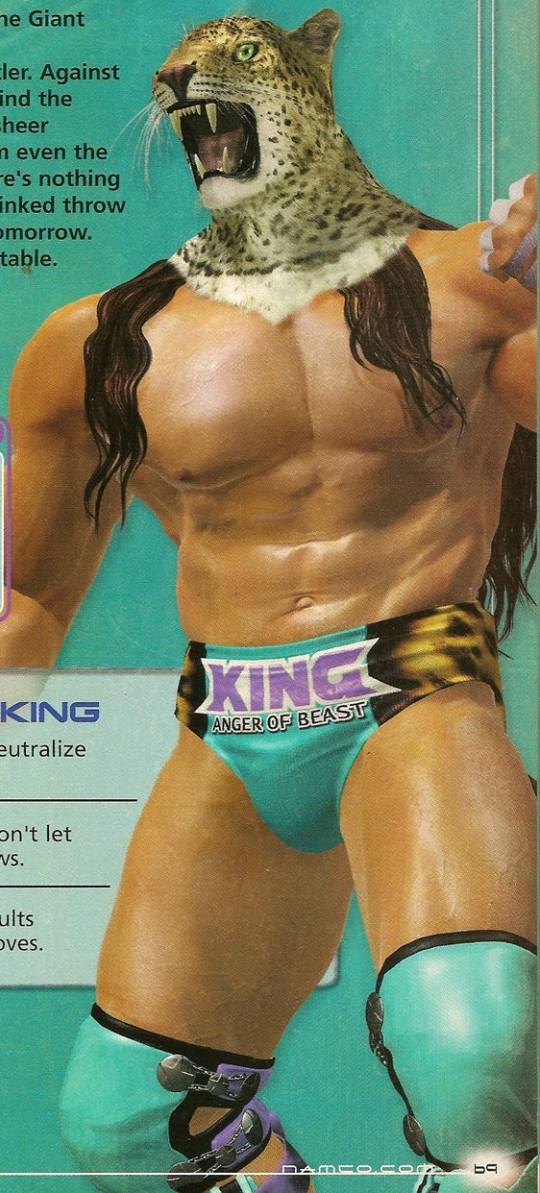
Multilink throws can be easily broken

Slow

Some throws are too strenuous to pull off in the heat of battle

FIGHTING AGAINST KING

- Learn the escapes for his throws to neutralize that part of his game.
- Take the offensive against him and don't let him set you up for his multilink throws.
- Capitalize on the short delay that results when blocking some of his power moves.



MOVES

JAGUAR LARIAT



COMMAND
⇒ Hold

DAMAGE
50

LEVEL
!

HEAD SPINNER



COMMAND
♣♣

DAMAGE
15,21

LEVEL
mm

LASSO KICK



COMMAND
♣♣

DAMAGE
17,15

LEVEL
mh

FRANKENSTEINER



COMMAND
⇒ ♣

DAMAGE
15,30

LEVEL
m



KONVICT KICK TO DDT



COMMAND
During Counter Hit ⇒ ⇒ ♣

DAMAGE
28,20

LEVEL
m

BLIND KICK TO NECK BREAKER



COMMAND
When Blind Kick hits ♣

DAMAGE
15,20

LEVEL
m

CLOTHESLINE PRESS



COMMAND
↓ ↘ ↙ ♣

POSITION
Approach enemy

DAMAGE
45

ESCAPE
♣

GIANT SWING



COMMAND
⇒ 3 4 5 6 7 8 9 10

POSITION
Approach enemy

DAMAGE
70

ESCAPE
11 12 13 14

REVERSE ARM SLAM TO BACKDROP TO GERMAN SUPLEX TO POWER BOMB TO GIANT SWING



COMMAND
⇒ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

POSITION
Approach enemy

DAMAGE
25,18,18,22,27

ESCAPE
21 22 23 24

SNAP UPPERCUT COMBO 1



COMMAND
While rising 1 2 3 4 5 6 7 8 9 10

DAMAGE
12,6,3,6,5,4

JUMP KICK COMBO 1



COMMAND
11 12 13 14 15 16 17 18 19 20

DAMAGE
13,10,12

JUMP KICK COMBO 2



COMMAND
21 22 23 24 25 26 27 28 29 30

DAMAGE
13,24

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Palm Attack	☼☼	6,15	hh
Palm Strike to Head Jammer	☼☼☼	6,15,30	hhh
Palm Strike to Jumping Power Bomb	☼☼☼☼	6,15,45	hhm
Palm Attack to Uppercut	☼☼☼	6,15,10	hhm
Palm Upper to Suplex	☼☼☼☼☼	6,15,10,40	hhmh
Palm Upper to Jumping Power Bomb	☼☼☼☼☼☼	6,15,10,45	hhmm
Jab Uppercut	☼☼	10,12	hm
Neck Cutter Kick	☼	28	h
Moonsault Body Press	☼	25	!
Head Spinner	☼☼	15,21	mm
Toll Kick	☼☼	20	h
Disgraceful Kick	☼☼	20	h
Water Parting Chop	☼☼	30	h
Rolling Sobat	☼☼	23	m
Low Drop Kick	☼☼	16	L
Shadow Lariat	☼☼	25	h
Jaguar Lariat	☼☼☼ Hold	50	!
Frankensteiner	☼☼	15,30	Sm
Corporate Elbow	☼☼	21	M
Capital Punishment	☼☼	35	m
Burning Knuckle	☼☼☼ Hold	45	!
High Elbow Drop	☼☼	35	M
Shoulder Tackle	☼☼	40	m
Sidewinder	☼☼	10	h
Straight Arrow	☼☼☼ Hold	30	h
Straight Arrow to Power Bomb	☼☼☼☼	45	m
Elbow Sting	☼☼☼	15,12	mm
Lasso Kick	☼☼☼	17,15	mh
Jab Uppercut	☼☼☼	5,13	mm
Stagger Kick	☼☼☼☼	17,7,7	LLL
Stagger Kick (During counter)	☼☼☼☼☼☼	20,7,5,4,3	LLLLL
Stagger Kick Spinning Uppercut	After 1st kick of stagger kicks ☼	10	m
Jaguar Straight	☼☼☼	20	m
K's Flicker	☼☼☼	20	m
Konvict Kick	☼☼☼	24	m
Konvict Kick to DDT	During Counter Hit ☼☼☼	28,20	m
Flying Cross Chop	☼☼☼	15	h
Exploder	☼☼☼	25	m
Diving Body Press	☼☼☼	30	M
Snap Uppercut	While rising ☼	12	m
Jaguar Thrust	During sidestep ☼	22	m
Deadly Boomerang	During sidestep ☼	54	h
Crouching Uppercut	While crouching ☼☼	20	m
Leg Breaker	While crouching ☼☼	21	L

Only throws
crouching opponents

Only throws
crouching opponents

Stagger

Stagger

Juggle on Counter Hit

Juggle

Juggle

SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Atomic Blaster	Back towards enemy ☼	50	!
Blind Kick	Back towards enemy ☼	15	M
Blind Kick to Neck Breaker	When Blind Kick hits ☼	15,20	—
Stomach Smash	⇒⇒N☼	6	L
Hi-Jack Backbreaker	=☼	30	—
Jaguar Driver	=☼↑☼☼	60	—
Lay Off	⇒⇒N☼	—	!
Jumping Knee	⇒N☼↘☼	37	m
Black Bomb	⇒N☼↘N☼	28	m
Running Exploder	⇒⇒⇒☼	40	m

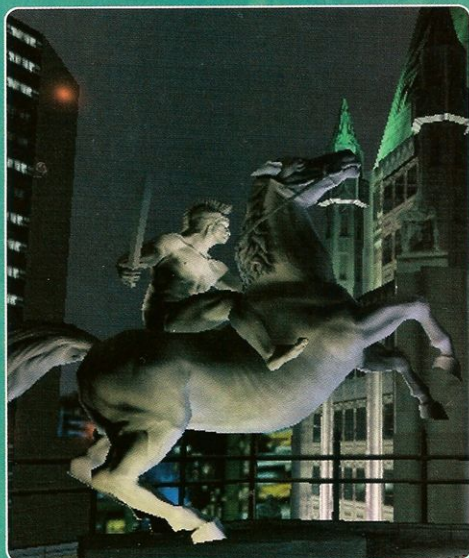
Stagger on Counter Hit

Only if Stomach Smash connects as a Counter Hit

Only if Stomach Smash connects as a Counter Hit

10 HIT COMBOS

10 Hit Combo 1	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	*	*	—	*	—	—	—
Level	h	h	m	m	h	L	L	L	m	m
Damage	6	15	10	6	6	5	5	5	7	24
10 Hit Combo 2	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	—	*	—	—	*
Level	h	h	m	m	h	L	L	L	m	M
Damage	6	15	10	6	6	5	5	5	7	18
10 Hit Combo 3	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	*	—	*	—	—	—	—
Level	h	h	m	m	h	m	L	L	m	m
Damage	6	15	10	6	8	10	5	5	7	24
10 Hit Combo 4	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	*	—	*	—	—	*	—
Level	h	h	m	m	h	m	L	L	m	M
Damage	6	15	10	6	8	10	5	5	7	18
10 Hit Combo 5	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	*	—	*	—	—	—	*
Level	h	h	m	m	h	m	L	L	L	throw
Damage	6	15	10	6	8	10	5	5	6	30



THROWS









































































































































































Throw Name	Command	Position	Damage	Escape
Suplex	☼	Approach enemy	35	☼
Winding Nut	☼→	Approach enemy	35	☼
Mega Bomb	☼←	Approach enemy	35	☼
Argentina Backbreaker	☼	Approach from left side	40	☼
Knee Crusher	☼	Approach from right side	42	☼
Cobra Twist	☼	Approach from behind	60	—
Half Boston Crab	☼→	Approach from behind	60	—
Stretch Buster	☼⇒☼	Approach from behind	75	—
Jumping Power Bomb	☼↓☼	Crouching enemy	45	☼
Double Neel Hold	☼←☼	Approach enemy	25	—
Leg Screw	☼←☼	Approach enemy	25	—
Leg Screw to Figure Four Leg Lock	=☼	Approach enemy	33	☼
Ultimate Tackle	While crouching ☼	—	5	☼


Reverses Left Kick

Reverses Right Kick

☼ just before your back hits the ground to reverse

THROWS CONT.

Throw Name	Command	Position	Damage	Escape
Ultimate Punch	=    	—	25	 or 
Cross Arm Lock	= 	—	25	—
Arm Twist	= 	—	10	—
Leg Cross Hold	= 	—	20	—
Stretch Combo	= 	—	20,20	—
Figure Four Leg Lock	 	Approach enemy	32	
Knee Bash	 	Approach enemy	30	
Muscle Buster	   	Approach enemy	50	
Clothesline Press	    	Approach enemy	45	
Tombstone Piledriver	  	Approach enemy	58	
Giant Swing	      	Approach enemy	70	
Tomahawk	  	Approach enemy	30	
Shoulder Cracker	  or  	Enemy on back, by head	28	
Swing Away	  or  	Enemy on back, by feet	30	
Head Bomber	 	Enemy on back, by feet	33	
Figure Four Leg Lock	 	Enemy on back, by feet	33	
Turn Over	  or  	Enemy on back, by enemy's side	—	 or 
Wing Tearer	  or  	Enemy face down, by head	32	
Half Boston Crab	  or  	Enemy face down, by feet	30	
Camel Clutch	  or  	Enemy face down, from left	35	
Bow & Arrow Stretch Hold	  or  	Enemy face down, from right	37	
Throw Away	 	Approach enemy	—	—
Throw Away Feint	  	Approach enemy	—	
Throw Away Knockdown	  	Approach enemy	8	
Throw and Destroy	  	Approach enemy	10	
Turn Around	  	Approach enemy	—	
Pile Driver	  	Approach enemy	25	
Double Arm Face Buster	= 	Approach enemy	30	—
Boston Crab	=   	Approach enemy	50	—
Position Change 1		Approach enemy	—	
Position Change 2	 	Approach enemy	—	
Position Change 3	  	Approach enemy	—	
Position Change 4	  	Approach enemy	—	
Standing Heel Hold	 N  	Approach enemy	30	
Indian Death Lock	=   	—	30	
King's Bridge	=    	—	50	—
S.T.F.	=   	—	35	
Scorpion Death Lock	=   	—	40	
Arm Breaker	 N  	Approach enemy	20	
Triple Arm Breaker	=  	—	25	
Head Jammer	=   	—	20	
Struggle Combination	=    	—	25	—
Chicken Wing Face Lock	=   	—	25	
Dragon Sleeper Finish	=    	—	30	
Rolling Death Cradle	=	—	79	
Reverse Arm Slam	or	Approach enemy	25	or
Backdrop	=	—	18	or
German Suplex	=	—	18	
Power Bomb	=	—	22	—

 to block right punch and  to block left punch, can only block first or fourth punch

Depending on side

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

Depending on button press

Depending on button press

THROWS CONT.

Throw Name	Command	Position	Damage	Escape
Giant Swing	=	—	27	
Muscle Buster	=	—	32	
Reverse Special Stretch Bomb	⇒	Approach enemy	28	
Reverse Special Stretch Bomb	⇒	Crouching enemy	28	
Cannonball Buster	=	—	18	—
Manhattan Drop	=	—	17	
Victory Bomb	=	—	20	—
Giant Swing	=	—	27	
Muscle Buster	=	—	32	
Cannonball Buster	During sidestep	Approach enemy from behind or side	18	or

Depending on side

COMBOS

Name	Command	Damage
Jump Kick	⇒	13
Combo 1	⇒	10, 12
Combo 2	=	24
Combo 3	=	10, 4
Snap Uppercut	While rising	12
Combo 1	=	6, 3, 6, 5, 4
Combo 2	=	4, 9

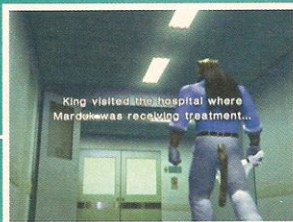


FINAL OUTCOME

Armor King would have been proud to see King victorious as the champion of The King of Iron Fist Tournament 4. The Mishima Zaibatsu means nothing to King; he donates it to help the impoverished children of the world. His eyes are set on another goal—to seek vengeance for Marduk's actions.

When King arrives at the hospital where Marduk is being treated, all he feels is the pain that flows through his body from the death of his mentor. The only thing left for him to do is to keep the promise he made to Armor King.

Right as he is about to end Marduk's life, he notices a picture of Marduk and his parents. He realizes that two wrongs don't make a right and walks away.



KUMA



The Kuma who appeared in the original *Tekken* died of old age, leaving behind a child, also named Kuma. The current Kuma made his first appearance in *Tekken 3*. Kuma is said to be smarter than his father and just as good a bodyguard to Heihachi. Kuma is also rumored to have a secret crush on Panda.

After losing to Paul in the last tournament, Kuma realized that he had lost touch with his animal roots. As long as he was a pet, he would be unable to harness the power of his instincts. Determined to revive his natural instincts, Kuma trained by himself in the mountains of Hokkaido.

Training in the wilderness was harsh, but Kuma's desire to beat Paul enabled him to continue his workouts with vigor. His skills improved dramatically to the point where he developed his own original attacks.

One thing he could not get rid of was his habit of watching television. Whenever he went down to the village, Kuma would look through the windows of the villagers' houses and watch TV. Two years after he began his training, Kuma saw a TV commercial for The King of Iron Fist Tournament 4. Kuma's instincts raged for battle, and he headed to the tournament site. Paul would certainly be at the tournament, and Kuma was determined to defeat him.

or



Kuma

or



Panda

PANDA



After the last tournament, Panda accompanied Ling Xiaoyu back to Mishima High School. After that, Panda spent her days training with Ling Xiaoyu. On some days she wondered, just a little, about the whereabouts of Kuma, who disappeared after the tournament.

One day, two years after the tournament, Ling Xiaoyu, lost in her thoughts, told Panda about the announcement for The King of Iron Fist Tournament 4. After hearing Ling's concerns about the tournament and the Mishima Zaibatsu, Panda made up her mind to become Ling's bodyguard once again.

Panda was cared for at Ling Xiaoyu's high school—that is, until Heihachi trained Panda in advanced bear fighting so that she could act as a bodyguard to Ling during The King of Iron Fist Tournament.

STRATEGY

Kuma and Panda may look soft and cuddly, but they are anything but when they enter the ring. Both of these mighty bears are on a mission, and they will tear through anything that stands in their way. Kuma and Panda have unbelievable brute strength and a long arm reach. This makes them incredibly dangerous to any enemy willing to face them. However, Kuma and Panda move sluggishly and can easily be assaulted. Don't let this discourage you—Kuma and Panda have the raw power to maul an opponent in seconds.

NOTE

From this point on, we will refer to Kuma and Panda as just "Kuma." All the strategies and moves apply to both.

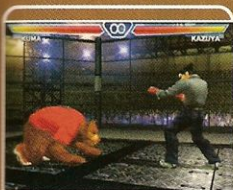
Kuma is a challenging character to play due to his abnormal size, slow speed and agility, and the need to wait his turn to score hits. However, with his immense power, when you do land a paw on your enemy, it falls with great force, removing a hefty chunk of health. Use his long reach to your advantage by staying just out of your enemy's range. From this position, you can utilize the space between you and your enemy to make up for Kuma's slow attack speed. This also gives you room to react to a charging enemy with a move like the newly developed Bear Flail Kick (⇧⇨).



KUMA AND PANDA

When playing as Kuma, remember that you can't hammer away at an enemy in close quarters like the smaller, more agile characters. Kuma's slow but powerful attacks can be stopped with a simple jab, so use patience and timing for all your attacks. Get a sense of his attack speed, learn when to attack and when to block, and you will tear through your competition.

To ensure success and avoid predictability, learn all of Kuma's moves. He has a relatively small Move List, so learning all his moves should be easy. Due to the small number of moves, it is crucial that you mix up your attacks. Use moves from Kuma's unique Hunting Stance (♣). They are similar to crouch attacks, so they can be deceiving if your opponent is not prepared. The Hunting Stance moves are also great for knocking your opponent around while he or she is on the ground, as is Kuma's thrilling Dance with Me (While enemy is down ♣♣), though it's not always practical.



The Hunting stance (♣) has many moves that branch from it, making it a useful tool to keep your enemy unsure of your next attack. This stance is also great for clobbering downed enemies.



The Demon Uppercut (♣→♣) pops your enemy into the sky, setting you up for a juggle.

Though Kuma seems large and impervious to harm, this big lug is slow and very susceptible to wall combos, due to his lagging recovery times. Know where you are at all times, and abuse the Position Change (♣) whenever your back is to the wall and your hide is at risk. These situations can also be avoided by throwing your opponents whenever they cross into your space. Kuma comes well equipped with some brutal throws, like the Rock 'n Roll Circus (♣→♣→♣→♣→♣), that will make your enemy think twice before getting within reach or trying to back you into a corner.

Kuma has many powerful moves, but some take too long to set up, making them unrealistic in battle against any opponent with half a brain. Moves such as the Salmon Hunter (♣→♣) and the Fatal Wind (♣←♣) are fun, but use them sparingly, for they leave Kuma dangerously open for a counterattack. Instead, use moves such as the Killing Uppercut Grizzly Claw (While rising ♣♣) and the Demon Uppercut (♣→♣)—they are much faster and utilize Kuma's lengthy reach and juggling ability.

In the right hands, Kuma is a mighty character who can take down anyone in his path. Make use of Kuma's long reach and mighty throws, and make sure to beat your enemies while they are down. This is where Kuma racks up damage without having to defend or worry about attack speeds. With a little practice and patience, Kuma can be the first animal to win The King of Iron Fist Tournament.

STRENGTHS

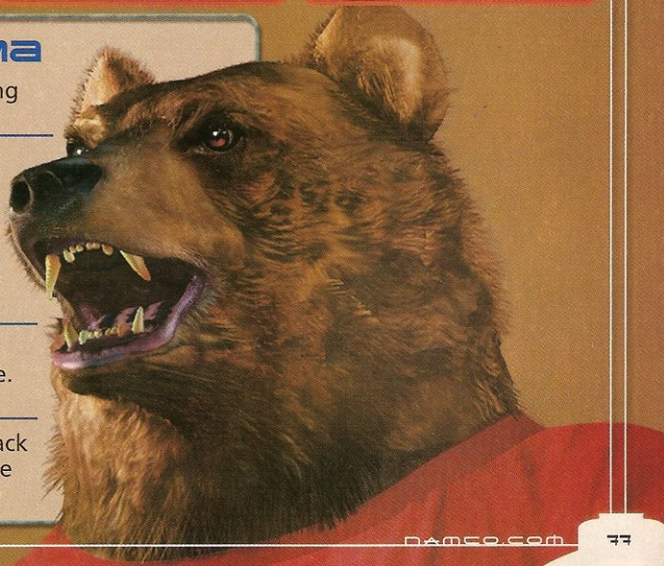
Extremely powerful
Long arm reach
Good low attacks
Many throws

WEAKNESSES

Slow execution of moves and movements
Fewer number of moves
No reversal
Moves often leave him open for a counter

FIGHTING AGAINST KUMA

- Kuma has lag time between his moves, making him an easy target for juggles.
- Watch out for his low attacks. They can be devastating if not blocked or stopped with a simple jab.
- Take advantage of Kuma's slow setup time on his powerful moves by counterattacking before he can get them started.
- Kuma has a long reach. Don't underestimate his ability to quickly grab you from a distance. Always be ready to escape a throw.
- Kuma's recovery time is on the slow side. Smack him around when he's near a wall or while he lies helpless on the ground.



MOVES

JAB ELBOW SMASH



COMMAND
⬅️ ⬆️ ⬅️

DAMAGE
12,15,20

LEVEL
hmm

DEADLY CLAW



COMMAND
⬅️ ⬆️

DAMAGE
50

LEVEL
!

BEAR FLAIL KICK



COMMAND
⬅️ ⬆️

DAMAGE
10,15

LEVEL
MM

BEAR HEADBUTT



COMMAND
⬅️ ⬆️

DAMAGE
20

LEVEL
M

PANCAKE PRESS



COMMAND
⬅️ ⬆️

DAMAGE
26

LEVEL
M

BIG BEAR ATTACK



COMMAND
⬅️ ⬆️

DAMAGE
28

LEVEL
m

FATAL WIND



COMMAND
⬅️ ⬆️ ⬅️

DAMAGE
200

LEVEL
!

DOUBLE HAMMER



COMMAND
⬅️ ⬆️

DAMAGE
21,17

LEVEL
Mm

BEAR TOSS



COMMAND
During Hunting ➡️ ⬅️

POSITION
Approach enemy

DAMAGE
40

ESCAPE
⬅️

KUMA AND PANDA

WINDMILL PUNCH



COMMAND
While crouching ㊄ ㊄ ㊄ ㊄

DAMAGE
12,15,15,30

LEVEL
mmmh

KILLING UPPERCUT GRIZZLY CLAW



COMMAND
While rising ㊄ ㊄

DAMAGE
12,21

LEVEL
mm

GRIZZLY CLAW



COMMAND
㊄ ㊄ ㊄ ㊄

DAMAGE
40

LEVEL
m

DEMON UPPERCUT COMBO 2



COMMAND
⇒ ㊄ ㊄ ㊄ ㊄

DAMAGE
22,22,16

UPPERCUT COMBO 1



COMMAND
㊄ ㊄ ㊄ ㊄

DAMAGE
10,16,10

ROCK 'N ROLL CIRCUS



COMMAND
⇒ ㊄ ㊄ ㊄ ㊄

POSITION
Approach enemy

DAMAGE
50

ESCAPE
㊄
























SPECIAL ARTS

Juggle

MOVES DURING HUNTING STANCE

Throw

THROWS

Throw Name	Command	Position	Damage	Escape
Bear Hug		Approach enemy	35	
Bear's Bite		Approach enemy	30	
Bear Slam		Approach from left side	50	
Choke Slam		Approach from right side	40	
Swing Swung		Approach from behind	70	—
Headbutt		Approach enemy	35	
Rock 'n Roll Circus		Approach enemy	50	
Bear Toss	During Hunting 	Approach enemy	40	
Position Change 1		Approach enemy	—	
Position Change 2		Approach enemy	—	
Position Change 3		Approach enemy	—	
Position Change 4		Approach enemy	—	

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

COMBOS

Name	Command	Damage
Demon Uppercut	 → 	22
Combo 1	=  	10,16
Combo 2	=   	22,16
Uppercut	 	8
Combo 1	=  → 	16,10
Combo 2	=   	9,8

FINAL OUTCOME

KLIME

After defeating Paul and winning The King of Iron Fist Tournament, Kuma decides to try his paws at corporate management. Why not? He won the Mishima Zaibatsu, he might as well run it. But before he is handed Heihachi's empire, he must sign a few documents to take control of Heihachi's assets.

After the first paper has the ink print of his paw, Kuma realizes that the empire is his and begins to dance around. Finally, Kuma has only one more paper to sign. But wait—something is different about this document. Heihachi's grin is a sure sign that he is up to something. As Kuma makes one last spin of joy, he slams his paw down and whips the smirk from Heihachi's face. There is no fooling this bear.



PANDA

Panda has won the tournament but has no real need for a giant empire. Panda decides to give the Mishima Corporation to Ling. And being the good little girl she is, Ling exposes the wrongdoings of the Mishima Corporation and uses its fortune to pay retribution to its victims.

Once all has been said and done, Panda asks Ling to meet with her. After a bit of small talk, Panda brings out a picture of her, Ling, and Jin taken some time ago. Panda urges Ling to search for Jin. Ling agrees and wants Panda to accompany her, but Panda refuses. Ling eventually goes along with Panda's idea and leaves, but only after hugging Panda and proclaiming that they will be best friends forever.



MARSHALL LAW



Marshall Law fought in the first two Tekken tournaments but was replaced by his son Forrest in the third. But each time he previously fought, Marshall always had his trusty Shaolin Spin Kicks, Rave War Combo, and Slide Kick to help him.

Marshall Law was a successful businessman. He managed a newly established dojo and even owned a nationwide Chinese fast-food chain called Marshall China. Unfortunately, he lost a franchise war against a competitor and had to declare bankruptcy a year later.

Unable to deal with his failure, Marshall fell into depression and spent his days at home in a drunken haze. Then one day a notice for the tournament arrived at his doorstep. Marshall's eyes flashed with renewed vigor. After a month of intense training, he beat himself back into top physical form. Something ignited the fire within Marshall. The fire within him raged hotter than ever before.



Yellow Sweat Pants with no Shirt



White Shirt and Pants

STRATEGY

Marshall Law is pumped and ready to fight. He's so excited he just can't stay still. In fact, Law's movement is one of his keys to success. He is extremely fast and does considerable damage with his punch and kick combos. This makes Marshall Law an incredibly effective offensive fighter. But don't count out his defensive skills. He has enough defensive moves to stop and punish anyone foolish enough to attack him. Mix a few juggle starters into your fight and you'll soon be the champion of The King of Iron Fist Tournament 4.

Two of Law's greatest assets are his speed and the quickness of his attacks. His fast punches and kicks are great for poking at opponents. They do damage and they disrupt an enemy's attack plans. Use Law's Left Right to Knee Combo (↵↘↵) to deal quick damage and keep your opponent from attacking. His Rave War Combo (→↵↵↵) is another good move that comes in quick and keeps the pressure on your opponent. Mix up your fast attacks to prevent becoming predictable.

A complement to Law's speed is his large arsenal of juggle starters. With more than 10 different ways to get an opponent in the air, Marshall is a juggling professional. An enemy floating helplessly in the air makes a great target for your attacks. Plus, you don't have to worry about being blocked or reversed. The Somersault Kick (↗↵) is a fast juggle starter that sends your opponent high into the sky. Try moves like Body Blow to Somersault (↓↵↵) or Low Kick to Somersault (↓↵↵) to get in an extra hit before your enemy is lifted into the sky. When you do get your opponent into a juggle, you can consider it open season for extra attacks.



Left Right to Knee Combo (↵↘↵) is a quick attack move that disrupts and frustrates your opponents.



The Somersault Kick (↗↵) is a quick and simple way to pop an enemy into the air, where you can inflict even more damage without fear of being blocked.



MARSHALL LAW



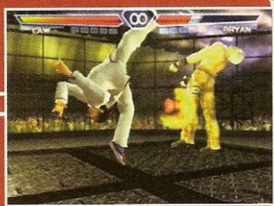
Marshall Law's Fake Step (↺↻) to Tricky Mid Kick (↻) will have your enemies hurting and confused.



Marshall Law might seem like he's all offense with his great speed and decent power, but he does have a few surprises up his sleeve on defense. First, he has the standard parry (↺↻) that brushes aside an enemy's punch. He also has the Fake Step (↺↻) that, when executed, makes Law take a few steps back. If an enemy throws a punch during Fake Step, it gets swept aside. This opens up more moves for Law to execute. Once the Fake Step is used to low parry a punch, any one of Law's Tricky moves becomes available. Try his Tricky Mid Kick (↻) to really punish an opponent.



Try to keep your opponents guessing. Mix up your attacks and strike where they might not expect it. Go for a Low Kick to Somersault (↺↻↻) if your high attacks are getting blocked.



Law can become predictable if you're not careful, so mix up his hit levels and attacks. Use his High Kick to Somersault (↻↻) for some decent damage and to start a juggle. Then throw in a Low Kick to Somersault (↺↻↻) to hit your opponents low where they won't be blocking. To add more confusion to the fight, use moves that start from different positions. Moves from his Dragon Charge (↻↻), like Dragon Roar (↻↻), can do significant damage to an unsuspecting opponent. For more attacks, try Slide Kick (While crouching ↻↻↻) or his Double Dragon (During sidestep ↻) for some tricky damage. Use these different types of moves to keep your opponents guessing and out of your face.

STRENGTHS

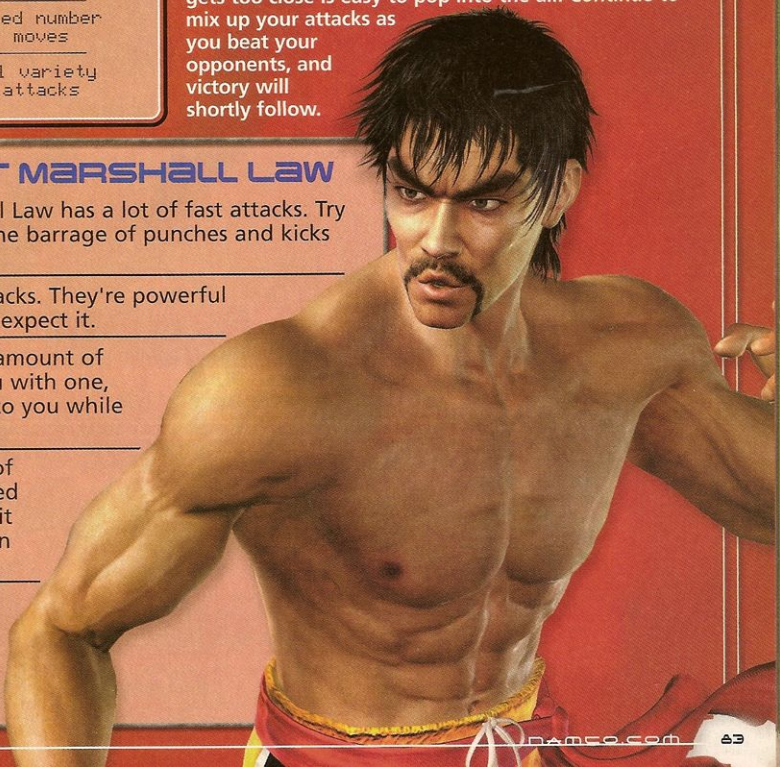
Great speed
Nice low attacks
Plenty of juggling moves
Nice assortment of defensive moves

WEAKNESSES

Can become predictable
Limited number of moves
Small variety of attacks

FIGHTING AGAINST MARSHALL LAW

- Be on the alert because Marshall Law has a lot of fast attacks. Try to reverse, low parry, or block the barrage of punches and kicks he's sure to throw your way.
- Be sure to watch for his low attacks. They're powerful and can hit you when you least expect it.
- Marshall Law has an enormous amount of juggle starters. If he catches you with one, he'll inflict even more damage to you while you float in the air.
- Marshall has a nice assortment of defensive moves that can be used against you when you attack. Hit him where he's less likely to turn the attack against you.
- Watch for certain moves that Law might repeatedly use. If he falls into a predictable pattern, block his attacks and throw in your own.



DRAGON'S TAIL



COMMAND

DAMAGE
25

LEVEL
I

DRAGON STORM



COMMAND

DAMAGE
12,12,15

LEVEL
hmm

BACKFLIPPER



COMMAND

DAMAGE
21,16

LEVEL
mm

DRAGON CANNON



COMMAND
During Dragon Charge

DAMAGE
28

LEVEL
m

POISON ARROW



COMMAND

DAMAGE
22

LEVEL
m

CHARGE POWER PUNCH

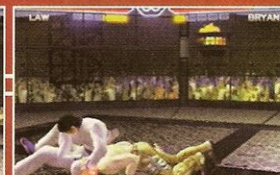


COMMAND

DAMAGE
100

LEVEL
!

HEADLOCK DROP



COMMAND

POSITION
Approach enemy

DAMAGE
35

ESCAPE

DRAGON'S FIRE



COMMAND

POSITION
Approach enemy

DAMAGE
30

ESCAPE

BODY BLOW TO SOMERSAULT COMBO 2



COMMAND
 ↘ ⬢ ⬢ ⬢ ⬢ ⬢

DAMAGE
 10,21,9,4,6

HIGH KICK TO SOMERSAULT COMBO 1



COMMAND
 ⬢ ⬢ While rising ⬢ ⬢

DAMAGE
 18,21,9,8

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	⬢ ⬢	5,8	hh
High Kick to Somersault	⬢ ⬢	18,21	hm
Shaolin Spin Kicks	⬢ ⬢ ⬢	16,12,12	hhh
Left Right to Knee	⬢ ⬢ ⬢	5,8,10	hhm
Backflip	⬢	21	m
Backflipper	⬢ ⬢	21,16	mm
Machine Gun Arrow	⬢ ⬢ ⬢ ⬢ ⬢	5,5,5,5,5	mmmm
Rave War Combo	→ ⬢ ⬢ ⬢	10,5,10	hnh
Dragon Low Kick	↘ ⬢	8	l
Dragon's Tail	↖ ⬢	25	l
Mid Kick	↖ ⬢	18	m
Somersault Kick	↗ ⬢	25	m
Somersault	↗ ⬢	—	—
Somersault Fake	↗ ⬢ ⬢	25	m
Dragon Hammer	↘ ⬢ ⬢	23	m
Frogman	↘ ⬢	25	m
Dragon Cannon	⇒ → ⬢	28	m
Banana Peel	⇒ → ⬢	10	l
Low Kick to Somersault	↘ ⬢ ⬢	7,21	lm

Juggle

Juggle

Juggle

Juggle

Juggle

Continue to hold ↘ to
stay on the ground

Juggle

SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Body Blow to Somersault	↓ ⇨ ⇨	10, 21	Smm
Elbow Spring Kick	⇨ ⇨ ⇨	15, 25	mM
Jumping Kick to Somersault	⇨ ⇨ ⇨	25, 25	mm
Crescent Kick Combo	⇨ ⇨ ⇨	16, 30	hm
Double Impact	While crouching ⇨ ⇨	12, 21	Lm
Low Kick to Somersault	While crouching ⇨ ⇨	7, 21	lm
Junkyard Kick	⇨ ⇨ ⇨ ⇨	12, 8, 22	mlm
Dragon Storm	⇨ ⇨ ⇨ ⇨	12, 12, 15	hmm
Rage Dragon Combo	⇨ ⇨ ⇨ ⇨	10, 8, 8, 21	hhhm
Poison Arrow	⇨ ⇨ ⇨	22	m
Charge Power Punch	⇨ ⇨	100	!
Blackout	= ⇨	10	h
Blackout Muggin'	= ⇨ ⇨	10, 7	hl
Fake Step	⇨ ⇨	—	—
Dragon Backfist	= ⇨	15	h
Fake Step Cannon	= ⇨	28	m
Fake Step Bomb	= ⇨ ⇨	43	m
Tricky Trap	= ⇨	12	h
Tricky Fist	= ⇨	12	h
Tricky Low Kick	= ⇨	15	l
Tricky Mid Kick	= ⇨	22	m
Dragon Charge	↓ ⇨	—	—
Dragon Knuckle	= ⇨	15	h
Dragon Knuckle Combo	= ⇨ ⇨ ⇨	15 or 25	h or m
Dragon Roar	= ⇨	25	m
Dragon Executioner	= ⇨ ⇨ ⇨ ⇨	10, 8, 8, 21	hhhm
Dragon Claw	= ⇨ ⇨	22	m
Dragon Cannon	= ⇨	28	m
Dragon Junkyard Kick	= ⇨ ⇨	8, 22	lm
Dragon Somersault	= ⇨	21	m
Dragon Charge 2 to Dragon Charge	During Dragon Charge 2 ⇨ ⇨	—	—
Double Dragon	During sidestep ⇨	16, 22	mh
Dragon Judgment	During sidestep ⇨ ⇨ ⇨ ⇨	10, 7, 10, 27	mmmm
Dragon Back Blow	Back towards enemy ⇨	15	h
Jumping Kick to Somersault	Back towards enemy ⇨ ⇨ ⇨	25	m
Dragon Uppercut	While rising ⇨	22	m
Side Kick	While rising ⇨	16	h
Front Kick Somersault Variation	While rising ⇨ ⇨	12, 21	mm
PK Combo	⇨ ⇨ ⇨ ⇨ ⇨	12, 16	hh
Catapult Kick	While crouching ⇨ ⇨	30	m
Rainbow Kick	While crouching ⇨ ⇨	20 or 30	M
Slide Kick	While crouching ⇨ ⇨ ⇨ ⇨	22	l
Running Side Kick	⇨ ⇨ ⇨ ⇨	30	m
Low Parry	Time with enemy attack ⇨ ⇨	—	—

Juggle

Turns back to enemy

Juggle

Juggle

Juggle

Juggle

Juggle

Press ⇨ ⇨ to cancel

Will parry a mid or high punch attack

Works after you parry a mid or high punch attack during Fake Step

Only hits once

Juggle

Juggle

Juggle

Juggle

Hits for less if opponent is on the ground

THROWS

Throw Name	Command	Position	Damage	Escape
Hopping Frog	☼	Approach enemy	30	☼
Dragon's Fire	☼→	Approach enemy	30	☼
Headlock Kick	☼	Approach from left side	40	☼
Bell Breaker	☼	Approach from right side	42	☼
Dragon Bites	☼	Approach from behind	50	—
Headlock Punch	↘☼	Approach enemy	30	☼
Headlock Drop	↘☼☼☼☼	Approach enemy	35	☼
Knee Lift	⇒☼	Approach enemy	15	☼
Run Up to Drop	⇒☼	Approach enemy	30	☼
Facelift	During Dragon Charge ☼	Approach enemy	30	☼
Position Change 1	☼	Approach enemy	—	☼
Position Change 2	☼→	Approach enemy	—	☼
Position Change 3	☼↓	Approach enemy	—	☼
Position Change 4	☼↑	Approach enemy	—	☼

Juggle

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

10 Hit Combo 1 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	h	m	h	h	L	h	h	h	m
Damage	10	5	6	5	7	6	7	7	10	25

10 Hit Combo 2 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	h	m	h	h	L	m	h	l	m
Damage	10	5	6	5	7	6	6	8	15	30

10 Hit Combo 3 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	h	m	h	h	L	m	l	L	m
Damage	10	5	6	5	7	6	6	7	7	30

10 Hit Combo 4 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	l	m	h	m	L	h	h	h	m
Damage	10	6	6	8	6	6	7	7	10	25

10 Hit Combo 5 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	l	m	h	m	L	m	h	l	m
Damage	10	6	6	8	6	6	6	8	15	30

10 Hit Combo 6 ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼ ☼☼

Guard Point	—	—	—	—	—	—	—	—	—	—
Level	m	l	m	h	m	L	m	l	L	m
Damage	10	6	6	8	6	6	6	7	7	30

COMBOS

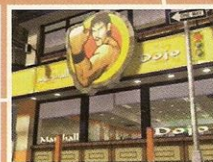
Name	Command	Damage
Somersault Kick	☼☼☼	25
Combo 1	=☼☼☼☼	6,8
Combo 2	=☼☼☼☼	24
Combo 3	=☼☼☼☼	9,8
Body Blow to Somersault	☼☼☼☼	10,21
Combo 1	=☼☼☼☼☼☼	4,3,6
Combo 2	=☼☼☼☼☼☼	9,4,6
Combo 3	=☼☼☼☼☼☼	6,8
Combo 4	=☼☼☼☼☼☼	20
High Kick to Somersault	☼☼☼☼	18,21
Combo 1	=While rising ☼☼☼☼	9,8
Combo 2	=☼☼☼☼	17
Combo 3	=☼☼☼☼☼☼	9,4

FINAL OUTCOME

After Law wins the tournament, he receives the Mishima Zaibatsu fortune. With his winnings he is able to reopen Marshall China. His passion for cooking can finally continue.

But it's not long before things turn sour. Law tries to make sure there are no unhappy customers at Marshall China. And after an altercation with a few angry punks who think the pepper beef is too spicy, Marshall China goes out of business.

And so Marshall Dojo is born. Who needs cooking when you can fight like he does?



LEI WULONG



Lei's first appearance was in *Tekken 2*. He entered the tournament to further investigate the Mishima Zaibatsu financial empire.

Lei's life was consumed as usual by police work. Unfortunately for Lei, his live-in girlfriend got fed up with Lei's workaholic lifestyle and dumped him in favor of Lei's subordinate. When Lei found out about this, he became extremely depressed.

Around the same time, Lei botched an operation to bring a crime syndicate to justice. The failure cost the police force two years' worth of intense undercover investigations.

Lei's rivals on the force betrayed him, telling his superiors that he botched the operation by allowing personal affairs to affect his job performance.

As a result of this betrayal, Lei wound up on a one-month suspension from active duty.

Soon after his suspension, Lei learned from an informant that the syndicate was plotting to kill a boxer participating in The King of Iron Fist Tournament 4. The syndicate apparently hired an assassin for the job.

Lei entered the tournament with the hope of regaining his honor.

or



Blue Top and Black Pants.

or

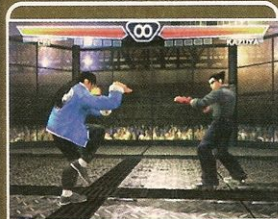


Brown Jacket and Blue Jeans.

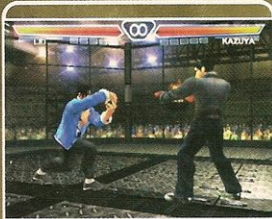
STRATEGY

With his life in disarray, Lei Wulong enters the tournament in hopes of redeeming his honor. Lei is probably the most versatile character in the game. With good power, decent speed, a great ground game, and seven unique fighting stances, Lei can easily reduce his opponent's health bar. Mastering Lei can be a tough task, but once you do, you'll have your opponents trembling in fear.

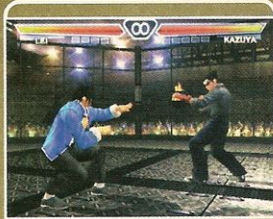
Lei's uniqueness comes from his ability to use diverse fighting stances. You must learn all of his stances to see his full potential.



Snake (During sidestep)



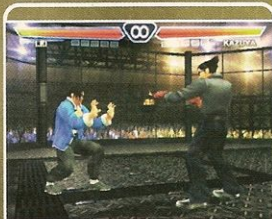
Dragon (During Snake Stance)



Panther (During Snake Stance)



Crane (During Panther Stance)



Tiger (During Dragon Stance)



Drunken Master Walk



Phoenix Illusion



It's important to learn the moves of each stance, as well as the transitions between stances. If you don't, you will find yourself in an unexpected stance, and your foe will capitalize on your mistake.

The Razor Rush (⇨N♣♣♣♣) is a good move to utilize when you want to confuse your opponent because it can be used to enter five of the seven stances. Stop this move after the first punch and tap up or down to change stances. This wreaks havoc on an inexperienced foe who is easily distracted by stance changes.

Lei excels in keeping his opponents on their toes because he can quickly vary his attack levels. Perform the Razor Rush Tiger to Tiger's Tail (⇨N♣♣♣♣♣♣ or ⇨N♣♣♣♣♣♣), which barrages your enemy with four quick mid-level attacks and sneaks in a low, juggling sweep. When your opponent gets wise to that game and begins to block the Tiger's Tail, execute the Tiger Kick (During Tiger Stance ♣) for a quick, high kick. The key is to take what your opponent gives you.

Lei's ground game is unparalleled. He can fight face up, face down, feet toward opponent, or feet away from opponent. These factors further increase his ability to be unpredictable. Try sneaking in a Sliding Kick (Head first ♣♣) from the Sidewind position to quickly lay your opponent out.

In the hands of an expert, Lei can be the toughest opponent to fight against. However, it takes time to master him. Lei's forte is mystifying his enemy by varying his stances and attack levels. It's imperative that you practice stance changes until they become instinct, as well as memorizing which moves are available in each stance. Combined with an illustrious ground game, Lei's onslaught can easily strike fear in his foes.



Play Dead (♣♣)



Sidewind (♣♣)

STRENGTHS

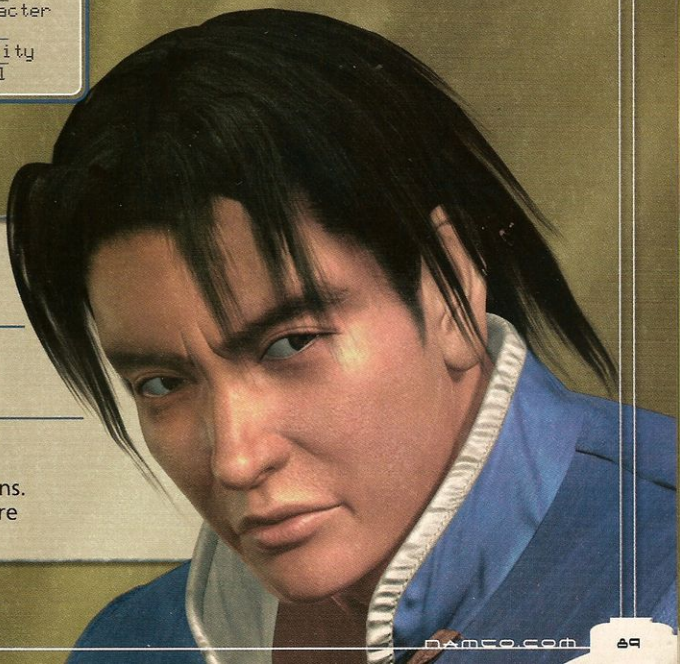
Good speed
Great attacks from ground or with back turned
Almost infinite stance combinations
Many juggle moves
Unpredictability

WEAKNESSES

Lacks good power
Short lag between stance changes
Difficult character to learn
Unpredictability
No reversal

FIGHTING AGAINST LEI

- Poke Lei with a jab as he changes stances.
- Learn what to expect from each of his stances, and you'll know what range and hit levels he'll come at you with next.
- Don't be fooled if Lei's back is toward you or if he's on the ground—he's just as dangerous, if not more so, in these positions. Try to lure him out of these positions before charging in.



DAMAGE
10,16

LEVEL
Lh

COMMAND

DAMAGE
10,18,9

LEVEL
mmm

COMMAND
Back towards enemy 

DAMAGE
20

LEV
m

COMMAND
During Drunken Master Walk 

DAMAGE

LEVEL
L

A photograph of two people playing a fighting game in an arcade. The player on the left is wearing a blue jacket and is in a dynamic pose, possibly performing a special move. The player on the right is wearing a dark jacket and is in a more defensive or neutral stance. The background shows the arcade cabinet with a large screen displaying the game.

COMMAND

DAMAGE
25.21

A photograph showing two people in a bar setting. A person in a blue jacket is in the foreground, leaning forward, while another person in a dark jacket is behind them, also leaning forward. They appear to be performing a dance move or a physical activity. The background shows a bar counter with various bottles and a neon sign.

COMMAND

DAMAGE
25.16.4

COMMAND

POSITION
Approach enemy

DAMAGE
35

ESCAPE

A screenshot from the Tekken 3 arcade game. It shows a 3D fighting game scene with two characters in a ring. One character is in a blue and white outfit, and the other is in a dark, more complex outfit. The background features a large screen displaying the game's progress and a crowd of spectators. The top of the screen has a health bar and a timer.

COMMAND
During Panther Stance 

DAMAGE
10,22

LEV lh

A screenshot from the video game Tekken 3. It depicts a 3D fighting arena with a dark, textured floor and a background of a city skyline at night. Two characters are in the center: one in a blue and white outfit is in a low, defensive crouch, while the other in a black and white outfit stands over them in a dominant, ready-to-strike pose. The arena is enclosed by a glass wall, and a red and white striped banner with a logo is visible at the top.

COMMAND

During Tiger Stance

DAMAGE

LEVEL
L

CRANE DANCE



COMMAND
During Crane Stance ❖❖❖❖

DAMAGE
21,10,10,15

LEVEL
mimm

SPRING KICK



COMMAND
During Play Dead ❖

DAMAGE
21

LEVEL
m

DRAGON'S TAIL



COMMAND
During Dragon Stance ❖❖

DAMAGE
28,20

LEVEL
hl

RATTLESNAKE



COMMAND
During Snake Stance ❖

DAMAGE
30

LEVEL
m

PHOENIX STRIKE



COMMAND
During Phoenix Illusion ❖

DAMAGE
90

LEVEL
!

COMET KICK COMBO 1



COMMAND
❖❖❖❖

DAMAGE
10,18,9,10

OUT OF CONTROL



COMMAND
During Dragon Stance ❖ or During Snake Stance ❖

POSITION
Approach enemy

DAMAGE
33

ESCAPE
❖

COMPLETE MOVE LIST

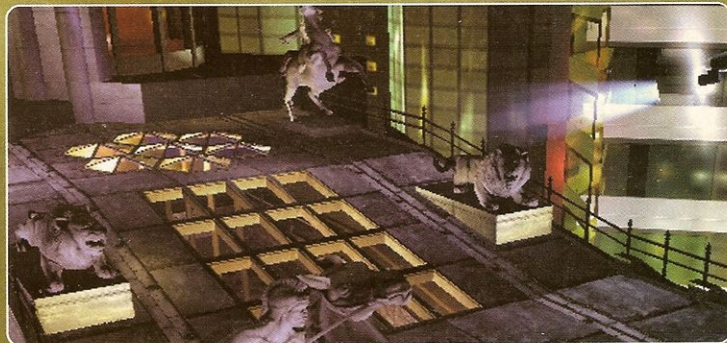
SPECIAL ARTS

Move Name	Command	Damage	Hit Level	Ending Stance
Left Right Punch	☼☼	5,12	hh	—
Serpent Strike	☼☼	5,5	hh	—
Falling Blade	During sidestep ☼	15	M	Back Turn
Twin Snake Strikes	⇒☼	13,10	hh	—
Snake Palm Fist	During sidestep ☼	18	h	—
Drunken Tiger Lash	⇐⇐☼	24	h	—
Scythe Kick	⇐☼	18	m	—
Cannonball	⇐☼	25	m	—
Hook Punch to Spinning Back Blow	☼☼	18,18	hh	Back Turn
Hook Punch to Spiral Upper	☼☼	18,20	hm	—
High and Low Kicks	☼☼	28,20	hL	Back Turn
Clean Sweep	☼☼	25	m	Sidewind (Feet first)
Rave Spin	☼☼☼	10,16	Lh	—
Tornado Kick	☼☼	30	m	Back Turn
Axis Shifting Tornado Kick	⇒☼☼	30	m	Back Turn
Lift Up Cannon	☼☼☼☼	7,7,28	LLm	Sidewind (Feet first)
Jumping Kick	⇒⇒⇒☼	30	m	—
One Two Kick Mid	⇒N☼☼	35,20	hm	—
One Two Kick Low	⇒N☼☼☼	35,10	hL	—
Defense Breaker	(While enemy is guarding) ⇒N☼☼☼☼	—	hmmm	Back Turn
Razor Rush Mid Kick	⇒N☼☼☼☼☼	7,7,7,15	mmmm	—
Razor Rush Low Kick	⇒N☼☼☼☼☼☼	7,7,7,12	mmml	—
Rush Combo Mid Kick	⇒N☼☼☼☼☼☼	15,12,5,17,20	hmmhm	—
Rush Combo Low Kick	⇒N☼☼☼☼☼☼☼	15,12,5,17,10	hmmhl	—
Wolf Strike	⇒N☼☼☼☼☼☼	15,12,5,10,15	hmmml	—
Beating Kick Mid Combo	→☼☼☼☼☼	30,12,12,8,15	hmmmm	—
Beating Kick Low Combo	→☼☼☼☼☼☼	30,12,12,8,12	hmmml	—
Hopping Crane Kick	☼☼	25	h	Crane
Falling Tree	☼☼	15	M	Play Dead (Feet first)
Comet Kick	☼☼☼	10,18,9	mmm	Back Turn
Razor Rush Snake	⇒N☼☼☼ or ⇒N☼☼☼	7	m	Snake
Razor Rush Dragon	⇒N☼☼☼☼ or ⇒N☼☼☼☼	7,7	mm	Dragon
Razor Rush Panther	⇒N☼☼☼☼☼ or ⇒N☼☼☼☼☼	7,7,7	mmm	Panther
Razor Rush Tiger	⇒N☼☼☼☼☼☼ or ⇒N☼☼☼☼☼☼	7,7,7,7	mmmm	Tiger
Razor Rush Mid Kick Crane	⇒N☼☼☼☼☼☼☼ or ⇒N☼☼☼☼☼☼☼	7,7,7,7,15	mmmmm	Crane
Razor Rush Mid Combo Crane	⇒☼☼☼☼☼☼☼☼ or ⇒☼☼☼☼☼☼☼☼	30,12,12,8,15	hmmmm	Crane

Juggle

Juggle

Juggle



MOVES DURING BACK TURN ⇄

Move Name	Command	Damage	Hit Level	Ending Stance
Spinning Back Blow	⊕	12	h	Back Turn
Low Back Spin	⬇⊕	8	l	Back Turn
Reverse Uppercut	⊕	20	m	—
Reverse Kick	⊕	15	m	—
Reverse Double Slicer	⬇⊕⊕	10,28	Lh	—
Flit Flip Flop	⊕⊕⊕	15,15,15	MMM	Back Turn
Falling Tree	⬇⊕	15	M	Play Dead

Juggle

MOVES DURING SIDEWIND ⬇⊕

Move Name	Command	Damage	Hit Level	Ending Stance
Sliding Kick	(Head first) ⊕⊕	15	L	On back, head toward enemy
Clean Sweep	(Feet first) ⊕⊕	18	m	Face down, feet toward enemy
Low Kick to Play Dead	(Feet first) ⊕⊕	10	L	On back, head toward enemy
Play Dead	⊕	—	—	On back, head toward enemy

MOVES DURING PLAY DEAD ⬇⊕

Move Name	Command	Damage	Hit Level	Ending Stance
Spring Kick	(Head first) ⊕	21	m	—
Leaping Double Slicer	(Head first) ⊕⊕	7,16	Lh	—
Roll Over to Sidewind	⬇⊕	—	—	Sidewind
Spring Up	(Feet first) ⊕	20	m	—

MOVES DURING DRUNKEN MASTER WALK ⇄

Move Name	Command	Damage	Hit Level	Ending Stance
Staggering Slide	⊕	15	L	Face down, feet toward enemy
Drunken Tiger Lash	⊕	25	m	—
Drunken Rapid Fists	⊕⊕	15,18	mh	—
Tiger Sip	⊕	—	—	Drunken Master Walk

Can also be done
During sidestep ⊕

MOVES DURING PHOENIX ILLUSION ←⊕

Move Name	Command	Damage	Hit Level	Ending Stance
Phoenix Strike	⊕	90	!	—
Hopping Phoenix	⊕⊕⊕⊕	15,15,15,15	mmmm	—
Tornado Kick	⇄⊕	30	m	Back Turn

MOVES DURING SNAKE STANCE (DURING SIDESTEP ⊕)

Move Name	Command	Damage	Hit Level	Ending Stance
Snake Bites	⊕⊕⊕	15,10,15	mm	—
Rushing Snake	⊕⊕⊕⊕⊕⊕	13,10,8,6,5,5	mmmmmm	—
Rattlesnake	⊕	30	m	Face down, feet toward enemy
Snake Low Kick	⊕	11	l	Snake
Out of Control	⊕	33	—	—

Juggle

Throw

MOVES DURING DRAGON STANCE (DURING SNAKE)

Move Name	Command	Damage	Hit Level	Ending Stance
Dragon Roar	☼	18	m	—
Dragon Spark	☼	32	m	—
Dragon's Tail	☼☼	28,20	hL	Back Turn
Dragon's Fang Attack	☼☼☼☼	15,12,5,17	hmmh	—
Rush Combo Mid Kick	☼☼☼☼☼	15,12,5,17,20	hmmhm	—
Rush Combo Low Kick	☼☼☼☼☼↓☼	15,12,5,17,10	hmmhl	—
Out of Control	☼	33	—	—

Throw

MOVES DURING PANTHER STANCE (DURING SNAKE)

Move Name	Command	Damage	Hit Level	Ending Stance
Panther's Paw	☼	21	m	—
Panther's Scratch	☼☼	10,22	lh	—
Panther's Tail	☼	18	L	—
Beating Kick Mid Combo	☼☼☼☼☼☼	26,12,12,8,15	hmmmm	—
Beating Kick Low Combo	☼☼☼☼☼☼	26,12,12,8,12	hmmml	—

Juggle

MOVES DURING TIGER STANCE (DURING DRAGON)

Move Name	Command	Damage	Hit Level	Ending Stance
Tiger's Strike	☼	22	m	—
Tiger's Claw	☼	28	m	—
Tiger's Tail	☼	15	L	—
Tiger Kick	☼	32	h	—
Razor Rush	☼☼☼☼☼☼☼	32,7,7,7,7,15	hmmmm	—
Tiger Kick to Razor Low	☼☼☼☼☼☼☼	32,7,7,7,7,12	hmmml	—

Juggle

MOVES DURING CRANE STANCE (DURING PANTHER)

Move Name	Command	Damage	Hit Level	Ending Stance
Crane's Bill	☼	27	m	—
Wing of Crane	☼	30	h	Back toward
Crane Kick	☼	20	L	—
Crane Dance	☼☼☼☼	21,10,10,15	mlmm	—

Turns around enemy

Juggle

10 HIT COMBOS

10 Hit Combo 1	☼☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	—	—	—	—	—	—
Level	h	h	l	M	m	m	h	m	h
Damage	5	8	7	8	6	6	10	6	30
10 Hit Combo 2	☼☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	—	—	—	—	—	—
Level	h	h	l	M	m	m	h	m	L
Damage	5	8	7	8	6	6	10	6	28
10 Hit Combo 3	☼☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	—	—	—	—	—	—	—
Level	h	h	l	M	M	M	l	l	m
Damage	5	8	7	8	9	10	11	12	21



THROWS

Throw Name	Command	Position	Damage	Escape
Sleeper Hold	⬥	Approach enemy	30	⬥
Double Foot Stomp	⬥→	Approach enemy	30	⬥
Sailboat Stretch	⬥	Approach from left side	40	⬥
Closing Fan	⬥	Approach from right side	40	⬥
Windmill	⬥	Approach from behind	50	—
Tripping	⇒⇒⬥	Approach enemy	33	⬥
Dragon Falls	↗⬥	Approach enemy	35	⬥
Out of Control	During Dragon Stance ⬥ or During Snake Stance ⬥	Approach enemy	33	⬥
Position Change 1	⬥	Approach enemy	—	⬥
Position Change 2	⬥→	Approach enemy	—	⬥
Position Change 3	⬥↓	Approach enemy	—	⬥
Position Change 4	⬥↑	Approach enemy	—	⬥

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

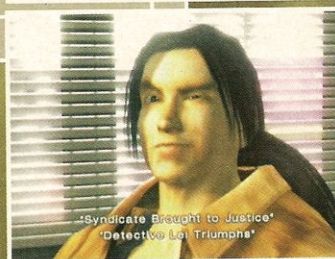
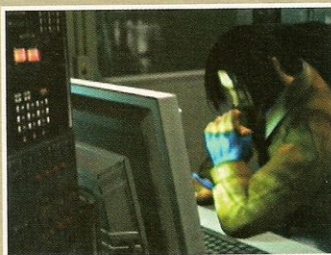
COMBOS

Name	Command	Damage
Hopping Crane Kick	↗⬥	25
Combo 1	=⬥	21
Combo 2	=⬥⬥	16,4
Comet Kick	↗⬥	10,18
Combo 1	=⬥⬥	9,10
Combo 2	=↓⬥⬥⬥	6,3,3,8

FINAL OUTCOME

For Lei, winning the tournament isn't nearly as important as regaining his honor. Lei goes to the Mishima Zaibatsu Data Room to gather more info about the assassin that the Syndicate hired. He discovers the location and identity of the assassin.

Lei proceeds to disrupt the assassination and apprehend the would-be assassin, successfully bringing down the Syndicate and redeeming his reputation.



"Syndicate Brought to Justice"
"Detective Lei Triumphs"

CRAIG MARDUK



This is Craig's first appearance in The King of Iron Fist Tournament. He was serving a prison sentence for killing a man in a bar brawl, but somehow he was released and sent a ticket to the tournament. Good Luck, Craig.

Undeclared for four years in the professional circuit, Craig Marduk was once a respected and feared Vale Tudo fighter. However, Craig was expelled from the professional ranks after being linked to a minor scandal. Bitter against his peers and society, Craig's wrath consumed his soul.

One day, Craig started a bar brawl in Arizona and killed an opponent during the fight. Convicted of second-degree manslaughter, Craig was sentenced to 10 years in the state penitentiary. Two years later, Craig was mysteriously released from prison. Some anonymous "benefactor" had apparently paid off numerous judiciaries to arrange for Craig's release.

An envelope was delivered to Craig shortly after his release. Craig opened the envelope to find a plane ticket and a newspaper article about The King of Iron Fist Tournament 4.

or



Shaved head and bright green shorts

or



Greasy hair, snakeskin pants, and vest

STRATEGY

Craig Marduk is by far the largest contender to enter The King of Iron Fist Tournament 4, even towering over Kuma. With his grand size comes brute strength and a sensational grappling ability, also due in part to his Vale Tudo upbringing. Much like King, Marduk is a throw-based fighter with the ability to mix up his attacks with powerful high and low assaults. However, with large size comes a lack of speed and evasive mobility, but he overcomes this with sheer strength and power.

First thing to remember when playing as Marduk is that he has a limited amount of moves, so try and show your opponent something different with each attack. While the Annihilator Hammer (☼☼) is a powerful move that can pop a charging enemy into a juggle, it can be easily seen and countered if your opponent knows it is coming. Marduk can mix up his attacks well if you don't concentrate on getting the big hits on every attack. Shuffle moves like the Jab Body Combo (☼☼☼), Body Blow (☼☼), and Meal Check (☼☼). These are all decent speed single hits that can help set up for a large move, as well as keeping your enemy in the dark as to what move is coming next.



The Jab Body Combo (☼☼☼) is one of Marduk's faster moves that allows you to set up for a larger move or throw.



your opponent that you have some speed with your size. The Left Right to Power Elbow (☼☼☼☼) and Left Right to Gut Check (☼☼☼☼) are other versions of this fast jab string that can rack up the damage, hitting for as much as 62 points. If opponents get wise to these hard high attacks, stumble them with a low Knee Slicer (☼☼), then come back upstairs with another combo like the Bum Rush (☼☼☼☼☼), or incorporate one of Marduk's mighty throws.

Marduk also offers his own unique stance, the Ready Position (☼). This crouch-like stance is the beginning of the end of your enemy. From this position, you can mount your enemies with the Double Leg Take Down (☼) or throw them with a Body Slam (☼).

If you try to hit big every time you attack, Marduk is not the character for you. His large, powerful moves take time to execute, requiring some careful setup. Instead, use his quick Left Right Combo (☼☼), which can be followed with ☼ to enter his Ready Position, to show



The Left Right Combo (☼☼) is Marduk's fastest attack. The move can compete with the quicker jabs of other characters, and it branches into other moves to mix up your arsenal.





Marduk's Ready Position (☼). From this stance you can tackle, throw, or quickly sidestep an enemy.

Once mounted, you can unleash a flurry of punches followed by an Arm Lock (☼ on fourth hit) or a Headbutt (☼ on fourth hit). You can use this takedown to cover a lot of ground. If it's done from a distance, Marduk's feet leave the ground as he charges, leaving your opponent trying to block your mounted punches. The Ready Position is also Marduk's fastest means of evading. His normal sidestep is too slow to escape an attack, but the sidestep from the Ready Position is a perfect way to negotiate around an attack and pop up on an enemy's side for a throw.

In addition to the Ready Position, Marduk's power comes from his throws. Use a faster move like his Dropping Elbow (☼☼) to stun opponents, then follow with a throw when they come to. Setting up a throw is crucial—you must be close to execute the throw. Take your time and don't force it or you will find yourself countered to death. But if an opponent comes rushing in with his head up or blocks through a combo, leaving himself vulnerable, throw his butt. The Around the World (☼☼☼) is a great throw. In

addition to looking cool, it creates a juggle opportunity. The Northern Lights Suplex (☼☼☼☼) is another useful throw, due to its ability to end in a mount by pressing ☼ during the move.

Another thing to remember about Marduk is that he is a decent juggler. Use the Air Lift Uppercut (☼☼) or the Catapult Tackle Combo (☼☼☼) to toss your enemies into the air. Once they're floating, try different punch and kick combinations to keep them there. Also remember that Marduk is one of the few characters to possess a reversal. That's right, this big lug can counter a high- or mid-level attack with his Trap (☼☼ or ☼☼). The counter results in a Mount, and you know what to do from there. Punch, Punch, Punch.

With Marduk's exciting energy and overwhelming power, he offers enough to take any player through the rankings of The King of Iron Fist Tournament. For any player who is willing to forgo a little speed and agility for pure brute strength, that is.

STRENGTHS

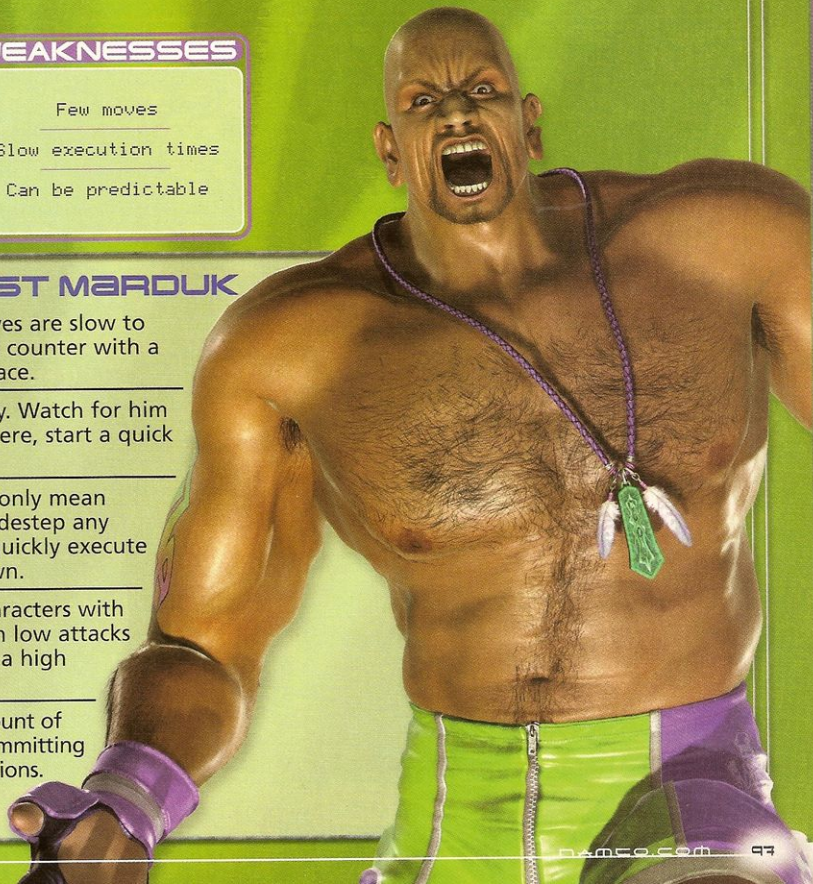
- Large and powerful
- Many throws, some linkable
- Has a high and mid attack reversal
- Good juggler

WEAKNESSES

- Few moves
- Slow execution times
- Can be predictable

FIGHTING AGAINST MARDUK

- Marduk's more powerful moves are slow to execute. Watch for these and counter with a quick jab to put him in his place.
- Throws are this guy's specialty. Watch for him to get in close. While he is there, start a quick combo and stop his plans.
- Marduk's Ready Position can only mean danger is on its way. Try to sidestep any attack from this position or quickly execute a combo to stop the takedown.
- Marduk is one of the few characters with an attack reversal. Strike with low attacks to prevent getting caught in a high or mid reversal.
- Marduk has a very limited amount of moves. Eventually, he starts committing to a pattern due to lack of options. Learn what's coming, and the match is yours.



LEFT RIGHT TO GUT CHECK



COMMAND
 ⬅️⬆️⬅️⬆️⬅️



DAMAGE
 5,12,17,28

LEVEL
 hhmh

AROUND THE WORLD



COMMAND
 ➡️➡️⬆️

POSITION
 Approach enemy

DAMAGE
 30

ESCAPE
 ⬆️

TRAP



COMMAND
 ⬅️⬆️ or ⬆️⬆️

POSITION
 Approach enemy

DAMAGE
 8

ESCAPE
 —

HEEL BAZOOKA



COMMAND
 ⬅️⬆️

DAMAGE
 30

LEVEL
 h

IRONMAN TACKLE



COMMAND
 ➡️⬆️

DAMAGE
 30

LEVEL
 m

ANNIHILATOR HAMMER



COMMAND
 ⬆️⬆️

DAMAGE
 28

LEVEL
 m

DOUBLE LEG TAKEDOWN



COMMAND
 During Ready Position ⬆️

POSITION
 12

DAMAGE
 m

ESCAPE
 ⬆️

ALLIGATOR COMBO



COMMAND
 ⬆️⬆️⬆️

DAMAGE
 18,18

LEVEL
 mm

CATAPULT TACKLE COMBO



COMMAND
 ➡️⬆️⬆️

DAMAGE
 12,24

LEVEL
 hm

CRAB LEG



COMMAND
 ⬆️⬆️

DAMAGE
 12

LEVEL
 l

BUM RUSH



COMMAND
⇒ ⬢ ⬢ ⬢ ⬢

DAMAGE
6,4,6,9

LEVEL
hhhh

BACK BREAKER



COMMAND
↓ ↘ ↙ ⬢

POSITION
Approach enemy

DAMAGE
40

ESCAPE
⬢

NORTHERN LIGHTS SUPLEX TO MOUNT



COMMAND
↓ ↘ ↙ ⬢

POSITION
Approach enemy

DAMAGE
15

ESCAPE
⬢

AIR LIFT UPPERCUT COMBO 1



COMMAND
⬢ ⬢ ⬢ ⬢ ⬢

DAMAGE
10,4,2,12

AIR LIFT UPPERCUT



COMMAND
⬢

DAMAGE
10

LEVEL
h

ANNIHILATOR HAMMER COMBO 1



COMMAND
⬢ ⬢ ⬢ ⬢ ⬢

DAMAGE
28,4,4,22

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↔↔	5,12	hh
Left Right to Ready Position	=↔	—	—
Left Right to Power Elbow Combo	=↔↔	21	h
Left Right to Gut Check	=↔↔	17,28	mh
Jab Body Combo	↔↓↔	5,13	hm
Fist Hammer	↔↔	21	M
Spinning Backfist	↔↔	21	m
Heel Bazooka	↔↔	30	h
Air Lift Uppercut	↖↔	10	m
Body Blow	↖↔	13	m
Gut Kick	↖↔	18	m
Gut Kick Combo	=↔	28	h
Meal Check	↖↔	15	m
Iron Headbutt	↖↔	30	h
Double Thruster	↔↔	16	h
Ironman Tackle	↔↔	30	m
Annihilator Hammer	↗↔	28	m
Crab Leg	↗↔	12	l
Power Knuckle	↔	21	m
Ready Position	↔	—	—
Double Leg Take Down	=↔	12	m
Power Straight	=↔↔	22	m
Low Kick	↓↔	12	l
Knee Slicer	↓↔	16	l
Alligator Combo	↓↔↔	18,18	mm
Foot Stomp	↓↔	18	M
Battering Ram	↓↔	24	m
Catapult Tackle Combo	↔↓↔	12,24	hm
Death Bringer	↔↔	80	!
Elbow Rush	↔→↔	21	h
Bicycle Kick	↔→↔	35	M
Bum Rush	↔↔↔↔	6,4,6,9	hhhh
Spinning Hammer	During sidestep ↔	24	m
Hell Stab	While rising ↔	12	m
Tornado Chop	While rising ↔	28	h
Cyclone Kick	While rising ↔	29	h
Push Away Kick	While rising ↔	18	m
Bull-charge	While crouching ↔	20	m
Shin Breaker	While crouching ↖↔	12	l

Juggle

Juggle

Ends lying down on back

Ends in Mount; press
↔ to end Mount

Throw

Juggle

Juggle

↔ to cancel

COMBOS

Name	Command	Damage
Air Lift Uppercut	↖↔	10
Combo 1	=↔↔↔↔	4,2,12
Combo 2	=↔↔↖↔	4,4,5
Annihilator Hammer	↗↔	28
Combo 1	=↔↔↗↔	4,4,22
Combo 2	=↔↔↔↔	4,4,9



THROWS

Throw Name	Command	Position	Damage	Escape
Knee Breaker	⬥	Approach enemy	30	⬥
Steam Roller	⬥→	Approach enemy	30	⬥
Reverse Body Lift	⬥	Approach from left side	45	⬥
Toy Airplane	⬥	Approach from right side	40	⬥
Arm Bar Flip	⬥	Approach from behind	55	—
Backdrop	⬥→	Approach from behind	60	—
Power Bomb	⬥⬥	Crouching enemy	45	⬥
Around the World	⇒→⬥	Approach enemy	30	⬥
Suplex Bomb	⬥⬥⬥	Approach enemy	45	⬥
Back Breaker	⬥⬥⬥	Approach enemy	40	⬥
Body Slam	During Ready Position ⬥	Approach enemy	30	⬥
Northern Lights Suplex	⬥⇒⇒⬥	Approach enemy	25	⬥
To Mount	=⬥	—	—	—
Power Slam	⬥⇒⇒⬥	Approach enemy	25	⬥
To Mount	=⬥	—	—	—
Mount Punch (Left)	During Mount ⬥	Mounted	10	⬥
To Headbutt	=⬥	—	22	—
Mount Punch (Right)	During Mount ⬥	Mounted	10	⬥
To Arm Lock	=⬥	—	22	—
Mount Punch (Left Heel Lock)	During Mount ⬥	Mounted	45	⬥
Mount Punch (Right Heel Lock)	During Mount ⬥	Mounted	45	⬥
Back Mount Punch (Left)	During Back Mount ⬥	Back Mount	15	⬥
To Headbutt	=⬥	—	22	—
Back Mount Punch (Right)	During Back Mount ⬥	Back Mount	15	⬥
To Sleeper Choke	=⬥	—	22	—
Back Mount Punch (Left Sleeper Hold)	⬥	Back Mount	45	⬥
Back Mount Punch (Right Sleeper Hold)	⬥	Back Mount	45	⬥
Trap	⬥⬥	Approach enemy	8	—
Trap	⬥⬥	Approach enemy	8	—
Position Change 1	⬥	Approach enemy	—	⬥
Position Change 2	⬥→	Approach enemy	—	⬥
Position Change 3	⬥↓	Approach enemy	—	⬥
Position Change 4	⬥↑	Approach enemy	—	⬥

Juggle

Makes Northern Lights Suplex worth 15 damage

Makes Power Slam worth 15 damage

⬥ on Fourth Mount
Punch executes Headbutt

⬥ on Fourth Mount
Punch executes Arm Lock

Back Mount occurs when opponent is facing away

⬥ on Fourth Mount
Punch executes Headbutt

⬥ on Fourth Mount
Punch executes Arm Lock

Reverses high attack, ends in Mount

Reverses mid-level attack, ends in Mount

Flips position with enemy

Pushes enemy back

Pushes enemy right

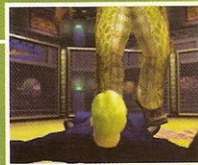
Pushes enemy left

FINAL OUTCOME

Marduk's win in The King of Iron Fist Tournament is not as fulfilling as he had hoped. "Winnin' some tournament don't mean nothin'," Marduk mutters as he leaves the tournament with an empty feeling.

Marduk drives around aimlessly, deep in thought. When he stops, he finds that he's driven himself to the octagon ring that brought him his fame. Reminiscent cheers echo through his head as he stands in the middle of the Vale Tudo ring. The ring is where Marduk belongs, but scandal has taken it from him.

Standing there in the empty arena, the current Vale Tudo champ, Jeff Slater, walks by and recognizes Marduk. In a very cocky manner, the much smaller Jeff Slater challenges the former champion to an unofficial match. It is apparent that Marduk merely wants to be in peace, as he makes no attempt at conversation. However, the persistent Jeff Slater continues to hound Marduk about a fight between the new champion and the former champion. When Marduk cannot take anymore, he politely headbutts the annoying Jeff Slater, knocking him out cold. Marduk then tells him not to get up. This way, Marduk can step on his chest as he exits the arena.



NINA WILLIAMS



Nina Williams has fought in every Tekken tournament since the very first one. And at each tournament she has used her Blonde Bomb, Power Charge, and long legs to punish the opposition. Why do other fighters fear Nina and her tight outfits so much? Maybe being a paid assassin has something to do with it.

The Mishima Zaibatsu used Nina as an experimental test subject for cryogenics research. Nina appeared in the third tournament while suffering from cryosleep-induced amnesia.

Since then, Nina disappeared from the reaches of the Mishima Zaibatsu and spent her days carrying out missions as a contract assassin. As a woman without memories or close relations, carrying out her hits for profit was the only reality that she could rely on.

One day Nina received a new contract from a Mafia organization. The target of the contract was Steve Fox, a boxing world champion. Nina set her sights on completing her new mission and infiltrated the tournament.

or



Skin-tight blue and purple outfit

or



Skin-tight pink outfit

STRATEGY

Nina Williams might have the face of angel, but don't let her appearance deceive you. She is a ruthless fighter who would like nothing more than to grind her heel into the chests of her opponents and beat them down. To help her with this task are her long legs and fast pokes. They can disrupt enemy attacks and chip away health. These fast attacks are especially useful after an enemy is popped in the air from one of her many juggle starters. Keep Nina on the offense, and her opponents will fall like dominoes.



When opponents try to threaten you with an attack, use the quick and simple Left Right Combo (↵↘) to stop them cold.

your enemy has been taken off the offensive, you can use Nina's other combos to inflict heavy damage. Try her Flash Kicks (↵↘↘↘) for some fast and deadly damage. If your opponent tries to block high, use a combo that strikes low, like the L & R Low Kick (↵↘↘). Mix up your combos as you attack to prevent your enemy from low parrying or even reversing you.

Nina's fast combos play a big part in her fighting style. Her fast poking punches work great against attacking adversaries. Use her Left Right Combo (↵↘) to disrupt an enemy's attack while doing some quick damage in the process. Once

There's no better time to use a combo than when you have your opponent floating helplessly in the air. Lucky for Nina, she has a large amount of juggle starters to get enemies into this position. One of her most powerful single-hit juggle starters is her Geyser Cannon (↵↘). She leans down and kicks up her left leg, sending her opponent sky high. Shut Up (↵↘↘) is another powerful juggle starter that is easy to execute. To get in a little damage before you start the juggle, try Left Spin Low Kick to Right Upper (↵↘↘) or Spike Combo to Right Uppercut (↵↘↘). Each one starts at a different hit level, but both use the last hit to send the opponent into the sky. Use Nina's wide assortment of juggle starters to punish enemies who try and get too close.



Not too many characters have as many moves During sidestep as Nina does. Sidestep moves are great to avoid an opponent's attack, move around the environment, and cause damage. Her Spiral Explosion (During sidestep ↻) is a great move that causes some good damage while moving to the side. Or when an opponent throws a punch, use Heel Slicer (During sidestep ↻) to sidestep and throw a low attack where your enemy might not be ready for it. Her sidestep is also useful to move around the area. Use the Snakeshot to Rolling Dash (During sidestep ↻→) to move in close, or the Snakeshot to Reverse Rolling Dash (During sidestep ↻←) to move away. Add sidestep moves into your attack plans to avoid taking unnecessary damage, while at the same time creating opportunities for you to strike.

It is hard to believe that such a small character is excellent in the throw department. A throw is a great attack to use when you're up close or your opponent has you pinned against a wall. Aside from the average throw, Nina has many special throws that can be linked together. Three starter moves for these throws are the Backhand Slap (↵↵↵↵↵), the Betrayer (↵↵↵↵↵), and the Crab Hold (↵↵↵↵↵). From these moves, she can create any number of devastating attacks to use on unsuspecting enemies. And an enemy who continually tries to block your combos is a perfect candidate for a powerful throw. Experiment with all the throws and links to find out which work best for you and your fighting style.



Learn Nina's three throw starters: the Backhand Slap ↵↵↵↵↵, the Betrayer ↵↵↵↵↵, and the Crab Hold ↵↵↵↵↵. From these starters you can learn to toss an opponent around like a rag doll.

STRENGTHS

- Fast poking attacks
- Lots of juggle starters
- Lots of throws
- Has a reversal

WEAKNESSES

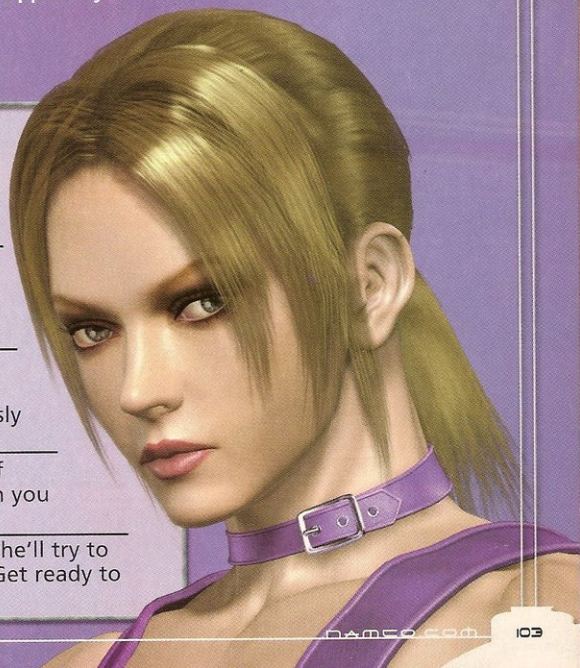
- Can become predictable
- Less powerful

Nina is an excellent fighter who enters every match with a lot of weapons at her disposal. Her great speed makes it hard for slower opponents to match her. This is especially true when she uses her quick combos to break enemy attacks, giving her opportunities to strike. And when those quick combos are used in conjunction with her juggle starters, an enemy can be

close to death just seconds into the match. And what better way to end the fight than with a nice throw that breaks some bones and leaves opponents on the ground in a heap. Keep up the pressure and it'll be lights out for anyone who opposes you.

FIGHTING AGAINST NINA WILLIAMS

- Nina is a very fast character with vicious poke attacks. Be prepared for her to disrupt attacks you might be planning.
- Because Nina is an excellent offensive fighter, get ready for her to throw a lot of attacks your way. Reverse, low parry, or block anything that comes at you.
- Nina has some great juggle starters, and she'd love to send you flying into the air. Avoid her juggle starters to prevent yourself from becoming helplessly airborne.
- Don't get too close to Nina because she has a lot of deadly throws waiting for you. If she gets a grip on you you're sure to take a lot of damage.
- Nina has a number of moves During sidestep, and she'll try to use this technique when you go on the offensive. Get ready to block because an attack is inevitable.



MOVES

GEYSER CANNON COMBO



COMMAND

DAMAGE
7,21

LEVEL
Lm

BLONDE TO RIGHT LOW KICK



COMMAND

DAMAGE
15,15,7

LEVEL
hLL

BAD HABIT



COMMAND

DAMAGE
25

LEVEL
m

SPIKE COMBO TO RIGHT UPPERCUT



COMMAND

DAMAGE
25,10,10

LEVEL
hLm

GEYSER CANNON



COMMAND

DAMAGE
25

LEVEL
m

SPIRAL EXPLOSION



COMMAND
During sidestep

DAMAGE
20

LEVEL
m

BLONDE BOMB



COMMAND

DAMAGE
20

LEVEL
m

SHOULDER THROUGH BUSTER TO SHOULDER THROUGH ARM BREAKER



COMMAND

POSITION
Approach enemy

DAMAGE
45

ESCAPE

WIPE THE FLOOR



COMMAND



DAMAGE

22

LEVEL

L

BACKHAND SLAP TO TRIPLE SLAPS TO NECK CRUSHER



COMMAND



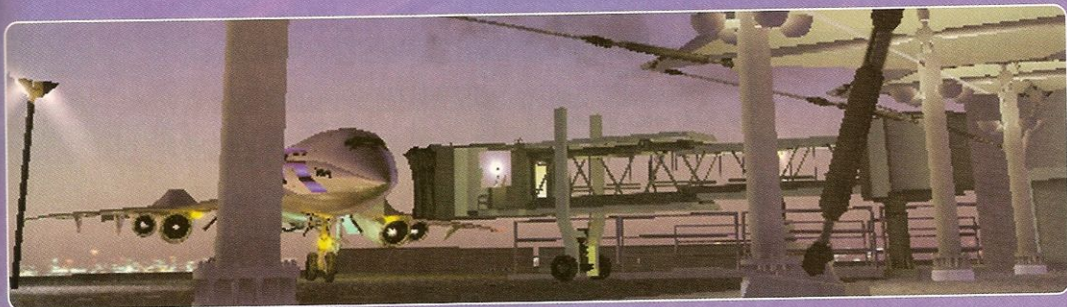
POSITION

Approach enemy

DAMAGE

15,15,15,35

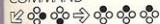
ESCAPE



GEYSER CANNON COMBO 3



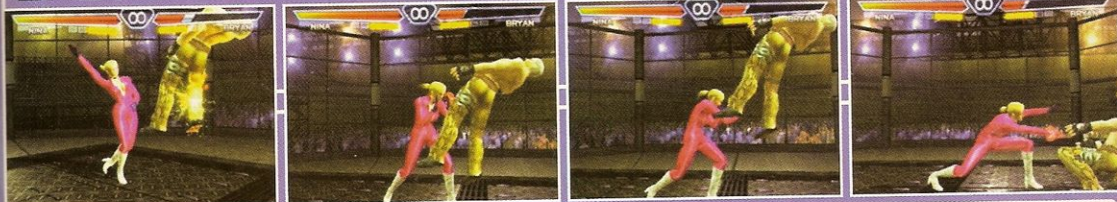
COMMAND



DAMAGE

7,21,9,4,4

SHUT UP COMBO 2



COMMAND



DAMAGE

24,3,4,8

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	☼☼	4,10	hh
Left Right to Spider Knee	☼☼☼	4,10,15	hbm
Bermuda Triangle	☼☼☼	4,10,22	hhh
Double Smash	☼☼	10,15	hm
Jab Roundhouse	☼☼	10,22	hh
Left Backhand Body Blow	☼☼	15	h
Slap	☼☼	15	h
Double Slap	☼☼☼	15,18	hh
Spear Kick	☼☼	20	h
Right Backhand Body Blow	☼☼	30	m
Slicer	☼☼	20	L
Geyser Cannon	☼☼	25	m
Geyser Cannon Combo	☼☼☼	7,21	Lm
Power Charge	☼☼ (☼☼ to cancel)	95	!
Ray Hands	☼☼	6,8	mm
Twisted Mind	☼☼ While enemy is down	16	L
Blonde Bomb	☼☼	20	m
Ivory Cutter	☼☼	5,15	mm
Head Ringer	☼☼	25,15	hh
Spike Combo to Right Uppercut	☼☼☼	25,10,10	hLm
Spike Combo to Right High Kick	☼☼☼	25,10,20	hLh
Spike Combo to Right Low Kick	☼☼☼☼	25,10,7	hLL
Right High to Left Spin Low Kick	☼☼	15,15	hL
Blonde to Right Uppercut	☼☼☼	15,15,10	hLm
Blonde to Right High Kick	☼☼☼	15,15,20	hLh
Blonde to Right Low Kick	☼☼☼☼	15,15,7	hLL
Biting Snake	☼☼☼☼	4,10,6,8	hhhl
Double Explosion 1	☼☼☼☼	4,10,30	hhm
Double Explosion 2	☼☼☼☼☼☼	4,10,6,6,30	hhhhm
Uppercut to Jab	☼☼☼	10,15	mh
Left Middle to Right High Kick	☼☼☼	10,15	mh
Toe Kick	☼☼☼	10,15	Smm
Right Low Kick to Back Spin Chop	☼☼☼	7,10	Smh
Left Spin Low Kick to Right Uppercut	☼☼☼	12,10	Lm
L&R Low Kick	☼☼☼☼	12,7	LL
Leg Slicer Combo	☼☼☼☼	10,10,6	mhh
Flash Kicks	☼☼☼☼☼	10,6,8,15	mhhh
Creeping Snake	☼☼☼☼☼	10,12,6,8	mhh

Add ☼ after the move connects for an extra 15 damage

Add ☼ after the move connects for an extra 15 damage

Juggle

Juggle

Juggle

Juggle

Juggle

Juggle

Juggle

Juggle



SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Creeping Snake to Geyser Cannon	↘☹☹☹	10,12,25	mhm
Creeping Snake to Right High Kick	↘☹☹☹	10,12,22	mhh
Creeping Snake to Left Low Kick	↘☹☹☹↓☹	10,12,10	mhl
Can Opener	↘☹☹☹☹	20,10,14	hlh
Hopping Low Kick to Right Uppercut	↘N↓☹☹	25,10	Lm
Hopping Low Kick to Left Mid Kick	↘N↓☹☹	25,15	Lm
Hopping Low Kick to Right High Kick	↘N↓☹☹	25,20	Lh
Assault Bomb	↘☹☹☹☹→☹	10,10,6,30	mhhm
Jab to Mid Kick	↓☹N☹	5,10	Smm
Below the Belt Combo	↓☹☹☹	5,8,15	SmSmm
Sit Spin to High Right Kick	↓☹N☹	12,20	Lh
Panther Claw	⇒⇒☹	21	m
Quick Panther Claw	⇒⇒☹	15	m
Kneel Kick	⇒⇒☹	20	M
Assassin Dagger	⇒⇒☹	14	h
Bad Habit	⇒⇒☹	25	m
Shut Up	↓☹☹	24	m
Wipe the Floor	↓☹☹	15	L
Skull Splitter	↘↓☹☹	12	M
Snakeshot	During sidestep ☹	15	m
Lift Shot	During sidestep ☹	15	m
Heel Slicer	During sidestep ☹	10	L
Spiral Explosion	During sidestep ☹	20	m
Double Shot	During sidestep ☹☹	15,15	mm
Snakeshot to Rolling Dash	During sidestep ☹→	15	m
Snakeshot to Reverse Rolling Dash	During sidestep ☹←	15	m
Spider Knee	While rising, ☹ (or ☹⇒☹)	15	m
Helping Hand	While rising ☹☹	10	m
Evil Mist	↓☹⇒☹☹	—	!
Running Jump Kick	⇒⇒☹☹ (or ↗☹☹)	20	m

Juggle

Only hits once,
Juggle can start
after second hit

Only hits once

Only hits once

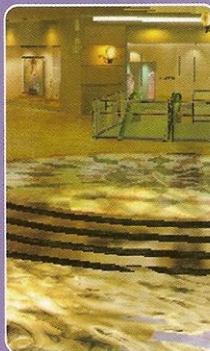
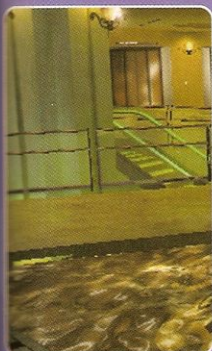
Only one of first
two moves can hit

Takes damage if
she misses

Juggle

Juggle

Add ☹ after the
move connects for
an extra 15 damage



THROWS

Throw Name	Command	Position	Damage	Escape
Arm Grab Flip	☼→	Approach enemy	30	☼
Elbow to Arm Grab Flip	☼←	Approach enemy	30	☼
Reverse Neck Breaker	☼↓	Approach enemy	30	☼
Over the Back Toss	☼	Approach enemy	30	☼
Shoulder through Buster	☼☼☼☼	Approach enemy	35	☼
Shoulder through Arm Breaker	=☼☼☼	—	10	—
Triangle Hold	☼	Approach from left side	40	☼
Hammer Throw	☼	Approach from right side	38	☼
Leaping Triangle Hold	☼	Approach from behind	60	—
Attack Reversal	☼☼	During enemy's attack	Varies	☼☼
Elbow Smash	☼☼☼	Approach enemy	33	☼
Jumping Flip	☼☼	Approach enemy	40	☼
Leaping Heel Hold	☼☼☼☼☼ (or ☼☼☼)	Approach enemy	40	☼
Position Change 1	☼	Approach enemy	—	☼
Position Change 2	☼→	Approach enemy	—	☼
Position Change 3	☼↓	Approach enemy	—	☼
Position Change 4	☼↑	Approach enemy	—	☼
Backhand Slap	☼☼☼☼☼	Approach enemy	15	☼
Arm Snap	=☼☼☼☼☼	—	30	☼
Triple Slaps	=☼☼☼☼☼☼	—	30	☼
Neck Crusher	=☼☼☼☼☼☼	—	35	☼
Leg Stretch Arm Lock	=☼☼☼☼☼☼	—	45	☼
Betrayer	☼☼☼☼☼	Approach enemy	15	—
Twisted Nightmare	=☼☼☼☼☼	—	28	☼
Neck Crusher	=☼☼☼☼☼☼	—	35	☼
Leg Stretch Arm Lock	=☼☼☼☼☼☼	—	45	☼
Arm Break	=☼☼☼☼☼	—	20	☼
Double Arm Break	=☼☼☼☼☼☼	—	25	☼
Falling Arm Break	=☼☼☼☼☼☼	—	25	☼
Crab Hold	☼☼☼☼☼	Approach enemy	15	☼
Commando Arm Lock	=☼☼☼☼☼	—	35	☼
Heel Hold	=☼☼☼☼☼	—	20	☼
Double Snap	=☼☼☼☼☼☼	—	35	☼
Double Heel Hold	=☼☼☼☼☼☼	—	45	☼

Reverses a left punch into a Backhand Slap; more moves can be added

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

Can also be done during Backhand Slap



10 HIT COMBOS

10 Hit Combo 1	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	*	—	—	—
Level	h	h	h	h	h	l	h	h	h
Damage	4	10	6	6	7	9	6	6	30

10 Hit Combo 2	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	*	—	—	—
Level	m	h	h	h	h	l	h	h	h
Damage	10	15	6	6	7	9	6	6	30

10 Hit Combo 3	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	*	—	—	—
Level	h	h	h	h	h	l	h	h	l
Damage	4	10	6	6	7	9	6	6	5

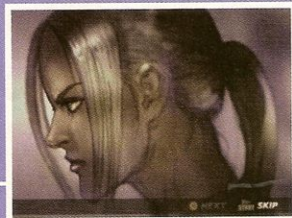
10 Hit Combo 4	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	*	—	—	—
Level	m	h	h	h	h	l	h	h	l
Damage	10	15	6	6	7	9	6	6	5

10 Hit Combo 5	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	*	*	—	—	—
Level	h	h	h	h	h	l	l	m	l
Damage	4	10	6	6	9	9	5	6	5

10 Hit Combo 6	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	—	*	*	—	—	—	*	—
Level	m	h	h	h	h	l	l	m	l
Damage	10	15	6	6	9	9	5	6	5

COMBOS

Name	Command	Damage
Geyser Cannon Combo	☼☼☼	7,21
Combo 1	=☼☼☼☼	8,2,3
Combo 2	=☼☼	20,6
Combo 3	=☼☼☼☼	9,4,4
Shut Up	☼☼☼	24
Combo 1	=☼☼☼	5,8
Combo 2	=☼☼☼☼☼	3,4,8
Combo 3	=☼☼	16
Left Spin Low Kick to Right Upper	☼☼☼	12,10
Combo 1	=☼☼	20
Combo 2	=☼☼☼☼	12,7
Combo 3	=☼☼☼☼	3,4,8

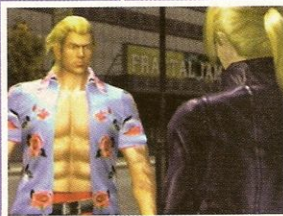


FINAL OUTCOME

After the tournament is over, Nina pursues her target, Steve Fox, to his hotel in order to complete her objective. While preparing for the hit, Nina receives additional information on the target from the Syndicate.

"Target information: The mother of the target is a cryosleep subject at the Mishima Research Laboratory."

Steve's car pulls up, and Nina brings him into the sights of her sniper rifle. Suddenly, Lei kicks open the door and orders her to freeze. She fires her pistol at him to buy her some time while she escapes through the window and down the fire escape. While running, she bumps into Steve and their eyes lock, freezing them both in place. When Lei tries to shoot Nina, Steve knocks her to the ground. With a casual thanks she is on the run again, leaving Steve with only more questions.



PAUL PHOENIX



Paul appeared in the first Tekken. He's a long-time buddy of Marshall and Forest Law and the archrival of Kuma.

Paul went undefeated through the entire King of Iron Fist Tournament 3 and was even victorious against Ogre.

Swelling with pride, Paul returned home. However, Paul's happy ending was short-lived. Unknown to Paul, Ogre had morphed into his second form, True Ogre. And the tournament continued after his departure.

Although Paul claimed that he was the true champion of The King of Iron Fist Tournament 3, few believed him. And even those who did eventually grew tired of his attitude.

Friends and admirers slowly disappeared. And his dojo eventually went out of business from the lack of students.

One day, Paul came across a newspaper flyer announcing The King of Iron Fist Tournament 4.

Burning with desire to win this tournament, he decided to give it his all once again to prove that he was the one true champion, once and for all.

He had to win.

♣ or ♠



White T-shirt and Red Gi

♣ or ♠

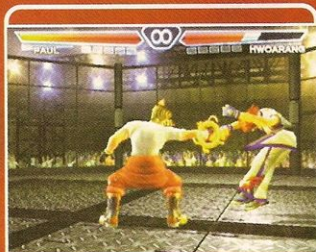


Jeans and Black T-shirt

STRATEGY

Don't let Paul's amusing haircut and scruffy appearance fool you; he means business. One of the more powerful fighters in the tournament, Paul can knock out his opponents in the blink of an eye.

The primary move in Paul's powerful arsenal is the Phoenix Smasher (↓↘↙↘↙). It's a quick punch that closes the gap between you and your foe, as well as shoves your adversary away when blocked. However, if you whiff this attack, be prepared for a nice fist to that disheveled face of yours. Use this move when your opponent is getting up from being knocked down.



The Phoenix Smasher (↓↘↙↘↙) is in full effect.

Paul has many varying level combos, such as the Rapid Fire (↓↘↙↘↙↘↙↘↙) and Hang Over (↓↘↙↘↙). These combos fluctuate in levels, making it hard for your opponent to block. To further frustrate your foe, when performing the Rapid Fire, add a ♣ to the string for a low-striking Stone Breaker or a ♠ for a mid-attacking Phoenix Smasher. With these moves in your repertoire, your opponent will be scared.

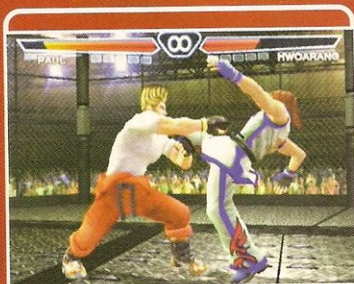
Along with his multi-level combos, Paul has quite a few single-hit attacks that can catch a naive adversary off guard. The Shoulder Smash (↓↘↙) and The Boot (↘↙↘) are both mid-level attacks that create space between you and your enemy, regardless if they connect or get blocked. This allows you to set up your slower, more powerful attacks like the Burning Fist (↘↙↘).



The Shoulder Smash (↓↘↙) is a versatile move that can get you out of sticky situations.



PAUL PHOENIX



Let your opponents rethink their modus operandi when you reverse their attacks.

An enemy with an aggressive offense can bombard you with attacks, not allowing you to set up your moves. Fortunately for this spikey-haired warrior, he's one of the few characters with a reversal. Watch as your foe is befuddled when you reverse his high- or mid-level attacks by pressing (←+).

With such a small Move List, don't overuse any of Paul's moves. Doing so leaves you open for counter-hits as well as throws. To be successful with Paul, you must perfect his multi-level attacks. This keeps the pressure on your opponents, not allowing them to put you on the defensive. Paul is a clear-cut kind of fighter who doesn't squander time on flashy moves. His approach to fighting is assertive and offensive. With all this in mind, your quest for the title is easily in reach.

STRENGTHS

Powerful

Excellent mix-up game

Has a reversal

Straightforward

Move List

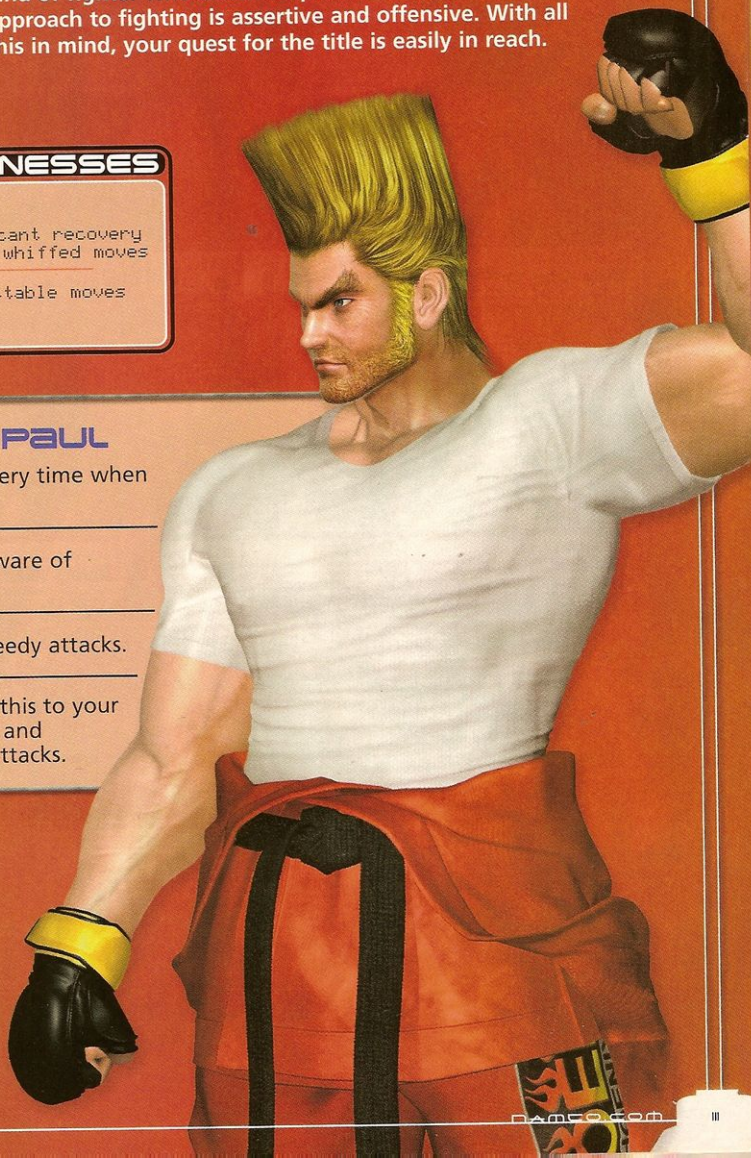
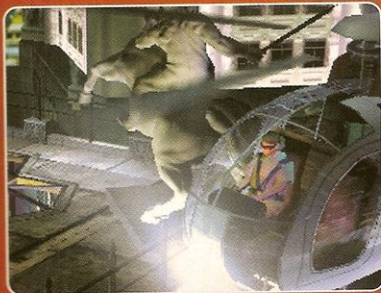
WEAKNESSES

Significant recovery time on whiffed moves

Predictable moves

FIGHTING AGAINST PAUL

- Take advantage of the slow recovery time when Paul whiffs on his attacks.
- Put him on the defensive, but beware of his reversal.
- Stay close and volley him with speedy attacks.
- Paul is a predictable pugilist. Use this to your advantage by dodging his moves and capitalizing on any lapses in his attacks.



MOVES

BURNING FIST



COMMAND
← ⬢

DAMAGE
100

LEVEL
!

GUT BUSTER



COMMAND
While crouching ↘ ⬢ ⬢

DAMAGE
21,25

LEVEL
mm

THUNDER PALM

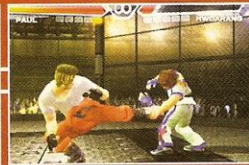


COMMAND
While rising ⬢

DAMAGE
20

LEVEL
m

QUICK PDK COMBO



COMMAND
⇨ ⬢ ↓ ⬢

DAMAGE
12,10

LEVEL
hl

NEUTRON BOMB

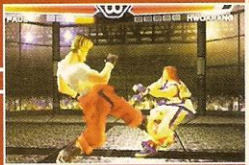


COMMAND
⇨ → ⬢

DAMAGE
20

LEVEL
M

PUMP IN PEDAL



COMMAND
During sidestep ⬢

DAMAGE
15

LEVEL
L

INCOMPLETE SOMERSAULT



COMMAND
While crouching ↓ (1 sec) ⬢ ⬢

DAMAGE
25

LEVEL
m

THUNDER PALM COMBO 2



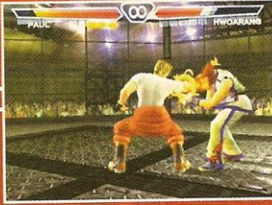
COMMAND
While rising ⬢ → ⬢ ⬢ ↓ ⬢

DAMAGE
20,4,4,10



PAUL PHOENIX

RAPID FIRE TO PHOENIX SMASHER

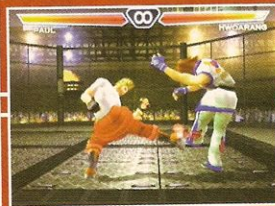


COMMAND
 2 2 N 4 4

DAMAGE
 14,21,25

LEVEL
 Lmm

HAMMER PUNCH TO DEMOLITION MAN

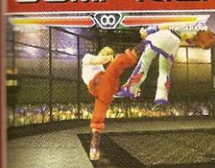


COMMAND
 4 4 4 4 During hit 4

DAMAGE
 15,15,16,8

LEVEL
 mmm

JUMP KICK COMBO 1



COMMAND
 2 4 4 4 4 4 4 4

DAMAGE
 17,4,2,6,7

TWIST AND SHOUT



COMMAND
 4 4

POSITION
 Approach enemy

DAMAGE
 35

ESCAPE
 4

THUNDER PALM COMBO 3



COMMAND
 While rising 4 2 4 4 4 4

DAMAGE
 20,13,20

SHOULDER POP



COMMAND
 4

POSITION
 Approach enemy

DAMAGE
 30

ESCAPE
 4

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↔↔	5,13	hh
Jab Roundhouse	↔↔	12,21	hh
Quick PK Combo	⇒↔↔	12,20	hh
Jab Sweep	↔↓↔	12,8	hl
Quick PDK Combo	⇒↔↓↔	12,10	hl
Reverse PDK Combo	↔↔	5,8	hl
Hammer of the Gods	⇒↔	27	m
Shoulder Smash	↓↔	25	m
Burning Fist	←↔	100	!
Sweep Kick	↗↔	12	L
The Boot	↘↔	18	m
Shredder	↗↔↔	17,17	mm
Neutron Bomb	⇒→↔	20	M
Flash Elbow	⇒→↔	15	m
Bulldozer	⇒→↔↔	15,16	mL
Juggernaut	⇒→↔↔	15,18	mm
Phoenix Bone Breaker	⇒→↔↔ During hit ↔	26	h
Double Hop Kick High	⇒→↔↔↔	20,12,10	mmh
Triple Kick Combo	⇒→↔↔⇒↔	20,12,6	mmm
Double Hop Kick Low	⇒→↔↔↔	20,12,6	mml
Down Strike	While enemy is down ↓↔	16	L
Bone Breaker	↓↔↔	10,21	lm
Hammer Punch	↓↔	15	m
Hammer Punch to Power Punch	↓↔↔	15,26	mm
Hang Over	↓↔↔↔	15,15,16	mlm
Thunder Palm	While rising ↔	20	m
Phoenix Smasher	↓↗⇒↔	33	m
Thruster	↓↗⇒↔	20	h
Shoulder Tackle	⇒↔	22	m
Burning Spear	⇒⇒↔	30	h
Sway	↓↗←	—	—
Rubber Band Attack	↓↗⇒N↔	18	m
God Hammer Punch	↓↗⇒N↔	15	m
Sway and Low Kick	↓↗⇒N↔	14	L
Rapid Fire	↓↗⇒N↔↔	14,21	Lm
Rapid Fire to Stone Breaker	↓↗⇒N↔↔↔	14,21,21	LmL
Rapid Fire to Phoenix Smasher	↓↗⇒N↔↔↔	14,21,25	Lmm
Pump in Pedal	During sidestep ↔	15	L
Turn Thruster	During sidestep ↔	23	h
Jaw Breaker	While crouching ↘↔	21	m
Stone Breaker	While crouching ↘↔↔	21,21	mL
Gut Buster	While crouching ↘↔↔	21,25	mm
Demolition Man	↓↔ During hit ↔ During hit ↔	10,21,22	lmm
Hammer Punch to Demolition Man	↓↔↔↔ During hit ↔	15,15,16,8	mlmm
Incomplete Somersault	While crouching ↓ (1 sec) ↘↔	25	m

Juggle

Juggle

Juggle

Juggle

Juggle

Crouch until arms wave



THROWS

Throw Name	Command	Position	Damage	Escape
Shoulder Pop	↖	Approach enemy	30	↖
Over the Shoulder	↖→	Approach enemy	30	↖
Chest Crusher	↖←	Approach enemy	30	↖
Dragon Screw	↖	Approach from left side	45	↖
Fall Away	↖	Approach from right side	40	↖
Piggyback Throw	↖	Approach from behind	50	—
Attack Reversal	←↖	Approach enemy	25	—
Foot Launch	←↖	Approach enemy	35	↖
Twist and Shout	↖↗	Approach enemy	35	↖
Push Away	↖→↖	Approach enemy	35	↖
Ultimate Tackle	↖↖	Approach enemy	5	↖
Arm Breaker	==↖	—	25	—
Ultimate Punch to Arm Breaker	==↖↖↖↖	—	40	—
Ultimate Punch	==↖↖↖↖↖	—	25	↖ or ↖
Ultimate Punishment	==↖↓↖↖↖↖↖	—	56	—
Position Change 1	↖	Approach enemy	—	↖
Position Change 2	↖→	Approach enemy	—	↖
Position Change 3	↖↓	Approach enemy	—	↖
Position Change 4	↖↑	Approach enemy	—	↖

Reverse high and mid-level attacks

Use ↖ just before your back hits the ground to reverse

Use ↖ to block right punch and ↖ to block left punch; can only block first or fourth punch

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

10 Hit Combo 1	↖	↖	↖	↖	↖	↖	↖	↖	↖
Guard Point	—	—	—	*	—	—	*	—	—
Level	h	h	m	h	m	h	h	l	m
Damage	5	13	7	5	7	4	5	7	8

10 Hit Combo 2	↖	↖	↖	↖	↖	↖	↖	↖	↖
Guard Point	—	—	—	*	—	—	*	—	—
Level	h	h	m	m	l	m	h	m	l
Damage	5	13	7	6	7	8	5	8	10

10 Hit Combo 3	↖	↖	↖	↖	↖	—	—	—	—
Guard Point	—	—	—	*	*	—	—	—	—
Level	h	h	m	m	m	—	—	—	—
Damage	5	13	7	6	30	—	—	—	—

COMBOS

Name	Command	Damage
Jump Kick	↖↖	17
Combo 1	=↖↖↖↖↖↖	4,2,6,7
Combo 2	=↖↖↖↖	4,2,10
Combo 3	=↖↖↖↖	4,4,7
Combo 4	=↖↖↖↖↖↖	4,6,6
Thunder Palm	While rising ↖	20
Combo 1	=↖	16
Combo 2	=→↖↖↖↖	4,4,10
Combo 3	=↖↖↖↖↖	13,20

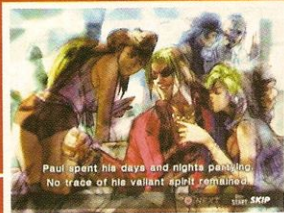
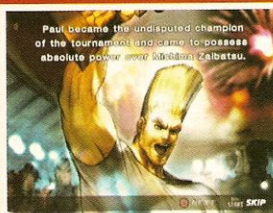
FINAL OUTCOME

After becoming the undisputed champion of The King of Iron Fist Tournament 4, Paul inherits the Mishima Zaibatsu.

However, he lets the power of his position take over his life. While out partying all the time, he lets others handle the day-to-day business of the company, slowly making his position of owner into nothing more than a title. The bold spirit he had as a fighter seems to have faded away.

He realizes what he has become when he sees an old poster of himself on the wall of Marshall Dojo. It makes him rethink where his fighting spirit has gone.

Paul regains his fighting passion and rides off into the sunset.



STEVE FOX



Steve is new to The King of Iron Fist Tournament. His background as a world middleweight boxing champ will be challenged as he enters the tournament while on the Mafia's hit-list.

As a young British boxer enjoying his run as the world middleweight champ, Steve Fox was at the top of his game. He had everything he wanted, except for one thing—his past. Adopted as an infant, Steve never knew the identity of his biological parents or the origin of the scar on his arm.

One day, Steve was ordered to throw a fight by a Mafia group betting high stakes on the match. Steve refused to cooperate and won the fight, regardless of the threats made against him.

Unfortunately, the Mafia made good on their threats and put a price on Steve's head. With the Mafia in hot pursuit, Steve fled England for the United States to lead the life of a marked man. But no matter where he hid, he could not completely shake the Mafia henchmen.

Steve realized that no matter what he did, the Mafia would eventually catch up and kill him. Not only would no one ever know that he was killed, but he would never learn the truth about his past. Motivated by this realization, Steve decided to put himself in the limelight again and enter The King of Iron Fist Tournament 4.

or



Boxing gloves

or

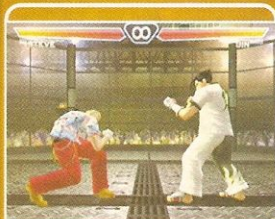


Red pants

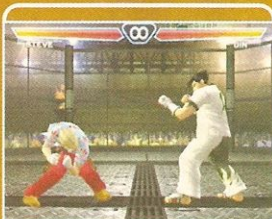
STRATEGY

Steve Fox enters the tournament to fight for what little he has left. Quite possibly the quickest fighter in the tournament, Steve rapidly unleashes punch combos. Although he lacks kick moves, he compensates with a barrage of stances and evasive maneuvers. Being a pugilism specialist, Steve's strength lies in close and midrange combat. He is deadly at close range with lethal combos such as the British Edge Combo (♣♣♣♣) and the Spitfire Combo (During Flicker Stance ♣♣♣♣).

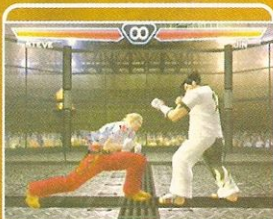
What separates Steve from everybody else is his ability to dodge. He can launch speedy attacks after ducking, spinning, or weaving away from a strike. The key is to time when your opponent will launch a high attack. Quickly execute the dodge and deliver the damage. Practice transitions between dodges by holding either ♣ or ♠, then pressing ↵ for Swaying, ↶ for Ducking Left, ↷ for Ducking Right, and ↷ for Ducking.



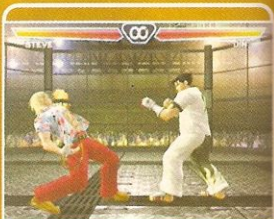
Ducking Left (♣)



Ducking Right (♣)



Ducking (♣♣)



Swaying (♣♣)

Since Steve has few low attacks, most of your opponents will tend to only block high. Keep them honest by using the ↷♣♣ combo, which is a quick low-mid attack. Mix in this move to help set up your other punch combinations that only hit high or mid. Another essential move is the Sonic Fang (♣♣) because it can turn the tide on any unsuspecting foe. It's one of Steve's faster moves and knocks opponents to the ground. Quickly follow it up with a Knee Clipper (♣♣) before they realize what's going on.



Steve's bombardment of attacks can be intimidating the first time around; however, he can take on a more defensive style. He can beat his opponent by taking the poking route. Since many of his punches have priority over most other attacks, he can slowly prod his enemy to death. A simple

Double Jab (❖❖) should be more than adequate to counterattack your opponent.

Defensively, Steve is a nightmare to an impatient attacker. With his dodge maneuvers, spins, and powerful Counter Hits, he decimates careless opponents by dodging and countering. Use the low parry to Uppercut (Time with enemy punch ❖⇨❖) because it deflects any mid or



Use the Sonic Fang (❖❖) to stop an attacking opponent.

high punch and follows with a quick uppercut that sends your opponent to the floor.

Steve Fox is deadly in expert hands. You should exemplify his strengths while concealing his weaknesses. Mix up your attacks so that your opponents are always on their toes. With this in mind, there's nothing stopping you from being victorious in The King of Iron Fist Tournament 4.

STRENGTHS

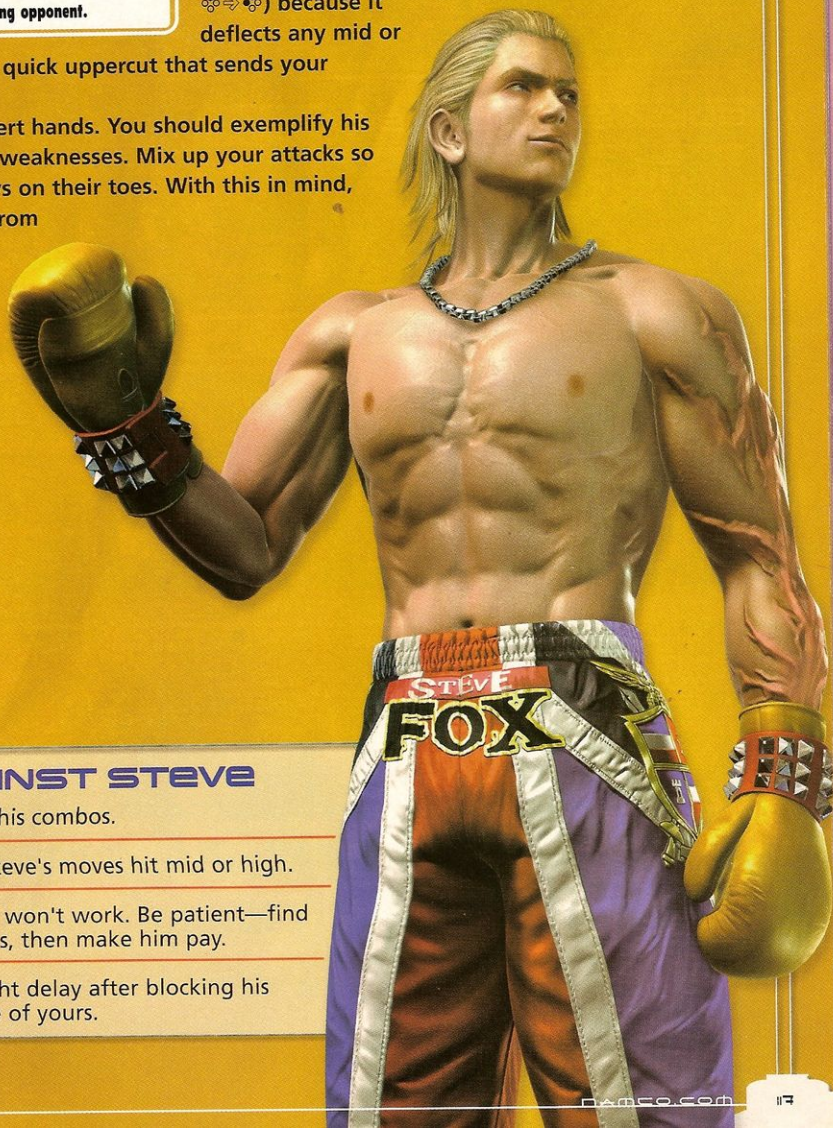
- Dodge maneuvers can confuse opponent
- Has quick and powerful punch combos
- Can link many combos together

WEAKNESSES

- Lack of kicks
- Weak throws
- Few moves that hit low

FIGHTING AGAINST STEVE

- Try to poke low to disrupt his combos.
- Block high. Almost all of Steve's moves hit mid or high.
- Don't try to outbox him; it won't work. Be patient—find holes and discover patterns, then make him pay.
- Take advantage of the slight delay after blocking his combos by unleashing one of yours.



MOVES

BRITISH EDGE COMBO



COMMAND
⬢⬢⬢⬢

DAMAGE
5,12,15,19

LEVEL
hhh

QUICK EDGE COMBO 1



COMMAND
⬢⬢⬢

DAMAGE
12,15,19

LEVEL
hmm

SKYSCRAPER



COMMAND
While Ducking ⬢

DAMAGE
23

LEVEL
m

HELL FIRE



COMMAND
⬢⬢⬢⬢⬢

DAMAGE
70

LEVEL
m

ROCKET LAUNCHER



COMMAND
⇒⬢

DAMAGE
21

LEVEL
m

SNAKE CHARMER



COMMAND
While Swaying ⬢⬢⬢

DAMAGE
30

LEVEL
m

GATLING GUN



COMMAND
While Ducking ⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢⬢

DAMAGE
3,3,3,3,3,3,3,3,12

LEVEL
mmmmmmmm

DOUBLE CYCLONE PUNCH



COMMAND
 ⬆️⬆️ or ⬇️⬇️

DAMAGE
 22

LEVEL
 m

LOW PARRY TO UPPERCUT



COMMAND
 Time with enemy punch ⬆️⬆️

DAMAGE
 30

LEVEL
 m

SPINNING ELBOW DROP



COMMAND
 ⬇️⬆️

POSITION
 Approach enemy

DAMAGE
 25

ESCAPE
 ⬆️

SKYSCRAPER COMBO 3



COMMAND
 While Ducking ⬆️⬆️⬆️⬆️

DAMAGE
 9,6,4,4

SKYSCRAPER COMBO 4



COMMAND
 While Ducking ⬆️ While rising ⬆️

DAMAGE
 18,10,8

QUICK EDGE2 CUSTOM COMBO 1



COMMAND
 ⬆️⬆️⬆️⬆️

DAMAGE
 12,15,19,9,6,7

QUICK EDGE2 CUSTOM COMBO 2



COMMAND
 ⬆️⬆️⬆️⬆️

DAMAGE
 12,15,19,8,7

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right	↔	5,12	hh
Jab Body Blow	↔→	5,15	hm
Double Jab	↔↔	5,3	hh
Double Jab Body Blow	↔↔→	5,3,15	hhm
Double Jab Straight	↔↔↔	5,3,10	hhh
Quick Edge Combo 1	↔↔↔	12,15,19	hhm
Quick Edge Combo 2	↔↔↔↔	12,15,17	hhl
Right Straight Left Hook to Flicker Stance	↔↔←	12,15	hh
Left Right Left	↔↔↔	5,12,15	hhh
Left Right Left Flicker Stance	↔↔↔←	5,12,15	hhh
British Edge Combo	↔↔↔↔	5,12,15,19	hhhm
British Edge Combo 2	↔↔↔↔↔	5,12,15,17	hhhl
Straight Body Combo	↔↔	12,12	hm
Bar Brawl	↔↔	12,8,12	hhh
Right Uppercut	↗↔	13	m
Left Uppercut	↖↔	8	m
Uppercut Cross Combo	↗↔↔	8,12	hm
Uppercut Psyche-Out Body	↗↔↔↔	8,12	mm
Uppercut Psyche-Out Hook	↗↔↔↔↔	8,22	mm
Uppercut Psyche-Out Hook Flicker	↗↔↔↔↔←	8,22	mm
Uppercut Psyche-Out Left Right Combo	↗↔↔↔↔	8,8,12	mhh
Sonic Fang	↗↔	10,18	mm
Quick Hook	↘↔	20	h
Quick Hook to Flicker	↘↔←	20	h
Wildman Combo 1	↘↔↔↔	15,22	mm
Wildman Combo 2	↘↔↔↔↔	15,13,15	lmh
Cheapshot	While enemy is down ↘↔	12	L
Knee Clipper	↗↔	17	L
Foot Stomp	↗↔	15	L
Rocket Launcher	⇒→↔	21	m
Rocket Launcher to Flicker	⇒→↔←	21	m
Beat Down	⇒→↔	25	m
Stun Gun	⇒↔	27	m
Flicker Stance	↔↔	—	—
Fly Swatter	=↔	27	M
British Lancer	=↔↔	30	h
Spitfire Combo	=↔↔↔↔	12,12,12,27	hhhm
Tempest Combo	=↔↔↔	12,20	hm
Power Hook Combo	=↔↔↔	12,20	hh
Ducking Left	↙	—	—
Right Shoulder Rush	↘↔	13	m
Double Stinger	↘↔↔	20,23	mm
Left Body to Flicker	↘↔←	20	m
Cobra Weave	↘↔→ or ↘↔↔→	—	—
Jackhammer Left	=↔	22	m
Jackhammer Right	=↔	22	m
Ducking Right	↘	—	—
Atomic Punch	↘↔	27	m
Left Shoulder Rush	↘↔	13	m
Ducking	⇒↔	—	—
Ducking In	→↔	—	—

Juggle

Ends in Flicker Stance

Ends in Flicker Stance

Juggle

Stagger

Stagger on Counter Hit

Ends in Flicker Stance

Ends in Flicker Stance

↔ for 40 damage

Stagger

Ends in Flicker Stance

Ends in Flicker Stance

Last button press can be continued infinitely

Last button press can be continued infinitely

Stagger on Counter Hit



SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Fox Hunt	While Ducking ☼	23	m
Skyscraper	While Ducking ☼	18	m
Punisher	While Ducking ☼☼	25	h
Gatling Gun	While Ducking ☼☼☼☼☼☼☼☼☼☼☼☼	3,3,3,3,3,3,3,3,12	mmmmmmmmmm
Swaying	☼☼	—	—
Billy Club	=☼	30	m
Snake Charmer	=☼	30	m
Wildman	While rising ☼☼	13,22	mm
Quick Spin	☼	—	—
Cyclone Punch	☼☼	22	m
Cyclone Knee Clip	☼☼☼	12	L
Cyclone Left (Right)	☼↑ or ☼↓	—	—
Double Cyclone Punch	=☼	22	m
Double Cyclone Knee Punch	=☼☼	13	L
Hell Fire	☼☼☼☼☼☼☼☼☼☼☼☼	70	m!
Can Opener	☼☼☼☼☼☼	35	h

Juggle

THROWS

Throw Name	Command	Position	Damage	Escape
Clinching	☼	Approach enemy	—	☼
Gut Wrencher	☼☼	Approach enemy	25	☼
Brain Pulverizer	☼☼	Approach enemy	25	☼
Clinch to Push Away	☼☼ or ☼☼	Approach enemy	—	☼
Schoolyard Bully	☼	Approach from behind	55	—
Armlock Throw	☼→☼	Approach enemy	25	☼
Choker Slam	☼→☼	Approach from left side	30	☼
Throw Down	☼→☼	Approach from right side	30	☼
Spinning Elbow Drop	☼☼☼☼	Approach enemy	25	☼
Griffin Throw	During Flicker Stance ☼☼	Approach enemy	25	☼
Parry	Time with enemy punch ☼☼☼	—	—	—
Parry to Uppercut	Time with enemy punch ☼☼☼☼	Approach enemy	30	—
Position Change 1	☼	Approach enemy	—	☼
Position Change 2	☼→	Approach enemy	—	☼
Position Change 3	☼↓	Approach enemy	—	☼
Position Change 4	☼↑	Approach enemy	—	☼

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

COMBOS

Name	Command	Damage
Skyscraper	While Ducking ☼	18
Combo 1	=☼☼☼☼	8,7,4
Combo 2	=☼☼☼☼	6,3,4
Combo 3	=☼☼☼☼☼☼	9,6,4,8
Combo 4	=While rising ☼☼	10,8
Quick Edge Combo 1	☼☼☼☼	12,15,19
Custom Combo 1	=☼☼☼	9,6,7
Custom Combo 2	=☼☼	8,7



FINAL OUTCOME

His investigation leads him to the Mishima Zaibatsu Data Room. Steve stumbles upon two clues to his past: he was conceived through in vitro fertilization, and some video footage of a woman who appears to be his mother.

Shortly thereafter, the Mafia ambushes him. Fortunately, he has an angel watching over him. This unknown individual bears a striking resemblance to that same image he saw back at the Mishima Zaibatsu Data Room. Steve chases after this mysterious woman into an alley. When he reaches a dead end, out of the shadows emerges the gun-toting woman. Just as Steve realizes who it is, Lei Wulong comes along and breaks up the reunion. With this new hope, Steve is one step closer in his journey to discover the past.

VIOLET



This is Violet's first appearance in The King of Iron Fist Tournament. Violet has stacked the odds in his favor by entering Combot, a humanoid robot designed to mimic other fighters. He hopes that he and his robot will dominate the tournament.

Violet is a majority shareholder and de facto leader of a manufacturer of humanoid robots. Apparently a fighter in his past, he lived a quiet life in a mansion in the Bahamas. Bored by his carefree lifestyle, Violet decided to enter The King of Iron Fist Tournament 4.

There was another significant reason for his entrance into the tournament. Violet believed that humanoids could become the ultimate fighting weapons. He believed in a utopian world where inorganic humanoids would carry out the will of their human masters.

As a step toward this goal, Violet accelerated the development of a prototype humanoid for the tournament. If the prototype could be completed in time, he could use the tournament as an excellent PR tool. Violet's mind was filled with visions of him and his prototype dominating The King of Iron Fist Tournament 4.

or



Violet

or



Lee Chaolan

Note: You must defeat the game with Violet before you can select Lee Chaolan.

LEE CHAOLAN



Lee Chaolan made his first appearance in the original *Tekken*. He was the sub boss for his brother, Kazuya. That's right, Lee is the adopted sibling of Kazuya. Heihachi adopted Lee to raise an heir to the Mishima Zaibatsu since he had tossed his real son off a cliff at a young age.

Twenty years ago, Lee was expelled from the Mishima Zaibatsu when he betrayed Heihachi. For quite some time, thoughts of revenge consumed Lee. But recognizing the futility of killing an old man who had only a few years left to live, Lee moved to a mansion in the Bahamas and led a solitary life.

One day he discovered a huge sell-off of G Corporation stock. Lee's intuition told him that something had happened to the company. He was right. Lee discovered that the Mishima Zaibatsu raided G Corporation and caused significant damage to their research facilities. He also learned that the Mishima Zaibatsu was searching for something vital to one of their experiments.

Oddly enough, an announcement was made for The King of Iron Fist Tournament 4 around the same time. Lee's fading passion for fighting was rekindled, along with his resentment for the Mishima clan. Lee decided to enter the tournament, taking appropriate measures to hide his true identity from the Mishima Zaibatsu.

STRATEGY

Violet/Lee Chaolan is a versatile character with an attitude. Although he is not the most powerful character in *Tekken*, he is one of the fastest. Lee's lightning-fast kicks and quick punches more than make up for his limited amount of moves. With his speed alone Violet/Lee can capitalize on the weaknesses of any fighting style.

NOTE

From this point on, we will refer to Violet and Lee as just "Lee." All the strategies and moves apply to both, because they are the same character. Shhh! Don't tell Heihachi.

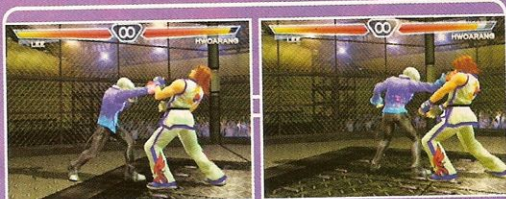


VIOLET/LEE CHAOLAN

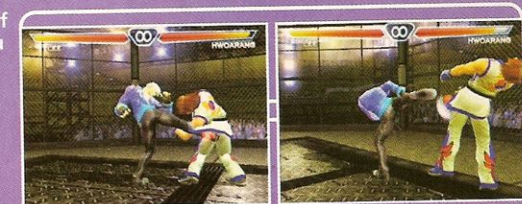
Lee's strength lies in the speed of his punches and kicks. Use this to your advantage from the beginning. The Left Right Combo (↔↔) is a fast punch series that can be followed with a kick. The Rave War Combo (→↔↔↔) is another fast set of punches that can quickly assault an enemy. Using these moves from the beginning helps keep the momentum of the fight in your favor and your enemy on the defensive. Though these combos are easily blocked, you can follow them with a low attack like the Laser Edge Kick Combo (↓↔↔↔) or a throw. You can also link these fast punch combos together to lengthen the combo and further keep your enemy guessing.

One of Lee's most useful moves can also get him in a lot of trouble. The Laser Edge Kick Combo (↓↔↔↔) is great for mixing up hit levels. It starts low and finishes mid, making it a great way to penetrate an enemy's defense. You can also end this move in the Hitman Stance by following it with ↔, putting you on guard for the next attack. The Laser Edge Kick Combo is also useful for stopping your enemy from charging or getting up, and it's great in juggles. On the downside, overusing this move can be dangerous. Once opponents have seen it enough times, they will start to block through it and counter accordingly. If you find that your opponent has caught on and begun to block, do not commit to the last kick. Otherwise, you will be left dangerously vulnerable after your failed attempt. Use this move with care and precision.

Lee's Hitman Stance (↔) gives him a little flair to go with his speed. There is nothing like a character inviting a challenge with a beckoning finger. And Lee can back it up with one of five things: Freaker Jab (↔), Scatter Blow (↔), Scatter Kick (↔), Shin Slicer (↔), or Striker Kick (↔↔). Mix these up to prevent being too repetitive and predictable. Use the Scatter Blow to quickly pop an enemy into the air for a juggle. The Scatter Kick acts as a throw if you are close to an enemy. This, as well as the Shin Slicer, results in a grounded enemy. Take advantage of these situations by executing a low attack like the Silver Tail (While crouching ↔↔). Never miss a golden opportunity to tack on a few more damage points. If enemies fall out of range of a low attack, use Lee Sliding (↔↔N↔) to close the gap and crash into them. This slide is quick and easy to execute, which makes it a great follower to almost any move.



Lee's Rave War Combo (→↔↔↔) is a lightning-quick punch combo that can allow you to control the fight.



The Laser Edge Kick Combo (↓↔↔↔) is a useful move for many situations, but it can get you in trouble if overused.



The Hitman Stance (↔) can be followed by five different moves, creating a guessing game for your opponent.

The Silver Whip (↔↔) can be frustrating to an attacking enemy. No one likes a boot to the face.

STRENGTHS

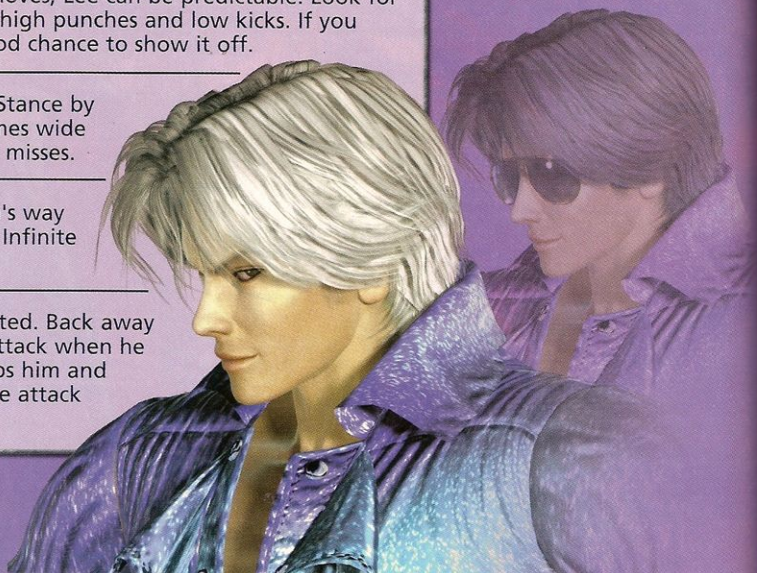
- Fast and stylish
- Quick and easy combos
- Good low attacks
- Two attack stances
- Good juggling ability

WEAKNESSES

- No reversal
- Limited number of moves
- Not very powerful
- Few defensive moves
- Can be predictable

FIGHTING AGAINST LEE

- Due to a small number of moves, Lee can be predictable. Look for him to throw several quick high punches and low kicks. If you have a reversal, this is a good chance to show it off.
- Lure Lee out of his Hitman Stance by faking an attack. Lee becomes wide open for a counter once he misses.
- Simply sidestep out of harm's way if you see Lee bring out his Infinite Kick Chain.
- Lee's punching range is limited. Back away and catch him with a low attack when he comes charging in. This stops him and sets you up for a larger-scale attack or juggle.



MOVES

LEFT RIGHT MID KICK



COMMAND
⬅️⬆️⬅️

DAMAGE
5,10,10

LEVEL
hmm

COSSACK KICK COMBO



COMMAND
⇒N⬆️⬅️

DAMAGE
10,16

LEVEL
mm

SCATTER KICK



COMMAND
During Hitman ⬆️

DAMAGE
34

LEVEL
h

SILVER STING



COMMAND
⬆️⬆️

DAMAGE
30

LEVEL
h

TRIPLE FANG



COMMAND
⬅️⬆️⬅️

DAMAGE
8,8,15

LEVEL
hmm



VIOLET/LEE CHAOLAN

BLAZING KICK



COMMAND
↓ ↘ ⬢

DAMAGE
22

LEVEL
m

LEE SOMERSAULT



COMMAND
⬢ ↗ ⬢

DAMAGE
16,30

LEVEL
hm

PIROUETTE PUNCH

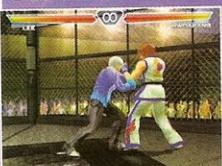


COMMAND
During sidestep ⬢

DAMAGE
21

LEVEL
m

KNEE DRIVE



COMMAND
⇒ ↗ ⬢

POSITION
Approach enemy

DAMAGE
28

ESCAPE
⬢

AXLE THROW



COMMAND
⬢

POSITION
Approach enemy

DAMAGE
30

ESCAPE
⬢

SILVER HEEL COMBO 1



COMMAND
⬢ ⬢ Counter Hit ⇒ ⇒ N ⬢ ⬢

DAMAGE
26,16,6,10

COSSACK KICK COMBO



COMMAND
⇒ N ⬢ ⬢ ⬢ ⬢

DAMAGE
10,16,4,2,4

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Left Right Combo	↔↔	5,10	hh
Left Right Mid Kick	=↔	10	m
Shoalin Spin Kicks	↔↔↔	16,12,12	hhh
Lee Knuckle Combo	↔↔	10,10	hh
Rave War Combo	→↔↔↔	12,5,10	hmm
Laser Edge Kick Combo	↓↔↔↔↔	7,5,5,21	llmm
Mist Step	⇒N	—	—
Cossack Kick Combo	=↔↔	10,16	mm
Stutter Kick	=↔N↔	15	l
Silver Whip	⇒↔	7	h
Silver Heel	⇐↔	22	m
Silver Low	↓↔	8	l
Lee Left Middle Kick	↘↔	18	m
Bump Kick	↗↔	16	L
Silver Arrow	↗↔	15	m
Quick Silver Sting	↗↔	20	h
Silver Sting	↗↔	30	h
Death Touch	↗↔	10,70	!!
Silver Cyclone	↓↔	80	!
Left Splits Kick	⇒→↔	23	m
Lee Cutter	⇐←↔	19	h
Triple Fang	⇐↔↔↔	8,8,15	hmm
Mist Kick	⇐↔	18	m
Mist Wolf Combination	⇐↔↔	18,18	mh
Blazing Kick	↓↗↔	22	m
Shin to Head Kick	↓↔N↔	7,20	lh
Machine Gun Kicks	↔↔↔	16,8,10	hhh
Laser Edge Machine Gun Kicks	↓↔N↔↔↔	7,20,8,10	lhhh
Lee Somersault	↔↔↔	16,30	hm
Rear Cross Punch	During sidestep ↔	17	h
Pirouette Punch	During sidestep ↔	21	m
Lee Screw Right	During (left) sidestep ↔	24	h
Lee Screw Left	During (right) sidestep ↔	30	h
Silver Tail	While crouching ↘↔	18	L
Fake	While crouching ↗N	—	—
Catapult Kick Low	While crouching ↗↔	25	m
Catapult Kick High	While crouching ↗↔	30	m
Catapult Drop	While crouching ↗↔	30	M
Sliding	While crouching ↘↓↔↔	17	L
Lee Sliding	⇒⇒N↔	15	L
Back Handspring to Hitman	⇐⇐N↔	—	—
Shredder Kick Combo High	⇒⇒N↔↔↔	20,15,25	mmh
Shredder Kick Combo Mid	⇒⇒N↔↔↔↔	20,15,15	mmm
Shredder Kick Combo Low	⇒⇒N↔↔↔↔	20,15,15	mmL
Infinite Kick Chain	While rising ↔↔↔↓↔N↔↔	10,17,15,10,10	mmLmh
Low Variation	=↓↔↔	10,10,10	lmh
High Variation	=↑↔↔	15,15,10,15	mhh
Acid Rain Kick Combination	⇒↔↔↔	14,8,5	hmm

Can substitute the last hit for ↔ for 19 damage

Called Violet Knuckle Combo when playing as Violet

Juggle

Juggle if connected as a Counter Hit, ~↔ to end in Hitman Stance

Called Violet Left Middle Kick when playing as Violet

Juggle

⇐↔ to cancel

Called Violet Cutter when playing as Violet

Feign the first kick by quickly inputting ↔↔↔↔

Juggle

Called Violet Somersault when playing as Violet

Called Violet Screw Right when playing as Violet

Called Violet Screw Left when playing as Violet

Juggle

Called Violet Sliding when playing as Violet

Can be continued infinitely, alternating mid to high

Can be continued infinitely, alternating low to mid to high

Can be continued infinitely, alternating mid to high



VIOLET/LEE CHAOLAN

MOVES DURING HITMEN

Move Name	Command	Damage	Hit Level
Freaker Jab	☼	15	h
Scatter Blow	☼	23	m
Scatter Kick	☼	21,13	h
Shin Slicer	☼	22	l
Striker Kick	☼☼	10	m

Juggle

THROWS

Throw Name	Command	Position	Damage	Escape
Axe Throw	☼	Approach enemy	30	☼
Forearm Drop	☼→	Approach enemy	30	☼
Lee Harassment	☼	Approach from left side	40	☼
Lee Stunner	☼	Approach from right side	38	☼
Face Crusher	☼	Approach from behind	45	—
Knee Drive	⇒→☼	Approach enemy	28	☼
Scatter Kick	During Hitman Stance ☼	Approach enemy	34	Block
Mist Trap Throw	☼☼☼(When hit or guarded)☼	Approach enemy	38	—
Position Change 1	☼	Approach enemy	—	☼
Position Change 2	☼→	Approach enemy	—	☼
Position Change 3	☼↓	Approach enemy	—	☼
Position Change 4	☼↑	Approach enemy	—	☼

Called Violet Harassment when playing as Violet

Called Violet Stunner when playing as Violet

Time ☼ as the second kick connects or is blocked

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left

10 HIT COMBOS

10 Hit Combo	☼☼☼☼☼☼☼☼☼☼
Guard Point	— — — * — * — — — —
Level	m h m h h l h h h m
Damage	10 5 6 5 7 6 7 7 10 25

COMBOS

Name	Command	Damage
Silver Heel	☼☼	26
Combo 1	⇒☼⇒N☼☼☼	16,6,10
Combo 2	⇒☼☼	24
Cossack Kick Combo	⇒N☼☼	10,16
Combo 1	⇒☼☼☼	4,2,4
Blazing Kick	☼☼☼	22
Combo 1	⇒Sidestep right ☼	24
Combo 2	⇒☼☼☼	4,2,4

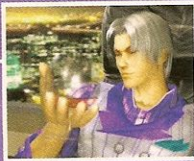
Must be a counter to bounce your opponent in the air

FINAL OUTCOME

With the fight between Violet and Heihachi over and done with, Lee can take off the purple wig and expose his true self. He also takes the opportunity to expose his ulterior motive for entering the tournament—Comboto. As Comboto is unveiled, he takes a little spill down some steps and crosses a few wires. It seems Comboto wants to take a hack at Lee. Time to dance.

With the crazy Comboto down for the count, Lee can relax and enjoy his long-awaited role as CEO of the Mishima Zaibatsu. With his new role comes the ability to allocate his resources wherever he would like. And he does just that, putting money and manpower into the development of Comboto II.

A young secretary enters Lee's office to alert him that Comboto II is complete. Testing of the newly developed humanoid has resulted in a 50-hit combo that left his sparring partner unable to move. It's a good thing Lee chose Heihachi as Comboto's training partner.



LING XIAOYU



Ling Xiaoyu first appeared in *Tekken 3*. She learned her martial arts from Wang Jinrey.

Ling was a junior at Mishima High School. She still lived, studied, and trained as a ward of the Mishima Zaibatsu. But lacking any particular goals, Ling grew tired of her everyday routines.

However, one day, she received an anonymous email that warned her of Heihachi's evil intentions and the danger to her life. Ling replied to the email, but she did not receive any further messages from the anonymous individual.

Ling's intuition told her that Jin, who had been missing since the last tournament, could have sent the message. She believed the message and began to distrust Heihachi and the Mishima Zaibatsu.

Upon hearing the announcement of the next tournament, Ling made the decision to enter, hoping to be reunited with Jin and to unveil the truth behind Heihachi and the Mishima Zaibatsu.

or



Pink Dress

or



Warm-up suit

or

Miharu Hirano.

You must beat the game in Story Battle Mode with Xiaoyu before you can select Miharu Hirano.



or

School Outfit.

Note: You must beat the game in Story Battle Mode with Xiaoyu before you can select the school outfit. Until unlocked, will result in Pink Dress.



STRATEGY

The speedy schoolgirl returns to investigate Heihachi and his evil plans. Ling Xiaoyu is probably one of the faster, if not the fastest, characters in *Tekken 4*. She can easily run circles around her opponents while dishing out formidable strikes.

A versatile move that Ling possesses is the Storming Flower (↻). This is a fast attack that generates space between you and your enemy and has a decent recovery time if blocked. What makes this move fun is that if it connects as a counter-hit, Ling automatically goes into her False Salute taunt.



Use the Storming Flower ↻ when things get hairy.



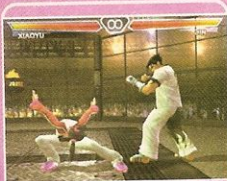
Similar to Lei Wulong, Ling has several stances to further mesmerize her opponents. The Hypnotist stance (⇄) may look cool, but it doesn't have a great selection of moves to choose from. The Phoenix (⇄) and Rain Dance (⇄) are where it's at. While in the Phoenix, high and mid attacks are easily avoided. You also have a plethora of powerful and quick moves at your disposal, like the Flower Garden (⇄) that unleashes two quick, low sweeps. After a couple of those, your weary opponent has to block low, so attack with either the

Flower Power (⇄) or Phoenix Talon (⇄). These are fast mid-level attacks that demolish low-blocking adversaries.





Hypnotist ⇄♣



Phoenix ⇄♣



Rain Dance ⇄♣

To further annoy your enemies, turn your back on them by entering the Rain Dance. Intrigued by Ling's features, opponents will lean in for a closer look, so let loose the Dark & Stormy (♣♣♣), which is her primary juggle attack. Follow with a well-timed Fan Dance to Pushing Hands (♣♣♣♣) or Bayonet Thruster (♣♣♣) for maximum destruction.

On the few occasions that you are on the defensive, Ling's arsenal of evasive maneuvers will help out tremendously. She can easily get behind her foe by combining sidesteps with a stance change. Try a left sidestep (⇄), then go into the Hypnotist stance (⇄♣), then cancel that stance with another left sidestep (⇄) to be at your opponent's exposed back. If you decide to sidestep right (⇄), go into the Rain Dance (⇄♣), then cancel it with another right sidestep (⇄). For quicker dodges, implement the Dive Roll Right (⇄♣) to evade right; to avoid left, use the Spinner (♣). Mix these together, and your opponent will be too dizzy to attack.

Ling Xiaoyu is more of an offensive fighter. With her sheer quickness, she can effortlessly pummel her opponents to a bloody pulp.

Coupled with her evasive acrobatics, Ling Xiaoyu is more dangerous than she is cute.

STRENGTHS

- Very fast
- Different stances
- Many juggle moves
- Cute taunts

WEAKNESSES

- Less powerful
- No reversal
- Short reach
- Takes damage easily

FIGHTING AGAINST LING XIAOYU

- Her small stature greatly reduces her attack range. Make sure to keep some distance between you
- Be patient and wait for a lapse in her offensive barrage
- Try to put her on the defensive so she won't have a chance to attack



MOVES

BIRD'S FLOCK



COMMAND
♣

DAMAGE
24

LEVEL
m

PHOENIX TALON



COMMAND
During Phoenix ♣

DAMAGE
12,8,14

LEVEL
mmm

FORTUNE COOKIE



COMMAND
♣ ♣ ♣

DAMAGE
5,8,12,21

LEVEL
mmmm

CROSS LIFTING PALMS



COMMAND
♣ ♣ ♣

DAMAGE
8,12

LEVEL
mM

PHOENIX TWIN KICK



COMMAND
♣ ♣

DAMAGE
13,15

LEVEL
hh

THUNDER STRIKE

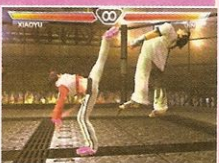


COMMAND
During Hypnotist ♣

DAMAGE
48

LEVEL
!

MISTRUST



COMMAND
During Rain Dance ♣

DAMAGE
16

LEVEL
m

DARK & STORMY



COMMAND
During Rain Dance ♣ ♣ ♣

DAMAGE
10,10,15

LEVEL
hmm

SO SHOE ME



COMMAND
→ ♣ ♣

POSITION
Approach enemy

DAMAGE
15

ESCAPE
♣

FLOWER GARDEN



COMMAND
During Phoenix ⇨ ⬢ ⬢

DAMAGE
7,10

LEVEL
LL

MISTRUST COMBO 1



COMMAND
During Rain Dance ⬢ ⬢ ⬢

DAMAGE
16,20

CRESCENT MOON KICK



COMMAND
⬢ ⬢

DAMAGE
24

LEVEL
M

WAVE CREST HEAVY COMBO 2



COMMAND
During Phoenix ⬢ ⬢ ⬢ ⬢

DAMAGE
25,20

WAVE CREST HEAVY COMBO 3



COMMAND
During Phoenix ⬢ ⬢ ⬢ ⬢ ⬢

DAMAGE
25,4,3,4,8



DISLOCATOR



COMMAND
⬢ ⬢ ⬢



POSITION
Approach enemy



DAMAGE
35

ESCAPE
⬢

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Bayonet	↖↗	4,7	hh
Bayonet Thruster	↖↗↖	4,7,17	hhm
Bayonet McTwist	↖↗↘	4,10	hm
Fan Dance to Reverse Stance	↖↗↘	4,10	hm
Fan Dance to Pushing Hands	↖↗↘↖	4,10,24	hmm
April Showers	↖↗	8,10	hm
May Flowers	↖↗↘	8,10	hm
Birds Flock	↖	24	m
Spinner	↖ or ↘↖	—	—
Storming Flower	↖↗	25	m
Nutcracker	↖↗	10	l
Knee Cracker	↖↗	—	l
Belly Chop	↘↖	15	m
Belly Chop Backward	↘↖	15	m
Butter the Bread	↘↖	15	m
Cross Lifting Palms	↘↖↗	8,12	mm
Cyanide	↘↖	21	m
Flare Kick to Phoenix	⇒↘↖	—	—
Dragonfly	↘↖	25	m
Dragonfly to Phoenix	⇒↘↖	—	—
Crescent Moon Kick	↖↗	24	m
Crescent Moon Kick to Phoenix	⇒↘↖	—	—
Great Wall Left	←↖	10	m
Great Wall Right	←↗	10	m
Phoenix Twin Kick	↖↗	13,15	hh
Single Fan	↑↖	5	m
Single Fan Forward	↑↖	5	m
Double Fan Forward	↑↖	5,8	mm
Hydrangea	⇒↖	12	m
Fortune Cookie	⇒↖	21	m
Ginger Snap	⇒↖	—	—
Sunset Fan	↓↖	7,7,7	mmm
Flapping Wings	↓↖	7,7,7	mmm
Street Sweeper Combo	↓↖↗	8,18	lh
Cloud Kick	⇒↖	25	h
Cartwheel Left	⇒↖	—	—
Dive Roll Right	⇒↖	—	—
Front Layout	⇒↖↗	25	m
X Marks the Spot	⇒↖↗↖	12,21	mm
Fortune	⇒↖↗↖	12,21	mm
Raccoon Swing	⇒↖↗	13	m
Step Kick	⇒↖↗	25	m
Swallow Dance	⇒↖↗↖	—	m
Sunflower	While rising ↖	12	m
Sunflower Wake Up Call	While rising ↖⇒	12	m
Jasmine Blossom	While rising ↖ Hold	16	m
Skyscraper Kick	While rising ↖	14	m
Street Sweeper	During sidestep ↖	16	l

Ends in Rain Dance

Ends in Rain Dance

Juggle

Ends in Phoenix

Ends in Phoenix

Ends in Phoenix

Ends in Rain Dance

Ends in Rain Dance

Ends in Phoenix

Ends in Rain Dance

Ends in Rain Dance

Ends in Rain Dance



SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Low Back Turn	While crouching ↙❖	—	—
Lotus Twist	While crouching ↘❖❖	10,15	mm
Quick Shady Lotus	While crouching ↘❖↘	10	m
Fire Dancer	While crouching ❖❖❖❖	8,6,6,12	lhm
Double Map Sweep	While crouching ↘❖❖	6,10	LL
False Salute	❖	—	—
Greetings	❖	—	—

Ends in Rain Dance

Ends in Rain Dance

Juggle

Taunt

Taunt

MOVES DURING HYPNOTIST ❖❖

Move Name	Command	Damage	Hit Level
Spin Sticker	❖	30	m
Thunder Strike	❖	48	!

MOVES DURING RAIN DANCE ❖❖

Move Name	Command	Damage	Hit Level
Falcon's Beak	❖	22	m
Monkey Kick	❖	16	m
Mistrust	❖	16	m
Guard Breaker	↓❖	—	—
Back Circle Breaker	↓❖	15	l
Back Circle Breaker Forward	↓❖	15	l
Spin Tornado Up (Down)	❖ or ↓❖	—	—
Spin Tornado	↓❖	—	—
California Roll	⇒❖	—	—
Cyclone Left	⇒❖❖	25	m
Peg Leg	⇒→❖	20	m
Dark & Stormy	❖❖❖	10,10,15	hbm
Rain Dance to High Mid Parry	❖	Approach enemy	—
Rain Dance to Low Parry	↓❖	Approach enemy	—

Ends in Rain Dance

Ends in Rain Dance

Juggle

Ends in Rain Dance

Ends in Phoenix

Ends in Rain Dance

Juggle, ends in Rain Dance

Ends in Rain Dance

Juggle



MOVES DURING PHOENIX STANCE

Move Name	Command	Damage	Hit Level
Wave Crest Quick	☼	14	m
Wave Crest Power	☼	16	m
Wave Crest Heavy	☼☼	25	m
Phoenix Talon	☼	12,8,14	mmm
Left Handful	☼	7	m
Right Handful	☼	12	m
Phoenix Double Palm	☼☼	12,15	mm
Flower Garden	☼☼☼	7,10	LL
Flower Power	☼☼☼	8,12	mm
Knee Stabber	☼	15	I
Double Barrel Shotgun	☼☼☼	15,23	mm
Double Scissor Kick	☼☼☼	15,25	mm
Sky Kick	☼ While landing ☼	19	I
Jumping Pirouette	☼N☼	30	m
Crane Kick	☼N☼	25	m
Back Kick	☼	23	m
Back Kick to Rain Dance	☼☼	23	m
Firecracker	☼☼	15	L
Firecracker Roll	☼☼ or ☼	—	—
Butterfly	☼	—	—
Jump	☼	—	—
Phoenix to Rain Dance	☼☼	—	—
Roll Ball	☼☼	—	—
Forward Roll to Phoenix	☼☼☼	—	—

Juggle, execute
move quickly

Juggle

Juggle

Juggle

Ends in Rain Dance

Ends in face up
feet toward

Ends in Rain Dance

Ends in Phoenix

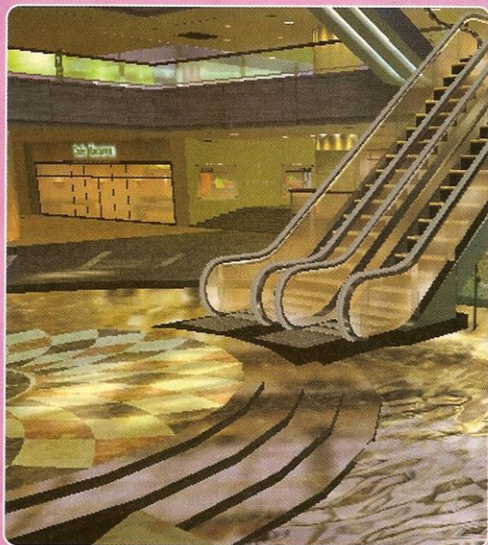
10 HIT COMBOS

10 Hit Combo 1	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	*	—	*	—	*	—	*	—	—
Level	m	h	h	m	m	h	L	L	m	m
Damage	20	4	7	12	10	15	6	10	14	16

10 Hit Combo 2	☼	☼	☼	☼	☼	☼	☼	☼	☼	☼
Guard Point	—	*	—	*	—	*	—	*	—	—
Level	m	h	h	L	L	m	m	I	m	m
Damage	20	4	7	6	10	12	12	10	16	16

COMBOS

Name	Command	Damage
Mistrust	During Rain Dance ☼	16
Combo 1	☼☼☼	20
Combo 2	☼☼☼☼☼	3,4,8
Combo 3	☼☼☼☼☼	4,3,4,8
Wave Crest Heavy	During Phoenix ☼☼	25
Combo 1	☼☼☼	19
Combo 2	☼☼☼	20
Combo 3	☼☼☼☼☼	4,3,4,8





THROWS

Throw Name	Command	Position	Damage	Escape
Ruby	❖	Approach enemy	30	❖
Jade	❖➡	Approach enemy	30	❖
Arm Flip	❖	Approach from left side	45	❖
Dump the Bucket	❖	Approach from right side	38	❖
Crank Up	❖	Approach from behind	50	—
Reverse Throw B	During Rain Dance ➡❖❖ or ➡❖➡	Approach enemy	Varies	❖ or ❖
Cradle Throw	During Phoenix ❖❖ or ❖	Approach enemy	Varies	❖ or ❖
Dragon Fall	➡❖	Approach enemy	30	❖
So Shoe Me	➡❖❖	Approach enemy	15	❖
Dislocator	❖❖❖❖	Approach enemy	35	❖
Back Layout	During Rain Dance ➡❖❖	Approach enemy	53	—
High Mid Parry	❖	Approach enemy	—	—
Rain Dance to High Mid Parry	During Rain Dance ❖	Approach enemy	—	—
Rain Dance to Low Parry	During Rain Dance ❖❖	Approach enemy	—	—
Position Change 1	❖	Approach enemy	—	❖
Position Change 2	❖➡	Approach enemy	—	❖
Position Change 3	❖➡	Approach enemy	—	❖
Position Change 4	❖➡	Approach enemy	—	❖

Damage varies depending on enemy's position

Damage varies depending on enemy's position

Must be about three arm lengths away from opponent to be successful, ends in Rain Dance if you go over your opponent

Flips position with enemy

Pushes enemy back

Pushes enemy right

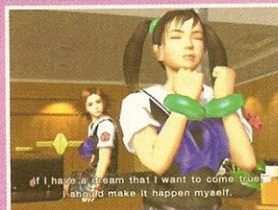
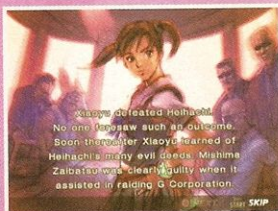
Pushes enemy left

FINAL OUTCOME

After a surprise victory over Heihachi to win The King of Iron Fists Tournament 4, Ling Xiaoyu uncovers the many evil deeds that Heihachi and the Mishima Zaibatsu were responsible for.

Six months later, Ling Xiaoyu's old classmate Miharu Hirano comes to visit her. As they chat and catch up on old times, Ling discovers that Miharu has failed all of her college entrance exams. Seeing that she's down on her luck, Ling asks Miharu to come work with her. She also tells Miharu that she has decided to make her dreams come true. Surprised that her friend has suddenly changed, Miharu asks Ling where this newfound inspiration has come from.

It just so happens that Ling Xiaoyu saw Jin after the tournament. He told her that to make her dreams come true, she should make it happen for herself. Together, Ling and Miharu begin to work on building a massive amusement park.



YOSHIMITSU



Yoshimitsu is good friends with Dr. Boskonovitch. As leader of the Manji Party, he uses his fighting skills to help the needy and the good doctor. Yoshimitsu has fought in all three of the previous tournaments using Sword Stab, Slap U Silly, and Manji Spin Low Kicks to battle his foes. His frightening appearance and large sword help him in battle.

As the leader of the Manji Party, Yoshimitsu dedicated himself to providing food, medical assistance, and shelter to the ever-increasing number of political refugees around the world. Unfortunately, with a constant lack of necessary funding and manpower, Yoshimitsu was unsure about the future of his organization.

When Yoshimitsu heard about The King of Iron Fist Tournament 4, he envisioned a union between the Manji Party and the Mishima Zaibatsu. With this dream in his mind, Yoshimitsu decided to enter the tournament immediately. He must defeat Heihachi Mishima at any cost.



Maroon plate armor with green sword



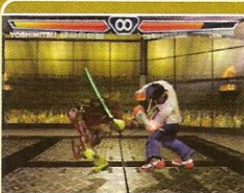
Red and gray armor with steel sword

STRATEGY

One of the oddest-looking characters from *Tekken* is back again and ready to inflict some serious damage. And of course no self-respecting ninja would be caught in a fight without a trusty sword. Yoshimitsu's sword plays a large part in his fighting style. He can be a complicated character to learn and master with his swordplay and different stances. But once you become familiar with his style, you'll be able to punish any opponent who tries to challenge your authority.

Yoshimitsu is the only fighter in the tournament able to use a weapon. And with his sword comes a lot of unblockable moves. The Quick Slash (↖↗) is a fast slashing attack that can hit from a little distance away. But if your opponents try to back away, add N↖ to the end of it to make a Death Slash (↖↗N↖) so you can skip after them and increase the power of your attack. To really do a lot of damage, try Yoshimitsu's Sword Stab (↖↗↖), which has him stabbing across the screen at his enemy. But if your opponents get wise to this powerful attack and try to rush in, switch to the Sword Poke Windmill (↖↗↖N↖). When they get to you they'll meet the spinning blades and hit the floor in pain. These unblockable attacks work best when your opponent tries to go on the defensive—either blocking or backing away. Yoshimitsu's sword can cut through any block and punish anyone trying to fight you. Just don't overuse your unblockable attacks, or your opponents will learn how to deal with them and you.

Yoshimitsu has some great spin attacks that are perfect for inflicting damage and keeping your opponents on their toes. For a spin attack that hits high, try his Slap U Silly (↖↗↖↖↖↖). Use his Stone Fists (↖↗↖↖↖↖) for one that hits medium, and use Manji Spin Low Kicks (↖↗↖↖) for one that strikes low. Mix up your spin attacks so your enemy can't block them. After you connect with a few of these hits in a sequence, follow with a different punch or kick attack to finish the move. If you continue to use the spin attack, you eventually get dizzy and fall to the ground. That's a dangerous place to be, so stop before you get to that point.



Manji Spin Low Kicks (↖↗↖↖) is a wonderful move to damage your opponents. Use it after a juggle to keep them from getting to their feet again.



When playing as Yoshimitsu, learn all of his stances and the moves that can come from them. This will provide you with a number of options to confuse your opponents. The Meditation (♣) and Indian Stance (♠) are both great stances from which you can launch a variety of attacks, and both have the added bonus of having moves that can replenish health. Poison Wind (♣♣) can be used to launch multiple confusing attacks at your foe. The Flea (♣, ♢ to cancel) is one of the strangest stances from which you can launch attacks, and it also has the added bonus of really confusing your opponent. It might take a little time to master each stance, but once you do, use them to confuse and smash the competition.

Yoshimitsu has a number of moves that help him travel in unexpected ways around the stage. These strange movements are great in setting up different attacks. Take to the air and fly over your opponents' heads with Death Copter (♠♣), where you can crash down on them with an unblockable attack. If your enemy is a good distance away, get into Indian Stance (♠♣) and use an Indian Stance Cannon (♣♣) to leap across the screen and pop your opponent into the air. Try Reverse Cartwheel Shark Attack (♣→♣♣) to get across the screen in a hurry while inflicting some damage in the process. To stay low and keep out of trouble, get into Indian Levitation (During Indian Stance ♣). From this position you can quickly slide around the area to either get into the action or escape it.



Meditation (♣)



Indian Stance (♠♣)



Flea (♣) (♢ to cancel)



Poison Wind (♣♣)



Take to the skies with Death Copter (♠♣) and rain damage down on the poor fool you're fighting.

Yoshimitsu might be an excellent fighter with his sword, but he also has the tendency to hurt himself with it as well. If you're going to do a move that damages your health, make sure it also damages your enemy. Suicide (♣→♣) doesn't feel very good when the sword slices through your belly, but if opponents are close, you'll also stab them. This is an excellent attack to use if your enemy is close to death. If you try the Harakiri (♣♣), make sure your opponent is close behind you or you'll only damage yourself. Tack on Harakiri to Manji Blood Dance (During Harakiri ♣♣♣) to spin around with the sword sticking through you and slice your foe. It's not a good idea to always use

these self-damaging moves, but they are a perfect way to finish off the competition.

Yoshimitsu is a strange and unique fighter. Who else would bring a sword to the tournament? Not only does he look strange, but his movement and fighting style are also unusual. This works both ways for Yoshimitsu. On one hand, opponents will be so in awe of his unusual style that they will be easy prey. On the other hand, being so unusual makes him more difficult to learn to control. But once his moves and his style are mastered, no opponent will be able to hide for long.

STRENGTHS

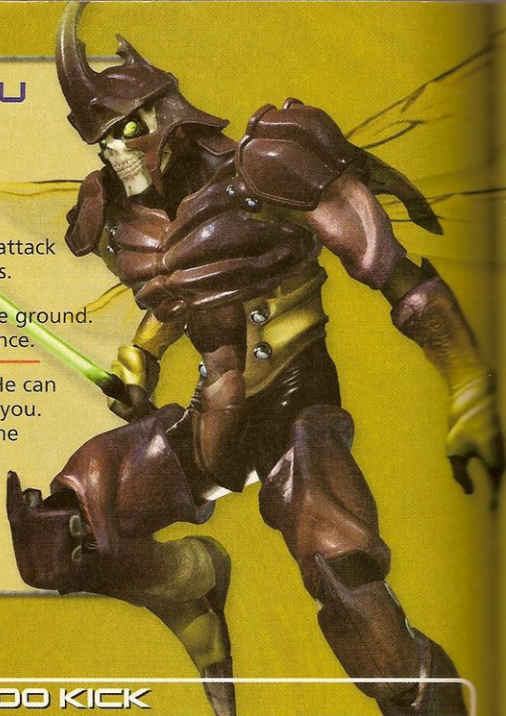
- Lots of unblockable moves
- Unusual fighting style that can confuse opponents
- Lots of powerful moves
- Great movement and range

WEAKNESSES

- Complex character to learn
- Some moves leave him defenseless
- Slow on execution
- Juggles are weak

FIGHTING AGAINST YOSHIMITSU

- Yoshimitsu has an unusual fighting style, with a lot of different moves and stances to choose from. Learn his moves so you get a better idea of what to expect from him and how you can deal with it.
- Watch out for his many unblockable moves. If you don't attack him before he gets one off you'll suffer the consequences.
- Some of his moves leave him sprawled out helpless on the ground. If this happens, take advantage of the situation and pounce.
- Yoshimitsu is great at moving around the fighting area. He can leap at you, fly above your head, or even appear behind you. Learn his movements and what he can do from them so he doesn't catch you off guard.
- Yoshimitsu can be a little slow on some of his moves. This is an excellent time to strike and keep him from hurting you.



MOVES

SWORD SMASH



COMMAND
⇒ → ⬥

DAMAGE
18

LEVEL
m

KANGAROO KICK



COMMAND
⬥ ⬥ ⬥

DAMAGE
30

LEVEL
m

QUICK SLASH



COMMAND
↓ ⬥

DAMAGE
10

LEVEL
!

REVERSE CARTWHEEL SHARK ATTACK



COMMAND
⇒ → ⬥ ⬥

DAMAGE
30,30

LEVEL
mm

DOUBLE SUICIDE



COMMAND
⇒ → ⬥ ⬥ ⇒

DAMAGE
100,100 (200 to self)

LEVEL
!!



SPIRIT SHIELD



COMMAND
⬇️⬅️

DAMAGE
—

LEVEL
!

INDIAN STANCE VACUUM DANCE



COMMAND
During Indian Stance N ← or N →

DAMAGE
—

LEVEL
—

ONI KILLER



COMMAND
⬇️⬅️→

POSITION
Approach enemy

DAMAGE
30

ESCAPE
⬅️

RIISING KNEE



COMMAND
⬇️⬅️

DAMAGE
15

LEVEL
m

BASIC UPPERCUT COMBO 1



COMMAND
⬇️⬅️⬆️⬆️⬆️⬆️

DAMAGE
13,10,5,8

SHRINE COMBO 1



COMMAND
During sidestep ⬆️⬆️⬆️⬆️⬆️

DAMAGE
20,8,4,3,2

RAINBOW DROP



COMMAND
⬆️⬆️⬆️⬆️

POSITION
Approach enemy

DAMAGE
39

ESCAPE
⬅️

COMPLETE MOVE LIST

SPECIAL ARTS

Move Name	Command	Damage	Hit Level
Flash Attack	☼☼	12,21	hh
Flash Punch Low Kick	☼☼↓☼	12,8	hl
Zig Zag	☼☼	25 or 30	h or m
Oni Kick Combo	☼☼	25 or 16	h or l
Ballerina Kick to Kangaroo Kick	☼☼↓☼	25 or 30	h or m
Triple Roundhouse Combo	☼☼☼☼	14,12,21	hhh
Basic Uppercut	☼☼	13	m
Kangaroo Kick	☼☼	30	m
Bad Stomach	☼☼	—	—
Poison Breath	=☼☼, ☼☼, ☼☼, or ☼☼	25	!
Cyclone Lift	☼☼	12	!
Avoiding the Puddle	☼☼	25	m
Rising Knee	☼☼	15	m
Manji Backfist 1	☼☼	12	h
Manji Backfist 2	Back towards enemy ☼☼	15	h
Backfist to Stone Fist	☼☼☼☼	12,8	hm
Door Knocker	☼☼☼☼☼☼	15,12,12,24	mhhh
Door Knocker to Back Knuckle	☼☼☼☼	15,12	mh
Door Knocker to Back Knuckle Slap U Crazy	☼☼☼☼☼☼☼☼	15,12,8	mhm
Wood Cutter	☼☼☼☼	20,18	m!
Inner Palm	During sidestep ☼☼	21	m
Shrine	During sidestep ☼☼	20	m
Whirlwind	During sidestep ☼☼	21	h
Indian Stance Healing	While down facing up ☼☼	—	—
Sword Smash	☼☼☼☼	18	m
Fubuki	☼☼☼☼	15	m
Reverse Cartwheel	☼☼☼☼	30	m
Reverse Cartwheel Shark Attack	=☼☼	30	m
Solar Kick	☼☼☼☼	22	m
Solar Kick Shark Attack	☼☼☼☼☼☼☼☼	30,30,24	mmm
Slap U Silly	☼☼☼☼☼☼☼☼☼☼☼☼	10,10,10,10,10,10	hhhhhh
Slap U Silly to Side Spin	☼☼☼☼	10	h
Stone Fists	☼☼☼☼☼☼☼☼☼☼☼☼	10,10,8,8,8,6	mmmmmm
Manji Spin Low Kicks	☼☼☼☼☼☼	12,7,7	Lil
Manji Spin Low Kicks Front Kick	=☼☼☼☼	12	m
Spinning Evade	☼☼☼☼☼☼☼☼☼☼☼☼	8 to self	—
Death Copter	☼☼☼☼	40	!
Death Copter Slice	☼☼☼☼	25	!
Death Copter Trick	☼☼☼☼	35	!
Sword Stab	☼☼☼☼	90	!
Face Splitter	☼☼☼☼☼☼	15	!
Sword Poke Windmill	☼☼☼☼☼☼☼☼	22	!
Soul Stealer	☼☼	—	—
Harakiri	☼☼	60 (60 to self)	!
Harakiri to Manji Blood Dance	=☼☼☼☼☼☼	18,16,8	!!!
Suicide	☼☼☼☼	100 (100 to self)	!
Confusion	☼☼☼☼☼☼	—	—
Double Suicide	☼☼☼☼☼☼☼☼	100,100 (200 to self)	!!
Quick Slash	☼☼☼☼	10	!
Death Slash	☼☼☼☼☼☼☼☼	15,23,27,43,65, or 107	!!!!!!
Moonsault Slayer	☼☼☼☼☼☼☼☼	15,28	!!

Only hits once

Only hits once,
low hit jugglesOnly hits once,
second hit juggles

Juggle

Press ☼ for more
spins, gets dizzy
after extra spins
and falls

Juggle

Press ☼ after
move to enter
Meditation

Regains health

Juggle

Gets dizzy after last
spin and fallsPress ☼ for more spins;
gets dizzy after extra
spins and fallsGets dizzy after last
spin and fallsOvershoot target if
standing too closeDamage increase to 30
the longer Yoshimitsu
is in the airOpponent must be behind
Yoshimitsu and at close
range for damageReceives small amount of
damage after each spin
and falls after last hit;
press ☼ for more spinsDamage increase with
each hop until sixth hop
(maximum damage
potential); starts to
smoke, then damage
totals start again

SPECIAL ARTS CONT.

Move Name	Command	Damage	Hit Level
Sweep Kick	While rising ☼☼	12	L
Knee Cap	While crouching ☼☼	12	L
Samurai Cutter	While crouching ☼☼	20	!
Spirit Shield	☼	—	!

Juggle

Stops enemy attacks

MOVES DURING MEDITATION (☼) YOSHIMITSU REGAINS HEALTH

Move Name	Command	Damage	Hit Level
Meditation Healing	☼	10	!
Back Handspring	☼	15	Sm Juggle
Meditation Harakiri	☼	60 (60 to self)	—

Regains health

Opponent must be at close range for damage

MOVES DURING INDIAN ☼☼

Move Name	Command	Damage	Hit Level
Indian Stance Healing	N	—	—
Indian Levitation	=☼	—	—
Indian Stance Storm	☼	15	!
Indian Stance Stone Fists	☼	10	m
Indian Stance Kangaroo Kick	☼	30	m
Indian Stance Cannon	☼☼	30,24	mm
Indian Stance Vacuum Dance	← (or →)	—	—

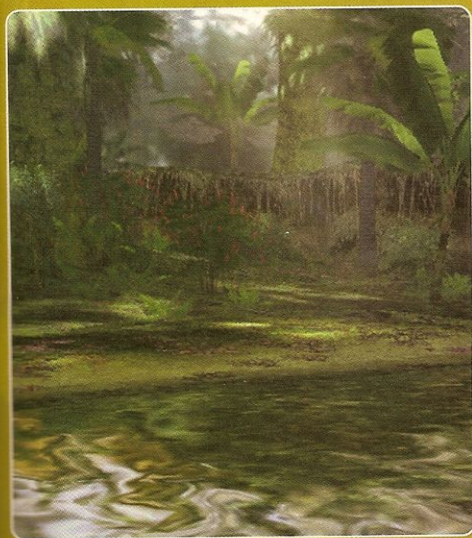
Regains health

Hold ☼ to quickly move about the area; release ☼ or ☼ and press ☼ or ☼ to hear a taunt

Press ☼☼☼☼ to continue striking with your stone fists; gets dizzy after last spin

Juggle

At close range, teleports to other side of opponent; otherwise, stays in same spot



MOVES DURING FLEA ♣ (⇐ TO CANCEL)

Move Name	Command	Damage	Hit Level
Running Flea	⇐→ (or ⇐←)	8,12, or 15	!!!
Jumping Flea	⇐	21	!
Flea Digger	⇐	—	—
Flea Dance	♣ (or ♣)	—	—
Skull Splitter	♣	16	h
Flea to Kangaroo Kick	♣	30	m
Flea Indian Stance	⇐♣	—	—

Hurts enemies on the ground, damage increase with distance, also damages enemies who attack low

Juggle

Ends in Indian Stance

MOVES DURING POISON WIND ♣

Move Name	Command	Damage	Hit Level
Poison Wind Bronze Fist	⇐♣	10,1	mSm
Poison Wind Bronze Fist Steel Fist	=♣	16	m
Poison Wind Silver Fist	=♣	6	Sm
Poison Wind Gold Fist	=⇐♣	15,23,27,43,65, or 107	!!!!!!
Poison Wind to Flea	♣	10,16	mm
Poison Wind to Kangaroo Kick	♣	10 or 30	mm
Poison Wind to Indian Stance	⇐♣	10	m

Damage increase with each hop until sixth hop (maximum damage potential), starts to smoke, then damage totals start again

Only hits once, second hit juggles

Ends in Indian Stance

THROWS

Throw Name	Command	Position	Damage	Escape
Sword Face Smash	♣	Approach enemy	30	♣
Oni Killer	♣→	Approach enemy	30	♣
Wheels of Hell	♣	Approach from left side	40	♣
Neck Breaker	♣	Approach from right side	40	♣
Tornado Drop	♣	Approach from behind	70	—
Rainbow Drop	⇐⇐⇐♣	Approach enemy	39	♣
Soul Siphon	⇐⇐⇐→♣	Approach enemy	22	♣
Soul Possession	⇐⇐⇐→⇐♣	Approach enemy	26	—
Position Change 1	♣	Approach enemy	—	♣
Position Change 2	♣→	Approach enemy	—	♣
Position Change 3	♣⇐	Approach enemy	—	♣
Position Change 4	♣↑	Approach enemy	—	♣

No escape, but loses health while opponent gains health; if no escape executed, Yoshimitsu regains health

Receives damage while opponent regains health

Flips position with enemy

Pushes enemy back

Pushes enemy right

Pushes enemy left



COMBOS

Name	Command	Damage
Basic Uppercut	⇐♣	13
Combo 1	=⇐♣⇐⇐♣	10,5,8
Combo 2	=⇐♣⇐♣N⇐♣	8,4,4,4
Combo 3	=⇐♣⇐♣	22
Shrine	During sidestep ♣	20
Combo 1	=⇐♣⇐♣⇐♣	8,4,3,2
Combo 2	=⇐♣⇐♣⇐♣	12,5
Combo 3	=⇐♣⇐♣	16



10 HIT COMBOS

10 Hit Combo 1	✦	✦	✦	✦	✦	✦	✦	✦	✦	✦
Guard Point	—	—	—	*	*	*	—	—	—	—
Level	h	m	m	h	h	l	m	!	!	!
Damage	5	8	6	9	9	5	5	8	8	30

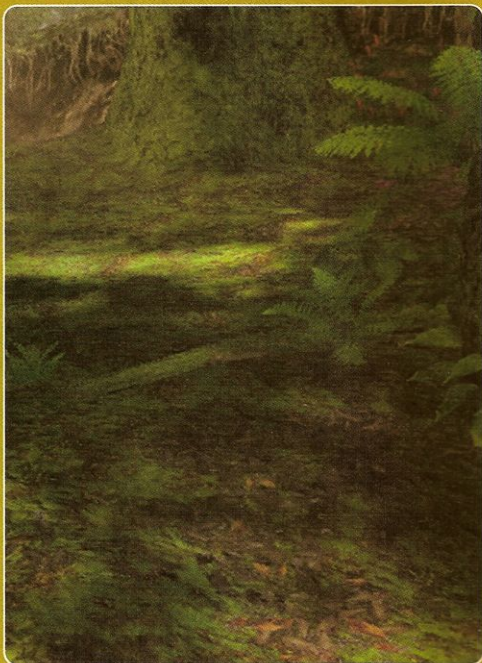
10 Hit Combo 2	✦	✦	✦	✦	✦	✦	✦	✦	✦	✦
Guard Point	—	—	—	*	—	—	—	*	—	—
Level	h	m	m	h	m	m	m	m	!	!
Damage	5	8	6	9	3	3	3	7	8	30

10 Hit Combo 3	✦	✦	✦	✦	✦	✦	✦	✦	—	—
Guard Point	—	—	—	*	*	*	—	*	—	—
Level	h	m	m	h	h	l	m	m	—	—
Damage	5	8	6	9	9	5	5	25	—	—

10 Hit Combo 4	✦	✦	✦	✦	✦	✦	✦	✦	✦	✦
Guard Point	—	*	*	—	*	*	—	*	—	—
Level	h	h	m	h	h	l	m	!	!	!
Damage	14	12	5	6	9	5	5	8	8	30

10 Hit Combo 5	✦	✦	✦	✦	✦	✦	✦	✦	—	—
Guard Point	—	*	*	—	*	*	—	*	—	—
Level	h	h	m	h	h	l	m	m	—	—
Damage	14	12	5	6	9	5	5	25	—	—

10 Hit Combo 6	✦	✦	✦	✦	✦	✦	—	—	—	—
Guard Point	—	*	*	—	—	—	—	—	—	—
Level	h	h	m	h	!	—	—	—	—	—
Damage	14	12	5	6	22	—	—	—	—	—

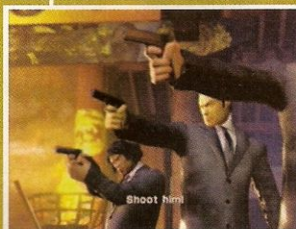
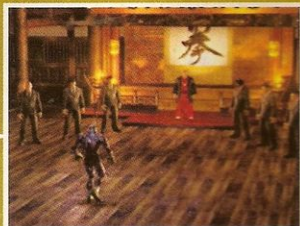


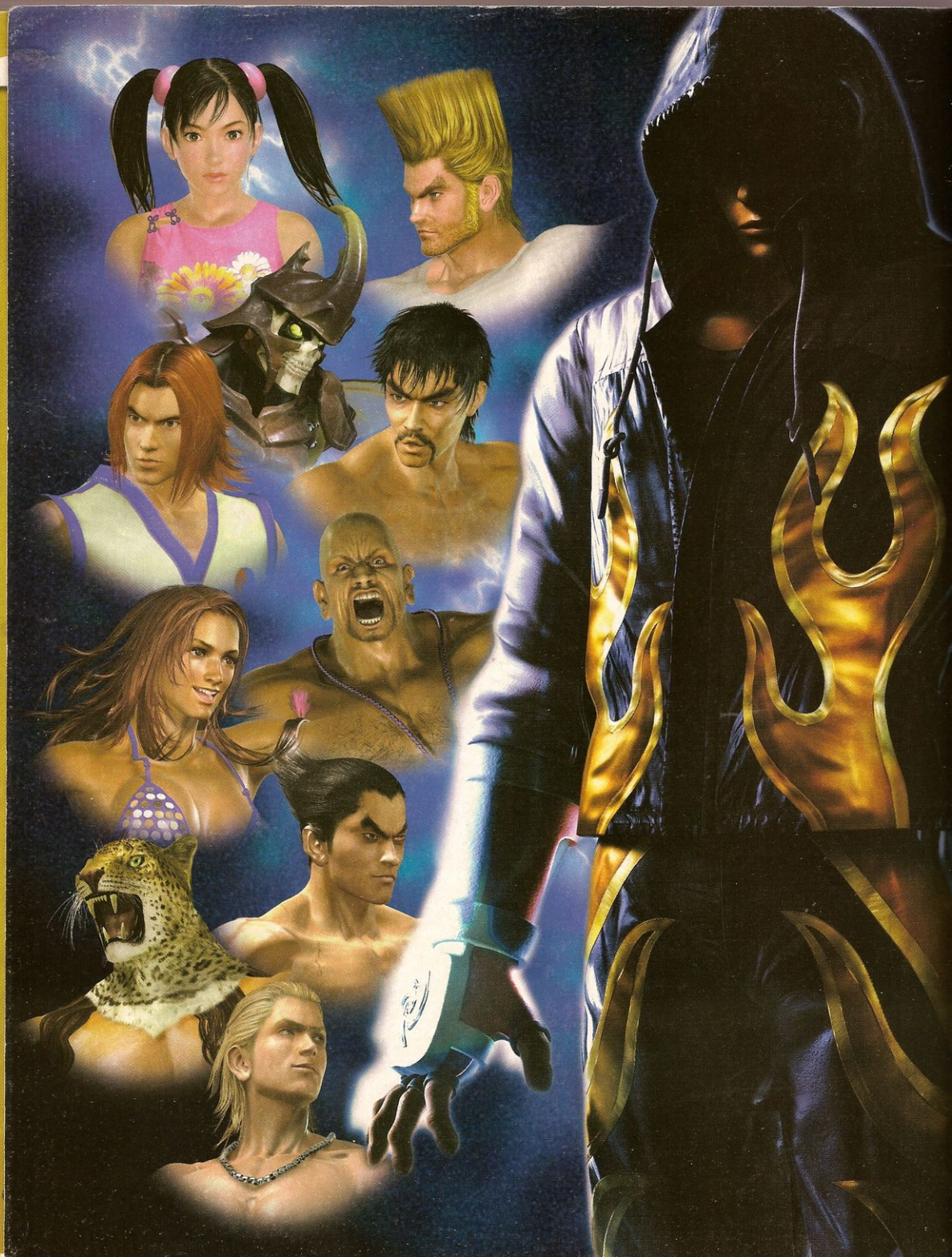
FINAL OUTCOME

When word of Yoshimitsu's victory reached the Manji clan, they were ecstatic. Now all their dreams can come true. But Yoshimitsu knows better than to trust Heihachi Mishima, so he gives an order to his clan members and heads to the Mishima Manor.

When he finally meets Heihachi, all his worries come true. The eldest Mishima never had any intentions of handing over Mishima Zaibatsu to the Manji Party. He claims they are nothing but con artists, and guns are pulled.

Luckily, Yoshimitsu had expected nothing less from the old man and had his clan break into the vault. When Heihachi learns of this trick, bullets fly, but Yoshimitsu is able to leap through the window in the ceiling. Today the victory goes to the Manji Party.

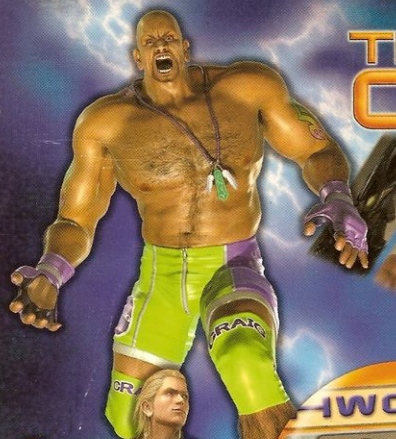




U.S. \$14.99 Can. \$19.95

Games/Fighting
Platform: PlayStation®2 computer entertainment system

THE CHALLENGE IS ON!



DETAILED DESCRIPTIONS AND TIPS FOR ALL CHARACTERS



Hwoarang was drafted to the homeland of Korea and assigned to the operations division. All his missions were high-risk, and he was often in the line of fire. The Korean Do and the military have a long history of disobeying rules and orders, and Hwoarang is no exception. He is a free spirit and a few headaches.

Hwoarang was an uninteresting person until he experienced the emptiness within him during his days of hunting money in the underground world of Kazama. He thought of one fight in particular, the fight with the King of the Do.

One day Hwoarang was in the next tournament. He was defeated by Jin, Heihachi, and the King of the Do. He was so angry that he decided to slip out from the tournament.

CRITICAL STRATEGIES FOR EVERY CHARACTER

INTRODUCTIONS AND STRATEGIES FOR NEW FIGHTERS INCLUDING CRAIG MARDUK, STEVE FOX, AND CHRISTIE MONTEIRO

STRENGTHS WEAKNESSES

STRENGTHS
Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

WEAKNESSES
Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

FIGHTING AGAINST HWOARANG

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

COMPLETE MOVE AND COMBO LISTS

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

THE MOVE LIST

Hwoarang is a fast fighter. He has a high speed and a high jump. He can move quickly and he can jump high. He can move quickly and he can jump high.

Namco HomeNet Inc., 2055 Junction Avenue, San Jose, CA 95131 www.namco.com TEKKEN®4 & ©1994 1995 1996 1999 2001 NAMCO LTD., ALL RIGHTS RESERVED. Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

ISBN 0-7615-3940-9



9 780761 539407

51499



0 86874 53940 2



Jeff Barton
Michael Littlefield
Kevin Sakamoto

primagames.com®