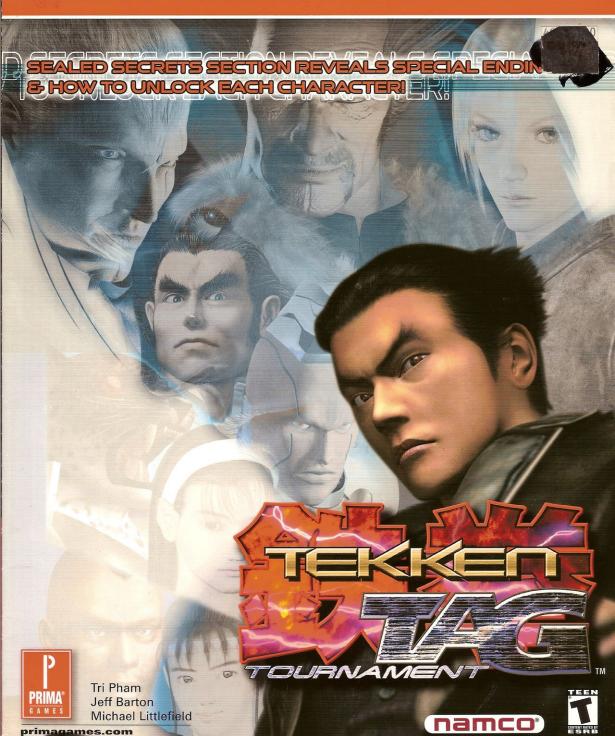
PRIMA'S OFFICIAL STRATEGY GUIDE







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Tri Pham

Jeff Barton

Michael Littlefield

H Es G

Te

ACKNOWLEDGMENTS

Tri:

Special thanks have to go to the crew that helped trained me on Tekken. Brian, Brent, and Randy, But we all know the real training came from the only three fools who could occasionally beat me, Mark Fujie, Chuckie Henderson and Eric Wong, Thank you Sara, Jill and Terri for being such peaches during the whole thing. And most of all, thanks to all the kind folks at Namco for their help and patience: Jim Atkiss, Glen Cureton, and Stacey Sujishi.

Jeff:

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Michael:

I would like to thank Mom and Dad for always supporting me and my video game addictions. I love you both. And thanks to the special love of my life, Molly Smith, for putting up with me and the long hours at work.

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A Division of Prima Communications, Inc. 3000 Lava Ridge Court Roseville, CA 95661 [916] 787-7000

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Project Editors: Terri Stewart, Jill Hinckley

Product Manager: Sara E. Wilson

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CONTENTS

	roduction
0	w To Use This Book2
1	sentials
	me Modes9
	kken Bowl Tournament12
	Anna Williams14
	Armor King19
	Baek Doo San
	Bruce Irvin27
	Bryan Fury
	Devil and Angel36
	Eddy Gordo39
	Ganryu Runway
	Gun Jack48
	Heihachi Mishima52
	Hwoarang56
	Jack-2
	Jin Kazama65
	Julia Chang70
	Jun Kazama
	Kazuya Mishima78
	King
	Kuma and Panda88
	Kunimitsu,93
	Law, Forest90
	Lee Choalan10
	Lei Wulong
	Michelle Chang11
	Nina Williams11
	Ogre12
	P. Jack12
	Paul Phoenix12
	Roger and Alex13
	Tetsujin, Mokujin and Unknown13
	True Ogre
	Wang Jinrey
	Xiaoyu, Ling14
	Yoshimitsu

INTRODUCTION

The King of Iron Fist Tournament is back! Along with it come all of your favorite characters from the first three Tekken games. With added moves and the new tagging twist, Tekken Tag Tournament™ has once again raised the bar on 3-D fighters.

With 20 default characters and 14 unlockable characters, choosing 2 that'll take you to the top isn't easy. Within these pages, you'll find all you need to master the King of Iron Fist Tournament. And if you're in the mood for something different, try the various other game modes, such as Time Attack or Survival. It's all in here. Don't forget about the special sealed section at the end of the book. In it, we tell you how to unlock all of the characters and special modes. As a bonus, we also reveal the special endings for some of the special team ups. So what are you waiting for? Dive on in!

HOW TO USE THIS BOOK

Tekken Tag Tournament is an incredibly deep game with a lot of information. This section shows you how to find and use that information.

PROFILE

The profile contains some basic information about your character. All his or her costume options are shown here as well.

Press the corresponding buttons 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 intended fighting style. We also point out useful moves and tactics and when to use them.

FIGHTING AGAINST

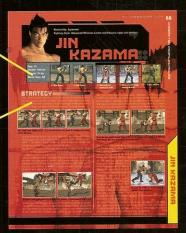
Having trouble beating a certain character? Look no further. These are some handy tips to remember when fighting *against* that character.

STRENGTHS & WEAKNESSES

Every character has his or her own strengths and weaknesses. By knowing your 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, combos, and special tag teams, if any. Remember, these are only *some* of the moves. Check the Moves List section for a complete list.







LEGEND FOR MOVES LISTS

All symbols assume character is facing right.

 ♦ Press ■ N Φ Press ▲ ~ Ψ Press × 	Neutral (nothing pressed on the controller). "Quickly followed by" (◆~◆ means press ♦ immediately after ♦).
Press ◆ Tap forward (toward opponent). Hold forward.	Moves in brackets are optional. Button press is linked with move above with one less indent.
	nage This is the base damage delivered by move. This varies with factors such as Counter Hit, Clean Hit, or during Anger.
↑ Hold up. Tap down.	gle Move pops opponent in air or makes possible a guaranteed follow-up attack.
♦ Hold down. Image: Top up and back. In h	els Indicates where the move will land. Attack will hit high (crouch to avoid or 🖘 to block).
	Attack will hit high or grounded opponents (duck to avoid or 🔄 to block).
A Hold up and forward.	Attack will hit at mid level (to block).
Image: State of the state	Attack will hit at mid level and grounded opponents (to block).
Tap down and forward.	Attack will hit low (≤ to block). Attack will hit low and grounded opponents (≤ to block).
Hold down and forward. Tag out.	Special mid hits mid but can be blocked low. Unblockable

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.



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.

STRING COMBOS

These are also called 10 String Combos even though not all of them connect for 10 hits. The Guard Point is where the string can be blocked, even if the previous one hit. Use the Demo feature in Practice Mode to get the timing of these String Combos down.

COMBOS

Also called Custom Combos, these are basically juggle moves. The one used in this example lists two juggle starters and some moves that can follow. This is not a complete list of the Custom Combos. They are meant as a starting point for you. When you have your opponent in the air, explore on your own what to follow the juggle with. The possibilities are almost endless.

SPECIAL TEAM UPS

If your character has any special moves only available when partnered with certain other characters, this is where we list them. Not all characters have special team up moves.

SPECIAL ARTS

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

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ESSENTIALS

So you're new to the *Tekken* series and want to be a *Tekken* master? You must master a few things first. The following pages will give you a solid foundation from which to launch your butt-kicking career.

Even if you are familiar with the previous incarnations of Tekken, skim through this section. Tekken Tag Tournament has some new features.

Understanding the basics—the essentials—of *Tekken* gives you the advantage when you play against the average schmuck who just studies the moves list. And against skilled players, you need every tool possible. So, what are you waiting for? Read on!

MOVEMENT

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

WALHING: ← OL → OL ĸ OL »

Slowly Walk forward or backward. You can do this from a crouching position, too. Walking is too slow to have any evasive benefits. Use it to bide your time while keeping a distance or to gauge your range with an opponent.

DASHING: && OF &&

A little more useful than simply Walking, Dashing can be the simplest way of avoiding an attack. The distance that you Dash isn't far, so use it only to avoid attacks that are barely in range. Dashing forward is a great way to close the distance for an attack. Dash toward an opponent and then Dash away to lure him or her into attacking. Take advantage of the vulnerable window after he or she misses.

RUNNING: ♦>

If you find yourself really far from your opponent, your best bet is to Run at him or her. You have the following attack possibilities from a Run:

RUNNING ATTACKS

COMMAND	ACTION	LEUEL		
N	Running Stomp	L	<	Only if your opponent is lying on the ground.
N	Unblockable Tackle	!	<	Only if your opponent is standing or crouching. Must start Running from far away.
N	Running Tackle	m	THE RESERVE OF THE PERSON NAMED IN	Only if your apponent is standing or crouching. Must start Running from about five Dashes away from opponent.
⊹	Running Cross Arm	m		Running from about five Dashes away from opponent.
*	Leaping Side Kick	m	<	See Exceptions table below.
�•	Sliding Dash	L	<	See Exceptions table below.

EXCEPTIONS

CHARACTER	COMMAND	ACTION	LEUEL
Armor King		Regular Left Kick	h
	- 6•	Stagger Kick	l l
Devil/Angel	*	Inferno (Laser attack)	·!
Eddy	%	Lunging Brush Fire	m
Ganryu	&	Regular Left Kick	h
	�•	Regular Right Kick	h
Gun Jack	*	Regular Left Kick	h
Jack-2	*	Regular Left Kick	h
	*	Regular Right Kick	h
King	*	Regular Left Kick	h
	- %•	Stagger Kick	l.
Kunimitsu	- ♣	Regular Left Kick	h
	- 60	Fubuki	
Lee	%	Shredder	"
P.Jack		Regular Left Kick	h
	- 6.	Regular Right Kick	h
Paul	&	Hop Kick	h
Roger/Alex	ం	Regular Left Kick	h
	*	Stagger Kick	l i
Yoshimitsu	&	Regular Left Kick	h
	♣	Fubuki	m





Punning Stomn



Running Cross Arm



Unblockable Tackle



Leaping Side Kick



Running Tackle



Sliding Dash

SIDESTEPPING: 1 OR 4

Sidestepping is one of the most important movements in the game. Sidestep to avoid attacks or launch an attack of your own. Most of the characters have special moves that require the Sidestep. Many beginning *Tekken* players have trouble with the Sidestep. The trick is to just *tap* up or down. Do it quickly or you'll jump or crouch.

JUMPING OR HOPPING: 5 OR ↑ OR 7 OR 8 OR 8

The difference between Jumping and Hopping is height. Hopping is much quicker and shorter than the Jump. You cannot Hop directly up. Try, and you'll find yourself Sidestepping. Use Hop to quickly avoid low attacks. Use Jump to launch attacks. Hit & right before you land from a Jump and you'll hit your opponent low.

CROUCH DASHING: ♦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.





Crouch Dash

CHARACTERS WITH CROUCH DASH

- Anna	- Bryan	– Jin	- Paul (Paul's Crouch Dash is
- Armor King	- Devil/Angel	- Kazuya	◆和◆)
- Baek	- Heihachi	– King	- Roger/Alex
- Bruce	- Hwoarang	- Nina	– Wang (Wang's Crouch Dash is ৩খ≎)

BLOCKING: ← OR ∠ OR N

Blocking is second nature to every great *Tekken* player. Blocking 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 his or her blocking stance quicker. This is the only way block certain quick-hitting combos. Block and live.

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GETTING UP

Even the most skilled players get knocked down. The difference is that they know when to Get Up and how. 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 use it.

HOW AND WHEN TO GET UP

COMMAND	ACTION	WHEN TO USE
仓	Simply stands up	When you're out of range of an opponent but want to be ready if they charge.
•% or ₺•%	Rolls to the side	When your enemy is charging and may put a stomp on you. Can be followed by any other
		Getting Up technique.
%	Low sweep	When your opponent is close and is expecting a mid attack as you Get Up. Also useful when
		your opponent is on the ground.
%	Mid kick	Against a close-ranged, crouching opponent.
<pre></pre>	Rolls away or toward opponent	Roll away to avoid a rushing enemy. Roll toward enemy to follow
		with Φ or Φ .

TECH GET UPS

A Tech Get Up or Tech Roll 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. Here's how you do it (remember, enter the command just as you hit the ground):

COMMAND	ACTION
∜ or ∜	Rolls into the background and jumps up.
or or of or	Rolls into the foreground and jumps up.
→	Leaps back up.
←	Rolls away from opponent.
T	Quick tag out.

REVERSALS, CHICKENS, AND PARRIES

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

REUERSALS: 🖘 🗘 OR 🖘

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 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. Throw in a Reversal only occasionally to keep your enemy on his or her toes. The following characters have Reversals.

- King (only reverses kicks)	- Paul
- Nina	– Wang

CHICHENS: ♦♦ OR ♦♦

Unlike the Attack Reversal, Chicken is available to every character, and it'll work on every Reversal. It's called a "Chicken" because of the growling voice that says "Chicken" each time it's performed. Also unlike a Reversal, the Chicken command you use (🌣 🌣 or 🌣 🄄 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 a good idea 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.

PARRIES: Y

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



While a Reversal can be reversed (Chicken), a Chicken can not be reversed. A Parry is not reversible either.

Some characters have more than one Parry and even Parries that work on mid and high attacks. Check the individual character's section for more details.

Parry

JUCGLES

Juggling isn't just for circus clowns. Juggling has always been an important aspect of the *Tekken* series and that hasn't changed with *Tekken Tag.* 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.

Consider a juggle as free hits on your enemy. At higher skill levels, juggles are the number-one source of damage. Look for the "Juggle" designation in each character's moves list to see which moves can be juggled.

THROWS: • OR •

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. To escape a throw requires some guesswork and some knowledge of your opponent's button presses. The following are the escapes for the standard throws.

STANDARD THROWS AND ESCAPES

THROW	POSITION	ESCAPE
.	Front	•
♦	Front	♦
❖ or ❖	From enemy's left	♦
© or ॐ Sor ॐ	From enemy's right	•
- © or ©	Back	No Escape.

Throws usually involve pressing two buttons simultaneously. As a general rule, the escape for a throw is the punch button involved in the throw. For example, the & throw is broken with a & while the & throw is broken with a &. Some characters' special throws require more 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 moves list for a complete list of throws and escapes.

TACCING

Here it is, the heart of *Tekken Tag Tournament*. Notice there is no "I" in Tag? This is all about team effort. Tagging allows your character to rest and regain some health. It also allows for some very interesting twists. Tag by pressing one of the shoulder buttons on your controller. In this book, we designate a tag by a "T."

Know when to tag. Don't push your luck with a character whose health is dwindling. Bring in the fresh one and let the other regain some health. Characters can only regain the red portion on the Health Meter.

Tagging isn't just for defensive maneuvers. There are many moves you can incorporate into tags. The most basic one is the Tag Throw (++T).

Any two characters can perform this Tag Throw. Some characters have special Tag Throws that only work when partnered with specific characters. Check out the individual character's moves list for a complete list.

If you aspire to be a highly skilled *Tekken* player, learn the following attacks. They apply to most characters. The characters that have different moves are the same as the characters in the Running section. These are performed as your character is tagging in.

TAG MOUES

COMMAND	ACTION	
÷⇒N�	Running Cross Arm	
⇒⇒N&	Leaping Side Kick	
⊕⊕N∲	Sliding Dash	

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A simple tag-juggle

All characters can tag out during certain juggles. This is when you perform a juggle move and quickly (quicker than normal) tag in your partner to finish the juggle. This allows for some spectacular juggle combinations. Look for the [-T] in the moves lists to indicate the possible tag-juggle moves.

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. Buffering allows for quicker and easier input of commands with less chance for error. The theory is simple. 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 best way to describe Buffering is to use it in an example. Say the move you want is performed by pressing �����. Without Buffering, you would press �, then �, then �, and finally, �. Easy enough, right? Well, if you do it this way, you'll run into a couple of problems. First, you'll probably be 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 � or � slightly out of sync and flub the move.

To Buffer the same move, do the following: Press and hold & Now, while still holding & press & This is accepted as & Now, let go of & as you press and hold & While still holding & press & to turn it into a &

Buffering only works if the button being held 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 Bufferable 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 PARCTICE

CHARACTER	MOUE NAME	REGULAR	BUFFERED
Bruce	Right Knee Kick to Left Side Knee	⇒N⊕ স∜, ॐॐ	⇒N⊕¥♣, hold ♣, press ❖
Devil	Devil Twister to Air Inferno	During Sidestep, �, ���	During Sidestep, hold ��, press ⊕�
Eddy	Ipanema Wings to Slippery Kick	While sitting, ❖❖❖	While sitting, ⋄, hold ⋄, press ⋄

DAMAGE, NETSU, AND HEALTH METER

To be dominant in combat, you'll need to know a few things about damage, Netsu, 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 moves 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.

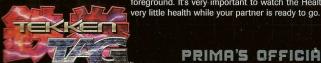
The actual damage can also be less than its base damage. This occurs mostly during combos where a hit connects on an opponent who isn't standing. The damage delivered on opponents who are in the air or bouncing around can be significantly less than the base damage for the same move.

NETSU

If your on-screen character gets hit between four and seven times, your off-screen character begins to get angry. This is indicated by his or her flashing red Health Meter. This is called a Netsu power-up. If you tag in that character while the Health Meter is flashing, he or she deals increased damage. Some characters require his or her partner to take more hits than others before getting angry. Others don't get angry at all, depending on who they are teamed with.

HEALTH METER

The Health Meter is the bar at the top of the screen that represents, well, your health. Each attack takes a chunk off, leaving a shorter blue bar, followed by a short red bar. The red part of the bar represents health that can be recovered over time if that character is tagged out and put in the background. Some characters such as Yoshimitsu and Lei have special moves that can regain the red chunk of health while still in the foreground. It's very important to watch the Health Meter as you fight. Don't be a hero and try to finish a fight with



PRIMA'S OFFICIAL STRATEGY GUIDE

SOME GENERAL STRATEGIES TO REMEMBER

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

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

10 String Combos are flashy, but don't attempt to use them against expert players. They will block or reverse 10 String Combos every time.

Deplenty of low attacks. Most people have a hard time blocking low.

The key to winning is unpredictability. If your opponent doesn't know what's coming, he or she can't defend against it.

ach your opponent's fighting style. Everyone falls into a pattern eventually. Watch closely enough and you'll be able to tell what your conent is going to do before he or she does.

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

And finally, practice, practice, practice.

CAME MODES

This section describes all game modes available to you in Tekken Tag Tournament.

ARCADE

This is the basic Arcade Mode. It's you against the computer, or a friend can join in. Defeat the seven stages and the final boss stage and you'll be rewarded with the end scene for one of the characters that you used. The end scene played is that of the first character you picked. If that character's end scene has already been unlocked, you'll see your second character's scene.



US BATTLE

This is where you'll probably spend most of your time beating up on your friends. It's you against a buddy. You each pick two characters to go at it head-to-head, toe-to-toe. The first player to pick his or her characters can decide which arena to go to.

5

Pick your characters and your arena.

TEAM BATTLE

Pick up to eight characters to be on your team and play against your friends. Gameplay is 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 match, you bring in the next team member. This continues until one of you loses your entire team. If you defeat one of your opponent's team members, your two playing characters regain a significant amount of health for the next round:



Select up to eight characters to fight in Team Battle.



How quickly can you beat the computer?

TIME ATTACK

Similar to Arcade, you play against the computer through the eight stages. This time, you're playing against the clock. Beat the computer in record time and you'll see your name in the Time Attack rankings.

10



SURVIVAL

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

How long can you survive?

Remember the old days where you didn't tag in and out? Well, this is the mode for you. Play against the computer with a lone character. After six rounds, you'll meet the boss.



Notice there's only one Health Meter.

ON I US

This is exactly like 1 on 1 except now you're fighting with a human opponent. Awww...doesn't this remind you of all those long hours you spent on the previous Tekkens?

RACTICE

Spend a lot of time here if you expect to be a Tekken master. Pick your two fighters and then pick who you'll practice against. Once in this mode, you can set different fight variables. Hit is to access the Practice menu.

FREESTYLE

This is where you can do whatever you want against the training dummy that you picked. Use this mode to practice moves from the Command List. 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 a Counter Hit. Attack Data turns on and off the damage counters that you see at the top of your screen. Hit Analysis allows you to see the recovery time for each move. Hold while pressing ● to activate the Command Capture feature. This records your character's actions as you input them. Then, hold [90005] while pressing × to replay it.



Freestyle menu



US CPU

This sets your CPU opponent to fight as if in a real battle. You can set the CPU's difficulty for more of a challenge. Use this mode to get familiar with fighting against certain players. Of course, it's no substitute for fighting a human opponent, but it gives you an idea of what that character is capable of.

VS CPU menu

CHAIN TRAINING

Perform the onscreen commands as fast as you can. This tests how fast you can pull off your character's moves during battle.



Hurry up, time is running out!



Watch the Demo to get the timing right.

COMBO TRAINING

If your character has a 10 String Combo, this is where to practice it. Hit water and the computer shows you how it's done, complete with the timing of the button presses. Then, try it on your own.



TEKKEN BOWL

Pick two of your favorite characters to square off in the Tekken Bowl. Check out the Tekken Bowl section right after this one to find out more.

THEATER

Here you can view all of the endings that you've earned by beating Arcade Mode. Only the highlighted characters are available. When you select one, you can also choose what costume they'll wear in the movie by using different buttons.



Can you unlock all the endings?

GALLERY

After you've unlocked the Screen Capture (see sealed section) option, this is where you can access it. Store up to 12 different still scenes in here.

OPTIONS

Here you can do all the tweaking you can think of.

GAME OPTIONS

These options directly affect gameplay. Highlight each option and you'll see on the bottom right a list of the different modes affected if you change it.



Tweak to your heart's content.

CONTROLLER SETUP

Want to customize your buttons? Hold down the desired button and press ⊕ or ⊕ to scroll through the choices. Some people like to set the shoulder buttons to multiple button presses. This helps in throws and Reversals. Then again, some people think this is cheating. It's up to you.

RECORDS

Here you can view how much you and your friends use each character. You can also view the Survivor rankings and the Time Attack rankings.

ADJUST DISPLAY

Use this if the screen isn't centered on your television. Use your controller to adjust it so that you can see all the white lines on the sides clearly.

MEMORY CARD

This option allows you to load or save data from your memory card. Set Auto Save to On if you want your records saved automatically.

PAIR PLAY MODE

This mode allows up to four players to join in the action. Not all modes are available in Pair Play Mode. At the main menu, tap ⊕ or ⊕ and you'll see "Pair Play Mode" appear right above the selections. If it's highlighted, that means it's accessible with Pair Play Mode.

Pair Play Mode allows you and up to three of your friends to battle each other. Two players can be on the same team, each controlling his or her own character. Pair Play Mode against the computer involves two players on the same team.

Pair Play Mode works with the following game modes:



Tap ♦ or ♦ to see Pair Play Mode.



TEKKEN BOWL TOURNAMENT

After a long day at the Iron Fist Tournament, what better way to relax than to go knock down a few pins? Here, you can experience all the fun and excitement of your local bowling alley, but without the stinky shoe smells. Pick your two favorite characters and head on down to Mishima Lane. Let's roll.



GAMEPLAY

Gameplay is simple. After you've chosen your characters, you're brought directly to your bowling lane. In the upper left corner is what you've scored for the last four frames in your game. Scoring is the same as in regular bowling.



At the first screen, adjust your player by tapping $\$ or $\$ o. This lines you up in front of the pins. Where you line up depends on how you plan to roll the ball.



After you've selected the spin, the bar on the right of the screen goes up and down. Tap imes to stop it. The more red you see, the more power the ball will have.



The next screen is where the action takes place. Watch the meter on the bottom left. This is your spin meter. Press × to stop the meter. Where it stops determines how much spin the ball has. If it lands on the white, the ball will have no spin and be delivered straight down the alley. If it lands to the left or right of the white, that's the direction it'll spin.

If you don't get a strike, your next character comes in to try to knock down the remaining pins. Continue this for 10 frames and try for a high score.



PICKING YOUR CHARACTERS

Choose carefully, because each character has his or her own strengths and weaknesses. Your favorite character for combat may not necessarily be your favorite for Tekken Bowl.

The larger characters have more power but their spin meter moves a lot faster. This makes them less accurate. The smaller characters are the exact opposite. Their power is rather weak but their spin meter runs much slower, allowing you to be more accurate. Take into consideration the bowler's power and speed in combat to give you an idea of how he or she will do against the pins.

If you're used to bowling right- or left-handed, take a look at the following table. It shows you which characters are left-handed. This affects the way the spin meter spins, so be sure you know what you're comfortable with before you choose.

LEFT HANDED CHARACTERS

Anna	Kunimitsu	P.Jack P.Jack
Baek	Lee	True Ogre
Eddy	Ogre	Unknown



One sister is left-handed, the other, right-handed.

Tetsuiin/Mokuiin can either be left- or right-handed, depending on the character he's mimicking.

BOWLING TIPS

- You can pick a power character for your first player but be sure to pick an accurate one for your second.
 This makes it easier to pick up the spare if your power guy doesn't get a strike.
- Learn to spin the ball like the pro-bowlers do. If you hit the pins at a slight angle, you have a better chance at a strike.
- If the spin meter stopped a little farther from where you wanted it to, use power to compensate. If you want less spin, use more power. If you want more spin, use less power.



Nationality: Irish

Fighting Style: Assassination martial techniques based on Bone martial arts and Aikido

RNNA WILLIAMS

Age: 20 Height: 5' 4" Weight: 108 lbs Blood Type: A









Sexy red dress

🕏 Zebra pattern ovtfil

Sexy blue dress

 Orange-and-gree outfit

STRATEGY

Anna's long legs aren't just for looks. She knows how to use them too. A few good kicks can do a lot of damage, but don't overlook her punches either—they can jab away health or uppercut an enemy into a juggle. Anna has plenty of moves with enough speed to keep your enemies guessing what you'll do next.







Anna's Assassin's Dagger (🕹 🖄 🤫) is a great move that does a fair amount of damage. The best part about this move is the juggle that comes if your enemy tries to counter.

Anna Williams excels in speed. She can throw a lot of punches and kicks very quickly. Many of her attacks are geared toward these quick little pokes. Use the Left Right Combo (40-40) to throw a couple quick punches at your enemy or Right High Low Spin Kick (40-40) to throw a couple of kicks. To keep your enemy in a state of uncertainty, don't fall into a pattern of trying the same move over and over again—your opponent will figure out what you're trying to do and reverse your attack or block and hit you. Instead, mix up your kicks and punches to take away a lot of health.





The Right High Low Spin Kick (��) is one of Anna's hit combos. Use it, along with her other combos, to chip away at your enemies' health.

Nothing is better than watching your opponent float helplesly in the air while you smack them around. Conveniently, Anna has some nice juggle starters. Her Quick Somersault Kick (24) has some good power and can catch your opponent off-guard. The Left Spin Low Kick to Right Uppercut (400) is also a nice juggle starter. If these moves aren't blocked, your enemy will be at your mercy. Unleash some of Anna's quick punches and kicks to make them pay for that mistake.





Anna's Quick Somersault Kick (> %) is a good move to cause some damage and juggle your enemy.



FIGHTING AGAINST ANNA

- Be cautious of Anna's reach. Those long legs seem to stretch forever. If they connect, they'll do a lot of damage.
- Anna has enough juggle moves to keep you busy. Watch out for these or you'll witness your health disappear while you're floating in the air.
- Watch out for Anna's Attack Reversals. Be prepared to Chicken if your attacks keep getting reversed.
- Anna has a few powerful crouching attacks. These will hurt you if you're not careful, so be very careful if she goes into a crouch.



漢 STRENGTHS

Good speed for lots of hits Has plenty of juggling moves Good defense and offense

Has a Reversal



Lack of power for many of her hits Takes more damage than larger characters



MOUES











BLOODY CHROS COMMEND: During Sidestep,

DAMAGE: 8,16 mm.

BLONDE BOMB D COMMAND: =>

20











BONE CUTTER

COMMAND: 27 00

DAMAGE: 13.10

RINGER

25,15 COMMAND:











COMMAND: 🗘 🗞 🗞

DAMAGE: 15,18

COMMAND: 🖖 💠

EE: 50











Front 20,20

ELBOW SMASH COMMAND: 2 1 %









UPPERCUT COMBO 2

COMMEND: 2 % 4 % % .

DAMAGE: 12,12, 9, 3











QUICK SOMERSAULT HICH COMBO 1 COMMAND: 7 % % %

QUICK SOMERSAULT HICK COMBO COMMAND: 7 % + % %









QUICK SOMERSAULT HICK COMBO 2

DAMAGE: 22,9,7,10











IN BASH TAG WITH NINA

COMMAND: When partnered with Nina, 🖖 🖄 🔷 🔷 ~ T

Front: 15,30



COMPLETE MOVES LIST

SPECIAL ARTS

NAME	COMMUNIC	DAMAGE	HIT LEUEL	
Left Right Combo	-\$-\$	4,10	hh	
Jab Combo Roundhouse	♦ ♦ ♦	4,10,15	hhh	
Jab Roundhouse	♣ ♣	10,15	hh	A SA
Jab Left Kick	♣ ♣	10,20	hh	
Jab Sweep	ψ₩Φ	10,10	hi	
Jab Low Kick	-\$-¢•	4,8	hl	2
Head Ringer	ॐ ॐ	25,15	hh	W
Right High Low Spin Kick	⊕ ♣	15,15	hL	4
Slap	(≑-¢)	15	h	
Double Slap	(÷\$•\$	15,18	hh	
Chaos Judgement	(÷•♦ •	_	- <	Anna will Reverse throw attempts and Po
Picking Heel	=·\$•	21	m	
Wine Opener	29 ∰•	10	1	
Scarlet Rain	12.∯	22	m	
Bone Cutter	51-6	13,10	m	1 = 1
Quick Somersault Kick	70	22	m	1
Bloody Scissors	⊕	50	1	HER
Hunting Swan	12·\$	95	! <	→ → to cancel.
Guard Breaker	29.♣		1%	3
Blonde Bomb		20	m	
Heel Grind	₽	16	Ü	
Uppercut Jab	21 ♣ ♣	10,15	mh	
Mid Head Ringer	21 ♣ ♣	10,15	mh	
Low Jab Rising Kick	\$ \$	10,15	Smm	1 /
Mid Kick Spin Punch	⊕ ••	7,10	Smh	400
Left Spin Low Kick to Right Uppercut [~Tag]		12,10	Lm <	Juggle
Fatal Attack Combo	2 € € 2 € € [~1]	13,18	hm	1000
Cross Cut Saw	(-000)	10,10,13	hhm	HOUSE THE THE THE THE THE THE THE THE THE TH
Leg Slicer Combo	21 4 4 4 4	10,10,6	mhh	
Flash Kicks	ДФФФФФ ΣΦΦ	10,6,8,15	mhhh	***
Can Opener	නම් මේ ලී	20,10,14	hlh	1 44 12 1
Low Jab Rising Kick	⊕ •\$ N •\$•	5,10	Smm	min to the contract of
Sit Spin & Right High Kick	⊕ ⊕ N ⊕	12,15	Lh	
Creeping Snake	21 dp dp dp dp 0.	10,12,6,8	mhhl	新人农产业
Creeping Snake to Left Kick		10,12,0,8	mhh	
Creeping Snake to Left Low Kick	N\$\$\$ \$\p\$	10,12,20	mhL	101
			AND DESCRIPTION OF THE PARTY OF	
Creeping Snake to Roundhouse	対象 404	10,12,15	ահհ	
Executioner	⇒→\$	21	h	Jak Mall Jaky
Falling Heel	->	20	M	一
Somersault Kick	The state of the s	35		
Rising Palm	While rising, &	15	m <	Juggle
Chaos Tail	During Sidestep, &	12		Juggle
Slice Shot	During Sidestep, 🌣	24	h	
Bloody Chaos [~Tag]	During Sidestep, ❖[~T]	8,16	mm <	Juggle
Assassin's Dagger	⊕ 2000 %	22	h <	Juggle
Cat Thrust	While crouching, ⊕ •⊕	27	m	PLANA
Right Hand Stab	While crouching, ⇒♦	18	m <	Anna automatically Parries mid and high
Right Handed Sweep	While crouching, 🗷 🗫	18	Ţ	7 1 V V X X 1 V V
Jab Combo Low Kick	♦ ♦ ♦ ♦ ♦	4,10,6,8	hhhl	
Jab Combo High Kick Backhand High Kick	***	4,10,6,15,12,17	hhhhhh	
Jab Combo High Kick Backhand Bonecutter	⊕ † ⊕ ⊕ ⊕ ⊅ 7 €	4,10,6,15,12,13,10,10	hhhhhm	8 4 8 Ja 7 8 S. A
Jab Combo High Kick Backhand Sweep	\$ \$ \$ \$ \$ \$ \$	4,10,6,15,12,21	hhhhhl	No. of the last of
Leg Slicer High Kick Backhand High Kick	14	10,10,15,12,17	mhhhh	2/3



ecimasanes com

Parry low attacks.



gh attacks.

CHARACTER PAROPLES/MODES

NAME	COMMAND	DAMAGE	HIT LEUEL
Leg Slicer High Kick Backhand Bonecutter	¥\$\$\$\$\$\$\$\$\$	10,10,15,12,13,10,10	mhhhm
Leg Slicer High Kick Backhand Sweep	7 0 0 0 0 0 0 0 0	10,10,15,12,21	mhhhl
Backflip	尽争	I _	
SuperCharger	*	NI - INV	_

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Arm Turn	❖ Front	30	* >	The second secon	
Lifting Toss	❖ Front	30	*		
Torso Splitter		Enemy's left	40	4	
Serpentine Arm Break		Enemy's right	38	*	
Overhead Triangle Lock	❖ (or ❖)	Back	60	None	
Reverse Throw		Back toward enemy	30		or 🖘).
Attack Reversal		During enemy's attack	Varies		(or ⇒♣) See Reversal section of book for
Elbow Smash	21 7 👶	Front	33		more details.
Overhead Toss	7 ♦	Front	20,20	*	
Chin Bash	♣ A ⇒ ❖	Front	15	ф.	
Arm Snap	=\$\dagger_0 \dagger_0 \dagger_0 \dagger_0	_	30		
Reverse Arm Lock	= 🗣 💠 💠 💠	_	20	*	
Falcon Wing Squeeze	=\$ \$ \$ \$	_	25	•	
Falling Arm Break	= 🖑 🕀 🗳 🍪 💠	_	25	ф	
Double Arm Lock Toss	=\$ \$ \$ \$ \$	_	30	.	
Arm Lock	= ♀ �•�		30	ф	
Arm Break Takedown	=***	_	35	•	
Rolling Arm Break	=% 💠 💠 💠		32	÷	

STRINGS COMBOS

Command	000	ಂ	· 600	್ಯಿಂ	000	000	000	000	000	00
Guard Point			*	*	*	*				
Level	h	h	h	h	h	1	h	h	h	h
Damage	4	10	6	6	7	9	6	6	6	30

Command	27 %	000	್ಯಿಂ	•	000	000	್ಲಿಂ	000	00	00
Guard Point			*	*	*	*				
Level	m	h	h	h	h	1	h	h	h	h
Damage	10	15	6	6	7	9	6	6	6	30

COMBOS

NAME	COMMAND	DAMAGE
Quick Somersault Kick	70%	22
Combo 1	=ॐ ॐ	20,5
Combo 2	=⊕ ❖ ❖ ❖	9,7,10
Combo 3	=%-⇒-\$	12,10
Combo 4	= 💠 💠 💠	3.5,6
Combo 5	= * * * *	3,5,10
Combo 6	=∅♣¢¢÷♦	10,5,10
Combo 7	=→ ෯ ෯	12,8
Uppercut	. 51 💠	12
Combo 1	=20 dp 20 dp	17,8
Combo 2	= ← ΦৢФৢ⊕	12,9,3

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Nina	Chin Bash	- কু মুক্ কু ∼T	15,30	*





Nationality: ? Fighting Style: Wrestling

ARMOR

Age: ? Height: 6' 4" Weight: 200 lbs Blood Type: ?







or of Gray armo

🍄 or 🤏 Blue armor

Hidden costume.

STRATEGY

The mere sight of Armor King, with his menacing mask and armor, can strike fear into the hearts of his opponents. While definitely not a speed demon, he is a little quicker than his similarly-masked counterpart, King. The price he pays for this speed is a smaller arsenal of throws. Armor King isn't for beginning players, but he can be a competitive choice for a player who can read his opponents well.

The most important tool in Armor King's box is his Crouch Dash (◈N ⋄). By itself, it does nothing, but follow it with the right move and you'll keep your opponent guessing. Be careful though—when your opponent sees a Crouch Dash, he or she has many defensive choices to protect themselves with. Be sure to switch it up! Use ❖ after a Crouch Dash and it becomes the quick, powerful, and high-hitting Shadow Lariat. A ❖ turns the Crouch Dash into a mid-hitting Jumping Knee, with a good chance for a Clean Hit, while a ❖ executes the other mattack out of the Crouch Dash, use a left kick (❖). And finally, for some real damage, use ❖ to start the Choke Sleeper Combo.











Pick one, any one. These moves all start out the same, yet hit at different levels. Yeehaw! Confusion for all.

The Choke Sleeper–linked throws can do as much as 70 damage (Choke Sleeper ◈N◈ № № to Falling Sleeper Chain Throw ��� to Stretch Muffler �����), but if you use it too often, your opponent will simply duck to avoid it. Throw in the Palm Upper or Jumping Knee to crush your opponent's Crouch Guard. Hopefully, this will lead him or her to block mid-range the next time they see the Crouch Dash. Now use the Choke Sleeper Combo.



The surprisingly fast and far-reaching Toll Kick (今や).

Armor King's Toll Kick (♣�) can quickly frustrate your opponent with its speed. It will reach your enemy before he or she even realizes it. The Toll Kick is best used on a charging opponent, or if both you and your opponent are standing just out of reach of regular attacks. Try it on enemies just getting up or tagging in. As with any high-hitting attack, be careful of Reversals and be ready to Chicken.

Armor King also has a few good juggling moves. Couple this with his sheer power, and a well-placed juggle combo could mean the match. Start with the Dynamite Uppercut (while crouching, > •) or Palm Upper to send your enemy into the air. Armor King is strong enough that you'll deal considerable damage to your opponent with almost any hit while he or she is helplessly airborne.





Armor King's Tombstone Piledriver ($\boxtimes \to \diamondsuit$) is difficult to execute because you have to be so close to your enemy.

Armor King's throws involve a lot of diagonal button presses. This makes them a little harder to pull off because you need to press the buttons precisely. They also require you to be a little closer to your opponent than is usually comfortable. Learn Armor King's throws so that you can pull them off at a moment's notice. His Tombstone Piledriver (※→◆) inflicts a whopping 58 damage, but it's tricky to pull off, because you have to be in your opponent's face. A skilled opponent, especially one playing a faster character, won't give you a second chance.

To master Armor King, invest some time learning his small bag of moves. The keys are his Crouch Dash and juggles. And remember—one of Armor King's main strengths is his power. Make your opponents fear this. Intimidation is a factor.

FIGHTING AGAINST ARMOR HING I

- Beware the Crouch Dash. Instead of trying to block or duck, take the offensive. Pop him with a low punch or low kick to stop him in his tracks.
- Don't get caught by the Toll Kick. In a pinch, block. Otherwise, duck when you expect a Toll Kick and attack as soon as his foot flies over your head. He'll be helpless.
- Although slightly speedier than King, Armor King is still one of the slower characters. Take advantage of this by peppering him with lots of quick jabs and punches.
- As powerful as Armor King is, you want as few of his attacks to land as possible. Don't be a fool. Block when you need to or step out of the way.



黨 STRENGTHS

Powerful

Has some quick attacks

Damaging juggles



Slow

Throws require short distance between him and opponent

Few number of moves



OUES











ONE TWO UPPERCUT COMMAND: 💞 💝

6,10,10 L: hhm

CAPITAL PUNISHMENT DAMAGE: 35 COMMAND: 숙 🗫











STAGGER HICKS

COMMAND: 🖖 🗫 🗫

17.7.7 L. LLL

BLIND HICH

COMMEND: Back toward enemy,

DAMAGE: 30 LEUEL: m











BURNING HNUCHLE DAMAGE: 45

COMMAND: 🔷 🗫 🗸

JUMP HICH COMBO 4 DAMAGE: 13,20,12 COMMAND: 27 % % 12 %



 \overline{z}





ZI





POSITION: Front DAMAGE: 58 ESCAPE: �

REMOR HING DRILLER TAG WIT When partnered with King, COMMAND: \$\frac{1}{2} \text{ \$\frac{1}{2} \text{ \$\chi \chi \chi}} \text{ \$\chi \chi \chi \chi}\$













PALM UPPER COMBO 3

DAMAGE: 21,9,3,10

COMPLETE MOVES LIST

NAME	COMMMAND	DAMAGE	HIT LÊUEL	A BOT A		(0)
One Two Combo	-\$-\$-	6,10	hh			der (
One Two Uppercut		6,10,10	hhm			VALUE OF
Jab Uppercut	್ಳ್•್	12,12	hm			
Neck Cutter Kick	∳	42	h			
Toll Kick	ф	20	h		T 7	
Water Parting Chop	⊹ •	30	h	10164	1 1 1	33
Low Drop Kick	图像	16	L	HH		
Capital Punishment	♦•	35	m		1111	
Frankensteiner	গ্ৰাঞ্	15,45	Sm <	Tag possible after throw.		111
Corporate Elbow	⊕ 🂠	21	M	100 100		
Double Knee Drop	श्र&•	40	M			
Elbow Drop	রাকু•	35	M			
Shoulder Tackle	-∂	30	m			
Straight Arrow	♦ •	30	h			
Left Straight Uppercut	⊕•\$•\$	5,15	mm			
Stagger Kicks	P & & &	17,7,7	LLL	Bar Branch		
Counter Stagger Kicks	⊕ ಈ ಈ ಈ ಈ	25,10,7,5,3	LLLLL	Only if first kick connects a	s Counter Hit.	
K's Flicker [Tag]	♦⇒♦ [~T]	20	m <	Juggle		
Head First Lunge	⇒ ÷	15		Hits high if close range.		
Konvict Kick	-\$ → &•	26	m			
Exploder	\$ → \$	30	h			
Jaguar Thrust	During Sidestep, 🏶	22	m			7.00
Dynamite Uppercut [Tag]	While crouching, > ♣ [~T]	20	m <	Juggle		
Blind Kick	Back toward enemy, 🌩	30	m			
Lifting Elbow	While rising, ⊕>>	10	m			
Crouch Dash	⊕N⊕¥					
Palm Upper [~Tag]	= ∜ [~T]	21	m <	Juggle		
Shadow Lariat	= •₽	32	h			
Jumping Knee	= %	25	m <	37 Damage if Clean Hit.		
Stomach Smash	♦ N ♣	6	1			
Burning Knuckle	∲ ♦↓	45	į.			
Jumping Moonsault	≫n∳	25	ļ.			
Jumping Stagger Kick	ଯା N 💸 🍪 ପ୍ରି	17,7,7	LLL			
Jumping Capital Punishment	⊗N•∯	35	m			

CHARACTER PROFILES/MOUES

NAME	COMMMAND	DAMAGE	HIT LEUEL		
Jumping Burning Knuckle	≅N∳↓	45	!		
Running Exploder	\$\$\$\$	40	m		
Supercharger	*	 	_		

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Knee Bash	.	Front	30	•	
Suplex	•	Front	30	•	
Reverse Death Valley Bomb	🌳 or 🍲	Enemy's left	40	*	
Heavy Fall Reverse DDT	🌳 or 🍄	Enemy's right	40	•	Control of the Control
Reverse DDT	💠 or 🍲	Back	55	None	
Reverse Throw	*	Back toward enemy	30		
Ultimate Tackle	↓ �	Front or back	5	• <	Use 🕏 just before your back hits the ground
Ultimate Punches	=\$ \$ \$ \$ \$	_	5,5,5,5,5	- + or + <	Escape depends on opponent's punches.
Mount Position	ા 🗫 (or ા 🗫 🗫)	Enemy on ground		None	
Ultimate Punches	=\$ \$ \$ \$	_	5,5,5,5,5	♦ or ♦	Escape depends on opponent's punches.
Jaguar Driver	⊕ ম → ♦	Front	25	* <	Escape with 🍪 after grab.
Jaguar Screwdriver	��� ♦ ♦	Front	35	* >	
Tombstone Piledriver	B→ �	Front	58	*	
Armor King Driver [~Tag]	↓ ≌� [~Т]	While crouching	32		Tag Throw only if teamed with King. Tag Throw damage is 35.
DDT	R ₹ ♦	Front	45		
Giant Swing	→ < R < P < R < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P < S < P	Front	70	*	35 damage if Tech Rolled.
Choke Sleeper	⇒N⊕⊅�	Front	32		
Half Nelson Press	= % % \$	_	25	*	
Falling Sleeper Chain Throw	=����	_	15	*	
Triple Mount Punches	=® ® ®	_	20	*	
Stretch Muffler	= Ф Ф Ф Ф	_	23	ф	The second second

STRINGS COMBOS

Command	್ಯಿಂ	್ಯಂ	*	000	000	000	000	%	•%	000
Guard Point			*			*		*	*	
Level	h	h	m	m	h	L	L	L	m	m
Damage	6	10	10	6	6	5	5	5	7	24

COMBOS

NAME	COMMAND	DAMAGE
Jump Kick	∅	13
Combo 1	= ♦ • ♦ •	4,3,5,5
Combo 2	=\$p \$p \$p \$p \$p	4,5,10
Combo 3	=\$\d;\d;\d;\d;\d;\d;\d;\d;\d;\d;\d;\d;\d;\	4,5,5,6
Combo 4	=\$° 12 \$\$	20,12
Palm Upper	♦N♠¾♣	21
Combo 1	=₩:	20
Combo 2	= % % %	4,5,5
Combo 3	=\$ \$ \$ \$	9,3,10

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
King	Armor King Driver	ФВФ°-I	While crouching	35	*





Age: 27 Height: 5' 11" Weight: 154 lbs Blood Type: B





� or ❖ White gi

or & Vest and jeans

STRATEGY

Quick flashy kicks are this man's specialty. Baek Doo San, although skimpy on the punches, can deliver a large number of kicks at different hit levels in a short time. Add this to a numerous array of kick combinations and you have yourself a more than worthy contender.





Back's Butterfly Kicks ($\Phi \Phi \Phi$) are a fast and forceful way to buy yourself some breathing room.

Baek's ability to mix up his hit levels makes him hard to defend against. This is the key to leading your enemy into a mistake. Switch between kick combos that start high or low based on your enemy's position. When your enemy is blocking high, start low and end high, or vice versa. Once you've caught your enemy off guard, follow with another kick combo or take him for a ride on the Launching Rocket (\$\psi \phi \phi).





A 🎨 🌣 punch combo can be a quick starter to a flurry of kicks.

Back's punch selection may be limited, but don't underestimate their power. Your enemy will begin to pay close attention to your feet, forgetting that you can punch. Use the few punches Back does have to break the repetition of kicks and surprise your enemy. Most kick combinations can be followed by these punches. Or, use a 🌣 🐡 punch combo to start a series of kicks.



Use the Heel Axe () () to punish your enemy while he is on the ground.

Execute any of Baek's nice low attacks while your enemy lies limp on the ground. The Heel Axe (24) is a simple kick that fills the bill. The Snake Kick (444 444 444) is a triple kick combo that also can catch an enemy on the ground. Strike at every chance to get a couple of hits while your enemy lies defenseless.



The Heel Drop (→ 🌸)

Use moves such as the Heel Drop (→♠) and Heel Lance (♠♠) to take down a charging enemy. Use them to prevent an enemy from closing the gap between you. Remember, Baek's close combat skills are not the best, so put distance back between you in a hurry. You can punch your way out with Baek's quick jabs and follow with a kick or a Lightning Halberd (♣).

With his quick feet and ability to mix up his hit levels, Baek Doo San is a loaded weapon waiting to go off. He has more than enough kick combinations to make up for his lack of punches. Remember to keep your distance and mix up your kick levels to penetrate your enemy's defense. Baek is a perfect harmony of power and speed, that can ensure you a shot at being King of the Iron Fist Tournament.

IGHTING AGAINST BAEK!

- * Baek's arsenal consists of mostly kicks, so he requires more room to execute his moves. Stay close and jab to prevent an onslaught of kicks.
- * Watch for hit level changes in Baek's kick combos. Block accordingly.
- * Stay low to avoid high kicks and to block the low ones. Attack from this position when Baek kicks high.
- * Time your Sidesteps to dodge kicks and retaliate with a counter.



Fast with sufficient power

Multi-hit-level combos

Linkable moves

Easy kick combos



WEAHNESSES

No Reversal

Limited punches

Lacks close combat skills

Few defensive moves





LIGHTNING HALBERD

COMMAND: 🍄

MAGE: 12,12 EL: hh '



LAUNCHING ROCKET

COMMEND: % % %



DAMAGE: 15,8,25 ŒLŒL: hlm



DUNAMITE HEEL

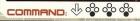
COMMAND: 🖺 🗞



DAMAGE: 40



SNAKE ROCKET





DAMAGE: 12,7,15



BLACK MIDOM







DEMPGE: 15,12,15,18,10 EUEL: hhhmh



ROLL AND CHOKE



:30



COMMAND: 🖒 🗫 ~T

HWORRANG TEAM UP TAG

10,8,1,8



PRIMA'S OFFICIAL STRATEGY GUIDE



 DAMAGE: 24,11,6,3,7



LAUNCHING ROCKET COMBO 1

DAMAGE: 15,8,25,12,6,1

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL
Double Jab	•••	5,8	hh 🤏
Right Punch Back Fist	фф	12,21	hh
Back Fist	-\$-\$	12	h
Bolt Cut	⊕ •	15	Ь
Stealth Needle	⊕ -%	17	m
Heel Lance	⊕ -&•	14	III T
Heel Axe	당 �	17	M
Bone Stinger	510%•	22	h
Lightning Halberd [Flamingo]	*	12,12	hh <
Dynamite Heel	8 ♣	40	Į.
Race Hammer	During Sidestep, 🖘	8	
Hammer Heel	♦ ♦ %	15	M
High to Low Kick	ф.ф	15,8	hl
Heel Drop	→ ⊹	22	m
Heel Drop to Middle Kick	→ 👵 💠	22,10	mm
Double High Kick	\$ \$ \$	15,12,5	hhl
Launching Rocket [~Tag]	��� [~T]	15,8,25	hlm <
Triple Threat	→ 💠 🌣 🂠	22,15,15	mlih
Snake Rocket [~Tag]	୬ ୫୫୫ [~T]	12,7,15	LLm
Snake Kick	֏ ֈ ֈֈֈֈֈֈֈֈ	12,7,7	Ш
Hunting Hawk	21 💠 🍪 💠	15,11,12	mmh
Butterfly Kicks	\$ \$ \$ \$ \$	15,12,12,25	hhmh
Butterfly Kicks to Low Kick	\$\$\$\$\$	15,12,12,10	hhml
Black Widow [Flamingo]	\$ \$ \$ \$ \$ \$	15,12,15,18,10	hhhmh A
Baek's Special	\$\phi_{\phi} \phi_{\phi} \phi_	15,12,15,18,15,15	hhhmhh
Baek's Rush [Flamingo]	ကို ထို ့ တို့ ထိုး တို့	7,10,15,25	Lmmm
Baek's Rush Low	⊕ e ² / ₂ e ² / ₂ e ² / ₂ ⊕ e ² / ₂	10,10,15,15	Lmml
Killing Blade	\$\$\$ \$	30	m
Albatross	While rising, ❖❖❖	13,16,10	mmm
Triple Kick Combo	While rising, ♦♦♦♦	13,16,15,15	mmhh a
Double High to Low Kick	While rising, ❖❖❖	12,10,10	hml
Eliminator	While rising, ❖❖❖❖	12,15,18,10	hhmh
Hopping Double Kick	ЯNФ &	25,16	mh
Hopping Kick to Low Kick	21 N 💠 ጭ ጭ	25,8	ml
Rocket Lifter	Я № ФФФФ	25,8,25	mlm
Rocket Shooter	⇒N⊕≱ ₽	25	m <

Add → or ← to end of command to end in Flamingo stance.



Add → or ← to end of combo to end in Flamingo. Ending in Flamingo cancels last hit.

Add → or ← to end of combo to end in Flamingo. Ending in Flamingo cancels last hit.

Juggle

NAME	COMMAND	DAMAGE	HIT LEDEL
One Two Butterfly Kicks	\$\partial \partial \p	5,10,15,12,12,25	հեհետե
One Two Butterfly Needle		5,10,15,12,12,10	hhhhml
One Two Butterfly Blade	***	5,10,15,8,25	hhhlm
One Two Black Widow	\$\psi_p \psi_p \psi_p \psi_p \psi_p \psi_p \psi_p	5,10,15,12,15,18,10	հիհիհահ
One Two Silver Mantis	ရှိာ ထို့ တို့ တို့ တို့ တို့ တို့ တို့	5,10,15,12,15,18,15,15	հիհիհահի
Supercharger		_	_
Parrying	During enemy's punch, ⊕•) —	-

MOVES FROM FLAMINGO STANCE

NAME	COMMAND	DAMAGE	HIT LEUEL
Flamingo Movement	Move During Flamingo		
Heel Cutter	*	15	m
Head Crusher		21	m
Flamingo Pick	⊕ 💠	7	1
Flamingo to High Low Kick	♣ ♣	15,15,10	mml
Flamingo Eliminator	್ಕೊ ಬೈ- ಬೈ- ಬೈ-	15,10,18,10	mhmm
Flamingo Hurricane	\$\phi_{\phi} \phi_{\phi} \phi_{\phi} \phi_{\phi}	15,10,18,15,15	mhmhh

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Hammerhead Throw	♣	Front	30	
Blue Shark Claw	*	Front	30	♦
Snake Revenge		Enemy's left	14,26	
Hunting Serpent		Enemy's right	8,7,25	*
Starfish Throw	♦ (or ♦)	Back	50	None
Reverse Throw	♦ (or ♦)	Back toward enemy	30	*
Swordfish Throw	€ 💠	Front	30	♦
Roll and Choke	⇒ •	Front	30	%
Human Cannonball	⇒.	Front	18,12	*

STRINGS COMBOS

Command	000	000	000	000	000	000	000	000	00	000	Command	%	000	000	000	000	000	ಂ	000	000	್ಥಿಂ
Guard Point		*	*				*				Guard Point		*	*		*			*		
Level	h	h	1	m	m	m	h	m	1	m	Level	h	h	h	-	m	m	m	1	m	i
Damage	15	12	5	6	6	6	5	5	7	25	Damage	15	12	8	5	6	6	6	7	21	25

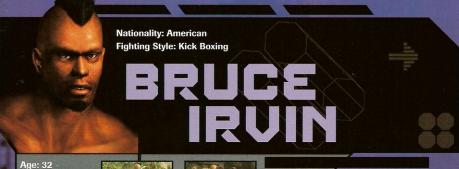
COMBOS

NAME	COMMAND	DAMAGE
Rocket Shooter	⇒N⊕¥ŵ	25
Combo 1	=÷% Ф. В. Ф.	4,5,8
Combo 2	=(÷q• (∮ (‡ (‡ (‡ (‡ († († († († († († († († († († († († (†	11,6,3,7
Combo 3	=21 of of of	12,7,12
Launching Rocket	♣ ♣	15,8,25
Combo 1	= ф ф ф ф	12,6,12
Combo 2	= 4• 4•	12,9

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Hwoarang	Human Cannonball	⇒≎~T	Front	10,8,1,8	*





Age: 32 Height: 6' 3" Weight: 187 lbs Blood Type: A





or Purple shorts with red flames

STRATEGY

Every fighting tournament needs a good boxer, and Bruce comes to this fight swinging. Power, speed, and a super juggling move make him a tough act to beat. He's got a lot of useful moves with plenty of variations. Mix and match his moves and go on the offensive to strike fear in your opponents.







Bruce's One Two Low Kick (***) is a good move to use when you're on the attack.

When playing as Bruce, be sure to juggle. He has some good juggle starters that leave your enemies in the air and at your mercy. Try his Bruce Special (% & %), where your opponent leaves the ground after the third hit. Not only does it lift your enemy into the air, but it's a powerful attack as well. Bruce's Double Elbow (% & %) and Knee Launcher (% > %) also work great to start your juggles.

After your enemy is helpless in the air, Bruce has a lot of great combos to continue the attack. One of his best moves—and one you should get to know really well—is his Triple Knee Combo (\$4.5 \$0.00). Once the juggle starts, unleash your knees to send your enemy flying across the screen. This move is very easy and you'll be happy with the damage it does. You can also use his Triple Elbow Rush (\$4.5 \$0.00) after your enemy is in the air, follow it with the Triple Knee Combo for even more damage.







Be sure to use some of Bruce's great Sidestep moves when you're on the attack. They're great for confusing your opponents. You can dodge incoming attacks and deliver a powerful retaliation. Bruce's Drop Elbow (during Sidestep, �) is a nice fast attack that packs some damage. After the initial hit you can add on a few more attacks for even more damage. The Double Mid Kick (during Sidestep, ��) is another powerful Sidestep move and will keep you at a distance if your opponent blocks your attack.

Bruce packs a lot of power in his punches and kicks. Press your attack and you'll see your opponent crumple to the ground in no time.





Use Bruce's Drop Elbow (during Sidestep, \circledast) to punish your unsuspecting opponents.



FIGHTING AGAINST BRUCE

- Bruce can only perform a Reversal if he is punched during his Cross Straight (♦→♦). This leaves you free to attack without worry of being reversed.
- Guard against Bruce's juggle starters. If he gets you in the air you'll land with a lot less health.
- Watch out for Bruce's Triple Knee Combo. It'll bring Bruce to you in a hurry and do some damage in the process.
- Don't waste time trying to reverse his elbow and knee attacks: You can't reverse them, so just try to block them.



漂 STRENGTHS

Great speed and power

Super combo moves

Good reach and distance-closing moves

Effective Sidestep moves



Can only reverse during a Cross Straight

Few low-hitting attacks

Limited throws





SIDE STEP ELBOW COMMAND: \$



ELEL: m



HILLING BLOW







EG SLICE TORNADO UPPER 12,32 Filinae: I. ELIEL: Lm





CROSS STRAIGHT DAMAGE: 18 COMMAND: +>+





COMMAND: 2 000 000

AHOOSAB DB. COMMAND: \$





TRIPLE ELBOW RUSH COMMAND: -> 000 000











UPPECCUE COMBO 2

COMMEND: Y & Y & Y &



DAMAGE: 10,10,6,6





COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	
Sledge Hammer	. ≎	28	m	
Quick Spin Kick	\$ \$	18,22	mh	
Side Step Elbow	-\$-\$•	25	m	
Back Hand Blow	\$ - \$	21	h	
Sway High Kick	≅ %•	25	h	
Mid Kick	<i>Ā</i> .	18	m	
Front Kick	⊕ ♣	18	h	
Stomping Knee Feint	♦ ♦	18,17	hm	
Stomping Straight Feint	♦ ♣ ♦	18,12	lih	
Killing Blow	← ❖	60	!	
Leg Slicer	রাঞ্চ	12	L	
Leg Slice Tornado Upper	= %	32		
Bouble Elbow [~Tag]	ଅ•୍ଚ୍ଚ୍ଚ୍ଚ[~T]	13,10	mm <	Juggle
See Low Side High	⊕ ❖	8,10	lh	
Grass Straight	-\$ → \$	18	h <	Reverses punch attacks.
Leg Bazooka	⇒ →	30	h	
Siush Kick	⇒ → 💠	25	m	
Sull Tornado	♦♦	18	L	
Timee Launcher [~Tag]	♦→%[~T]	29	m	Juggle
Grap Elbow	During Sidestep, 🎨	18	m	
Souble Mid Kick	During Sidestep, 💝 🍄	18,22	mm	
Hight Mid Left Hook	During Sidestep, 🌣 🎨	18,18	mh	
The Two Mid Kick	•\$\phi\$\phi\$	10,12,18	hhm	

NAME	COMMAND	DAMAGE	
	COMMINIO	DHIIINGE	HIT LEUEL
One Two High Kick	•\$•\$•\$•	10,12,26	hhh
One Two Low Kick	•\$•\$•\$•	10,12,10	falal
One Two Low High Kick	-%	10,12,10,25	hhlh
Northern Lights Combination	စို့ တို့ တို့	10,12,20	hhm
Southern Cross Combination	% % %	6,20,17	hhm
Triple Elbow Rush	\$ \$ \$	7,10,21	hhm
Triple Spin Kick	÷¢•¢•	18,14,20	hmh
Triple Knee Combo	(÷¢•¢•¢•	17,15,27	mmm
Double Knee to Low Kick	♦ ♦ ♦ ♦	17,15,12	mml
Bruce Rush	- \$\phi_0 \phi_0 \phi_0	10,12,12,15	hhmm
Bruce Special [~Tag]	��•�•[~T]	18,11,15,14	mmmh <
Backflip	♦ ♦ Ν ₽		
Leg Bazooka Feint	=%	20	h
Tornado Upper	While crouching, ১৯৫ ১ ♣	27	l m
Sniper Slash	\$\$\$\$	30	m
Supercharger		_	

Juggle and tag only work after the third his

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Face Crushing Knee [~Tag]	% [~T]	Front	25	
Front Knee Kick		Front	30	•
Head Break Throw		Enemy's left	40	*
Face Break Throw		Enemy's right	14,26	*
Reverse Neck Throw		Back	50	None
Reverse Throw		Back toward enemy	30	◆ (or ♦)
Right Knee Kick	⇒N⊕ ⊅ ❖	Front	20	*
Neck Throw	= 🕈 💠 💠	_	35	*
Left Side Knee	=��� (or ���)	-	15	•
Right Side Knee Kick	=���•	-	25	• or • <
Flying Knee Kick	=\$ \$ \$ \$	-	40	None



COMBOS

NAME	COMMAND	DAMAGE
Uppercut	결 �	10
Combo 1	= ॐॐ∑ ∑	14,11,9
Combo 2	=21 % % 21 %	10,6,6
Combo 3	=(000 000 000 0000 0000 0000 0000 0000	13,8
Combo 4	=21 % % 21 %	10,6,6
Knee Launcher	∳→∳	29
Combo 1	=(÷q° ф° ф	13,7,13
Combo 2	=21 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10,6
Combo 3	= <= ♣ ♣ ⊕ ♣	14,6
Bruce Special	တို တို လို လို	18,11,15,14
Combo 1	=(÷o%• o%• o%•	13,7,13
Combo 2	=\$ % \$ \$	14,7,10







Age: 29 Height: 6' 1" Weight: 176 lbs Blood Type: AB







Vest and gray army fatigues



Black shirt and shaved head



& Fancy snake pants

STRATEGY

Unleash the Fury. Bryan Fury. This guy is a powerhouse. If you want a character with incredible power and the speed to use it, then choose Bryan. The variety of his moves keeps your opponents guessing: He can start from a crouch, while rising, or from a Sidestep. And with his long reach, your enemies will find it hard to hide from you.









The Mid Kick to Rush (ູ 수 수 수 수) is similar to a lot of Bryan's moves. Mix up your attacks to confuse your enemies.

Bryan's ability to string a lot of his kicks and punches together is great. Try Bryan's Mid Kick to Rush (命令命), which hits at medium range, and then switch to the Bruce Special (命令命令) which follows the same pattern but ends up hitting low. A lot of Bryan's attacks follow a very similar pattern. Learn all of his punch and kick moves so you can add them to your attack. Don't follow the same pattern or your enemy will get wise to you and reverse your punches and kicks. If you mix up your moves, you'll keep your opponent guessing.

Take advantage of the variety of Bryan's moves—incorporate his Sidestep moves into your attack. They're powerful and can catch your opponents off guard. The Headhunter (during Sidestep, 争) or Shell Shock (during Sidestep, 争) are great Sidestep moves and do a lot of damage. Also try Cheap Trick (during Sidestep, 争争), which is also powerful and will strike fear in the hearts of your enemies.

Bryan also has some great moves you can do when you're coming out of a crouch. Try a Right Upper (while rising, �) to hack off a big chunk of health. You can also add the Fisherman's Slam (→�) during the Right Upper for extra damage and to start a juggle. Another good move to use when coming out of a crouch is the Rising Kick (while rising, �)—it hits hard and has a long range.







Bryan might laugh when you use the Fisherman's Slam (\Rightarrow \diamondsuit) during the Right Upper, but your opponent won't. It's a powerful move to use when you're coming out of a crouch.

Bryan has great range on many of his attacks. His legs seem to stretch across the screen when he's kicking at his opponents. Try chipping away at your enemy's health with your left (4) and right (4) kicks. The long range of these hits gives you a larger safety zone between you and your enemy: If your hit is blocked, you won't be standing helplessly in front of him or her.



Look at the range of this kick (�). Your enemy can't hide from you for long.

Don't forget about Bryan's defensive abilities. He might have been made for offense but he still has a couple of good defensive moves too. Become very familiar with his Parry (A. D. Decome very familiar with his Parry (A. D. Decome very familiar with his Parry (A. D. Decome very familiar with his Parry (A. D. Decome very familiar with his Parry (A. D. Decome very familiar with his Parry (A. D. Decome very familiar very familia

FIGHTING AGAINST BRYAN I

- Avoid getting hit if you can. Bryan's moves are extremely powerful. Block his attacks or reverse them if you can.
- Beware of his long range. You might think you're at a safe distance right before you take a kick to the head.
- Be careful of Bryan's Parry and Low Parry when you're attacking. You don't want your attack brushed aside, leaving you open for attack.
- Bryan can string a lot of his punches and kicks together. They can be difficult to block when the hit levels keep changing.



※ STRENGTHS

Tremendous power

Great combo ability

Has defensive capabilities

Has a very long reach



Move execution times are a little slow

Fewer low attacks

No Reversal



MOUES



HAMMER DRILLER

COMMAND:



DAMAGE: 21 LEUEL: M



CHOPPING ELBOW

COMMAND: 💝 🎭



DAMAGE: 22 LEUEL: m



SNAHE EDGE

COMMAND: 2 00



DAMAGE: 17



MACH BREAKER



DAMAGE: 30



FLYING HNEE HICH

COMMAND: \$ 4 %



LEUEL: h



SWAY AND SMASH

COMMEND: US & N &



DAMAGE: 21 LEUEL: h











RUSH TO LOW HICH

COMMAND: 💝 🖑 💝

DFMFGE: 6,8,11,12 **LEUEL**: hhml









CHRINS OF MISERY

COMMAND: 🛧 🏻 🕀 🕽 💠

POSITION: Front LEUEL: 10,8,27 ESCAPE: *











DOUBLE BACK KNUCKLE COMBO 1

COMMEND: 💝 🗞 🔖 🗸 💸 🗞

DFMFGE: 16,17,10,6,6









CHOPPING ELBOW COMBO 1

COMMAND: 💝 🗞 🗞 🗞

DAMAGE: 22,4,9,8









DAMAGE: 22,9,9,6

ORBITAL HEEL HICH COMBO 2

COMMAND: 🛭 🗞 👶 💠 💠 🗞





LEFT UPPER WITH ALEX OR ROGER

COMMAND: While rising, %~T

POSITION: Front
DAMAGE: 18
ESCAPE: None

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CHARACTER PROFILES/MODES

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUE	
Hammer Driver	- ❖	21	m	
Quick Spin Kick	фф	18,16	mh	
One Two Low Kick	÷ ÷	6,8,13	labil	
Chopping Elbow [~Tag]	⊕• •[~T]	22	m	Juggle
Knee Break	⊕ -&•	17	m m	Jogge
Backspin Middle Kick	⇒.	22	- '''	
Side Step Elbow	⇒ 🎨	26		
Stomach Blow	≥	18	" m	
Low Kick	⊕-%•	9	1	
Thin Low Kick	₽.%	15	- 	
Wolf's Tail	21 ch	23	- 	
Snake Edge	গ্রাক্ট	17	m I	
eft Body Blow	21-%	10		Juggle
Right Body Blow	∑1.0°	18	m 	
One Two Body Blow	№% &	10,16		
Rolling Driver	514€0	25	mm 	
Orbital Heel Kick	514€	22	m 	
Neteor Smash		60		Juggle
Fravity Blow	⇒ %	21	! !	
ront Kick	φ	20		
ront Kick to Knee	(÷¢•¢•	20,12	<u>h</u> .	
ront Kick to Punch	(÷¢, ф	20,12	hm	
riple Spin Kick	=>¢•¢•¢	18,14,18	hh	
lach Breaker	⇒••	30	hmh	
lash Kick	⇒ ,	33	h	
lach Kick	⇒ ÷ &	32	m	
ying Knee Kick	♦÷	25	h	
eadhunter	During Sidestep, 🗞	33	h	
hell Shock	During Sidestep, &	26	h	
neap Trick	During Sidestep, 🗣 💠	28	h	
ght Back Knuckle	(= ch	16		· · · · · · · · · · · · · · · · · · ·
ouble Back Knuckle	♦•		h	W V
ands of Doom	(÷\$•\$•\$	16,17	hh	HAVE DESCRIPTION
olf Call	(÷фф	16,17,21	hhh	
olf Bite	♦•	16,23	hm	
Jlcan Cannon	74000	16,17,18	hhm	
b to Double Spin Kick	**************************************	10,15,12,11	mmmm	
unning Blind	\$ \$ \$ \$	6,15,17	hhm	
d Kick to Rush	\$ 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	6,15,17,16	hhmh	
uce Special	\$ \$ \$ \$	18,11,10,14	mmmm	
ish to Low Kick	**************************************	18,11,10,12	mmml	
uce Rush	-> \$ -\$-\$-\$-\$-	6,8,11,12	hhml	
gh Kick to Rush		8,8,11,14	hhmm	
n for Cover	(÷\$\phi\$\phi\$\phi\$\phi\$	20,12,11,14	hhmm	
nipping Fury		20,12,11,12	hhml	
emation	**************************************	6,15,21,23	hhhm	
r's Dance		6,15,21,17,18	hhhhm	N. C.
ray [~Tag]	\$\phi_{\phi} \phi_{\phi} \phi_{\phi} \phi_{\phi}	6,15,21,17,21	hhhhh	新
ay (~1ag) ay and Smash	⊕ ⊵←[~[]			
t Upper	⊕8€N \$	21	h <	Juggle
t upper ht Upper	While rising, �[~T]	18	m <	Juggle
	While rising, 🌣	18	m	Line Control of the C
herman's Slam	=→ o°;	21	- <	Juggle



m

NAME	COMMAND	DAMAGE	HIT LEUEL
High Knee Kick	While rising, ❖	22	m
Double High Knee Kick	While rising, ��	22,16	mm
Short Upper	While rising, ❖	12	m
Rising Kick	While rising, 🍲	28	h
Snake Slash	\$\$\$\$	30	mm
Tount	*	-	_
Supercharger	*	_	_
Parrying	During enemy's punch, <> ❖	_	_
Low Parry	≝ * (or ≝ *)	_	—

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Gravity Brain Buster	·	Front	30	•&
Front Neck Full Swing	*	Front	30	- ♦
Gravity Blow		Enemy's left	40	
Knee Blast		Enemy's right	40	*
Neck Throw [~Tag]	∲[~T] (or �[~T])	Back	60	None
Reverse Throw		Back toward enemy	30	♦ (or ♦)
Chains of Misery	↑ā⊕ 7 ♣	Front	10,8,27	*

COMBOS

NAME	COMMAND	DAMAGE
Double Back Knuckle	(÷¢•6)	16,17
Combo 1	=∳တိုတိုတို	10,6,6
Combo 2	= (∻ • 6•	48
Combo 3	= ♦ ॐॐ∑	14,9,8
Chopping Elbow	♦	22
Combo 1	= % \$\$\$	4,9,8
Combo 2	=∳భింభింభి	4,9,9
Orbital Heel Kick	50-6 €	22
Combo 1	= ↑ \$\$\$	14,9,8
Combo 2	=७०० ♦ ७०० ०००००००००००००००००००००००००००००	9,9,6

STRINGS COMBOS

Command	\$ 000	000	000	ಂ	-%	000	000	%	000	000
Guard Point		*	*				*			
Level	h	m	m	m	h	h	h	h	m	h
Damage	20	12	5	7	3	8	5	5	10	21

Command	\$	%	•%	್ಯಿಂ	-%	%	000	000
Guard Point		*	*				*	*
Level	h	m	m	m	h	h	m	h
Damage	20	12	5	7	3	8	17	16

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Alex/Roger	Left Upper	While rising, ◆~T	18	None

Command Guard Point Level

Damage

20



Nationality: Unknown Fighting Style: Advanced Mishima Karate

DEVIL AND ANGEL

Age: Unknown Height: Varies in form Weight: Varies in form Blood Type: None







🍪 or 💠 Blue Devil

or or Purple Devil

START Angel

STRATEGY

Devil and Angel represent the timeless battle between Good and Evil. Their moves are identical both in form and execution. The only two minor differences between them are height (Devil is taller than Angel), and the fact that Devil does not possess the Netsu power-up (temporary increase in attack strength when partner is attacked a number of times). So take your pick, do you feel naughty or nice today?

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

Devil's move list is the shortest of all the characters in this game. If you are familiar with any of the Mishima-styled fighters (Jin, Kazuya, Heihachi) you already know most of Devil's moves.





As with the Mishimas, Devil's most dangerous weapons are the moves following the Crouch Dash (\lozenge N \lozenge >).



With such a limited number of moves, plan your attacks carefully. Use Devil's Crouch Dash (♠N♠點) to open up attack opportunities. The several moves that follow it vary in hit range and speed. Use N� for a mid-hitting right kick or �� for a couple of low-hitting Spinning Demons. Mix up these two moves enough and voil'll connect every time.

When Devil (not Angel) is teamed with Kazuya, they have a special way of tagging, Instead of running off and on the screen, they perform a special morph. This leaves you vulnerable for a short time before and after the morph. The biggest drawback, however, is that it prevents any tag-ins during a juggle. Angel/Kazuya team-ups have the standard properties.

As with any character, and especially one with a short moves list, take full advantage of Devil's juggling moves. The Rising Uppercut is a quick juggle starter while the Devil Twister (during Sidestep. &) is a more damaging and impressive one. The Devil Twister has the added benefits of being a Sidestep move, allowing you to dodge some attacks while executing.





Devil's Inferno (�) misses Xiaoyu and Roger because they're too short.

If you don't mind being called "cheap" by your friends, you'll love Devil's four laser beam attacks. The laser that comes out of Devil's forehead reaches clear across the arena. The Inferno (*) shoots a beam straight across at eye level. This is the one time that the height difference between Devil and Angel can come into play. Angel is short enough that she can hit any other standing characters unless they duck or Sidestep. Devil, on the other hand, will miss Ling Xiaoyu. Roger, and Alex with the same beam because he's taller than them



Like to frustrate your opponents? Use the Devil Blaster (�) or the Reverse Devil Blaster (��.�).

The Air Inferno $(\diamondsuit \diamondsuit)$ shoots the laser beam at an angle upward. This is really only useful in combos unless you're up against a jumpy opponent. The most damaging of the laser attacks are the Devil Blaster $(\diamondsuit \diamondsuit)$ and the Reverse Devil Blaster $(\diamondsuit \diamondsuit)$. These two lift you into the air and shoot a beam down at an angle, while taking you out of harm's way. Be careful with these because your opponent can run underneath the laser and behind you, setting up for a very damaging back throw.

Devil is definitely a challenging character to play. If you are familiar with any of the Mishima-styled fighters, you can easily pick up Devil for a change of pace.



PRIMA'S OFFICIAL STRATEGY GUIDE

CHARACTER PROFILES/MODES

FIGHTING AGAINST DEUIL OR ANGEL

- Watch out for the laser attacks. Be ready to duck the Inferno. If Devil launches into the air, run underneath him and get ready for a back throw as he lands.
- If you see a Crouch Dash coming, use a quick low jab or low kick to stop it before it goes too far.
- Devil Twister can be deadly. Watch for the Sidestep that leads into it. It's best to just block it unless you've already begun an attack.



STRENGTHS

Good power

Unmatched range with unblockable laser attacks

Strong juggle starters



Fewest moves in Tekken Tag

Certain disadvantages to teaming up Devil (not Angel) with Kazuya



MOVES











DELIL FIST COMMAND: 🖒 🔿 💠





MAGE: 15,9









HEAUEN'S DOOR

OMMAND: IN 🕸 🕽 🤣

24.15









RISING UPPERCUT COMBO 3

COMMAND: \$\mathbb{N} \bar{\psi} \mathbb{N} \cdot \sigma \





COMMEND: During Sidestep, 🔥 🏠 🖑

DAMAGE: 30,16,16



COMPLETE MOVES LIST

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL
One Two Punch	♦ ♦	5,10	hh
Demon Slayer	♣ ♣ ♣	5,10,18	hhh
Demon Backhand Spin	фф	12,21	hh
Flash Punch Combo	\$ \$ \$	5,8,18	hhh
Axe Kick	->¢•	27	m
Inferno	*	40	1
Air Inferno	ଫ 🂠	20	Ī
Devil Blaster	♣	50	i i
Reverse Devil Blaster	* •	50	i
Twin Pistons [~Tag]	ম •%•়•[~T]	8,15	mm <
Rising Sun	21 of of of	25,15	HL.
Demon Scissors	%~ ₩	25	M
Devil Twister [~Tag]	During Sidestep, ❖[~T]	30	m <
Devil Fist	♦♦♦	30	m
Left Splits Kick	⇒→ф	23	m
Crouch Dash	⇒N⊕ n	_	
Rising Uppercut [~Tag]	= %[~T]	25	Sm <
Spinning Demon	=%%	15,9	LL
Dragon Uppercut	=•%	24 🦠	m
Dragon Uppercut to Middle Kick	=%	20	m
Dragon Uppercut to Spinning Low Kick	=%•	12	Ü
Heaven's Door	=7	24,15	m! <
Tsunami Kick	While Rising, ♦ ♦	13,18	mm
Leaping Side Kick	\$\$\$\$	30	m
Supercharger	*	-	_



THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Double Sweep	&	Front	30	. p
Hip Throw	o o o	Front	28	•
Steel Petal Drop	❖ (or ❖)	Enemy's left	40	*
Skull Smash	❖ (or ❖)	Enemy's right	40	
Atomic Drop	❖ (or ❖)	Back	60	None
Reverse Throw		Back toward enemy	30 (28)	⊕ (♣)
Stonehead	÷⇒∻	Front	33	*



					<u> </u>				
⇒No%	000	್ಥಿಂ	ಂ	000	000	2	000	000	000
				*		*			
h	h	h	h	m	m	ı	h	m	m
7	8	6	7	6	11	5	5	8	30
	h	h h	h h h	h h h h	h h h h m	h h h h m m	h h h h m m L	* * * h	* * * h

NAME	COMMAND	DAMAGE
Rising Uppercut	⊕N⊕ ⊼ \$	25
Combo 1	=÷÷	16
Combo 2	= %	24
Combo 3	=*\(\psi\) \(\psi\) \(\phi\)	4,5,9
Devil Twister	During Sidestep, �	30
Combo 1	= 介∳ ∳	16,15
Combo 2	=♥ 💠 🕏	4,5,9
Combo 3	=%•~\$	20
Combo 4	=%•	24





Nationality: Brazilian Fighting Style: Capoeira

EDDY

Age: 27 Height: 6' 2" Weight: 165 lbs Blood Type: B





pants and shirt



and gray shorts





Blue pants and chain around the neck

.

Purple-and-pink shirt and gray shorts

Tiger Jackson

STRATEGY

Eddy is a fast-paced fighter with a unique fighting style that often resembles break dancing. Eddy's speed and agility is interlaced with his fighting technique, allowing him to spin around on the floor, sweeping his enemy into a high energy combo. Eddy has the right balance of speed and power to easily take down anyone in his path.



Leg Whip Mars Attack & is at the most of many low-hitting combos.

■ Slippery Kick �~� can take your ■wy's feet out from under him or her. Eddy has lots of low-mid ground attacks that are hard to block. Because most characters concentrate on high and mid attacks, hit low with moves such as the Slippery Kick (**-*) to sweep them off their feet. From there, following with a rush of Eddy's low attacks is easy. Make sure you are connecting with your enemy before you commit to a full string of attacks. This saves you from passing your enemy and exposing your back.



Wheel Kicks (during Rewinder, %) can be done after sidestepping away from an attack.

On the other hand, don't rely on his ground attacks alone. In time, your enemy will learn to block them, so learn Eddy's high attacks such as the Wheel Kicks (during Rewinder,) to keep your enemy in the dark. It is easy to get in a rut of performing the same moves, so mix them up often. The key to Eddy, and Tekken itself, is

not knowing your next move. Eddy makes this easy with a large moves list and two different stances (Rewinder and Handstand) that branch to many moves. Learn to use all his moves in different situations. If you can master this Eddy will be unbestable.





Even standing in neutral position, Eddy is always on the move.

Eddy is as exciting a character to watch as he is to play. With his constant wild body movements, it can be hard for the enemy to know what is coming. Add this to his quick ability to Sidestep (Rewinder �) around an attack creating a counter opportunity, and it's a snap for you to spin through your enemies and claim your title as King of the Iron Fist Tournament.

FIGHTING AGAINST EDDY

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



* STRENGTHS

Large moves list

Attacks are easy to string, causing big damage

Low attack combos are hard to block

Unorthodox movements make him hard to predict



Kick combinations are slow

No Reversal

Few high attacks



MOVES













MIRAGE

COMMAND: 27 🗞

DAMAGE: 20

SATELLITE MOON ROUNDHOUSE COMMAND: %~%%

16,28











THONG BIKINI BUSHWACKER COMMAND: 🖺 🗞 🗞

JUMPING JACKS MIRAGE COMMEND: From Rewinder,









EG WHIP MARS ATTACK FLIP

MAGE: 15,12,25,20 LEL: hmMM

















DAMAGE: 20,16



PRIMA'S OFFICIAL STRATEGY GUIDE









DAMAGE: Front











DAMAGE: 12,20

HANDSLAPS MIRAGE COMBO 1

COMMAND: During Rewinder, N

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	AIT LEUEL	
lme Two Elhows	÷*	6,15	hh	
Isfixiante	(≑ &)	17	h	
inee Thruster	⇔	10	m	
bundhouse	□ 2000	28	m	
neecap Crusher	지속•	12	1	
Bow Uppercut	건 <mark>축</mark>	15	m	
lirage [~Tag]	প্রক[~া]	20	m <	Juggle
assuma	⊼ •	21	h	
laak Handspring		18	M	
imit Picker	12 %	40,40	! <	🧽 - concels move.
Monerong	⇒ ••••	30	M <	Juggle
Hundstand Kick	\$�	15	m	THE STATE OF THE S
Mand Mirage	29♣	15	m	
Mirage Relaxed	≡ U	-	- <	Ends in Relaxed.
lienim Bago	\$ \$	21	m <	Juggle
intellite Moon	\$ \$	16	m	
Moon Roundhouse	\$~\$\$	16,28	mm	
Mari Bushwhacker	15 to the	12,25	LM	
Iliony Mikimi Hot Plate Special	Ľ ♣ N ♣	12,13	lm	
Min Mars Attack Flip	(÷0% 0% 0%	15,12,25,20	hmMM	
liin Carrier Combo	⇒\$\$\$\$	8,10,12	lihm	
inile Kick	While rising, &	15		
in lanner	While rising, 🍄	25	h	
innelline Handstand	While crouching, co	1-	<	Ends in Handstand.
ning Neede	While crouching, &	20	111	
immer Head	While crouching, ���	30	m	
Traine Control of the	While crouching, ≅ �	15		
luniosi Wire	12 № 15	h		
Indial Wire Infinite Upside Down Kick	=⇔%•	_	=	
Singaro Kirk	\$ ~\$	10,10	11	
Signature Wick to Handstand	\$ \$ ←	10,10	LL <	Ends in Hundstand.
Times Wink to Side Flop	\$ 6 6 6	10,10,12,7	LLLI	ANT
Contract Con	⇒&•	20	m	3337
	⇒ ⊹ ←	20	m <	Ends in Handstand.

NAME	COMMAND	DAMAGE	HIT LEUEL
Samba Slippery Kick	⇒%.	20,10,13	mLL
Thong Bikini to Low Kick 1	15 th the	12,15	LL LL
Thong Bikini to Circle Kick	ℝ Φ NΦ	12,15	Lh
Thong Bikini to Low Kick 2	R & & &	12,15,15	LU
Thong Bikini to Crying Needle	₹	12,15,20	LLm
Leg Whip Mars Attack	⊕ �	15	h
Leg Whip Thong Bikini Hot Plate Special	♦ ♣ ♣ ♣	15,12,25	hLM
Firekick	214€	20	m
Firekick to Relaxed Position	=0		
Lunging Brush Fire	⇒ •	30	m
Lunging Brush Fire to Handstand	=+	1	
Lunging Brush Fire to Relax	=4	_	
Front Stinger	While crouching, 💠	12	
Front Stinger to Handstand	=←	12	
Front Stinger to Relax	=•	†	
Back Summy	⇒ ,	1_	1 = 1
Back Summy Crouch	=4	1_	+=
Back Summy to Fire Kick	=%	20	1
Back Summy to Scoot Kick	=%	35	h
Combo Jilar	\$ \$ \$	6,15	hh
Supercharger	*		

Ends in Relaxed.

Ends in Hondstand.
Ends in Relaxed.

Ends in Handstand.
Ends in Relaxed.

(OR

MOUES FROM REWINDER STANCE

NAME	COMMAND		HIT LEUE
Dos Sole	- 4. 4.	12,25	1
Cruncher	&	18	
Banda	*	17	
Jumping Jacks	∳�	25	
Jumping Jacks Relaxed	=4		
Jumping Jacks Mirage	Ŷ ♣ ♣	25,25	ml
Jumping Jacks Evil Stinger	⊕ቀቀ	25,15	mL
Hot Plate Special	- ♣	15	m
Hot Plate Special to Handstand	=←		
Face Kick	&•~₽	50	h
Twister	₫•	12	i.
Twister to Handstand	= ←	_	
Twister Front Stinger		12,20	LM
Twister Sweep to Handstand	ॐ ॐ €	12	1
Twister Sweep		12,25	ш
Handslaps	*	12,15	hh
Handslaps Island Mirage	∲N�	12,15,13	hhm
Handslaps Mirage[~Tag]	��[~T]	12,20	hm
Wheel Kicks	*	6,6	hm
Wheel Kicks to Crouch	=•	T	12
Wheel Kicks Sao Paulo Special	\$ \$ E \$ 3\$	6.6.20.14.20	hmMMh

Ends in Relaxed.

Ends in Hundstand.

Second handslap will not hit. Juggle.

Ends in Handstand.

MOVES FROM HANDSTAND STANCE

NAME	COMMAND	DAMAGE	HIT LEUEL
Handstand Walking	⇒		
Handstand Cancel	(
Somersault to Standing	Ä	1=	-
Armadillo	\$.\$		+=
Perch	ı,	1_	+=
Helicopter	•	12,12	mh



NAME	COMMAND	DAMAGE	HIT LEUEL
Helicopter to Slippery Kick	⊕ •	12,12,10,13	mhLL
Slippery Kick	&	10,13	LL LL
Slippery Kick to Handstand	= (-		- <
Scoot Kick	*	15	l L
Hot Plate Special	\$-\$\psi\$	20	m
Hot Plate Special to Handstand	= (-	-	
Perch Flop Kick	↓ �	25	m
Flop Right	*	10	m
Flop Left	.	10	m .
Circus	భీశ∳←	10,12	ml
Carnival	\$ \$ \$	10,12,25	mll
Super Carnival	. ॐॐ❖←	10,12	ml
Calypso	• \$ 0 \$ 0 \$ 0	10,15,25	mlm
Straight Flop	⊕ 🗣 (or ⊕ 😌)	10	m .
Tilt Twist Sweep	=•]-	
Handstand Tilt Away	全	1 -	
Handstand Tilt Near	1	-	
Drop Kick	⊕ (or ⊕) ♣ (or ♣)	25	1



STRINGS COMBOS

Command	%	000	%	000	000	000	%	*	*	K 💸	る。	
Guard Point			1000	*								
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
		0000		0		0				0	.0.	
Command	o			%		%		್ಯಿಂ		%	·	
Guard Point								*				
Level	1	n		m		m		h		h	- 1	
Damage	1	6		20	188	28		7		8	12	7

COMBOS

NAME	COMMAND	DAMAGE
Mirage	21 %	20
Combo 1	' ' ' ' ' ' ' ' ' '	16
Combo 2	=21 ♣5 51 ♣5	8,6
Combo 3	=13 🗫 ጭ	9,12
Handslaps Mirage	During Rewinder, ❖N❖	12,20
Combo 1	=ŵ	20
Combo 2	=%	12

MOVES FROM THE RELAXED POSITION (CAN BE DONE FROM MOVES THAT END IN RELAXED POSITION.)

NAME	COMMAND	DAMAGE	HIT LEUEL	
Timee Slicer		12	m	7
Low Header .	*	20	m	
Low Front Stinger	%	25	m	
Low Front Stinger Cancel	♣ ♣	15	m	
Knee Slicer Low Front Stinger	ల్ డ ి• ల్	10,25	mM	
Ipanema Wings	%• №	12	1	
Spanema Wings to Slippery Kick	å, ♣ å	12,10,13	LII .	
Mirage [~Tag]	\$ % [~ T]	20	M <	Juggle
Delight Knee Slicer	% N%•	7,28	lm .	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Não Deal	.	Front	30	%
Nio Special	•	Front	30	- ❖
Missile Launcher [~Tag]		Enemy's left	40	*
Shadow Dancer		Enemy's right	42	*
Air Mail		Back	60	None
Reverse Throw		Back toward enemy	30	-% (or -%)
Riadeo Spin	今民命函→◆	Front	55	❖





Nationality: Japanese Fighting Style: Sumo

CANRYURY

Height: 6' 2" Weight: 275 lbs Blood Type: B







� or ❖ Blue mawashi (belt)

Sumo wrestler Ganryu Runway features decent speed combined with hard-hitting power. As if his sheer size and power weren't enough, Ganryu has a variety of punch combos that can penetrate the toughest defenses. Though he isn't as quick as some of the smaller characters, he has enough speed to deliver knockout blows and piercing punch combinations.

character such as Ganryu is patience. Ganryu has decent speed when he needs it, but he break in attacks. Start your attack with a fast punch such as ≅ so or the Pedal Press (& *), then follow as the Sumo Hammer (**)



Disrupt an attack with a quick punch (১०%).

The beauty of the Pedal Press is that it will knock back your opponent whether he is blocking or not. Ganryu has a slow recovery time, so time your attacks to avoid getting swept away in an enemy combo.

Ganryu has an incredible low to mid fighting game. Crouching often will limit your enemy's attack zone and create a larger window for you to get in a hit to start a powerful combo. The Hammer Rush Low (while crouching, ♦♦♦♦♦♦♦) is a good combination that switches from





The Double Hammer 💠 💠 can knock down a crouching enemy.

against because of the constant changes in blocking levels. This is your chance to break your enemy's guard. Sneak in a hit or two, then use one of Ganryu's more powerful low attacks such as the Rising Double Palm (while crouching, 🔄) or smack your opponent into the air with a Salt Upper (.).

Your enemy may come to expect your low attacks, so throw in a more powerful high attack for surprise. A Double Hammer (❖❖) will also do the trick if you catch your enemy crouching. This attack knocks down an enemy from above, letting you attack while he or she lies on the ground. As a slower character, you have to take your opportunities whenever you can, so take advantage of every situation in which your enemy is lying on the ground. The Sumo Squash (≈♦) is an easy way





Use the Parry (during enemy's punch, ♦� or ♦♣) to deflect an enemy attack.

them in close quarters, as they are better used to stop a rushing enemy from a safe distance. Ganryu's Sidestep is another tactical defensive move due to its long stride, creating a large window for a counter. Another way to evade an attack is Ganryu's high-mid Parry (during enemy punch, 🖘 or &. which puts you behind the enemy, letting you hammer away at his backside. The Pedal Press is a quick, easy way to get yourself out of a

ability to mix up his hit levels in his punch combos make him a blocking nightmare. With a little patience, Ganryu can take down anyone in his



FIGHTING RGRINST GRNRYU

- Ganryu has a slow recovery time between moves. Block through his combos then attack. Use low combos to keep him grounded.
- Use fast jabs and kicks to disrupt his slower attacks.
- Sidestep to dodge his Kabuki Palm (infinite punches), then counterattack.



※STRENGTHS

Decent speed for a large character

Powerful hits

Multi-level-hit combos

Good low attacks



WEAKNESSES

Slow recovery between moves

Few kicks

Limited number of moves

No Reversal



MOVES



COMMAND: SO SO LEUEL: mm





COMMAND:

DAMAGE: 28 LEUEL: m



THUNDER PALM DAMAGE: 12

COMMAND: 12





FALLING HAMMER

COMMAND: During Sidestep,

DAMAGE: 30 LEUEL: h











SUMO POP

COMMAND: 👉 🗹 🕹 🖫

DAMAGE: 30 LEUEL: M

CHOKE SLAM

POSITION: Front DAMAGE: 35 ESCAPE: �











SALT UPPER COMBO 3

COMMAND: & P Y & Y & Y & Y &

DAMPIGE: 15,12,6,7,8







SUMO POP COMBO 2

COMMAND: 🗢 🖾 🖑 🔰 🍪 🖑 👶 👶

COMPLETE MOVES LIST

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HITLE	UEL A
Sumo Hammer	-\$-\$-\$	18,15,18		
Overhead Smash	❖	21	hhm	
Double Hammer	♦•	21,17	m	
Stomp	₩.	50	mm	
Kick and Pull	210 %	17	M	
Sumo Rush	⇒.	28	1	
Salt Upper [~Tag]	⊕ �[~T]	15	m	
Palm Elbow	→	14,12	m	Juggle
Sumo Tackle	♦	90	hm	
Tackle Fake Upper	=%	12 %	!	
Pedal Press	⊕ 🕸 (or during Sidestep, 💠)	22	m	
Sit	de		m	
Sit Thrust	=-{}	27		
Sit Sweep	=\$	AND DESCRIPTION OF THE PARTY OF	m	
Splits	=•	18	_ L	
Sumo Squash	্যক	26		
Sumo Squash to Sit Thrust	=-%	27	M	
Sumo Squash to Sit Sweep	=%	18		
Sumo Squash to Splits	=4		<u> </u>	
pring Hammer Punch	While lying down, ↓◆	 -		
pring Hammer Punch to Sit Sweep	= store tying uowii, \$\psi_{\text{s}}\$	12	m	
pring Hammer Punch to Splits	=-0	18	L	
hunder Palm	N.	 -		
hunder Clap	74 8 8 8 8	12	L	Juggle
abuki Palm	44 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	15,10,10,8	mhhh	
umo Juggle	\$ \$ \$ \$ \$ \$ \$	15,15,10,10	mlli	This move goes on for us you continue to press
pen Palm Combo	→ \$\phi \$\p	12,10,8,5,5,5,5,5	hhhhhhhh	as you continue to press
ouble Step in Palm	> → • • • • • • • • • • • • • • • • • •	12,10,8,5,5,5,5,5	իհիհեհե	
ising Double Palm	While crouching, 💠	17	m	
ammer Rush High	While crouching, ♦ ♦ ♦ ♦ → ♦	21	l l	
ammer Rush Mid	While crouching, ♦♦♦♦७५	10,8,12,12,12	LLmmh	
ammer Rush Low	While crouching, *** ** ** **	10,8,12,12,15	LLmmm	
iple Uppercut	While crouching, № № № №	10,8,12,12,8	LLmml	
iple Uppercut Alternate	While crouching, 🛂 🌣 🌣 💸	9,12,12	mmm	
indmill Rush	While crouching, ≥+++++	15,12,12	mmm	
lling Hammer	During Sidestep, %	12,15,15,30	mmmh	
sing Hammer	While rising, &	30	h	
sing Double Hammer	While rising, **	21	m	
mo Pop [~Tag]	While rising, ❖❖ ❖≌❖Կ♠[~T]	21,17	mm	
rong Open Palm	⇔৫৫ ৴৵ ৯৫ ৫৴	30	m	Juggle
percharger	♦	40	ııı	
in Wall	**			



THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Body Slam	ॐ Front	30	*	
Throw	% Front	28	*	
Upper Stream Throw [~Tag]		Enemy's left	40	- ♣
Crotch Throw [~Tag]		Enemy's right	40	•
Reverse Choke Slam		Back	40	None
Reverse Throw		Back toward enemy	30 (or 28)	♦ (or ♦)
Choke Slam	⇒ → ❖	Front	35	•
Overhead Toss	⇒.	Front	30	* <
Twin Wall	During enemy's punch,	Front	-1	None
Pedal Press	=%	Back	22	None
Pedal Press	⊕-\$	Back	22	None

This can only be done right after Ganryu is tagged in.

COMBOS

NAME	COMMAND	DAMAGE
Salt Upper	&	15
Combo 1	=❖	20
Combo 2	=N\$\psi \psi \psi \psi \psi \psi \psi \psi	12,6,11
Combo 3	=N\$ \$ 3\$ N\$	12,6,7,8
Sumo Pop	\$BP A \$	30
Combo 1	=∅%•	20
Combo 2	= 0 000	12,7





Nationality: Unknown

Fighting Style: Power Fighting. Loaded guns on both arms (currently out of order).



Age: 7 Height: 7' 3" Weight: 374 lbs

Blood Type: Plutonium









Sray and yellow body with gray face

🕏 Gray and tan body with flesh face

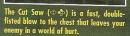
Light blue body and face

Black and yellow body with flesh face

Ever wish you had a pet robot? Gun Jack is the one you'd want to have. He has more power than a tank (and he's just as pretty), so Gun Jack can stomp his way through the toughest of characters. Though slow, he is packed with powerful punch combinations and mighty throws. With patience, you can take Gun Jack to the top

Gun Jack is nowhere near the fastest character in the game, so getting in the first hit may not be the best idea. Block through your enemy's attacks and counter with combos such as the Jab Elbow Smash (\$ \$ \$) or the Cut Saw





calculation and timing in all your attacks. This may take a while, but

Gun Jack's moves list is short, so learn all his moves to avoid becoming predictable. Gun Jack has an impressive low punch game, but don't get too accustomed to it. Although the low punches are great for breaking your opponent's guard and juggling, your enemy will start to expect your crouching attacks if you do them too often. Mix these up with your strong high punches and throws. Your key to victory with Gun Jack is to keep your enemy guessing.

A lot of Gun Jack's powerful moves have drawbacks. Many of these moves, although fun to do, are too slow to pull off against a seasoned Tekken player. Avoid doing these often or altogether. Moves such as the Windup Punch (◆唑◆墊◆◆), Giant Foot Stomp (◆), and the Stomp (◆◆) take too long to set up, leaving Gun The Giant Foot Stomp (�) looks cool, but Jack extremely vulnerable. Instead, makes Gun Jack a metal piñata.



use Gun Jack's long reach and juggling ability to quickly rack up the hits. Overall, Gun Jack is a strong and reliable character if you have the patience to time your attacks. Though he doesn't have many moves, he has a lengthy reach with a lot of power and an abundance of throws. With all this, Gun Jack has the ability to prevail in any match.



FIGHTING AGAINST GUN JACKI

- Gun Jack has lag time between his punch combos, making him an easy target for a juggle.
- Watch out for his low attacks. They can be devastating if not blocked or stopped with a simple jab.
- Many of Gun Jack's powerful moves require a lot of time to set up, so hit him before you can see how powerful they really are.
- Gun Jack has a hard time getting up. Punish him while he lies on his back and as he gets up.



PRIMA'S OFFICIAL STRATEGY GUIDE



業STRENGTHS

Extremely powerful

Long arm reach

Good low attacks

Many throws



Slow execution of moves and movements

Limited number of moves

No Reversal

Moves often leave him open for a counter







DOUBLE HAMMER DAMAGE: 21,22





COMMAND: 🐶 🐶

H

COMMAND: 🔷 👶 💠









THUNDER SLAP

DAMAGE: 12 LEUEL: L

ONE TWO BLAST

DAMAGE: 10,25 LEUEL: Lm









MACHINE GUN BLAST

COMMAND: 🗹 🍪 🍪 🍪 🍪 🍪

DAMAGE: 15,15,15,15,15,40 LELIEL: IIIIIM







PILE DRIUER

COMMAND: 🗹 🗲 💠

POSITION: Front DAMAGE: 58 ESCAPE: &









DOUBLE AKE COMBO 1



DAMAGE: 45,8,10







HILLING UPPERCUT COMBO 2

COMMAND: While rising,











JACK 2 TEAM UP TAG

COMMAND: %~T

DAMAGE: 30 LEUEL:

SPECIAL ARTS

NAME COMMAND DAMAGE LITTER				
NAME	COMMAND	DAMAGE	HIT LEUEL	
Jack Hammer	♦♦♦	18,15,18	hhm	
Jab Elbow Smash [~Tag]	\$•\$\$[~T]	12,15,20	hmm <	
Stomp	⊕ �	50	l M	
Giant Foot Stomp	⋄	60	! 4	
Double Hammer	♦ •	21,22	mm <	
Piston Gun	⊕ •	7,5,5,5,21	hibbh	
Piston Gun Assault	⊕ •	27	m	
Cut Saw	⇒ 🂠	17	m in	
High and Low Cross Cut	=❖	15	Ti Ti	
Cross Cut Blast	=~¥\$	25	m	
Sliding Attack	⇒%•	25		
Double Axe [~Tag]	∜ ∜ [~]]	45		
Sit	\$-\$			
Sit Pancake Press	=❖	35	M	
Sit Punches Left	=\$\phi_0\$\phi_0\$	10,10,10,10	†	
Sit Punches Right	=\$\phi_0 \phi_0 \phi_0	10,10,10,10	† 	
Pancake Press	51.00€	26	M	
Body Press	21 ♣	25 (or 20)	h (or M)	
Body Press Hammer	After body press succeeds, 🐟	10	1 (01 111)	
Thunder Slap	21.00	12	i -	
Get Up Punch	While lying down, ❖❖	12	m	
Rushing Uppercut Left	1 % & & &	10,15,10,15		
Rushing Uppercut Right	1 0% \$ \$ \$	10,15,10,15	mmmm	
Machine Gun Blast	12 \$ \$ \$ \$ \$ \$ \$ \$	15,15,15,15,15,40	IIIIm	
Cossack Dance	K	18,12,10,12,12,12	LULLU	
Take Down	While crouching, 💠	21	L	
Low Cross Cut Saw	While crouching, №	21	i	
One Two Blast	While crouching, ❖❖	10,25	Lm	
Hammer Rush Low	While crouching, ♦ ♦ ♦ ♦ ♦ ♦	10,8,12,12,8	LLmml	
Hammer Rush Mid	While crouching, ♦♦♦♦\$¥	10,8,12,12,15	LLmmm	
Hammer Rush High	While crouching, �����→�	10,8,12,12,12	LLmmh	
Hammer Rush Low	While crouching, > ⊕ ♣ ♣	15,12,8	mmL	
	Trans croscining, = 0 0 V 0	13,12,0	minit	





Hit is worth 20 and hits mid if done from a distance.





Continue to make full circles on the D-pad to continue windup to 5 times. Domage increases to 40,60,80,199 with each windup and becomes unblockable after the second.

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STRINGS COMBOS

NAME
Hammer Rush Mid

Hammer Rush High

Hammer Rush Low Hammer Rush Mid

Hammer Rush High Triple Uppercut

Windmill Punches

Dark Greeting

Piston Gun Snipe

Killing Uppercut

Double Hammer Alternate

Megaton Blast

Windup Punch

Supercharger

Windup Uppercut [~Tag]

Debugger

Machinegun Knuckle

COMMAND

While crouching, >⇔♦≥♦

While crouching, > ♦ ♣ → ♦ While crouching, > ♦ ♦ ↓

While crouching, > > >

While crouching, > ♦ → ♦

While crouching, >⇔ ♦० ♦०

While crouching, № ♦ ♦ ♦

While crouching, ≌�����

⇒%~%

During Sidestep 💠

While rising 💠

\$12 **4** 7 4

While rising 💠 💠

◆尿介剂◆**用◆[~]**]

									April 1	
Command	1000	000	000	000	000	%	000	000	000	000
Guard Point		*	*	100				*		
Level	m	ı	L	m	m	m	m	m	m	m
Maria Caralla	10000000	100	Section 2	-				8	21	
Damage	10	6	5	7	7	6	6	0	21	25
Command	♠ %	%	000	%	ಿಂ	್ಯಿಂ	್ಯಂ	000	₽%	*
Guard Point		*	100					*		
Level	m	L	L	m	m	m	m	m	-	m
Damage	10	6	5	7	7	6	6	8	12	35
		-			***********	~				
Command	71 %	000	000	000	000	%	000	-‰	***	***
	∌%	%	*	%	%	*	%	*	*	%
Command Guard Point	20 % h		100,2300	%	& L	The state of the s	♣	- 7/	♣	♣
Command Guard Point Level	h	m	* L	L	L	* m	m	* m	m	m
Command Guard Point		m 8	*			*		*		
Command Guard Point Level	h	m 8	* L	L	L	* m	m	* m	m	m
Command Guard Point Level Damage	h 15	m	* L 5	L 5	L 5	* m 8	m 6	* m 8	m 21	m 25
Command Guard Point Level Damage	h 15	m 8	* L 5	L 5	L 5	* m 8	m 6	* m 8	m 21	m 25
Command Guard Point Level Damage Command Guard Point	h 15	m 8	* L 5	L 5	L 5	* m 8	m 6	* m 8	m 21	m 25

COMBOS

DAMAGE

15,12,15

15,12,12

10,8

10,12

12,12

101

22

20

25

33

20

21,17

15,10,15

12,15,15,30

18,25,25,40

NAME	COMMAND	DAMAGE
Double Axe	⊕-&	45
Combo 1	=⊕ ♣ ♣	8,10
Combo 2	=•	16
Killing Uppercut	While rising, ❖	20
Combo 1	=⇔.❖	13
Combo 2	= ॐ ॐ	8,7,5

< Juggle

SPECIAL TEAM UPS

HIT LEUEL

mmm

mmh

ml

mh

mmm

mhmh Illm

h

m

mm

m

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Jack 2	Lift Up Slam	. *~T	30	.

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Body Slam	*	Front	30	-
Lift Up Slam	⋄	Front	30	❖
Side Left Bomb [~Tag]		Enemy's left	40	-&
Hanging Neck Throw		Enemy's right	40	⋄
Spinal Crush	&	Back	30,40	None
Throw Away	*	Back	70	None
Reverse Throw	❖ (or ❖)	Back toward enemy	30	♦ (or ♦)
Body Smash	∠ *	Front	32	%
Face Slam	-\$ → \$	Front	35	ф
Back Breaker	⊕ R ← ♣	Front	45	❖
Pyramid Driver	♠≈→•	Front	40	⋄
Volcano	74.	Front	30	*
Volcano Blaster	월 월 송	Front	30	* <
Ground Zero	71 💸	Front	30	*
Lift Up Megaton Hit	当命作用命	Front	33	Block
File Driver	≅→ ❖	Front	58	*
Gun Bomb	⊕� (or ⊕�)	While enemy's crouching	40	⋄



GUN JACK

Primasames.com

Nationality: Probably Japanese (denied by Japanese government)
Fighting Style: Mishima fighting style, Karate

HEIHACHI MISHIMA

Age: 73 Height: 5' 10" Weight: 175 lbs Blood Type: B









Brown pants and wooden sandals

Blue pants and wooden sandals

Greenish blue coat with white fur trim

Maroon coat with white fur trim

STRATEGY

Don't let this old man fool you. Heihachi is a true fighter with both power and speed, more so than a lot of his younger competitors. And with a lot of powerful juggle starters, he can keep his opponent in the air while he pounds him or her senseless. Heihachi doesn't have a lot of moves, but he makes the most of the ones he has. Mix up your attacks to keep your enemies guessing what you'll hit them with next.







Heihachi's Dragon Uppercut $(\circledast N \otimes \mathfrak{D} \otimes)$ is extremely powerful. Starting from a Crouch Dash, this move sneaks up on an enemy and launches him or her into the air.

Heihachi is one powerful fighter. Take to the offense and punish your opponents. Use the Heavy Power Punch (參齡等) to cause a lot of damage and send your enemy flying. Heihachi's Dark Thrust (while rising, 夸) is a powerful attack that makes him dangerous from a crouch. For a powerful kick attack, try Hell Avle (參令等). It does some good damage, leaving your enemies on the ground.

Heihachi is great at juggling his opponents. To pop your enemies into the air, try his Rising Uppercut (�N���). You'll sneak into range with the Crouch Dash and then be free to do your dirty work. Another easy way to boost your opponent into the air is with Heihachi's Demon Uppercut (����). It doesn't really matter how you do it, but get your enemy into the air. Once your opponent's in the air you can give him or her a full demonstration of Heihachi's power.

Don't forget to attack low—this can be a weak spot for a lot of players. If you're up against a player who forgets to block low, punish him or her with Heihachi's Spinning Demon (♦ N ♦ 🗷 ♦ ♦ ♦). Add the Tsunami Kick (N ♦ ♦) to the end of the move for even more damage. Another good move is the Rising Sun (※ ♦ ♦). "You'll sweep high and then low. Don't use this move predictably and there's a good chance you'll knock your enemy over.

Heihachi knows how to move. With the Crouch Dash (⊕N⊕x) in his arsenal, Heihachi can sneak in for the attack. Your opponent won't even see it coming. Add a ⊕ to the Crouch Dash to perform a Dragon Uppercut and hit medium. Or add a ⊕ to perform a Jumping Low Kick and hit low. Mix these up with his other Crouch Dash moves so your enemy won't know what's next. This will prevent your attack from being blocked or reversed.







Need to get in a quick low kick? Try Heihachi's Jumping Low Kick (⇔ N 心 ン ゆ) to surprise your enemies.

Not only can Heihachi move in for the attack, but he can also escape easily. If the action starts to heat up and you need to back away, try his Shadow Step ((***)***). This is also a great move to harass your opponent. Crouch Dash in, throw a few attacks, and then Shadow Step out. You'll hear sounds of frustration coming from your opponent in no time.

FIGHTING AGAINST HEIHACHI

- Heihachi has a number of moves that can change hit levels in a hurry. Be prepared to block or break up the attack.
- He has a lot of power in that old frame. Try to reverse or block his attacks if you can.
- One of Heihachi's strongest points is his ability to juggle. The juggle starters themselves will take a lot of health from you, but the combos he hits you with will break you.
- Be aware of the distance separating you and Heihachi. He has the ability to sneak in close and sneak out very quickly. He'll do a lot of damage if he catches you off guard.



 Heihachi takes damage fairly easily, which means you don't have to pull off really big moves to defeat him. Block his attacks and chip away at his health.

CHARACTER PROFILES/MOUES



※ STRENGTHS

Power and speed

Nice low-hitting attacks

Plenty of juggling moves

Can open or close distance between opponent



No Reversal

Takes damage easily

Fewer number of moves











COMMAND: 🎨

DAMAGE: 22 LEUEL: m

DEMONS BORR COMMAND: 🗢 💠

DAMAGE: 25 LEUEL: M











HELL AKLE

COMMEND: 27 % %

DAMAGE: 17,17 LEUEL: mm

COMMAND: 🔷 🔿 💠

DEMON UPPERCUT DAMAGE: 30 LEUEL: m









HERLY POWER PUNCH DAMPGE: 30 COMMEND: 🖖 🖄 🖒 🗞

DARH THRUST COMMEND: While rising,

DAMAGE: 24 ELEL: m











TSUNAMI HICH

COMMAND: PN & Y % % N % %

DAMAGE: 15,13,10,7,10 LELEL: LLLmm







RISING UPPERCUT COMBO 2

COMMAND: \$\mathbb{N} \bar{\psi} \mathbb{N} \bar{\psi} \mathbb{N} \bar{\psi} \

DAMAGE: 25,11,15

Primagames.com









TWIN PISTONS COMBO 1

COMMAND: 2 % % % ...











DEMON UPPERCUT COMBO 2

DAMAGE: 30,6,4,4









STONEHERD TRG WITH JUN

COMMEND: When partnered with Jun, 🔷 🔷 ~ T

POSITION: Front DAMAGE: 30 ESCAPE: *

COMPLETE MOVES LIST : SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	
Left Right Combo	-\$-\$	5,8	hh	
Demon Slayer		5,8,18	hloh	
Demon Kicker	♦ ♦ ♦	5,8,15	hhh	
Flash Punch Combo		5,8,18	hhm	A CONTRACTOR OF THE CONTRACTOR
Demon Breath	*	22	m	
Demon Shout	⇒ •	25	"	
Right Splits Kick	\$\$	27	m	TO THE REAL PROPERTY.
Altar Splitter	(÷ • %	22	m	60
Demon's Boar	(≑• \$)	25	m	
Geta Stomping	While enemy is down, 🖖 🗫	25	i.	4
Twin Pistons [~Tag]	જ્ઞ•%•%[~]]	8,21	mm <	Juggle
Hammer Punch	⊕•\$	15		
Hammer Punch to Power Punch	⊕•\$• \$	15,26	mm	计算性 经产品
Rising Sun	A\$•\$•	25 or 15	h or L	Only one of the kicks will hit.
Hell Axle	%	17,17	mm	
Lightning Hammer	↓ ⊹	70	!	
Charging Hard	-	55	h <	During Lightning Hammer, if enemy's right kick connects.
Demon Scissors	% \$	25		Heilachi receives 5 points of damage if hit doesn't connect.
Demon Uppercut [~Tag]	⇒→∲[~ []	30		Juggle
Left Splits Kick	♦ → \$	24	m	
Heavy Power Punch	介河今��	30	m	
Crouch Dash	⇒N⊕¥	_	1_	
Rising Uppercut [~Tag]	= %[~T]	25	Sm <	luggle



destep.

NAME	COMMAND	DAMAGE	HIT LEUEL	
Dragon Uppercut	= %	31	m	
Jumping Low Kick	=�	21	l l	-
Spinning Demon	=\$•\$•\$•\$•	15,13,10	lu <	luggle
Isunami Kick	=N %• %•	11,10	mm	
Spinning Demon Uppercut	=N ∜ >	10	LLLm	
Jumping Mid Kick	⇒N∲য় ৵	35	m	
Dark Thrust	While rising, ❖	24	m	
Isunami Kick	While rising, ���	12,18	mm	
Demon Executioner	\$\phi_{\phi} \phi_{\phi} \phi_{\phi}	5,8,22	hhm 🔸	Third move doesn't cor
Fake Executioner	\$\$\$\$\$\$\$ (or \$\$\$\$\$\$\$	5,8	hh 🔸	After first 2 moves He
Shadow Step	⊕ ⊕ N №		_	
Demon Massacre	-> + > + > + >	6,21,25	hmm	
Demon Lair	÷++++	6,21,30	hmm	
Leaping Side Kick	+)+)+ +	30		
Auger	•		_	
Supercharger	•	_	_	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Meck Breaker	•	Front	30	.
Jumping Powerbomb	*	Front	30	
Guillotine Chop		Enemy's left	40	*
Freefall		Enemy's right	46	- ♦ •
Atomic Drop		Back	60	None
Reverse Throw		Back toward enemy	30	� (or �)
Stonehead	⇒→ ∲ [~T]	Front	33	*
Headbutt Carnival	⇒→	Front	33 !	*

Norks against Bryan, Gun Jack, Heihachi, Jack-2, Jin, Kazuya, tuma, Lei, Paul, and Pluck. Enemy can reverse with Φ or Φ teliabchi can reverse again with f. This can continue back and forth with the damage total building with each exchange.

STRINGS COMBOS

Command	494	000	%	ಂ	o o	% %	000	000	000	000
Guard Point				*		*	*			
Level	h	09110	h	h	h r	n m	1	h	m	m
Damage	7		8	6	7	5 11	5	5	8	30
Command	20%	000	್ಯಂ	%	%	%	%	%	ಂ	%
Guard Point			*			*			*	
Level	m	h	h	L	L	m	h	h	m	m
Damage	17	5	6	8	8	5	10	5	6	35
Command	27 %	ಂ	್ಯಿಂ	8	%	%	0%	%	%	000
			*			*		100	*	
Guard Point										BOURSESSON .
Guard Point Level	m	h	h	L	L	m	h	h	m	m
	m 17	h 5		L 8	L 8	m 5	h 10	h 5	m 6	m 30
Level	STATE OF THE PARTY	50055500	h	SE SECURE	S SECTION	10000000	E11170	100000	(A-9)	STATE OF THE PARTY.
Level Damage	17	50055500	h 6	8	8	5	10	5	6	30
Level Damage Command	17	50055500	h 6	8	8	5	10	5	6	30
Level Damage Command Guard Point	17	5	h 6	8	8	5 *	10	5	6	30

COMBOS

NAME	COMMAND	DAMAGE
Twin Pistons	る 4000	8,21
Combo 1	=• ∜ ∜ • %	17,7
Combo 2	=월�	20
Combo 3	=∑i ♦ ♦	6,10
Demon Uppercut		30
Combo1	=%•	4 24
Combo2	=≱•%•%•%	6,4,4
Combo3	= * 월양	17,20
Combo4	= 💠 🔆 💠	4,4,9
Rising Uppercut	⇒ N ⊕ № №	25
Combo 1	= 21 ॐ (÷ ॐ	11,12
Combo 2	= M 💠 🌣	11,15
Combo 3	=÷;*;**	4,4,9

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Jun	Stonehead	⇒÷%∼T	30	*



Nationality: Korean Fighting Style: Tae Kwon Do

HWOARANG

Age: 19 Height: 5' 11" Weight: 150 lbs **Blood Type: 0**









Gray shirt and green

Hwoarang's fast and powerful kicks make this street punk a powerful threat to anyone who faces him. Though limited on punches, Hwoarang's moves list is large and consists of different stances that spring into many different kick combinations. Hwoarang's fast paced kicking action will have even your fiercest challenger begging for mercy.





Migraine (���) is a fast way to push your enemy away, giving you room to start a

Though Hwoarang's close combat skills are poor, the few punches he does possess, such as the Migraine (* *), can quickly make room between you and your enemy. Hwoarang works best about three steps away from the enemy. This puts Hwoarang just out of sweep range and gives him the room that best suits his fighting style. His kicks are fast, but they won't beat a jab when he is too close to an enemy. With a few steps in between you and your enemy. Hwoarang has enough multi-hit-level attacks to keep the fight in your favor.





The Firecracker 🖖 💝 🧇 pops your enemy into the air, setting up a juggle.

Hwoarang can be hard to defend against due to his ability to quickly mix up his hit levels. However, if you begin to use the same moves repeatedly, such as the Firecracker (🕸 🏶 🌣), your enemy will begin to anticipate your attacks and counter accordingly. Hwoarang has a huge moves list, so mixing up your attacks should be easy. Don't forget that Hwoarang can punch. Use his punches to break the monotony of kicks and surprise your enemy. Learn all his moves to avoid getting stuck in a rut and becoming easy to predict.





Changing from Left stance to Right stance 🗫.

Knowing what stance you're in and what moves can be done from each is very important when playing as Hwoarang. Attempting a move in the wrong stance can foolishly make 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 coming at your opponent.



Hwoarang's quick, furious feet make him one of the strongest characters in the game. His large moves list consists of many combos that make it a breeze to kick his way through all his opponents. Though shy on punches, Hwoarang has more than enough kick combinations that hit at different levels to penetrate the toughest of defenses. If you remember to keep your distance, The Crippler & & is a quick fun way to slow down a charging enemy.

If you remember to keep your distance, if you remember to keep you remember to keep you remember to keep y Tekken elite.

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.



PRIMA'S OFFICIAL STRATEGY GUIDE



黨 STRENGTHS

Fast and powerful kicks

Multi-hit-level combos

Linkable moves

Easy kick combos

* WEAHNESSES

Few attacks for grounded opponents

Limited punches

Lacks close combat skills

Few defensive moves



MOVES











REJECTION

COMMAND: 🍪 👶 🗞

DAMPGE: 5,10,25 LEUEL: hhh

TORPEDO HICH

DAMAGE: 30 LEUEL: h











HUNTING HAMH

COMMAND: 🔊 💝 💝

DAMAGE: 15,11,12 LEUEL: mmh

CHAINSAM HICH
From Right stance,

From Right stance,

DAMAGE: 15,20 LEUEL: hm









SCREW HICH

From Right stance,

DAMAGE: 18,20 LEUEL: mh

LEFT HEEL

COMMAND: From Right Flamingo, 💝 💝

DAMAGE: 21 LEUEL: M











FIRCRACHER COMBO 1

COMMAND: 🖖 💝 🧇 💞 🖑 💝 💸



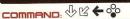








DOOR MAT



POSITION: Front
DAMAGE: 40

DAMPGE: 7,22,4,3,11

PROFILES/MODES 00

THARACTER









SKY ROCKET COMBO 2

COMMAND: \Rightarrow N \diamondsuit **Y** \diamondsuit \diamondsuit \diamondsuit









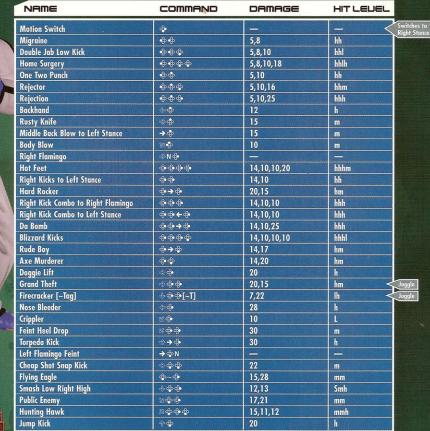


BREK TERM UP TAG

COMMAND: 🔷 🗫 ~T

POSITION: Front DAMAGE: 5,5,5,15 ESCAPE: *

COMPLETE MOVES LIST





Juggle

NAME	COMMAND	DAMAGE	HIT LEUEL
Ripoff	⇒→ •	30	ш
Tsunami Kick	While rising, 🗣 🏶	13,15	mm
Sky Rocket [~Tag]	-\$N⊕¥&[~T]	23	m <
Machinegun Kicks [~Tag]	����[~T]	15,12,10,25	hmmh <
Left Kicks to Right Hook Kick	တို့ တို့ လို့	15,12,20	hmh
Left Kick Combo to Right Middle Kick	တို့ တို့ တို့ တို့	15,12,20,15	hmhm
Left Kicks to Right Hook Kick	တို့ တို့ တို့ တို့	15,12,10,20	hmmh
Total Outrage	တို့ တို့ တို့ တို့ တို့	15,12,10,20,15	hmmhm
Left Kick Combo Low	\$\phi_0 \phi_0 \phi_0\$	15,12,7	hml
Left Kick Combo Low to Right Hook Kick	=%	13	h
Menace to Society	=% %	13,15	hm
Dynamite Heel	≌	40	!
Disrespect	*	_	
Disrespect	Left stance with back		I —
	toward enemy, 💠		
Plasma Blade	Left stance with back	20,16	mm
	toward enemy, 🏶		
Supercharger	*	-	-



NAME	COMMAND	DAMAGE	HIT LEUEL
Motion Switch	•	1-	
Migraine	-\$-\$	10,12	hm
Big Fists	\$ \$ \$	6,10,12	hhm
Right Reverse Kick Combo	ф ф ф	6,15,27	hhh
Right PK Combo		6,25	hh
Right Jab Spin Kick	⋄ ♦�	6,32	hh
Right Reverse Kick	\$ \$	15,27	Hhi:
Chainsaw Kick	% •%	15,20	hm
Misdemeanor	\$ - \$ -	32	h
Right Side Kick	21%	12	
Right Flamingo Feint	→ % N		_
Grand Theft	÷) o% o∳•	20	m 🔷
Screw Kick	⇒ → %• \$	18,20	mh
Teaser	№ №	15,40	Lh
Backlash	\$ ~ \$ •	36	h
Nose Bleeder	⟨ - ⋄	28	h
Cheap Shot	÷ °	18	h
Cheap Shot to Disrespect	= ←	_	
Cheap Shot Low Spin	=%	20	1
Ripoff	÷→≎	25	h
Disrespect	*		
Disrespect	Right stance with back	_	_
	toward enemy, 💠		
Plasma Blade	Right stance with back	20	m
	toward enemy, 🏶		*

MOVES FROM LEFT FLAMINGO (LEFT FOOT UP)

NAME	COMMAND	DAMAGE	HIT LEDEL
Trick Jab	•	7	h
Right Backhand	*	12	m
Step Kick	*	28	m
Cutter Right	医晚	15	L
Cutter Left	말야	12	L
Snap Kick	⇒ %	18	m

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NAME	COMMAND	DAMAGE	HIT LEUEL
Snap Spin Kick	⊕	32	h
Rocket Launcher [~Tag]	����[~T]	12,10,25	mmh Juggle
Flamingo Kick Combo to Right Hook Kick	\$ \$ \$ \$	12,10,20	mmh
Cannon Kicks	\$ \$ \$ \$	12,10,20,15	mmhm
Power Blast	%	80	1
Left Flamingo Step-in	➾		
Left Flamingo Back Dash	(=	_	
Left Flamingo Sidestep to Back	Ŷ		
Left Flamingo Sidestep to Front	4	T-	
Right Heel Lance [~Tag]	(÷ o \$•	21	m Juggle
Flamingo Side Kick Combo	фф	12,21	mm

MOVES FROM RIGHT FLAMINGO (RIGHT FOOT UP)

NAME	COMMAND	DAMAGE	HIT LEUEL
Right Punch	*	7	h
Left Punch	*	12	-
Step Kick	- ♣	25	h
Cutter-Right	€	13	l l
Cutter-Left	医泰	15	L
Snap Kick	->-\$•	18	
Snap Spin Kick	(≑o	32	h
Right Kick	- 8•	20	m .
Right Flamingo Step-in	⇒\$	_	_
Right Flamingo Back Dash	4	_	
Right Flamingo Sidestep to Back	伞	_	
Right Flamingo Sidestep to Front		_	1_
Left Heel Lance [~Tag]	⊹ ••[~T]	21	m <

THROW5

NAME		POSITION	DAMAGE	ESCAPE
Pickpocket	•	Front	20,10	*
Falcon Dice Kick	*	Front	20,10	*
Bring It On		Left	5,7,10,6,10,7	•
Dead-End	❖ (or ❖)	Right	22,22	*
Slaughterhouse	❖ (or ❖)	Back	55	None
Reverse Throw	❖ (or g)	Back toward enemy	20,10	
Door Mat	⊕ দ্ধ ÷ �	Front	40	*
Leg Hook Throw	⊕ κ ♣	Front	30	. ∻
Roll and Choke	⇒ •	Front	30	*
Human Cannonball		Front	18,12	•
Low Parry	≅ 😵 (or 🗷 😵)	_	—	None

STRINGS COMBOS

Command	From Left Flamingo, 💠	ಂ	000	%	000	%	000	000	000	ಂ
Guard Point			*		*		*			
Level	m	h	h	L	m	m	1	h	m	h
Damage	12	7	10	7	7	8	7	10	16	21
Command	From Right Flamingo,	್ಥಿಂ	· 🗞	000	000	ooo	000	000	000	000
Guard Point			*		*		*			
Level	m	h	h	L	m	m	1	h	m	h
Damage	12	7	10	7	7	8	7	10	16	21

COMBOS

NAME	COMMAND	DAMAGE
Firecracker	4. 4. 4.	7,22
Combo 1	=•\$: \$. \$. \$.	4,3,11
Combo 2	= య్రీ ర్యం ట్రీ రహ్హీ	12,5,5,12 🗢
Sky Rocket	¬ ¬ ¬ N ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬	23
Combo 1	= \$~%	12,14
Combo 2	=\$\$\$\$	4,5,18

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Baek	Human Cannonball	⇒ ∜ ∼T	Front	5,5,5,15	o\$•

PRIMA'S OFFICIAL STRATEGY GUIDE





Nationality: Russian Fighting Style: Overpowering Strength

JACK-2



Age: 5 Height: 7' 9" Weight: 370 lbs **Blood Type:** Plutonium



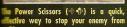


� or ❖ Tank top and camouflage pants

Although he may look like a rabid human, Jack-2 is actually a lethal, fighting machine. Like the other Jacks, Jack-2 is slow but loaded with power. Patience and knowing your arsenal of moves are the key to taking this mammoth to the top of the tournament. The strategy to playing Jack-2 is very similar to Gun Jack with the exception of a few move differences.



Jack-2 is one of the slower characters in the game, so don't rush your opponent right off the bat. Instead, time your attack in between your enemy's moves. This lets you rush in with a speedy punch combo such as the Jab Elbow Smash (\$ \$ \$) or the Power Scissors (⇒ . Timing your attacks



rather than just wailing on your opponent may take a while, but Jack-2 has enough power to rip into your enemy's health each time you hit.

Predictability may be an issue with Jack-2 due to his small moves list. Atomic Hook ($\P \Rightarrow \P$) is a powerful high attack that can that can be unexpected To avoid this, learn all his moves after a low attack.



and avoid repetition. Jack-2 can change his hit levels in his punch combos, so mix it up. An impressive low punch game is great to master and helps break your enemy's guard and juggling, but don't rely on it alone or your enemy will come to expect it. Mix these up with your strong high punches and throws. Keep your enemy guessing!



Jack-2, like Gun Jack, comes preprogrammed with powerful blows. These moves, although fun, take too much time to set up and leave you defenseless. impractical to use in battle. Use these moves in moderation, if at all. Gigaton Punch (\$\diangle + \$\diangle + \$\diangle \diangle \

The Discharger (During Sidestep, ©) Discharger (during Sidestep, ©) needs precision timing so you don't get are examples of moves that are pummeled by a counter blow. slow and leave you wide open for a

counter. Use Jack-2's long reach and juggling ability instead.

Jack-2 may have fewer moves, but he has the power and reach to compensate. Use patience to time your attacks. A quick jab will stop your combos if you don't wait your turn. With the right amount of care, Jack-2 can march his way through any contender.

FIGHTING AGAINST JACK-2 I

- Jack-2 has lag time between his punch combos, making him an easy target for a juggle.
- Watch out for his low attacks. They can be devastating if not blocked or stopped with a simple jab.
- Many of Jack-2's powerful moves require a lot of time to set up, so hit him before you can see how powerful they really are.
- Jack-2 has a hard time getting up. Punish him while he lies on his back and as he rises.



漢 STRENGTHS

Extremely powerful

Long arm reach

Good low attacks



Slow execution of moves and movements

Fewer number of moves

No Reversal



DUES









DOUBLE HAMMER COMMAND: 🐶 💞

DAMAGE: 21,22 LEUEL: mm

SHOULDER → COMMAND









RUShing uppercut Right COMMAND: Y 👶 👶 👶

DAMAGE: 10,15,10,15 ELJEL: mmmm









GRANITE STOMPING DAMAGE: 22 LEUEL: m COMMAND: -> -> 000













RISINS Hell

COMMAND: 2 3 %



205ITION: Front

DOUBLE AKE COMBO 2 COMMAND: 🖖 💠 💠 DAMAGE: 45,16

















: Front

BODY SLAM TAG WITH GUN JACK

COMMAND: %~T

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Jack Hammer	♦ ♦	18,15,18	hhm	
Jab Elbow Smash [~Tag]	����[~T]	12,15,20	hmm	ggle
Double Hammer	♦ •	21,22	mm <ju< td=""><td>iggle</td></ju<>	iggle
Power Scissors	÷.	17	m	
Power Scissor to Meltdown	= *	15	1	
Cut Saw Blast	=≌ 💠	25	m	
Atomic Shoulder Tackle	->	28	m a	
Double Axe [~Tag]	∜ % [~1]	45	m <ju< td=""><td>ggle</td></ju<>	ggle
Sit	*	I -		
Pancake Press	=%	35	M	
Sit Punches 1	=\$\phi_{\phi}\phi_{\phi}\phi_{\phi}	10,10,10,10		
Sit Punches 2	=\$ \$ \$ \$ \$	10,10,10,10		
Pancake Press	20 %	26	M	
Get Up Smash	While lying down, ❖❖	12		
Rushing Uppercut Left	¥ ♦%•%•%	10,15,10,15		first
Rushing Uppercut Right	¥ \$ \$ \$ \$	10,15,10,15	mmmm <if< td=""><td>first</td></if<>	first
Machinegun Blast	K & & & & & & & & & & & & & & & & & & &	12,15,15,15,15,40	IIIIm	
Cossack Kicks	12 ch ch ch ch ch ch	18,12,10,12,12,12	LULL	
Atomic Hook	⇒ →&	27	h	
Granite Stomping	⇒→ф	22	M	
Meltdown	While crouching, 💠	21	1	
Megaton Strike	While crouching, ◆◆◆	10,25	Lm	
Hammer Rush 1 Low	While crouching, ❖❖❖❖❖	10,8,12,12,8	LLmmL	
Hammer Rush 1 Mid	While crouching, ❖❖❖❖❖≌❖	10,8,12,12,15	LLmmm	
Hammer Rush 1 High	While crouching, ♦• ♦• ♦• ♦• ♦•	10,8,12,12,12	LLmmh	
Hammer Rush 2 Low	While crouching, >++++++++	15,12,8	mml	
Hammer Rush 2 Mid	While crouching, ゝ・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・	15,12,15	mmm	
Hammer Rush 2 High	While crouching, >++++++++++++++++++++++++++++++++++++	15,12,12	mmh	
Hammer Rush 3 Low	While crouching, > ◆ ◆ ◆	10,8	ml	
Hammer Rush 3 Mid	While crouching, ↘♣↘♣	10,10	mm	
Hammer Rush 3 High	While crouching, > ♣ → ♣	10,12	mh	
Swing R Knuckle	While crouching, > ♣ ♣ ♣	15,10,15	mmm	
Windmill Punch	While crouching, ১৯♦♦♦♦	10,15,10,30	mmmh	
Killing Uppercut [~Tag]	While rising, * [~T]	20	m Jug	ggle
Double Hammer Alternate	While rising, ❖❖	21,17	mm Ju	iggle
Discharger [~Tag]	During Sidestep, �[~T]	20	m	
Barrel Jacket Hammer	During Sidestep, 💠	35	h	
Debugger	⊕R¶₽	25	L	
Megaton Blast	←R⊕ №	33	m .	
Gigaton Punch	⊕← �•	20	lm (wi	ontinu ind-up
Supercharger	*	_	each	ach wi

If first hit was a counter, then last hit will be a juggle.

If first hit was a counter, then last hit will be a juggle.

Continue move with full circles on the D-pad to continue wind-up to 5 times. Damage increases to 40,60,80,199 with each wind-up and becomes unblockable after the second.

THROW5

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Body Press	প্রক	Front	25	None <	lit is worth 20 if done from a distance.
Hammer	=&	_	10	None	
Body Slam		Front	30	*	
Backbone Breaker	- of-	Enemy's left	40	*	
Spiral Drop Bomb	- ♣	Enemy's right	40	*	
Death Shoot [~Tag]	%[~T]	Back	70	None	
Reverse Throw		Back toward enemy	30		
Back Breaker	⊕≅← ♣	Front	45	*	
Pyramid Driver	♠≈→•	Front	40		
Catapult	₩ 💠	Front	30	40	
Rising Hell	ম ন -&	Front	30	*	
Pile Driver	≌→*	Front	58	-	

STRINGS COMBOS

																				200
⊕ %	%	್ಯಿಂ	%	000	ಿ	ಂ	000	•	00	Command	\$ 0°00	%	ಿಂ	ಿಂ	000	•00	್ಯಿಂ	•00	1000	ಿಂ
	*	*					*			Guard Point		*						*		
m	L	L	m	m	m	m	m	m	m	Level	m	L	L	m	m	m	m	m	-	m
10	6	5	7	7	6	6	8	21	25	Damage	10	6	5	7	7	6	6	8	12	35
71%	000	000	000	%	000	್ಲಿಂ	•00	•00	•	Command	73 %	000	000	%	000	•%	್ಯಿಂ	000	₩.	•
		*			*		*			Guard Point			*			*		*		
h	m	L	L	L	m	m	m	m	m	Level	h	m	L	L	L	m	m	m	1	m
15	8	5	5	5	8	6	8	21	25	Damage	15	8	5	5	5	8	6	8	12	35
	m 10 ⁄2 ♣	* m L 10 6	m L L L 10 6 5	m L L m 10 6 5 7	m L L m m 10 6 5 7 7	m L L m m m m 10 6 5 7 7 6	m L L m m m m 10 6 5 7 7 6 6 6	m L L m m m m m m m m m m m m m m m m m	m L L m m m m m m m m m m m m m m m m m	m L L m m m m m m m m m m m m m m m m m	War War	The second column	* * * Guard Point * m L L m m m m m m m m tevel m L 10 6 5 7 7 6 6 8 21 25 Damage 10 6 * * * * * * * * * h m L L L m m m m m m m m Level h m	* * * * * * *	The image	The image	War War	War War	War War	Marcoll Marc

COMBOS

NAME	COMMAND	DAMAGE
Double Axe	⊕ 💠	45
Combo 1	=⊕ ❖ ♦ ♦	8,10
Combo 2	=-\$	16
Killing Uppercut	While rising, ◆	20
Combo 1	=♥•	13
Combo 2	= ♦•♦•	8,7,5

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Gun Jack	Body Slam	∜~ T	Front	30	*







Nationality: Japanese

Fighting Style: Advanced Mishima karate and Kazama-style self-defense

JIN KAZAMA

Age: 19 Height: 5' 11" Weight: 165 lbs Blood Type: AB







Black-and-red motorcycle outfit



Black, red, and orange motorcycle outfit



> School uniform

STRATEGY

Power. Speed. Good looks. It's not hard to see why Jin Kazama is one of the most popular characters in *Tekken*. Though he comes with fewer moves than many of the other characters, he still has enough to keep your enemy quessing. Master the skills he does have and you'll be tough to beat.







Jin's Flash Punch Combo ($\circledast \circledast \r$) is fast and furious. It's great for keeping your enemy on the defensive.

Jin is an offensive fighter. He's at his best when attacking. With this in mind, begin with quick attacks such as the Flash Punch Combo (争争) or Demon Slayer (争争). These moves are usually fast enough to connect before your enemy's hit does.

One of Jin's strongest points is his efficient use of juggle moves. Quick to execute, they can be the start of some deadly combos. The beauty of jugglers is that once your enemy is in the air, they're at your mercy until you finish with them. The Tooth Fairy (during Sidestep, Φ) is great because not only does it launch your enemy into the air, but its Sidestep lets you dodge many attacks. Follow it up with a left punch and the Laser Cannon ($\Phi \to \Phi \Phi \Phi$) and you'll have knocked a good chunk off your enemy's health bar.





A couple of good juggling moves are the Toeth Fairy (Sidestep, (*)) and Double Lift Kidk (** (*)). Jin can close the distance between him and his opponents very nicely. This allows you to stay out of reach while coming in for an attack. With the right timing. Jin's long legs can put a stop to any onslaught before it even reaches him. Frustrate your opponents with the simple Spinning

High Kick (♦Φ) every time they attack. Alternately, the Demon's Paw (♦♦Φ) can close the gap and bring you close enough to bury Jin's fist into the enemy's midsection. Jin's Demon Steel Pedal (♦Φ) is good for stopping your enemies dead in their tracks too. If it connects as a Counter Hit, follow it up with another one to completely flip them head-over-heels.





From the very useful Crouch Dash (\Leftrightarrow N \otimes imes) Jin can go into a number of different level attacks. Mix it up to keep the enemy guessing.

The Crouch Dash $(\ensuremath{\circ} N \ensuremath{\circ} x)$ is dangerous simply because your enemy won't know what's coming. In addition, this move quickly brings you within striking distance of an opponent. Follow it up with $\ensuremath{\circ}$ or $\ensuremath{\circ}$ for mid and high attacks, or use $\ensuremath{\circ}$ to sweep them low. Mix it up and your enemy won't know whether to block high or low.

Jin can deal out damage even when he is on the defensive. Jin's Attack Reversal (🌣 🕆 or 🚓) can change the momentum of a fight. Reversing your opponent's attacks forces your opponent to plan his or her attacks better. Against inexperienced players, this tactic works almost every time. With experienced players, use the Reversal a little more sparingly. If you use it too often, the



Jin uses his 893P (⇒ ♣) to keep his opponent from getting up.

experienced player will invariably Chicken it. Use the Attack Reversal only when your enemy least expects it.

Jin doesn't have a lot of moves to work with, so learn them all. Keep your opponent guessing by mixing up Jin's high and low attacks. Know the juggle moves and take advantage of them. Keep Jin on the offensive and be the King of the Iron Fist Tournament.

NIL TENIRDA DNITHDI

- Jin has a very limited number of moves and even fewer low-hitting attacks. This makes him a very predictable character to play against-the perfect situation for using Attack Reversals.
- When you're attacking mid or high, watch out for Jin's Attack Reversal. If your opponent is fond of Reversals, be ready to Chicken him.
- Watch out for Jin's uppercuts. These put you in the air and start his devastating combos.
- Keep Jin's reach in mind when fighting him. Even though he seems safely out of range, he can close that gap in no time. Be prepared to back off as he does and come in for the kill.



STRENGTHS

Power and speed, all in one Good reach and distance-closing moves Has plenty of juggling moves Has a Reversal



Few number of moves

Few low-hitting attacks

Move execution times are a little slow Moves can be predictable













COMMEND: 12 %

PARTING WALLE TO SPINNING DRAGON **PGE: 18,15** COMMAND: \$ \$ 100 \$ ≡L: Lm









893P KNEE HICK DAMPGE: 18,10 COMMAND: 🖒 💑 %

OMEN

COMMEND: When partnered with Heihachi,









ROUNDHOUSE TO TRIPLE SPIN HICH

COMMEND: \$7 000 000 000

DAMAGE: 25,15,12,25 ELIEL: mLlm











SHOOT THE WORKS

COMMEND: % % % %











3 RING CIRCUS COMBO

COMMAND: 🍪 👶 🖑

DAMPGE: 5,10,10,14 LEUEL: mhhL













SER CANNON COMMAND: 💝 🔷 % 🗞

am=GE: 18,14,24 LEUEL: mmm

COMPLICATED WIRE COMMAND: 🖖 🗹 🗲 🗞

SITION: Front









OMEN TO HELL BRUSHER HEEL COMMEND: When partnered with Helhachi, 🔆 💠 🐶 💖 💖 🖒 🖒 🕽 🕽 🐧 🛂 🗞 🗞

DAMAGE: 15,15,21 (19 to self) ELEL: Lmm











OOTH FRIRY COMBO 1

COMMAND: During Sidestep, 👶 😓 👶 👶

DAMAGE: 16,4,9,7,12













DOUBLE LIFT HICH COMBO 3

DAMAGE: 5,20,4,5,5,10











NUL HTIM DAT ORBHBNOTE

COMMAND: When partnered with Jun, \Rightarrow

: Front

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	1
Left Right Combo	♦ ♦	6,10	hih -	
Demon Slayer	÷ ÷ •	6,10,18	hhh	
Flash Punch	**	12,21	hh	A PARTIES AND A
Flash Punch Combo	⊕ ♦ ♦	6,8,18	hhh	
One Two Knee	****	6,10,12	hhm	Sur la
Back Spin Kick	- 0.00	30	h	
Spinning High Kick	\$\$	30	h	$\sim 1 - \Lambda$
Corpse Thrust	1 ⊈ ♦	24	m	
Parting Wave	(֥%) 1	15	m	
=to Rising Uppercut	=%	25	ii	Juggle
=to Dragon Uppercut	=%	29	m i	
=to Middle Kick	=%	20	mm	
=to Spinning Low Kick	=%•	12	mL	
=to Spinning Demon	=\$•\$•	18,15	Lm	
Demon Steel Pedal	⟨ -	21	M	
893P	⇒ 💠	18	m	
Knee Kick		12	m	
893P Knee Kick	->	18,10	mm	
Back Fist to Side High Kick	♦ ♦	12,21	hh	
Tsunami Kick	ध्राक्ष क	10,16	mm	
Twin Lancer	% ⊕	10,16	mm	
Double Lift Kick	⊕�	5,20	mh	715
High Pounce	제약 (or 유약 or 로양)	34 (or 30 or 24)	M M	
Lightning Uppercut	⊕ •8•	40	<u> </u>	90
Lightning Screw Uppercut	←•	80	<u> </u>	River Brown Street
Demon Scissors	%·~\$·	25	M	
Roundhouse to Triple Spin Kick	24 4 4 4	25,15,12,25	mtlm	
Shoot the Works	\$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$			
Shoot the Works Upper	\$ \$ \$ \$ \$	6,10,25,30	hhmm	
Three Ring Circus	\$ \$ \$ \$	6,10,25,10 5,10,10,21	<u> </u>	
3 Ring Circus Combo	\$ \$ \$ \$	5,10,10,14	mhhm	
Tooth Fairy [~Tag]	During Sidestep, *[~T]	16	mhhL	
Demon's Paw	⇒⇒ \$	27	The second secon	Juggle
Left Splits Kick	\$ → \$		m	
Heavy Body Blow	♦→	23 18	m	
Laser Cannon	&→\$\\\\$\\\\$\\\\$\\\\$\\\\$\\\\$\\\\$\\\\$\\\\$\		m	
Laser Scraper [~Tag]	♦→♦♦₽₽	18,14,24	mmm	
Crouch Dash		18,14,15		Juggle
Rising Uppercut	= \$. ⇔и ⊕ я	<u> </u>	4 	
Oragon Uppercut		25	THE RESERVE OF THE PERSON NAMED IN COLUMN 2 IN COLUMN	Juggle
Dragon Uppercut to Middle Kick	=%	29	<u> </u>	
Dragon Uppercut to Middle Kick Dragon Uppercut to Spinning Low Kick	=% =%	20	mm	
Spinning Demon		12	mL .	
Uppercut [~Tag]	=%-%-	18,15	Lm	10000
Oppercut (~lag) [win Pistons [~Tag]	While rising, &[~T]	18	<u> </u>	
win ristons [~iag] Sunami Kick	While rising, * * [~T]	10,15		Juggle
eaping Side Kick	While rising, 🌣 🌣	13,18	mm	
eaping Side Rick	++++	30	m	
orce Supercharger	♦ •			
oupercharger	*	_		



THROWS DAMAGE ESCAPE POSITION COMMAND NAME Front 10,20 -00 Double High Sweep 000 Front 5,8,17 Over the Shoulder Reverse 12,19 Enemy's left **ॐ** (or ❖) Shoulder Flip o 40 Enemy's right Over the Limit None Back 60 Chicken Butcher Back toward enemy 30 � (or �) 💠 (or 💠) **Reverse Throw** Front 33 **⇒→** Stonehead o

Front or Back

Front

Front

Front

Use 💠 just before your back hits the ground to reverse. Escape depends on oppo nent's punches.

ate Punch and Cross Arm Lock. Use Escape for Ultin

⇒ ♦ (or ⇒ ♦) See Reversal section of book for more details.

STRINGS COMBOS

J. 💠

=*

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=\$ \$ \$ \$

=\$ \$ \$

⇔ (or **⇔** ♦)

Ultimate Tackle

Ultimate Punch

Cross Arm Lock

Complicated Wire

Wrist Chuck Slam

Attack Reversal

Ultimate Punch to Cross Arm Lock

					_	-		Name of Street,	INDIA DE	0.00	
Command	000	000	ಂ	000	•	•	್ಯಿಂ	0	0	000	್ಯಿಂ
Guard Point			*							*	
Level	h	h	m	h	I.	h	h	n	1	m	m
Damage	15	6	10	10	mos cools	,5	7	1	0	15	30
Dumage										-	1000
Command	(= 000	000	000	000	•	8	್ಯಿಂ	•	•	ಂ	000
Guard Point		*	*			*					*
Level	h	h	m	ı		m	m	1	h	h	m
Damage	12	10	10	8		6	6	5,		5	31
Damage	12	10	10			•	•	,			٠.
Command	4	No.º	·%	್ಯಿಂ	್ಯಿಂ	್ಯಿಂ	000	000	000	ु ०	ಿ
Guard Point				*		*		*			
Level		h	h	h	h	m	m	L	h	m	m
Marie Control of the	A DESCRIPTION OF		100000000				11	5	5	201 (0)020	30
Damage		7	8	6	7	6	11	3	3	0	30
Command	100	N 👶	000	%	000	6	0	2	್ಯಿಂ	್ಯಿಂ	000
Brown Company of the	44	14 %	0	*	-0-		*	0	*	*	-0
Guard Point									90 (4)		
Level		h	h	m	m			m	L	m	!
The second second second	THE REAL PROPERTY.	7	8	7	10		5	7	5	25	30
Damage		7	0	-	10	21 EX	,	,		23	30

	100 E B		1	100 0			
Command	000	ಂ	%	್ಥಿಂ	*	್ಯಿಂ	%
Guard Point			*				
Level	h	h	m	h	lh	h	m
Damage	15	6	10	10	7,5	7	31
Command	%	% 0	3. 8.	%	o. 6	. %	₽.%

♦° or 💠

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%

		3 -		- 15		1 - 1	022			2
Command	-\$-\$N %	000	್ಯಿಂ	್ಯಂ	000	000	000	000	್ಯಿಂ	000
Guard Point			*		*		*		*	
Level	h	h	h	h	m	m	L	L	m	!
Damage	7	8	6	7	6	11	5	5	25	30

12 10 10 8 6 6 5.5 5 21,21

COMBOS

5,5,5,5,5

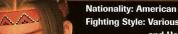
Guard Point Level

Damage

NAME	COMMAND	DAMAGE
Tooth Fairy	During Sidestep, 🏶	16
Combo 1	= % & & & & & &	4,9,7,12
Combo 2	= % ∳ %	4,5,5,10
Combo 3	=%%%	4,5,9
Combo 4	= <pre>-<pre>\$</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*</pre><pre>*<th>4,5,6,9</th></pre></pre>	4,5,6,9
Double Lift Kick	⊕.�	5,20
Combo 1	=÷÷÷	4,4,9
Combo 2	=% %	4,5,2,5
Combo 3	=% % %	4,5,5,10

SPECIAL TEAM UPS

and the second second second				W 38
CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Im	Stonehead	⇒⇒ ⋄ ∼T	30	
Heihachi	Omen	🤃 တို့ တို့ တို့ တို့		<u> </u>
	Omen to Corpse Hitter	= ∜	31 (9 to self)	m
	Omen to Dragon Uppercut	=⇒N⊕¥®	31	m
	Omen to Rising Uppercut	=⇒N⊕¥®	21 (19 to self)	m
	Omen to Hell Brusher	=⇒N⊕ ਸ਼ �	15 (13 to self)	L
	Omen to Hell Brusher Heel Cutter	=%**	15,21 (6 to self)	mm
	Omen to 7 Hit Combo	<u></u>	3.4.5.13.4.4.21	hhhhhmh



Fighting Style: Various Chinese Martial Arts based on Shinirokugo-Ken and Hakkvoku-Ken













Tan top and mini-skirt Orange top and jean mini-skirt

Blue shirt and orange jeans

Red shirt and blue ieans

Julia Chang is a fast, agile character who can juggle with the best of them. Although she's not the most powerful, her ability to juggle and counter make her one of the toughest fighters in Tekken. Learn to control this American beauty and she will prevail as master of the Tekken universe.



Party Crasher (⊕ → �) is a fast way to take the wind out of your enemy's sails.

Julia's ability to counter is one of her strong points, and her simple left jab (�) is one of the fastest in the game. This is your ace in the hole when playing the counter game. Use this or the Party Crasher (⇒>+) to break your enemy's momentum and set him or her up for a juggle. Julia's juggle starters can take too much time to set up against an alert enemy, so use them as Counter Hits. Julia's quick Sidestep and Spin technique () add 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 counter attack beatings. Pay close attention to what your opponent is doing. It is better to block than to try to beat your enemy to the punch if you are unsure of his or her next move. As Julia, you have more than enough moves to confuse your opponent





The Mini G-Clef Cannon (>> + +>) is a quick and easy juggle starter

and capitalize on his or her mistakes-you don't need to make mistakes of your own. Watch for the right time to attack and mix up your moves to keep your enemy in the dark. The ability to know 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 many 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 enemy high in the air, giving you plenty of time to toy with him or her. Practice putting different moves together to see what works best for you.





Julia's Palm Explosion (🗢 🌣 💠) closes in on an enemy with a bang.

Fast lunge attacks are great for busting in on an unsuspecting enemy, and Julia has some good ones. Her Party Crasher (⋄→ ⋄) and her Palm Explosion (⋄ ⋄ ⋄) quickly close the gap between you and your enemy, leaving him or her on the ground for you to abuse some more. Work these into your arsenal when your enemy gets away from you.

With practice, Julia is a strong contender. A wide variety of moves 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 claiming the throne as King of the Iron Fist Tournament.

FIGHTING AGAINST JULIA I

- Julia is fast in the counter department. Don't rush her too often or you will find yourself 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 counter attacks, the match will be over in no time.
- Be ready to block at all times. 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.

CHARACTER PROFILES/MOUES



Good speed

Good juggling ability

Many moves with different hit levels

Fast Sidestep



No Reversal

Limited range

Lags on combo starters

Not very powerful



MOUES









SHOUE IT UP

DAMAGE: 28



CLEF CANNON

DAMAGE: 5,5,21 LEUEL: hmm











SPIN AND HICH

DAMAGE: 20 LEUEL: h

COMPEND OF S

DAMAGE: 8,9,25 LEUEL: mmm

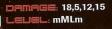








TEQUILA SUNRISE ARROW HICH











MAD AKES

COMMAND: 🖖 🖒 💝 💠

POSITION: Front DAMAGE: 14,14,14 ESCAPE: *



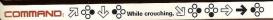








JUMP HICH COMBO 2



DAMAGE: 25,4,6,7,8

Primasames.com









PINNING HICHS SLASH UPPERCUT COMBO 1

DAMAGE: 20,12,21,9,6,7







MICELLE TERM UP TRG

COMMAND: \$ %~

POSITION: Front DAMAGE:12,24 ESCAPE: &

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Twin Arrow	*	25	m	
G-Clef Cannon [~Tag]	-\$~-\$-\$[~T]	5,5,21	hmm <	Juggle
Mini G-Clef Cannon [~Tag]	ଥ•୫•୫[~T]	8,21	mm <	Juggle
Slow Power Punch	মঞ্চ	10	m	
Slow Power Punch Combo [~Tag]	ଅ ୫• ୫[~T]	15,21	mm <	First hit must connect to hit with second punch.
Slow Power Punch to High Kick	21 45 48•	10,20	mh	
Slow Power Punch to Low Kick	21 45 45	10,10	mL	
Front Snap Kick	প্রঞ্	17	m	
Liquid Sweep	⊹ &	12	ī	TO BE SERVICE OF THE
Heaven Shatter Kick	♦•	17	h	
Flash Uppercut [~Tag]	⇒••[~T]	15		Juggle
Shove It Up [~Tag]	⇒ ♦ [~I]	28		Pops up enemy if hit connects as a counter. Jug
Spin and Kick	& &	20	h	rops up enemy it nit connects as a counter. Jug
Foot Stomp	70%	35	M	
Heavy Uppercut	→ 🌼	50		THE RESERVE OF THE PERSON OF T
Spin Behind	\$ ∉	12	-+:	Juggle
Sweep	⊕ 🚯	10		Must hit in order to spin.
Razor's Edge	₽ ₽	10,21		Juggle
Sweep Head Kick	₽ ₽	10,23	Lh	Joggir.
Sweep Low Kick	- - - - - - - - - - - - - - - - - - -	10,10	IL II	
Machine Gun Punch	-&	10,8	hm	F 6 5 6 10
Machine Gun Cannon [~Taq]	-\$-\$-\$[~∏	10,15,21	hmm <	First hit must be a counter in order to work.
Machine Gun High Kick	€	10,8,20	hmh	11131 thi most be a counter in order to work.
Machine Gun Low Kick	♣ ♣ ♣	10,8,10	hmt	
Ultimate Cannon [~Tag]	\$ •€[~T]	8,9,25	THE RESERVE AND THE PERSON NAMED IN COLUMN 2 IS NOT THE OWNER, THE PERSON NAMED IN THE PERSON NAMED IN THE PERSON NAMED	Juggle
Bow & Arrow Kick	6 65	12,12,15	mLm	DESC.
Mini G-Clef Cannon to Bow & Arrow Kick	21 ft ft ft	8,12,15	mLm	
G-Clef Cannon Bow & Arrow Kick	\$ \$ \$ \$	5,5,12,15	hmLm	
Feavila Sunrise	&~¢	15	m	
eguila Sunrise Middle Smash	=\$	22	m	
Tequila Sunrise Low Kick Slash Uppercut	=%• ∯	12,21		Juggle
Tequila Sunrise Low High Kicks	=0.0 =0.0	12,23	1111	209910
lequila Sunrise Low Kicks	=@• ↓ @•	12,10	1	
Teguila Sunrise Combo	= ® ®	5,21		This combo makes the first hit worth 18.

NAME	COMMAND	DAMAGE	HIT LEUEL
Tequila Sunrise Arrow Kick	= € > 0 } • 0 >	5,12,15	mMLm
Spinning Kicks Slash Uppercut	\$ \$ \$	20,12,21	hLm
Triple Spinning Kick	\$ \$ \$ \$	20,12,23	hLh
Triple Spinning Low Kick	\$ \$ 4	20,12,10	HLI
Palm Explosion	⇒•%~•°	21	m
Party Crasher	⇒ →•%	10	m
Elbow Skyscraper Kick	⇒ે ૐ જૈ	10,15	mm
Parting Fist	During Sidestep, 🌣	21	· III
Rapid Counter Attack	⊕ ⊼ ♣	14	m
Lightning Bolt	⊕ 74 • \$0 • \$0	14,21	mm
Body Elbow	While crouching, ≥ Ф	20	m
Spinning Sweep	While crouching, 🗵 😌	12	
Spinning Sweep Combo	=*	12,15	<u></u>
Skyscraper Kick	While rising, 🏶	15	m
Teguila Sunrise	While rising, 🏶	15	111
Teguila Sunrise Middle Smash	=�	22	m
Teguila Sunrise Combo	=% %	5,21	mm \$
Teguila Sunrise Low Kick Slash Uppercut	=%•%	12,21	
Tequila Sunrise Low High Kicks	=%•%•	12,23	lh
Tequila Sunrise Low Kicks	=%• ♦ %•	12,10	1 .
Teguila Sunrise Arrow Kick	=% % %	5,12,15	mlm
Mountain Crusher	ଅଫ଼ ಭ ♦→ 🌣	12,15,25	mmm
Welcome	*	1-	
Supercharger	*] -	-4
Low Parry		 	—

This combo makes the first hit worth 18.



THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Death Valley Bomb	*	. Front	35	*
Knee Suplex	*	Front	30	«%
Headlock Back Crusher		Enemy's left	40	•
Twisted Sister		Enemy's right	45	ф
Calf Branding		Back	50	None
Reverse Throw		Back toward enemy	35 (or 30)	♦ (or ♦)
Arm Lock Suplex	3 1.♦	Front	37	*
Mad Axes	⊕ ⊠ ♦→ �	Front	14,14,14	- ♦
Waist Suplex	⊕ 🕊 💠	Front	30	*
Cross Arm Suplex	↑ R⊕ K ♣	Front	45	*
STRINGS	5 COME	105		

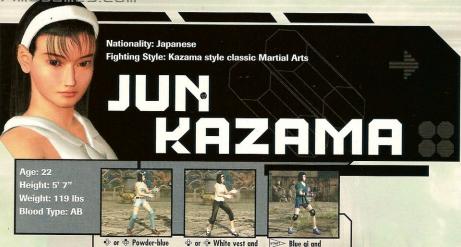
COMBOS

Command	್ಯಂ	%	್ಲಿಂ	್ಥಿಂ	000	್ಯಿಂ	000	%	000	•00	
Guard Point		*		*			*		*		
Level	h	m	m	h	1	m	h	h	1	m	
Damage	8	6	6	6	6	6	6	7	8	25	
Command	%	%	್ಯಿಂ	000	000	್ಯಿಂ	ಂ	ಂ	ಂ	000	
Guard Point		*		*			*		*		
Level	h	m	m	h	1	m	m	1	m	!	
Damage	8	6	6	6	6	6	7	5	5	30	
Command	000	·%	%	000	%	000	್ಯಿಂ	%	%	%	
Guard Point		*		*			*		*		
Level	h	m	m	h	1	m	m	m	1	m	
Damage	8	6	6	6	6	6	7	7	10	25	

NAME	COMMAND	DAMAGE
Jump Kick	श्र-क्•	25
Combo 1	=� → �-	8,6,4
Combo 2	=૾૾� From crouch, ১৫ � ❖ ❖ → �	4,6,7,8
Combo 3	=•\$•♦•\$	4,14
Spinning Kicks Slash Uppercut	♣ ♣ 	20,12,21
Combo 1	=항약 From crouch, 원양약	9,6,7
Combo 2	=₩	6,4

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Michelle	Spin Behind	⊹\$[~T]	Front	12,24	ŵ



black capris

Jin Kazama's mother is back by popular demand and ready to take on the world. She may not be the strongest character in Tekken, but what she lacks in power, she makes up for in speed and defense. Trained in the art of Kazama martial arts, she has many Reversals in her arsenal that can overturn even the most stalwart of characters. Jun also possesses various attack strings that keep her opponents on their toes, wondering what move will come next.



Jun's Thunder Fall Kick (%) is a great before getting back up.

Jun's main strength is her ability to keep the pressure on her opponent. There are several ways to do this. Try using the Thunder Fall Kick (%). This attack is effective because it's a quick double kick, which is hard to see coming. The Thunder Fall Kick also avoids sweep kicks and connects as a middle attack. As a mid attack, it's useful when your opponents are attack to use if your opponent hesitates ducking, but it will also connect if they're on the ground.

Another way to keep your enemy on his or her toes is to use the White Heron Dance (♦♦♦ or ♦♦♦♦). This very swift and versatile move catches your opponents off guard by mixing up the last kick of the string. If your foe is standing, go for the sweep. If your foe is crouching, execute the Roundhouse. The key is to be unpredictable. This move is also great in juggles. Start the White Heron Dance as your opponent is about to hit the ground and watch his or her health bar dwindle.







kneepads



Jun's forte is her White Heron Dance (🌣 🌣 💠 or 💠 🌣 🕹 🖘). This very handy move bails her out of almost any situation.

Jun has some great juggle combo starters in her arsenal. Her Double Lift Kicks (& . can be used in many situations. This move is very deceptive. The first kick connects low and the second one high. If this move connects, follow with the White Heron Dance to dish out some serious damage. The Double Lift Kicks are also useful on enemies trying to get up from being knocked down. But don't overuse this move because your opponents can duck the second kick, which leaves you vulnerable.



Jun's deadly Double Lift Kicks (& 4)

When playing as Jun, it's crucial to continually bombard your opponent with varied attacks: Don't give them the chance to take a breath. The moment you become predictable, your foe can counter you. So mix it up and reap the benefits of her speedy attacks.



FIGHTING AGAINST JUN

- Jun's moves aren't that powerful, so be patient and wait for an opening to launch your attack. Even if she does connect with her various strings, she doesn't possess any real power moves that dish out tremendous damage.
- When you're attacking mid or high, be aware of Jun's Attack Reversal.
- Pay close attention to Jun's White Heron Dance. She can link many different moves from this attack. If you duck the first three punches, there's a split second window of opportunity to counter.
- Jun's short reach limits her from pulling off her moves from far away. So try to keep her at a distance with low sweeps.



漢 STRENGTHS

Quick and agile

Can link many different combos together

Has a Reversal



Less powerful

Short reach

Moves can be predictable











THUNDER FALL HICH DAMAGE: 15,21

COMMAND: 🕸

MIST PALM THRUST 25 COMMAND: 🖒 👈 💸











LIOLET COMMAND: \$

DAMAGE: 16 ELEL L

DRAGON WHEEL HICH DEMON SL COMMAND: 4 000

20,12 mm









TER THUNDER FALL HICH

COMMAND: 12 % % % %

=: 14,14,14,15







DOUBLE LIFT HICKS COMBO 1

COMMAND: 🖖 💝 😢 💝 🎺

DAMPGE: 5,20,11,7,7







WHITE MOUNTAIN POSITION OF THE POSITION OF T









BLIZZARD COMBO TO LEG CUTTER

DAMAGE: 7,10,10,12,14,14,14 LEUGL: SmhhhLLL









DEMON SLAYER COMBO 1

COMMAND: 🖒 👶 👶 🗞 %

DAMAGE: 15,5,5,5,12









CHERRY BLOSSOM TAG WITH JIN, HEIHACHI, OR HAZUYA.

COMMAND: When partnered with Jin, Heihachi or Kazuya,

COMMAND: When partnered with Jin, Heihachi or Kazuya,

POSITION: Front DAMAGE: 30 ESCAPE: *

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Whiplash	-\$-\$	4,15	hm	
Jab Low Kick	-\$-\$-	4,7	hi	
Jab Uppercut	-∳∳-	4,10	hm	2 2 2
nner Strength [~Tag]	. *[~I]	22		Juggle
Thunder Fall Kick		15,21	mM	
Vheel Kick	⋄	21	h <	Jun reverses or sidesteps all punches.
emon Slayer [~Tag]	→ &[~T]	15		Juggle
ack Spin Kick	→ 🌼	25	1	
pinning Heel Drop	→ &	40	i d	⇒© for 30 damage.
unging Mist Thrust	→ •%	15		
iolet	⟨ = « }	16		Completes a throw for 22 damage on a Counter H
ouble Lift Kicks	⊕.%•	5.20	THE RESERVE TO SERVE THE PARTY OF THE PARTY	Juggle J
uneral Palm [~Tag]	≅ ∜[~ T]	16		Juggle



NAME	COMMAND	DAMAGE	HIT LEUEL
Dragon Wheel Kick [~Tag]	♦ �[~T]	20	m Juggle
Dragon Wheel Kick Demon Slayer [~Tag]	♦	20,12	mm
Dragon Wheel Vacuum Spin Kick	♦ ♦ ♦ ♦ ♦	20,11,7,7	mLLL Juggl
Swallow Mallet	💝 🗫 (or during Sidestep 🗫)	8	m e
Swallow Mallet Elbow	(or during Sidestep ❖❖)	8,15	mm
Swallow Mallet to Lunging Mist Thrust	(or during Sidestep ❖�)	8,15	mm
Swallow Mallet to Sweeps	(or during Sidestep ❖�)	8,14	mL J
Whiplash Double Lift Upper	\$\$\$\$\$	4,15,15,20	hmlh <
Whiplash to Toe Kick	\$ \$ \$	4,15,14	hmm
Whiplash to Leg Cutter	\$ \$ \$ \$ \$	4,14,14,14	hLLL
White Heron Dance	♣ ♣ %	7,10,10,25	Smhhm
White Heron Lower Dance		7,10,10,20	mhhL <juggl< td=""></juggl<>
Sweeps	以 4. 4. 4.	14,14,14	rrr .
Leg Cutter Thunder Fall Kick	12 cg cg cg cg	14,14,14,15	LLLM
Leg Cutter White Heron Dance	13 ch & ch ch	14,7,10,10,25	LSmhhm
Blizzard Combo	⊹ +	7,10,10,12	Smhhh
Blizzard Combo to Leg Cutter	***	7,10,10,12,14,14,14	SmhhhLLL
Mist Palm Thrust	\$→\$	25	m
Camellia	During Sidestep, 🌣	18	h
Grace	While crouching, ≥ ®	12	l l
Twin Cloud Kicks	While crouching, 🍲 😵	10,10,10,10	mmmm
Violet Strength	While rising, 🗞	19	m
Moon Scent	While rising, 💠	22	m
Supercharger	*	- *	_

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Arm Bar	⋄	Front	30	•
Snake Toss	*	Front	30	*
Cloud Taste	♦ (or ♦)	Enemy's left	40	*
Wind Wheel		Enemy's right	40	ф
Angler Drop	♦ (or ♦)	Back	45	None
Reverse Throw		Back toward enemy	30	♣ (or ♣)
Cherry Blossom [~Tag]	⊕ ••[~T]	Front	30	*
White Mountain	> 2 0	Front	35	.
Attack Reversal	⟨÷; ⟨or ⟨÷; ⟨•⟩	During enemy's attack	Varies	-> ♦ (or -> ♦ •) <

See Reversal section of book for more details.

COMBOS

NAME	COMMAND	DAMAGE
Demon Slayer	÷	15
Combo 1	=% % %	5,5,5,12
Combo 2	=%*%	5,5,3,5
Combo 3	=18 💠 🌣 💠	12,9
Combo 4	=క చేశా చేశా చేశా	11,7,7
Combo 5	=ા∜ા∜≑ે∜	3,5,10
Double Lift Kicks	-0	5,20
Combo 1	= ८ ∯•∯•	11,7,7
Combo 2	=¥ % %	11,3,5
Combo 3	= % K % %	5,5,7,7

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Jin	Cherry Blossom	∲ ∜ ∼Τ	30	•
Heihachi	Cherry Blossom	¢••~ī	30	.∻
Kazuya	Cherry Blossom	⊕ ∜ ∼T	30	•

STRINGS COMBOS

Command	While rising, &	000	್ಯಿಂ	000	್ಯಂ	000	000	000	c
Guard Point				*		*		*	
Level	m	h	m	m	m	1	m	1	п
Damage	15	10	8	8	6	5	7	7	25
Command	While rising,	000	%	%	ಂ	•	%	%	
Guard Point				*	0	*	138		
Level	m	h	m	m	m	1	h	lh	
Damage	15	10	8	8	6	7,5	6	21,2	4
Command	While rising,		þ	%	್ಯಿಂ				
Guard Point		*					M		
Level	m	h		m	m		A V		

Nationality: None (Threw away Japananese citizenship.) Fighting Style: Mishima-style Karate

KAZUYA MISHIMA

Age: 28 Height: 5' 11" Weight: 167 lbs Blood Type: AB





💠 or 🌣 Shirtless

🍄 or 🧇 Purple suit

STRATEGY

Yet another Mishima. Snuggled between Heihachi, his father, and Jin, his son. Kazuya Mishima fights very similariy to both. He has many of the same moves, including the signature Mishima Crouch Dash (▷N⋄) and all the moves following it. Kazuya doesn't have an abundance of moves, but with the right training, he can be more than a match for any competitor.

One of the most interesting moves in Kazuya's toolbox is his Mist Step (*). All of the characters in the game, including Kazuya himself, possess the regular Sidestep (*) or *). Kazuya's Mist Step doesn't step him as far to the side as the regular one but it does have a very special property: It cancels into the ever-useful Crouch Dash. Instead of pressing the normal *\nabla \nabla \na

that the direction Kazuya steps is practically random. It is almost impossible to know which side he'll step to unless you can somehow count animation frames. Kazuya steps left if it's performed on odd frame numbers and right if on even frame numbers.

For all intents and purposes, consider

the direction random. Only use the special Sidestep if you intend on canceling it into a Crouch Dash.



You can still use the regular Crouch Dash (*) N (*) u), but why would you want to? With this special one (**) N u), you can pull off all of the same moves from it, only faster!

Ever find yourself ducking your opponent's high attacks only to pop them with a piddly counter punch or kick? With Kazuya, those days are over. He's got several moves that take full advantage of an opponent recovering from a missed hit. His Isunami Kick (while rising, \$ \infty\$) is more damaging than the regular 'while rising kick (\infty\$') and hits at a mid level, removing your opponent's chance to duck it. The Isunami





Kazuya's Demon God Fist (while rising, 中) stuns your opponent on a Clean Hit, while h Twin Pistons (while rising, 中中) pops him or her in the air. Both are great juggles starter

Kick is good for pushing your enemy back a few steps. For some real damage, use Kazuya's Demon God Fist (while rising, 金) or his Twin Pistons (while rising, 金). These two moves take a good chunk of damage on their own, but the real beauty in them is that they stun or pop your enemy in the air. Juggling isn't just for clowns anymore.





The Abolishing Fist (>> 4) stuns an opponent on a Counter Hit.

Not all of Kazuya's many juggles come from popping the opponent into the air, he also has good stun attacks. The Glorious Demon God Fist (\$\sigma\$) slowly crumples your opponent to the ground. Follow up with a combo such as \$\sigma\$\$ to drive the point home. For a stun combo on a Counter Hit, use Kazuya's Abolishing Fist (\$\sigma\$) as your opponent attacks. It you're close enough, a Clean Hit also stuns your enemy.

The obstacle to overcome with Kazuya is his short list of moves. On the other hand, almost all of the moves he has are effective. Remember to use the Crouch Dash from a canceled Mist Step. Moves that start with the special Crouch Dash seem to come out of nowhere. Mix that up with some stun hits and juggles and become your friend's worst nightmare.



FIGHTING AGAINST KAZUYA

- As you must with all the Mishimas, be wary of the Crouch Dash. Your best bet is to stay low and poke at Kazuya with a quick jab to stop him in his tracks.
- Kazuya has some really fast moves. His Rising Uppercut can seem to come out of nowhere. Be careful when up close to him for any length of time.
- Keep your distance from him unless you're coming in for an attack. Kazuya's most devastating moves are his close-range ones.
- Because of his short list of moves, Kazuya depends a lot on juggles. Watch your opponent to see what his
 or her favorite juggle starters are, and do your best to prevent them.



Super fast moves out of Crouch Dash

Powerful stun moves that lead into juggles

Great "while rising" moves for counterattacks

WEAKNESSES

Short moves list

Becomes predictable

Few long-range attacks













COMMAND:





COMMAND: ← 🎨

DAMAGE: 80 LEUEL: !









ROUNDHOUSE TO TRIPLE SPIN HICK

COMMAND: 27 % % % %











RISING UPPERCUT COMBO 4

DAMAGÉ: 25,20,15,12









RISING UPPERCUT COMBO 6

DAMPGE: 25,13,12,12

80







GLORIOUS DEMON GOD FIST COMBO 2

DAMAGE: 26,13,12,6







STONEHERD TRG WITH JUN

COMMAND: When partnered with Jun, 🖒 🖒 🔷 ~ T

POSITION: Front DAMAGE: 30 ESCAPE: *

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Left Right Combo	÷\$:*	5,10	hh	
Demon Slayer	****	5,10,18	lilala	
Twin Fang Stature Smash	% ¢% %	5,10,17	HAL	
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	⇒.	26		Juggle
Abolishing Fist	স্থাঞ্চ	21		Juggle on Counter Hit or Clean Hit.
Stature Smash	12%	17		
Heel Drop	21 cf. cf.	10,18	mm	
Entrails Smash	21 %	17	m	
Rising Sun	A de de	25,15	mL	
Lightning Uppercut	⊹ •8•	40	1	
Lightning Screw Uppercut	← •%	80	i i	
Demon Scissors	\$•~\$	25	M	
Roundhouse to Triple Spin Kick	21 αβ	25,15,12,20	mLLm	
Left Splits Kick	⇒ → ф	23	m	
Mist Step	⇒	12		
Rising Uppercut [~Tag]	\$N¥ \$ [~]]	25	m <	Juggle cannot tag if partnered with Devil (can tag with Angel).
Dragon Uppercut	⇔N¥®	29		43 Damage on Clean Hits.
Dragon Uppercut to Middle Kick	=%	20		
Dragon Uppercut to Spinning Low Kick	=%	12	L T	
Spinning Demon	\$N¥ \$ • \$	15,12	- L	
Crouch Dash	⇔N⊕ ¥			
Rising Uppercut [~Tag]	=%[~T]	25	Control of the Contro	Juggle cannot tag if partnered with Devil (can tag with Angel).
Dragon Uppercut	=%	29		43 Damage on Clean Hits.
Dragon Uppercut to Middle Kick	=%	20	m	
Dragon Uppercut to Spinning Low Kick	=%	12	- <u>"</u> 	
Spinning Demon	=%%	15,12	ii.	
Demon God Fist	While rising, 💠	25		Juggle if Clean Hit.
Twin Pistons [~Tag]	While rising, * *[~T]	12,15		Juggle cannot tag if partnered with Devil (can tag with Angel).



NAME	COMMAND	DAMAGE	HIT LEUEL
Tsunami Kick	While rising, 🎨 🏵	13,18	mm
Leaping Side Kick	\$\$\$\$	30	m
Supercharger	*		_

THROWS

NAME	COMAND	POSITION	DAMAGE	ESCHPE	
Double Face Kick	*	Front	10,20	-	
Hip Throw	*	Front	28	•	
Steel Petal Drop		Enemy's left	40		
Skull Smash		Enemy's right	40	•	
Reverse Neck Throw		Back	50	None	
Reverse Throw	❖ (or ❖)	Back toward enemy	30 (28)		
Stonehead	\$\$ ❖	Front	33	♦ <	If you're partnered with Jun,
Ultimate Tackle	⊕ ♦ (or ⊭ ♣)	Front	5	- ∳ <	Use 🎨 just before your ba
Ultimate Punch	=\$\$\$\$\$	—	5,5,5,5	∲or∳ <	Escape depends on opponen

n, Stonehead can be followed with a tag. ouck hits the ground to reverse.

ent's punches.

STRINGS COMBOS

Command	⇒⇒N ∻	್ಯಿಂ	000	್ಯಂ	000	ಂ	0%	•	000	000
Guard Point			*		*		*			
Level	h	h	h	h	m	m	L	h	m	m
Damage	7	8	6	7	6	11	5	5	8	30
Command	⇒⇒N%	000	000	000		000	00	000	ಿ	000
Guard Point			*			*		*	*	
Level	h	h	m	m		1	m	L	m	!
Damage	7	8	7	10		5	7	5	25	30

Command	⇒⇒№。	000	000	್ಯಂ	್ಯಾಂ	000	0%	000	000	000
Guard Point			*		*		*		*	
Level	h	h	h	h	m	m	L	L	m	!
Damage										

COMBOS

NAME	COMMAND	DAMAGE
Rising Uppercut	⇒N� >	25
Combo 1	=%•	24
Combo 2	=21 % A &	8,10
Combo 3	= % % %	4,5,9
Combo 4	=>N�����N�����	20,15,12
Combo 5	=7%7%%	13,5,9
Combo 6	=7.\$\$\$N⊕7%.\$	13,12,12
Glorious Demon God Fist	⇒•\$•	26
Combo 1	=74 % %	8,9
Combo 2	= ⊼� ♦N ♠ ₮��	13,12,6

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Jun	Stonehead	<i>≑</i> ≎ ∜ ∾ ा	30	*



Nationality: Mexican Fighting Style: Wrestling

KINC

Age: 28 Height: 6' 7" Weight: 198 lbs Blood Type: A









No shirt, blue trunks

No shirt, purple tights 💝 Orange shirt

King is Tekken's wrestler supreme. Most people are turned off by his sluggish speed, but don't discount him just yet. In the right hands, King is one of the most formidable contenders of the game. Defensively, he can take a good beating and his Reversal can't be Chickened. Offensively, King's got more throws and multilink throws than your opponents will know what to do with. King's throws make him really fun to play after you get to know him. It takes a lot of practice but it's worth it when you watch your opponents desperately mash their buttons to escape the five or six throws you've strung together.



The Reverse Special Stretch Bomb (+>> 화 참) looks like a simple throw but can spell the end of your opponent.

The first thing to remember about King is that throw them. This makes them vulnerable because they'll either be trying to duck or thinking about breaking your throw. Mix it up and pepper your opponent with some regular attacks. The Head Spinner () and Capital Punishment () are quick and good for surprising an enemy expecting a throw. King's powerful kicks can buy you some breathing room in a tight situation. Try the Disgraceful Kick (, the Konvict Kick (⇒⇒♦), or Stagger Kick (♦♦♦♦). The

point is to vary your attacks enough to enable you to catch your opponent in a throw for some real damage.



much needed breathing room.

King's punch and kick attacks are powerful, but let's face it, you chose King so that you could pull off those cool-looking throws. King's throw range is great. Not only do his throws connect from a longer distance, he has many linkable throws that close any remaining gap between him and his opponent. The Standing Heel Hold (⊕N⊕ ¥♣) and the Arm Breaker (⇒N 5 > 16) both use the Crouch Dash (⊕N⊕¥) to bring King closer to his opponent while allowing him to duck any high The Konvict Kick (♦→♦) can create attacks. The Cannonball Buster (during Sidestep, is one of King's most versatile moves. Because

it's a move out of a Sidestep, King can dodge an attack while doing this. Add this to its speed and link possibilities and you have a move you'll use a lot.

The key to a successful King player is knowing what throws link together. Study and practice the four main linkable throw starters and their respective follow-ups. The Standing Heel Hold and Arm Breaker throw combos are the easiest of the four. The

Reverse Arm Slam (♦¥♦ or ♦¥♦) and the Reverse Special Stretch Bomb (♦ 🗷 🌣 or 🖾 🗷 🎨) are a little trickier. Begin by practicing just one series of throws-don't move on to the next series until you know it well. If you jump around in the beginning, you'll likely confuse one sequence with another.



Use the Demo in Practice Mode to learn the next command. Some of King's the exact timing of King's throws. throws require very precise timing, so

Timing is key. In Practice Mode's Command List, there's a Demo feature where the computer performs the throw for you and shows you the exact timing of the button presses. Watch exactly what's happening on screen as the buttons light up, and try to mimic it. It isn't always about entering the commands as fast as you can. You usually have to wait for one throw to begin before entering

perfect the throws before even thinking about using them in combat. If you've played Tekken with any other characters and have not used command Buffers, you'd better start now. Command Buffering makes King's throws a lot more manageable. For instance, the Manhattan Drop portion of the Reverse Special Stretch combo is ���. Instead of inputting �, ❖, and ❖ separately, combine the last two. Keep & held down while pressing . This allows you to input the commands a lot quicker with less chance for error. See the Buffering section at the beginning of the

book for details about what type of moves benefit from Buffering.





Either the Head Jammer (& &) or the Chicken Face Wing Lock (& &) can follow the Arm Breaker (N & > 0).

As with any other character in *Tekken*, if you keep using the same moves over and over, your opponent will learn how to defend against them. With King, if you keep using the same series of linked throws, your opponent will soon learn to break them your enemy won't be able to break it.

Grappling is what King is all about. King has a throw for almost every situation, including when his opponent is on the ground or crouching. Focus on learning all of his throws for some devastating damage. But at the same time, don't overlook his regular punch and kick attacks; these moves can get you out of a bind. Do you have what it takes to be King?



FIGHTING AGAINST KING

- Almost all of King's throws can be broken. Learn as many breaks for his throws as you can and use them.
- If you don't know the break for a throw, tap 🄄 💠, or 🕏 like mad. Most of King's throws can be broken using these buttons. You just might hit the right ones.
- King can only reverse mid and high kicks. Plus, his Reversal cannot be Chickened. Punch or use low attacks to be on the safe side.
- Be wary of King's regular attacks as well. He most often uses them to set you up for the more damaging throws.



漂 STRENGTHS

Throws, throws, and more throws Longer range throws than normal Good distance-closing moves



Some throws difficult to pull off in battle

Reversal only works on kicks

Few juggle moves





Powerful





DAMAGE: 15,21 EUEL: mm



CAPITAL PUNISHMENT DAMAGE:35 COMMAND: 20 000





COMMAND: 000



DEADLY BOOMERANG DAMAGE: 54 COMMEND: During Sidestep,







STANDING DEATH LO HIVE'S

COMMAND:

OSITION:

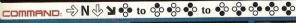








ARM BREAKER TO CHICKEN FACE WING LOCK TO ROLLING DEATH CRADLE POSITION: Front









DAMPGE: 25









RELIERSE ARM SLAM TO BACKDROP TO GERMAN SUPLEK TO POWER BOMB TO GIANT SWING











REVERSE SPECIAL STRETCH BOMB TO CANNONBALL BUSTER TO MANHATTAN DROP TO DICTORY BOMB TO MUSCLE BUSTER

COMMEND: 🖒 🔰 🔥 to 🖑 🖑 to 🗳 🔥 to 🗳 🗞 to 🖒 💸 💠 to

POSITION: Front

DAMPGE: 28,18,17,20,32

ESCRPE: ❖ ,None,❖,None,❖









JUMP HICH COMBO 4

COMMAND: \$\frac{1}{2} \frac{1}{2} \frac{1}

DAMAGE: 13,8,6,11









LEG BREAKER COMBO 3

DAMAGE: 21,6,10,8

COMMAND: While crouching, & 🖓 🛟 👶 While rising, 💝 💠

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Palm Attack	•\$•\$	6,15	hh	
Palm Attack to Uppercut	+%\$-	6,15,10	hhm	
Jab Uppercut	\$.	10,12	hm	
Exploder		25	m	
Moonsault Body Press		25	! <	30 damage if done with King's back toward enemy.
Head Spinner	• • •	15,21	mm	TOTAL SHEET STATE OF STREET
Rolling Sobat	>	23	m	
Disgraceful Kick	(÷ 4 •	20	h	The second second second
Jaguar Lariat	→ 💠	50	! <	Duck to avoid.
Frankensteiner [~Tag]	일☆[~T]	15,45	m <	45 damage only if throw connects. Tag possible only after thro



NAME	COMMAND	DAMAGE	HIT LEUEL	
Elbow Drop	- \$-\$-	25	M	
Capital Punishment	≅.	35	TH .	
High Elbow Drop	a ♦	35	m	
Shoulder Tackle	⇒❖	40		
Elbow Sting	প্র • ৡ •ৡ	15,12	mm	
Jab Uppercut	⊕ �	5,15	Smm	THE LEWIS PROPERTY.
Stagger Kick	⊕ 💠 🌣	17,7,7		If first kick is a Counter Hit, add 💠 for an extra 10 dam
Stagger Kicks	\$ \$ \$ \$ \$ \$	25,7,5,4,3	<u> </u>	Only if first kick is a Counter Hit.
Stagger Kick Spinning Uppercut	⊕ ್	13,10	Lm ,	
K's Flicker	⇒ ❖	20	m <	Juggle
Konvict Kick	\$→%	26	m	(C) (C)
Lay Off	⇒ ÷	—	_	**************************************
Diving Body Press	⇒→ •	30	M	
Knockout Punch	During Sidestep, 🏶	30	h	
Deadly Boomerang	During Sidestep, 🍲	54	l l	A CONTRACTOR OF THE PARTY OF TH
Crouching Uppercut [~Tag]	While crouching, ¥♣[~T]	20	m <	Juggle
Leg Breaker	While crouching, ⋈•≎	21	L	
Atomic Blaster	Back toward enemy, 🕏	50	! <	Duck to avoid.
Blind Kick	Back toward enemy, 💠	25	m	
Stomach Smash	⇒≑N❖	6	l l	
Flying Cross Chop	⇒⇒N ⋄	15	h or L <	Hits high if opponent is near, low if far.
Black Bomb	⇒N⊕∑N♣	28	m	
Running Exploder	\$\$\$\$	40	m _{ee}	
Supercharger	*	-	-	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Winding Nut	%	Front	35	*	
Suplex	⋄	Front	35	*	
Argentina Backbreaker	♦ (or ♦)	Enemy's left	20	♦	
Knee Crusher		Enemy's right	42	<u> </u>	No.
Half Boston Crab	%	Back	60	None	
Cobra Twist	⋄	Back	60	None	
Stretch Buster	(÷→ 	Back	75	None /	
Reverse Throw	*	Back toward enemy	35	* * * * * * * * * * * * * * * * * * *	
Jumping Power Bomb	♦ ♦ (or ♦ ♦)	Crouching enemy	45	*	1
Leg Screw or Double Heel Hold	←� (or ←�)	During enemy's kick	Varies	None Not possible to Chicken.	
Low Parry		During enemy's low attack	-	_ 0	
Ultimate Tackle	⊕ 🂠	Front	5	🖒 Use 🥎 just before your back hits the ground	to reverse.
Leg Cross Hold	=❖	_	20	\$ \$ \$ \$ \$ \$	
Leg Cross Hold to Stretch Combo	=∳	_	20,20	👶 🗞 👶 🗞 🛇 Stretch Combo is not reversible.	
Ultimate Punches	=% % % % %	_	5,5,5,5,5	🗣 or 👶 💮 Escape depends on opponent's punches.	
Ultimate Punch to Leg Cross Hold	= 🐡 🕏 💠 🚭	_	5,5,5,20	Use Escape for Ultimate Punch and Leg Cras	
Ultimate Punch to Leg Cross Hold	=•%	_	5,5,5,20,20	Use Escape for Ultimate Punch and Leg Cros Stretch Combo is not reversable.	ss Hold.
Stretch Combo				Stretch Combo is not reversable.	
Cross Arm Lock	=�	_	25	****	
Cross Arm Lock to Arm Twist	= %	_	25	None	
Ultimate Punch to Cross Arm Lock	= 🕏 🕏 🕏 🕏	_	5,5,5,25	Use Escape for Ultimate Punch and Cross A	rm Lock.
Ultimate Punch to Cross Arm Lock	=%	_	5,5,5,25,10	Use Escape for Ultimate Punch and Cross A	rm Lock.
to Arm Twist					
Figure Four Leg Lock	₩	Front	32	*	
Knee Bash	73.000	Front	30	*	
Muscle Buster	\$ 8← \$	Front	50	*	
Falling Headlock	↑ R⊕ K �	Front	55	*	
Tombstone Piledriver	E → ф	Front	58	ф (1.00 In the second	
Giant Swing	\$\$\$\$\$ 333	Front	70	Damage is half if tech rolled.	
Shoulder Cracker	≅� (or ╚�)	Enemy on back, by head	28	*	

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Swing Away	್ ಆ•≎	Enemy on back, by feet	15	•\$	
Head Bomber	医蜂	Enemy on back, by feet	33	*	
Figure Four Leg Lock	₹	Enemy on back, by feet	33	*	
Turn Over	≅ 😵 (or 🖾 🗞)	Enemy on back, from left		•	
Turn Over	⊠ 😵 (or 🖾 🖑)	Enemy on back, from right	_	\$	
Wing Tearer	≅ 😵 (or 🛎 💖)	Enemy face down, by head	32	*	
Half Boston Crab	8 % (or 8 %)	Enemy face down, by feet	30	*	
Camel Clutch	말� (or 않�)	Enemy face down, from left	35	•	
Bow & Arrow Stretch Hold	≅ 😵 (or 🗷 💸)	Enemy face down, from right	37	\$	
Throw Away [~Tag]	⊕ ••[~T]	Front			ng only works with Armor King for 2
Throw Away Feint	=0			•	ng only works with Armor King for 2
Throw Away Knockdown	=-		8	ф Ф	
Throw and Destroy	=-%		10	♣	
Turn Around	=*		10	*	
Pile Driver	� 23 → • \$	Front		Contract and the second	
Double Arm Face Buster	= %		25 .		rns Pile Driver into Double Arm Face
Boston Crab	=% =%%%%		5		rns Pile Driver into Double Arm Face vo separate throws. Total damage is
Stomach Smash			25	None	
Hi-Jack Backbreaker	⊕⊕N⊕ =•	Front	8	Block low	must connect as Counter Hit for the rows to work.
The state of the s		=	30	*	
Jaguar Driver	=参令办令	I .	60	e <mark>s</mark>	
Standing Heel Hold	♦N⊕ ₹	Front	30	⋄	
S.T.F.	= 🕏 💸 💠 🕏		35	•\$	
Scorpion Deathlock	= 🕏 🍄 🕏	=	40	❖	
Indian Death Lock	= % \$ \$ \$	l -	30	♦	
King's Bridge	= % % % %	—	50	None	
Arm Breaker	⊕N⊕ ⊼ %	Front	20	- %	
Triple Arm Breaker	=% %	_	10,15	•\$	
Head Jammer	= *	_	20	ф	
Struggle Combination	= % \$ \$ \$ \$	_	25	None	
Chicken Face Wing Lock	=®®®®	_	25	*	
Dragon Sleeper Finish	= 🖑 🗣 💠 💠	_	30	•	
Rolling Death Cradle	= 🗘 🗗 👶 👶 💠	_	79.	•	
Reverse Arm Slam	⇒ν⇔ (or ⇒νಈ)	Front	25	% (or %)	
Backdrop	=% •% •%	_	18	♣ (or ♣)	
German Suplex	= 3 • 3 •		18	•⊕ (or ⊕) •⊕	
Power Bomb	≖∯ာက္ခ် ေ	_	22	None	
Giant Swing	=တို တိုတိုတို		27	None •%	
Muscle Buster	= @ @ @ @ • • = 0.		32	• 8	
Cannonball Buster	=\$\darkap		18	⊕	
Manhattan Drop	= 40 40 40		The second liverage and the se		
Victory Bomb	= \$P \$P \$P		17	*	
Giant Swing	=\$\phi\phi\phi\phi		20	None	
Muscle Buster	=\$\p\$\p\$\p\$\p\$ =\$\p\$\p\$\p\$\p\$		27	*	
ower Bomb	=∯.∳.∳ =\$.\$0.\$0.\$0.\$0.\$0	_	32	•	
Giant Swing		_	22	•	
	= 40 40 40	_	27	. %	
Muscle Buster	= 🐎 🔆 🚓 💠		32	- 000	
Reverse Special Stretch Bomb	್ರಬಳಿ (or 🖾 ಒಳಿಂ)	Front	28	*	
annonball Buster	=\$\$\$	_	18	None	
Manhattan Drop	=* * *		17	*	
lictory Bomb	= 🕏 💠 💠	_	20	None	
Giant Swing	= % & & &	_	27		
Auscle Buster	= 🗣 🕀 💠 🍫	_	32	*	
ower Bomb	=\$P\$P\$	—	22	*	
Giant Swing	- = \$•\$•\$•\$•	_	27	•\$	
Auscle Buster	=\$\phi\phi\phi\phi	_	35	db	
annonball Buster	During Sidestep, 🏇	Front, sides or back	18	* </td <td>grabbed from the sides or back, t cames Reverse Special Stretch Bomb.</td>	grabbed from the sides or back, t cames Reverse Special Stretch Bomb.



STRINGS COMBOS

Command Guard Point	•°°°	%	-go	*	*	%	*	000	*	*	Command Guard Point	%	%	-80	*	*	%	*	%	*	-Go
Level	h	h	m	m	h	L	L	L	m	m	Level	h	h	m	m	h	L	L	L	m	M
Damage	6	15	10	6	6	5	5	5	7	24	Damage	6	15	10	6	6	5	5	5	7	18
Command	000	000	%	್ಲಿಂ	000	oço	000	4	000	000	Command	000	ै	000	*	000	000	00	000	%	-%
Guard Point				*		*	7		*	*	Guard Point				*		*		and the second	*	
Level	h	h	m	m	h	m	L	L	m	m	Level	h	h	m	m	h	m	L	L	m	M
Damage	6	15	10	6	8	10	5	5	7	30	Damage	6	15	10	6	8	10	5	5	7	18
Command	000	000	000	000	್ಯಿಂ	000	000	000	್ಯಂ	•	4										
Guard Point				*		*				*											
Level	h	h	m	m	h	m	L	L	1	Throw						-	4	Marie Control	10		

COMBOS

NAME	COMMAND	DAMAGE
Jump Kick	ह्य 🕏	13
Combo 1	=% ❖ %	4,7,10
Combo 2	=% \$ \$ \$ \$	4,7,6,3,5
Combo 3	=\$*\$*	8,6,10
Combo 4	= ॐ ॐ ÷े ॐ	8,6,11
Leg Breaker	While crouching, ≥ •	21
Combo 1	=Ŷ�\$A�	4,16
Combo 2	= 71 💠 🌴 💠 💸	16,8,3,3
Combo 3	=��, while rising, ���N	6,10,8

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE		
Armor King	Throw Away Tag	⇔ ∲ ~Т	25	None		



Nationality: None
Fighting Style: Advanced Bear Fighting

KUMA AND PANDA

Age: 8 human years, equal to 20 bear years Height: 280 cm Weight: 210 kg

Blood Type: Unknown









Kuma as polar bear

🏶 Kuma as grizzly bear

Panda with yellow ribbon

🤏 Panda

STRATEGY

Kuma and Panda are not the cute cuddly teddy bears that they appear to be. These ferocious animals would much rather tear your limbs off than be hugged. Kuma and Panda have unbelievable brute strength and a long arm reach. This makes them incredibly dangerous enemies. On the down side, 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.

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





The Double Hammer (\P \P) is a fast move that drops your enemy, allowing you to toy with him or her on the ground.

Kuma's immense power mixed with slow speed and agility make him a challenging character to play. You have to wait your turn to score hits. However, when you do land a paw on your enemy it falls with great force, removing a hefty chunk of health. You can't hammer away at an enemy in close quarters. Kuma's slow but powerful attacks can be stopped with a simple jab, so use patience and timing for all your attacks.

To ensure success and avoid predictability, learn all of Kuma's moves thoroughly. Like the other big characters of *Tekken*, Kuma has a good set of low attacks. But beware: While great for breaking an enemy's



The Hunting stance (%) starts different moves that let you attack your grounded enemies.

foresee. Use moves from Kuma's unique Hunting stance (�), they are similar to the 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.

guard, they can become easy to

Kuma has a lot of powerful moves, but some take too much time 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 to do, but use them sparingly, for they leave Kuma dangerously open for a counter attack. Instead use



leave Kuma dangerously open for enemy into the sky, setting you up for a juggle.

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 enemy while he or she is down. With a little practice and patience. Kuma can be the first animal to win the King of the Iron Fist Tournament.



FIGHTING AGAINST HUMAI

- 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 set-up time on his powerful moves by counter attacking 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 while he lies on the ground helpless.



STRENGTHS

Extremely powerful

Long arm reach

Good low attacks

Many throws



Slow execution of moves and movements

Fewer number of moves

No Reversal

Moves often leave him open for a counter



MOVES



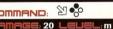
DEADLY CLAM COMMEND: 🗢 🗫



DAMAGE: 35 EUEL: !



BEAR HEADBUTT OMMAND:





HEIHACHI TEAM UP (= 000 COMMAND:

DAMAGE: 24 LELIEL: m



DANCE WITH ME

When emeny is grounded, COMMAND:



DAMAGE: 20,60 LEUEL: L!



FATAL WIND



COMMAND: 💝 🗲 💠



DAMAGE: 200 LEUEL: !







HILLING UPPERCUT GRIZZLY CLAW DAMAGE:12,27 GLEL: mm





ROCH N' ROLL CIRCUS COMMEND: > 24 CC++



POSITION: Front

















DEMON UPPERCUT COMBO 2

COMMAND: \$\ightarrow\$ \ightarrow\$ \ightarr

UPPERCUT COMBO 2

COMMAND: 27 🗞 👶 💠 DAMAGE: 10,9,12

🗢 ends move in Hunting position.

Move cannot be done when teamed with Heihachi. When rolling, move is worth 40 instead of 35.

Juggle

COMPLETE MOVES LISTI SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL
Bear Hammer	\$ \$ \$	18,15,18	hhM
Jab Elbow Smash	\$ \$ \$	12,15,20	hmm <
Overhead Smash	*	21	M <
Double Hammer	**	21,22	mm
Double Claw	⇒ 🍫	25	ш
G-Clef Cannon [~Tag]	⇒%~\$%[~T]	10,8,14	hmm <
Deadly Claw	⇔ .	35	hmm
Rolling Bear	=~\$別發展各区多2	40	m <
Bear Headbutt	প্র•	20	m
Dance With Me	-\$	20,60	l! <
Sit	- ⊕ - ጭ	_	
Sit Punches 1	=÷÷÷÷	10,10,10,10	1111
Sit Punches 2	=\$ \$ \$ \$	10,10,10,10	
Pancake Press	51.%	26	M
Big Bear Attack	⊼ ❖	28	m
Get Up Punch	While lying down, ↓◆	12	m
Rushing Uppercut L	1 * * * * * * * * * * * * * * * * * * *	10,15,10,15	mmmm <
Rushing Uppercut R	¥\$\$\$\$\$\$	10,15,10,15	mmmm <
Demon Uppercut [~Tag]	\$ → \$[~∏	22	M <
Hammer Rush 1 High	While crouching, ����→�	10,8,12,12,12	LLmmh
Hammer Rush 1 Mid	While crouching, �����⊻�	10,8,12,12,15	LLmmm
Hammer Rush 1 Low	While crouching, ♣♣♣♣♣	10,8,12,12,8	LLmmL
Hammer Rush 2 High	While crouching, >++++++++++++++++++++++++++++++++++++	15,12,12	mmh
Hammer Rush 2 Mid	While crouching, 🗷 🏶 🗳 💆 🏶	15,12,15	mmm
Hammer Rush 2 Low	While crouching, № 🌣 💠 💠	15,12,8	mmL
Hammer Rush 3 High	While crouching, >♣+	10,12	mh
Hammer Rush 3 Mid	While crouching, > → > > →	10,10	mm
Hammer Rush 3 Low	While crouching, > ♣ ♦ ♦	10,8	mL
Triple Uppercut Left	While crouching, > ♣ ♣ ♣	15,12,15	mmm
Triple Uppercut Right	While crouching, > + + +	15,10,15	mmm
Windmill Punch	While crouching, № ♦ ♦ ♦	10,15,10,30	mmmh
Salmon Hunter	#### documy, Essess	50	I
Batter Up	While rising, 🎨		
Double Hammer	While rising, 💠 💠		
Killing Uppercut			mM.
Killing Uppercut Grizzly Claw	While rising, 🐶 💠	12,27	m
Grizzly Claw	ক্ষেণ্ট্রমঞ্চ ক্রিক্ট্রমঞ্চ	33	mm
Fatal Wind	♦ ← ❖		m
You're Welcome	*	200 !	
Supercharger	*	_	_
20heicuarder .			



11111



MOVES FROM HUNTING STANCE &

NAME	COMMAND	DAMAGE	HIT LEDEL
Double Bear Claw	-\$-\$	10,10	IL .
Bear Claw	•	16	l l
Bear Fling [~Tag]	∜ [~T]	24	M
Bear Tackle	*	21	Sm

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Bear's Bite	♣	Front	6,6,6,6,6	*
Bear Hug	*	Front	10,25	*
Bear Slam		Left	10,15,25	-
Choke Slam	❖ (or ❖)	Right	40	*
Swing Swung	❖ (or ❖)	Back	70	None
Reverse Throw	❖ (or ❖)	Back toward enemy	30 (or 35)	� (or ♣)
Headbutt	⇒→ %•	Front	35	- ♦•
Rock 'n' Roll Circus [~Tag]	\$\delta\column{4} \delta\column{4} \del	Front	50	*
Bear Toss	During Hunting stance, ♦�	Front	40	*

COMBOS

NAME	COMMAND	DAMAGE
Demon Uppercut	÷ ે જૈ	22
Combo 1	=2000 2000	20,10
Combo 2	=27 💠 27 💠	22,10
Uppercut	স্থ ক	10
Combo 1	=⊠•%	16
Combo 2	=o°+o>o°•	9,12

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	
Heihachi	Power Punch	⊕ •	24	



primasames

Nationality: None (Originally Japanese) Fighting Style: Ninjitsu

KUNIMITSU

Age: ? Height: 5'8"

Weight: 128 lbs Blood Type: O



🕏 or 💠 Red-andpurple outfit



maroon outfit



Skin-tight purple outfit

Who is that mysterious person behind the mask? Kunimitsu might not be a very popular character, but she is fun to play with. She's not the most powerful either, but with plenty of juggle moves you can chip away your opponent's health. Keep on the move to keep your enemy guessing and you'll see victory in no time.







Kunimitsu's Crouching Spin Kicks attack (♥♥♥♥♥) is low and fast. Use it to cause some early damage in the fight.

When playing with Kunimitsu, remember to keep moving. A good move to start the fight with is Crouching Spin Kicks (\$\simeg \display \display \display \display \display \display \display.) It's easy to get a few good low hits in before your opponent realizes what is happening. Finish your spin attack with the Tree Fall Kick () for extra damage that sends your enemy flying. Vary the number of spin kicks and the point at which you add the Tree Fall Kick to really keep your enemy guessing.

Kunimitsu has a lot of great low attacks. Along with the Crouching Spin Kicks she also has the Spinning Sweep (while crouching, >> and Will-o-the-Wisp (during Sidestep &). Most enemies are ready to





Use Will-o-the-Wisp (during Sidestep, \circledast) and watch your unwary enemy hit the ground. Did somebody say juggle?

block high and medium attacks but are open to the low attacks. Keep hitting low but switch up the level if your opponent starts to block you.

Kunimitsu has plenty of great juggle moves. Juggle your opponent in the air or on the ground and pick away at his or her health. Pop your enemy into the air with the Step in Upper (>+) to start the juggle, and follow up with Stone Fists (♦♦♦♦♦♦♦) to inflict even more damage. Stutter the Stone Fists move (♦♦♦♦N♦♦♦♦♦♦♦) to lengthen it without causing Kunimitsu to get dizzy and fall over.

Another great feature of Kunimitsu is her ability to juggle low. Start with the Spinning Sweep (while crouching, >>>) to knock your opponent off his or her feet, then throw in a few medium and low

pushing his or her offense on you.

Remember to press the attack. A good way to close the gap on a retreating enemy is to use Kunimitsu's Solar Kick (♦→♦). She'll somersault forward kicking as she goes. This is one of Kunimitsu's more powerful moves that can be made even more powerful by adding Shark Attack



Use the Step in Upper (의송) to pop you enemy into the air and start a high juggle...

(%) or Ninja Jewel (%). If your opponent is wise to the second hit, try the Ninja Flying Shadow (%)-it won't cause any damage, land behind your opponent. It's harder to hit a moving target, so keep on the move.

list, so mix up your attacks to keep keep your enemy grounded. your enemy on guard. Because she

Kunimitsu has a shorter moves ...or use the Spinning Sweep (while took to keep.

has few really big power attacks, try to start a juggle whenever possible. This helps deplete your enemies' health faster and leads you



FIGHTING AGAINST KUNIMITSU I

- Be ready to change your blocking level: Kunimitsu can come in fast and furious with low attacks only to quickly switch up high.
- Without any Attack Reversals, Kunimitsu is just asking to be hit. Fire away with those punches and kicks without fear of them being turned against you.
- Be ready with your own Reversals. Kunimitsu can become repetitive, so when you see your opponent pulling off the same move over and over, it's time to reverse.
- Be patient. Kunimitsu will throw a lot of moves at you. Hold your ground, learn her patterns, and strike when the time is right.



③ STRENGTHS

Great speed

Impressive-looking moves

Plenty of juggling moves

Lots of low attacks



WEAKNESSES

No Reversal

Fewer number of moves

Less powerful

Moves can be predictable













FAIRY WAX COMMAND:

DAMAGE: 5,23 LIEL: MM

COMMEND: During Sidestep,

DAMAGE: 21 EUEL h











SUPREME THRUST DAMAGE: 22 EUEL: M COMMAND: 💖

COMMAND: 🎷 🐝

HEBUEN DILIDE

DAMAGE: 25 CEUEL









21G 2AG

COMMAND: 000



LIEL: h or m (Only one of the kicks will hit.)





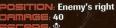
or





TORNADO





Primagames.co









MUNI KUNU

COMMAND: 🕏 🍪



□=|||===: 35 |=====: [™] Use the escape in between the flip and the throw.













RISING HA

DAMAGE: 24,24

EDININIS EUSED















BACKEIST COMBO

DAMAGE: 12,13,8,5,5,15

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	- Winds
Jab Roundhouse	\$\$	12,21	hh	
Jab Sweep	\$.↑\$	12,8	hL	
Zig Zag	\$ \$	30	h or m	
Triple Kick Combo	\$ \$ \$	20,20,21	hhh	
Deadly Stab	⊹ �	22	!	
Deadly Slice	医命	15	!	
Step in Upper [~Tag]	প্র ঞ্[~ Ĭ]	13	_ m <	Juggle
Supreme Thrust	•	22	m	
Cycle of Rebirth	⊹ ♦	8,11	h!	
Heaven Divide	⊕	25	į	
Dust Ton	⊕ 🂠	_	- <	Kunimitsu avoids attacks.
Fairy Wax	- 0.00	5,23	MM	
Growling Jewel	-\$-\$•	30	m	
Poison Wind	⊠ ❖	21	M	
Will-o-the-Wisp	During Sidestep, 🍲	15	L	
Wintry Wind	During Sidestep, 💠	21	h	
Rising Kazura [~Tag]	\$ → \$[~T]	24	m <	Juggle
Fubuki	⇒ → ⊕	10	m	
Inverted Stalker	⇒⇒⇔	_	_	
Thrust Stalker	⇒ે ૐ ૐ	30	m .	
Solar Kick		30	m	



NAME	COMMAND	DAMAGE	HIT LEDEL	
Shark Attack	=-80	40	m	If move is blocked, Kunimitsu's back will end up toward
Ninja Jewel	=%	25		enemy. Move misses smaller crouching enemies.
Ninja Flying Shadow	=%	_	-	Kunimitsu's back ends up toward enemy.
Reverse Solar Kick	=>→ ❖	22	m	Kunimitsu's back ends up toward enemy.
Stone Fists	\$ \$ \$ \$ \$ \$ \$ \$	10,10,10,10,10,10	hhhhhh <	Kunimitsu gets dizzy and falls over after sixth spin.
Crouching Spin Kicks	₹ \$\$\$\$\$	12,7,7,5,5,5	11111	Kunimitsu gets dizzy and falls over after sixth spin.
Tree Fall Kick	=⇒%•	12	m	ACCES TO THE PARTY OF THE PARTY
Jewel	Back toward enemy, 💠	22	m <	Juggle
Advancing Deadly Stab	-\$-\$N- \$	25	ļ!	Parties of the latest
Spinning Sweep	While crouching, № 🏶	12	L <	Juggle
SuperCharger	*	_		

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Jumping Body Slam	*	Front	30	•%
Sickle Bash	•	Front	30	*
Avalanche	♦ (or ♦)	Enemy's left	40	*
Tornado [~Tag]	<pre></pre>	Enemy's right	40	*
Back Drop	♦ (or ♦)	Back	50	None
Reverse Throw		Back toward enemy	30	� (or ♣)
Judo Throw	발 �	Front	35	*
Manji Rana	⇒ -&-	Front	35	206

STRINGS COMBOS

Command	%	್ಯಿಂ	000	000	%	0%	000	000	000	000
Guard Point	1000			*	*	*				*
Level	h	m	m	h	h	L	m	h	m	!
Damage	5	8	6	9	9	5	5	7	12	25

COMBOS

NAME	COMMAND	DAMAGE
Rising Kazura	-\$- ≯ -\$	24
Combo 1	=�	24
Combo 2	=<- ************************************	8,5,6,3
Spinning Sweep	While crouching, > ♣	12
Combo 1	=%· ⊕ ф	16,6
Combo 2	= 0 0 0 0 0	2,10
Combo 3	=⊕ ф·%•	9,5
Backfist	⇒•	12
Combo 1	=N & & \$ & \$ &	13,8,5,5,15
Combo 2	=21 💠 (÷ •\$> •\$> N •\$> •\$>	13,8,5,5,5,5
Combo 3	=A&&	13,24



Age: 25 Height: 5' 10" Weight: 145

Blood Type: B



Green flowing shirt and pants



and blue pants







ri

No shirt and black Tight v pants dark b

dark blue pants

STRATEGY

Talk about ants in the pants. Law just can't seem to keep still. But this is one of the benefits of playing as Law. He is extremely fast and packs quite a punch, making him a great offensive fighter. Press the attack with your fast punches and kicks. If you can break your opponent's defenses, you can cause a lot of damage. Don't forget Law's juggles—if you can start a juggle, your enemy is going to be floating helplessly for a long time.



Don't forget to use Law's Right Kick (�). Not only is it powerful with a long reach, but it'll pop your opponent into the air on a Counter Hit.

To play Forest Law effectively you need to press the attack. Most of his moves are designed to hit your opponent fast and hard. At the core of your attack should be Law's Right Kick ((*)). Not only is it fast and powerful, but on a Counter Hit the damage is increased and your opponent gets popped into the air. When your enemy starts to block high, press & to make Law's kick hit Low. Your opponent will go crazy as he or she is pummeled high, low, and in the air.

As you move in for the attack make use of Law's juggles. Law is a great juggler and has many ways of getting opponents into the air. His Somersault Kick () () Is a quick and easy way to start a juggle. Or try his Dragon Uppercut (while rising () to start a juggle with a punch. If you end up in a crouch, work in Law's Double Impact () to give your enemy a big surprise. It doesn't matter how you do it, but get your opponent into the air so you can work him or her senseless.





Law's Somersault Kick (スキ) is a great way to get your opponent off the ground.

Law has a lot of fast punch and kick attacks. These are great for poking at your enemy. String them together to do a lot of damage and frustrate your opponent. Try his Rave War Combo (→ 多年多) to throw a series of quick right punches or his Shaolin Spin Kicks (多年多) for some quick kicks. Mix up your kick and punch attacks to prevent predictability.

Playing as Law gives you a lot of options to strike your enemy low. A lot of players forget to block low and leave themselves wide open for attack. Law's Dragon's Tail (@\ddots) is a powerful low sweep that knocks your opponent over. Or use his Slide Kick (while crouching \(\text{\text{\$\ext{\$\text{\$\exit{\$\text{\$\

For unpredicability, use moves that hide low attacks among high attacks. Law's Junkyard Kick (\$\&\phi \Phi \Phi)\$ is a great move that hides a low attack between two medium attacks. This attack moves in quickly, has great power, changes hit levels, and starts a juggle—it's a must for every fight. The Low Kick to Somersault (\$\Phi \Phi)\$ is another good move that hits your enemy low and then pops him or her into the air for a juggle.







Law's Junkyard Kick (🗢 🗢 🍄 🔸) is powerful and quick—a must for every fight.



CHARACTER PROFILES/MOUES

FIGHTING AGAINST LAW

- -Stay on your toes: Law is a super-fast fighter—he moves in quickly, throwing a lot of punches and kicks.
- Law has plenty of juggle moves. Avoid these and watch out for his right kick.
- Keep your guard up. Law has a lot of poking attacks to chip away at your health.
- Be careful of Law's low attacks. They're powerful and can sneak up on you.



承STRENGTHS

Super fast

Has plenty of juggling moves

Good power for most attacks

Has good low attacks



No Reversal

Moves can be predictable

Small variety of attacks





DRAGON'S TAIL

OMMAND: 🗹 🗞























DAMAGE: 100 HRGE POWER PUNCH OMMAND: 🗳 💠



DAMAGE: 12,12,12 ELIEL: hmm











10.21

DRAGON UPPERCUT DAMAGE: 2 COMMAND: While rising,









RUN UP TO DROP

COMMAND:

Front

Primagames.com







SOMERSAULT KICK COMBO 3

COMMEND: 27 % % %













BODY BLOW TO SOMERSAULT COMBO 2

COMMAND: 🖖 🗞 🗞 🗲 🍪 🗞

DAMAGE: 10,21,9,6,7

DAMPGE: 18,21,9,6,4,5













HIGH HICK TO SOMERSAULT COMBO 2







POISON PROW TO CAPITAL PUNISHMENT WITH ALEH OR ROGER

COMMAND: \$\infty \infty \

COMPLETE MOVES LIST

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL
Left Right Combo		5,12	hh
High Kick to Somersault [~Tag]	\$ -\$-[~T]	18,21	hm Juggle
Shaolin Spin Kicks	Q• Q• Q•	16,12,12	lalah
Backflip[~Tag]	∲[~]]	21	m Juggle
Backflipper	♣ ♣	21,16	mm Juggle
Machine Gun Arrow	*	5,5,5,5,5	hhhhh
Quick Rave War	фф	6,10	hh
Rave War Combo	→ ♦•♦•	6,5,10	hmh
Triple Head Kick	\$ \$ \$	18,10,10	hhh
Mid Kick Combo	=→ ф	18,10,15	hhm
Dragon Low Kick	ψ.Φ	8	
Dragon's Tail	₽	25	
Mid Kick	20分	18	m l
Step in Combo	አ ጭጭጭ	18,10,16	mlh
Somersault Kick [~Tag]	7 ∲•[~]]	25	m Juggle



NAME	COMMAND	DAMAGE	HIT LEDEL	
Transon Hammer	-\$-\$•	23	m	
Fragman	⊕ 🂠	25 or 27	m <	Continue to hold x to stay on the ground.
Garge Power Punch	吆♣ (�� to cancel)	100	!	
Falle Step	♦ •	_	- <	Will parry a mid or high punch attack
Table Step Blow	=�	43	m	
Step Uppercut [~Tag]	= % [~T]	32	m <	Juggle
False Step Low	=%	10	1	
Tricky Trap	=•%	12	h <	Works after you parry a mid or high punch attack during Fake Step.
Tricky Fist	=∜	6	h <	Works after you parry a mid or high punch attack during Fake Step.
Tinky Low Kick	=%•	15	1 <	Works after you parry a mid or high punch attack during Fake Step.
midy Mid Kick	=�	22	m <	Works after you parry a mid or high punch attack during Fake Step.
Kick to Somersault	⊕��	7,21	lm	Juggle
Body Blow to Somersault	⊕ ��	10,21	Smm <	Juggle
Blow Spring Kick	많 ���	15,25	mm	
Imping Kick to Somersault [~Tag]	ଯେଙ୍କଙ୍[~T]	25	m <	Hits only once. Second hit starts the juggle.
Grescent Kick Combo	ኇ ፞፞፞፞፞፞ኇኇ	16,30	hm	
Double Impact [~Tag]	While crouching, ❖�[~T]	18,21	Lm	
Kick to Somersault	While crouching, 🍪 🕸	10,21	lm	
Catapult Kick	↓ カ%•	30	m	
Rainbow Kick	↓ ∄%	30	M	
Imkyard Kick [~Tag]	♦•	12,8,22	mlm <	Juggle
Drugon Storm [~Tag]	♦•♦••••••••••••••••••••••••••••••••••	12,12,12	hmm <	Juggle
Tiple Head Kick to	ֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈֈ	8,10,10,10,21	lhhhm	Not every kick will hit. Juggle starts if last kick connects.
Samersault Variation [~Tag]			* *	Not every kick will hir. Juggle starts it last kick conflects.
Poison Arrow [~Tag]	->-\$•\$•[~T]	40	m	
Double Dragon	During Sidestep, 🏶	16,22	mh	
Dragon Judgement	During Sidestep, ❖❖❖❖	10,7,10,27	mmmm	
Dragon Back Blow	Back toward enemy, 🗣 (or 💠)	15	h	
Dragon Uppercut [~Tag]	While rising, ∜[~T]	22	m <	Juggle
Side Kick to Somersault [~Tag]	While rising, ❖❖[~T]	28 or 25	h or m <	Hits only once. Second hit starts the juggle.
Front Kick Somersault Variation	While rising, ��	12,21	mm <	Juggle
Flash Jab	∲ ম → ঞ্চ	12	h	
Somersault	♦ �	_	_	
Somersault Fake [~Tag]	♦ જે N જ • [~T]	25	m <	Juggle
Slide Kick	While crouching, ≌⊕ы\$	17	l .	
Running Side Kick	→ →•	30	m	
Supercharger	*	i -		
Blackout	= %	7	h	
Blackout Muggin'	=%%	7,12	H	
Parry	♦ � (or ♦ �)	_	_	
Low Parry	№% (or №%)	– .	_	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Dragon's Fire	•	Front	7,23	-%-
Hopping Frog	❖	Front	30	∲
Headlock Kick		Enemy's left	40	*
Ball Breaker		Enemy's right	42	*
Dragon Bites		Back	50	None
Reverse Throw		Back toward enemy	30	♦ (or ♦)
Headlock Punch	¥ %	Front	30	*
Headlock Drop	74 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Front	35	*
Knee Lift [~Tag]	⇒⇒ &[~T]	Front	28	- ❖
Run Up to Drop	→ ‡	Front	30	•

STRINGS COMBOS

Command	2100	000	000	000	000	000	000	000	000	000
Guard Point			100	*		*				
Level	m	h	m	h	h	1	h	h	h	m
Damage	10	5	6	5	7	6	7	7	10	25
Dumuge	10	,	U	,	,	U	•	•	10	23
Command	29%	000	್ಯಂ	000	000	\$ 00°	000	000	000	000
Guard Point				*		*		*	1000	
Level	m	h	m	h	h	L	m	h	1	m
Damage	10	5	6	5	7	6	6	8	15	30
Dumage	10	,	•		•		u		13	30
Command	21%	000	000	000	000	\$ 000	000	0%	000	000
Guard Point				*		*		*		
Level	m	h	m	h	h	L	m	1	L	m
Damage	10	5	6	5	7	6	6	7	7	30
Damage				_						30
Command	29 ·%	000	್ಯೆಂ	ಂ	000	್ಕಿಂ	%	000	000	000
Command Guard Point	23 %	~	್ಯೆಂ	*	ಿ	~	*	%	%	%
	m €	*	«♣ m	NAME OF TAXABLE PARTY.	⋄	·	or h	e h	h	e m
Guard Point Level				*			h 7		h	m
Guard Point	m	ı	m	*	m	L	20000	h		
Guard Point Level	m	ı	m	*	m	L	20000	h	h	m
Guard Point Level Damage	m 10	ı	m 6	* h 8	m 6	L 6	7	h 7	h 10	m 25
Guard Point Level Damage	m 10	ı	m 6	* h 8	m 6	L 6	7	h 7	h 10	m 25
Guard Point Level Damage Command Guard Point Level	m 10	ı	m 6	* h 8	m 6	L 6	7	h 7	h 10	m 25
Guard Point Level Damage Command Guard Point Level Damage	m 10 ≥ ♣ m 10	6	m 6	* h 8	m 6	L 6	7 - 💝	h 7 *	h 10	m 25
Guard Point Level Damage Command Guard Point Level	m 10	1 6	m 6	* h 8	m 6	L 6	7 - 💝	h 7 *	h 10	m 25
Guard Point Level Damage Command Guard Point Level Damage	m 10 ≥ ♣ m 10	6	m 6 ♣	* h 8	m 6	L 6	7 m 6	h 7 * h	h 10 % L 15	m 25 ———————————————————————————————————
Guard Point Level Damage Command Guard Point Level Damage Command	m 10 ≥ ♣ m 10	6	m 6 ♣	* h 8 * h 8	m 6	L 6	7 m 6	h 7 * h 8	h 10 % L 15	m 25 ———————————————————————————————————
Guard Point Level Damage Command Guard Point Level Damage Command Guard Point	m 10 ≥ % m 10	1 6	m 6	* h 8 * h 8 * h 8	m 6	L 6	7 m 6	h 7 * h 8	h 10 % L 15	m 25 m 30

COMBOS

NAME	COMMAND	DAMAGE
Somersault Kick	∑l oo∳	25
Combo I	=⊠%•	24
Combo 2	=%•%	9,10
Combo 3	=₩ %	22,12
Combo 4	= % ≥ %	20,20
Body Blow to Somersault	îr.�.�.�.	10,21
Combo 1	=%%**	4,8,6
Combo 2	= ← •%•%•%	9,6,7
High Kick to Somersault	တို့ တို့•	18,21
Combo 1	=⊹ ≎	9,10
Combo 2	=%· (÷%· ♦ · 💠 🕸	9,6,4,5



SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAP
Forest Law	Poison Arrow	⇒ ⋄⋄	21	
Lei Wulong	Running Jump Kick	=N	30	Tag
	Slide	= ⊎	21	Tag
King	Capital Punishment	=N	21	Tag
Armor King	Capital Punishment	≡N	21	Tag
	Burning Knuckle	= ↓	36	Tag
Gun Jack	Sliding Attack	=N	21	Tag
	Slide	=4	21	Tag
Heihachi Mishima	Running Jump Kick	≡N	30	Tag
	Slide	=•	21	Tag
Bryan Fury	Running Jump Kick	=N	30	Tag
	Slide	=Ψ	21	Tag
Hwoarang	Running Jump Kick	=N	30	Tag
	Slide	=4	21	Tag
Jin Kazama	Running Jump Kick	≡N	30	Tag -
	Slide	=4	21	Tag -
Paul Phoenix	Thruster[~T]	=•8•	19	Tag -
	Stone Breaker	= 🗫 💠	12,10	Tag -
Grand Control	Step Blow	=%	23	None -
Roger or Alex	Capital Punishment	=N	21	Tag -
Kuma or Panda	Running Jump Kick	≡N	30	Tag
	Slide	=4	21	Tag -
Prototype Jack	Sliding Attack	=N	21	Tag -
	Slide	= ↓	21	Tag -

Escape works after initial hit.

Escape works after initial hit.
Escape works after initial hit.
Escape works after initial hit.

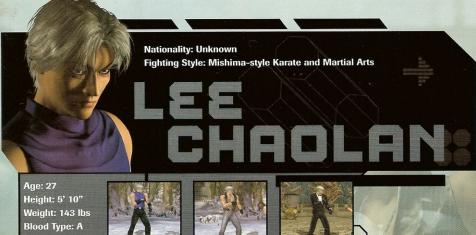
Law returns for Step Blow.

Escape works after initial hit.

initial hit. Po automatically ta out and Law retur



101



r or Se Black vest and jeans

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. With a balanced arsenal of lightning-fast kicks and quick punches, Lee Chaolan is ready to capitalize on the weaknesses of any fighting style.

Blue sleeveless





Lee's Left Jab Rush (�� � � � �) is a prime example of his quick hands. Use this to catch your enemy off guard.

To best use Lee Chaolan, use his quick punch and kick combos, such as the Left Jab Rush (* * * * *) and Machine Gun Kicks (* * *), from the start. This helps keep the momentum of the fight in your favor and your enemy on the defensive. Though these combos can be easily blocked, you can follow them with a low attack or a throw to keep your enemy off guard. You can also link the Left Jab Rush with ⇒ \$ to lengthen the combo and keep your enemy guessing.





The Laser Edge Kick Combo (♣����) changes hit levels, causing your enemy to go flying

Lee's Laser Edge Kick Combo (◆ ◆ ◆ ◆ ◆ ◆) is a great combo for mixing up hit levels. It starts low and finishes mid, making it a great way to penetrate an enemy's defense. End this move in the Hitman Stance by following the move with &, putting you on guard for the next attack. The Laser Edge Kick Combo is also useful to stop your enemy from charging or getting up, and it's great in juggles.



by four different moves, creating a enemy. Take advantage of these quessing game for your opponent.

Once in the Hitman Stance, you can do one of four things: Freaker Jab (%), Scatter Blow (%), Scatter Kick (%), Shin Slicer (%). Mix these moves up to prevent being too repetitive predictable. The Scatter Kick acts as a throw if you are close to an enemy. This, as well as the Shin The Hitman Stance () can be followed Slicer, results in a grounded opportunities by executing a Silver

Tail (while crouching 19%) or the Laser Edge Kick Combo. Both tack on a few more damage points. If your enemy falls out of range of these attacks, use Lee's swift Spinning Slide Kick (♦♦ N♦) to close the gap. This slide is quick and easy to execute, which makes it a great follower to almost any move.



The Silver Whip () () can be frustrating to an attacking enemy.

Lee's ability to break an enemy's momentum is one of his strong points. Whenever you find yourself on the defensive, you can stop an enemy cold with a Silver Whip (⇒ . Taking a quick boot to the face, your enemy is forced to stop his attack. Follow this with your Left Jab Rush to push your enemy back. If your enemy still persists in charging,

knock him or her back with Lee's Silver Sting (). Another way to stop an oncoming attack is the Lee Screw (Sidestep left, %). This Sidestep is followed by a powerful Roundhouse, knocking your enemy to the ground.

Although Lee does not have a large move list, he has a move for almost every situation. Learn them all to keep your enemy guessing, otherwise your enemy will learn your patterns and capitalize on your weaknesses. Remember Lee is not the strongest character in Tekken, so rely on his speed to chop away at your enemy.

FIGHTING AGAINST LEE

- Due to a limited number of moves, Lee can be predictable. Expect a lot of high punches and low kicks. This makes it easy to show off Attack Reversals.
- Lure Lee out of his Hitman Stance by faking an attack. Lee becomes wide open for a counter once he misses.
- Watch for Lee's Infinite Kick Chain. A simple Sidestep moves you out of harm's way.
- 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.



黨 STRENGTHS

Fast and stylish

Quick and easy combos

Good low attacks

Two attack stances



WEAKNESSES

No Reversal

Limited number of moves

Not very powerful

Few defensive moves

Can be predictable











EDGE HICK COMBO







DAMAGE: 7,5,5,21











SILUER FANG COMMEND: 12 00

DAMAGE: 100

SHIN TO HERD FLIP HICH

DAMAGE: 7,20,30 EUEL: Ihm











SCREW LEFT DAMAGE: 30 COMMEND: During right Sidestep.

SHREDDER KICK COMBO HIGH COMMAND: 🖘 🖘 N 🗞 % %

DAMPGE: 20,12,25











HITMAN TO SCATTER KICK

DAMAGE: 21,13 ELIEL: h

HNEE DRILLE COMMAND: -> -> %

POSITION: Front















DAMAGE: 22,20,4

SILUER HEEL COMBO 2 COMMAND: 💝 % 🖒 💸

JAMAGE: 32,24







KAZUYA TEAM UP

COMMAND: While crouching, 2 0 0 0 0

DAMAGE: 18,27

SPECIAL ARTS

NAME	COMMAND	DAMAGE	HITLEU	EL
Left Right Combo	♦ ♦	5,12	hh 🐁	
Shaolin Spin Kicks	¢. Ф. Ф.	16,12,12	lihh	
Left Jab Rush	������	5,5,5,5,5	hhhhh	
Lee Knuckle Combo	\$ \$	6,10	Hlh	
Rave War Combo	→ భిళిభి	6,5,10	hmh	
Laser Edge Kick Combo	♦%%%%	7,5,5,21	IIIm	_<
Triple Head Kick	တို့ ထိုး ထိုး	18,10,10	hhh	
Mid Kick Combo	During Triple Head Kick → 🌣	18,10,15	hhm	
Feint Hammer	During Triple Head Kick ←�	18,10,19	hhm	
Silver Whip	⇒%•	7	h	
Silver Heel	⊕ •	22	m	_<
Silver Low	⊕ �	8	1	
Mid Kick	মঞ্	18	m	
Bump Kick	€	16	L	
Quick Silver Sting	≥200	20	h	
Silver Sting	-\$- ∲	30	h	
Silver Fang	12 ♣	100	į	_
Silver Cyclone	⊕ �	80	Į į	
Left Splits Kick	⇒ → ©	23	m	
Lee Cutter	⊕ ← %	19	h	_ <
Triple Fang	♦••••	8,8,15	hmh	
Blazing Kick [Tag]	ФВ�[~I]	22	m	<
Mist Kick	⊕ •	18	m	
Mist Wolf Combination	⟨÷∳ • ∳	18,18	mh	
Mist Trap Throw	=While enemy is guarding �	25,8	h	<
Machinegun Kicks	Ø• Ø• Ø•	16,8,10	hilih	
Shin to Head Kick	-0-0-N-0-	7,20	lh	
Laser Edge Machinegun Kick	=%•%•	8,10	hh	
Shin to Head Flip Kick	=ŷ ∲	30	III.	
Shin to Head Silver Cyclone	=~♣	80	į.	<
Fake	↓ ⊕	_		
Rear Cross Punch	During Sidestep, 🏶	17	h	
Lee Screw Right	During left Sidestep, 🗣	24	h	
Lee Screw Left	During right Sidestep, 🍄	30	h	
		The second secon		



Follow move with 🍄 to end in Hitman Stance. If move connects as a Counter Hit, the enemy will bounce and you can quickly tag.







EE CHAOLAN

4 Primasame	s.com		
NAME	COMMAND	DAMAGE	HIT LEUEL
Silver Tail	While crouching, ७%	18	L
Catapult Kick Low	↓ ∅	22	m
Catapult Kick High	↓ カ ⊹	30	m
Catapult Drop	↓ ⊼ ∲	30	M
Mist Step	⇒N	_	<u> </u>
Crescent Kick	& ⊕ ⊕	16,30	hm
Somersault	¢÷N∳	_	_
Spinning Slide Kick	-\$-\$N- \$ -	15	L
Shredder Kick Combo High	⇒⇒Nॐॐॐ	20,12,25	mmh
Shredder Kick Combo Mid	⇒⇒NФФФ÷	20,12,15	mmm
Shredder Kick Combo Low	⇒⇒N♣ಈ⊕	20,12,15	mml
Infinite Kick Chain	While rising, ❖❖❖❖♡N❖❖	10,17,15,10	mmlm <
Low Variation	= ↓ ∰ ∰	15,10	lm <
High Variation	= ↑ %%	15,10	mh <
Sliding	While crouching, ⋈⇩Կ�	17	l i
Supercharger	*		

Last button press can be continued infinitely.

Last button press can be continued infinitely.

Last button press can be continued infinitely.

MOVES FROM HITMAN STANCE 🍫

NAME	COMMAND	DAMAGE	HIT LEDEL		
Freaker Jab	*	15	h		
Scatter Blow [~Tag]	⊕[~T]	23	m <		
Scatter Kick	4	21,13	h		
Shin Slicer	d∳	22	ι <		

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Forearm Drop	%	Front	30	*
Headlock Punch	*	Front	30	*
Lee Harassment		Enemy's left	40	
Lee Stunner	❖ (or ❖)	Enemy's right	38	*
Face Crusher	💠 (or 💠)	Back	45	None
Reverse Throw	❖ (or ❖)	Back toward enemy	30	� (or ❖)
Knee Drive [~Tag]	⇒⇒ & [~T]	Front	28	.
Scan Kick Throw	During Hitman, 🏶	Front	21,13	block

STRINGS COMBOS

Command	21%	000	ಂ	-	000	000	000	000	000	000
Guard Point				*		*				
Level	m	h	m	h	h	1	h	h	h	m
Damage	10	5	6	5	7	6	7	7	10	25

COMBOS

NAME	NAME COMMAND	
Blazing Kick	⊕ ८ Ф	22
Combo 1	= ŵ	14
Combo 2	=⊠N 💠 🕸 💠	20,4
Combo 3	, =⇒\$°\$°\$°\$°\$	4,2,5,3
Combo 4	=⊕ ¢\$• ¢\$• ¢\$•	5,4,10,8
Silver Heel	& - &	32 <
Combo 1	= \$\psi_{\text{\$\phi_{\etxi\{\etail_{\eiii}}\etail_{\etail_{\eiii}}\etail_{\etail_{\etail_{\eiii}}\etail_{\etail_{\etail_{\etail_{\iiii}\etail_{\etail_{\eiii}\etail_{\eii}\etail_{\eii}\etail_{\eii}\etail_{\eii}\etail_{\eii}\etail_{\eii}\eii}\eii	8,5,3,15
Combo 2		24

SPECIAL TEAM UPS

	CHARACTER NAME		COMMAND	DAMAGE	ESCAPE
	Kazuya	Silver Tail	While crouching, 외숙·축수	18,27	!



Nationality: Chinese

Fighting Style: Various Martial techniques based on Five-form Martial Arts

Age: 45 Height: 5' 9" Weight: 143 lbs Blood Type: A



Shiny purple outfit



Shiny green outfit





Supercop with white shirt

Lei Wulong: Supercop. He won't need that gun or handcuffs strapped to his side: Lei's armed with seven different fighting styles, more than enough to subdue anyone resisting arrest. And that's not including his ground moves. With so many stances, Lei has enough options to keep your opponent guessing. By that same token, it'll take some time and practice for you to truly master him. But once you do, criminals and outlaws beware!



Art of Snake (⊕�)



Art of Dragon (Sidestep left from Snake)



Art of Panther (Sidestep right from Snake)

What separates Lei from the rest is his use of different stances. To be an effective Lei player, you must learn what you can do from each stance. This way, the element of surprise is on your side. There are





Art of Tiger (Sidestep left from Dragon) Art of Crane (Sidestep right from Panther)

Make Lei's Razor Rush to Crane Kick (♦N♦♦♦♦♦) your opponent's worst nightmare. Stop this move anytime after the first punch and tap up or down to change stances. That's five, count 'em, five stance possibilities. As if your opponent's head isn't spinning yet from trying to figure out what stance you'll end in, each stance has its own handful of moves. When mixing things up, focus more on the hit levels than the actual stances. The stance changes are great to confuse your opponent, but it's the change in levels that interrupts his or her blocking and ducking. Alternate the combinations often and even you won't know what's coming next.



Phoenix Illusion (← �)



Drunken Master Walk (⇔ 🍪)

Face up, face down, feet toward opponent or feet away from opponent: Lei has moves that are effective from any of these positions. Catch your enemy off guard by suddenly dropping to Lei's Play Dead (&) position to duck any mid or high attacks and strike back with the Leaping Double Slicer (♦♦) or the Spring Kick (♦)



Play Dead (& 🍄)



Sidewind (4 %)

Lei's strength lies in his ability to change his attack levels along with his stances. This makes him a complex character to play. Give it some time and practice going from one stance to another until you can do it without thinking. From there, know which attacks hit high, mid, or low from each stance. Lei has almost too many moves to choose from. Master them, however, and you'll become the King of the Iron Fist Tournament.

ES/MOLES

PROFIL

CHERECTER

FIGHTING AGAINST LEI I

- Learn what to expect from each of Lei's stances, and you'll know what range and hit levels he'll come at you with next
- There's a bit of lag when Lei moves from one stance to another. Press the attack with quick jabs or kicks to limit him to his default stance moves.
- If you have a Reversal, use it when he comes at you with his Razor Rush. As always, be careful of the Chicken
- 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.
- Watch for his Low Parry: If it connects, you'll be helpless as Lei pummels you.



承 STRENGTHS

Almost endless stance combinations

Great attacks from ground or with back turned

Good speed

Great Low Parry



Stances make Lei a complex character to

Lacks good power

Lag between stance changes













DRUNKEN RAPID FISTS During Drunken Master Walk or Sidestep, COMMAND:

PHOENIH STRIKE

COMMEND: During Phoenix Illusion,

DAMAGE: 90 LEUEL: !









SNAKE BITES

COMMEND: During Art of Snake,

DAMAGE: 15,10,15 LEUEL: mml











DRAGON SPARK

During Art of Dragon,

PANTHER'S SCRATCH DAMAGE: 10,22

COMMEND: During Art of Panther,





TIGER'S TAIL

COMMEND: During Art of Tiger,



PRIMA'S OFFICIAL STRATEGY GUIDE



















CRANE DANCE

COMMEND: During Art of Crane,











JUMP KICK COMBO 3

COMMEND: \$7 000 000 000 000 000

















PANTHER'S PAW COMBO 2

COMMEND: During Art of Panther, 🖑 🐶 💠 唥

DAMAGE: 25,14,4,4,4,5

OMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE
Falling Blade	During sidestep, 🍲	15	M	Back Toward
Clean Sweep	იგ• ~ იზ	25	m	Face down, feet toward enemy
Clean Sweep	=%•~°\$•	18	m .	Face down, feet toward enemy
Low Kick to Play Dead	=ॐ~%•	10	l.	Play Dead
Reverse Double Slicer	=%	25	h	
Spring Up	Face down, feet toward enemy, 🍲	_	_	_
Twin Snake Strikes	⇒.	13,10	h	_
Twin Snake Strikes to Crane Stance	≘→	_	_	Crane
Twin Snake Strikes to Panther Stance	=ŵ or ⊕	_	-	Panther
Snake Palm Fist	During sidestep, 🍪	18	h]=
Snake Palm Fist to Tiger Stance	≡→	_		Tiger
Snake Palm Fist to Dragon Stance	=ŵ or ॐ	_	_	Dragon
Drunken Tiger Lash	< -	24	ĥ	l -
Drunken Tiger Lash to Drunken Stance	=->	=	_	Drunken Master Walk
Drunken Rapid Fists	During sidestep, 🌣 🌣	15,18	mh	<u> -</u>
Drunken Rapid Fists to Drunken Stance	=->	=	_	Drunken Master Walk
Cannonball	⊕ •	30	m	
Hook Punch to Spinning Back Blow	♦•	18,12	hh	Back Toward
Hook Punch to Spiral Upper [~Tag]	��[~Ĭ]	18,20	hm	- <
High and Low Kicks	\$ \$	28,20	h	Back Toward
Rave Sweep	15 	10	1	_
Rave Sweep to Snake Stance	=☆ or ⊕	_	-	Snake
Rave Spin	=%•	10,20	Lh	
Tornado Kicks	\$\phi ~ \phi	30	m	Back Toward
Triple Tornado Kicks	= ↑	30,30	mm	Back Toward

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE
Axis Shifting Tornado Kick	÷\$~&	30		Back Toward
Triple Axis Shifting Tornado Kick	≡Ϯ	30,30	mm	Back Toward
Lift Up Cannon [~Tag]	\$ \$ \$ \$ \$ \$ \$ [~]]	7,7,35	LLm	Face down, feet toward enemy
Jumping Kick	++++	30	m .	
One Two Kick Mid	⇒ેNજે જે	35,20	hm	_
One Two Kick Low	⇒N♣⊕�	35,10	hL	_
Defense Breaker	While enemy is guarding, ⇒N 🗫 🗣 💠 🕏	-	_	_
Razor Rush to Snake	⇒N�� (or ⇒N��)	10	m	Snake
Razor Rush to Dragon	⇒N���⊕ (or ⇒N���Ֆ)	10,8	mm	Dragon
Razor Rush to Panther	> N ♣> ♣> ⊕ (or ⇒ N ♣> ♣> ♣)	10,8,8	mmm	Panther
Razor Rush to Tiger	⇒N♣००००००००००००००००००००००००००००००००००००	10,8,8,8	mmmm	Tiger
Razor Rush Mid Kick	⇒N+\$+\$+\$+\$+\$	10,8,8,8,15	mmmm	_
Razor Rush Mid Kick to Crane Stance	=⊕ or ⊕	_	_	Crane
Razor Rush Low Kick	⇒N∳ઋૈ∳ॐ	15	1	
Rush Combo Mid Kick	ું N ૡ૾૾ ૡ ૾ૢ૽ ૡ૾૾ ૡ૽૾	15,12,5,17,20	hmmhm	_
Rush Combo Low Kick	⇒N♣♣ΦΦΦΦ	15,12,5,17,10	hmmhl	_
Beating Kick Mid Combo	→ @· ф· • ф· ф· ф	30,12,12,8,15	hmmm	_
Beating Kick Mid Combo to Crane Stance	=⊕ or ⊕	1-		Crane
Beating Kick Low Combo	→ · · · · · · · · · · · · · · · · · · ·	15,12,12,8,15		_
Falling Tree	⊠ ∲	15	M	Play Dead
Supercharger	* -	_		

MOUES WITH BACK TOWARD ENEMY &

NAME	COMMAND	DAMAGE	HITLEUEL	ENDING ST	ANCE
Spinning Back Blow	•\$ 12	h	Back Toward		
Low Back Spin	⊕-\$	8	1	Back Toward	Juj
Reverse Uppercut [~Tag]	⊕ [~Ī]	20	in the second		
Reverse Kick	⊕ 15	m m			
Reverse Double Slicer	-0-4-4-	10,28	Lh .	_	
Reverse Double Slicer to Snake Stance	= ⊕ or ⊕			Snake	
Flit Flip Flop	\$ \$ \$	15,15,15	MMM	Back Toward	
Falling Tree	♣ ⊅ ♦	15	M	Play Dead	

MOVES FROM SIDEWIND &

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE
Sliding Kick	%~\$	15	l	On back, feet toward enemy
Play Dead	•	_	_	Play Dead

MOVES FROM PLAY DEAD POSITION & ...

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE	
Spring Kick [~Tag]	%[-1]	21		_	Juggle
Leaping Double Slicer	*	7,21	Lh	-	Juggie
Roll Over to Sidewind	⊕.			Sidewind	

MOVES FROM DRUNKEN MASTER WALK 🖘 💠

	NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE
	Staggering Slide	\$ 15	Ĺ	Face down, feet toward	
	Drunken Tiger Lash	⊕ 25	1		(2004) (A) (A) (A) (A) (A) (A) (A) (A) (A) (A
1	Drunken Tiger Lash to Drunken Stance	=-)	W (-	-	Drunken Master Walk



MOVES FROM DRUNKEN MASTER WALK

NAME	COMMEND	DHIIINGE	HII CEDEL	EI401140 3 1111400	
Drunken Rapid Fists	фф	15,18	mh	_	
Drunken Rapid Fists to Drunken Stance	=->	 -	_	Drunken Master Walk	
Tiger Sip	♦ -	_	Drunken Master Walk	_ <	Lei regai

Lei regains health.

MOVES FROM PHOENIX ILLUSION ← %

NAME	COMMAND	DAMAGE	HIT LEDEL	ENDING STANCE
Phoenix Strike	⊕ 90	ļ!	_	
Hopping Phoenix	\$ \$ \$ \$	15,15,15,15	mmmm	-
Hopping Phoenix to Phoenix Strike	=%•	90	ļ	
Tarnado Kicks	⊕ �	30	m	Back Toward

MOVES FROM SNAKE STANCE

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE	
Snake Bites	య్గా స్ట్రా స్ట్రా	15,10,15	mml	-	Use → after first or second it to go into Dragon Star
Snake Bites to Panther Stance	==>	 	_	Panther	
Rushing Snake	\$ \$ \$ \$ \$ \$	13,10,8,6,5,5	hhhhhh 🤏		Use → from second hit of go into Snake Stance
Rattlesnake	\$ 30	m	Face down, feet toward	`	go nito shake stance
Snake Low Kick	% 11	L	Snake		- Table 1
Art of Dragon	Sidestep left	_	-	Dragon	
Art of Panther	Sidestep right		-	Panther	

MOUES FROM PANTHER STANCE (SIDESTEP RIGHT FROM SNAKE STANCE)

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE	
Panther's Paw [~Tag]	∳[~]]	25	m	- <	Jui
Panther's Scratch	€ 0 € 0	10,22	lh .		
Panther's Tail	№ 18	1	-		
Panther's Tail to Phoenix Stance	= ←	=		Phoenix	
Beating Kick Mid Combo	\$ \$ \$\$ \$	26,12,12,8,15	mmmm	_	
Beating Kick Mid Combo to Crane Stance	=☆ or 🅹	_ =	_	Crane	
Beating Kick Low Combo	\$ \$ \$\$ \$ \$	26,12,12,8,15	mmmml	_	
Art of Snake	Sidestep left		_	Snake	
Art of Crane	Sidestep right	-	-	Crane	

MOUES FROM DRAGON STANCE (SIDESTEP LEFT FROM SNAKE STANCE)

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE
Dragon Roar	.	m		
Dragon Roar to Tiger Stance	=->	_		Tiger
Dragon Spark	-\$- 33	m	-	
Dragon Spark to Tiger Stance	=->	-	-	Tiger
Dragon's Tail	\$ \$	28,20	111	Back Toward
Dragon's Fang Attack	\$ \$ \$ \$ \$	15,12,5,17	hmmh	_
Rush Combo Mid Kick	=%•	20	m	_
Rush Combo Low Kick	=⊕ %•	10	1	
Art of Tiger	Sidestep left		-	Tiger
Art of Snake	Sidestep right	-		Snake

CHARACTER PROFILES/MOUES

MOVES FROM TIGER STANCE (SIDESTEP LEFT FROM DRAGON STANCE)

NAME	COMMAND	DAMAGE	HIT LEUEL	ENDING STANCE	
Tiger's Strike [~Tag]	. \$[~]]	25	m	_	
Tiger's Claw	 26	m	_	p <u>—</u> (1.11)	
Tiger's Tail	⊕ 20	L		_ <	Jugg
Tiger Kick	№ 32	h	-	—	
Razor Rush to Snake Stance	=•�� � (or •��)	10	iii	Snake	
Razor Rush to Dragon Stance	=*항** (or *>******)	10,8	mm	Dragon	
Razor Rush to Panther Stance	=\$\P\$\P\$\P\\ (or \P\\ \P\\)	10,8,8	mmm	Panther	
Razor Rush to Tiger Stance	=중중중중요(OT 중요()	10,8,8,8	mmmm	Tiger	
Razor Rush to Crane Stance	=ኇ፟ኇ፟ኇ፞ኇ፞ኇ፞ኇ፞ኇ\ (or ኇ፞ኇ፞ኇ፞ኇ፞ኇ፞፞፞፞	10,8,8,8,20	mmmm	Crane	
Tiger Kick to Razor Low	= \$P \$P \$P \$P	10,8,8,8,15	1 1		
Art of Snake	Sidestep left	_	-	Snake	
Art of Dragon	Sidestep right	_	_	Dragon	

MOVES FROM CRANE STANCE (SIDESTEP RIGHT FROM PANTHER STANCE)

NAME	COMMAND	DAMAGE	HIT LEDEL	ENDING STANCE	
Crane's Bill	•	27	ш	_ <	Ends in Back Towards if blocked.
Wing of Crane	•	30	m_	Back Toward	
Crane Kick	*	20	1		
Crane Dance	\$\phi_{\phi} \phi_{\phi} \phi_{\phi}	21,10,10,15	mlmm	_ <	Juggle
Art of Panther	Sidestep left		Ī-	Panther	
Art of Snake	Sidestep right	_	-	Snake	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Double Foot Stomp	%	Front	30	•&
Sleeper Hold	*	Front	30	*
Sailboat Stretch		Enemy's left	40	-%
Closing Fan		Enemy's right	5,10,25	*
Booby Trap	� (or ♦)	Back	50	None
Reverse Throw	♦ (or ♦)	Back toward enemy	30	+ (or +)
Tripping	⇒→❖	Front	33	*
Dragon Falls	7.∲	Front	35	*
Out of Control	During Dragon, ❖ (or during Snake, ❖)	Front	33	•
Low Parry	12 %	Front] =	None

STRINGS COMBOS

Command	000	000	ಿಂ	00	000	000	000	000	000	C
Guard Point			*		U	O	*	O	*	STATES AND
Level	h	h	1	M	m	m	h	m	m	
Damage	5	8	7	8	6	6	10	6	6	3
Command	000	್ಯಿಂ	000	000	ಯಿ	000	000	000	000	C
Guard Point			*				*		*	
Level	h	h	1	M	m	m	h	m	L	
Damage	5	8	7	8	6	6	10	6	7	1
Command	000	000	0	69		2	2	000	000	O.
Guard Point	-0	-0-	*			AND DO	*	O	-0-	
	L							1		
Level	h	h		N	900 Hills	SOUR PROPERTY.	N		1	п
Damage	5	8	7	8			0		12	2

COMBOS

NAME	COMMAND	DAMAGE	
Jump Kick	≈	13	
Combo 1	= ∳ ♦ •} •} •}	14,4,4,4,5	Hold ♥ for the last three punches and kick.
Combo 2	= % %	12,14	The second secon
Combo 3	= \$\psi_0 \psi_0 \psi_0 \psi_0 \psi_0	12,3,3,17	
Rave Sweep	₽	15	The state of the s
Combo 1	= ↓ % % % % % % % % % %	10,5,4,3,3,5	Hold $lacksquare$ just enough to get into Snake Stance.
Panther's Paw	During Panther, 💠	25	
Combo 1	=%• %• % • %	5,3,17	
Combo 2	=∳୍∳∳∳∳∳	14,4,4,4,5 <	Hold $oldsymbol{\psi}$ for the last three punches and kick.





Nationality: American **Fighting Style: Various Martial Arts**

Age: 20 Height: 5' 4" Weight: 117lbs Blood Type: B







blue jean shorts

Brown shirt and 💠 or 🏶 White shirt and zebra socks

Camouflage bandana and leather skirt

Speed, agility, and good juggling ability make up Michelle Chang. Though she does not have the awesome power of the heavy hitters, Michelle can tear through her enemies with fast counters and spectacular juggles. Michelle is next to unbeatable once you have mastered her ability to evade attacks and counter with lingering juggles.





Use Twin Waking Kicks (during Sidestep, & 🖘) to dodge an attack and send your enemy to the sky.

Michelle's strategy is very similar to Julia Chang's with the exception of the Sidestep. Michelle's Sidestep branches to more moves and a juggle starter, much like that of the Kazamas' Sidestep Uppercut. The Sidestep is a great offensive and defensive move for Michelle. The Twin Waking Kicks (during Sidestep, &) is a great move to dodge an and pop him or her in the air for a juggle. Michelle's ability to quickly dodge and counter an attack makes her a strong character who can easily smash her way through any challenger.

Knowing what your opponent is doing is the key to success with Michelle. She is a small girl and therefore cannot take the abuse of too Counter if you are unsure of your enemy's next move. With a wide variety of different moves that hit at different levels, Michelle keeps her opponents confused. Mix up your moves often and wait for the right time to attack to capitalize on Michelle's strong points and your



Tiger's Claw ☞� is a fast move that can send your enemy into a juggle as well as duck a high attack.

Michelle's juggling capability should not be scoffed at-she can take her enemy on a roller coaster ride of pain at a moment's notice. Michelle has many moves that can be easily linked together to keep an enemy floating through the air. Use these whenever you canjuggles are Michelle's heaviest hitters. Her Tiger's Claw (> ♦) is a quick, easy move that pops your enemy into the air, allowing you

toss him or her around like a rag doll. Practice stringing different moves







The Ultimate Cannon 🌣 🌣 is powerful, but it leaves Michelle wide open for a Counter.

Michelle's combos take time to set up, making her vulnerable during enemy enough to start one of her more powerful combos such as the Slash Upper Bow & Arrow Kick (*************). Her fast lunges are also great for quickly closing the gap between you and your enemy or sneaking under a high attack to land a Counter Hit that knocks your enemy to the floor.

your enemies to death. Once you have mastered this, no one can stand in your way to becoming a Tekken master.

FIGHTING AGAINST MICHELLE

- Michelle can be very slippery to catch. She's quick to counter and can catch you in juggle if you rush in too often.
- Michelle is weak and will quickly perish if you connect with a few Counter Hits. Wait your turn and hit beswith a fast combo.
- Michelle's fast lunges can close the gap between you in a hurry and leave you lying on your back. Be ready to block at all times.
- Many of Michelle's combos take time to engage. Attack her while she is vulnerable before she can unload on you.



漢 STRENGTHS

Has good speed

Good juggling ability

Many moves with different hit levels

Fast Sidestep



No Reversal

Limited range

Lags on combo starters

Can't take much damage



MOVES



TWIN ARROW COMMEND:

DAMAGE: 25 LEUEL: M



TIGER'S CLAW

COMMAND: 27 %



DAMAGE: 14,21 LEUEL: mm



SLOW POWER PUNCH COMBO

COMMAND: 27 🗞 🗞



DAMAGE: 15,21 LEUEL: mm



PARTY CRASHER

COMMAND: 🖒 👈 %



DAMAGE: 10,15 LEUEL: mm



TWIN WALKING STICKS

COMMAND: During Sidestep,



DAMAGE:16,18

JUlia Team UP Tag

COMMAND: \$ \$ [~T]



POSITION: Front DAMAGE: 12,24







GERMAN SUPLEX

COMMAND: 💖 🤤 🗸 👶

POSITION: Front DAMAGE: 45 ESCAPE: *











DAMAGE: 25,8,6,4

MP HICH COMBO 1

THAND: 🛭 🗞 🖒 🔷 💠







TIGER'S CLAW COMBO 2

DAMAGE: 14,21,20

COMMAND: 2 000

OMPLETE MOVES LIST : SPECIAL ARTS

AME HIKT	COMMAND	DAMAGE	HIT LEUEL	
inin Arrow	*	25	m	And the second second
Machine Gun Cannon [~Tag]		5,5,21	hmm <	Juggle
-def Cannon [~Tag]	№%•%[~T]	8,21	mm <	Juggle
Power Punch	\ <u>\</u> \	10	m	
Power Punch Combo [~Tag]	%	15,21	mm <	First hit must connect to hit with second punch. Jugg
New Power Punch to High Kick	ည်းတို့မှ	10,20	mh	
Sow Power Punch to Low Kick	సై ర్మాం డ్రాం	10,10	mL	
ont Snap Kick	<u>2</u> 2 €	17	m	
mont Shap kick	⇒ % [~T]	15	m <	Juggle
Hash Uppercut [~Tag]	\$ &	20	h	
ipin and Kick	ছ ় [~T]	14,21	mm <	Juggle
iger's Claw [~Tag]	7%	35	M	
Earthquake Stomp	→%	50	!	
Heavy Cannon		12	h <	Must hit to spin.
Spin Behind	\$-	10	l.	
Sweep	- 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10,21	Lm <	Juggle
Razor's Edge	⊕ % e%	10,23	Lh	
Sweep to Head Kick	P & ↑ &	10,10	11	
Sweep to Low Kick	-60 0p	10,8	hm	
Machine Gun Punch		10,15,21	hmm <	First hit must be a Counter to work.
Machine Gun Cannon		10,8,20	hmh	
Machine Gun to High Kick	\$ \$ \$	10,8,10	hmL	
Machine Gun to Low Kick	***	8,9,25		Juggle
Ultimate Cannon [~Tag]	. • • [~T]	12,12,15	mLm	
Bow & Arrow	♣	5,5,12,15	hmlm	
Bow & Arrow Sweep	\$ \$ & \$		mlm	
Bow & Arrow Kicks	21 ♣ ♣ ♣	8,12,15	m	
Slash Uppercut	ర్జాీ ~ ర్హాం	15		
Upper Middle Slash	=%	21	m Lm <	Juggle
Spinning Slash Upper	=%•%	12,21	Lim -	
Quick Slash Upper	=%%	12,23	Lh II	
Double Low Slash Upper	=% ♦ %	12,10		This combo makes the first hit worth 18. Juggle.
Slash Upper to G-Clef Cannon [~Tag]	=•% ⊕ [~T]	5,21	mm	This combo makes the first hit worth 18.
Slash Upper Bow & Arrow Kick	= % ∯ %	5,12,15	mLm <	This combo makes mo my

114

NAME	COMMAND	DAMAGE	HIT LEUEL
Triple Spinning Punch	\$•\$•\$	20,12,21	hLm <
Triple Spinning Kicks	₫• �• �•	20,12,23	hLh
Triple Spinning Low Kick	\$ \$ ↓ \$	20,12,10	hLL
Lashing Arrow	♦♦♦	25	h
Dashing Left Elbow	⇒ → ⊕	10	m
Party Crasher	->+%-%-	10,15	mm
Burning Palm Crush	During Sidestep, 🐶	15	ш
Snake Step	During Sidestep, 💠	12	Sm
Inner Palm Crush	During Sidestep, ❖❖	25	m
Twin Waking Kicks	During Sidestep, 💠 🏶	16,18	mh <
Rapid Counter Attack	⊕ 7 ♣	18	m Ì
Thrust Fist	Ŷ 7 �	20	m
Body Elbow	While crouching, ≌�	20	m
Back Leg Sweep	While crouching, ≌%	12	L
Penetrating Bow Leg	=%	15	m
Skyscraper Kick	While rising, 🎨	15	m
Tequila Sunrise	While rising, 💠	15	m
Uppercut to Middle Smash	=\$	21	m
Tequila Sunrise Combo	=%%	5,21	mm <
Tequila Sunrise to Smash Uppercut	=%•%	12,21	lm
Tequila Sunrise to High Kick	=%-%-	12,23	lh
Tequila Sunrise to Low Kick	=%•↓%•	12,10	II
Tequila Sunrise to Arrow Kicks	=•}• %• % •	5,12,15	mlm
Supercharger	*	_ *	_



NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Waist Suplex	⋄	Front	30	•%
Knee Suplex	⋄	Front	30	*
Blizzard Suplex		Enemy's left	40	*
Southern Cross Suplex		Enemy's right	40	*
Behind Back Suplex		Back	45	None
Reverse Throw	❖ (or ❖)	Back toward enemy	30	• (or ⋄)
German Suplex	During Spin Behind, ↓❖	Front	45	命
Arm Lock Suplex	74.	Front	37	*

STRINGS COMBOS

Command	000	000	•00	್ಯಿಂ	000	000	000	0%	000	000
Guard Point		*		*			*		*	
Level	h	m	m	h	L	m	h	h	L	m
Damage	8	6	6	6	6	6	6	7	8	25
Command	ಂ	%	·%	ಂ	000	000	್ಯಿಂ	000	್ಯಿಂ	000
Guard Point		*		*			*		*	
Level	h	m	m	h	L	m	m	L	m	i
Damage	8	6	6	6	6	6	7	5	5	30
Command	000	000	•00	*	000	्रे	್ಯಂ	000	000	000
Guard Point		*		*			*		*	
Level	h	m	m	h	L	m	m	m	L	m
Damage	8	6	6	6	6	6	7	7	10	25

COMBOS

NAME	COMMAND	DAMAGE
Jump Kick	त्र-%•	25
Combo 1	=÷→•÷•	8,6,4
Combo 2	=歩� From crouch, ≥ + +++++++++++++++++++++++++++++++++	4,6,7,8
Combo 3	= % ÷	4,14
Tiger's Claw	21.8	14,21
Combo 1	=& 🌣 From crouch, 🗵 💝 💠	9,6,7
Combo 2	=ŵ	20

Juggle

This combo makes the first hit worth 18.

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Julia	Spin Behind	∳ ∲[~T]	Front	12,24	₽





Nationality: Irish

Fighting Style: Assassination martial techniques based on Bone Martial

Arts and Aikido

NINA WILLIAMS

Age: 22 Height: 5' 3" Weight: 108 lbs Blood Type:









Skin-tight maroon Skin-tight purple outfit

Blue shirt and pants

Red shirt and black pants

STRATEGY

Fighting seems to run in the family. Nina Williams is just as well rounded as her sister Anna when it come to fighting, but she has more combos and a lot more throws. She has good speed and a lot of poking attacks. This makes her great for going on the offensive. But she does just fine on defense with her Attack Reversal and Parry. Use her juggle starters to pop your enemy into the air and then work them with your punch attacks.

When you play as Nina remember that she is a terrific offensive player. Many of her punches are great for poking at your opponent—a flurry of punches can do a lot of damage. Her kicks are also fast and can take away a lot of health.







The Geyser Cannon Combo (** *) is a great low to medium attack that's perfect to start a juggle with.

To play Nina Williams effectively you need to juggle. She has some great juggle starters and enough moves to pound your enemy while he or she is floating helplessly in the air. One of her best juggle starters is her Geyser Cannon (後令); it does some good damage and pops your opponent into the air. If your enemy starts blocking this attack, change to the Geyser Cannon Combo (後令令) so you hit low before you start your juggle. Or you can try Nina's Left Spin Low Kick to Right Upper (令令令), which also hits low before popping your enemy into the air.





Nina's Left Right Combo (��) is a great poking attack that works great in a lot of combos.

When you get your enemy into the air, start one of Nina's many great combos. Use her Left Right Combo (令令): It's a quick and easy way to start dishing out the damage. Her Right Low Kick to Back Spin Chop (令令令) is another good move to work into your juggling combos. Experiment with all of Nina's moves and find out which ones you think work best to keep your opponent in the air.

After you juggle your opponent around for a while, put on the final touches: Try adding a final attack that does a lot of damage and makes your opponent regret being juggled. Nina has a couple of great moves for this. Her Blonde Bomb ($\Rightarrow \Rightarrow$) is a powerful attack that sends your enemy flying after a juggle. Bad Habit ($\Rightarrow \Rightarrow \Rightarrow$) will also end the juggle with a lot of damage. Some moves, such as Double Explosion 2 ($\Rightarrow \Rightarrow \Rightarrow \Rightarrow \Rightarrow$), already incorporate a finishing move into the juggle.





Nina's Bad Habit (♦→�) looks really painful! It does a lot of damage too.

Nina has a large number of throws. These are great to use when you're up close and personal with your opponent. Start your throw combination with her Backhand Slap ((**) **) or Crab Hold (**) ** Experiment with all her throw starters and links to find out which work best for you. Don't forget to change up your attacks or your opponent will learn how to escape.

Nina is a great well-rounded fighter. She's a terrific offensive player, but she's also great on defense. If your opponent comes at you swinging, use Nina's Attack Reversal (& & or & &). You'll rebound your enemy's attack and make him or her think twice before attacking you again. She even has a Low Parry (& &) to stop any low attacks against her. Knowing that your defense is secure makes you a stronger offensive fighter.

FIGHTING AGAINST NINA

- Nina is very quick on the attack. Reverse or block all the poking moves she throws at you.
- Be careful when you attack—Nina not only has a Parry but an Attack Reversal as well.
- Nina has a lot of moves that change hit levels quickly. Be prepared to disrupt her attack or try to block where you think she's going to hit.
- Beware of juggles: She has incredible juggles that are sure to keep you in the air for a long time.



STRENGTHS

Great juggle moves

Fast poke attacks

Reversal and Parry

Has many linked throws



Less powerful

No one super move

Takes more damage than larger characters





COMMAND: 12 %

SLICER





COMMAND: 🕏 🗫













SPIKE COMBO TO RIGHT UPPERCUT 25,10,9 COMMAND: 000000













SPIRAL EHPLOSION During Sidestep,

JUMPING FLIP OMMAND: 7 👶

POSITION: Front 20.20











RUNNING JUMP HICH















DAMAGE: 25,12,9,6

GEYSER CANNON COMBO 2

COMMAND: 12 0 4 0 0 0 0











LEFT SPIN LOW HICH TO RIGHT UPPER COMBO

DAMPGE: 12,10,12,9,6











LEFT SPIN LOW KICK TO RIGHT UPPER COMBO 4

+ DAMAGE: 12,10,8,3,12











BACHHAND SLAP TAG WITH ANNA

COMMEND: When partnered with Anna, 🖖 🖄 🔷 🔷 ~ T

COMMAND: 🖖 🗞 👶 👶 🔷 🔷

POSITION: Front DAMAGE: 15,30 ESCAPE: &

COMPLETE MOVES LIST

NAME	COMMAND	DAMAGE	HIT LEU	
Left Right Combo	♦ •♦	4,10	hh	
Bermuda Triangle	♦ •♦•	4,10,15	hhh	
Jab Roundhouse		10,15	hh	
Left Backhand Body Blow	⊕ •	15	h	Female characters can reverse by pressing 💠.
Slap	⇔ •	15	h	
Double Slap	♦ ♦ ♦	15,18	Hh	Female characters can reverse by pressing 💠 Nina can reverse again by pressing 💠.
Helping Hand	12 ♣	10	m	Mind can reverse again by pressing 49.
Right Backhand Body Blow	2 \$	20	m	
Slicer	 © %	7	L	
Geyser Cannon [~Tag]	≝ %[~∏	25	III	Juggle
Geyser Cannon Combo [~Tag]	吆⊹*[~T]	7,21	Lm	Juggle
Power Charge	⊵	95	ļļ	♦ के to cancel
Ray Hands	21.00	6,8	mm	entricular and the second of the second

NAME	COMMAND	DAMAGE	HIT LEUE	L
Swisted Mind	While enemy is down,	№ 16	1	
nde Bomb	⇒ 💠	20	m	
Oouble Smash	ॐ	10,20	hh	
lab Sweep	\$ 4 \$	10,10	h)	
DK Combo to Right Uppercut [~Tag]	\$\\$\\$\\$ ~T]	10,10,10	hLm	<
DK Combo to Right High Kick	\$ ↓ \$	10,10,15	hLh	
ead Ringer	&	25,15	Hh	
pike Combo to Right Uppercut [~Tag]	ффф[~T]	25,10,10	hlm	<
pike Combo to Right High Kick	ண் லி இ	25,10,15	hlh	
pike Combo to Right Low Kick	\$ \$ \$ \$	25,10,7	HIL	
Right High to Left Spin Low Kick	o% o∰o	15,15	HL.	
londe to Right Uppercut [~Tag]	�•�••[~T]	15,15,10	hLm	<
londe to Right High Kick	® № Ф	15,15,15	hLh	
Blonde to Right Low Kick	\$ \$ ↓\$	15,15,7	HLL	
Siting Snake	\$ \$ \$ \$	4,10,6,8	hhhl	
One Two Left High Right High	-\$-\$-\$-\$-	4,10,20,15	hhhh	
lail Crusher	\$ \$ ↓\$	4,10,10,15	hhLh	
ail Crusher to Uppercut [~Tag]	\$\$.\$\$.\$\$[~]	4,10,10,10	hhLm	~
ouble Explosion 1	%%→%	4,10,20	hhm	~
ouble Explosion 2	\$\\$\\$\\$\\$	4,10,6,6,20	hhhhm	$\overline{\ }$
ppercut to Jab	N & & & & & & & & & & & & & & & & & & &	10,15	mh	
eft Middle to Right High Kick	21 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10,15	mh	
oe Kick	⊕ΦΦ	10,15	Smm	
Right Low Kick to Back Spin Chop	↑	7,10	Smh	
eft Spin Low Kick to Right Upper [~Tag]	⊕ΦΦ[~T]	12,10	Lm	<
&R Low Kick	⊕ Φ Φ[≈1]	12,7	U	
eg Slicer Combo	21 dp 49 dp	10,10,6	mhh	
lash Kick to Left Low Kick	21 43 43 43 21 43 43 43	10,6,8,10	mhhl	
lash Kicks	21 43 43 43 43	10,8,6,15	mhhh	
Creeping Snake	21 42 42 43 44 21 42 42 43 43 44	10,12,6,8	mhhl	
Creeping Snake to Left High Kick	21 de de de de	10,12,20	mhh	
reeping Snake to Left Low Kick	∑1.00 00 00 00 00 00 00 00 00 00 00 00 00	10,12,10	mht	
Creeping Snake to Right High Kick	21 com	10,12,15	mpp	
an Opener	일약 수 약	20,8,7	filh	1
on Opener opping Low Kick to Right Uppercut [~Tag]	য়াক•কুক্• য়াম় ৸ কুকু[~T]	25,10	Lm	$\stackrel{>}{\sim}$
lopping Low Kick to Kight Uppercut [~iag] lopping Low Kick to Left Mid Kick	୬.N↑\$•\$• ୬.N↑\$•\$•[~]	25,10	Lm Lm	
	21N↑\$\&	25,15	lh	
opping Low Kick to Right High Kick ssault Bomb	>1 N + \$P \$P + \$P	The second secon		-
ash Kick to Blonde Bomb	N\$\$\$\$\$\$\$\$\$\$	10,10,6,20	mhhm	\leq
AND A STATE OF THE		10,6,8,10,6,20	mhhhhm	_<
b to Mid Kick	⊕\$N\$• ⊕\$N\$•	5,10	Smm Lh	
it Spin to Right High Kick	THE RESERVE AND ADDRESS OF THE PARTY OF THE	12,15		
anther Claw	⇒	21	m .	
uick Panther Claw		15	m	
neel Kick	⇒ → ⊕	20	M	
ssassin Dagger	→ → •	14	h	
ad Habit		25	m	<
ut Up	⊕ ⊼ &	24		_<
lipe the Floor	While crouching,	15	L	
nakeshot	During Sidestep, 💠	15	m	
ift Shot	During Sidestep, 💠	. 15	m	<
eel Slicer	During Sidestep, 🏶	10	l.	
oiral Explosion	During Sidestep, 💠	20	<u> </u>	
ouble Shot	During Sidestep, 🗣 🌣	15,15	mm	
nake Shot to Rolling Dash	During Sidestep, �⇒	15	m	
nake Shot to Reverse Rolling Dash	During Sidestep, �←	15	m	
pider Knee	While rising, &	15	m	



NAME	COMMAND	DAMAGE	HIT LEUEL	
Rush 1 [~Tag]	ΦΦΦΦ[~T]	10,20,10,10	hhlm <	Juggle
Rush 2	\$ \$ \$ \$ \$	10,20,10,15	hhlh	
M Rush 3	\$\psi_\$\psi_\$\psi_\$	10,20,10,7	hhit	
FIL Rush 4	\$\$\$	10,20,15	hhh	
One Two Spike Combo 1 [~Tag]	\$\$\$\$\$\$ [~1]	4,10,20,10,10	hhhlm <	Juggle
One Two Spike Combo 2	\$ \$ \$ \$ \$	4,10,20,10,15	hhhlh	
One Two Spike Combo 3	\$0 \$0 \$0 \$0 \$0 \$0	4,10,20,10,7	hhhll	
Greep Rush 1 [~Tag]	% \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$	10,12,20,10,10	mhhlm <	Juggle
Greep Rush 2	21 Pr	10,12,20,10,15	mhhlh	
Greep Rush 3	71 % \$ \$ \$ \$ \$ \$ \$	10,12,20,10,7	mhhlL	
Greep Rush 4	श्रक्ष के के के के	10,12,20,15	mhhh	10
Evil Mist	♠য়⇒κ❖	_	J	
Running Jump Kick	⇒⇒•	20,20	m	
Supercharger	*	=		
Low Parry	P2 № (or P2 №)		-	1

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Arm Grab Flip	❖ Front	30	*		
Over the Back Toss	❖ Front	30	*		
Shoulder Through Buster	\$ \$ \$ \$	Front	35	*	
Shoulder Through Arm Buster	= 💠 🍪 💠		10	None	A STATE OF A
Triangle Hold	🗣 (or 🌣)	Enemy's left	40	- ♣	
Hammer Throw [~Tag]		Enemy's right	38		
Leaping Triangle Hold		Back	60	None	
Reverse Throw		Back toward enemy	30	♦ (or ♦)	
Attack Reversal	(or (÷%)	During enemy's attack	Varies		See Reversal section of book for m
Elbow Smash	স ৴ ∯	Front	33	*	
Jumping Flip [~Tag]	∌ [~∐	Front	20,20	*	
Backhand Slap	⊕ & ♦	Front	15	•	
Arm Break	=%%%%	_	20	.	Also works after Backhand Slap.
Double Arm Break	=\$\$\$\$\$\$\$		25	*	
Falling Arm Break	=\$ \$ \$ \$ \$		25	*	
Arm Snap	=\$\dagger	_	30	*	W
Triple Slaps	=\$\phi\phi\phi\phi\phi		15,15	*	
Neck Crusher	= % % % % %		35	*	
Leg Stretch Arm Lock	= දිංග් දේ 💠 💠		45	*	
Betrayer	₽ R ← ♣	Front	15	None	
Twisted Nightmare	=% & &		28	*	
Neck Crusher	= % % % % %		35	*	
Leg Stretch Arm Lock	= of of of of of of of		45	*	
Arm Break	=% \$ \$ \$		20		Also works after Backhand Slap.
Double Arm Break	= 💠 💠 🍪 💠 🗞	-0.4	25	*	
Falling Arm Break	=\$ \$ \$ \$ \$ \$		25	*	
Crab Hold	① 전수 증	Front	15	*	
Commando Arm Lock	= · · · · · · · · · · · · · · · · · · ·	-	35	♣	
Heel Hold	=% ← ↓ %		20	- ♦	
Double Snap	= * * + + + + + + + + + + + + + + + + + +	(-	35	*	
Double Heel Hold	=%%%%%%		45	- ♦	
	\$\$\$\$\$\$	Front	20,20	.	



CHARACTER PROFILES/MOUES

STRINGS COMBOS

Command Guard Point Level Damage	h 4	# h 10	* h 6	* h 6	* h 7	* 1 9	* h 6	h 6	ф h б	h 30	Command Guard Point Level Damage	№ © m 10	h 15	* h 6.	* h 6	* h 7	* 1 9	h 6	% h 6	# h 6	% h 30
Command Guard Point Level Damage	•% h 4	# h 10	* h 6	* h 6	* h 7	* 1 9	% h 6	♣ h 6	1 5	m 25	Command Guard Point Level Damage	≥ 	* h 15	* h 6	* h 6	* h 7	* 	* h 6	h 6	<	№ m 25
Command Guard Point Level Damage	h 4	h 10	* h 6	* h 6	% h 9	 	% I 5	ॐ m 6	* 1 5	∲ m 25	Command Guard Point Level Damage	™ 10	% h 15	* h 6	* h 6	% h 9	1 9	% 1 5	m 6	* 1 5	m 25

COMBOS

NAME	COMMAND	DAMAGE
Geyser Cannon	≌ �	25
Combo 1	= % %	20,7
Combo 2	=(÷ % % 1/2 %	12,9,6
Combo 3	=R & \$ \$ \$ \$ \$ \$	5,5,6,5
Combo 4	=⊕ �� �� �� ��	5,5,3,5
Left Spin Low Kick to Right Upper	Ŷ ஃ �	12,10
Combo 1	= (\$\dphi \dip \dip \dip \dip \dip \dip \dip \di	12,9,6
Combo 2	=\$•\$÷\$÷\$	8,3,10
Combo 3	=%•%	20,7
Combo 4	=% •%÷>÷> %	8,3,12
Combo 5	=⊕ ॐ ॄकहॐ	9,5,3

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Anna	Backhand Slap	⊕≥	15,30	*

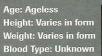






Nationality: Unknown Fighting Style: Unknown







· Blue Oare



Green Ogre





& Tan Ogre Purple Ogre

With a name like "Ogre," you'd expect a much uglier creature. Ogre isn't named for his looks but rather his monstrous power. Don't be fooled: He is a surprisingly fast character. Playing as Ogre, you'll face three types of opponents. The first type will notice his speed and be caught off guard by his power. The second type will realize his power but underestimate his speed. Mop the floor with these two. The third type knows Ogre for who he is and fears him-these guys are







The powerful Demented Snake (while crouching, 💝 🍄 💠).

The key to playing as Ogre is to use his powerful kicks. His Demented Snake (while crouching, ***) is a great move. It starts out with two low kicks before switching to a mid kick that launches your opponent high into the air. If all three hits connect, you've inflicted 56 damage. This move is great for opponents on the way down from a juggle or trying to get up. The related Snake Kick (while crouching, ♦♦♦♦) is a useful alternative because its third kick is another low one. Train yourself to use either the Demented Snake or Snake Kick every time you see your opponent on the ground, depending on whether you want the third kick to connect high or low.

Ogre's powerful kicks and his quick sidestepping ability are teamed up in his Azteca Shoot (during Sidestep, &). Unless blocked, it'll knock your enemy flat on his or her butt. As always, abuse this great move and you'll ruin its usefulness. When you do use it, follow it up with either the Snake Kick or Demented Snake. You'll shock your opponent with how much damage you've inflicted.

Spice up your attacks with one of Ogre's unblockable moves. He's got quite a few-don't let them go to waste. Try the Serpent's Venom (♦→♦) for some fun. The first hit of this move is blockable but the second isn't. Your opponent can escape the second hit by sidestepping, but most players will be fooled into thinking that they've blocked it. The Deadly Slash (♦♦ N ♦) is a slight variation of the Serpent's Venom. This one is unblockable altogether, so use it to keep your enemy alert.



Check out the range on the Foot Bazooka

Need to close the gap quickly after a juggle? Try Ogre's Foot Bazooka (♦♦♦). The incredible range of this move will take your opponent by surprise. Be careful not to overuse this high-hitting attack or your enemy will learn to duck it. For a distance-closing over, use the Spinning Slide Kick (⇒⇔N. Your enemy won't expect a slide so quickly.

Ogre is a constant source of frustration for opponents simply because he's a bagful of surprises. Use his power and speed and you'll catch your enemy gaping in awe at how quickly he or she's lost so much health. Ogre is the god of fighting, and its your job to live up to it.

FIGHTING AGAINST OGRE

- Beware the power of the god of fighting. Don't give him a chance to dominate or you'll lose before you know it.
- If you see Ogre sidestepping, watch for the low kick that can sweep you off your feet. If he gets you with this, you'll be helpless as he finishes you off.
- Don't underestimate Ogre's range. He can reach you from a deceptively long distance.
- If you've got a Reversal, use it. Otherwise, watch for his low kicks and parry them. This leaves him vulnerable.



STRENGTHS

Tremendous power **Quick Sidesteps** Good juggle moves



MERHNES

Fewer number of moves Limited short range moves Easier to hit in juggles due to large size















HUNTING HAWH

COMMAND: 20 00 00

DAMAGE: 15,14,25 LEUEL: mmh

SNAKE HICH

COMMEND: While crouching,

DAMAGE: 12,19,7 LEUEL: III



OTEN TO









SPINNING SLIDE HICH

COMMAND: PP N

BURNING DOUBLE HNUCHLE

COMMAND: N N 💠 🗸











COMMEND: During Sidestep,

DAMAGE: 22 LEUEL: L

SPIN BEHIND ELBOU SMASH 四 7 % COMMAND:

: Front









JUMP HICK COMBO 1

DAMPGE: 13,12,6,10













DEMENTED SNAKE COMBO 3

DAMPGE: 12,19,25,9,9,12



PLETE MOVES LIST SPECIAL ARTS



NAME	COMMAND	DAMAGE	HIT LEUEL
Demon Slayer	÷÷*	5,15,18	hhh
Cross to Backhand	\$\$	12,21	hh
Flash Punch Combo	•\$•\$•\$•	5,8,15	klam
Power Punch	⇒\$	28	m

NAME	COMMAND	DAMAGE	HIT LEUEL
Right Splits Kick	⇒&•	27	т
Deadly Slice	⊹ &	22	!
Double Elbow	21 % 💠	10,16	mm
Bloody Scissors	⊵ 🍫	50	!
Shoulder Tackle	⇒%•	30	m
Killing Blow	⊕ •	60	!
Windmill Kick	€.	20	m
Windmill Kick Tooth Fairy [~Tag]	ℝΦΦ.[~1]	20,25	. т,т
Blazing Kick [~Tag]	ФСФ.[-1]	30	m <
Hunting Hawk	21 of of of	15,14,25	mmh
Demented Snake [~Tag]	While crouching, ❖❖❖[~T]	12,19,25	llm <
Snake Kick	While crouching, ❖❖ሁ❖	12,19,7	III
Shin to Head Kick	⊕ % N ⊕	7,20	lh .
Demon Scissors	\$ \$	25	M
Serpent's Venom	⇒ → ॐ	15,20	m! <
Left Splits Kick	♦→•	23	m
Foot Bazooka	\$→%	35	h
Medium Power Punch	⇒→*	25	M
Exploder	⇒→&	40	m
Dragon Power Punch	< ← *	100	!
Deadly Slash	⇒⇔N ॐ	25	į
Spinning Slide Kick	⇒⇔N∳	15	L
Hammer Heel	⇒⇒N∳	20	M
Double Knuckle	রা 💠	35	m
Super Knuckle Bomb	21 💠 🗸	45	! **
Jump to Double Knuckle	an ♣	35	m
Burning Double Knuckle	an	45	Ţ!
Crouching Jab	While crouching, ≅♣	25	1
Slap	While crouching, ⇒ ♣	25	m
Groin Punch	While crouching, ⇒ �	30	m
Azteca Shoot	During Sidestep, 🌣	22	L
Heavy Body Blow	While rising, 🌣	25	m <
Tsunami Kick	While rising, & &	13,18	mm
Rising Kick	While rising, 🍲	28	h
Infinity Kick Combo	While rising, ❖❖❖❖❖	10,25,10	mh
Infinity Kick Combo Low	= 4 %	10,10	ml <
Infinity Kick Combo High	= ↑ %	10,15	hh <
Ansient Power	During onomy's attack	1	

Juggle
Juggle on Counter Hit.
Juggle

Unblockable hit can be sidestepped or backed away from (<< <-><->).

Juggle

Last button can be pressed indefinitely.

Last button can be pressed indefinitely.

Last button can be pressed indefinitely.

Oreo is invalue rabbe

THROWS

Ancient Power Supercharger

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Body Slam	•	Front	30	*
Bear Hug	- ♦	Front	10,25	*
Ankle Slam		Enemy's left	10,15,25	-\$-
Hanging Neck Throw		Enemy's right	40	d _p
Swing Swung		Back	70	None
Reverse Throw		Back toward enemy	30 (or 35)	-% (or -%
Spin Behind Elbow Smash	別を発	Front	35	*

During enemy's attack, 💝 💠

*

COMBOS

NAME	COMMINEND	DAMAGE
Jump Kick	∅	13
Combo 1	=N & & &	12,6,10
Combo 2	= 21 % & 4 9 4 9	12,3,10
Demented Snake	While crouching, ❖❖❖	12,19,25
Combo 1	=%•	28
Combo 2	= A ♣ ₽ ₽ ₽ ₽	12,3,10
Combo 3	=↓♦♦	9,9,12

CHARACTER PROFILES/MODES



Nationality: Russian Fighting Style: Overpowering Strength

P. JACK



Gasoline





or Dark hat and green shirt

or & Light hat and

STRATEGY

It's frightening to see a giant metal man that wants to wipe the floor with you. Never mind his twirling hands that are going in every direction. I guess they call him Prototype Jack for a reason. But don't let his goofy appearance fool you. A lot of power is packed into that metal frame. One small mistake by an opponent and he'll pound him or her into the ground. The drawback is he's very slow. Time your attacks and be patient or you'll be the one eating the ground.







The Megaton Earthquake ($\otimes \diamondsuit$) is sure to give your enemy a headache after it hits and drops him or her to the ground.

P. Jack has some nice low attacks. His Megaton Earthquake (항송) is perfect for knocking your enemy to the ground or pounding an already grounded opponent. His Sit Punch Combos (항송하요한 or 한숙하요한) drop P. Jack to the ground where he starts bashing away at people's shins. This is a good way to get under your opponent's high attacks and start doing some damage of your own.

P. Jack has some really powerful Sidestep moves. These are nice to use when your enemy least expects it. The Drill Punch (during Sidestep, �) is a powerful move that sends your opponents flying. Time it right, though, because if it comes up short or is blocked you'll be a sitting duck for quite a while. An even better move is the Drill Upper (during Sidestep, �)—you'll pop your enemies into the air where you can juggle them until they hurt.

P. Jack has a lot of moves that require him to crouch. This is perfect to avoid an enemy's attack and then strike. His Hammer Rush 1 Low (while crouching, ������) is a nice move that hits low, medium, low. His Hammer Rush 1 High (while crouching, ������)

changes the hit level to low, medium, high. Try to learn all his Hammer Rush attacks. By changing where you hit each time, your opponent won't know where to block. Another move to try from the crouch is P. Jack's Windmill Punch 1 (新春春春). You attack with arms swinging, causing damage as you go.

To cause a lot of damage and strike fear in the hearts of your opponents, attack with some of P. Jack's throws. Get in close and try his Megaton Punishment (♣և ♦ ♦ ♦ ♦ to pick up your enemy and slam him or her with your right fist. P. Jack's Body Smash (✔♦) is great to grab your enemy and smash him or her into the ground at your feet. Father's Love (enemy's right, ♦) is a fun move—it's powerful and also humiliating. P. Jack picks up your opponent and spanks his or her butt for a lot of damage.





If you time it right, P.Jack's Sliding Attack (**) can be a powerful move to destroy your opponent.

P. Jack has some good moves to vary the attack. His Sliding Attack () does considerable damage and can be executed from a long distance. Stand away and attack when your opponent advances. This move is great to finish off your enemy. But be careful when using it: It's slow, and if it's blocked you're helpless. When your enemy is far away, try the Dive Bomber () to float in the air across the screen and drop on your enemy. If your enemy tries to move away, press again for greater distance. These moves aren't effective in constant use, but if you throw them in once in a while, you're sure to catch your opponent off quard.

Always remember that P. Jack is a power hitter. He has a few fancy moves, but normal hits do plenty of damage. The Double Hammer (♣♦) smashes your enemy with a powerful two-hit combo and sends him or her flying to the ground. The Cross Cut Saw (♣♦) is also a straightforward powerful attack that drops your enemy to the ground. Connect with your punches and kicks and you'll beat your opponent senseless in no time.



FIGHTING AGAINST P. JACK!

- Watch out for P. Jack's attacks. If he lands a punch or a kick, you're going to take a lot of damage.
- P. Jack is very slow. Time his attacks and then move in for the kill.
- Watch out for his Sidestep moves: Some set you up for a juggle, and some send you flying across the screen. Either way you lose a lot of health.
- P. Jack has a lot of attacks that start from a crouch. Some hit low and some strike medium, so be ready to block.



漢 STRENGTHS

Plenty of low attacks

Great Sidestep moves

Tremendous power



WEAKNESSES

Very slow

Predictable moves

No Reversal



MOVES











LAB ELBOW SMASH

DAMAGE: 12,15,20 LEUEL: hmm



DAMAGE: 22 LEUEL: M









HAMMER PUNCH TO POWER PUNCH
DAMAGE: 15,25

CEMAHO CHOP

DAMAGE: 35 LEUEL: M











COMMAND:

DAMAGE: 102 LEUEL:!

DRILL PUNCH

COMMAND: During Sidestep,

DAMAGE: 30 LEUEL: m







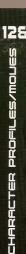
MEGRTON UPPERCUT

COMMAND: 👉 🗹 🕹 🗳

DAMAGE: 22 LEUEL: m



DAMAGE: 35 LEUEL: M



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BODY SMASH



POSITION: Front
DAMAGE: 32
ESCAPE: *







UPPERCUT COMBO 2 DAMAGE: 10,9,10







DRMRGE: 28,14,7,9

DRILL UPPER COMBO 2

COMMAND: Sidestep,







MEGATON UPPERCUT COMBO 1

DAMAGE: 22,28

COMPLETE MOVES LIST

NAME	COMMAND	DAMAGE	HIT LEUEL	
P Jack Hammer	♦ ♦ ♦	18,15,18	hhm	All the second of the second o
Jab Elbow Smash [~Tag]	����[~Ĭ]	12,15,20	hmm <	Juggle
Dive Bomber	⋄ (❖❖)	60 (70 or 80)	! <	Increased distance for increased damage.
Hammer Knuckle	♦	21	"	
Double Hammer	♦ •♦	21,17	mm	Brand Total
Machine Elbow	⇒•\$•	12	m	ME TENDENCE
Cross Cut Saw	⇒•	22	m	
Sliding Attack	⇒ �	25	m or L	Level changes depending on your distance from your enemy.
Clock Up	∉ •	_	- <	Pushes enemy off you.
Megaton Earthquake	전송	11,22	LL	AGENTAL STATE OF THE ACTION OF THE PARTY OF
Sit	⊕- ⊕		_	MARKET THE CO.
Sit Punch	=%%%%%	10,10,10,10		
Sit Punch	= ૾ \$ \$ \$	10,10,10,10	III	Fig. 10 Committee of the Committee of th
Pancake Press	⊼ 4•	26	M <	If the move comes up short try Sit Punches.
Hammer Punch to Power Punch	⊕ ♣ ♣	15,25	mm	The second second second
Get Up Smash	While lying down, ⊕�	12	m	
Rushing Uppercut L	≥ ♣ ♣ ♣ ♣	10,15,10,15	mmmm	
Rushing Uppercut R	1 \$ \$ \$ \$ \$	10,15,12,15	mmmm	
Machinegun Blast	½ ♣\$ ♣\$ \$\$ \$	18,25,25,40	IIIm <	Not every punch will hit.
Cemaho Chop	⇒ఫఫీ	35	m	$ \times$ $ \times$ $+$ \times
Hammer Rush 1 Low	While crouching, ♦♦♦♦♦♦♦	10,8,12,12,8	LLmmL	
Hammer Rush 1 Mid	While crouching, 송송송송보송	10,8,12,12,15	LLmmm	



NAME	COMMAND	DAMAGE	HIT LEUEL	
Hammer Rush 1 High	While crouching, �����→�	10,8,12,12,12	LLmmh	
Hammer Rush 2 Low	While crouching, > ♦ ♦ ♦ ♦	15,12,8	mmL	
Hammer Rush 2 Mid	While crouching, 🗵 🎨 🌣 🗣	15,12,15	mmm	
Hammer Rush 2 High	While crouching, > ♦ ♦ → ♦	15,12,12	mmh	
Hammer Rush 3 Low	While crouching, № 💠 🗣	10,8	mL	
Hammer Rush 3 Mid	While crouching, ↘♣↘♣	15,10	mm	100
Hammer Rush 3 High	While crouching, > ♣ → ♣	10,12	mh	
Swing R Knuckle	While crouching, > ♣ ♣ ♣	15,10,15	mmm	
Windmill Punches	While crouching, № 🏶 🗣 🗣	12,15,15,30	mhmh	
Dark Greeting	⇒�•	101	! <	Juggle
Drill Punch	During Sidestep, 🏶	30	m	
Drill Upper [~Tag]	During Sidestep, &[~T]	28	M <	Juggle
Tornado Cutter	During Sidestep, 💠	10,15	hh	
Hammer	While rising, 🕏	21	m	
Double Hammer Alternate	While rising, ❖❖	21,13	mm	
Megaton Uppercut [~Tag]	今民介 凡告[~∐	22	m <	Juggle
Megaton Blast	◆屁⊕ ⊼ ♣	35	m	
Gigaton Punch	◆民令忍令◆	20	m	
Supercharger	*	_		

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	Marie Control
Body Press	*	Front	20 or 25	None <	Hit damage changes depending on distance from opponent
Body Slam	*	Front	30	*	
Laundry Throw [~Tag]	∲[~T]	Enemy's left	40	-%	
Father's Love		Enemy's right	32	- 800	
Reverse Lift Up Slam	•	Back	45	None	
Reverse Throw		Back toward enemy	30		
Body Smash	€.	Front	32	*	The state of the s
Megaton Punishment	\$ □ 医◆ 月 \$	Front	49	*	Use 🥯 to block after initial grab.

STRINGS COMBOS

Command	1000	್ಟಿಂ	-%	000	000	್ಟಿಂ	್ಯಿಂ	00	•	•0
Guard Point			*	*					*	
Level	Sm	L	L	m	m	h	m	m	m	m
Damage	10	6	5	7	7	6	6	8	21	25

COMBOS

NAME	COMAND	DAMAGE
Drill Upper	Sidestep, ❖	28
Combo 1	=Sidestep, 🏶	24
Combo 2	=∜ ∜ %	14,7,9
Combo 3	=⇒ → \$	28
Uppercut	₩.	10
Combo 1	=७ ♦ ♦	9,7
Combo 2	=% ∜	9,10
Combo 3	=→ Φ* Φ*	11,7
Megaton Uppercut	⟨►B♠ ≠◆	22
Combo 1	=⇒ → ob	28
Combo 2	=Sidestep, 💠	8,7





Nationality: American

Fighting Style: Judo based combination Martial Art

PAUL

Age: 46 Height: 6' 2" Weight: 178 lbs Blood Type: O









◆ Black gi

💠 Red gi

Blue leather

Black leathe

STRATEGY

Scruffy as he is, Paul packs quite a punch, literally. In the *Tekken* community, Paul is considered to be a "cheap" character, meaning that it doesn't take skill to win with him. Don't let their whining discourage you from using Paul; they're just bitter at their losses.



The infamous Phoenix Smasher (ఄౖౢౢౢౢౢౢౢౢౢౢఄౢౢౢౢౢ

damage drain from his or her flailing body. Even if it's blocked, it pushes your opponent a safe distance away. Sounds good, no? The catch is that it can be seen from a mile away and easily reversed. Also, if you miss, you're left with your pants down. The safest times to use the Phoenix Smasher are when your opponent is tagging in or if you're bringing Paul in from a tag. Use it sparingly or its power is useless.





The Rapid Fire (₺☎⇔N��) in action

Paul's lack of speed can be a hindrance. He's at his best when knocking his opponents to the ground and bashing them around. Use his Bone Breaker (參令令) to whip your opponent's leg, from underneath. Paul follows up with an elbow before he or she even hits the ground. To mix it up a bit, use the Hang Over (參令令令). It starts out with a Hammer Punch for a mid hit before going into the Bone Breaker.

If you win using just a handful of Paul's moves, your friends may start calling you "cheap." Prove them wrong by using unexpected moves. Paul's got a couple really good throws in addition to the standard ones. His Push Away (♦→♦) or Twist and Shout (▶♦) are easy to pull off and can throw a monkey wrench in your opponent's game. And don't forget Paul's Ultimate Punishment (while tackling, ♦↓♦♦N♦♦♦). While the tackle and the first punch of this move are easily reversible, the rest is inescapable. Buffer the last two commands together to make this move a little easier. This is risky, but if you can pull it off, it'll quiet your whining friends.

Paul is a great character to use simply for his power and ease of execution. Be careful not to over-use any of the moves even if they seem to work. Find a situation for each of Paul's limited number of moves so that you don't become predictable. Cheap or not, a masterful Paul Phoenix player is simply frightening.



FIGHTING AGRINST PAUL PHOENIK!

- Watch out for the Paul players with less skill than you. They'll use the Phoenix Smasher every chance they get. Pop them with a quick low punch if they do.
- Paul's moves are a little sluggish on execution. This calls for a short-range game against him. Stay close and beat him to the punch.
- Paul's recovery time is sleep-inducing. Watch for him to miss an attack and then come in for the kill.
- Paul players fight in a predictable fashion. They'll use the same moves over and over. Make them learn some new ones.



STRENGTHS

Tremendous power for the speed

Easy to play

Good low-hitting attacks

Has a Reversal, including an Ultimate **Punch Reversal**



WEAKNESSES

Moves slow on execution

Slow recovery time

Predictable

Funny haircut













BONE BREAKER COMMAND: 4 00 00

DAMAGE: 13,20 L. Lm



DAMPGE: 15,15,21 ELIEL: mlm













BREAKER COMMEND: While crouching,

DAMPGE: 21,21

PUSH RWRY DMMAND:

•









LEUEL: -

ULTIMATE PUNCH REDERSAL

COMMEND: During first right punch after opponent's Ultimate Tackle,

















on Primagames.com









THUNDER PALM COMBO 2

COMMEND: While rising, % % 57 %











STONE BREAKER COMBO 1

COMMAND: While crouching, Y 👶 👶 🖑 👶

DAMAGE: 21,21,10,10

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE .	HIT LEUEL
Left Right Combo	\$\$	5,15	hh
Jab Roundhouse	фф	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
lammer of the Gods	⇒ 💠	27	m
Burning Fist	← •	100	1
Sweep Kick	吆 ♣	12	i
Shredder	% %	17.22	mm
Neutron Bomb	⇒ → &•	20	M
Flash Elbow	⇒→♣	15	m
Double Hop Kick High	♦♦♦♦	20,15,25	mmh
Triple Kick Combo	♦♦♦♦♦	20,15,15	mmm
Double Hop Kick Low	♦♦♦♦♦	20,15,15	mmL
Down Strike	While enemy is down, ⊕�	16	i
Bone Breaker	⊕ 💠 💠	13,20	Lm
ammer Punch	⊕	15	m
ammer Punch to Power Punch	∜ •%•%	15,26	mm
ang Over	♦ ♦ ♦ ♦	15,15,21	mlm
hunder Palm	While rising, 🂠	16	m
hoenix Smasher	⊕ ⊼ ⇒ ф	33	
hruster [~Tag]	⊕ N ⇒ • % [~T]	20	
houlder Tackle	⇒.	20	
way	⊕ ≅ ←		
luick Sway	₽R⇔N	1=	_
ubber Band Attack	= *	18	m
od Hammer Punch	=%	15	m
way & Low Kick	=%	12	ii i
lapid Fire	=° °	12,21	Lm
apid Fire to Stone Breaker [~Tag]	=\$\psi \phi \phi [~T]	12,21,21	LmL
apid Fire to Phoenix Smasher	=\$\phi_0\$	12,21,25	Lmm



NAME	COMMAND	DAMAGE	HIT LEUEL	
n Pedal	During Sidestep, ❖	15	L	
Thruster	During Sidestep, 🏶	23	<u>h</u>	
Breaker	While crouching, >≥ ♣	21	III	
Some Breaker [~Tag]	While crouching, >⇔ & [~T]	21,21	mL <	Juggle
Gut Buster	While crouching, > ♣ ♣	21,25	mm	
Immplete Somersault	↓ (1 second) ⊕ ❖	25 (15 to self)	<u> </u>	
Swercharger	*	=		Land bear tackled and your
Minate Punch Reversal	-\$-\$-\$-\$-	10	<	Use this move when you have been tackled and your opponent starts with a right Ultimate Punch.

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	ì
Over the Shoulder	*	Front	30	*	
Shoulder Pop	*	Front	30	❖	<u> </u>
Dragon Screw	❖ (or ❖)	Enemy's left	45	•	Ī
Mary Away	❖ (or ❖)	Enemy's right	40	*	
		Back	50	None	
Reverse Throw	❖ (or ❖)	Back toward enemy	30	♦ (or ♦)	
Amack Reversal	← 🗫 (or ← 🍪)	Front	Varies	V * (01 V 0 /	See Reversal section of book for more details.
Foot Launch	←	Front	35	❖	
Push Away [~Tag]	⇒⇒%[~Ĭ]	Front	35	♣	
Twist and Shout	⊻ ♠	Front	35	❖	
Ultimate Tackle	⊬	Front or Back	5	• <	Use 🎨 just before your back hits the ground to reverse.
Ultimate Punch	=\$\phi\phi\phi\phi\phi\phi	_	5,5,5,5,5		Escape depends on apponent's punches.
Arm Breaker	=•	_	25	÷ † † †	Experience of the second secon
Milimate Punch to Arm Breaker	= \(\psi\) \(\psi\) \(\psi\)	_	5,5,5,25	<	Use Escape for Ultimate Punch and Arm Breaker.
Ultimate Punishment	=\$•↓\$•\$N\$•\$•	_	5,8,8,35	•	Escape is for the first punch only. After that, it's inescapable.

STRINGS COMBOS

Command Guard Point Level Damage	% h 5	% h 15	№ m 7	* h 5	m 7	* h 4	h 5	* 1 7	m 8	m 30	Command Guard Point Level Damage	h 5	h 15	* m 7	* m 6	& L 7	m 8
Command		00	(S o		%	STATE OF THE PERSON NAMED IN	00		%							4
Guard Point Level		h		h		m		* m	1 1000	m							

COMBOS

NAME	COMMAND	DAMAGE
Thruster	⊕ 20 ↔ ♣0	20
Combo 1	=21 cfr (b cfr	10,6,10
Combo 2	= 24 参 27 参 企 参	8,5,7
Combo 3	=%÷%•	4,10
Thunder Palm	While rising, ❖	16
Combo 1	=%	24
Combo 2	=\$> ā1 \$ > \$	4,8,11
Combo 3	= A - 4 A A A A A A A A A A A A A A A A A A	4,5,7
Stone Breaker	While crouching, 노숙숙	21,21
Combo 1	=⊕ & • &	10,10



10 24

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Nationality: None Fighting Style: Command Wrestling

ROGER & ALEX

Age: Unkown

Height: (Roger) 5' 3", (Alex) 5' 1" Weight: (Roger) 176 lbs, (Alex) 165 lbs Blood Type: Unknown





or Roger with red boxing gloves

or Alex with blue boxing gloves

STRATECY

The oddest characters in *Tekken Tag* are definately Roger and Alex. They have on their boxing gloves so you know they're ready to fight. Roger and Alex have a few long-range moves, but it's best to get in close. From close range you can use their short arms to poke and jab at your enemies. Use their short stature to your advantage, stay low, and use their nice low attacks while you're down there.

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





Nobody needs the Crouch Dash (\diamondsuit N- \bowtie) more than Roger. It gets you close to your opponent, which is exactly where you want to be.

When playing as Roger remember his limitations. He's a small character with a short reach. To use him effectively, try to get in as close as possible. Use his Crouch Dash $(\diamondsuit N \& Y)$ to run under your enemy's defenses.

Once you're in close to your opponent you can turn on the pressure. Roger has a lot of quick jabs and uppercuts. Punish your enemies before they know what's happening. Both Jab Uppercuts (�� � and ���) are moves that work well but require you to be in close. Roger's Animal Smash (while crouching. �) not only delivers decent damage when you're in close, but it pushes your enemy away if it's blocked. Just continue your assault on your enemy and you'll see a victory in no time.

Roger has some great low attacks. A nice move to use against your opponent is the Animal Sweep (during Sidestep, �). It'll knock your opponents off their feet when it connects, and you can do it repeatedly. Stagger Kicks (�����) is also a great move for hacking away at your enemy's feet. One of the craftiest low attacks that Roger has is the Stomach Smash (����): Roger rushes in as if he's going to throw a medium

punch, but he never rises and the punch lands low. Mix this move up with one that does hit medium and your opponent will be at your mercy.





The Stomach Smash (\Rightarrow N \Leftrightarrow) is such a crafty attack. You'll laugh out loud when your opponent blocks medium and you hit him low.

For such a small package, Roger has a lot of power—make sure your opponent knows this loud and clear by demonstrating some of his moves. One of his best moves is his Animal Uppercut (﴿③ N 🍨 ④). It's fast, crafty, and super powerful. It's a good move to use when you want to get by an enemy's defenses. The Frankensteiner (③④) is another great move that is really powerful. Grab your enemy around the neck with your legs and then toss him or her to the ground for a world of hurt. For a nice solid punch that works at a distance try Roger's Animal Gigaton Punch (﴿⑤) It does a nice amount of damage and looks painful too. But nothing beats his Wind Up Punch (﴿⑥) when it comes to power. It's very slow, however, so make sure you have enough distance between you and your enemy before you try it.







One of Roger's best moves is his Animal Uppercut (۞ N ﴿ > > . Send your opponent flying in pain.

It takes practice, but eventually you'll learn how to use throws effectively. They're great for inflicting a lot of damage and frightening your enemies. Roger has some of the best throws in the game, and because he's a close-range fighter, you're already in the perfect position for a throw. Try the DDT (**\operatorname*) for a powerful throw. Casually lift your opponent over your shoulder and drop him or her to the ground behind you. It doesn't look like much, but it does a lot of damage. The Tomb Stone Piledriver (**\operatorname*) is another easy throw that isn't fancy but has incredible power—your opponent is sure to panic when looking at his or her health bar after this move. Be sure to mix throws into your close game as you press your attack.



FIGHTING AGRINST ROGER I

- Keep this guy as far away from you as possible. If he gets in close he's going to do some damage.
- Roger has a small frame. Some attacks might go over his head. Try to figure out which moves will work before you attack.
- Don't let him get ahold of you: He's got some powerful throws and will make you pay for your mistakes. Try to escape them if you can.
- Be careful of his low attack—Roger can sneak up on you for a few low shots.
- Roger is going to come out swinging, so block or reverse his moves and wait for your turn to smash him.



STRENGTHS

Quick uppercuts and jabs

Plenty of great throws

Has some good power moves

Smaller body frame

WEAKNESSES

Limited number of moves

Fewer juggle moves

Extremely short reach

Most move execution times are a bit slow

No Reversal















WIND UP PUNCH

COMMAND: 4 %

DAMAGE: 100

RANKENSTEINER

COMMAND: 2000

DAMAGE: 15,45 LEUEL: m









STAGGER HICKS COMMAND: 4 00000

MAGE: 17.7.7 ELIEL: LLL











ANIMAL SWEED COMMEND: During Sidestep,

DAMAGE: 17

ANIMAL GIGATON PUNCH COMMAND: \$\$ N











ANIMAL SMASH COMMEND: While crouching,

DAMAGE: 22 LEUEL: M



POSITION: Front OAMAGE: 58 ESCAPE: *









GIANT SIMING



ITION: Front













DOT

COMMAND: 🗹 🕻 👶



SWEEP COMBO 3 COMMAND: Sidestep,









CROUCHING UPPERCUT COMBO 3

DAMAGE: 20,16,28



SPECIAL ARTS

NAME	COMMAND	DAMAGE	HITLEDEL	
Left Right Combo	€% 🖑	6,10	lih	
One Two Uppercut	-\$-\$-\$	6,10,10	hhm	7/3/5 7/3/5 7/3/5
Jab Uppercut	\$ €	12,12	hm	6 1 6 6 6 7 6 6 6 6 6 6 6 6 6 6 6 6 6 6
Exploder	*	25	m	17 名 18 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Wind Up Punch	← •%	100	!	
Tail Tripper	6 8 ♣	17	L	
Animal Drop Kick	⇔ �	30		All the second
Capital Punishment	\$ ❖	35	m	
Animal Headbutt	⊠ 💠	20	m	ALLEGATION OF THE PARTY OF THE
Frankensteiner [~Tag]	≌ ্•[~∏	15	Sm <	Throws a standing opponent for another 45. You can only tag after throw.
Double Knee Drop	214	40	M	Too can only ray area move.
Elbow Drop	রাঞ্	35	M	A CONTRACTOR
Animal Jumping Sweep	⊕ �	17	l <	Juggle
Rolling Animal	E & &	17	m <	Roger rolls to the side on the second command.
Jab Uppercut	⊕ 💠	5,15	Smm	20 120
Stagger Kicks	⊕ 🍫 🍪 🍪	17,7,7	LLL	
Stagger Kicks	4 4 4 4 4 4 4	21,7,5,4,3	uuu <	It only works on a counter hit.
Animal Kick Rush	医 6 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	17,17,17,17,17	mmmmm <	Not every kick will hit.
Animal Drop to Animal Kick Rush	⇔ ♣ ♣ ♣ ♣ ♣ ♣	30,17,17,17,17	mmmmm <	Not every kick will hit.
Rolling Animal Kick Rush	R 4 4 4 4 4 4 5	17,17,17,17,17	mmmmm <	Not every kick will hit.
Animal Backflip	=<=	_		
K's Flicker [~Tag]		20	m	
Head First Lunge	♦→ •	15	h or L <	Hits h or L depending on distance. Only hits once.



NAME	COMMAND	DAMAGE	HIT LEUEL
Konvict Kick	⇒ → �	26	m
Animal Rush to Windmill Punch	⇒⇒જ઼૽૽૽૾૽૽૽૽૽૽	10,15,10,15,20	hhhhm
Animal Sweep	During Sidestep, 🂝	17	<u> </u>
Wind Mill Punch	⇒ N •%	30	<u>h</u>
Crouch Dash	⇒N⊕≌	-	
Animal Uppercut	⇒N⊕ > ♣	50	m
Animal Gigaton Punch	⇒⇒N•	23	
Stomach Smash	⇒⇒N®	6	l L
Animal Smash	While crouching, 💠	22	m
Crouching Uppercut [~Tag]	While crouching, > ♣[~T]	20	m <
Running Exploder	\$\$\$\$	40	m
Supercharger	•	-	_

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Headbutt		Front	30	*
Jumping Powerbomb	*	Front	30	- ♣
Animal Face Crusher	- (or - •)	Enemy's left	40	*
Animal Rolling Arm Lock		Enemy's right	40	్లిం
Reverse Neck Throw		Back	50	None
Reverse Throw		Back toward enemy	30	♦ (or ♦)
Pile Driver	⊕24→ &	Front	25	•
Tombstone Piledriver	ਲ → ❖	Front	58	*
DDT	≅₹	Front	45	*
Giant Swing	⇒◆民介和→◆	Front	35	- ♣

COMBOS

NAME	COMMAND	DAMAGE
Crouching Uppercut	While crouching, ¥❖	20
Combo 1	=÷% & 40 %	4,5,6
Combo 2	=%≅%	4,8
Combo 3	=%•⇒*	16,28
Animal Sweep	Sidestep, 💝	17
Combo 1	=Sidestep, 🎨	17
Combo 2	=8%	13
Combo 3	=⊕ •\$> •\$•	4,10
Combo 4	=↓•%•%	4,11





Age: Unknown Height: 5' 10" Weight: 208 lbs Blood Type: Oil/Sap



· Metallic Tetsujin







Mokujin with mossy

Mokuiin with white

Mokujin with brown

STRATEGY

So you've decided to roll the dice and take your chances with Tetsujin, Mokujin, or Unknown? That must mean one of two things: You're either mad or you're blessed with mad skills. These characters don't have fighting styles of their own, so they randomly take on the styles of the other characters in Tekken. On the plus side, your opponent will have a hard time adjusting to the character you're playing. On the down side, you have to be an expert with almost all of the Tekken characters. Are you up for the challenge?

From this point on, we will refer to Tetsujin and Mokujin as just "Tetsujin." All the strategies apply to both.

Tetsujin or Unknown? That is the question. Before you decide, you should know about a few differences between the two. To change Tetsujin's fighting style, you must tag out and then in again. While the same is true with Unknown, she has an additional way of changing fighting styles. Press directly down on the right analog stick of your controller and Unknown's stance changes without tagging out. This is useful if you find that the character that Unknown has taken on isn't one you're particularly familiar with.

The other difference is that Unknown always starts her fights with Jun Kazama's fighting style. From there, her style changes are random. Tetsujin does not start with any one style in particular.



While Tetsujin's and Unknown's move styles may mimic other characters, they cannot mimic the characters' size and speed. This makes a difference when the character being mimicked is unusually large or fast, or has a long reach. Remember to adjust your style of play accordingly.

Knowing what character is being mimicked Mokujin as Kuma. Notice the size difference. can mean the difference between a win and a loss. How do you tell what style your little

copycat has taken on? There are two ways. The first is to watch what Tetsujin does before the match begins. Each character has his or her own pre-fight taunt. Learn to recognize these taunts and you'll have a heads-up on your opponent. Because Unknown always starts with Jun, you don't have to worry about the taunt with her. The problem with using the pre-fight taunt is that it only occurs before the first round of a match. Each subsequent round goes directly into the fighting stances.

Which leads us to the second way of telling what character is being mimicked. Each character in Tekken has a distinct fighting stance. You need to recognize these quickly 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.



Anything available to the original character is available to Tetsujin/Mokujin or Unknown—even Lei's stances.

Tekken Tag contains a lot of characters. You may find that those two methods of finding out Tetsujin's and Unknown's style will fail you, simply because you don't recognize the stance or taunt. The last resort is to just try a few punches or kicks. A lot of times, you'll find that while you may not recognize the stance right away, you'll pick up on the moves a lot quicker. As an added bonus, it may even take a chunk out of your opponent's health.

Use the following tables and screenshots to learn to recognize Tetsujin's and Unknown's fighting styles quickly. Remember, you must be a competitively skilled player in almost all of the characters in Tekken before you even think about using either of these characters. But once you do, watch the awe (or is that frustration?) in your opponents' faces as they are demolished in such a haphazard fashion.



CHARACTER PROFILES/MOUES TETSUJIN, MO

Nationality: Unknown Fighting Style: Unknown

NKNOW







Height: Unknown Weight: Unknown Blood Type: Unknown

Age: Unknown

FIGHTING AGAINST TETSUJIN OR UNKNOWN I

- A Tetsujin or Unknown player is either going to be really good or really bad. The good player will use the different styles to his or her advantage.
- Keep Tetsujin or Unknown on the defensive or on the ground each time they tag in. This may prevent your opponent from figuring out what style they've taken.
- Unknown can change styles during a fight. This makes her temporarily vulnerable. You know what to do.
- Try to recognize the style they're using. It's easier to fight an opponent if you know what might come next.



TRENGTHS

Element of surprise

Bragging rights if victorious

Unknown can change styles during combat



Element of surprise

Tetsujin cannot change styles during combat

Must know all characters' moves



PRE-FIGHT TAUNTS

CHARACTER	TRUNT
Anna	Puts both hands behind her head and moves her hips.
Armor King	Swings both arms back and forth across chest.
Baek	Quickly bows as arms pull to his side.
Bruce	Brings both knoor up to chest right one first, then left.
Bryan	Walks forward with both hands behind his back or swings at the air with his tists and elbows.
Devil/Angel	Tetsuiin and Unknown cannot take on Devil/Angel's style.
Eddie	Points at apparent with onen hand or dances with swinging arms.
Ganryu	Common big wight fact while in a squatting position. Unknown cannot take on Ganryu's style.
Gun Jack	and the state of the second at a time across chest, linknown cannot take on our Jack's Style.
Heihachi	Stands with back toward opponent from sitting position or heaves chest forward as smoke (Unknown) or leaves (letsulin) poise inrodyn.
Hwoarang	Scratches his head while looking down or performs two high kicks.
Jack-2	Swings both arms while turning torso. Unknown cannot take on Jack-2's style.
Jin	Pulls on hand guards or puts right hand on hip and kinks his neck.
Julia	Bows with both arms across chest or fixes her pony tail and rubs her face.

CHARACTER	TRUNT
Jun	Looks up with both arms across chest.
Kazuya	Uncrosses arms as he turns to face opponent.
King	Stands up with back toward opponent from kneeling position or hits arm against knee and turns toward opponent.
Kuma/Panda	Rolls toward opponent or opens arms wide and looks up. Unknown cannot take on Kuma's style.
Kunimitsu	Appears with dagger.
Law	Puts fist to palm in front of chest or dances around.
Lee	Adjusts gloves with arms stretched out.
Lei	Folds arms and looks up or comes out of the Panther stance.
Michelle	Buckles her boots.
Nina	Moves arm across her neck or looks at her right hand.
Ogre	Tetsujin and Unknown cannot take on Ogre's style.
P.Jack	Drops down from sky. Unknown cannot take on P. Jack's style.
Paul	Pushes hair toward sky or hits his hand into his fist while kinking his neck.
Roger/Alex	Tetsujin and Unknown cannot take on Roger/Alex's style.
True Ogre	Tesujin and Unknown cannot take on True Ogre's style.
Wang	From a sitting position, stands up and faces opponent.
Xiaoyu	Jumps twice with both feet in the air or bows with hands toward stomach.
Yoshimitsu	Appears with sword.

STANCES



ARMOR



BREH



BRUCE





GANRYU



GUN JACK



HEIHACHI HWORRANG



JACK-2



اعالا



NUL **HASUUA**

















KUNIMITSU





HUMA











WANG

HIPOYU

YOSHIMITSU











Nationality: Unknown Fighting Style: Unknown

TRUE



Height: Varies in form Weight: Varies in form Blood Type: Unknown







Yellow fur and True Ogre face

Gray fur and True Ogre face

Blue fur and lion

Red fur and lion

STRATEGY

True Ogre is the most powerful creature in *Tekken*. He possesses the moves of the many characters that have fallen to his superior strength. This, combined with heavy hitting blows and high flying flames, make him a powerful force that will stand against all challengers.





Blazing Inferno (♦ ♦). Do you like your enemy medium or well done?

Unfortunately, True Ogre's brawn comes with a price: He is very slow. Due to his slow attacking speed, keep your enemy at a safe distance from you. The closer your opponent gets, the harder it becomes to punch your way out of close quarters. From a distance, True Ogre has an arsenal of devastating moves with impressive reach. The Hell's Flame (�), Blazing Inferno (��) and the Serpent's Venom (�) are great ones. These moves are powerful, but they take time to set up, requiring you to perform them from a distance. Once you hit your enemy with one of these unblockables, take advantage of your fallen enemy by kicking him or her while down.



The Windmill (□♥) knocks your opponent back if you're in a bind.

Slow as it may be. True Ogre's close combat is not a lost cause. His Demon Slayer Variations (���) is fast enough to disrupt an oncoming combo, and the Windmill (��) can brush back an enemy that has wandered too close. True Ogre's quick low-kick combinations or the Azteca Shoot (during Sidestep, �) are also important to tripping up your enemy. As with any big

character where you have to be patient for your chance to attack, take the free shots you can when your enemy is lying helpless.





The Serpent's Venom ⇒→ 🏶 is a hard-hitting move that has a long range.

True Ogre's size and speed require you to take a little time and use patience in planning your attacks. Wait for breaks in your enemy's attacks, then counterattack or set him or her on fire. This may take a while, but True Ogre packs some heavy damage with each hit. Each time you connect, you're going to knock off a large chunk of health. Stick it out and watch your enemy fall to the floor battered and charred.

FIGHTING AGRINST TRUE OGRE I

- True Ogre's size and speed are his weaknesses. Use fast combos to stop him from delivering a powerful blow.
- True Ogre's flames can charbroil you in a flash. Duck under his Blazing Inferno and Sidestep the Hell's Flame to safely avoid the fiery attacks.
- Watch for True Ogre's mighty hits. Each time he connects he will put a good dent in your health. Be alert at all times, ready to block or counter.



141



※ STRENGTHS

Very powerful

Moves have good reach

Many unblockable moves

Sets enemies on fire



Moves are slower

Limited moves list

No Reversal

Size makes him easy to juggle



MOVES













COMMAND:

DAMAGE: 5,8,15 LEUEL: hhm

-AME COMMAND: 💠

DAMAGE: 30 LEUEL:











COMMAND: 🖖 💠

LEUEL:

COMMAND: R &

WINDMILL KICK TO TOOTHERIKY SITION: 20,25 NAGE: mm









DAMAGE:22 LEUEL: I

COMMAND: 🔷 🔿 💸

SERPENT'S LIENOM DAMAGE: 15,20 LEUEL: m









SPIN BEHIND ELBOW SMASH

POSITION: Front









JUMP HICH COMBO 1



DAMPGE: 13,12,8,7











MINDWILL HICH COMBO S

COMMAND: 5 00 00 00 00

DAMAGE: 25,4,6,10

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	
Demon Slayer Variations	÷> ÷	5,15,18	hhh	
Demon Slayer	య్ రి చ్రా	12,21	hh	
Demon Variations Flash Punch Combo		5,8,15	hhm	
Hell's Flame	⋄	30	!	The Jacks and Bryan do not fall to the ground from fire.
Blazing Inferno	⊕.	40		The Jacks and Bryan do not fall to the ground from fire.
Power Punch	->•	28	m	
Right Splits Kick	-\$-\$•	27	m	
Deadly Slice	⊕ \$	22	!	34 35 25
 Double Elbow	21 ♣ ❖	16,10	mm	
Buffalo Horn	진 �	25	M <	Juggle
Mid Tail Spinner	2 1 ♣	25	m	
Double Tail Spinner	지속 속	25,25	mm	
Low Tail Spinner	⊕ �	25	ì	
Bloody Scissors	Ľ ❖	50	į.	
Evil Wheel	☆ �	25	m	
Shoulder Tackle		30	m	
Killing Blow	⟨ ÷ ⋄	60	ļ	
Windmill	₹	20	m	
Windmill Kick to Toothfairy [~Tag]	ℝ��[~T]	20,25	NAME OF TAXABLE PARTY.	Juggle
Owl's Hunt	While lying down, 🍫	40	ı ı	
Owl's Hunt Behind	=~\$	40	! <	Appear behind enemy.
Owl's Hunt Side	=~⊕ (or ~⊕)	40	! <	Appear to side.
Blazing Kick [~Tag]	⊕≌�[~T]	30	m <	Juggle
Hunting Hawk	21 of of of	15,11,12	mmh	
Demented Snake	While crouching ���	12,19,25	LLm <	Juggle
Snake Kick	While crouching ����	12,19,7	LLL	
Shin to Head Kick	⊕	7,20	lh	
Demon Scissors	&~ &	25	M	
Serpent's Venom	⇒ ♦	15,20	m <	If first hit is blocked, the second hit becomes unblockable.
Left Splits Kick	⇒ •	23	m	
Foot Bazooka	⇒ → 	35	h	
Medium Power Punch	♦♦♦	25	M	
Exploder	\$→\$	40	m	
Dragon Power Punch	⊕←	100	į.	
Deadly Slash	⇒⇒N ∲	25	į.	
Spinning Slide Kick	⇒⇒N ∲	15	1	
Hammer Heel	-\$-\$N- %	20	M	
Knuckle Bomb	Я.∲	35	m	
Super Knuckle Bomb	∄ •\$•↓	45	!	
Jump to Double Knuckle	№	35	m	



CHARACTER PROFILES/MODES

DAMAGE	HITLEL	JEL
1.5	1 !	
45	STATE OF THE PERSON NAMED IN COLUMN 2 IS NOT THE OWNER.	
25	<u> </u>	
30) M	_/
30	_s m	
22	L	
25	III	
13,18	mm	
28	h	
10,25,15,10	mmlm	Last bu
15,10,15	lmh	Last but
15,10,15	mmh	Last but
	_	
_		

THROWS

NAME

Burning Double Knuckle

Crouching Jab *Grain Punch*

Heavy Body Blow

Infinity Kick Combo

Infinity Kick Combo Low Infinity Kick Combo High

Tsunami Kick Tornado Kick

Supercharger

Demon Feast

Slap Azteca Shoot

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Body Slam	•	Front	30	%
Bear Hug	1 &	Front	10,25	్టిం
Choke Slam		Enemy's left	10,15,25	•
Hanging Neck Throw		Enemy's right	40	*
Swing Swung	� (or ♣)	Back	2,3,4,5,6,7,8,10	
Reverse Throw	♦ (or ♦)	Back toward enemy	30 (or 10,25)	♦ (or ♦)
Spin Behind Elbow Smash	21 7 💠	Front	35	*

COMMAND

While crouching ≥ ॐ While crouching, ⇒ ❖

During Infinity Kick Combo ◆�

During Infinity Kick Combo 🛧 🕸

While crouching during enemy's punch,

During Sidestep, 🏶

While rising, ❖ While rising, ❖❖

While rising, ❖ While rising, ❖❖❖❖❖

*

⊼N♣↓ While crouching, ७♣

COMBOS

NAME	COMMAND	DAMAGE
Jump Kick	21 %	13
Combo 1	=N \$ N \$ N \$	12,8,7
Combo 2	= 23 46 46 46	12,3,10
Combo 3	=%%%	4,6,10
Windmill Kick to Toothfairy	K 💠 💠	25
Combo 1	= % & & &	4,3,10
Combo 2	=% \$ \$	4,6,10



Age: 84 Height: 5' 5" Weight: 123 lbs Blood Type: B





or 🌣 Blue outfit with cap

or & Purple-andmaroon outfit

STRATEGY

Wang is one of the oldest players in the *Tekken Tag Tournament*. When playing with Wang, count on using a lot of juggles throughout the fight. He has a few good offensive abilities but really excels defensively. Be aware of his limitations and strengths, and you'll hold your own against the best of players.







Wang's Tiger Mountain (☎��) is great for punishing enemies who get too close.

To play with Wang, you need to know how to juggle. He has a lot of juggle starters and enough moves to keep opponents flying. The Tiger Mountain (※◆◆) is a great two-hit combo that sends your enemy helplessly into the air. Follow this up with a few jabs or kicks to do a lot of damage.

Be sure to mix up your juggle starters so your opponent doesn't get wise to your moves. Try starting with the False Lift (室會) or Rising Heaven Kick (令會). Your enemy won't know if the juggle is going to start with a punch or a kick. Juggling your enemies knocks down their health and keens them from hitting you.

Wang has some great kick attacks. Use any of his Sweep attacks to strike low when your enemy least expects them. From the Sweep, Wang can then continue to strike low or move the attack higher. Use Sweep to Low Kick ($\oplus \oplus \bullet)$ to hit low on the second hit or use Sweep to High Kick ($\oplus \oplus \bullet)$ to strike high. Catch your opponent off guard by changing the level of the hit. Experiment with all of Wang's Sweep attacks and be ready to use them.





Wang can choose to hit at different levels with his Sweep to Low Kick (♦���) or Sweep to High Kick (♦��).

Wang also has a few power moves. Be sure to throw these in to keep your opponents on their toes. Both the Double Palm Thrust (➾�) and the Heavy Power Punch (♣��) pack quite a punch and will send your opponent flying. Add these moves to the end of juggles for even more damage.





Use the Double Palm Thrust (\Rightarrow �) to add some power to your attacks.

Another great power move is the Heavy Uppercut (** - **). It has surprising distance and awesome power. Not only is it unblockable but you can start a juggle from it. Make use of its many good properties in your fights. Be careful though, it's very slow. Here's where distance comes in handy—experienced opponents will stay out of range and strike you when the uppercut comes up short.



CHARACTER PROFILES/MODES

FIGHTING AGAINST WANG

- Wang has a lot of low attacks. Be prepared to block these but make sure to block mid to high attacks as well.
- Watch out for Wang's juggle starters. He has a lot of kicks and uppercuts that'll pop you into the air.
- When you're attacking mid or high, watch out for Wang's Attack Reversal. A careless or repeated attack will lead to more damage to yourself if it's reversed.
- Be mindful of Wang's range. He has a few moves that have incredible range.



学STRENGTHS

Excels at juggling moves

Plenty of low-hitting attacks

Has a Reversal

Mixes high and low attacks well



Fewer number of moves

Move execution times are a little slow

Limited number of offensive moves



MOUES











MOUNTAIN SPLITTER
COMMAND: *

LEUEL: m



DAMAGE: 15,21 LEUEL: mm











SPIN BEHIND COMMAND: Must hit, 🔗 😓

DAMAGE: 12 LEUEL: h

HORSE TRIMER

COMMEND: During Sidestep,

DAMAGE: 22 LEUEL: M









TRIPLE SPIN RAZOR

COMMAND: % % %

DAMAGE: 20,12,21 LEUEL: hlm











HEALY POWER PUNCH DAMAGE: 30

COMMAND: US S

SPINNING SWEEP COMBO DAMA

SPINNING SWEEP COME

DAMAGE: 12,15 LEUEL: Im

















TIGER MOUNTAIN COMBO 1 COMMAND: B & B B B B B

DAMPGE: 10,21,8,10,10

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	
Mountain Splitter	*	27	m	
G-Clef Cannon 1 [~Tag]	���[~T]	5,5,21	hmm	Juggle
G-Clef Cannon 2 [~Tag]	ଅ•%•%[~ͳ]	8,21	mm <	Juggle
Slow Power Punch	지 약	10	m	
Slow Power Punch Combo [~Tag]	মঞ্-ঞ[~ I]	15,21	mm <	Juggle
Snap Kick	<i>⊼</i> 1 &	17	m	100
Power Punch	⇒¢	21	m	
Rising Heaven Kick [~Tag]		20	m <	Juggle
Tiger Mountain [~Tag]	말���[~T]	10,21	Lm <	Juggle
False Lift [~Tag]	말 ሎ[~T]	21	m <	Juggle
Double Palm Thrust	⇒•	20	m	
Dragon Power Punch	⊕ •	100	ļ!	
Medium Power Punch	⊼ ♣	28	M	



NAME	COMMAND	DAMAGE	HIT LEDEL	
Foot Stomp	7.00	35	M	
Spin Behind	.	12	h <	Punch must hit.
Sweep	₺%	10	l	
Sweep to Razor's Edge	₽��	10,21	Lm <	Juggle
Sweep to High Kick	₽₽	10,23	<u>Lh</u>	
Sweep to Low Kick	₽�+ �	10,10	LI .	
Triple Spin Razor	∅. %. %	20,12,21	hLm	
Triple Spin Kicks	\$ \$ \$	20,12,23	HLh	
Triple Spin Low	\$ \$ ♦\$	20,12,10	H1.I	
Heavy Uppercut	⟨ + ,	70	! <	Juggle
Parting Sweep	During Sidestep, 🎨	16	L	Tarak sangar
Horse Tamer	During Sidestep, 💠	22	m	
Heavy Power Punch	슈지숙 �	30	111	
Spinning Sweep	While crouching, ≌®	12	L	
Spinning Sweep Combo	=�	15	m .	
Skyscraper Kick	While rising, �	15	111	
Teguila Sunrise	While rising, 🏶	15		
Tequila Sunrise Combo [~Tag]	While rising, ❖❖❖[~T]	15,10,21	mmm	PAGE 1
Supercharger	*	_		

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE	
Headlock Toss	*	Front	30	*	
Body Slam	❖	Front	30	•	
Crushing the Dragon		Enemy's left	40	*	
Golden Mountain		Enemy's right	40	*	
Reverse Neck Throw		Back	50	None	
Reverse Throw	♦ (or ♦)	Back toward enemy	30	♦ (or ♦)	
Behind Back Suplex	*	During Spin Behind (��)	45	None	
Waning Moon	⊼7 �	Front	35	- ❖	
Dragon Thrust	78.	Front	30	None <	Black mid to avoid throw.
Attack Reversal	(er (er €)	During enemy's attack	Varies	⇒ 💠 (or 💠) 🤇	See Reversal section of book for more details.

STRINGS COMBOS

Command	್ಥಿಂ	000	000	್ಯಿಂ	%	000	000	000	000	•00
Guard Point		*		*			*		*	
Level	h	m	m	h	1	h	m	h	L	m
Damage	8	6	6	6	6	6	6	7	8	25

COMBOS

NAME	COMMAND	DAMAGE
Jump Kick	21 %•	25
Combo 1	=% %	16,5
Combo 2	=⇒ 🍖	24
Combo 3	= (+ % % %	8,2,10
Heavy Uppercut	⊹← �	70
Combo 1	=50 %	20
Combo 2	=% % %	16,9,11
Tiger Mountain	医 ◆	21
Combo 1	=⊕ ⊕ • ��•	8,5
Combo 2	=⇒•	24





Nationality: Chinese

Fighting Style: Various Chinese Martial Arts based on Hakke-Sho and Hika-ken

LING

Age: 16 Height: 5' 2" Weight: 92 lbs Blood Type: A











Pink vest and

Red vest and orange pants

Dark yellow shirt

Dioc and Action 21111

School unitorm

STRATEGY

Ling Xiaoyu is one of the fastest characters in *Tekken Tag*. She seems to be all over the screen. Part of her appeal is her use of different stances. She can attack you while she is on the ground, with her back to you, or while she circles you. She might look like a sweet and innocent young girl, but she can tear up the competition.







Learn what attacks you can perform from Hypnotist (& &), Rain Dance (& &), and Art of Phoenix (& &).

Ling Xiaoyu's different stances are great. She doesn't have to fight in the traditional vertical position. Mesmerize your opponents with the Hypnotist stance (\$\phi\$). You start to circle them right before you pounce. Switch to the Rain Dance stance (\$\phi\$-\phi\$) to fight with your back to the enemy. It might look like you're at a disadvantage, but Ling has a lot of tricks up her sleeve. Or switch to the Art of Phoenix stance (\$\phi\$-\phi\$). With this stance you duck down low where you can avoid an enemy's attack or launch an attack of your own. Make sure you know all of Ling's stances and what you can do with them. Players won't know what's happening as they fall into one of Ling's traps.

Ling is an extremely fast character. Not only is she agile around the stage, but she can also quickly throw a lot of punches and kicks. This speed comes in handy when she's on the attack. She can throw a few punches, change stances, and then attack some more. Ling doesn't have a lot of power, so you have to hit your opponent more often. And as you might expect, she can't take a lot of damage—her speed is critical to avoid hits and continue your attack.

If your enemy attacks frequently, make sure to block or parry. Ling doesn't have a Reversal but she does have many defensive moves. Use your Low Parry (�) or Lower Parry (�) to fend off an assault. If you find yourself with your back toward your enemy, try Rain Dance to Mid Thrust Block (�) or Rain Dance to Low Parry (��). Or if the action gets too hot, try her Backflip (��) to put a little distance between you and your enemy. Ling has many great defensive moves from her stances as well—learn as many as you can and you'll live long enough to punish your enemies.









Ling has a nice throw called the Dislocator ($\oplus \varnothing \leftarrow \oplus$). Use it to punish enemies who let you get too close.

Ling Xiaoyu has some mean throws. These are some of her most powerful moves, so mix them into your attack. Try the Dislocator (♣≌♠⊕) to put some serious hurt on your enemy. Or when your back's toward your opponent, use Back Layout (♠♠♠). Ling has plenty of throws—learn them all.



FIGHTING AGRINST LING HIROYU

- Ling is a great offensive player. Keep your defenses up because she's sure to be attacking fast and furious.
- Don't worry about your attack coming back to hurt you. She has a few parry moves but no Reversal.
- Ling is a crafty character with a lot of moves to play with. Learn her move strings so you can be better prepared for her attack.
- Her range isn't so good. Keep her at a distance as you pummel her with your attacks.



薬 STRENGTHS

Great attack speed

Large number of attacks

Many defensive moves

Plenty of throws

Confusing move patterns



Takes damage easily

No Reversal

Less powerful

Weaker on juggles



COMMAND: 💠



BIRDS FLOCK



DANAGE: 24 EUEL: m



STEP HICH COMMAND: \$ > %





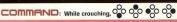


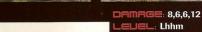






FIRE DANCER

















DOUBLE MAP SWEEP COMMAND: 2000

DAMAGE: 6,10 ELJEL: LL

FIRECRACHER COMMAND: During Art of Phoenix,

DAMAGE: 15 LEUEL L









DARK & STORMY



DAMAGE: 10,10,15 I FUEL: hhm







COMMAND:

Back toward enemy 17,30 None









MISTRUST COMBO 1

16,10,7,8











HEUNA COMBO S

25,20,8











CROSS LIFTING PALMS COMBO 1

8,12,6,6,8

COMMAND: 27 00 00 27 00 00 00 00 00









SO SHOE ME TAG WITH JIN, HEIHACHI OR KUMA

Front 4,15

COMMEND: When partnered with Jin, Heihachi, Panda, or Kuma, 👈 💸 ~ T



151

LING XIAOAL

COMPLETE MOVES LIST = SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEUEL	
Bayonet	♦ • ♦	4,7	hh	
Bayonet McTwist		4,10	hm	
April Showers	\$\$	8,10	hm <	Ends in Rain Dance stance.
May Flowers	\$ 2 \$	8,10	hm	
Birds Flock	⋄	24	III	
Left Spinner	4.	_	_	
Right Spinner	ψ. φ •	—	_	
Storming Flower	≅ *	25	m	If move connects on a Counter Hit Ling goes into False Salute.
Nutcracker	€.	10	Ĺ	Section 1988 - Control of the Contro
Knee Cracker	Ľ ф	_	Ĭ	
Belly Chop	71 ♣	10	m	
Belly Chop Backward	21♣	10		Ends in Rain Dance stance.
Butter the Bread	21-%	15	m	
Cross Lifting Palms [~Tag]	≥	8,12	mm	Juggle
Cyanide	20 4 • [-1]	25		Juggle
Great Wall Left	⊕	10		If move connects Ling ends in Rain Dance stance.
	♦•	10		If move connects Ling ends in Rain Dance stance.
Great Wall Right	⊕	13,15		Ends in Rain Dance stance. Press 💝 after move to avoid Rain
Phoenix Twin Kick		5		Ends in Rain Dance stance.
Single Fan	☆ �	5		
Single Fan Forward	↑ •			
Double Fan Forward	��	5,8	mm	
Hydrangea	☆◆ ❖	5,8,12	mmm	
Fortune Cookie	૽ 	5,8,12,25	mmmm	Ends in Rain Dance stance.
Ginger Snap	☆◆◆	5,8		Ends in Rain Dance stance.
Sunset Fan	⊕.	7,7,7	mmM	
Flapping Wings	↓ •\$	7,7,7		Ends in Art of Phoenix stance.
Cloud Kick	->-\$-	25	h	
Cartwheel Left	-\$-\$	_		
Dive Roll Right	->	=		Can end in Rain Dance stance depending on your enemy's pos
Front Layout	⇒→ �	25	M .	Can end in Rain Dance stance depending on your enemy's pos
X Marks the Spot	⇒→♦♦	12,27		Second hit knocks opponent's knee to the ground on a Counte
Racoon Swing	⇒ → \$	13	m ·	Ends in Rain Dance stance.
Step Kick	⇒ →	25	III	A Committee of the Comm
Sunflower [~Tag]	While rising, ⊕[~T]	12		Ends in Rain Dance stance. Can only juggle during a tag.
Sunflower Wake Up Call	While rising, ♦♦	12	m ·	Juggle
Skyscraper Kick	While rising, 💠	14	m	
Lotus Twist	While crouching, > ♣ ♣	10,15	SmSm	
Quick Shady Lotus	While crouching, > ♣ >	10	Sm ·	Ends in Rain Dance stance.
Fire Dancer [~Tag]	While crouching, ❖❖❖��[~T]	8,6,6,12	Lhhm	Juggle
Double Map Sweep	While crouching, ≥ ♦ ♦	6,10	u	
Low Back Turn	While crouching, ∠ ❖	12		Ends in Rain Dance stance.
Wave Crest Quick [~Tag]	⊕ � �[~T]	14	m	Juggle
False Salute	*	TË 💮	_	
Greetings	*	+=	,	Section 10
	*	1_	1_	
Supercharger	*			The second secon
Low Parry	** 12 4	+=	+=	
Lower Parry			+=	- 13 A
Rain Dance to Mid Thrust Block	Back toward enemy, 🎨	<u> = </u>		
Rain Dance to Low Parry	Back toward enemy, 🕹 🍪	<u> </u>		
Backflip	成体			

MOVES FROM HYPNOTIST (♦♦)

NAME	COMMAND	DAMAGE	HIT LEUEL	
Spin Sticker	*	30 or 35	т <	More damage can be done the langer you're in Hypnotist.
Thunder Strike	*	40,8 or 40,32	m! <	More damage can be done the longer you're in Hypnotist.

MOVES FROM RAIN DANCE (♦♦)

NAME	COMMAND	DAMAGE	HIT LEUEL	
Mistrust [~Tag]	∲[~ I]	16	m	Juggle. Will only juggle from enemy's back if it's a Counter Hit.
Guard Breaker	⊕%	_	L	for the state of t
Back Circle Breaker	⊕ ರ್ಥಿ	15	L	Ends in Rain Dunce stance.
Back Circle Breaker Forward	↓ ‰	15	l.	The second secon
Spin Tornado	⊕ 💠			Ends in Art of Phoenix stunce.
Spin Tornado Up °				
California Roll	⇒ 🍲	_	_	Ends in Rain Dance stance.
Cyclone Left [~Tag]	⇒��[~1]	25	m	Juggle. Ends in Rain Dance stance.
Peg Leg	⇒ે ૐ	20	m	Ends in Rain Dance stance
Dark & Stormy [~Tag]	���[~T]	10,10,15	hhm	Juggle. All hits will connect if the first one is a Counter Hit.

MOVES FROM ART OF PHOENIX (♦♦)

NAME	COMMAND	DAMAGE	HIT LEDEL	
Wave Crest Power [~Tag]	. •[~T]	16	m <	Juggle
Wave Crest Heavy [~Tag]	∜∲[~T]	25	m <	Juggle
Left Handful	•%	7	m	
Right Handful	%	12	m	
Flower Garden	-> ♦• ♦•	7,10	LL	
Flower Power	ứ 4 • 4•	8,12	mm <	Press 🖖 🍫 after first hit to return to Art of Phoenix stance.
Knee Stabber	o	15	Ι <	Ends in Art of Phoenix stance.
Double Barrel Shotgun	% № №	15 or 23	m or h	Only one of the kicks will hit.
Double Scissor Kick	∑1 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	15 or 25	m or m <	Only one of the kicks will hit.
Sky Kick	🛭 when landing, 🌣	19	<u> </u>	Juggle
Jumping Pirovette	⊼N �	30	m	
Crane Kick	≅N%•	25	m	
Back Kick	⋄	23	m	
Back Kick to Rain Dance	% (⇒	23	m <	Ends in Rain Dance stance.
Firecracker	တို့• တို့ဝ	15	L	
Firecracker Roll Up	% ♣ ₽	15	l	
Firecracker Roll Down	%• ♣• ₽	15	1	
Butterfly			_ <	Ling ducks lower.
Jump	企		-	
Back Turn		T-	_ <	Ends in Rain Dance stance.
Roll Ball	⇒&			
Cradle Throw	❖ (or ❖)	Varies	h <	For more information see the Throws section.



THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Jade	♣	Front	10,20	•
Ruby	❖	Front	30	%
Arm Flip		Enemy's left	45	
Dump the Bucket		Enemy's right	38	*
Crank Up		Back	50	None
Reverse Throw A		Back toward enemy	Varies	♦ (or ♦)
Reverse Throw B	⇒ → \$\phi\$ (or ⇒ > \phi\$)	Back toward enemy	Varies	♦ (or ♦)
Cradle Throw	During Phoenix, 🕸 (or 🍪)	Front	Varies	♦ (or ♦)
Back Layout	÷→°	Back toward enemy	17,30	None <
So Shoe Me [~Tag]	→��[~T]	Front	4	*
Dislocator	⊕ ≅ ← �	Front	35	*

Damage varies depending on enemy's position.

on enemy's position. Press
to cancel throw.

You must be about three arm lengths away from your opponent for this move to be successful. If you go over your opponent you'll end in Rain Dance starce.

STRINGS COMBOS

Command	1000	000	್ಯಂ	•	ಿ	000	000	000	000	್ಯಿಂ
Guard Point		*		*			*	*		
Level	m	h	h	m	m	h	L	L	m	m
Damage	20	4	7	12	10	15	6	10	14	16

Command	Ŷ %	್ಯಂ	್ಯಿಂ	000	000	ಂ	•	ಿಂ	000	000
Guard Point		*		*		*		*		
Level	m	h	h	L	L	m	m	1	m	m
Damage	20	4	7	6	10	12	12	10	16	16

COMBOS

NAME	COMMAND	DAMAGE
Mistrust	During Rain Dance, 🏶	16
Combo 1	=\$-\$• \$ -\$-\$	10,7,8
Combo 2	=÷> ф ⊕ ф	20,4
Combo 3	=%	19
Wave Crest Heavy	During Phoenix, 🖖 💠	25
Combo 1	=\$·\$• \$·\$•	10,7,7
Combo 2	=⇒ 💠 🕆 💠	20,8
Cross Lifting Palms	전 수 수	8,12
Combo 1	= 27 % • % ⊕ 🚓	6,6,8
Combo 2	= of p of p of p	6,4,4

SPECIAL TEAM UPS

CHARACTER	NAME	COMMAND	DAMAGE	ESCAPE
Jin	So Shoe Me	→ ♦••°~T	4,15	
Heihachi	So Shoe Me	→∜%~T	4,15	•
Kuma and Panda	So Shoe Me	→ ॐ ॐ~T	4,15	*





Nationality: None (originally from Japan)
Fighting Style: Advanced Manji Ninja Arts

YOSHIMITSU

Age: ? Height: 5' 10" Weight: 139 lbs Blood Type: 0









Steel sword, blue

ి Green sword, black pants

P Blue sword

🗣 Red sword

STRATEGY

Yoshimitsu's his name, swordplay's his game. Wielding the only sword in the game, Yoshimitsu can slice his way through the hardiest of opponents. His use of a weapon makes for a double-edged fighting situation: On the one hand, your opponents will be thrown off by his style. On the other, you'll have to spend a little extra time to get accustomed to it yourself. Master the blade of Yoshimitsu and you master your opponents.



The sword is your friend.

Yoshimitsu's sword allows for an unparalleled number of unblockable moves. When was the last time you saw someone block a sword with their bare hands? The Spirit Shield (≅♣) is a good unblockable defense. Use it to slow down aggressive opponents. The Cyclone Lift (♣♣) juggles an opponent who has invaded your personal space. For longer-distance situations, use the Quick Slash (≅♣). Unblockables are great, but use them too often and your opponent will learn to deal with them. Save them for when your opponent is on the defensive: either blocking or backing away. Yoshimitsu's

sword can penetrate blocking opponents where regular attacks would be stifled.







Meditation (during Sidestep, 🍫)

Indian Stance (🖑 💝)

Flea Stance (*)

Yoshimitsu has a few nonstandard stances from which to choose. This provides you with a solid number of options to confuse your enemy. The Meditation (during Sidestep, ♣) and Indian (♦♠) Stances have the added bonus of healing Yoshimitsu without tagging out. Moves starting in the Flea (♣) and Poison Wind (৯♠) Stances leave your opponent struggling to figure out what's coming next. Be careful: All of these moves take some time to execute. Learn them well so you can pull them out at a moment's notice.

Yoshimitsu has some great spin moves that'll eat away at your opponent's health. Appropriately named, his Slap U Silly (令令命令命令句) does just that. The Stone Fists (化命命令命句) and the Manji Spin Low Kicks (化命命命句) do the same thing at different levels. These don't take off much health by themselves, so follow them with a well-placed kick or other attack. Mix up how many spins you do and eatch your opponent still trying to block. Here's your chance for a stronger attack.

Be careful that you don't spin too long—Yoshimitsu may be a robot, but he still gets dizzy—if this happens,







Poison Wind (24 4)





No, he isn't drunk...just dizzy.

Yoshimitsu's moves are a little slow on the execution, making it difficult to string together moves in juggles. Still, he has a few good ones you must take advantage of to win. Use the standard but quick Uppercut (১৯٠) to start. The Shrine (during Sidestep, (♦) is also good and it has the added benefit of possibly sidestepping an attack. For some high-flying fun, use Yoshimitsu's Kangaroo Kick (♦~♦) to send your opponent high in the air. But, make sure to take a step back before your opponent lands so that he or she lands in front of you.

Though some of his moves take longer to execute, Yoshimitsu has one of the fastest jabs (the simple \oplus) in the game. Jab high or from a crouch, depending on the situation. It doesn't do much damage, but don't let that deter you from using it. The five or three damage points you inflict aren't the point—the focus is on stopping an aggressive player long enough to launch your own attack.

When playing as Yoshimitsu, watch out for his tendency to hurt himself. Yoshimitsu's Spinning Evade (卡金金金金金) may get him out of a tight spot in a hurry but it costs him some health. While moves such as the Harakin' (令令) or the Harakin to Manji Blood Dance (during Harakin', 卡金金金金) do damage your opponent, they damage Yoshimitsu a lot more. These moves are really only useful when you still have most of your health while your opponent barely has any. For some major style points in this situation, use the Suicide (令争令) to end the match. Yoshimitsu turns his back and statis his opponent by piercing his own body first. Again, make sure you have enough health or you'll face a double KO.

Take your time when learning Yoshimitsu: Practice his more unorthodox moves to see what situations they're best suited for, mix up your style of play. Be careful with the moves that take away Yoshimitsu's life—while he has moves to restore the health, you won't have a chance to use them against an alert player. You now wield the sword, what will you do with it?



FIGHTING AGAINST YOSHIMITSU I

- Be wary of Yoshimitsu's unblockable sword moves. Beat him to the punch.
- While Yoshimitsu has a lot of moves, almost all of them take a while to execute. Keep him on the defensive with attacks of your own.
- Yoshimitsu has some unusual moves and stances to choose from; the only way to deal with this is to observe him. Spend some time watching what moves follow what moves to better anticipate attacks.



漢 STRENGTHS

Large move selection

Lots of unblockable moves

Unusual fighting style easily confuses opponents



WEAHNESSES

Slow on execution

Complex character to learn

Yoshimitsu takes damage on some moves

Juggles are tough because of slowness



MOVES







POISON BREATH COMMAND: 4 , any button

DAMAGE: 35 EUEL: !

CACTONE COMMAND: 🖖 🗫

DAMAGE: 12











INDIAN STANCE UACUUM DANCE COMMEND: From Indian Stance, N 💝 Or N 🕏



DAMAGE: 18 LEUEL: m











WOOD CUT COMMAND: -> -> 000 000

DAMAGE: 20.18

SOLAR HICH SHARK ATTACK COMMAND:

DAMAGE: 30,20,30 EUEL: mmm









HARAKARI TO MANJI BLOOD DANCE

COMMEND: \$\ \cdot\ \cdo

DAMPGE: 60-75 (up to 114 to self)

primagames.com







DOUBLE SUICIDE

COMMAND: 🖒 🔿 💠 🖒 🔷 🔿

DAMAGE: 100,100 (200 to self)











lust spin and falls.

BASIC LIBOSPICIT COMBO 3

COMMAND: Y & & & P P P P P









DAMAGE: 13,8,2,10,8

SHRINE COMBO 2

COMMEND: During Sidestep, O

DAMAGE: 20,8,6,6,7

COMPLETE MOVES LIST SPECIAL ARTS

NAME	COMMAND	DAMAGE	HIT LEDEL	The
Flash Attack	♣ �	12,21	hh	
Flash Punch Low Kick	♦ ♦	12,8	hL	
Zig Zag	ф·%	30,30	hm	
Ballerina Kick to Kangaroo Kick [~Tag]	�� ∳[~T]	30,30	hm <	Juggle
Triple Roundhouse Combo	\$ \$ \$ \$	20,20,21	hhh	MA C
Basic Uppercut [~Tag]	্ৰাঞ্চ[~T]	13	m <	Juggle
Kangaroo Kick [~Tag]	%~%[~T]	30	m <	Juggle \\\
Bad Stomach	←	_	_	
Poison Breath	=Press any button	35	ļ! 《	Juggle
Cyclone Lift	⊕.�	12	! <	Juggles against dose-ran
Spirit Shield	발 �	12	ļ.	
Yoshimitsu Flash	\$	25	!	
Avoiding the Puddle	⊼ �	25	m	
Manji Backfist 1	\$.	12	h	
Manji Backfist 2	Back toward enemy, 💝	15	h	(1997) A 18
Backfist to Stonefist	⇒့တ္ <mark>ံး⊻</mark> တ္ဆီတ္ဆီတ္ဆီတ္ဆီတ္ဆီ	10,10,12,12,14,15	hmmmmm <	Yoshimitsu gets dizzy aft
Door Knocker	≥ \$ \$ \$ \$ \$	15,12,12,24	mhhm	
Door Knocker to Back Knuckle	⊻! જું જું	15,12	mh	
Door Knocker to Back Knuckle Slap U Crazy	ဤ ရှိာတို့ ႊ တို့ တို့ တို့ တို့ တို့ တို့	15,12,10,10,12,12,14,15		
Inner Palm	During Sidestep, 🎨	21	m <	Juggle on Counter Hit.
Shrine [~Tag]	During Sidestep, ❖[~T]	20	m <	Juggle //
Whirlwind	During Sidestep, 🎨	21	h	
Indian Stance Healing	While lying on back, 🌣	_	- <	Yoshimitsu regains healtl
Sword Smash	⇒⇒∜	18	m	



NAME	COMMAND	DAMAGE	HIT LED	EL	IF
Fubuki	⇒ •	20	m		
Wood Cutter	\$→ \$-\$	20,18	m!		
Reverse Cartwheel	\$→\$	30	m		
Reverse Cartwheel Shark Attack	=%	40	m		
Solar Kick	⇒ ♦	22	m		
Solar Kick Soul Siphon	=% (or %)	35	h	Yoshimitsu regains health.	
Solar Kick Possession	=→ %•		h	Opponent regains health.	
Solar Kick Shark Attack [~Tag]	⇒→���[~]]	30,20,30	mmm		
Slap U Silly	♦ ♦ ♦ ♦ ♦ ♦ ♦	10,10,10,10,10,10	hhhhhh	Yoshimitsu gets dizzy after last spin and falls.	
Slap U Silly Side Spin	=❖	8 to self		Can be performed between first and last spin	
Stone Fists	¥భింభింభింభింభింభి	10,10,12,12,14,15	mmmmmm	Yoshimitsu gets dizzy after last spin and falls.	
Manji Spin Low Kicks	K & & & & & & & & & & & & & & & & & & &	12,7,7,5,5,5	LIIII	Yashimitsu gets dizzy after last spin and falls.	
Manji Spin Low Kicks Front Kick	=⇒ %•	12	m	Can be performed between first and last spin	
Spinning Evade	← ♣♣♣♣♣♠	8 to self	_	Yoshimitsu receives 8 damage for each spin.	
Death Copter	71 💠	40	!		
Death Copter Slice	7 💠 🕁	25	!		
Death Copter Trick	76≎	35	!		
Sword Stab	\$ ← \$	90	!		
Sword Poke Windmill	♦ ← ♦₩	30	!		
Harakiri	⊕ 🍪	60 (60 to self)	!	Opponent must be behind Yoshimitsu and at close rang	je for damo
Harakiri to Manji Blood Dance	= ← • ⊕ • ⊕ • ⊕ • ⊕	3,3,3,3,3	!!!!!	Yoshimitsu receives 12 damage for each full spin.	
Suicide	⇒ → %•	100 (100 to self)	i.		
Confusion	⇒→ • N	1-	1-		
Double Suicide	⇒⇒⇔⇒	100,100 (200 to self)	146		
Quick Slash	≥	10	T!		
Death Slash	≅∜N⊭	15	į	Damage depends on how long you hold L.	
Moonsault Slayer	Ŷ A→ �	15,28	111		
Knee Cap	While crouching, ≥♣	12	I.	Juggle	
Samurai Cutter	While crouching, ☑ ← �	20	i		
Supercharger	*				

MOVES FROM MEDITATION (DURING SIDESTEP, 🍫)

NAME	COMMAND	DAMAGE	HITLE	LIEL	
Meditation Healing	4)	10	1	<	Yoshimitsu regains health.
Solar Kick Soul Siphon	•	35	h	<	Yoshimitsu regains health.
Solar Kick Possession	→ %•		h	_ <	Opponent regains health.

MOVES FROM INDIAN STANCE (♦♦)

NAME	COMMAND	DAMAGE	HIT LEUEL	
Indian Stance Healing	N	_	_ <	Yoshimitsu regains health.
Indian Stance Stone Fists	*	10	m	
to Slap U Crazy	= క ్ళీ భీ భీ భీ	12,12,14,15	mmmm <	Yoshimitsu gets dizzy after last spin.
Indian Stance Kangaroo Kick [~Tag]	%[~T]	30	m <	Juggle
Indian Stance Vacuum Dance	N⇔ or N⇒		- <	At close range, Yoshimitsu teleports

MOVES FROM FLEA (*)

NAME	COMMAND	MMAND DAMAGE		DEL	
Cancel	\$	_	-	<	Cancels Flea.
Running Flea	⇒ → (or ← ←)	23	ļ	<	Damage only when opponent attacks low.
Jumping Flea	全	25	ļ		
Skull Splitter	*	22	h		luggle on Counter Hit.
Flea to Kangaroo Kick	⋄	30	m	\sim	uggle
Flea Indian Stance	⊕ 🍲		-	<	nds in Indian Stance.

MOVES FROM POISON WIND (⋈♦)

NAME	COMMAND	DAMAGE	HIT LEUEL	
Poison Wind Bronze Fist	≑ •%	10,2	mSm	
Poison Wind Bronze Fist Steel Fist	= ॐ	20	m	And the second second
Poison Wind Silver Fist	=%•	15	Sm	The second second
Poison Wind Gold Fist	=⊭ %	15,23,27,43,65, or 107	! <	Damage depends on how long you hold 🗷 .
Poison Wind to Kangaroo Kick	= ॐ	30	m	

THROWS

NAME	COMMAND	POSITION	DAMAGE	ESCAPE
Jumping Body Slam	.	Front	30	%
Sword Face Smash	*	Front	30	్రాం
Wheels of Hell	❖ or (❖)	Enemy's left	15,25	%
Spiritual Division	❖ or (❖)	Enemy's right	15,25	్ట్రాం
Tornado Drop	❖ or (❖)	Back	70	None
Reverse Throw	❖ or (❖)	Back toward enemy	30	♦ (or ♦)
Rainbow Drop	⊕ R ← ♣	Front	50	.
Lower Parry	≅� (or ≌�)	Front	-	_

STRINGS COMBOS

Command Guard Point Level Damage	h 5	* m 8	* m 6	* h	* h 9	* L 5	m 5	! 8	! 8	.	Command Guard Point Level Damage	h 5	* m 8	% m 6	* h 9	m 3	* m 3	 m 3	* m 7	! 8	.
Command Guard Point Level Damage	♣ h 5	m 8	1	m 6	* h 9	* h 9	NA DESCRIPTION	CONTRACTOR OFFI	m 5	* m 25	Command Guard Point Level Damage	h 20	* h 20	* m 5	* h 6	* h 9	& L 5	m 5	! 8	! 8	! 30
Command Guard Point Level Damage	% h 20	* h	1	* m 5	h 6	* h		L 5	m 5	* m 25	Command Guard Point Level Damage	1 2	i		* h 20		* m 5		h 6	! 3	

COMBOS

NAME	COMAND	DAMAGE
Basic Uppercut	প্রকৃ	13
Combo 1	=¥ ॐ ॐ	10,6 H
Combo 2	= క స్ట్రీ స్ట్రీ స్ట్రీ స్ట్రీ	8,6,6,7 H
Combo 3	=<= <> <> <> <> <> <> <> <> <> <> <> <> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> <<> << <<> <<> <<> << <<> << <<> << <<> << <<> << <<> << << << <<> << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << < << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << << <<> <<	8,2,10,8
Shrine	During Sidestep, 🌣	20
Combo 1	=> \$ +> +> +> +> +> +> +> +> +> +> +> +> +>	4,10,8
Combo 2	=క భీ భీ భీ భీ	8,6,6,7











before victory

comes humility

Look within. Find that part of you which knows no surrender. Because Namco has issued the greatest challenges for the PlayStation®2 computer entertainment system. Whether it's the furious Tekken Tag Tournament, the flat-out Ridge Racer V, or the heart-pounding MotoGP, victory won't come easily — if at all. But when you finally seize it, you will discover your inner champion.





PlayStation_®2







TEKKEN TAG TOURNAMENT

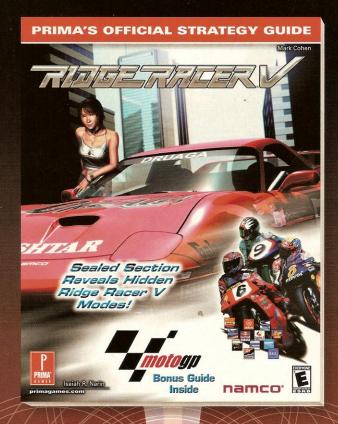








Мото GP



WE'VE GOT STRATEGY COVERED







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CAME SECRETS



PRIMA'S OFFICIAL STRATEGY GUIDE

CAME SECRETS

Now you've done it. You've broken the seal. Are you ready to learn all the secrets Tekken Tag Tournament has to offer?

CHARACTERS

The 14 hidden characters are unlocked by the number of times you beat Arcade Mode. You can unlock all the characters a lot faster if you make a few adjustments in the Game Options. Set the Difficulty Level to Easy and the fight count to 1. Now you can get down to business. Here's a list of what which characters are unlocked each time you beat Arcade Mode.

1. Kunimitsu	5. Wang Jinrey	9. Ogre	13. Devil/Angel			
2. Bruce Irvin	6. Roger/Alex	10. True Ogre	14. Unknown			
3. Jack-2	7. Kazuya	11. P. Jack				
4. Lee Chaolan	8. Kuma/Panda	12. Tetsujin/Mokuj	jin			

Hidden Armor Hins costume

Armor King is the only character in *Tekken Tag Tournament* with a hidden costume. Finish Arcade Mode once with him as your first fighter to unlock it. Use by to choose this costume in subsequent games.



EXTRA MODES

You unlock the extra modes the same way you unlock the hidden characters: Beat Arcade Mode a certain number of times for each mode. Actually, if you unlock all of the characters, you'll have also unlocked the modes.

Theater

The Theater Mode opens after the first time you beat Arcade Mode. You can see all the ending movies for the characters that you've beaten Arcade Mode with. You can even choose what costumes they wear. With a few characters, such as Eddy or Kuma, you have to beat Arcade Mode more than once to view their alter egos' endings.



Tekken Bowl

Tekken Bowl is unlocked along with True Ogre, after you've beaten Arcade Mode 10 times.



JUHEPOX

What's bowling if you can't pick your own tunes? Score 200 or higher on a game and you are rewarded with the Jukebox feature. Hit by to access the Bowling menu and select "Bowling Options." Choose from 14 different music selections or choose none at all.

GalleLA

Beat Arcade Mode a whopping 14 times and you not only unlock all of the hidden characters but you also gain access to the Gallery. The Gallery itself is just where you can view the Screen Captures that you have saved.

"Screen Captures?" you ask? Yes, with the unveiling of the Gallery, you have enabled the "Screen Capture" option. During a match, you access this by pressing and selecting "Screen Capture."

This pauses the game and saves the scene to your memory card. Save up to 12 scenes in the Gallery.



CHOOSE YOUR PRACTICE STAGE

Feel like practicing your moves on your home turf? You can! Just highlight "Practice" at the main menu and hold down ②. Pick your favorite stage from the following list and press ② the corresponding number of times (while still holding ③). Now let go of both buttons and choose Practice as you normally would. Voilal

PRIMA'S OFFICIAL STRATEGY GUIDE



1. Law-A	5. Lei	9. Nina-A	13. Eddy-B	17. Jin-B		
2. Yoshimitsu-A	6. Ogre	10. Eddy-A	14. Unknown	18. Nina-B		
3. Xiaoyu	7. School-A	11. King	15. Law-B	19. Yoshimitsu-B		
4. Hwoarang	8. Jin-A	12. Heihachi	16. School-B	20. Paul		

SPECIAL TEAM-UPS

In *Tekken*, every character is somehow related to another. Teaming up certain characters produces special pre- and post-fight scenes. Here are some of the more interesting ones. Some scenes require specific outfits, which are indicated by the button presses following the name of the character. The losing post-fight scenes only appear if you are playing against the computer.

PRE-FIGHT SCENES



Anna (�) and Nina (�)



Bryan and Roger/Alex



Bryan and Lei



Hwoarang and Lei



Paul and Lei



Heihachi (�) and Lee (�)



Heihachi (%) and Lee (%)



Kazuya and Devil



Paul (&) and Kuma (&)



Paul (%) and Kuma (%)

LOSING POST-FIGHT SCENES



Jin and Xiaoyu



Wang and Xiaoyu



Anna and Nina



Anna and Bryan



A Lee and Roger/Alex



Lee and Heihachi



Kazuya and Devil

