

FREEPLAY

TEKKEN 3 TOO SLOW FOR UK SAY THE HARDCORE

There's something about the UK PlayStation version of Tekken 3 which is making some of you refuse to buy the game!

This incredible situation has everything to do with speed. The European (PAL) version of PS *Tekken 3* plays slower (approximately 17%) than the arcade original. It may not sound like a lot to some people, but it is noticeable after you've played both versions.

Certainly anyone who loves playing arcade *Tekken 3* faces some frustration revising the timing of hits in a difficult combo. The situation is even more humiliating when you know that the US and Japan have theirs running at the correct speed.

The main reason for the slowdown is that the US and Japan has NTSC televi-

sion systems, while here in Europe we have PAL. When Japanese companies, such as Namco, develop games they work on the NTSC version first.

It's only when the NTSC version is complete that they turn their attention to PAL. Conversion of a game takes valuable time – several months in most cases. This costs the company money, and would mean starting late on the next major project (*Tekken 4!*).

The Namco team behind *Tekken 3* has proved just how talented it is by creating the flashiest fighting game ever. Everything about it can be shown to others as an example of how to make a brilliant game, and the attention to detail is just awesome. So why have they overlooked such a small yet important detail as speed? Sony's *Gran Turismo* runs

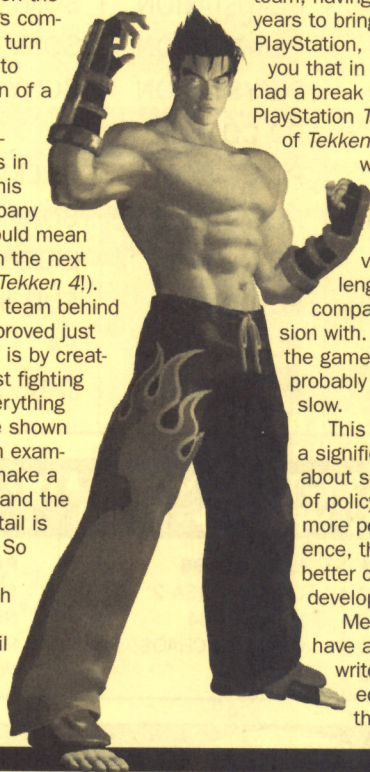
at the same speed all over the world, so why hasn't *Tekken 3* been converted to PAL effectively?

The story is that the development team, having worked flat out for several years to bring *Tekken 3* to the PlayStation, is exhausted. Just to give you that in detail, the team have not had a break between completion of PlayStation *Tekken* and the US version of *Tekken 3* – that's two years of working flat out.

Since the majority of PlayStation owners haven't played the arcade version of *Tekken 3* to any length, you have nothing to compare the UK PlayStation version with. You're likely to get used to the game's speed quickly and it probably won't occur to you that it's slow.

This means that there won't be a significant number of complaints about speed to instigate a change of policy at Namco. But in time, as more people discover the difference, there may be more call for better conversions and game developers will have to respond.

Meanwhile, those of you who have a view on this subject can write to us, as we'll undoubtedly look into this issue in the future.



Same action, but slower. Why?

RED-HOT RUMOURS

- Core Design (the creators of *Tomb Raider*) are said to be working on a fighting game for multiple formats, including the Dreamcast.

Like Sega's *Spikeout* it's possible to go anywhere you want in a level in search of enemies. Although it doesn't have a name yet, there's a possibility it'll be made into part of the *Fighting Force* series.

- Sony are going to announce a price drop for the PlayStation sometime in September. You should be able to buy the console and a pad for only £79 before Christmas.

- Vivid Image are likely to release a version of SCARS on Dreamcast for the console's launch in the UK. An up-to-date *Street Racer* game is also possible.

- Sega Rally 2* on the Dreamcast will be ready for the console's launch in Japan on 20th November. As well as the arcade game's tracks, all of the *Sega Rally 1* courses will be included, plus all-new stages especially for Dreamcast owners.

- Nintendo have scrapped plans to release the 64DD add-on for the Nintendo 64. It certainly looks

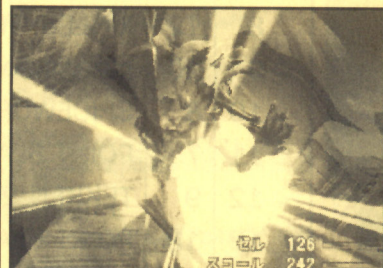
that way, at least. Maybe the Tokyo Game Show will tell a different story.

- The first game to run on Sega's new Dreamcast-based arcade technology (Naomi), will be revealed by Capcom at the JAMMA arcade show in Japan in mid-September. It could be the 3D *Final Fight* game we've been waiting years for.

- Sony are going to announce official details of their next console, currently known only as "PlayStation 2", either on or before Dreamcast's Japanese release on 20th November.

READERS' MOST WANTED CHART

With *Tekken 3* now in the shops and out of our chart, there's a desperate scramble for the top position. This month, *Final Fantasy VIII* wins hands down, beating Dreamcast into second place. But the dream machine will surely hit back next month.



Final Fantasy VIII is finally N°1

1	Final Fantasy VIII	PS/PC
2	Dreamcast	Sega
3	Metal Gear Solid	PlayStation
4	PlayStation 2	Sony
5	Zelda 64	N64
6	Resident Evil 3	PlayStation
7	Tomb Raider 3	PS/PC
8	Xenogears	PlayStation
9	Marvel vs Capcom	Saturn
10	ISS 98	PS/N64

Final Fantasy VIII ensures its journey to the dizzy heights of fame and fortune by being voted the Most Wanted game in our chart. We thought that after *Tekken 3* had gone, Dreamcast would dominate for a long while, but maybe there is still a lot of people who haven't heard of Sega's console. Or it might be that people just want great games, whatever console they're for. And make no mistake, *Final Fantasy VIII* looks like being one of the greatest games of all time. We featured it last month, but now we know how mad you are for it, we'll be sure to give you all the updates and developments.

Contents

Page	Section
1	News/Most Wanted
2	Official Charts
3	Ed's Tips
4	Tekken 3 Moves List
16	Write for Freeplay

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	BANJO KAZOOIE	NINTENDO 64	THE GAMES
2	NE	COLIN McRAE RALLY	PLAYSTATION	CODEMASTERS
3	3	GRAN TURISMO	PLAYSTATION	SONY
4	2	WORLD CUP '98	PLAYSTATION	EA
5	4	CANNON FODDER: SOLD OUT	PC CD-ROM	SOLD OUT
6	5	PREMIER MANAGER '98	PLAYSTATION	GREMLIN
7	6	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
8	12	X-FILES: THE GAME	PC CD-ROM	EA
9	10	COMMANDOS: BEHIND ENEMY LINES	PC CD-ROM	EIDOS
10	8	SPICEWORLD	PLAYSTATION	SONY
11	7	POINT BLANK & G-CON 45	PLAYSTATION	SONY
12	9	TEKKEN 2: PLATINUM	PLAYSTATION	SONY
13	13	POINT BLANK	PLAYSTATION	SONY
14	NE	WORLD CUP '98	PC CD-ROM	EA
15	RE	PREMIER MANAGER '98	PC CD-ROM	GREMLIN
16	17	CRASH BANDICOOT: PLATINUM	PLAYSTATION	SONY
17	14	CHAMP MAN '97/'98	PC CD-ROM	EIDOS
18	16	TITANIC: ADVENTURE OUT OF TIME	PC CD-ROM	EUROPRESS
19	11	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
20	19	LULA: SEXY EMPIRE	PC CD-ROM	TAKE 2

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

- | | | |
|---|---------------------|------|
| 1 | BURNING RANGERS | SEGA |
| 2 | WORLD LEAGUE SOCCER | SEGA |
| 3 | PANZER DRAGON SAGA | SEGA |
| 4 | SHINING FORCE 3 | SEGA |
| 5 | DEEP FEAR | SEGA |

SATURN IMPORT TOP 5

- | | | |
|---|---------------------------------|----------|
| 1 | RADIANT SILVERGUN | TREASURE |
| 2 | SEGA AGES 'I LOVE MICKEY MOUSE' | SEGA |
| 3 | SOCCER RPG | ENIX |
| 4 | SIMULATION RPG | ASCII |
| 5 | DIGITAL MONSTER VER 5 | BANDAI |

PLAYSTATION U.K. TOP 5

- | | | |
|---|------------------|------------|
| 1 | TEKKEN 3 | SONY |
| 2 | BREATH OF FIRE 3 | INFOGRAMES |
| 3 | MORTAL KOMBAT 4 | GT |
| 4 | C&C: RETALIATION | VIRGIN |
| 5 | SPYRO | SONY |

PLAYSTATION IMPORT TOP 5

- | | | |
|---|------------------|---------|
| 1 | METAL GEAR SOLID | KONAMI |
| 2 | DOLPHINS DREAM | KONAMI |
| 3 | KNIGHT AND BABY | TAMSOFT |
| 4 | BEAT MANIA | KONAMI |
| 5 | GEOMETRY DUEL | TAKARA |

PC TOP 5

- | | | |
|---|--|-------------|
| 1 | HALF LIFE | CENDANT |
| 2 | FA PREMIER LEAGUE FOOTBALL MANAGER '99 | EA |
| 3 | GANGSTERS: ORGANISED CRIME | EIDOS |
| 4 | COLIN McRAE RALLY | CODEMASTERS |
| 5 | TIGER WOODS '99 | EA |

NINTENDO 64 TOP 5

- | | | |
|---|---------------------------|-----------|
| 1 | 1080° SNOWBOARDING | THE GAMES |
| 2 | BANJO KAZOOIE | THE GAMES |
| 3 | (BIDDI-BIDDI) BUCK BUMBLE | UBI SOFT |
| 4 | MORTAL KOMBAT 4 | GT |
| 5 | GEX 64 | GT |

NINTENDO 64 IMPORT TOP 3

- | | | |
|---|-------------|----------|
| 1 | F-ZERO X | NINTENDO |
| 2 | LET'S SMASH | HUDSON |
| 3 | CHORO-Q 64 | TAKARA |

GAME BOY TOP 3

- | | | |
|---|----------------|------------|
| 1 | LOONEY TUNES | INFOGRAMES |
| 2 | CARD SCHOOL | TAKE 2 |
| 3 | SMALL SOLDIERS | THQ |

ARCADE TOP 5

- | | | |
|---|----------------------|----------|
| 1 | DAYTONA USA 2 | AM 2 |
| 2 | VIRTUA FIGHTER 3: tb | AM2 |
| 3 | STREET FIGHTER ALPHA | CAPCOM |
| 4 | SEGA RALLY 2 | AM ANNEX |
| 5 | PANIC PARK | NAMCO |

JAPANESE MULTI-FORMAT SALES TOP 10

1	POWERFUL PRO '98	PLAYSTATION
2	BRAVE FENCER	PLAYSTATION
3	DETECTIVE GAME	PLAYSTATION
4	MONSTER CAPSULE BREED AND BATTLE	PLAYSTATION
5	LUNAR 2: ETERNAL BLUE	SATURN
6	DUNGEON EXPLORER 2	PLAYSTATION
7	XI [SAI]	PLAYSTATION
8	ART TRUCK BATTLE	PLAYSTATION
9	OVERBLOOD 2	PLAYSTATION
10	EVANGELION	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	WWF: WARZONE	PLAYSTATION
2	MISSION: IMPOSSIBLE	NINTENDO 64
3	BANJO KAZOOIE	NINTENDO 64
4	NFL XTREME	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	GRAND THEFT AUTO	PLAYSTATION
7	MORTAL KOMBAT 4	PLAYSTATION
8	AZURE DREAMS	PLAYSTATION
9	TEKKEN 3	PLAYSTATION
10	MORTAL KOMBAT 4	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	ISS PRO '98	PLAYSTATION
2	DAYTONA USA 2	ARCADE
3	WIPEOUT 64	NINTENDO 64
4	QUAKE 2: CHAOS	PC CD-ROM
5	SIN	PC CD-ROM



CVG'S 15 FAVOURITE FOOD PICK UPS

- CHICKEN TEKKEN 3
- STEAK STREETS OF RAGE 2
- APPLES CRASH BANDICOOT (1, 2 AND 3)
- BREAD TOBAL 2
- CHERRIES PAC MAN
- MILK BOTTLES . . . MILK RACE (SPECTRUM)
- PICK 'N' MIX . . . SUPERMARKET SWEEP
- BANANAS DONKEY KONG COUNTRY
- BIRD SEED CHUCKIE EGG
- CABBAGES CRACKERJACK
- A NICE CAKE . . . POCKET FIGHTER
- CHUPA CHUPS . . . ZOO
- ICE CREAM ROBOCOD
- CHEESE CHEESY THE MOUSE
- BABY'S BOTTLE . . . JACK THE NIPPER (SPECTRUM)

TIPS

Sandcastle jigsaw piece, go back to Banjo's house and look at the picture of Bottles. You'll get a bonus game where you need to fit puzzle pieces together, and you'll be given a cheat code when you complete it. To enter these codes, go to Treasure Trove Cove and enter the codes on the floor.

BANJOBEGSFORPLENTYOFEGGS
Infinite eggs

NOWYOUCANFLYHIGHINTHESKY
Infinite red feathers

LOTSOFGOESWITHMANYBANJOS
Infinite Lives

GIVETHEBEARLOTSOFAIR
Infinite Air

ANENERGYBARTOGETYOUFAR
Maximum Energy Bar

MISSION: IMPOSSIBLE

Enter these cheat codes while on the mission select screen to start the game with different goodies. You should hear some speech to let you know that the cheat has worked.

BIG FEET
C-Down, R, Z, C-Right, C-Left

KID MODE
C-Down, C-Up, R, L, Z

TURBO MODE
C-Up, Z, C-Up, Z, C-Up

SILENCED PISTOL
C-Up, L, C-Right, C-Left, C-Up

HIGH POWER 9MM PISTOL
R, L, C-Left, C-Up, C-Up

UZI SUB MACHINEGUN
C-Right, C-Left, C-Right, C-Down, R

ROCKET LAUNCHER
R, L, C-Left, C-Right, C-Down

BOTTLESBONUSONE
Banjo has a big head

BOTTLESBONUSTWO
Banjo has big hands and feet

BOTTLESBONUSTHREE
Kazooie has a big head

BOTTLESBONUSFOUR
Banjo has a tall body and small head

BOTTLESBONUSFIVE
Banjo has a tall body, small head, big hands and big feet

BIGBOTTLESBONUS
Banjo has a tall body and big everything else

WISHYWASHYBANJO
Banjo becomes a washing machine

NOBONUS
Cancels all bonus codes

These following few cheat codes have to be entered on Treasure Trove Cove's floor as before, but only after entering the word **CHEAT**.

DONTBEADUMBGOSEEMUMBO
99 Mumbo Tokens

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



CVG, 37-39 MILL HARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this e-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Bubsy 2* cheats, thank you.

TIPS.CVG@EEMAP.COM

ALL-NEW CHEATS!

DIRECTORCUT
Lets you move the camera view around during replays

KITCAR
Press Select when the extra bar goes green to use a Knight Rider-style turbo

NINTENDO 64

BANJO KAZOOIE

There are a few brilliant hidden animations that you can access on the game load screen.

GAME 1
When the fish in the bowl hits his head on the side for the third time, immediately press **A** and Banjo will be thrown out of the window.

GAME 2
When the fish hits his head for the third time, press **A** straight away and the wall will rotate and knock Kazooie outside.

GAME 3
When you hear the Game Boy make a beep noise a third time, press **A** immediately and Banjo will be ejected from his seat!

When you pick a game to load, press **R+A+Start** at the same time to get an extra animation.

You can also get some excellent bonus modes. After you've finished Treasure Trove Cove and getting the

PLAYSTATION AND NINTENDO 64

WWF: WARZONE

There are lots of hidden options which open up when you complete the game with certain characters. To access everything you've collected, press **L** as the lift goes up (**L1** on PlayStation), then **R** to make it go into the secret basement (**R1** on PlayStation).

NOTE: You'll only get these options if you complete the modes on Medium or Hard difficulty. Easy mode is for wimps!

Ladies Night (Create female wrestlers)
Win Challenge Mode with Shawn Michaels or Triple H

New Duds (More Clothing in Create-A-Wrestler)
Win Challenge Mode with Kane

Polished Mode (Reflective floor)
Win Challenge Mode with Kane

Extra Cold (2 new Steve Austin costumes)
Win Challenge Mode with Steve Austin

Extra Gold (2 new Goldust costumes)
Win Challenge Mode with Goldust

Play as Sue the Ring Girl
Win Challenge Mode with Bret or Owen Hart

Play as Pamela
Win Challenge mode with Sue

Play as Rattlesnake (Super Steve Austin)
Win Challenge Mode with a custom wrestler

Play as Dude Love and Cactus Jack
Win the World Title with Mankind

Big Head Mode
Win Challenge Mode with Bulldog or The Rock

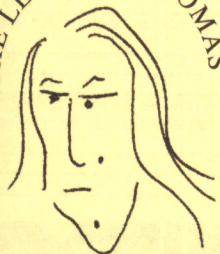
Ego Mode
Win Challenge Mode with Ahmed Johnson

Beans Mode
Win Challenge Mode with Thrash or Mosh

No Wimps (Can't block)
Win Challenge Mode with Shamrock

No Meters
Win Challenge Mode with Undertaker

THE LEGEND OF LOMAS



Don't mess with me, man. I'm serious - don't mess with me. You wouldn't like me when I'm angry. I've never lost a fight, you know? Never! Not once! Y'know why? Because I cheat. I've got just as many cheats for real life as I have for video games. Here's a good one - Up, Down, A, B, Left gives you a real-life friend. If only...

PLAYSTATION

COLIN McRAE RALLY

We're going to re-print all of the cheats we gave you last month for the benefit of those silly enough to have missed them, as well as two new ones for you to try out. Enter the codes as your player name in any mode and you'll hear a noise to let you know it's worked. You'll also get to enter your own name before starting the game. If you want to turn a cheat off, enter it a second time.

OPENROADS Unlock all tracks
SHOEBOXES Unlock all cars
MOREOOMPH Double power
WHITEBUNNY Mirror mode
SILKYSMOOTH 60fps hi-fi mode
TROLLEY 4-wheel steering
PEASOUPER Fog mode
NIGHTRIDER Night mode
BACKSEAT Nicky Grist steers
MOONWALK Low gravity
TINFOILED Chrome car
HELIUMNICK High-pitched voice
FORKLIFT Rear-wheel steering

BLANCMANGE Jelly car
DIDDYCARS Micro Machines mode
HOVERCRAFT Flying car
BUTTONBASH Track & Field mode



CHARACTER MOVES



THROW: JIN KAZAMA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE HIGH SWEEP	stand close to opponent Ⓜ	Ⓜ	Throw	10, 20	-
OVER THE SHOULDER REVERSE	stand close to opponent Ⓜ	Ⓜ	Throw	5, 8, 17	-
SHOULDER FRIP	stand close to opponent's left side Ⓜ or Ⓜ	Ⓜ	Throw	12, 19	-
OVER THE LIMIT	stand close to opponent's right side Ⓜ or Ⓜ	Ⓜ	Throw	40	-
CHICKEN BUTCHER	stand close to opponent's back Ⓜ or Ⓜ	X	Throw	60	-
REVERSE THROW	show your back to opponent Ⓜ or Ⓜ	Ⓜ OR Ⓜ	-	-	Throw differs depending on the part with which you catch the opponent.
STONEHEAD	stand close to opponent Ⓜ→Ⓜ	Ⓜ	Throw	33	Turn around after throw.
ULTIMATE TACKLE	Ⓜ (or Ⓜ) Ⓜ	Ⓜ	Throw	5	-
ULTIMATE PUNCH	during tackle Ⓜ Ⓜ Ⓜ Ⓜ	Ⓜ or Ⓜ	Throw	5,5,5,5,5	-
RISING UPPERCUT	Ⓜ→Ⓜ→Ⓜ	Ⓜ	H	25	when Ⓜ and Ⓜ input at the same time, damage is 30. When Ⓜ input after
CROSS ARM LOCK	during tackle Ⓜ	see Paul's	Throw	25	18 frames of Rising Uppercut steps, damage is 21 and cannot make
ULTIMATE PUNCH TO CROSS ARM LOCK	ultimate punch x 3 Ⓜ	see Paul's	Throw	5, 5, 5, 25	opponent fly.
COMPLICATED WIRE	Ⓜ→Ⓜ←Ⓜ	Ⓜ	Throw	35	-
WRIST CLUTCH SLAM	stand close to opponent Ⓜ→Ⓜ	Ⓜ	Throw	38	-

MOVE: JIN KAZAMA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
COUNTER ATTACK	Ⓜ→Ⓜ (or Ⓜ→Ⓜ)	Reversal	-	-
LEFT RIGHT COMBO	Ⓜ Ⓜ	H, H	6, 10	-
LEAPING SIDE KICK	Ⓜ→Ⓜ→Ⓜ	M (stagger)	30	-
TSUNAMI KICK	while standing up Ⓜ→Ⓜ	M, M	13, 21	-
FLASH PUNCH COMBO	Ⓜ Ⓜ Ⓜ	H, H, M	6, 8, 18	3rd hit delays
DEMON SCISSORS	Ⓜ Ⓜ	M	25	-
DRAGON UPPERCUT	Ⓜ→Ⓜ→Ⓜ	M	35	Damage 52 at clean hit
DRAGON UPPERCUT TO SPINNING MIDDLE KICK	Ⓜ→Ⓜ→Ⓜ→Ⓜ	M, M	35, 20	Damage 49 at clean hit
DRAGON UPPERCUT TO SPINNING LOW KICK	Ⓜ→Ⓜ→Ⓜ→Ⓜ	M, L	35, 12	Damage 49 at clean hit
DEMON SLAYER	Ⓜ Ⓜ Ⓜ	H, H, H	6, 10, 18	3rd hit delays
TWIN PISTONS	while standing up Ⓜ→Ⓜ	M, M	10, 15	successive hit at counter hit
LEFT SPLITS KICK	Ⓜ→Ⓜ	M	23	-
LIGHTNING UPPERCUT	Ⓜ→Ⓜ	Unblockable	40	-
SPINNING DEMON	Ⓜ→Ⓜ→Ⓜ→Ⓜ	L, M	15, 15	Damage of 1st hit immediately after Ⓜ→Ⓜ→Ⓜ→Ⓜ is 18
LIGHTNING SCREW UPPERCUT	Ⓜ→Ⓜ	Unblockable	80	-
HEAVY BODY BLOW	Ⓜ→Ⓜ	M	18	When 1st hit becomes counter hit, advance input of 2nd and 3rd command makes successive
ROUND HOUSE TO TRIPLE SPIN KICK	Ⓜ→Ⓜ→Ⓜ→Ⓜ	H, L, L, M	25, 15, 12, 25	hits. Opponent can recover by lever forward at 3rd hit
HEEL DROP	Ⓜ→Ⓜ	M, M	10, 16	-
893P	Ⓜ→Ⓜ	M	18	-
DEMON'S PAW	Ⓜ→Ⓜ	M	27	-
TWIN LANCER	Ⓜ Ⓜ	M, M	10, 16	Damage is 12 when 2nd command quitted. 2nd hit delays. Ⓜ→Ⓜ for quick cancel
SHOOT THE WORKS	Ⓜ→Ⓜ→Ⓜ	H, H, M, M	6, 10, 25, 30	-
SHOOT THE WORKS UPPER	Ⓜ→Ⓜ→Ⓜ→Ⓜ	H, H, M, M	6, 10, 25, 10	-
UPPER CUT	while standing up Ⓜ	M	18	-
LASER CANNON	Ⓜ→Ⓜ→Ⓜ	M, M, M	18, 14, 24	2nd, 3rd hit delay
KNEE KICK	Ⓜ→Ⓜ	M	12	-
LASER SCRAPER	Ⓜ→Ⓜ→Ⓜ→Ⓜ	M, M, M	18, 14, 15	2nd, 3rd hit delay
TOOTH FAIRY	during side step Ⓜ	M	16	Counter hit raise opponent higher
FORCE	Ⓜ→Ⓜ	special guard	-	special guard
1-2 KNEE KICK	Ⓜ Ⓜ	H, H, M	6, 10, 12	-
3 RING CIRCUS	Ⓜ Ⓜ Ⓜ	special M, H, H, M	5, 10, 10, 21	-
3 RING CIRCUS COMBO	Ⓜ Ⓜ Ⓜ	special M, H, H, L	5, 10, 10, 14	-
SPINNING HIGH KICK	Ⓜ→Ⓜ	H	35	-
BACK SPIN KICK	Ⓜ	H	30	-
SUPERCHARGER	Ⓜ	special move	-	-
DOUBLE LIFT KICK	Ⓜ→Ⓜ	special M, H	5, 20	This makes 1st attack counter hit, unable to guard during charging

THROW: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent Ⓜ or Ⓜ	Ⓜ or Ⓜ	Throw	-	Throw differs depending on part with which you catch the opponent. Turn
RIO DEAL	stand close to opponent Ⓜ	Ⓜ	Throw	30	around after throw
RIO SPECIAL	stand close to opponent Ⓜ	Ⓜ	Throw	30	-
MISSILE LAUNCHER	stand opponent's left side Ⓜ or Ⓜ	Ⓜ	Throw	40	-
SHADOW DANCER	stand opponent's right side Ⓜ or Ⓜ	Ⓜ	Throw	42	-
AIR MAIL	stand close to opponent's back Ⓜ or Ⓜ	X	Throw	60	-
RODEO SPIN	Ⓜ→Ⓜ→Ⓜ→Ⓜ	Ⓜ	Throw	55	-

MOVE: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
1-2 ELBOWS	Ⓜ Ⓜ	H, H	6, 15	-
BARBED WIRE (RAINMAKER)	Ⓜ Ⓜ	H	15	Ⓜ→Ⓜ→Ⓜ... I infinity. Damage 30 each from 2nd hit, property high Lever neutral to Relax
BARBED WIRE (RAINMAKER) TO HANDSTAND	Ⓜ→Ⓜ→Ⓜ	H, M	15, 12	-
SLIPPERY KICK (LEG CIRCLE)	Ⓜ Ⓜ	L, L	10, 10	-
SLIPPERY KICK (LEG CIRCLE) TO HANDSTAND	Ⓜ→Ⓜ→Ⓜ	L, L	10, 10	-
SLIPPERY KICK (LEG CIRCLE) TO SIDE FLOP	Ⓜ→Ⓜ during Ⓜ	L, L, L	10, 10, 15, 15	Add 2nd hit and after of Cut Crossover to Slippery Kick
BOOMERANG	Ⓜ→Ⓜ→Ⓜ	M	16	-
SATELLITE MOON	Ⓜ→Ⓜ	M	25	-
SAMBA	Ⓜ→Ⓜ	M	20	-
HEAD BANGER-B	Ⓜ→Ⓜ←	M	20	-
SAMBA TO SLIPPERY KICK	Ⓜ→Ⓜ→Ⓜ	M, L, L	20, 10, 13	-
BUSHWACKER	Ⓜ→Ⓜ	L, M	12, 25	-
SHIN CUTTER	Ⓜ→Ⓜ	L, L	12, 15	Ⓜ→Ⓜ to Handstand
CUT CROSSER	Ⓜ→Ⓜ→Ⓜ	L, L, L	12, 15, 15	Ⓜ→Ⓜ→Ⓜ← to Handstand

MOVE (continued): EDDY GORDO

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
CUT CROSS HEADER	↖ ↗ ↘ ↙	L,L,M	12, 12, 15	-
CUTTING LEG WHIPPER	↖ ↗ ↘ ↙	L, H	12, 15	Successive to Leg Whip series
BUSHWACKER TO HOT PLATE SPECIAL	↖ ↗ ↘ ↙	L, M	12, 13	-
ROUNDHOUSE	↑ or ↗ ↘	M	28	-
LEG WHIP	↖ ↗	H	15	-
THONG BIKINI	↖ ↗ ↘ ↙	H, L, M	15, 12, 25	Leg Whip series
MARS ATTACK	↖ ↗ ↘ ↙	H, M, M	15, 12, 25, 20	Leg Whip series
SHIN CUTTER COMBO	↖ ↗ ↘ ↙	H, H, M	8, 10, 20	-
KNEECAP CRUSHER	↖ ↗	L	12	-
BACK HANDSPRING	↖ ↗	M	25	↖ ← to Handstand
FIRE KICK	↑ (or ↗) ↘	M	20	-
FIRE KICK & RELAX	↑ (or ↗) ↘ (or ↙)	M	20	-
BRUSH FIRE	↖ ↗	M	25	-
KNEE THRUSTER	↖ ↗	M	20	-
BACK SUMMY	↖ → ↗	Special move	-	-
BACK SUMMY W/SCOOT KICK	↖ → ↗ ↓	Special move	-	-
BACK SUMMY W/FIRE KICK	↖ → ↗ ↘	L	20	-
BACK SUMMY CROUCH	↖ → ↗ ↘	H	35	-
LUNGING BRUSH FIRE	↖ → ↗ ↘	M	30	-
LUNGING BRUSH FIRE TO LAYDOWN	↖ → ↗ ↘ ↓	M	30	-
LUNGING BRUSH FIRE W/FADE AWAY	↖ → ↗ ↘ ←	M	30	-
ILLUSION W/SPIN KICK	↖ ↗ ↘ ↙	M, M	16, 28	-
FREAK SHOW	↖ ↗	M	20	-
FREAK SHOW TO CROUCH	↖ ↗ ↓	-	-	-
TOE TAP	↖ ↗	M	15	-
TOE TAP TO LAYDOWN	↖ ↗ ↓ or ↘	M	15	-
ELBOW UPPER CUT	↖ ↗	M	15	-
CIRCLE KICK	while standing up ↖ ↗	M	20	-
FACE JAMMER	while standing up ↖ ↗	H	25	-
FRUIT PICKER	↖ ↗	Unblockable	40, 40	↖ ← to cancel
SUPERCHARGER	↖ ↗	Special Move	-	This makes 1st attack counter hit, unable to guard during charging
HAMMERHEAD	while crouching ↖ ↗	M	30	-
TUCK N ROLL	crouching ↖ ↗	Special Move	-	-
CRYING NEEDLE	crouching ↖ ↗	M	25	-
FRONT STINGER	crouching or while standing up ↖ ↗	M	20	-
FRONT STINGER W/RETREAT	crouching ↖ ↗ ← or while standing up ↖ ↗ ←	M	20	-
FRONT STINGER W/ROLL OUT	crouching or while standing up ↖ ↗ ↓	M	20	-
KNEE SLICER	while Relax ↖ ↗	M	10	-
LOW HEADER	while Relax ↖ ↗	M	20	-
IPANEMA WINGS	while Relax ↖ ↗ ↘	L	12	-
LOW FRONT STINGER	while Relax ↖ ↗	M	25	-
LOW FRONT STINGER CANCEL KICK	while Relax ↖ ↗ ↘	M	15	-
LOW FRONT STINGER COMBO	while Relax ↖ ↗ ↘	M, M	10, 25	-
REVERSE SCOOP UP KICK	while Relax ↖ ↗ ↘	M	20	-
SLIPPERY KICK COMBO	while Relax ↖ ↗ ↘ ↙	L, L	12, 10, 10	-
RIO DELIGHT	while Relax ↖ ↗ ↘ ↙	L, M	7, 28	-

SERIES STARTING WITH HEADSTAND: EDDY GORDO

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
HANDSTAND	↖ ↗	Special Standing	-	To Relax
HANDSTAND BACKWARD	while Relax ←	Special Move	-	-
HANDSTAND FORWARD	while Relax ↘	Special Move	-	-
HANDSTAND WALKING	while Relax ↖ ↗	Special Step	-	-
HANDSTAND TO ARMADILLO	while Relax ↖ ↗ ↘	Special Move	-	-
HANDSTAND PERCH	while Relax ↓	Special Move	-	-
HANDSTAND TILT RIGHT (F)	while Relax ↑	Special Move	-	-
HANDSTAND TILT RIGHT (B)	while Relax ↘	Special Move	-	-
HANDSTAND TILT RIGHT (LOW KICK)	while Relax ↑ ↘ or while Relax ↘ ↙	L	25	-
HANDSTAND TO HELICOPTER	while Relax ↖ ↗	Special M	12, 12	-
HANDSTAND TO CIRCLE SIT	while Relax ↖ ↗ ↘	Special M, L	12, 12, 10, 10	-
HANDSTAND TO CIRCLE STAND	while Relax ↖ ↗ ↘	L, L	10, 13	-
HANDSTAND TO SCOOT KICK	while Relax ↖ ↗ ↘ ←	L, L	10, 13	-
HANDSTAND TO GIANT STEP	while Relax ↖ ↗	L	15	-
HANDSTAND TO COMBO	while Relax ↖ ↗ ←	Special Move	-	-
HANDSTAND TO FLOP KICK	while Relax ↓ ↖ ↗	M	25	-
HANDSTAND TO FLOP RIGHT	while Relax ↖ ↗	M	10	-
HANDSTAND TO FLOP LEFT	while Relax ↖ ↗	M	10	-
HANDSTAND TO CIRCUS	while Relax ↖ ↗ ↘ ←	M, L	10, 12	-
HANDSTAND TO CARNIVAL	while Relax ↖ ↗ ↘ ↙	M, L, L	10, 12, 25	-
HANDSTAND TO SUPER CARNIVAL	while Relax ↖ ↗ ↘ ↙ ←	M, L	10, 12	-
HANDSTAND TO CALYPSO	while Relax ↖ ↗ ↘ ↙	M, L, M	10, 1±5, 25	-
HANDSTAND TO DIVE	while Relax ↖ ↗ ↘ ↙	M	15	-
HANDSTAND TO STRAIGHT FLOP	while Relax ↖ ↗ ↘ or ↖ ↗ ↘	M	10	-
HANDSTAND TO ROTATOR	while Relax ↖ ↗ ↘ ↓ or ↖ ↗ ↘ ↓	M	10	-

SERIES STARTING WITH SIDESTEP: EDDY GORDO

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
REWINDER	↖ ↗	Side step	-	Side step: far side
REWINDER	↖ ↗	Side step	-	Side step: close side
JUMPING JACKS (RIGHT STEP PISTON KICK)	Side Step (or Rewinder) + ↖ ↗	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO LAYDOWN	Side Step (or Rewinder) + ↖ ↗ ↓	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO BACK KICK	Side Step (or Rewinder) + ↖ ↗ ↘	M, M	25, 20	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO EVIL STINGER	Side Step (or Rewinder) + ↖ ↗ ↘ ↙	M, L	25, 15	-
HOT PLATE SPECIAL	Side Step (or Rewinder) + ↖ ↗	M	15	-
HOT PLATE SPECIAL TO HANDSTAND	Side Step (or Rewinder) + ↖ ↗ ←	M	15	Handstand to Duck position when hit or guarded
TWISTER (RIGHT STEP) SCOOP KICK TO BACK PLANT	Side Step (or Rewinder) + ↖ ↗	L	15	-

SERIES STARTING WITH SIDESTEP (continued): EDDY GORDO

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
TWISTER (RIGHT STEP) SWIRL KICK	Side Step (or Rewinder) + ↩←	L	15	-
TWISTER (RIGHT STEP) SWIRL KICK TO BACK PLANT	Side Step (or Rewinder) + ↩↩←	M	15	-
TWISTERS	Side Step (or Rewinder) + ↩☆☆	L, L	15, 15	-
TWISTERS COMBO	Side Step (or Rewinder) + ↩	L, H	12, 20	-
JUMPING JACKS (RIGHT STEP)-HAND STAPS	Side Step (or Rewinder) + **	H	12, 15	-
JUMPING JACKS (RIGHT STEP)-MIRAGE	Side Step (or Rewinder) + **↩	H, M	12, 20	Enter ↩ during 1st punch-
JUMPING JACKS (RIGHT STEP)-ISLAND MIRAGE	Side Step (or Rewinder) + **☆☆	H, H, M	12, 15, 13	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS	Side Step (or Rewinder) + **	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS TO DUCK POSITION	Side Step (or Rewinder) + **↓	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-SAO PAULO SPECIAL	Side Step (or Rewinder) + **↩↩↩↩↩↩	H, M, M, M,	6, 6, 0, 18, 20	-
JUMPING JACKS (RIGHT STEP)-DOS SOLE	Side Step (or Rewinder) + ↩↩	H	50	-
JUMPING JACKS (RIGHT STEP)-CRUNCHER	Side Step (or Rewinder) + ↩	M	18	-

THROW: HWOARANG

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
PICK POCKET	stand close to opponent ↩	*	Throw	20, 10	-
HUMAN CANNONBALL	stand close to opponent ↩	*	Throw	18, 12	-
BRING IT ON	stand close to opponent's left side ↩ or ↩	*	Throw	38	5.7.10.6.10
DEADEND	stand close to opponent's right side ↩ or ↩	*	Throw	22, 22	-
SLAUGHTERHOUSE	stand close to opponent's back ↩ or ↩	X	Throw	55	-
REVERSE THROW	show your back to opponent ↩ or ↩	* or *	Throw	-	Throw differs depending on the part with which you catch the opponent.
DOOR MAT	↩↩←	*	Throw	40	Turn around after throw
LEG HOOK THROW	↩↩↩	**	Throw	30	-
ROLL & CHOKE	↩→↩	*	Throw	30	-
LOWER DODGE	↩ (or ↩) ↩ or ↩ (or ↩) ↩	-	Reversal	-	-

AS A 'LEFTY': HWOARANG

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RIGHT FLAMINGO FAINT	→↩☆	Special Move	-	without next input, back to "Lefty" standing
MOTION SWITCH	**	Special Move	-	-
MIGRAINE - LEFTY	↩↩	H, M	10, 12	-
BIG FISTS	↩↩↩	H, H, M	6, 10, 12	back to Righty
TOE JAM - LEFTY	↩↩	H, H	15, 27	↩↩ to Left Flamingo to Righty
CHAINSAW KICK	↩↩	H, M	15, 20	-
NOSE BLEEDER - LEFTY	↩↩	H	32	opponent show his side when he guards
GRAND THEFT - LEFTY	↩↩↩	M	20	-
SCREW KICK	↩→↩↩	M, H	18, 20	-
ECOLI - LEFTY	↩↩	L, H	15, 40	opponent show his side when he guards 2nd hit to Righty
BACKLASH - LEFTY	↩↩	H	36	damage 54 at clean hit: to Righty
MISDEMEANOR	↩↩	H	28	opponent show his side at counter hit: to Righty
CHEAP SHOT	↩↩	H	25	-
CHEAP SHOT-R-TREAT	↩↩←	H	25	-
BAD DANCER	↩↩↩	H, L	25, 20	-
RIPOFF	↩→↩	H	25	opponent show his side when he guards
DISRESPECT - LEFT	**	Special Move	-	to Righty, show back to opponent
DISRESPECT - RIGHT	during Dis-respect - Left **	Special Move	-	to Righty

AS A 'RIGHTY': HWOARANG

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH	**	Special Move	-	-
LEFT FLAMINGO FAINT	→↩☆	Special Move	-	without next input, back to "Righty" stance
MIGRAINE-RIGHT	↩↩	H, H	5, 8	lever forward to damage 6, 8
SLICE & DICE	↩↩↩	H, H, L	5, 8, 10	lever forward to damage 6, 8, 10
HOME SURGERY	↩↩↩↩	H, H, L, H	5, 8, 10, 18	lever forward to damage 6, 8, 10, 18
LEFT RIGHT	↩↩	H, H	5, 10	lever forward to damage 6, 10
REJECTED	↩↩↩	H, H, M	5, 10, 16	lever forward to damage 6, 10, 16
REJECTION	↩↩↩	H, H, H	5, 10, 25	Damage 37 at clean hit
RUSTY KNIFE	↩↩	M	15	to Lefty
TETANOUS	→↩	M	15	to Righty
BODY FLOW	↩↩	M	10	-
HOT FEET	↩↩↩↩	H, H, H, M	14, 10, 10, 20	-
TOE JAM - RIGHTY	↩↩	H, H	14, 10	-
HARD ROCKER	↩→↩	H, H	14, 20	series starting w/Hot Feet
KITCHEN SINK	↩↩←	H, H, H	14, 10, 10	series starting w/Hot Feet
DA BOMB	↩↩→	H, H, H	14, 10, 25	series starting w/Hot Feet
DA BOMB TO RIGHT FLAMINGO	↩↩↩↩	H, H, H	14, 10, 10	series starting w/Hot Feet
BLIZZARD KICKS	↩↩↩↩	H, H, H, L	14, 10, 10, 10	series starting w/Hot Feet
RUDE BOY	↩→↩	H, M	14, 17	1st hit is same as Hot Feet
AX MURDERER - RIGHTY	↩↩	H, M	14, 20	1st hit is same as Hot Feet
DOGGIE LIFT - RIGHTY	↩↩	H	20	-
GRAND THEFT - RIGHTY	↩↩↩	H, M	20, 15	-
BIRD HUNTER	↩↩	L, H	7, 22	-
NOSE BLEEDER - RIGHTY	↩↩	H	28	opponent show his side at counter hit
CRIPPLER	↩↩	L	10	opponent show his side at counter hit
REPEATER	↩↩↩	M	30	-
TSUNAMI KICK	while standing up ↩↩	M, M	13, 15	to Lefty
TORPEDO KICK	↩→↩	M	30	-

AS A 'RIGHTY' (continued): HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
SKY ROCKET	↗☆☆☆☆	M	23	-
MACHINE GUN KICK (CIVIL DISOBEDIENCE)	☆☆☆☆	H, M, M, H	15, 12, 10, 25	-
DISORDERLY CONDUCT	☆☆☆☆	H, M, H	15, 12, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/machine Gun Kick High
PARTY HEARTY	☆☆☆☆	H, M, H, M	15, 12, 20, 15	series starting w/Machine Gun Kick High
ROCK YOUR WORLD	☆☆☆☆	H, M, M, H	15, 12, 10, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/Machine Gun Kick
TOTAL OUTRAGE	☆☆☆☆	H, M, M, H, M	15, 12, 10, 20, 15	Highseries starting w/Machine Gun Kick High
MENACE	☆☆☆☆	H, M, L	15, 12, 7	-
MENACE TO SOCIETY	☆☆☆☆	H, M, L, H	15, 12, 7, 13	to Right Flamingo. Lever forward to Righty stance. Series starting w/Menace
MENACE TO SOCIETY DOUBLE KICK	☆☆☆☆	H, M, L, H, M	15, 12, 7, 13, 15	series starting w/Menace
PUBLIC ENEMY	☆☆	M, M	17, 21	-
HUNTING HAWK	☆☆☆☆	M, M, H	15, 14, 25	-
FLYING EAGLE	☆☆	M	15, 28	-
SPIRAL TAP	↗→	M	30	-
DYNAMITE HEEL	☆☆	Unblockable	40	← to cancel, Left Flamingo stance
ECOLI - RIGHTY	↗☆☆☆☆	M	22	-
SPIN KICK	↑	H	20	-
SUPERCHARGER	☆☆	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
DISRESPECT - RIGHTY	☆☆	Special Move	-	to Lefty, show back to opponent
DISRESPECT - LEFT	during Dis-respect - Righty ☆	Special Move	-	to Lefty

COMMANDS DURING LEFT FLAMINGO: HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH	☆☆	Special Move	-	-
LEFT FLAMINGO FAINT	↗☆☆	Special Move	-	without next input, back to "Lefty" stance
LEFT FLAMINGO - LEFT PUNCH	during Left Flamingo ☆	H	12	-
LEFT FLAMINGO - RIGHT PUNCH	during Left Flamingo ☆	M	12	to Lefty
LEFT FLAMINGO - STEP KICK	during Left Flamingo ☆	H	28	to Right Flamingo
LEFT FLAMINGO - CUTTER - RIGHT	during Left Flamingo ☆☆☆	L	15	-
LEFT FLAMINGO - CUTTER - LEFT	during Left Flamingo ☆☆☆	L	12	-
LEFT FLAMINGO - SNAP KICK	during Left Flamingo ☆☆☆	M	18	to Lefty
LEFT FLAMINGO - SNAP SPIN KICK	during Left Flamingo ☆☆☆	M	32	opponent shows his side when he guards
LEFT FLAMINGO - ROCKET LAUNCHER	during Left Flamingo ☆☆☆	M, M, H	22, 10, 25	4th attack of Machine Gun Kick High
LEFT FLAMINGO - KICK COMBO	during Left Flamingo ☆☆☆	M, M, H, M	22, 10, 20, 15	series starting w/Left Flamingo-Rocket Launcher
POWER BLAST	during Left Flamingo ☆	Unblockable	80	← to cancel, Righty stance
LEFT FLAMINGO - BACK DASH	during Left Flamingo ☆	Special Step	-	-
LEFT FLAMINGO - SIDE STEP A	during Left Flamingo ☆	Special Step	-	-
LEFT FLAMINGO - SIDE STEP B	during Left Flamingo ☆	Special Step	-	to Right Flamingo. Lever forward to Righty stance. Series starting w/Left Flamingo-Rocket Launcher
LEFT FLAMINGO - CANNON KICKS	during Left Flamingo ☆☆☆	Special Step	22, 10, 20	-
LEFT FLAMINGO - STEPIN	during Left Flamingo ☆	M, M, H	-	-

COMMANDS DURING RIGHT FLAMINGO: HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH	☆☆	Special Move	-	-
RIGHT FLAMINGO FAINT	↗☆☆	Special Move	-	without next input, back to "Lefty" standing
RIGHT FLAMINGO - RIGHT PUNCH	during Right Flamingo ☆	H	12	-
RIGHT FLAMINGO - LEFT PUNCH	during Right Flamingo ☆	M	12	-
RIGHT FLAMINGO - STEP KICK	during Right Flamingo ☆	H	25	-
RIGHT FLAMINGO - CUTTER - RIGHT	during Right Flamingo ☆☆☆	L	13	-
RIGHT FLAMINGO - CUTTER - LEFT	during Right Flamingo ☆☆☆	L	15	to Righty
RIGHT FLAMINGO - SNAP KICK	during Right Flamingo ☆☆☆	M	18	to Righty
RIGHT FLAMINGO - SNAP SPIN KICK	during Right Flamingo ☆☆☆	H	32	opponent show his side when he guards
RIGHT FLAMINGO - RIGHT KICK	during Right Flamingo ☆	M	20	counter hit = stagger
RIGHT FLAMINGO - STEPIN	during Right Flamingo ☆	Special Step	-	-
RIGHT FLAMINGO - BACK DASH	during Right Flamingo ☆	Special Step	-	-
RIGHT FLAMINGO - SIDE STEP A	during Right Flamingo ☆	Special Step	-	-
RIGHT FLAMINGO - SIDE STEP B	during Right Flamingo ☆	Special Step	-	-

THROW: YOSHIMITSU

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent ☆ or ☆	☆ or ☆	Throw	-	Throw differs depending on the part with which you catch the opponent.
JUMPING BODY SLAM	stand close to opponent ☆	☆	Throw	30	Turn around after throw
SWORD HIT TO FACE	stand close to opponent ☆	☆	Throw	30	-
WHEELS OF HELL	stand close to opponent's left side ☆ or ☆	☆	Throw	15, 25	-
SPIRITUAL DIVISION	stand close to opponent's right side ☆ or ☆	☆	Throw	15, 25	-
TORNADO DROP	stand close to opponent's back ☆ or ☆	X	Throw	70	-
RAINBOW DROP	☆☆←☆☆	☆☆	Throw	50	advantage by 26 frames
LOWER DODGE	☆ (or ☆) ☆ or ☆ (or) ☆		Reversal	-	-

MOVE: YOSHIMITSU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
SAMURAI CUTTER	crouching ☆☆☆	Unblockable	20	-
SHARK ATTACK BLOW	↗☆☆☆☆	M, H, M	40, 40, 30	-
BACK BLOW	↗☆☆	H	12	Opponent shows his back after hit
BACK FLIPPER	show back to opponent ☆	H	15	Opponent shows his back after hit
SLAP-U-SILLY	during Indian Style ☆	M	10, 12, 12, 14, 15	-
KANGAROO KICK	during Indian Style ☆	M	30	-
SLAP-U-SILLY	↗☆☆☆☆	H, M	12, 10, 10, 12, 12, 14, 15	-
WOOD CHOPPER	↗☆☆☆☆	M, Unblockable	20, 18	-
DOOR KNOCKER	☆☆☆☆	M, H, H, M	15, 12, 12, 18	Delay
DOOR KNOCKER TO BACK KNUCKLE	☆☆☆☆	M, H	15, 12	-
FLEA	☆☆☆☆ to cancel	Unblockable	30	-



MOVE (continued): YOSHIMITSU

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
AVOIDING THE PUDDLE	↖ (or ↗ or ↘) ↘	M	25	-
SOLAR KICK	↘ → ↘	M	22	-
LIFESUCKER	during Solar Kick ↘ or during Energy Charge	Throw	-	Recover by draining power from opponent
ENERGY DRAIN	during Solar Kick → ↘ or during Energy Charge	Throw	-	Heal opponent by decreasing own power
RUNNING FLEA	during Flea ↘ → or ↖ ←	Unblockable	15, 15, 15	-
JUMPING FLEA	during Flea ↘ or ↖ or ↘	Unblockable	25	-
SLAP-U-CRAZY	↘ ↘ ↘ ↘ ↘	M, H, M	15, 12, 10, 10, 12, 12, 14, 15	-
DEATHCOPTER TRICK	↘ ↘ ↘	Unblockable	35	-
MOONSAULT SLAYER	↘ ↘ ↘ ↘	Unblockable	15, 28	-
BAD STOMACH	← ↘	Unblockable	-	-
POISON BREATH	any button during Bad Stomach	Unblockable	35	-
HARAKIRI DANCE	↘ ↘ ↘ ↘ ↘	Unblockable	3, 3, 3, 3, 3	-
YOSHIMITSU FLASH!	↖ ↘	Reverse	35	-
YOSHIMITSU BLADE!	↘ → ↘	M	18	↘ ↘ to sit down after counter hit (Property is throw when counter hit)
ENERGY CHARGE	during Side Step ↘	Special Move	-	-
ENERGY FIELD	during Energy Charge ↘	Unblockable	10	-
ANTS IN YOUR PANTS TO KANGAROO KICK	during Flea ↘	M	30	-
BRONZE FIST	during Poison Wind ↖ ↘	Special M	2	Series starting w/Poison Wind (Iron Fist)
STEEL FIST	during Bronze Fist ↘	M	20	Series starting w/Poison Wind (Poison Wind)
GOLD FIST	during Silver Fist ↘ ↘	Unblockable	15	Series starting w/Poison Wind (Death Slash Fake)
SILVER FIST	during Steel Fist ↘	Special M	15	Series starting w/Poison Wind (Back Flip)
POWERCHARGER	↘	Special Move	-	This makes 1st attack counter hit, unable to guard during charging

THROW: FOREST LAW

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent ↘ or ↘	↘ or ↘	Throw	-	Throw differs depending on the part with which you catch the opponent.
HOPPING FROG	stand close to opponent ↘	↘	Throw	30	Turn around after throw
DRAGON'S FIRE	stand close to opponent ↘	↘	Throw	7, 23	-
HEADLOCK KICK	stand close to opponent's left side ↘ or ↘	↘	Throw	40	-
BALLBREAKER	stand close to opponent's right side ↘ or ↘	↘	Throw	42	-
DRAGON BITES	stand close to opponent's back ↘ or ↘	X	Throw	50	-
HEADLOCK PUNCH	stand close to opponent ↘ ↘	↘	Throw	30	-
HEADLOCK DROP	stand close to opponent ↘ ↘ ↘ ↘	X	Throw	35	-
KNEE LIFT	stand close to opponent ↘ → ↘	↘	Throw	28	-
RUN UP TO DROP	→ ↘	↘	Throw	30	-
UPPER DODGE	↖ (or ↖ ↘)	-	Reversal	-	advantage by 7 frames
LOWER DODGE	↖ (or ↖) ↘ or ↖ (or ↖) ↘	-	Reversal	-	advantage by 26 frames
FAKE STEP	← ↘	-	Reversal	-	Law's special, reverse H and M punches

MOVE: FOREST LAW

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	↘ ↘	H, H	5, 12	lever forward to damage 6, 12
MID KICK	↘ ↘	M	21	-
CATAPULT KICK HIGH	↓ ↘ (or ↘ or ↘) ↘	M	↘ 28 ↘ 25 ↘ 35	-
CATAPULT KICK LOW	↑ ↘ (or ↘ or ↘) ↘	M	↘ 22 ↘ 15 ↘ 25	↘ to Left Somersault (M, 30)
SHAOLIN SPIN KICK	↘ ↘ ↘	H, H, H	16, 12, 12	-
MACHINE GUN ARROW	↘ ↘ ↘ ↘	H, H, H, H, H	10, 5, 5, 5, 5	successive to Rave War Combo
RAVE WAR COMBO	→ ↘ ↘ ↘	H, M, H	12, 6, 6	2nd and 3rd hit delay
RAVE WAR COMBO	↘ ↘	H, H	12, 10	-
RAINBOW KICK	↓ ↘ (or ↘ or ↘) ↘	M	30	damage 20 when hit opponent on the ground
DRAGON LOW KICK	during crouching ↘	L	8	Successive to Triple Head Kick
TRIPLE HEAD KICK	↘ ↘ ↘	H, H, H	18, 10, 10	-
MID KICK COMBO	during Triple Head Kick →	M	15	-
SLIDE KICK	while crouching ↘ ↘ ↘	L	17	-
CRESCENT KICK	↘ ↘ ↘	H, M	16, 30	-
RUNNING SIDE KICK	↘ ↘ ↘ ↘	M (stagger)	30	-
CHARGE POWER PUNCH	↘ ↘ (↘ ↘ to cancel)	Unblockable	100	-
DOUBLE IMPACT	while crouching ↘ ↘	L, M	12, 21	-
LOW KICK TO SOMERSAULT	↘ ↘ ↘	L, M	7, 21	-
FRONT KICK TO SOMERSAULT	while standing up ↘ ↘	M, M	12, 21	-
HIGH KICK TO RIGHT SOMERSAULT	↘ ↘	H, M	18, 21	-
BODY BLOW TO SOMERSAULT	↓ (or ↘) ↘ ↘	L, M	8 (10), 21	-
TRIPLE HEAD KICK TO SOMERSAULT	↘ ↘ ↘ ↘ ↘	L, H, H, H, M	8, 10, 10, 10, 21	successive to somersault from either of 1st - 3rd low and high kick
JUMPING KICK TO SOMERSAULT	↘ (or ↘ or ↘) ↘ ↘	H, M	25, 25	-
QUICK SOMERSAULT	↘ ↘	M	25	-
BACK FLIPPER	↘ ↘ or ↑ ↘ ↘ ↘	M, M	25, 21, (25, 25)	-
DRAGON'S TAIL	↘ ↘	L	25	-
RAMPAGE	while crouching ↘ ↘	L, M	7, 21	-
SIDE KICK TO SOMERSAULT	while standing up ↘ ↘	H, M	28, 25	-
JUNKYARD KICK	↖ ↘ ↘	M, L, M	12, 8, 22	series starting w/Junkyard Kick
BLACKOUT	after supercharger ↘	H	10	-
MUGGING	after supercharger ↘ ↘	H, LM	10, 7	-
FROGMAN	↘ ↘	M	25, 27	hold ↓ to lay down
DRAGON WHIP	↘ ↘	M	15	-
ELBOW SPRING KICK	↘ ↘ ↘	M, M	15, 25	overhead kick starting w/elbow spring
POISON ARROW	↘ ↘ ↘	M	40	-
SOMERSAULT FAKE	↓ ↘ (or ↘ or ↘) ↘ ↘	M	25	-
DRAGON STORM	↘ ↘ ↘ ↘	M, M, M	12, 12, 15	2nd and 3rd kick delay
FAKE STEP	↖ ↘	Reversal	-	advantage by 10 frames when succeed-opponent shows his back
FAKE STEP BLOW	during Fake Steps ↘	M	43	-
TRICKY TRAP	after Fake Step ↘	H	12	-
TRICKY FIST	after Fake Step ↘	H	12	-
TRICKY LOW KICK	after Fake Step ↘	L	15	-
TRICKY MID KICK	after Fake Step ↘	M	22	-
SUPERCHARGER	↘	Special Move	-	This makes 1st attack counter hit, unable to guard during charging
DOUBLE DRAGON	during Side Step ↘	M, H	16, 22	-
DRAGON BACK BLOW	show back to opponent ↘ or ↘	H	15	opponent shows his back
FAKE	↓ ↘ (or ↘ or ↘)	Special Move	-	-

THROW: LEI WULONG

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE FOOT STOMP	stand close to opponent ⚡	⚡	Throw	30	-
SLEEPER HOLD	stand close to opponent ⚡	⚡	Throw	30	-
SAILBOAT STRETCH	stand close to opponent's left side ⚡ or ⚡	⚡	Throw	40	-
CLOSING FAN	stand close to opponent's right side ⚡ or ⚡	⚡	Throw	5, 10, 25	-
BOOBY TRAP	stand close to opponent's back ⚡ or ⚡	⚡	Throw	50	-
REVERSE THROW	show your back to opponent ⚡ or ⚡	⚡ or ⚡	Throw	-	Throw differs depending on the part with which you catch the opponent.
TRIPPING	stand close to opponent ⚡ → ⚡	⚡	Throw	33	Do not turn around after throw
DRAGON FALLS	⚡ ⚡	⚡	Throw	35	-
OUT OF CONTROL	⚡ during Art of Dragon or ⚡ during Art of Snake	⚡	Throw	33	⚡ to extend to frm 225 then to Drunken Master
LOWER DODGE	⚡ (or ⚡) ⚡ or ⚡ (or ⚡) ⚡		Reversal	-	Advantage by 26 frames
DRUNKEN MASTER	→ ⚡		Reversal	-	Lei's special, reverse H and M punches

MOVE: LEI WULONG

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PLAY DEAD	↓ (or ⚡) ⚡	Special Move	-	-
SPRING KICK	lying w/head toward opponent ⚡	M	20	-
HOP UP	lying w/feet toward opponent ⚡	M	20	-
LEAPING DOUBLE SLICER	lying w/head toward opponent ⚡ ⚡	L, H	7, 21	damage 15, 21 when 1st hit delays
TURN AROUND	← (or ⚡) ⚡	Special Move	-	-
SPINNING BACK BLOW	turn your back ⚡	H	12	-
LOW BACK SPIN	turn your back ↓ (or ⚡) ⚡	L	8	-
REVERSE UPPERCUT	turn your back ⚡	M	20	-
REVERSE KICK	turn your back ⚡	M	15	-
FLUT-FLIP-FLOP	turn your back ⚡ ⚡ ⚡	M, M, M	15, 15, 15	turn around
REVERSE DOUBLE SLICER	turn your back ↓ (or ⚡) ⚡ ⚡	L, H	10, 35	↓ or ↑ after 1st hit to Art of Snake
RAVE SPIN	⚡ ⚡ ⚡	L, H	10, 25	↓ or ↑ after 1st hit to Art of Snake
HOOK & SPINNING BACK BLOW	⚡ ⚡	H, H	18, 18	turn around
TORNADO KICK	⚡ ⚡	M	30	↑ to successive triple hit. ↓ during kick to lie down
TORNADO KICK	→ (or ⚡) ⚡ ⚡	M	30	↑ to successive triple hit. ↓ during kick to lie down
RAZOR RUSH	⇒ ⚡ ⚡ ⚡ ⚡	M, M, M, M, L	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RAZOR RUSH & HIGH KICK	⇒ ⚡ ⚡ ⚡ ⚡	M, M, M, M, M	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RUSH COMBO	⇒ ⚡ ⚡ ⚡ ⚡	M, M, M, H, M	15, 12, 5, 17, 20	-
RUSH COMBO & LOW KICK	⇒ ⚡ ⚡ ⚡ ⚡ ↓ ⚡	M, M, M, H, L	15, 12, 5, 17, 10	-
1,2 KICK	⇒ ⚡ ⚡	H, M	35, 20	-
1,2 KICK & LOW KICK	⇒ ⚡ ⚡ ↓ ⚡	H, L	35, 10	-
HIGH & LOW KICK	⚡ ⚡	H, L	28, 20	turn around
BEATING LOW KICK	→ ⚡ ⚡ ⚡ ⚡	H, M, M, L	35, 12, 12, 8, 15	3rd and 4th hit delay
BEATING MIDDLE KICK	→ ⚡ ⚡ ⚡ ⚡	H, M, M, M	35, 12, 12, 8, 15	3rd hit and after delay
CLEAN SWEEP	⚡ ⚡	M	25	-
DEFENCE BREAKER	⇒ ⚡ ⚡ ⚡ ⚡	H, H, M, M	3rd hit 25 4th hit 30	guard breaker (do not hit when opponent continue guarding) limited only when opponent is in standing guard
PHOENIX ILLUSION	← ⚡	Special Move	-	-
PHOENIX STRIKER	during Phoenix Illusion ⚡	Unblockable	90	-
HOPPING PHOENIX	during Phoenix Illusion ⚡ ⚡ ⚡	M, M, M, M	15, 15, 15, 15	successive to Phoenix Striker
GO TO SLEEP	lying on your face w/feet toward opponent	M	18	lie on your face
DEEP SLEEP	⚡ lying on your face w/feet toward opponent ⚡ ⚡	L	10	lie on your back ⚡ during ⚡ ⚡ to Rave Spin
LET ON BACK	lying on your back ↓ ⚡	Special Move	-	lie on your face
LET ON STOMACH	lying on your face ⚡	Special Move	-	lie on your back
JUMPING KICK	⇒ ⚡ ⚡	M	30	stagger
SLEEP TO SLIDING KICK	lying on your face w/head toward opponent ⚡ ⚡	L	15	lie on your back
LIFT TO CANNON	⚡ (faint 8 flames) ⚡ ⚡ ⚡	L, L, M	7, 7, 35	lie on your face
FALLING TREE	⚡ or ⚡ ⚡	M	15	-
FALLING TREE	turn your back ⚡ or ⚡ ⚡	M	15	-
CANNONBALL	← ⚡	M	30	-
DRUNK MASTER	⇒ ⚡ or correspondent to opponent's attack ⇒ ⚡	Reversal	-	-
SIDEWIND	↓ ⚡	Special Move	-	lie on your face w/feet toward opponent
STAGGERING SLIDE	during Drunk Master walk ⚡	L	15	-
KISS MY FIST	during Drunk Master walk ⚡	M	25	-
SPIRAL UPPER	⚡ ⚡	M	18, 20	-
SUPERCHARGER	⚡	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
ART OF SNAKE	during side step ⚡ or ⇒ ⚡	Special Posture	-	or ⚡ during Art of the Dragon, or ⚡ during Art of Panther, or ⚡ during Art of Tiger, or ⚡ during Art of Crane
RAZOR RUSH TO ART OF SNAKE	⇒ ⚡ ⚡ then ⚡ or ⚡	M	-	-
RAZOR RUSH TO ART OF DRAGON	⇒ ⚡ ⚡ then ⚡ or ⚡	M, M	-	-
RAZOR RUSH TO ART OF PANTHER	⇒ ⚡ ⚡ then ⚡ or ⚡	M, M, M	-	-
RAZOR RUSH TO ART OF TIGER	⇒ ⚡ ⚡ then ⚡ or ⚡	M, M, M, M	-	-
RAZOR RUSH TO ART OF CRANE	⇒ ⚡ ⚡ then ⚡ or ⚡	M, M, M, M, M	-	-
BEATING KICK TO ART OF CRANE	⇒ ⚡ ⚡ then ⚡ or ⚡	H, M, M, M, M	-	-
SNAKEBITE	during Art of Snake ⚡ ⚡ ⚡	L	15, 10, 15	quit 3rd hit and ⇒ to Art of the Dragon ⇒ after 3rd hit to Art of Panther 3rd hit delays
RUSHING SNAKE	during Art of Snake ⚡ ⚡ ⚡ ⚡	H	13, 10, 8, 6, 5, 5	quit combo and ⇒ to Art of Snake
RATTLESNAKE	during Art of Snake ⚡	M	21	-
LOW KICK	during Art of Snake ⚡	L	11	-
ART OF THE DRAGON	during Art of Snake ⚡ or 2nd attack of Razor Rush ⚡ or ⚡	Special Posture	-	or ⚡ during Art of Tiger
DRAGON ROAR	during Art of Dragon ⚡	M	20	⇒ to Art of Tiger
DRAGON SPARK	during Art of Dragon ⚡	M	25	⇒ to Art of Tiger
DRAGON BLAST	during Art of Dragon ⚡	H	28	-
DRAGON RUSH COMBO	during Art of Dragon ⚡ ⚡ ⚡	H, M, M, H	15, 12, 5, 17	-
DRAGON RUSH COMBO TO LOW KICK	during Art of Dragon ⚡ ⚡ ⚡	H, M, M, H, L	15, 12, 5, 17, 20	-
DRAGON RUSH COMBO TO MID KICK	during Art of Dragon ⚡ ⚡ ⚡ ↓ ⚡	H, M, M, H, M	15, 12, 5, 17, 10	-
ART OF PANTHER	during Art of Snake ⚡ or 3rd attack of Razor Rush ⚡ or ⚡	Special Posture	-	or ⚡ during Art of Crane
PANTHER'S PAW	during Art of Panther ⚡	M	25	When opponent guards, succeed to 2nd hit of Defence Breaker
PANTHER'S SCRATCH	during Art of Panther ⚡ ⚡	L, H	16, 20	-
PANTHER'S TAIL	during Art of Panther ⚡	L	18	← after guard or hit to Phoenix Illusion
ART OF PANTHER TO BEATING MIDDLE KICK	during Art of Panther ⚡ ⚡ ⚡ ⚡	H, M, M, M, M	26, 12, 12, 8, 15	-
ART OF PANTHER TO BEATING LOW KICK	during Art of Panther ⚡ ⚡ ⚡ ⚡	H, M, M, M, L	26, 12, 12, 8, 15	-
ART OF TIGER	during Art of Dragon ⚡ or 4th attack of Razor Rush ⚡ or ⚡	Special Posture	-	-
TIGER'S STRIKE	during Art of Tiger ⚡	M	25	-
TIGER'S CLAW	during Art of Tiger ⚡	M	26	-
TIGER'S TAIL	during Art of Tiger ⚡	L	20	-
TIGER KICK	during Art of Tiger ⚡	H	32	-
TIGER KICK TO RAZOR RUSH KICK	during Art of Tiger ⚡ ⚡ ⚡ ⚡	H, M, M, M, M, M	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
TIGER KICK TO RAZOR RUSH	during Art of Tiger ⚡ ⚡ ⚡ ⚡	H, M, M, M, M, L	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
ART OF CRANE	during Art of Panther ⚡, or after Razor Rush Middle Special Posture Kick ⚡ or ⚡		-	-
CRANE KICK	during Art of Crane ⚡	L	20	-





MOVE (continued): LEI WULONG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
CRANE DANCE	during Art of Crane ④④④④	M, L, M, M	21, 10, 10, 15	2nd, 3rd, 4th hit delays
CRANE'S BILL	during Art of Crane ④	M	27	-
WING OF CRANE	during Art of Crane ④	H	30	-

THROW: NINA WILLIAMS

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
ARM GRAB FLIP	stand close to opponent ④	④	Throw	30	-
OVER THE BACK TOSS	stand close to opponent ④	④	Throw	30	-
SHOULDER THROUGH BUSTER	stand close to opponent ④④④④	④	Throw	35	-
SHOULDER THROUGH ARM BREAKER	during Shoulder Through Buster ④④④④	X	Throw	10	-
TRIANGLE HOLD	stand close to opponent's left side ④ or ④	④	Throw	40	-
HAMMER THROW	stand close to opponent's right side ④ or ④	④	Throw	38	-
REVERSE THROW	show your back to opponent ④ or ④	④ or ④	Throw	-	Throw differs depending on the part with which you catch the opponent.
LEAPING TRIANGLE HOLD	stand close to opponent's back ④ or ④	X	Throw	60	Turn around after throw
COUNTER ATTACK	correspondent to opponent's attack ④④ or ④④	-	Reversal	-	-
LOWER DODGE	④ (④) ④ or ④ or ④	-	Reversal	-	advantage by 26 frames
ELBOW SMASH	stand close to opponent ④ ④ ④	④	Throw	50	-
JUMPING FLIP	stand close to opponent ④ ④	④	Throw	40	-
BACK HAND SLAP	stand close to opponent ④ ④ ④ ④	④	Throw	15	-
ARM SNAP	during Back Hand Slap ④ ④ ④ ④	④	Throw	30	If escaped, retaliative damage 5
ARM BREAK	during Back Hand Slap ④ ④ ④ ④	④	Throw	20	If escaped, retaliative damage 5
DOUBLE ARM BREAK	during Arm Break ④ ④ ④ ④ ④	④	Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Break ④ ④ ④ ④ ④	④	Throw	25	If escaped, retaliative damage 20
TRIPLE SLAPS	during Back Hand Slap ④ ④ ④ ④ ④	④	Throw	15, 15	If escaped, retaliative damage 5
NECK CRUSHER	during Triple Slaps ④ ④ ④ ④ ④	④	Throw	35	If escaped, retaliative damage 5
LEG STRETCH ARM LOCK HOLD	during Triple Slaps ④ ④ ④ ④ ④	④	Throw	45	If escaped, retaliative damage 5
CRAB HOLD	stand close to opponent ④ ④ ④ ④	④	Throw	15	-
HEEL HOLD	during Crab Hold ④ ④ ④ ④	④	Throw	20	If escaped, retaliative damage 18
LEAPING HEEL HOLD	④ ④ ④ ④	④	Throw	20, 20	successive to Triangle Hold or Double Heel Hold. If escaped, retaliative damage 18
LEG CROSS HOLD	during Heel Hold ④ ④ ④ ④	④	Throw	35	-
DOUBLE HEEL HOLD	during Heel Hold ④ ④ ④ ④	④	Throw	45	-
COMMANDO ARM LOCK	during Crab Hold ④ ④ ④ ④	④	Throw	35	If escaped, retaliative damage 18
BETRAYER	stand close to opponent ④ ④ ④ ④	X	Throw	15	-
TWISTED NIGHTMARE	during Betrayer ④ ④ ④ ④	④	Throw	28	-
LEG STRETCH ARM LOCK HOLD	during Twisted Nightmare ④ ④ ④ ④ ④	④	Throw	45	-
NECK CRUSHER	during Twisted Nightmare ④ ④ ④ ④ ④	④	Throw	35	-
ARM BREAKER	during Betrayer ④ ④ ④ ④	④	Throw	20	-
DOUBLE ARM BREAK	during Arm Breaker ④ ④ ④ ④ ④	④	Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Breaker ④ ④ ④ ④ ④	④	Throw	25	If escaped, retaliative damage 20

MOVE: NINA WILLIAMS

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	④④	H, H	4, 10	④ successive to Left High Kick Lever forward to damage 5, 10
BLONDE BOMB	④→④ or ④→④ or while standing up ④	M	20, (30) 20	Damage 30 (45) 30 at clean hit
BERMUDA TRIANGLE	④④ (④④) ④④	H (M), H, H	4, 10 (15), 15	starting w/④④ makes 2nd damage 15
JAB-ROUNDHOUSE	④④	H, H	10, 15	-
DOUBLE SMASH	④④	H, H	10, 20	-
JAB-SWEEP	④④	H, L	10, 10	-
FORWARD FLIP KICK	④④→④④ (or ④→④)	M	20	damage 30 at clean hit. When attack does not hit (guarded or unguarded), damage 5 to player
LEG SLICER (COMBO)	④④④④	M, H, H	10, 10, 6	-
FLASH KICKS	④④④④	M, H, H, H	10, 6, 8, 15	-
UPPERCUT-JAB	④④④	M, H	10, 15	④ at the end to succeed to Bermuda Triangle
CAN OPENER	④④④④	H, L, H	20, 10, 14	-
JAB TO MID KICK	④④④ or while crouching ④④④	Special M, M	5, 10	-
RUNNING JUMP KICK	④→④④	M	20	hitting standing opponent succeeds to Crab Hold
POWER CHARGE	④④ (↑↑ to cancel)	Unblockable	95	-
LEFT HIGH TO RIGHT HIGH KICK	④④	H, H	25, 15	-
SIT SPIN TO RIGHT HIGH KICK	④④ or ④④④④	L, H	12, 15	-
JAIL CRUSHER	④ (④④) ④④④④	H (M), H, L, H	4, 10 (15), 10, 15	starting w/④④ makes 2nd damage 15
JAIL CRUSHER TO UPPERCUT	④ (④④) ④④④④	H (M) H, L, M	4, 10 (15), 10, 10	starting w/④④ makes 2nd damage 15
DOUBLE EXPLOSION	④ (④④) ④④④→④④	H (M) H, H, H, M	4, 10 (15), 6, 6, 20	starting w/④④ makes 2nd damage 15
DOUBLE EXPLOSION	④ (④④) ④④④	H (M) H, M	4, 10 (15), 20	Variation
L&R LOW KICK	④ (or ④) ④④④	L, L	12, 7	-
GEYSER CANNON	④④④	M	25	-
SLICER	④④	L	10	-
GEYSER CANNON COMBO	④④④	L, M	10, 25	-
RIGHT BACKHAND BODY BLOW	④④	M	20	damage 30 at clean hit
SPIKE COMBO TO RIGHT HIGH KICK	④④④④	H, L, H	25, 10, 15	-
SPIKE COMBO TO RIGHT UPPERCUT	④④④④	H, L, M	25, 10, 10	-
SPIKE COMBO TO RIGHT LOW KICK	④④④④	H, L, L	25, 10, 7	-
CREEPING SNAKE	④④④④④	M, H, H, L	10, 12, 6, 8	↑ or ④ during ④④④ to side step *
CREEPING SNAKE TO LEFT LOW KICK	④④④④④	M, H, L	10, 12, 10	↑ or ④ during ④④④ to side step *
CREEPING SNAKE TO LEFT HIGH KICK	④④④④④	M, H, H	10, 12, 20	↑ or ④ during ④④④ to side step *
CREEPING SNAKE TO RIGHT HIGH KICK	④④④④④	M, H, H	10, 12, 15	can be delayed. ↑ or ④ during ④④④ to side step *
SHAKESHOT	during side step ④	M	15	not successive from * mark side step
LIFTSHOT	during side step ④	M	15	not successive from * mark side step counter hit flaws opponent higher
FLASH KICK TO LEFT LOW KICK	④④④④④	M, H, H, L	10, 6, 8, 10	-
FLASH KICK TO BLONDE BOMB	④④④④④→④	M, H, H, H, H, M	10, 6, 8, 10, 6, 20	-
BLONDE TO RIGHT UPPERCUT	④④④④	H, L, M	15, 15, 10	lever forward to damage 16, 15, 10
BLONDE TO RIGHT LOW KICK	④④④④	H, L, L	15, 15, 7	lever forward to damage 16, 15, 7
BLONDE TO RIGHT HIGH KICK	④④④④	H, L, H	15, 15, 15	lever forward to damage 16, 15, 15
HOPPING LOW KICK TO RIGHT UPPERCUT	④④④④④	L, M	25, 10	-
HOPPING LOW KICK TO LEFT MID KICK	④④④④④	L, M	25, 15	-
HOPPING LOW KICK TO RIGHT HIGH KICK	④④④④④	L, H	25, 15	-
LEFT MIDDLE TO RIGHT HIGH KICK	④④④④	M, H	10, 15	-
TOE KICK	④ (or ④) ④④	Special M, M	8 (10), 15	-
BITING SNAKE	④ (④④) ④④④	H (M) H, H, L	4, 10, (15), 6, 8	starting w/④④ makes 2nd damage 15

MOVE (continued): NINA WILLIAMS

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RIGHT LOW KICK TO BACK SPIN CHOP	↓ (or ↘) ↻	L, H	10 (7), 10	can be delayed. * or ↘ during Back Spin Chop to cancel chop and to side step
RIGHT HIGH TO LEFT SPIN LOW KICK	↻ ↻	H, L	15, 15	lever forward to damage 16, 15
LEFT SPIN LOW KICK TO RIGHT UPPER CUT	↓ (or ↘) ↻	L, M	12, 10	-
PDK COMBO TO RIGHT UPPER CUT	↻ ↻ ↻	H, L, M	10, 10, 10	-
PDK COMBO TO RIGHT HIGH KICK	↻ ↻ ↻	H, L, H	10, 10, 15	-
LEFT BACKHAND BODY BLOW	← ↻	H	15	-
ASSAULT BOMB	↻ ↻ ↻ ↻ ↻	M, H, H, M	10, 10, 6, 20	-
SHUT UP	← ↻ ↻ ↻	M	24	-
TWISTED MIND	while opponent is down ↓ or ↻	Down	20	damage 10 when not trumbling
BAD HABIT	⇒ ⇒ ↻ or ↻ ⇒ ↻	M	25	-
WIPE THE FLOOR	↓ ↻ ↻	L	18	-
SLAP	← ↻	H	15	-
DOUBLE SLAP	← ↻ ↻	H, H	15, 18	when only 2nd attack hit, opponent shows his side
HEEL SLICER	during side step ↻	L	10	-
PANTHER CLAW	⇒ ⇒ ↻	H	21	-
QUICK PANTHER CLAW	⇒ ⇒ ↻	H	15	Range shorter than Panther Claw, property M when opponent is during crouching forward move
HELPING HAND	↻ ↻	M	10	-
ASSASIN DAGGER	⇒ ⇒ ↻	H	20	opponent shows his side
SPIRAL EXPLOSION	during side step ↻	M	20	damage 30 at clean hit
EVIL MIST	↻ ↻ ⇒ ↻ ↻	H Unblockable	0	stagger
SUPERCHARGER	≡	Special Move	-	This makes 1st attack counter hit. unable to guard during charging

THROW: PAUL PHOENIX

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
OVER THE SHOULDER	stand close to opponent ↻	↻	Throw	30	-
SHOULDER POP	stand close to opponent ↻	↻	Throw	30	-
DRAGON SCREW	stand close to opponent's left side ↻ or ↻	↻	Throw	45	-
FALL AWAY	stand close to opponent's right side ↻ or ↻	↻	Throw	40	-
REVERSE NECK THROW	stand close to opponent's back ↻ or ↻	X	Throw	50	-
REVERSE THROW	show your back to opponent ↻ or ↻	↻ or ↻	Throw	-	Throw differs depending on the part with which you catch the opponent.
COUNTER ATTACK	correspond to opponent's attack ← ↻ or ← ↻	-	Reversal	-	Turn around after throw
FOOT LAUNCH	← ↻	↻	Throw	35	-
PUSH AWAY	stand close to opponent ⇒ ⇒ ↻	↻	Throw	35	-
TWIST & SHOUT	stand close to opponent ↻ ↻	↻	Throw	40	-
ULTIMATE TACKLE	↻ ↻	← ↻	Unblockable throw	5	-
ULTIMATE PUNCH	during tackle ↻ ↻ ↻ ↻	↻ or ↻	Throw	5, 5, 5, 5	-
ULTIMATE CHOKER	during tackle ↓ ↻ ↻ ↻ ↻ ↻ ↻	X	Throw	5, 8, 8, 35	-
ARM BREAKER	during tackle ↻	see Kings	Throw	25	-
ULTIMATE PUNCH TO ARM BREAKER	Ultimate Punch x 3 ↻	see Kings	Throw	5, 5, 5, 25	-

MOVE: PAUL PHOENIX

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	↻ ↻	H, H	5, 15	lever forward to damage 6, 15
JAB-ROUNDHOUSE	↻ ↻	H, H	12, 21	-
QUICK PK COMBO	forward ↻ ↻	H, H	12, 20	-
JAB-SWEEP	↻ ↓ ↻	H, L	12, 8	-
REVERSE PDK COMBO	↻ ↻	H, L	5, 8	-
SHREDDER	↻ ↻ ↻	M, M	17, 28	-
PHOENIX SMASHER	↻ ↻ ⇒ ↻	M	33	damage 49 at clean hit
BONE BREAKER	during crouching ↻ ↻	L, M	15, 20	-
NEUTRON BOMB	⇒ ⇒ ↻	M (stagger)	20	-
DOWN STRIKE	(opponent is down) during crouching ↻	down	16	-
DOUBLE HOP KICK HIGH	⇒ ⇒ ↻ ↻ ↻	M, M, H	20, 15, 25	-
TRIPLE KICK COMBO	⇒ ⇒ ↻ ↻ ⇒ (or ↻) ↻	M, M, M	20, 15, 15	-
DOUBLE HOP KICK LOW	⇒ ⇒ ↻ ↻ ↻ (or ↻) ↻	M, M, L	20, 15, 15	-
HAMMER PUNCH	during crouching ↻	M	15	-
HAMMER PUNCH TO POWER PUNCH	during crouching ↻ ↻	M, M	15, 26	-
HANG OVER	during crouching ↻ ↻ ↻	M, L, M	15, 15, 21	-
JAW BREAKER	while crouching ↻ ↻	M	21	-
GUT BUSTER	while crouching ↻ ↻ ↻	M, M	21, 25	2nd hit delays. damage 20, 19 at delay attack
STONE BREAKER	while crouching ↻ ↻ ↻	M, L	21, 21	2nd hit delays
FLASH ELBOW	⇒ ⇒ ↻	M	15	-
BURNING FIST	← ↻	Unblockable	100	-
INCOMPLETE SOMERSAULT	↓ (60 flames) ↻ ↻	M	25	damage 15 to player
SHOULDER TACKLE	⇒ ↻	M	20	-
THRUSTER	↻ ⇒ ↻	H	20	-
HAMMER OF THE GODS	⇒ ↻	M	32	-
SUPERCHARGER	≡	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
SWAY	↻ ↻ ←	Special Move	-	-
RUBBERBAND ATTACK	↻ ↻ ↻ ↻ ↻	M	18	-
GOD HAMMER PUNCH	↻ ↻ ↻ ↻	M	15	-
SWAY & LOW KICK	↻ ↻ ↻ ↻	L	12	-
RAPID FIRE	↻ ↻ ↻ ↻ ↻	L, M	12, 15	-
RAPID FIRE TO PHOENIX SMASHER	↻ ↻ ↻ ↻ ↻ ↻	L, M, M	12, 21, 25	3rd hit delays. damage 12, 21, 19 at delay attack
RAPID FIRE TO STONE BREAKER	↻ ↻ ↻ ↻ ↻ ↻	L, M, L	12, 21, 21	3rd hit delays

THROW: LING XIAOYU

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
JADE	stand close to opponent ↻	↻	Throw	10, 20	-
RUBY	stand close to opponent ↻	↻	Throw	30	-
ARM FLIP	stand close to opponent's left side ↻ or ↻	↻	Throw	45	-
DUMP THE BUCKET	stand close to opponent's ↻ or ↻	↻	Throw	38	-
CRANK UP	stand close to opponent's back ↻ or ↻	X	Throw	50	-
CRADLE THROW	during Art of Phoenix ↻ ↻ or ↻ ↻	↻ or ↻	Throw	-	-



THROW: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW A	show your back to opponent Ⓜ or Ⓜ	Ⓜ or Ⓜ	Throw	-	Throw differs depending on the part with which you catch the opponent.
REVERSE THROW B	show your back to opponent Ⓜ→Ⓜ or Ⓜ→Ⓜ	Ⓜ or Ⓜ	Throw	-	Do not turn around after throw-
SO SHOE ME	→ⓂⓂ	Ⓜ	Throw	4	-
BACK LAYOUT	show your back to opponent Ⓜ→Ⓜ	-	Throw	17, 30	-
DISLOCATER	stand close to opponent Ⓜ←Ⓜ	Ⓜ	Throw	35	-
UPPER DODGE	Ⓜ	-	Reversal	-	-
LOWER DODGE	Ⓜ or Ⓜ	-	Reversal	-	-
REVERSE UPPER DODGE	showing your back to opponent Ⓜ	-	Reversal	-	-
REVERSE LOWER DODGE	showing your back to opponent Ⓜ	-	Reversal	-	-

MOVE STANDING: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
STORMING FLOWER	ⓂⓂ	M	25	damage 35 at clean hit. False Salute after counter hit
BAYONET	ⓂⓂ	H, H	4, 7	lever forward to damage 5, 7
BAYONET MCTWIST	ⓂⓂ	H, M	4, 10	lever forward to damage 5, 10
GREAT WALL - LEFT	Ⓜ	M	10	-
GREAT WALL - RIGHT	Ⓜ	M	10	-
BUTTER THE BREAD (BELLY CHOP - FORWARD)	Ⓜ	M	10	-
BELLY CHOP - BACKWARD	Ⓜ	M	10	-
SINGLE FAN - BACKWARD	Ⓜ	M	5	-
SINGLE FAN - FORWARD	Ⓜ	M	5	-
DOUBLE FAN - FORWARD	Ⓜ	M	5, 8	-
HYDRANGEA (DOUBLE FAN - FORWARD)	Ⓜ	M	5, 8, 12	-
FORTUNE COOKIE	Ⓜ	M	5, 8, 12, 25	-
GINGER SNAP	Ⓜ	M	5, 8	-
FLAPPING WINGS (SUNSET FAN)	Ⓜ	M	7, 7, 7	-
FLAPPING WINGS	Ⓜ	M	7, 7, 7	-
APRIL SHOWERS	Ⓜ	H, M	8, 10	-
MAY FLOWERS	Ⓜ	H, M	8, 10	-
SUNFLOWER	while standing up Ⓜ	M	12	-
BUTTER THE BREAD	Ⓜ	M	15	-
LOTUS TWIST	while crouching Ⓜ	Special M	10, 15	-
SHADY LOTUS	while crouching Ⓜ	Special M	10	-
CLOUD KICK	Ⓜ	H	25	-
RACCOON SWING	Ⓜ	M	13	-
FIRE DANCER	while crouching Ⓜ	L,H,H,M	8, 6, 6, 12	4th hit delays
STEP KICK	Ⓜ	M	25	-
FLOWER GARDEN (DOUBLE MAP SWEEP)	while crouching Ⓜ	L, L	6, 10	stop at 2nd hit to Art of Phoenix
SKYSCRAPER KICK	while standing up Ⓜ	M	14	-
CYANIDE	Ⓜ	M	25	opponent down at counter hit
HYPNOTIST	Ⓜ	Special Move	-	-
SPIN STICKER	during Hypnotist Ⓜ	M	25/30/35	damage changes depending on walk distance at clean hit: 37, 45, 49
THUNDER STRIKE	during Hypnotist Ⓜ	Unblockable	40/50/80	damage changes depending on walk distance
SUNFLOWER (WAKE UP CALL)	while standing up Ⓜ	M	12	to face to face position
X MARKS THE SPOT	Ⓜ	M, M	12, 27	opponent bounds on ground at counter hit
NUTCRACKER	Ⓜ	L	10	opponent down at counter hit
FRONT LAYOUT	Ⓜ	M	25	hit opponent on the ground
KNEE CRACKER	Ⓜ	Guard Breaker	-	guard breaker opponent stuns longer at clean hit
CARTWHEEL	Ⓜ	Special Move	-	move to opponent's right side
CARTWHEEL	Ⓜ	Special Move	-	move to opponent's left side
LEFT SPINNER	Ⓜ	Special Move	-	side step-far
RIGHT SPINNER	Ⓜ	Special Move	-	side step-close
LOW BACK TURN	while crouching Ⓜ	Special Move	-	-
FALSE SALUTE	Ⓜ	Special Move	-	-
GREETINGS	Ⓜ	Special Move	-	hit w/o damage
SUPERCHARGER	Ⓜ	Special Move	-	This makes 1st attack counter hit. unable to guard during charging

ART OF PHOENIX: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
ART OF PHOENIX	Ⓜ or Ⓜ	-	-	-
ART OF PHOENIX TO LEFT HANDFULL	during Art of Phoenix Ⓜ	M	7	-
ART OF PHOENIX TO RIGHT HANDFULL	during Art of Phoenix Ⓜ	M	12	-
ART OF PHOENIX TO WAVE CREST - QUICK	Ⓜ or immediately after Art of Phoenix Ⓜ	M	14	quick start, long stun
ART OF PHOENIX TO WAVE CREST - POWER	during Art of Phoenix Ⓜ	M	16	slow start, short stun
ART OF PHOENIX TO WAVE CREST - HEAVY	during Art of Phoenix Ⓜ	M	25	slow start, shorter stun
ART OF PHOENIX TO KNEE STABBER	during Art of Phoenix Ⓜ	L	15	-
ART OF PHOENIX TO DOUBLE BARREL SHOTGUN	during Art of Phoenix Ⓜ or Ⓜ or Ⓜ	M, H	15, 23	-
ART OF PHOENIX TO DOUBLE SCISSOR KICK	during Art of Phoenix Ⓜ or Ⓜ or Ⓜ	M, M	15, 25	-
ART OF PHOENIX TO SKY KICK	during Art of Phoenix Ⓜ or Ⓜ at Landing Ⓜ	L	19	-
ART OF PHOENIX TO JUMPING PIROUETTE	during Art of Phoenix Ⓜ or Ⓜ or Ⓜ	M	30	opponent shows his back at hit
ART OF PHOENIX TO BACK KICK	during Art of Phoenix Ⓜ	M	23	-
ART OF PHOENIX TO FLOWER SCISSORS	during Art of Phoenix Ⓜ	M	23	-
ART OF PHOENIX TO FIRECRACKER	during Art of Phoenix Ⓜ	L	15	-
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix Ⓜ	L	15	rolling - far
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix Ⓜ	L	15	rolling - close
ART OF PHOENIX TO FLOWER GARDEN	during Art of Phoenix Ⓜ	L, L	7, 10	-
ART OF PHOENIX TO FLOWER POWER	during Art of Phoenix Ⓜ	M, M	8, 12	↑ of Flower Power to show back to opponent
ART OF PHOENIX TO CRANE KICK	during Art of Phoenix Ⓜ or Ⓜ or Ⓜ	M	25	-
ART OF PHOENIX TO BUTTERFLY	during Art of Phoenix Ⓜ	Special Move	-	-
ART OF PHOENIX TO JUMP	during Art of Phoenix Ⓜ	Special Move	-	-
ART OF PHOENIX TO BACK TURN	during Art of Phoenix Ⓜ	Special Move	-	-
ART OF PHOENIX TO ROLL BALL	during Art of Phoenix Ⓜ	Special Move	-	-

WONDERFUL CHAIN COMBO (A SERIES FROM REVERSE ARM SLAM TO GIANT SWING): KING

NAME	COMMAND (* = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE ARM SLAM	stand close to opponent → ↘ ↘	↘	Throw	25	-
REVERSE ARM SLAM	stand close to opponent → ↘ ↘	↘	Throw	25	-
BACK DROP	during Reverse Arm Slam ↘ ↘ ↘	↘ or ↘	Throw	18	for opponent ↘ to escape A, ↘ to escape B
GERMAN SUPLEX	during Back Drop ↘ ↘	↘	Throw	18	-
POWER BOMB	during German Suplex ↘ ↘ ↘	X	Throw	22	-
GIANT SWING	during Power Bomb ↘ ↘ ↘ ↘	↘	Throw	27	-
MUSCLE BUSTER	during Power Bomb ↘ ↘ ↘ ↘ ↘	↘	Throw	32	-

MOVE: KING

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PALM ATTACK	↘ ↘	H, H	6, 15	lever forward to damage 7, 15
PALM ATTACK TO ATTACK	↘ ↘ ↘	H, H, M	6, 15, 10	lever forward to damage 7, 15, 10
EXPLODER	↘ or ↘ ↘ ↘	M (stagger)	25	-
RUNNING EXPLODER	→ ↘ ↘ ↘	H (stagger)	40	property becomes M occasionally
KONVICT KICK	→ ↘ ↘	M	30	-
CAPITAL PUNISHMENT	↘ ↘	M	35	-
STAGGER KICK	↘ ↘ ↘ ↘ or ↓ ↘ ↘ ↘ ↘	L, L, L	13, 7, 7	-
STAGGER KICK	↘ ↘ ↘ ↘ ↘ or ↓ ↘ ↘ ↘ ↘ ↘	L, L, L, L	17, 7, 5, 4, 3	damage changes at counter hit. 3rd hit and after are blockable
ELBOW DROP	↘ (or ↘ or ↘) ↘	M	35	-
K'S FLICKER	→ ↘ ↘	M	20	opponent is tossed up at counter hit
STOMACH SMASH	→ ↘ ↘	L	6	stagger at counter hit
CROUCHING UPPERCUT	↓ ↘ ↘	M	20	-
HEAD FIRST LUNGE	→ ↘ ↘	start H, later L (stagger)	15	-
FRANKEN STEINER	↘ ↘	M	15	-
JAB UPPERCUT	↘ ↘	H, M	10, 12	lever forward to damage 12, 10
JAB UPPERCUT	while crouching ↘ ↘	Special M, M	5, 15	-
MOONSAULT BODY PRESS	↘	Unblockable	25	or show back to opponent ↘
JAGUAR LARIAT	→ ↘	H Unblockable	50	-
ELBOW DROP	↘ ↘	M	15	-
SPINNING UPPERCUT	after 1st hit of Stagger Kick ↘	M	10	When Stagger Kick is counter, successive from either 1st 2nd 3rd hit
DISGRACEFUL KICK	↘ ↘	H	20	damage 30 at clean hit
HEAD SPINNER	↘ ↘	M, M	15, 21	can be delayed a little, successive
ATOMIC BLASTER	turn back ↘ ↘	H Unblockable	50	-
DEADLY BOOMERANG	during side step ↘ ↘	H	60	-
LAY OFF	stand close to opponent → ↘ ↘	Unblockable	-	advantage by 16 frames
BLACK BOMB	→ ↘ ↘ ↘	M	28	opponent bounds on ground at counter hit
LEG BREAKER	↓ ↘ ↘	L	21	-
KNOCKOUT PUNCH	during side step ↘ ↘	H	30	stagger at counter hit
SHOULDER TACKLE	→ ↘	M	40	-
SUPERCHARGER	↘	Special Move	-	This makes 1st attack counter hit. unable to guard during charging



TEN HIT COMBOS

10 HIT COMBO — JIN KAZAMA NO. 1

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)	↘	↘	↘ ↘	↘ ↘	↘	↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)								↘ ↘		
Property								M		
Damage								21		

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)										↘ ↘ ↘
Property										L, H
Damage										21, 21

10 HIT COMBO — LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)				↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO — JIN KAZAMA NO. 2

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)									↘ ↘	↘ ↘ ↘
Property									L	M Unblockable
Damage									5	25 30

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)	→ ↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)			↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO — KING

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)										↘ ↘
Property										M
Damage										25 (when opponent is down, damage 15)

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (* shows guard point)					↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘	↘ ↘
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

10 HIT COMBO — FOREST LAW

Command										
(☆ shows guard point)	☞	☞	☞	☆	☞	☞	☞	☞	☞	☞
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

below (6) becomes ☞ when selecting this route
 above (6) becomes ☞ when selecting this route

Command										
(☆ shows guard point)		☞	☞	☆	☞	☞	☞	☞	☞	☞
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

Command										
(☆ shows guard point)								☆	☞	
Property								L		
Damage								7		

10 HIT COMBO — YOSHIMITSU

Command										
(☆ shows guard point)					☞	☞	☞	☆	☞	☞
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

Command										
(☆ shows guard point)	☞	☞	☞	☆	☆	☆	☞	☞	☞	☞
Property	H	M	M	H	H	L	M	Unblockable	Unblockable	Unblockable
Damage	5	15	10	6	6	5	5	5	7	30

Command										
(☆ shows guard point)	☞	☆	☆	☞	☞			☆	☞	
Property	H	H	M	H	Unblockable			M		
Damage	20	20	5	6	30			25		

10 HIT COMBO — NINA WILLIAMS

Command										
(☆ shows guard point)									☞	☞
Property									L	M
Damage									5	25

Command										
(☆ shows guard point)	☞	☞	☆	☞	☆	☆	☞	☞	☞	☞
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

Command										
(☆ shows guard point)	☞	☞			☆	☆	☞	☞	☆	☞
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO — LEI WULONG

Command										
(☆ shows guard point)									☆	☞
Property									L	L
Damage									7	35

Command										
(☆ shows guard point)	☞	☞	☆	☞	☞	☞	☆	☞	☆	☞
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

Command										
(☆ shows guard point)					☞	☆	☞	☞	☞	
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO — PAUL PHOENIX

Command										
(☆ shows guard point)	☞	☞	☞	☆	☞	☞	☞	☆	☞	☞
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

Command										
(☆ shows guard point)				☆	☆	☞	☞	☆	☞	☞
Property				M	L	M	H	M	L	M
Damage				6	7	8	5	8	10	30

Command										
(☆ shows guard point)					☆	☞				
Property					M					
Damage					30					

10 HIT COMBO — EDDY GORDO

Command										
(☆ shows guard point)	☞	☞	☆	☞	☞	☞	☞	☞	☞	☞
Property	M, M	M	H	H	M, M	M	H, M	M	M	M
Damage	16, 20	28	7	18	9, 13	10	6, 6	21	15	20

Command										
(☆ shows guard point)									☞	
Property									L	
Damage									12	

successive to other moves

10 HIT COMBO — HWOARANG

Command										
(☆ shows guard point)										
Property										
Damage										

Damage reduces from this damage as an Air Juggle Combo

Command										
(☆ shows guard point)										
Property										
Damage										



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MORE MOVES NEXT MONTH!

Our Tekken 3 Expert Guide concludes next month, with the full moves lists for the remaining characters in the game.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE GROWING PILE OF UNSORTED MAIL WILL BLOCK THE FANS AND VENTILATORS AND WE'LL ALL DIE OF DEHYDRATION.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ

This special issue of FreePlay has featured one of the biggest *Tekken 3* guides in the universe! It was so big that we had to put some of your favourite sections on hold. That's why there's no Drawinz, Melting Pot and High Scores in this issue. Sorry if you missed them, but they'll be back with a vengeance next issue, so be prepared. Send in your contributions now, but please don't forget to write on the envelope which section you want to contribute to.



GET IN ON THE FREEPLAY ACT!

MELTING POT

Your favourite creative forum politely made way for the *Tekken 3* guide this month, but it will be back next month. So if you want to share your game idea with the world, send it in now and you may see it in Melting Pot in the very next issue. After that, your idea may be chosen by a developer and you may become rich and famous overnight! Maybe.

DRAWINZ

Hunter's in the mood to take in some art, but would like to dump on a few drawinz before he goes off to the National Gallery. But he promises that if he likes anything that you send in, he'll use his contacts in the art world to flog it - and keep the money himself. You'll just get a bone for it.

TIPS

Share the secrets of your gaming success with your fellow readers by sending in your best tips to our ultra-hardcore tips section. The best of these will be selected by our esteemed panel to feature in the mag.

MOST WANTED

Use the form below to tell us what you are most looking forward to in games - whether it's the Dreamcast console or *Zelda 64*. Remember that currently available games are not included in this chart - so don't write *Tekken 3* on the coupon because we can't count that any more. And to those people who are already writing in asking for *Tekken 4*, we say, 'Hold your horses!'

BEST/WORST

This is your mag, and we never forget that. We need you to contribute your ideas for Melting Pot, your letters to FreePlay Fan, your 'works of art' for drawinz, or whatever you want. If you don't want to contribute anything, maybe you'd like to comment on it. Tell us what you think about your favourite mag by filling in the form below.

HIGH SCORES

We reckon most of you are pretty good at games, but only the chosen few - those with exceptionally high scores - manage to get their names into this section.

FREEPLAY FAN

Still excited about games after all these years - or are you more excited than ever? Are you new to games and find yourself losing control? Let us know! Write in with your tribute to your favourite things and we'll celebrate with you.

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5



FREEPLAY IS YOUR MAG. WITHOUT YOU IT JUST AIN'T POSSIBLE FOR US TO GET IT TOGETHER. SO KEEP YOUR CONTRIBUTIONS COMING.



CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

- 1 BEST/WORST COMING SOON
- 2 BEST/WORST REVIEW
- 3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER
- 4 BEST/WORST DRAWIN'
- 5 BEST/WORST DESIGNED PAGES
- 6 BEST/WORST COVER
- 7 WOULD YOU PREFER: A. FREEPLAY B. 16 MORE COLOUR PAGES

WHY...?