

EGM

STRATEGY GUIDE



TEKKEN

**CHARACTER
PROFILES!**

Learn the
strategies
for all your
favorite
fighters!

**MONSTER
MASH**

The Complete
fold-out move
chart for all
fighters
and bosses!



Where to go

2 Beginner's Corner

3 Bosses

PROFILES

4 Kazuya Mishima

5 Paul Phoenix

6 Marshall Law

7 Nina Williams

8 Michelle Chan

9 Jack

10 Kins

11 Yoshimitsu

MOVE LIST

12/13 Characters

14/15 Bosses

Beginner's Corner

#1 - Ground Attacks

You'll get a chance to inflict more damage after you knock your opponent to the ground. Once there, pounce on 'em by pressing U and triangle.



#2 - Ground Recovery

Fighters like Law and Nina can surprise an opponent when they're down by executing a Kick-up. This is done by pressing DB and both kick buttons simultaneously. Otherwise, you can just try dodging his attack.

#3 - Throwing

Throws are generally done by pressing both punch buttons or both kick buttons. These can be used on someone who blocks a lot, but it's kinda cheap!



#4 - Dashing & The Backstep

The ability to dash and backstep (FF or BB) adds to the fighters' overall offensive and defensive capabilities. In many cases, these are added into the fighters' special moves and attacks.

Galaga



Attack formations can be a little tricky. Learn them!

This classic arcade shooter can be played while the game is being loaded. For older gamers, this is a nice bit of nostalgia. See what happens when you complete all eight bonus stages perfectly!



Once you know their patterns, they're toast!

In Tekken, each character has his or her own Sub-Boss, before the final battle between you and Heihatchi. Like most fighting games, a trick exists that allows you to control each Boss—but this is a feat that takes time and is done in an

Enter the Bosses

ingenious way. You simply have to defeat them and get a record. The easiest way is to set the difficulty to easy, and have "Change Character to Continue" on to be able to change over to more powerful fighters to defeat the Bosses.



LEE

Sub-Boss to Kazuya

Lee has all the moves of Law, and some of Paul's and Kazuya's. It's best to just block and throw this guy.



WANG

Sub-Boss to Law

Wang is derived from Michelle, but has a greater range with his dual fist thrust and is much faster.



A.KING

Sub-Boss to King

Armor King has all the moves as the normal King, so just use normal hit-and-run tactics in order to defeat him.



KUMA

Sub-Boss to Paul

This guy's tough! Kuma's reach is the farthest and his moves are Jack's—so strike and run far away!

HEIHATCHI

In Tekken, the best strategy to use against him is just block and throw. He has all the moves of Kazuya with nearly double the reaction time!

ANNA

Sub-Boss to Nina

Anna is in every respect identical to Nina apart from her weak slaps, so use similar tactics to Nina.



P.JACK

Sub-Boss to Jack

Despite the menacing looks, P.Jack is nothing more than Jack with only two throws. Use Jack tactics.



GANRYU

Sub-Boss to Yoshimitsu

This sumo is only a mere derivative of Jack. However, if you are on the ground, watch for his stomp!



KUNIMITSU

Sub-Boss to Michelle

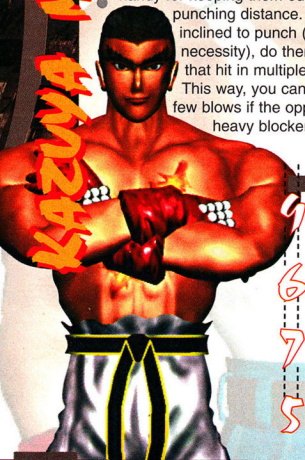
He's Yoshimitsu without the ranged swords. Sweeps work best on him, and try throwing him when he's close.



KAZUYA MISHIMA



Kicking is Kazuya's most useful form of attack. Use his sweep combos in addition to normal and high kicks to fake out the opponent. His best attribute is the reach he attains with his kicks. For many characters (like Jack and King) this becomes very handy for keeping them out of grabbing or punching distance. If you are inclined to punch (which is not a necessity), do them with combos that hit in multiple body areas. This way, you can get in at least a few blows if the opponent is a heavy blocker.



10-Hit Combo

His combo is a real pain in the arse. Mostly, you will need to "roll" buttons in quick succession. Very tricky—and unfortunately, does not do much damage.



Power Moves

The best forms of attack that Kazuya uses are his hack kicks and double hack kicks. These cover his entire front and also deliver the most damage.



Andy

Kazuya is a deadly defensive player. His upward kick and uppercuts can fend off most attacks. He's a tad slow, but when he does hit someone, an enormous chunk of health disappears. If played right, Kazuya can be a vicious opponent.

Mark

Like Paul, Kazuya is more powerful with his legs than he is with his fists. He has great range when fighting using his lower body. His speed is average, but his special moves will take you a little longer to master.

Mike

Possibly one of the most powerful characters, Kazuya can definitely inflict some serious damage. Since he has long legs, he has fairly good range. Though his speed and combos are average, his strength and range compensate for this.

Scott

In true kick-boxing style, Kazuya uses his moderately fast punches combined with his straight leg kick to launch his flood of offensive attacks. Kazuya can cause some good damage, if he can get off some fast combos.

PAUL PHOENIX

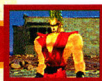
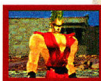
10-Hit Combo

Paul's combo string is mostly made up of high punches, meaning that a high block from an opponent will stop his attacks. He'll then counter with low kicks.



Powerful Combo

Paul's most powerful combo is his sweep/elbow. This move not only delivers good damage, but also is so fast that it's hard to block in time.



The high speeds, massive strength and incredible small-time combos make Paul one of the hardest fighters to defeat. His punches can be chained with his kicks—especially when doing high attacks and switching to low instantly—really faking out your opponents, who love to block.

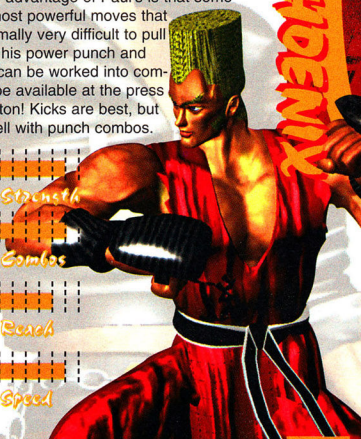
Another advantage of Paul's is that some of his most powerful moves that are normally very difficult to pull off (like his power punch and elbow) can be worked into combos to be available at the press of a button! Kicks are best, but work well with punch combos.

8 Strength

8 Combos

7 Reach

8 Speed



Andy

Paul is deadly because he recovers from his special moves quickly, making combos easier. His moves do a hefty amount of damage. He has a good range, especially with his kicks. Paul is one of the better offensive fighters in the game.

Mark

Paul's best attribute is a wide range of powerful attacks. He can deliver some lethal blows with his fist, but master some of his leg moves, such as the lunging double jump kick combos, and you will soon be on your way to victory.

Mike

Paul's strong point is his offense. Take away his Power Punch and Charging Elbow, and he is quite weak. His ability to recover from moves quickly is also one of his strong points. Bottom line: Once his moves are learned, he's deadly.

Scott

Paul and his throws form a strong offense that can be set in motion very fast. Paul is pretty fair defensively, with little problem taking the abuse that others try to inflict. He is not very fast, but his grappling ability makes up for the loss in speed.

MARSHALL LAW



Speed is the power behind Law. His kicks are almost impossible to react to, so keep this in mind. Though his punches are fast and chainable, they simply don't have the range to be as effective. The only exception is his five-hit left punch, which is consistent and very hard to break. His jump kicks are not really worth the effort, except when being attacked while ducking. Also, be prepared for a counter if any of your multiple kick combos are blocked; this will happen often due to the fact that you hit in the same area.



10-Hit Combo

Fast and furious, Law's combo string is made up of mostly kicks and is much easier to get off than most due to the rapid repetition of single-button pressing.



Power Move

Unknowingly, this move does have some range to it. Perform the move either when a character is on the ground or when they've missed a slow move.



Law is the fastest fighter, and he can release a flurry of attacks very quickly. It also seems like his throws are significantly easier to do. He really doesn't have much in the way of moves aside from his multiple punches and kicks.

This Bruce Lee clone can do some serious damage. With his speed, throws and easy-to-pull-off combos, he is a monster. His moves are easy to learn and throws are even easier. Overall, Law is one of the strongest characters.

I found Law to be the easiest character to get used to as far as the special moves and combos. While not the most powerful fighter, Law is a force to be reckoned with, due to the quick speed and agility he has to offer.

Law relies on his superior speed to hit hard and fast. His kicks do a good amount of damage in a short period of time and are easy to perform quickly. Not having a large assortment of throws and special moves is his only problem.

Andy

Mark

Mike

Scott

10-Hit Combo

Nina's combo is easy to pull off. The variety of blows in different heights makes it nearly impossible to block. Her moves are still the most powerful form of attack.



Unblockable Move

Very similar in fashion to Law's, do this one at a distance when the character is on the ground. By the time they get up (if they don't roll away) you will strike.



Some say that Nina can be one of the cheapest characters in the game, and they could be right! Nina is the only character that can chain throws, which are only escapable by the player messing up or due to inane computer AI. Also, her flip kick can land a blow when you are on the ground and can be chained together with a forward roll and dive punch. The last most powerful (and discouraging) move is her double chung attack that sends you reeling far away, and leaves you open for her flip kick attacks!

6 Strength

8 Combos

8 Reach

9 Speed



NINA WILLIAMS

Andy

Of all the characters, Nina is the deadliest. Her speed is comparable to Law's, and her combos are easier than most. She doesn't get her throws off all that easily, however. She has a good reach and causes too much damage.

Mark

She may look like a lightweight, but believe me, Nina has no problem holding her own. Not only is she very quick, but also her moves can be fatal. Beware of her arm snap. She's a well-rounded player, with tons of deadly moves.

Mike

With Nina's lightning speed and ability to pull off combos with ease, she is one of—if not *the*—most deadly character in the game. Although not one of the more powerful fighters, she more than makes up for that with her speed.

Scott

Nina is the dirtiest fighter of the bunch. With blazing fast speed, Nina easily rips into the opposition with her powerful combos. She seems to have the fastest transition between movement and attack.

MICHELLE CHAN



Michelle is one of the easiest characters to get used to. Her power upward kick is very simple to pull off if timed correctly, which of course leaves the characters right in front of you at your mercy. Her two regular throws and her power upper punch are the best throws to use. The punch/reverse backslam is very easily avoided and will psyche you out if you're not expecting it.

Her best combos are her sweep and attack chains, which hit at two places, so at least one part of the blocker's body gets nailed. The same goes for her high kick combos.

6 Strength

4 Combos

7 Reach

7 Speed

10-Hit Combo

One of the easiest combos to pull off but also one of the easiest to block. Only a few hits will make it through, but the most vicious blow to do is the final uppercut.



Unblockable Move

Unfortunately, this is extremely crippled by the insane press back three times. Not only is it rare to get, but you do a far step back, making it hard to even hit!



Andy

This is a character that I haven't been able to use that well. Her speed is average, and her defense is only okay. She inflicts a good amount of damage, but combos were hard to do. She's good but not my type of character.

Mark

Michelle didn't have any moves or combos that really excited me. She's very basic, which is good if you're starting out. But if you're experienced, some of the other fighters may have more to offer. She's just too simple for me.

Mike

Of all the fighters in Tekken, Michelle is the most bland. With her mediocre range, speed, power and combo ability, she ranks at the bottom of my list. I know there are some who can play as her and enjoy it, but I don't.

Scott

Michelle is basically Nina with less impressive moves. Her speed is her best defense for avoiding blows. Offensively, she can unleash some cool combos. Michelle seems to be more of a filler character than a formidable foe.

10-Hit Combo

Jack has the easiest combo to pull off. However, after the first few blows, the rest all hit high, which makes for easy blocking, thereby rendering it useless.



Unblockable Move

Although the power behind this punch can kill you, the windup can be seen and heard way before the blow connects. This hurts its effectiveness incredibly.



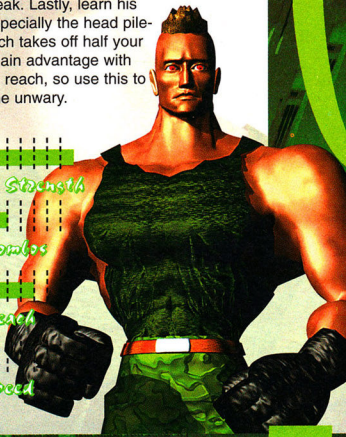
This character is about the only one who is more effectively played without his kicks, which leave him too open and too slow to recover from. His two-hammer down is very fast, so it is very unpredictable. Also, this can be used against characters that are getting up off the ground. Use a lot of his duck punches for chains that are very hard to break. Lastly, learn his throws! Especially the head pile-driver, which takes off half your life! The main advantage with Jack is his reach, so use this to take out the unwary.

10 Strength

5 Combos

7 Reach

2 Speed



JACK

Andy

Jack is lots of fun to play. He can do lots of damage very quickly, but all of the other characters can dance around him. He doesn't recover from moves fast enough. His combos are hard to pull off except for his three-hitters.

Mark

Jack definitely has one major advantage over the rest of the fighters. Size! Along with that advantage comes power. He may be slower than the rest, though. If you can master his deadly throws, you can even up the odds quickly.

Mike

First-time players like to play as Jack because he can inflict tons o' damage. Little do they know that all other fighters can run circles around him. His combos are weak and he's as slow as a snail, but the power he has makes up for it.

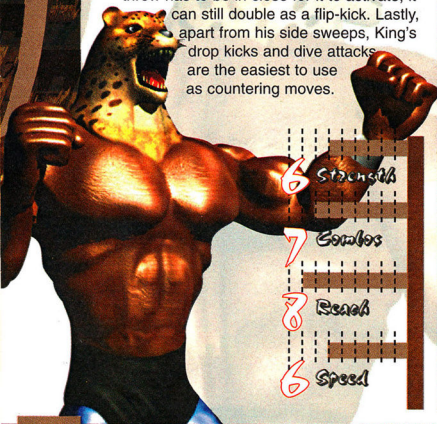
Scott

This giant mechanical beast can have the opposition seeing stars in very little time. His punches and falling fist attack will pick apart any character's defense. Besides swinging his giant arms, all of his other movements are very slow.

KING



Despite being the character with the most throws, King's greatest advantage is his fast kick attacks. This will keep close-up attackers at bay. This doesn't mean his throws are not as useful; for the motions on the controller, his windmill toss is second only to his head piledriver (see sidebar). Also, even though his overhead flip-throw has to be in close for it to activate, it can still double as a flip-kick. Lastly, apart from his side sweeps, King's drop kicks and dive attacks are the easiest to use as countering moves.



6 Strength

7 Stamina

8 Reach

6 Speed

10-Hit Combo

Fortunately, the first part of the punches are done without too much trouble. The combo is rarely needed because his throws are his strongest point.



Powerful Moves

King has some of the nastiest moves in the game! His head piledriver takes off half your life, and his three low sweep kicks are fast and hard to block.



Andy

King has a good range of attacks, and he's primarily an offensive fighter. His pounce is really strong and can knock foes out of most attacks. He inflicts little damage. He's not very combo oriented, only average in that aspect.

Mark

King is a very well-rounded character since his combos can be pulled off with ease. He has some really great throws that can take off over 35 percent on the damage meter and has a slight edge over the rest due to his diving attacks.

Mike

King's pouncing attacks make him a good offensive fighter. The pouncing moves make other fighters think twice because most fighters can be knocked out of the air. His combos are fairly weak and his speed is a shortcoming.

Scott

The feline-faced fighter combines his high speed with his heavy-hitting attacks. He is most evenly matched to Paul in both damage potential and speed. Fast moves combined with an "iron man" style defense make King really nasty!

10-Hit Combo

It's insanely hard to do and also quite useless. The first few blows do some quick damage, but the final kicks strike only in one bodily area. They're very blockable.



Unblockable Move

These are *very* useful. His sword slash doesn't do much damage, but is a deterrent and can hit those on the ground. His stab is similar to law's punch.



While not having the major emphasis on combo move strings, Yoshi does have some really useful attacks. First, don't do the spinning punches unless you plan to chain them with the spinning sweeps. The punches leave you dizzy after the sixth blow and are easy pickings. If you go over five sweeps, you just fall and can immediately get up or roll away to escape harm's reach. His cartflip attacks are also a major strong point that do more damage than they should—and can be chained with an unsuspecting forward dive. See the sidebar for his sword attacks.



YOSHIMITSU

Andy

This sword-slinger may have the shortest range in the game, but he's a combo machine. He's fairly fast, and his wide range of moves makes his attacks unpredictable. He is minutely damaging, but the combos more than make up for it.

Mark

This unusual-looking character does have one thing going for him: speed! Against some of the slower characters such as Jack, you will have no problem getting the "edge." Practice his two-sword moves and you're set!

Mike

Although Yoshimitsu does not have very much range or speed, he can really do some serious damage with his multihit spin attacks and combos. Of all the fighters, his combos can be pulled off easier than most.

Scott

Yoshimitsu doesn't have a great reach, but he can inflict fast damage. He is slow compared to other characters such as Nina and Law, and must rely more on his multiple attacks instead of just a single punch or kick.



TEKKEN

THE ULTIMATE LIST OF SPECIAL MOVES



MARSHALL LAW

Run-up Smash	☉☉	Head Blow	☉☉
Knee Slam		→ → + ☉☉	
Punch & Backhand		☉☉ ☉☉	
Punch/Elbow/Backhand		→ + ☉☉ ☉☉ ☉☉	
2 Punches/Elbow/Backhand		→ + ☉☉ ☉☉ ☉☉ ☉☉	
3 High Kicks		☉☉ ☉☉ ☉☉	
Running Jump Kick		→ → → + ☉☉	
Flip Kick		(Crouch) ↑ + ☉☉	
Hard Flip Kick		(Crouch) ↑ + ☉☉	
High Kick & Fast Flip Kick		☉☉ (Hit) ↑ + ☉☉	
Triple Roundhouse		☉☉ ☉☉ ☉☉	
Low Kick/3 High Kick		↓ + ☉☉ ☉☉ ☉☉ ☉☉	
Low Kick/High Kick/Mid-Kick		↓ + ☉☉ → + ☉☉ ☉☉	
10-Hit Combo		↘ + ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉	
Unblockable		↘ + ☉☉	
Cancel Unblockable		↑ ↑	

PAUL PHOENIX

Shoulder Throw	☉☉	Arm Snapper	☉☉
Flipover		← + ☉☉	☉☉
Power Punch		→ → + ☉☉	☉☉
Hammer Fist		↓ + ☉☉	1
Power Punch		2 → + ☉☉	
Elbow rush		(Crouch) → + ☉☉	
Ground Punch		↓ + ☉☉	
Punch & Sweep		☉☉ ↓ + ☉☉	
Power Punch		↘ + ☉☉	☉☉
Punch & High Kick		☉☉ ☉☉	
Double Jump Kick		↑ (Tap) + ☉☉ ☉☉	
Forward Jump Kick		→ → + ☉☉	1
K & RH	2 ☉☉ ☉☉	K & Swp	2 ↓ + ☉☉ ☉☉
Forward Flip Kick		→ → + ☉☉	
Foot Sweep		↓ + ☉☉	
Foot Sweep & Elbow rush		↓ + ☉☉ → + ☉☉	
10-Hit Combo		☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉	

MICHELLE CHAN

Slam	☉☉	Leg Hook Slam	☉☉
Hard Uppercut		↘ ☉☉ ☉☉	
Back Slam		☉☉ ← ☉☉	
Uppercut		(Crouch) (Release) ☉☉	1
Hammer & Uppercut		2 ☉☉ ☉☉	
Dual Fist Thrust		→ → ☉☉	
Roundhouse		(Crouch) (Release) ☉☉	
Mid-Kick		↘ ☉☉	
Power Vertical Kick		(Crouch) (Release) ☉☉	
Sweep 01		↘ + ☉☉	1
Flying Kick		2 ☉☉	
Sweep 02		↓ + ☉☉	1
Low Kick	2 ↓ ☉☉	High Kick	2 ☉☉
Uppercut		2 ☉☉	
High Kick & Sweep		→ + ☉☉ ↓ + ☉☉	1
Uppercut	2 ☉☉	Low Kick	2 ↓ ☉☉
High Kick		2 ☉☉	
10-Hit Combo		☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉	
Unblockable		← ← ← (Hold until leg rises)	☉☉
Ground Hit		↘ + ☉☉	

JACK

Fall Atop	☉☉	Body Slam	☉☉
B-Break	↓ ↘ → + ☉☉	Piledriver	← ↘ ↓ + ☉☉
Head Cracker		↘ → + ☉☉	
Punch & Elbow		☉☉ ☉☉	
Rushing Clap		→ → + ☉☉	
Power Punch		← ↘ ↓ ↘ + ☉☉	
Hammer		↘ + ☉☉	
Up Swing & Hammer		(Crouch) ← + ☉☉ ☉☉	
Triple Punch		☉☉ ☉☉ ☉☉	
Big Crouch Combo		(Crouch) ☉☉ ☉☉ ☉☉ ☉☉ ☉☉	
Triple Uppercut		(Crouch) ↘ ☉☉ ☉☉ ☉☉	
Triple Windmill Punch		(Crouch) → + ☉☉ ☉☉ ☉☉	
Sit		↓ + ☉☉	1
Sitting Punches		2 ☉☉ ☉☉ ☉☉ ☉☉	
Triple Drill Punch		↘ + ☉☉ ☉☉ ☉☉ 1	
Pn. b	← ↘ ↓ ↘ + ☉☉	Uppercut	2 ☉☉
10-Hit Combo		↓ + ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉ ☉☉	
Unblockable Attack		← ↘ (360° on D-Pad until count reaches 5)	☉☉
Ground Hit		↘ + ☉☉	

NINA WILLIAMS

Arm Throw	⊗⊗	Flip Toss	⊗⊗		
Overhead toss	→ + ⊗⊗	Elbow Strike	↘ ↘ + ⊗⊗		
Chin Bash	↓ ↘ → + ⊗⊗	1			
Scissors snap	2	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗			
Arm Snap	2	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗	3		
Fall Arm Snap	4	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗			
Dual Arm Snap	4	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗			
Double Chung	→ → + ⊗⊗				
Right Punch Combos		⊗⊗	1		
Roundhouse	2	⊗⊗	High Kick	2	⊗⊗
Low Sweep	2	↘ + ⊗⊗			
Multi Punch Combo	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗				
Flip Attack	→ → + ⊗⊗				
Double Punch	⊗⊗ ⊗⊗	1			
Roundhouse	2	⊗⊗	High Kick	2	⊗⊗
Sweep	2	↘ + ⊗⊗			
Flying Kick	→ → → + ⊗⊗				
Triple Kick	↘ + ⊗⊗ ⊗⊗ ⊗⊗				
Mid Kick/Punch	⊗⊗ ⊗⊗	1			
Punch	2	⊗⊗	Roundhouse	2	⊗⊗
High Kick	2	⊗⊗	Sweep	2	↘ + ⊗⊗

10-Hit Combo	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Unblockable	↘ + ⊗⊗
Cancel Unblockable	↑ ↑

YOSHIMITSU

Flying Slam	⊗⊗	Sword Butt	⊗⊗
High Spin	← + ⊗⊗	(Up to 5 times)	
Low Spin	↘ + ⊗⊗	(Up to 5 times)	
Backhand	→ + ⊗⊗		
Flying Knee	→ → + ⊗⊗		
Kick & Double Roundhouse	⊗⊗ ⊗⊗ ⊗⊗		
Cartflip	→ → + ⊗⊗	1	
Forward Dive	2	⊗⊗	
10-Hit Combo	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Unblockable 01	↘ + ⊗⊗		
Unblockable 02	← ← + ⊗⊗		
Ground Hit	↘ + ⊗⊗		

Key To Moves

- ⊗⊗ = Left Punch
- ⊗⊗ = Right Punch
- ⊗⊗ = Left Kick
- ⊗⊗ = Right Kick
- ⊗⊗ = Left & Right Punch
- ⊗⊗ = Left Punch & Left Kick
- ⊗⊗ = Right Punch & Right Kick
- ⊗⊗ = Left & Right Kick

KING

Knee Bash	⊗⊗	Suplex	⊗⊗
Piledriver	↓ ↘ → + ⊗⊗	Piledriver 2	↘ → + ⊗⊗
Scissor Flip	↘ + ⊗⊗	DDT	↘ ↘ + ⊗⊗
Giant Swing	→ ← ↘ ↓ ↘ → + ⊗⊗		
Side Punch	↘ + ⊗⊗		
Down Elbow	↘ + ⊗⊗		
Jump Hammer	↗ + ⊗⊗		
Claw Dive	→ → + ⊗⊗		
Five-Hit Punches	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
High Uppercut	→ → + ⊗⊗		
Low Uppercut	→ → ⊗⊗		
Crouch Uppercut	↓ → + ⊗⊗		
Power Kick	→ → + ⊗⊗		
Drop Kick	→ → + ⊗⊗		
Running Drop Kick	→ → → + ⊗⊗	1	
Claw Dive	2	⊗⊗	
Triple Slide Kick	↘ ⊗⊗ ⊗⊗ ⊗⊗		
10-Hit Combo	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Ground Hit	↗ + ⊗⊗		
Ground Hit 02	↗ + ⊗⊗		

KAZUYA MISHIMA

Holding Kicks	⊗⊗	Hip Throw	⊗⊗
Headbutt	→ → + ⊗⊗		
Dragon Punch	→ ↓ ↘ + ⊗⊗		
Spin Backhand	→ + ⊗⊗		
Twin Punch	⊗⊗ ⊗⊗		
Punch & Spin Backhand	⊗⊗ ⊗⊗		
Double punch Spin Backhand	⊗⊗ ⊗⊗ ⊗⊗		
Forward Upper	→ ↓ ↘ + ⊗⊗		
Double Upper	↘ + ⊗⊗ ⊗⊗		
Two-Jab & Power Punch	⊗⊗ ⊗⊗ ⊗⊗		
Hack Kicks	→ + ⊗⊗ OR → → + ⊗⊗		
Two-Hit Hack Kick	(Crouch) (Release) + ⊗⊗ ⊗⊗		
Run Jump Kick	→ → → + ⊗⊗		
Sweep	→ ↓ ↘ + ⊗⊗	1	
Second Sweep	2	⊗⊗	
Jump Roundhouse & Sweep	↗ (Tap) + ⊗⊗ ⊗⊗		
10-Hit Combo	→ → + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Ground Hit	↗ + ⊗⊗		

Several moves can be "chained" together with different strings. The master string is labeled by a number, which is followed by the next numbered string.

DA BOSSES

ONCE YOU GOT 'EM, YOU'LL KNOW HOW TO USE 'EM!



HEIHACHI MISHIMA

Piledriver	⊗⊗	Super Noogie	⊗⊗
Headbutt	→ → + ⊗⊗		
Dragon Punch	→ ↓ ↘ + ⊗⊗		
Spin Backhand	→ + ⊗⊗		
Twin Punch	⊗⊗ ⊗⊗		
Punch & Spin Backhand	⊗⊗ ⊗⊗		
Double Punch Spin Backhand	⊗⊗ ⊗⊗ ⊗⊗		
Forward Upper	→ ↓ ↘ + ⊗⊗		
Double Upper	↘ + ⊗⊗ ⊗⊗		
Two-Jab & Power Punch	⊗⊗ ⊗⊗ ⊗⊗		
Hack Kicks	→ + ⊗⊗ OR → → + ⊗⊗		
Two-Hit Hack Kick	(Crouch) (Release) + ⊗⊗ ⊗⊗		
Run Jump Kick	→ → → + ⊗⊗		
Triple Sweep	↓ ↘ → + ⊗⊗ ⊗⊗ ⊗⊗ 1		
Hack Kick	2 ⊗⊗		
Jump Roundhouse & Sweep	↗ (Tap) + ⊗⊗ ⊗⊗		
10-Hit Combo	→ → + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Ground Hit	↗ + ⊗⊗		

WANG

Spin Slam	⊗⊗	Back Smack	⊗⊗
Hard Uppercut	↘ ⊗⊗ ⊗⊗		
Back Slam	⊗⊗ ← ⊗⊗		
Uppercut	(Crouch) (Release) ⊗⊗ 2		
Hammer & Uppercut	2 ⊗⊗ ⊗⊗		
Dual Fist Thrust	→ → ⊗⊗		
Roundhouse	(Crouch) (Release) ⊗⊗		
Mid Kick	↘ ⊗⊗		
Power Vertical Kick	(Crouch) (Release) ⊗⊗		
Sweep 01	↘ + ⊗⊗ 1		
Flying Kick	2 ⊗⊗		
Sweep 02	↓ + ⊗⊗ 1		
Low Kick	2 ↓ ⊗⊗	High Kick	2 ⊗⊗
Uppercut	2 ⊗⊗		
High Kick & Sweep	→ + ⊗⊗ ↓ + ⊗⊗ 1		
Uppercut	2 ⊗⊗	Low Kick	2 ↓ ⊗⊗
High Kick	2 ⊗⊗		
10-Hit Combo	⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Ground Hit	↗ + ⊗⊗		

LEE

Neck Throw	⊗⊗	Head Blow	⊗⊗
Knee Slam	→ → + ⊗⊗		
Punch & Backhand	⊗⊗ ⊗⊗		
Punch/Elbow/Backhand	→ + ⊗⊗ ⊗⊗ ⊗⊗		
2 Punches/Elbow/Backhand	→ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
3 High Kicks	⊗⊗ ⊗⊗ ⊗⊗		
Running Jump Kick	→ → → + ⊗⊗		
Flip Kick	(Crouch) ↑ + ⊗⊗		
Hard Flip Kick	(Crouch) ↑ + ⊗⊗		
High Kick & Fast Flip Kick	⊗⊗ (Hit) ↑ + ⊗⊗		
Triple Roundhouse	⊗⊗ ⊗⊗ ⊗⊗		
Low Kick/3 High Kick	↓ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Low Kick/High Kick/Mid Kick	↓ + ⊗⊗ → + ⊗⊗ ⊗⊗		
10-Hit Combo	↘ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Unblockable	↗ + ⊗⊗		
Cancel Unblockable	↑ ↑		

GANRYU

Slam	⊗⊗	Shoulder Toss	⊗⊗
Overhead Toss	← + ⊗⊗		
Punch & Elbow	⊗⊗ ⊗⊗		
Rushing Clap	→ → + ⊗⊗		
Power Punch	← ↘ ↓ ↘ + ⊗⊗		
Hammer	↘ + ⊗⊗		
Up Swing & Hammer	(Crouch) ← + ⊗⊗ ⊗⊗		
Triple Punch	⊗⊗ ⊗⊗ ⊗⊗		
Big Crouch Combo	(Crouch) ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Triple Uppercut	(Crouch) ↘ ⊗⊗ ⊗⊗ ⊗⊗		
Triple Windmill Punch	(Crouch) → + ⊗⊗ ⊗⊗ ⊗⊗		
Palm Rush	↓ + ⊗⊗ 1		
Second Rush	2 ⊗⊗		
Double Slap	↘ + ⊗⊗ ⊗⊗ 1		
Third Ending Slap	2 ⊗⊗		
Super Slaps	→ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗		
Ground Hit	↗ + ⊗⊗		
Ground Hit 02	↓ + ⊗⊗		

NOTE: Remember that you have to defeat the Bosses and make a record in order to be able to play as them

P.JACK

Fall Atop	⊗⊗	Slam	⊗⊗
B-Break	↓ ↘ → + ⊗⊗	Piledriver	← ↘ ↓ + ⊗⊗
Head Cracker			↘ → + ⊗⊗
Punch & Elbow			⊗⊗ ⊗⊗
Rushing Clap			→ → + ⊗⊗
Power Punch			← ↘ ↓ ↘ + ⊗⊗
Hammer			↘ + ⊗⊗
Up Swing & Hammer	(Crouch)		← + ⊗⊗ ⊗⊗
Triple Punch			⊗⊗ ⊗⊗ ⊗⊗
Big Crouch Combo	(Crouch)		⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Triple Uppercut	(Crouch)		↘ ⊗⊗ ⊗⊗ ⊗⊗
Triple Windmill Punch	(Crouch)		→ + ⊗⊗ ⊗⊗ ⊗⊗
Sit			↓ + ⊗⊗ 1
Sitting Punches			2 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
10-Hit combo			↓ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Unblockable Attack			← ↘ (360° on D-Pad until count reaches 5) ⊗⊗
Ground Hit			↗ + ⊗⊗

KUMA

Fall Atop	⊗⊗	Headbutt	→ ⊗⊗
Bear Hug			⊗⊗
Punch & Elbow			⊗⊗ ⊗⊗
Rushing Clap			→ → + ⊗⊗
Power Punch			← ↘ ↓ ↘ + ⊗⊗
Hammer			↘ + ⊗⊗
Up Swing & Hammer	(Crouch)		← + ⊗⊗ ⊗⊗
Triple Punch			⊗⊗ ⊗⊗ ⊗⊗
Big Crouch Combo	(Crouch)		⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Triple Uppercut	(Crouch)		↘ ⊗⊗ ⊗⊗ ⊗⊗
Triple Windmill Punch	(Crouch)		→ + ⊗⊗ ⊗⊗ ⊗⊗
Sit			↓ + ⊗⊗ 1
Sitting Punches			2 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
10-Hit Combo			↓ + ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Ground Hit			↗ + ⊗⊗

KUNIMITSU

Flying Slam	⊗⊗	Knife Stab	⊗⊗
High Spin			← + ⊗⊗ (Up to 5 times)
Low Spin			↘ + ⊗⊗ (Up to 5 times)
Backhand			→ + ⊗⊗
Flying Knee			→ → + ⊗⊗
Kick & Double Roundhouse			⊗⊗ ⊗⊗ ⊗⊗
Catflip			→ → + ⊗⊗ 1
Forward Dive			2 ⊗⊗
10-Hit Combo			⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗

ANNA WILLIAMS

Arm Throw	⊗⊗	Flip Toss	⊗⊗
Overhead toss	→ + ⊗⊗	Elbow Strike	↘ ↘ + ⊗⊗
Chin Bash			↓ ↘ → + ⊗⊗ 1
Scissors Snap			2 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Arm Snap			2 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ 3
Fall Arm Snap			4 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Dual Arm Snap			4 ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Double Chung			→ → + ⊗⊗
Right Punch Combos			⊗⊗ 1
Roundhouse	2 ⊗⊗	High Kick	2 ⊗⊗
Low Sweep			2 ↘ + ⊗⊗
Multi-Punch Combo			⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Flip Attack			→ → + ⊗⊗
Double Punch			⊗⊗ ⊗⊗ 1
Roundhouse	2 ⊗⊗	High Kick	2 ⊗⊗
Sweep			2 ↘ + ⊗⊗
Flying Kick			→ → → + ⊗⊗
Triple Kick			↘ + ⊗⊗ ⊗⊗ ⊗⊗
Mid Kick/Punch			⊗⊗ ⊗⊗ 1
Punch	2 ⊗⊗	Roundhouse	2 ⊗⊗
High Kick	2 ⊗⊗	Sweep	2 ↘ + ⊗⊗
10-Hit Combo			⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Unblockable			↘ + ⊗⊗
Cancel Unblockable			↑ ↑

ARMOR KING

Knee Bash	⊗⊗	Suplex	⊗⊗
Piledriver	↓ ↘ → + ⊗⊗	Piledriver 2	↘ → + ⊗⊗
Scissor Flip	↘ + ⊗⊗	DDT	↘ ↘ + ⊗⊗
Giant Swing			→ ← ↘ ↓ ↘ → + ⊗⊗
Side Punch			↘ + ⊗⊗
Down Elbow			↘ + ⊗⊗
Jump Hammer			↗ + ⊗⊗
Claw Dive			→ → + ⊗⊗
Five-Hit Punches			⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
High Uppercut			→ → + ⊗⊗
Low Uppercut			→ → ⊗⊗
Crouch Uppercut			↓ → + ⊗⊗
Power Kick			→ → + ⊗⊗
Drop Kick			→ → + ⊗⊗
Running Drop Kick			→ → → + ⊗⊗ 1
Claw Dive			2 ⊗⊗
Triple Slide Kick			↘ ⊗⊗ ⊗⊗ ⊗⊗
10-Hit Combo			⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗ ⊗⊗
Ground Hit			↗ + ⊗⊗
Ground Hit 02			↗ + ⊗⊗



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