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= ::::::::::::::::::::: BASE STORY OF TEKKEN 3 ::::::::::::::::::::: =

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The King of Iron Fist Tournament 2 draws to a close. Jun Kazama comes to the stunning realization that Kazuya's supernatural strength stems from Devil. But she cannot help being drawn to him, propelled by a mystic force beyond her control.

Several days later, the final challenger arrives to face Kazuya, the organizer of the King of Iron Fist Tournament 2. In a reprise of the first Tekken Tournament, the father and son clash in a cursed blood battle.

Eventually, Heihachi emerges scarred but victorious to regain control of the immense Mishima Conglomerate. Unaware of Devil's presence, Heihachi casts the lifeless Kazuya into a fiery volcano.

As Kazuya's body burns, Devil appears before the pregnant Jun Kazama in a bid to enter the soul of the new life beating within her. But in a desperate struggle for the future of her child, Jun defeats Devil and retires to desolate Yakushima so as to raise Kazuya's son, Jin, alone.

Having regained control of the Mishima Conglomerate, Heihachi sets about to further increase his powers. He embarks on a crusade to win the trust of world leaders by putting wars and conflicts to rest. Using his immeasurable wealth, he forms Tekkenshu, a mercenary group employed to quell conflicts efficiently. He also takes strong interest in the well-being of developing nations by helping them build agricultural systems that will sustain them.

Through Heihachi's efforts, the world appears to be regaining peace.

Around fifteen years have passed, Jin Kazama is 15 years old now.

Under Heihachi's orders, the Tekkenshu are excavating a Central American archeological site when they discover a mysterious life form.

Heihachi orders the creature's capture, but loses contact with the Tekkenshu after a garbled radio message, "... they are all dead... Toshin (Fighting God)?!..."

Upon arriving at the dig, Heihachi finds a field of corpses. Heihachi is wracked by sorrow, but also realizes "the power of the mysterious life form could be the key to my long dormant dream of world domination." To obtain Toshin, and moreover, the world, Heihachi tempts the fates once again...

Within weeks, strange disappearances occur throughout the world. Persons of strong soul, masters of martial arts and other derivative fighting disciplines are reported missing... with no knowledge of their whereabouts.

Jun Kazama instinctively picks up on the dark power encroaching on her life.

She has no understanding of what it is, but senses that she has become a target. Accepting her destiny, she tells Jin everything she knows of their haunted past to prepare him for the fateful day she now feels is imminent. Among her instructions, one is for Jin to go to his grandfather Heihachi if anything happens to her.

Her intuition proves right on a cold, stormy night. Toshin comes to the mountains bringing a chilling, swirling wind. "Run away!" cries Jun, Jin opts to face Toshin against his mother's pleas and is knocked unconscious.

When Jin awakens, the house and everything around it is burned to the ground. Searching frantically for his mother she is nowhere to be found.

Jun dies at Toshin's hands. Honoring her instructions, Jin goes to Heihachi and begs to be trained to exact revenge.

Heihachi, hearing Jin's tale, is convinced that Toshin is after the souls of powerful fighters. To attract Toshin, Heihachi decides to host the King of Iron Fist Tournament 3.

Four years later, on Jin Kazama's 19th birthday, the curtains rise for the King of Iron Fist Tournament 3...

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= :::::::::::::::::::::::::::::: INTRODUCTION :::::::::::::::::::::::::::::: =
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Well, after months of hard work, The Tekken 3 Manual: ACT.1 is finally a reality. This is the first in a series of three guides created to make you a better player, no matter what your skill level. The idea for this series was sparked from reading the wonderful Japanese Gamest Mook books, and wishing there were something similar for American players. After looking around, I realized there was nothing, so I decided to go for it. What follows is the result of many months of hard work and research by not only myself, but a great team of Tekken 3 players and friends. Well, that's about it. Start reading, and remember this is new... and I am sure there are many corrections to be made. Feel free to send them to me via, e-mail. Have fun!!!

The Tekken 3 Manual: Act.1 now includes Playstation information, covering all new characters, and secrets. Be sure to check out www.tekken.net too!!!

=====
= CONVENTIONS =
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-Command-

f - tap forward F - hold forward
b - tap back B - hold back
u - tap up U - hold up
d - tap down D - hold down

d/f - tap down+forward D/F - hold down+forward
d/b - tap down+back D/B - hold down+back
u/f - tap up+forward U/F - hold up+forward
u/b - tap up+back U/B - hold up+back

QCF - quarter circle forward (d,d/f,f)
QCB - quarter circle back (d,d/b,b)
HCF - half circle forward (b,d/b,d,d/f,f)
HCB - half circle back (f,d/f,d,d/b,b)

left punch = 1 (0) (0) 2 = right punch

left kick = 3 (0) (0) 4 = right kick

-Notation-

FC - full crouch (must be in full crouching animation)
N - neutral (no direction pressed on the joystick)
WS - while rising from a crouch
SS - side step
+ - do moves on either side of + together
~ - immediately followed by...
[_] - you have a choice of which way to continue the move
= - next part of sequence
- - N/A
BK - back towards opponent
ANY - any button
ALL - 1+2+3+4
@ - guard point in string, hit can be blocked if previous hit connected
() - F on joystick results in damage contained in parentheses
(*) - damage next to * signifies "on clean hit" (deep hit)
< - moves on either side of < can be slightly delayed

-Comments-

BK - this move recovers with back towards opponent
JG - this move, or one of the moves in the string, juggles opponent
RC - recovers crouching (you may go into any WS after indicated move)
BN - this move bounce juggles your opponent off the ground
OB - if unguarded against, this move forces opponents back towards you
OS - if unguarded against, this move forces opponents side towards you
DY - this move damages your character
DS - Double Over Stun (opponent clutches stomach and falls over)
KS - Drop Knee Stun (if opponent is hit with move, they drop to one knee)
 (if opponent is counterhit with move, they fall into SLD)
 (move creates guard stun (GS) if guarded correctly)

In order to be able to successfully attack and defend against your opponent, you need to know how to move around in order to gain the initiative. Moving around in Tekken 3 is used to position yourself to attack and/or defend. Each of the different movement options has its own special uses and you should definitely be familiar with each of them before you try anything tricky.

-Walking-

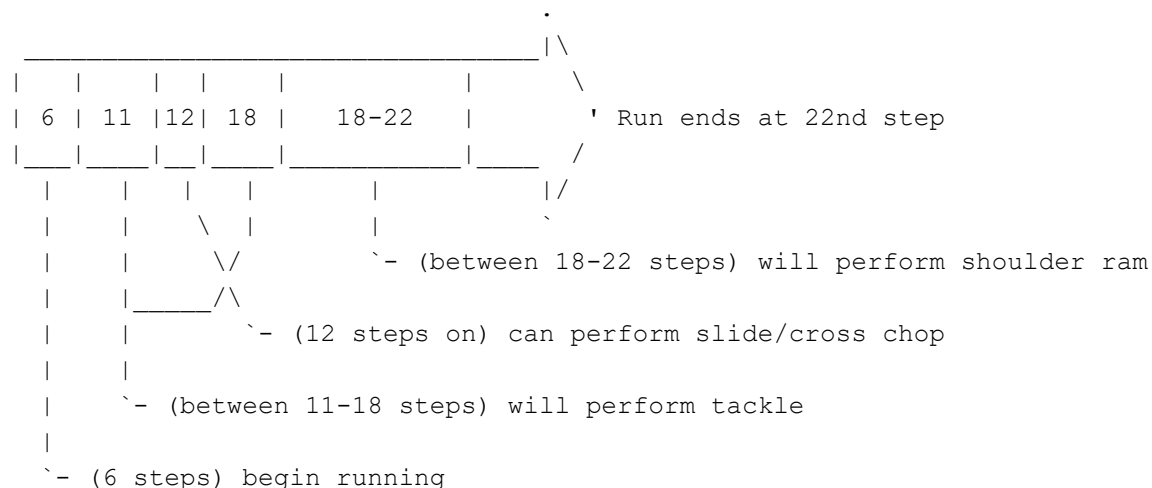
This is the most basic of all movement options. Walking is also the least effective. Walking can be useful to move slight distances when it's important to move only a small amount, such as in combos.

-Dashing-

Dashing is definitely the most common way to get around in Tekken 3. Dashing can be performed either forwards or backwards, and is done by quickly tapping the controller twice in the direction you wish to travel. Since dashing is faster than walking, covering 4.5 steps at once, it's the obvious choice to get around. Often players find themselves being struck during or after a backdash is fully complete. This is because you are unable to block during the backdash, and for 60 frames after it has been fully completed. However, during a backdash, you can attack or sidestep cancel.

-Running-

Running is one of the most misunderstood aspects of Tekken 3 movement. First of all, running is the quickest way to cover large distances. Depending on how long your character runs for, different options are available to them. After running for between 11 and 18 steps, every character will tackle their opponent to the ground. From the 12th step on, characters with slides and cross chops will be able to perform them. From the 18th until the run ends, all characters will perform the unblockable shoulder ram. The entire run animation ends at the 22nd step. The numbers in the grid below represent steps traveled.



Slides are performed by running for at least 12 steps, then pressing right kick (4). Slides hit low and connect with downed opponents. The characters that cannot perform slides are: King/Yoshimitsu/Gon.

Flying Cross Chops are performed by running for as least 12 steps, then pressing both punches (1+2). Flying cross chops hit mid and cause guard stun.

-Crouch Walking-

Crouch walking is a universal feature and is great for getting right up in an opponent's face when you expect a standing throw or high attack attempt. Crouch walking is performed by holding down/forward (D/F) on the controller.

-Crouch Dashing-

Crouch dashing is an alternate form of dashing which can actually avoid many high attacks. A crouch dash is a special advancement maneuver which begins high, moves you towards your opponent, and recovers in a crouch. Characters which can perform a crouch dash are: Jin/King/Hwoarang/Heihachi. To perform a crouch dash, tap forward on the controller, return the joystick to neutral, then roll the controller from down to down/forward: f,N,d,D/F. Holding back on the controller will cancel the crouch dash.

Law has his own unique way to crouch dash. First he must be in a full crouch, then you must roll the controller to down/forward, back to down, then back to down/forward, which you must hold for a split second. I'm sure this sounds tricky. This is how it looks in standard conventions: FC,d/f,d,D/F.

-Rolling Dashing-

Rolling dashing is very much like crouch dashing, except that rolling dashes recover high. Characters with a rolling dash are: Paul/Nina/Bryan/Heihachi/ and Anna. To perform a rolling dash, roll the controller from down to forward: QCF, or d,d/f,f.

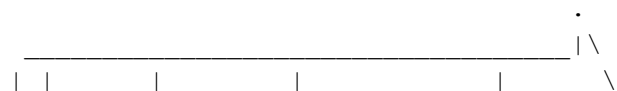
-Swaying-

Swaying is basically a backwards crouch dash, and can only be performed by: Paul/Nina/Bryan. To perform a sway, roll the controller from down to back: QCB, or d,d/b,b. A special bonus of Nina's sway is the fact that it auto-blocks low for you.

-Side Stepping-

Sidestepping is basically a new feature for Tekken 3, since not everyone had a sidestep in Tekken 2. Sidestepping is used to avoid attacks, as well as for confusing opponents. To perform a sidestep, tap up or down on the controller and return the stick to neutral. Sidesteps are best used when in close as you will have a better chance of getting to your opponent's side for a side throw. The distance characters travel during their sidestep differs. About halfway through a sidestep, you can cut it short by pressing any button or joystick motion. By doing this, you will immediately perform the attack or direction you input. Every character can also sidestep while their back is turned (BK). This is performed the same way as a normal sidestep. The back-turned sidestep is quick and doesn't cover as much distance as a normal sidestep. It will also turn your character back around to face your opponent, except Ling who remains standing with her back turned. The particular sidestep frame information is listed below.

Normal Sidestep Information




```

|1| 11 | 17 | 25-40 | ' 40 frames for a full Sidestep
|_|_____|_____|_____|_____| /
| | | | | | /
| | | | | | `
| | | | | | ` - advantage point of SS
| | | | | | ` - SS can be canceled from this point on
| | | | | |
| | | | | | ` - frames in which you cannot block
|
` - frames to initiate

```

Back Turned (BK) Sidestep Information

```

.
|_|_____|_____|_____|_____| | \
|1| 9 | 9-16 | 16-22 | ' 22 frames for a full BK Sidestep
|_|_____|_____|_____|_____| /
| | | | | | /
| | | | | | `
| | | | | | ` - can input moves
| | | | | | ` - considered turning around (no longer BK)
| | | | | |
| | | | | | ` - considered back turned to this point
|
` - frames to initiate

```

-Jumping-

There are two types of jumping in Tekken 3: Hopping and Leaping. A hop is a short jump which is performed by tapping the controller up/back, up, or up/forward and holding for a split second. Hops are great for jumping over low attacks and jumping over downed opponents. A leap is a larger jump which is performed by holding up/back, up, or up/forward. While in a leap, each character can perform a jump-stun by pressing left kick (3) as they begin to descend from their leap. If the kick is unguarded, your opponent will become double over stunned (DS). After landing from a Leap, characters can perform any WS attack.

-Backflip Evades-

A backflip evade is a character-specific maneuver which allows a character to handspring backwards away from an opponent. The characters that can perform a backflip evade are: Nina/Yoshimitsu/Ling/Eddy/Anna. A backflip evade is executed by rolling the stick from up to up/back: u,u/b. The advantages of a backflip evade are very decent. First of all, you cannot be thrown out of a backflip evade. They also cover more distance than a basic backdash. The main problem of backflip evades is that you are vulnerable during the entire execution time.

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= :: Gameplay Elements ::::::::::::::::::::::::::::::::::::::: SYSTEM :: =
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-Damage-

Damage in Tekken 3 is based on a points system. Throughout this guide you will see numbers referring to "damage". This simply refers to the amount of energy a particular move will take from your opponent's energy bar. Typical settings in the arcade give a 110-point energy bar during 1player mode and a 140-point energy bar in 2player mode. These numbers might be different in your arcade if the settings have been adjusted. Even if the settings have been changed in your arcade, the points inflicted by a move will always remain constant. The only exception to this is if the move hits on a counter hit of any kind. This will actually make the move do more damage than is actually listed in this guide.

-Guarding-

Guarding is the single most important element of Tekken 3. Without being able to successfully defend against your opponent's attacks, you have no chance of surviving long enough to damage them. The two basic forms of guarding are: Neutral/Active guarding. They are as follows:

Neutral guarding is a relatively straightforward procedure. To defend against high and mid attacks, leave the joystick neutral. To defend against low attacks, hold down. The problem with neutral guarding is that it is not a certainty. After many guard-breaking attacks and/or hits chained onto moves which have already connected, leaving the joystick neutral will not guard. The way around this is active guarding. It is important to know that this is a dip switch setting within the Tekken 3 options menu, and in some arcades it might be turned off.

Active guarding is most used by the majority of top level players. To defend against high and mid attacks, hold back on the joystick. To defend against low attacks, hold back/down simultaneously. This technique is much more effective against strings of attacks, and is highly recommended by top level players.

-Guard Damage-

Guard damage is a term which refers to damage which is actually inflicted when an opponent guards certain attacks. It is important to know that this is a dip switch setting within the Tekken 3 options menu, and in some arcades it might be turned on. This means that every attack that is guarded against will do a small amount of damage. By default, guard damage is turned off.

-Attack Ranges-

Knowing when and where to strike is a major aspect of Tekken 3 success. There are 4 basic hit ranges: High (h); Mid (m); Low (l); and Special Mid (Sm). To guard against high/mid attacks, hold back on the joystick (unless you prefer to use neutral guard). To guard against low attacks, hold down/back on the joystick (unless you prefer to use neutral guard, in which case you just hold down). To guard against special mid attacks, you may hold either back or down/back on the joystick (unless you prefer to use neutral guard, in which case you would do nothing).

There are 4 advanced hit ranges: High Throw; Crouch Throw; Ground Attack; and Unblockable. High throws only connect with standing opponents. Crouch throws only connect with crouching opponents. A very select few throws in Tekken 3 are actually catch throws. This means, besides being throws, they actually have hit ranges as well. The advantage to this is, if you guard a catch throw

wrong, but the actual throw doesn't grab you, it still can do damage to you like a special attack would. Ground attacks hit opponents on the ground and are signified throughout this guide by way of capital letters (ex. H,M,L). A capital letter as a hit range signifies that the indicated attack will hit a downed opponent. Unblockable attacks cannot be guarded against by simply holding back or down/back on the joystick (unless otherwise noted). To guard against unblockable attacks, either get out of range, sidestep the attack, stop the attack before it executes completely, or you can choose to use an attack reversal/parry.

-Throws-

Throws are moves which, after initiated, do a considerable amount of damage to your opponent. The best thing about throws is that they are very quick ways to deal damage. Also, most throws are easier to execute than combos. To perform a basic throw with any character, simultaneously press either left punch and left kick or right punch and right kick (1+3 or 2+4). Even though the motion to perform basic throws is the same for each character, the actual throw performed, as well as the damage, differs depending on which character you are using.

Special throws are similar to basic throws except they require specific joystick and button combinations to perform. On the whole, special throws inflict more damage than basic throws. This is not always the case, but generally, special throws are more rewarding than basic throws.

Side throws are performed exactly like basic throws (1+3 or 2+4) except they only take effect when you grab an opponent from the side. Most sidethrows also inflict more damage than basic throws, and they also have great animations.

Back throws are performed exactly like basic and side throws (1+3 or 2+4) except they only take effect when you grab an opponent from behind. Back throws generally do more damage than any other form of throw, and once initiated, they cannot be escaped.

Every character can perform a throw while in back-turned (BK) position by simultaneously pressing either left punch and left kick or right punch and right kick (1+3 or 2+4). For a back-turned throw, characters will turn around and attempt to grab their opponent. If they whiff the throw-attempt, they remain facing forward. Lei/Ling will turn back around into back-turned position after a whiffed back turned throw attempt.

-Multi-Part Throws-

Multi-Part throws, also known as link throws, are throws which have an initial grab, followed by one or more continuations. Multi-part throws take special timing to perform and often take a lot of practice. Most of the major damage multi-part throws can be escaped to avoid excess damage.

-Escapes-

Escapes are maneuvers which can evade taking damage, even after certain attacks have been initiated. Every throw/multi-throw can be escaped except the Ogres' Waning Moon (d/f,d/f+2+4) and certain links within multi-throws. All throw escapes will be listed in the character's throw section.

Tackle escapes are the most complex of all escapes. Depending on whether your

opponent uses a punch series, an arm bar/leg hold, or both, you must use the correct escape. You also have escape options as you are being tackled. All tackle escape information is listed below. Yoshi's Sword cut and Gun Jack's Face Bash cannot be escaped after a tackle.

During Tackle	Punch Series	Escapes	Armbar Escapes
2+4	if: 1,2,1,2,1	2 1	Everyone 1+2,2,2,2
*1			
	if: 1,2,1,1,2	2 2	J/P/N/K 1+2,2,2,2,2
			*3
During Takedown	if: 2,1,2,1,2	1 2	Leg Hold Escapes
b+1+2	if: 2,1,2,2,1	1 1	Everyone 1+2,1,1,1,1
*2			
			N/K 1+2,1,1,1,1,1
			*4

(*1: must be input during tackle animation)
(*2: must be input as character hits ground)
(*3: will damage character after escape)
(*4: will damage character after escape)
J=Jin P=Paul N=Nina K=King

-Reversals-

Attack reversals are character-specific maneuvers which grab an opponent's outstretched limbs, then do damage depending on which move was reversed. The characters with attack reversals are: Nina/Jin/Paul/King/Law/Anna. Out of these characters, only Nina/Jin/Paul/Anna can reverse both high/mid kicks and high/mid punches. King can only reverse high/mid kicks and the special Lightning Kick. Law can only reverse high/mid punches.

Heihachi has a special right-kick-only reversal which will automatically reverse any right kick that hits Heihachi on major counter (MC).

Ogre's God Reversal high attack reversal has no whiff animation. You must perform the reversal motion right as an attack is about to make contact with your character.

Ogre 2's Deadly Revenge mid/low punch reversal has no whiff animation. You must first be in a full crouch, then as a mid/low punch is about to hit you, roll the stick from the full crouch to down/forward.

Reversal specific damage/input time/recovery information is listed below.

Jin/Paul/Nina/Anna: High/Mid Reversal

(b+1+3 or b+2+4)
Active between the 2nd-10th frames
26 frames of recovery (if whiffed)
38 frames of execution (if whiffed)

King: High/Mid Kick Reversal

(b+1+3 or b+2+4)
Active between the 2nd-14th frames
22 frames of recovery (if whiffed)
36 frames of execution (if whiffed)

Law: Tricky Step High/Mid Punch Reversal

(b+1+2)

Active between the 5th-20th frames
Recovers in the Tricky Step (if whiffed)

-Parries-

Parries are character-specific maneuvers which knock/push an opponent's attack to the side, giving the character performing the parry an advantage. There are two different types of parries: High/Mid Parries; and low parries. Characters with the High/Mid Parry are: Law/Ling/Lei. Characters with the Low Parry are: Nina/King/Yoshimitsu/Bryan/Julia/Lei/Law/Ling/Hwoarang. A high/mid parry gives a 7-frame advantage. A low parry against a low punch gives a 14-frame advantage. A low parry against a low kick is the best possible parry situation as it gives a 26-frame advantage.

Law/Ling: High Parry

(Law: b+1+3 or b+2+4, Ling: 1+4)

Active between the 2nd-11th frames

24 frames of recovery (if whiffed)

35 frames of execution (if whiffed)

Law/Nina/Lei/King/Yoshi/Ling/Hwoarang/Julia/Bryan: Low Parry

(Law/Nina/Lei/Yoshi/Hwoarang/Julia/Bryan: d+1+3 or d+2+4)

(King: d+1+4 or d+2+3)

(Ling: d+1+4)

Active between the 2nd-14th frames

2 frames of recovery (if whiffed)

16 frames of execution (if whiffed)

Lei: Drunken Stance High/Mid Punch Parry

(f+3+4)

Active between the 5th-25th frames*

Recovers in Drunken Stance (DRN)

(*: the active time becomes reactive again during the Drunken Stance. also permanently active against high punches) (need to confirm)

-Special Reversal/Parry Information-

Within Tekken 3, there are numerous reversal and parry tricks that you should be aware of. There are also special options available to specific characters during certain matches. Each of them are listed below:

As a special High/Mid punch reversal and High/Mid punch parry option, the characters with high/mid punch reversals and high/mid punch parries can actually reverse/parry a tackle attempt. This works for either running tackles or character specific tackles.

As a bonus, maybe even a bug/glitch, King's kick reversal can actually grab lightning kicks.

Law and Lei have a special Reversal/Parry option available against Nina/Anna only. If Nina/Anna attempts her Neck Throw (u/f+1+2), Law can Tricky Step Reversal, and Lei can Drunken Stance Parry.

As a special low parry option, the characters with low parries can actually parry low rising kicks and lightning kicks. The characters with this ability are: Law/Nina/Lei/King/Yoshi/Ling/Hwoarang/Julia/Bryan.

Heihachi's Headbutt Carnival can only be performed on certain characters, but

as a bonus, those characters, Jin/Paul/Lai/Kuma/Heihachi, can actually reverse the throw with both punches (1+2) and headbutt Heihachi back. This can be continued until one character loses all their energy.

If Nina performs her Single Slap (b+2) or Double Slap (b+2,2) and the first slap connects, any female character can slap her back by simply pressing right punch (2). This can continue until one character loses all their energy. This slap reversal also works with Mokujin, and have a female character's moves.

Certain attacks or certain hits within attacks cannot be reversed or parried. A complete listing of irreversable/unparriable moves is below:

X = character cannot reverse move

O = character can reverse move

- = non applicable

1st / 2nd / 3rd = moves in series which cannot be reversed

If no move is indicated, all hits of move cannot be reversed

Jin Kazama

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Three Ring Circus-High	1+4,2,4	X	X	X	X	1st
Three Ring Circus-Low	1+4,2,d+4	X	X	X	X	1st
Laser Cannon	b,f+2<1<2	X	X	X	-	2nd
Laser Scraper	b,f+2<1<d+2	X	X	X	-	2nd
Knee	f+4	X	X	X	X	
Slash Kick	f,f,f+3	X	X	X	X	
Demon Scissors	4~3	O	O	O	X	
Force Block	b+1+2	X	X	X	-	

Paul Phoenix

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Flash Elbow	f,f+2	X	X	X	-	
Thruster	QCF+1	X	X	X	-	
Falling Leaf	d+4,2	X	X	X	-	2nd
Hammer-Falling Leaf	d+1,4,2	X	X	X	-	3rd
Jaw Breaker	FC,d/f+2	X	X	X	-	
Gut Buster	FC,d/f+2<1	X	X	X	-	1st
Stone Breaker	FC,d/f+2<2	X	X	X	-	1st
Rolling Kick	f,f+4	O	O	O	X	
Shoulder Ram	f+1+4	X	X	X	X	
Sway-Phoenix Rush	QCB,N+3,2<1	X	X	X	-	2nd
Sway-Stone Break Rush	QCB,N+3,2<2	X	X	X	-	2nd

Forest Law

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Rave War Attack	f+2<2<2	X	X	X	-	2nd
Dragon Whip	d/b+2	X	X	X	-	
Elbow Spring Kick	d/b+2,4	X	X	X	X	
Frogman	d+3+4	X	X	X	X	1st
Rainbow Kick	FC,U/F+3+4	X	X	X	X	

Lai Wulong

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Cannonball	b+1+2	X	X	X	-	
Spiral Upper	1+2,2	X	X	X	-	2nd
Tornado Kick	3~4	X	X	X	X	
Tornado Kick Evade	F+3~4	X	X	X	X	
Slash Kick	f,f,f+3	X	X	X	X	
Spinning Back Blow	BK 1	X	X	X	-	

Back Flip Flop	BK 3+4,3+4,3+4	X	X	X	X		
Phoenix Strike	PHS,4	X	X	X	X		

King

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment	
Exploder	[3+4_f,f+3+4]	X	X	X	X		
Running Exploder	f,f,f+3+4	X	X	X	X		
Elbow Drop	[u/b_u_u/f]+2+4	X	X	X	-		
Lay Off	f,f+1+2	X	X	X	-		
Moonsault	1+4	X	X	X	X		
Jaguar Lariat	f+1+2	O	X	O	-		
Mini Elbow Drop	d+1+2	X	X	X	-		
Frankensteiner	d/f+3+4	O	O	O	X		
Axel Twist	1+2	X	X	X	-		
Axel Spinner	1+2<1	X	X	X	-		
Push Block	f,f,N+1+2	X	X	X	-		
Shoulder Ram	f+2+3	X	X	X	X		
Boomerang	SS+3+4	X	X	X	X		
Low Punch-Quick Upper	d+1,N+2	X	X	X	-	1st	

Nina Williams

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment	
Left B-hand Body Blow	b+1	X	X	X	-		
Running Jump Kick	f,f,f+3	O	O	O	X		
Evil Mist	QCF,D/B+2+3	X	X	X	-		

Yoshimitsu

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment	
Dive Bomb	f,f+1+2	X	X	X	-		
Shark Attack Starter	f,f+3+4	X	X	X	X		
Shark Attack Follow-Up	= 1+2	X	X	X	-		
Knee Bash	f,f+4	X	X	X	X		
Ninja Blade Rush	f,f+2	X	X	X	-		
Poison Wind	u/f+3+4	X	X	X	X		
Backhand Followup	= b+1	X	X	X	-		
Poison Typhoon	= 3+4	X	X	X	X		
Poison Hurricane	= 4	X	X	X	X		
Sword Slice Extension	= d/b	O	X	O	-		
Reverse Helicopter	U/F+1+2,B	X	X	X	-		
Sword Slice	d/b+1	O	X	O	-		
Delay Sword Slice	d/b+1,N,D/B	O	X	O	-		
Sword Sweep	FC,d/b,b+1	X	X	X	-		
Wood Chopper	f,f+3,1	X	X	X	-	2nd	
Sword Pogo	u+1+2	X	X	X	-		
= Pogo Rush	[b,b_f,f]	X	X	X	-		
= Pogo Hop	[u/b_u_u/f]	X	X	X	-		
Dive Bomb	f,f+1+2	X	X	X	-		
Sword Counter	B+1+4	X	X	X	X		
Sword Impale	b,b+1	O	X	O	-		
Spinning Sword	b,b+1~1	X	X	X	-		
Turning Suicide	f,F+1+4	X	X	X	-		
Second Stab Extension	= f,f	X	X	X	-		
Standing Suicide	d+1+4	X	X	X	-		
= Spinning Suicide	= B+1,1,1...	X	X	X	-		

Ling Xiaoyu

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment	
Shady Lotus	FC,d/f+2	X	X	X	-		
Lotus Twist	FC,d/f+2,1	X	X	X	-		
Quick Shady Lotus	FC,d/f+2,D/F	X	X	X	-		

Knee Cracker	d/b+3	X	X	X	X		
Back Layout	BK f,f+3+4	X	X	X	X		

Hwoarang

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Misdemeanor	LFL,b+4	X	X	X	X		
Misdemeanor	RFF,b+4	X	X	X	X		

Eddy Gordo

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Brush Fire	f+3	X	X	X	X		
Any Crying Needle	...1+2	X	X	X	-		
Any Hammerhead	...1+2,1+2	X	X	X	-		
Front Stinger	[FC_WS+]3+4	X	O	X	X		
Back Handspring Kick	3+4	X	X	X	X		
Knee Thruster	b+3	X	X	X	X		
Perch-Flop Kick	HSP,d+3+4	X	X	X	X		
Helicopter	4	X	X	X	X		
Circle Sit	4,3+4	X	X	X	X		1st-2nd

Kuma & Panda

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Slash Kick	f,f,f+3	X	X	X	X		
Wakeup Hammer	KND,D+1+2	X	X	X	-		
Jab-Elbow-Hammer	2,1,2	X	X	X	-		2nd
Pancake Press	u/f+3+4	X	X	X	X		
Rolling Bear	b+1+2,360,U/F	X	X	X	-		
Fatal Wind	b,b+2+3+4	X	X	X	X		

Julia Chang

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Uppercut-Elbow	[WS+2_3~2]2	X	X	X	-		2nd
Elbow	f,f+1	X	X	X	-		
Lightning Bolt	d,D/F+1,2	X	X	X	-		2nd
Body Elbow	FC,d/f+2	X	X	X	-		
Foot Stomp	u/f+3+4	X	X	X	X		

Gun Jack

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Sit-Pancake Press	d+3+4,3+4	X	X	X	X		
Sliding Attack	[F_f]+3+4	X	X	X	X		
Giant Foot Stomp	3+4(3+4,3+4)	X	X	X	X		
Whiff Body Press	d/f+1+3	X	X	X	X		
Wakeup Hammer	KND,D+1+2	X	X	X	-		
Jab-Elbow-Hammer	2,1,2	X	X	X	-		2nd
Pancake Press	u/f+3+4	X	X	X	X		
Windup Punch	HCF[3+ times]1	X	X	X	-		

Bryan Fury

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
Side Step Elbow	f+1+2	X	X	X	-		
Flying Knee Kick	b,b+4	X	X	X	X		
Front Knee	b+4	X	X	X	X		
Gravity Blow	f+1+4	X	X	X	X		
Meteor Smash	b+1+4	X	X	X	X		
Front Kick-Knee	b+3,4	X	X	X	X		2nd
Slash Kick	f,f,f+3	X	X	X	X		

Heihachi Mishima

Move Name:	Command:	Jin	Paul	Nin/An	King		Comment
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Demon's Boar	b+2	X	X	X	-	
Demon Massacre	f+1,b+2,1	X	X	X	-	2nd
Demon Lair	f+1,b+2,4	X	X	X	-	2nd
Slash Kick	f,f,f+3	X	X	X	X	
Demon Scissors	4~3	O	O	O	X	

Ogre & Ogre 2

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Double Elbow	d/f+1,2	X	X	X	-	
Power Slap	FC,f+2	X	X	X	-	
Shoulder Ram	f+1+4	X	X	X	X	
Double Knuckle	[u_u/f]+1+2	X	X	X	-	
Delay Double Knuckle	[u_u/f]N+1+2	X	X	X	-	
Burning Knuckle	[u_u/f]d+1+2	X	X	X	-	
Delay Burning Knuckle	[u_u/f]N,D+1+2	X	X	X	-	
Deadly Slice	b+2	X	X	X	-	
Deadly Slash	f,f,N+2	X	X	X	-	
Heavy Body Blow	WS+2	O	X	X	-	
Demon Scissors	4~3	O	O	O	X	

Ogre 2 Only

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Hell Flame	1+2	X	X	X	-	
Blazing Inferno	d+1+2	X	X	X	-	
Buffalo Horn	d/f+1+2	X	X	X	-	
Mid Tail Spinner	d/f+3+4	X	X	X	X	
Dble Mid Tail Spinner	d/f+3+4,3+4	X	X	X	X	
Evil Wheel	u+3+4	X	X	X	X	
Owl's Hunt	[KND_PLD]3+4	X	X	X	X	

Anna Williams

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
Running Jump Kick	f,f,f+3	O	O	O	X	

Gon

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
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Dr. B.

Move Name:	Command:	Jin	Paul	Nin/An	King	Comment
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-Chickens-

If you know that your opponent is going to reverse one of your attacks, you can use an attack-reversal reversal, also known as a "chicken". To perform a chicken, you must be aware of the limb you are using to attack. If you attack with a left limb (left punch, left kick, or most moves in which a left limb is being used to attack) you must chicken with f+1+3. If you attack with a right limb (right punch, right kick, or most moves in which a right limb is being used to attack) you must chicken with f+2+4. To explain it better, here is a scenario: Nina performed her Bad Habit (f,f+3), and Jin reverses (b+2+4), Nina must chicken with f+1+3 because the Bad Habit is a left kick. It is probably near impossible to perform chickens on reaction, so it is best just to perform them immediately after you perform any move you think might be reversed. Law's and King's reversal cannot be chickened. Special chicken frame information is listed below.

VS Jin:

Left Punch is reversed: 10 frames to input a chicken
 Right Punch is reversed: 10 frames to input a chicken

Left Kick is reversed: 8 frames to input a chicken
Right Kick is reversed: 7 frames to input a chicken

VS Nina/Anna:

Left Punch is reversed: 8 frames to input a chicken
Right Punch is reversed: 7 frames to input a chicken
Left Kick is reversed: 8 frames to input a chicken
Right Kick is reversed: 8 frames to input a chicken

VS Paul:

Left Punch is reversed: 10 frames to input a chicken
Right Punch is reversed: 10 frames to input a chicken
Left Kick is reversed: 8 frames to input a chicken
Right Kick is reversed: 8 frames to input a chicken

Against a Deathfist (Paul/Heihachi)

Must be chickened with u/f+2+4 against Paul/Jin within 7 frames.
Must be chickened with f+2+4 against Nina/Anna within 8 frames.

Against a Thunder Godfist (Jin/Heihachi)

Must be chickened with f+2+4 against Nina/Anna within 6 frames.

Against a Nina right kick

Must be chickened with f+2+4 against Nina/Anna within 5 frames.

Against a Nina/Anna right punch

Must be chickened with f+2+4 against within 7 frames.

Chickens do different damage and give different advantage times depending on who is chickening who. The specifics are below.

A chickened Left Punch/Right Punch/Left Kick with everyone except Jin/Heihachi results in 0 frames of advantage and 11 damage.

A chickened Right Kick with everyone except Jin/Heihachi results in 14 frames of advantage and 12 damage.

A chickened Left Punch/Right Punch/Left Kick with Jin/Heihachi results in 7 frames of advantage and 12 damage.

A chickened Right Kick with Jin/Heihachi results in 8 frames of advantage and 13 damage.

Certain special attacks can be confusing to chicken. This is either because of a double button input to actually perform the move (ex. Jin's d+3+4), or the character attacks with two limbs at once (ex. Nina's f+1+2). Below is a list to clarify which side an attack must be chickened from:

Jin Kazama

Move Name:	Command:	Chicken Side:
Lightning Uppercut	b+1+4	right
Can Can Kicks	d+3+4	left / left
Ultimate Tackle	d/b+1+2	left

Paul Phoenix

Move Name:	Command:	Chicken Side:
God Hand	f+1+2	left
Burning Fist	b+1+2	right *

Whiff Somersault	FC,u+2+3+4	right	
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Forest Law

Move Name:	Command:	Chicken Side:	
Dragon Fang	d/b+1+2	right *	
Frogman	d+3+4	right	
Quick Somersault	3+4	right	
Double Dragon	SS+3+4	right	

Lei Wulong

Move Name:	Command:	Chicken Side:	
Hook Punch	1+2	right	
Spring Kick	PLD,3+4	left	
Hop Up	KND,3+4	right	
Dragon Spark	DRG,1+2	right	

King

Move Name:	Command:	Chicken Side:	
Black Bomb	f,d,d/f,N+1+2	right	
Double Fist Leap	u/f+1+2	left	
Atomic Blaster	BK 1+2	right	

Nina Williams

Move Name:	Command:	Chicken Side:	
Blonde Bomb	[f_WS]+1+2	right	
Power Blonde Bomb	f,f+1+2	right	
Hunting Swan	d/b+1+2	right	

Yoshimitsu

Move Name:	Command:	Chicken Side:	
Kangaroo Kick	4~3	right	
Shark Attack Finish	...3+4	right	

Ling Xiaoyu

Move Name:	Command:	Chicken Side:	
Double Fan	u+1+2	left	
Thunder Strike	HYP,1+2	right	
Phoenix Wings	f,f+1+2,1+2	right / right	
Front Layout	f,f+3+4	right	
Cyclone	BK,f+3+4~3+4	right	
Greetings (taunt)	2+3+4	right	
Any Crest	AOP,d+1+2	right	

Hwoarang

Move Name:	Command:	Chicken Side:	
Body Blow	d/f+1+2	left	
Dynamite Heel	d/b+3+4	left	
Power Blast	1+4	right	

Eddy Gordo

Move Name:	Command:	Chicken Side:	
Boomerang	f,f+3+4	right	
Fire Kick	[u_u/f]+3+4	right	
Fruit Picker	d/b+3+4	left	
Freak Show	d/f+3+4	left	
Hand Slaps	SS,1+2	right	
Wheel	3+4	left / right	

Kuma & Panda

Move Name:	Command:	Chicken Side:	
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Double Hammer	1+2,1+2	left / right	
Batter Up-Smash	WS+1+2,1+2	right / left	
Double Claw	[F_f,f]+1+2	right	
Deadly Claw	b+1+2	left	

Julia Chang

Move Name:	Command:	Chicken Side:	
Twin Arrow	1+2	right	
Heaven Cannon	f+1+4	right	

Gun Jack

Move Name:	Command:	Chicken Side:	
Double Hammer	1+2,1+2	left / right	
Batter Up-Smash	WS+1+2,1+2	right / left	
Cross Cut	[F_f]+1+2	right	
Double Axe	d+1+2	right	

Bryan Fury

Move Name:	Command:	Chicken Side:	
Hammer Driver	[d_FC_b+]1+2	right / left	
Short Uppercut	WS+1+2	left	
Rising Kick	WS+3+4	left	
Taunt	1+3+4	left	

Heihachi Mishima

Move Name:	Command:	Chicken Side:	
Demon Palm	1+2	right	
Lightning Hammer	d+1+4	left	

Ogre

Move Name:	Command:	Chicken Side:	
Hammer Fist	f,f+1+2	right	
Dragon Power Punch	b,b+1+2	right *	
Killing Blow	b+2+3	right	
Bloody Scissors	d/b+1+2	right	
Rising Kick	WS+3+4	left	

Anna Williams

Move Name:	Command:	Chicken Side:	
Anna Bomb	WS+1+2	right	
Power Anna Bomb	f,f+1+2	right	
Hunting Swan	d/b+1+2	right	

Gon

Move Name:	Command:	Chicken Side:	
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Dr. B.

Move Name:	Command:	Chicken Side:	
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(*: Special Deathfist Properties to chicken:

Must be chickened with u/f+2+4 against Paul/Jin within 7 frames.

Must be chickened with f+2+4 against Nina within 8 frames.)

-Stuns-

A stun is a move which renders an opponent helpless for a short period of time. Certain stuns knock opponents over such as: double-over stuns/crumple stuns. Other stuns just stop an opponent from being able to control their

character for a short time such as: drop-knee stun/guard stun/turn stun.

A double-over stunned (DS) opponent grabs his/her stomach and slowly falls to the ground. During this time, opponents can be thrown, you are guaranteed at least one quick strike, and quick combos can be initiated. Double-over stuns are probably the deadliest of all stuns. Certain double-over stuns can be escaped by holding forward on the joystick as soon as you are stunned. Those that can be escaped are: Second hit of Jin's Laser Cannon/Scraper; Bryan's Cheap Trick and his High Knee Kick; Julia's Palm Explosion; Heihachi's Left Splits Kick; and the first hit of Lei's Snakebite.

A crumple stun (CS) is a faster version of a double-over stun. When characters are hit with a crumple stun they will immediately fall to the ground. Even though characters fall to the ground, some combos can be initiated from a crumple stun.

A drop-knee stun (KS) happens when your opponent fails to guard a drop stun move correctly. If they are hit with a drop-knee stun maneuver while guarding the incorrect way, they will be forced down to their knee. This gives the stunning character a small advantage. Characters caught guarding the incorrect way against a drop-knee stun will recover crouching (RC).

A guard stun (GS) is any move which strips your opponents ability to guard for a short period of time. Any character hit with a guard stun will be unable to control their character, thus giving the character initiating the guard stun a small advantage.

A turn stun (TS) is any move which knocks your opponents position out of alignment. These stuns have basically the same property as a guard stun, with the added ability to force your opponent to turn slightly away from you.

-Staggers-

A stagger is another style move which renders your opponent helpless for a short period of time, except they do have an option. A stagger knocks your opponent backwards, giving you a short advantage time. If you are staggered you can hold down and your character will fall to the ground. This is very useful for avoiding guaranteed stagger follow-ups.

-Combos-

Combos (or combinations) are a very important part of attacking, especially in high level play. By definition in "fighting game terms", a "combo" is a string of moves which are unblockable after the first hit. This basically means that once you have initiated a combo, all following hits cannot be guarded against. It is very important to have a good repertoire of combos at your disposal for different situations that arise. By being able to damage your opponent as much and as fast as possible, you can definitely increase your odds of victory.

To try to keep combo damage within reason, Namco made it so that consecutive hits within a "true" combo do less damage than if the move(s) had actually hit outside of the combo. The damage modifiers for a combo basically follow the rule of: 1st = 100%(+); 2nd = 80%; 3rd-Final = 50%. This means that the first hit within a combo always inflicts full damage. The second hit within a combo inflicts 80% of its normal damage. Any hit after the second hit in a combo will inflict 50% damage. I'm not sure if this is 100% accurate, but that's what the Gamest Mook has listed, so until it's proved otherwise, that's it. =)

-Buffering-

Buffering is an advanced technique used by top level players to make their command inputs more efficient. By buffering, you can actually speed up the input time for executing moves. Another great use for buffering is to keep your opponent from catching you with a surprise attack reversal. This technique is called "buffering a chicken". Yes, I know it sounds funny, but it is one technique you should have down. To buffer a chicken, execute your desired attack and immediately follow the command with the appropriate chicken motion. To help you understand what I mean, take a look at this scenario: You are playing as Nina against Jin. You want to use her Bad Habit (f,f+3) but you are worried about Jin reversing it. To be on the safe side, you decide to buffer a chicken. This is how the whole sequence would look: f,f+3,f+1+3. This way, you perform the bad habit, and you have a chicken buffered in the game's short term memory. If the Jin player reversed your Bad Habit, Nina would immediately chicken the reversal. The buffered chicken will only remain in memory for a very short time, and it does not carry over to other moves. If Jin blocks the Bad Habit and decides not to reverse, the buffered chicken will no longer be in memory.

-Counters-

Countering is a loosely used term in many fighting games, and the meaning can differ from situation to situation. In Tekken 3, there is a very complex countering system, which needs to be explained. There are 2 different types of counters, both with their own properties. These are: Minor Counter; Major Counter. Damage changes between a regular hit, a minor counter, and a major counter.

A minor counter (mC) is basically any move which hits your opponent during the recovery time of one of their moves. An example of this would be: Heihachi performs his Twin Pistons (d/f+1,2) and King blocks it. While Heihachi is recovering from the blocked Twin Pistons, King performs his Prison Break (b+4). The Prison Break hits on a minor counter, and the damage is adjusted accordingly. If any move connects on a minor counter, the damage it inflicts normally is modified by 1.25. So, for example, if a move normally inflicts 50 damage, if it connects on a minor counter, it will inflict about 62-63 damage.

A major counter (MC) is basically any move which hits your opponent during the execution time of one of their moves. An example of this would be: Paul performs his Burning Fist (b+1+2). Before the Burning Fist actually attacks, Julia performs her Twin Arrow. The Twin Arrow hits on a major counter, and the damage is adjusted accordingly. If any move connects on a major counter, the damage it inflicts normally is modified by 1.50. So, for example, if a move normally inflicts 50 damage, if it connects on a major counter, it will inflict 75 damage.

Throughout this guide, any CH or c modifier comment will refer to a Major Counter.

-Supercharger-

The supercharger is a new Tekken 3 feature, which has some very interesting side effects. Each character can perform a supercharger by pressing ALL four buttons together (ALL or 1+2+3+4). The specific effects after a supercharger it performed are:

When charged/charging, your character is unable to guard. If you are struck with any attack, it will be treated as a counter hit (CH) and the charge will instantly wear off.

When charged, the first hit that your opponent fails to block will be treated as a counter hit (CH) and the charge will wear off instantly.

When charged, any attacks your opponent guards will incur guard damage.

Charging wears off by itself after about 5 seconds. You can be thrown while charged and you will still remain charged.

=====
= :: Getting Up From The Ground ::::::::::::::::::::::::::::::: SYSTEM :: =
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Getting up from the ground is a tactic that you must really have a handle on to survive at high level play. Even though you are lying on the ground, it does not mean you are safe from attacks. Also, if you try to get up the wrong way, your opponent can pummel you right back down to the ground. There are many different ways to get off the floor, each with their own advantages and disadvantages.

-Rise/Roll-Block-

The most basic form of getting off the ground is simply standing and guarding, or rolling once, then guarding. To stand up, hold up on the joystick and your character will stand right up. To roll first, press forwards or backwards on the joystick and your character will roll, then stand up. When your character is lying on his/her back, holding down and pressing left punch (1) will roll them over to their face and they will remain grounded, then you have the other options of either standing up or rolling a direction first. From each different downed position, the execution time and attack recovery varies, each will be explained in the grid below.

-Attack-

Once knocked down, any character can attack with either a mid or low kick by pressing left kick (3) for a low kick, or right kick (4) for a mid kick. From each different downed position, the execution time and attack recovery varies, each will be explained in the grid below.

-Roll/Attack-

Rolling then attacking is useful to avoid an opponents ground attack, then striking them before they can recover. A rolling attack is done by first tapping the joystick forward or backwards to roll in the desired direction, then pressing left kick (3) for a low kick, or right kick (4) for a mid kick. From each different downed position, the execution time and attack recovery varies, each will be explained in the grid below.

-Rising Information-

Guard: indicates the number of frames it takes to stand/roll forward/roll

backward and guard.

Attack: indicates the number of frames it takes to stand/roll forward/roll backward and attack, and the recovery of that action.

Input: indicates the number of frames you have to input the desired attack after beginning to stand/roll.

Recovery: indicates the position that your character will recover in after performing the desired action.

h/m/l represent attack ranges. The first number represents frames of execution before the attack makes contact. The number in parentheses (if applicable) shows the recovery time for the indicated attack.

From KND position:

	Stand H/L:	Roll Forward H/L:	Roll Backward H/L:
Guard:	h-19 1-19	h-48 1-49	h-49 1-49
Attack:	m-24(14) 1-24(17)	m-47(15) 1-50(8)	m-55(14) 1-59(18)
Input:	0-15	1-39	1-44
Recovery:	crouching	crouching	crouching

From PLD position:

	Stand H/L:	Roll Forward H/L:	Roll Backward H/L:
Guard:	h-16 1-16	h-40 1-50	h-38 1-39
Attack:	m-26(19) 1-26(19)	m-53(14) 1-55(17)	m-49(16) 1-49(19)
Input:	0-10	1-39	1-38
Recovery:	crouching	crouching	crouching

From FCD position:

	Stand H/L:	Roll Forward H/L:	Roll Backward H/L:
Guard:	h-11 1-11	h-35 1-45	h-35 1-35
Attack:	m-22(18) 1-22(18)	m-47(14) 1-49(17)	m-44(16) 1-44(19)
Input:	0-15	0-34	0-33
Recovery:	standing	crouching	crouching

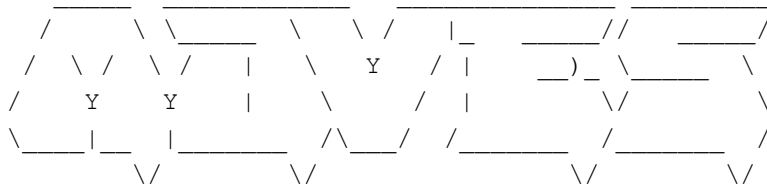
From SLD position:*

	Stand H/L:	Roll Forward H/L:	Roll Backward H/L:
Guard:	h-16 1-20	h-43 1-44	h-43 1-45
Attack:	m-18(14) 1-20(15)	m-42(15) 1-45(8)	m-50(14) 1-54(18)
Input:	0-14	0-34	0-39
Recovery:	standing	crouching	crouching

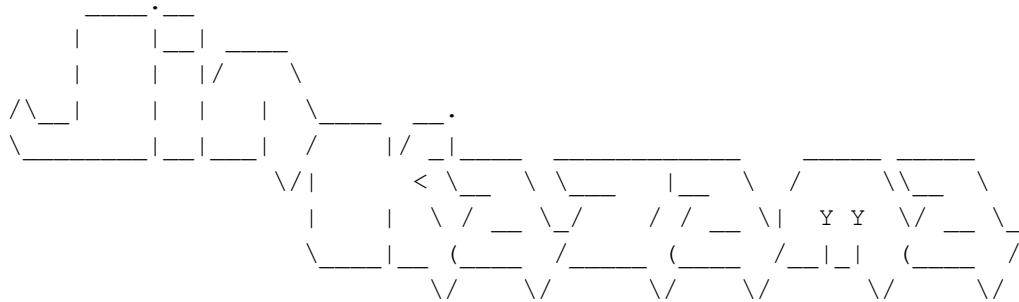
(*: Lei has no rising mid kick from Slide Position (SLD).)

-Special Rising Attacks-

When knocked down, certain characters can perform special rising attacks which yield different result. Cross Chops are performed by rolling forward or backward then immediately pressing forward and both punches (f+1+2). Depending on how close your opponent is, you will create a different amount of stun, giving you the advantage. Lei/Ling/Hwoarang cannot perform the cross chop. A double pop kick can only be performed while in knockdown position (KND) which is done by pressing back twice on the joystick and both kicks (b,b+3+4). King/Eddy/Paul/Yoshi/Ling/Gun Jack/Ogres cannot perform the double pop kick. A reverse double pop kick is performed exactly the same way as the reverse pop kick, only King/Eddy have this attack. Each special rising attack has different recovery and execution time, and is listed below. The backflip to



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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	6,10	#1
Shining Fists	1,1<2	hhm	6,8,18	
Devil Fists	1,2<2	hhh	6,10,18	
Shoot The Works-High	1,2,3,4	hhmm	6,10,25,30	GS
Shoot The Works-Upper	1,2,3,f+4	hhmm	6,10,25,10	GS
1-2-Knee	1,2,4	hhm	6,10,12	
Three Ring Circus-High	1+4,2,4	Smhhm	5,10,10,21	
Three Ring Circus-Low	1+4,2,d+4	SmhhL	5,10,10,14	
Back Spin Kick	4	h	30	
Demon Scissors	4~3	M	25	KND
Power Overhead	f+2	m	18	KS
Spinning High Kick	f+3	h	35	
Knee	f+4	m	12	
Rush Punch	f,f+2	m	27	
Foot Jam	f,f+3	m	23	GS
Slash Kick	f,f,f+3	m	30	GS
Twin Lancers	d/f+1,2	mm	10,16	KS
Double Axe	d/f+4,4	mm	10,16	
Can Can Kicks	d+3+4	Smh	5,20	
Twin Pistons	WS+1,2	mm	10,15	JGc
Rising Upper	WS+2	m	18	JG
Rising Double Axe	WS+4,4	mm	13,21	
Tooth Fairy	SS+2	m	16	JG
Laser Cannon	b,f+2<1<2	mmm	18,14,24	DSc #2
Laser Scraper	b,f+2<1<d+2	mmm	18,14,15	DSc JG #2
Thunder Godfist-M/Kick	f,N,d,d/f+1,3	mm	35,20(49*,12)	
Thunder Godfist-Sweep	f,N,d,d/f+1,4	mL	35,12(49*,12)	
Wind Godfist	f,N,d,d/f+2	h	25	JG
Electric Godfist	f,N,d,D/F+2	m	30	JG GS
Hell Sweeps	f,N,d,d/f+4,4	Lm	15,15	
Corpse Splitter	U/F+2+4	M	?	

Leaping Spin Kicks	u/f+4,4,4,4	hLLm	25,15,12,25	
Force Block	b+1+2	-	-	#3
High/Mid Reversal	[b+1+3_b+2+4]	-	*	
Lightning Uppercut	b+1+4	!	40	
Super Twist Uppercut	B+1+4	!	80	

#1: with precise timing, One-Two Punches can chain directly into either Three Ring Circus string.

#2: on counter hit (CH), the stun created by the first hit is inescapable. if both hits are used to stun on counter hit (CH), opponent can escape by tapping F.

#3: Jin is invincible for a short time. if opponent attacks while Force Block is activated, they will be pushed away.

-Throws-

Throw Name	Command	Position	Damage	Escape	Com.
Bitch Kicks	1+3	f-throw	10,20	1	
Shoulder Reverse	2+4	f-throw	5,8,17	2	
Trip Wire	QCB+1+3	f-throw	35	1	
Elbow Slam	d/f+2+3	f-throw	38	2	
Stonehead	f,f+1+2	f-throw	33	1+2	
Shoulder Flip	[1+3 or 2+4]	ls-throw	12,19	1	
Limit Break	[1+3 or 2+4]	rs-throw	40	2	
Spinning Butcher	[1+3 or 2+4]	b-throw	60	-	
Ultimate Tackle	[d_D/B]+1+2	f-throw	5	1+2	
= Arm Bar	1+2	link	25	1+2,2,2,2,2	#1b
= Ultimate Punches	2,1,2,1,2	link	5,5,5,5,5	[1_2]	
= Arm Bar	1+2	link	25	1+2,2,2,2,2	#1b

#1b: follow up from third hit of Ultimate Punches. Paul, Nina, King, Jin can reverse with 1+2,2,2,2,2 and deal 10 damage to Jin.

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10
3 _2_ _@_ _4_ _3_ _1+4 _ - _2_ _@_ _2_ _1_ _2_	Lev: h h m h l h h m m m
_ _ _ _ _ _ _ _ _ _ _	Dam: 15 6 10 10 7 5 7 10 15 30
_ _	-----
_ _	
@ 1	Lev: m
_*1	Dam: 21
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10
_ _ _ _	
3 _@_ _2_ _1_	Lev: L m !
_ _ _ _	Dam: 5 25 30
_ _	-----
_f,f _ _ _ _ _ _ _ _ _ _	

Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-17	-3		18	-14	-3	+5	12	-8	+3	

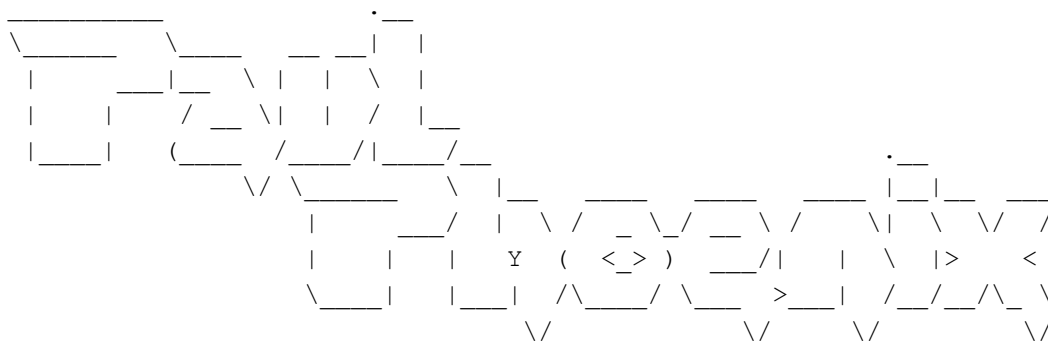
d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
12	-8	+3		13	-6	+5		14	-12	D		16	-16	D		11	-3	+8	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	-2	+9		15	-2	s30	D	16	-9	+2		13	-9	+2		?	?	D	

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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	5,15(6,15)	
PDK Combo	1,4	hL	5,8	RC
PK Combo	2,3	hh	12,21	
Reverse PDK Combo	2,d+3	hL	12,8	RC
Shoulder Ram	f+1+4	m	20	
Quick PK Combo	f+2,3	hh	12,20	
God Hand	f+1+2	m	32	KS
Flash Elbow	f,f+2	m	15	
Double Hop Kick-High	f,f+3,4,4	mmh	20,15,25	
Triple Hop Kick Combo	f,f+3,4,[f_d/f]+4	mmm	20,15,15	
Double Hop Kick-Low	f,f+3,4,[d/b_d]+4	mmL	20,15,15	
Rolling Kick	f,f+4	M	20	GS RC

_____	-----
@ 2 1 2 1 @ 4 2 1	Lev: h m h h 1 m m
	Dam: 5 7 4 5 7 8 30
_____	_____
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
 Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
 + = your advantage /- = opponents advantage
 D = knocks opponent down

1				F+1				2				F+2				3			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
8	+2	+7	+11	10	+3	+7	+12	10	0	+6	12	0	+7	+11	16	-14			D

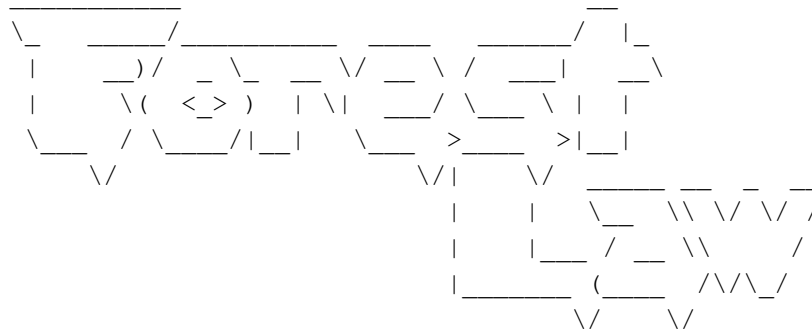
F+3				4				F+4				FC 1				d+1			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
16	-16		D	12	-4	+5	D	12	-4	+5	D	8	-2	+9	14	-8	-8	+4	

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-17	-3		16	-17	-3		12	-8	+3	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
14	-34		D	10	-4	+7		15	-7		D	16	-16		D	11	-6	+6	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	0	+6		14	-8		D	16	-9	+2		12	-4	+7		?	?		D

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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	5,12(6,12)	
Machine Gun Arrow	1,1,1,1,1	hhhhh	10,5,5,5,5	#3
Mini Rave War Attack	2,2	hh	10,10	
H/Kick-Somersault Kick	3,4	hm	18,21	JG
Triple Head Kick	3,3,3	hhh	18,10,10	
Dbl Head Kick-Smrsault	3,3,4	hhm	18,10,25	JG RC
Dbl Head Kick-M/Kick	3,3,f+3	hhm	18,10,15	
Trpl Head Kick-M/Kick	3,3,3,f+3	hhhm	18,10,15	
Trpl Head Kick-Smrsault	3,3,3,4	hhhm	18,10,10,25	JG RC
Shaolin Spin Kicks	4,3,4	hhh	16,12,12	
Crescent Kick	4,u+3	hm	16,30	JG
Quick Somersault	3+4	m	25	JG RC
Back Flipper	[3+4,4_u+4,3]	mm	[25,21_25,25]	JG RC
Poison Arrow	f+2~1	m	40	
Rave War Attack	f+2<2<2	hmh	12,6,6	
Running Side Kick	f,f,f+3	m	30	GS
Junkyard Attack	b+2,3,4	mlm	12,8,22	JG
Dragon Storm	b+1<2<1	mmm	12,12,15	JG
Dragon Low Kick	d+3	l	8	
Trcky Kicks-M/Kick	d+3,3,f+3	lhm	8,10,21	
Trcky Kcks-Somersault	d+3,3,4	lhm	8,10,21	JG
Trcky Kcks-Somersault	d+3,3,3,4	lhbm	8,10,10,21	JG
Trcky Kcks-Somersault	d+3,3,3,3,4	lhbm	8,10,10,10,21	JG RC
Frogman	d+3+4	m	25,27	
Frogman Feint	d+3+4~D	m	25	KND
Mid Kick	d/f+3	m	21	
Front Kick-Somersault	d/f+4,3	mm	12,21	JG RC
Dragon Whip	d/b+2	m	15	BK
Elbow Spring Kick	d/b+2,4	mM	15,25	
Elbow Spring Feint	d/b+2,4~D	mM	15,25	PLD
Dragon Tail	d/b+4	l	25	RC
Jump Kick-Somersault	[u/b_u_u/f]3,4	hm	25,25	JG
Double Dragon	SS+3+4	Smh	16,22	
Side Kick-Somersault	WS+3,4	hm	28,25	JG RC
Front Kick-Somersault	WS,4,3	mm	12,21	JG RC
Double Impact	FC,3,4	Lm	12,21	JG RC
Body Blow-Somersault	[d+_FC]2,3	Smm	[8_10,21]	JG


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    |___|___|___|___|___|___|___|___|___|   Dam:   6  6  8  6  6  6  8  7 38
    ___|                                     \___/
    _|___|___|___|___|___|___|___|___|___|   -----
d/f| | | | | | | | | | | | | | | | | | | | |
| + | 2 | 2 @ 1 | 3 @ 3 | 3 | 4 | 3 | 4 |   Lev:  m  h  h  h  h  l  h  h  h  m
|_1_|___|___|___|___|___|___|___|___|___|   Dam: 10  5  6  5  7  6  7  7 10 25
-----
|_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9_|10|   |_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9|10|

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-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
+ = your advantage / - = opponents advantage
D = knocks opponent down

1				F+1				2				F+2				3			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
8	+1	+7	+10	10	+1	+7	+10	10	+1	+7		12	+1	+7	+10	14	-14		-3

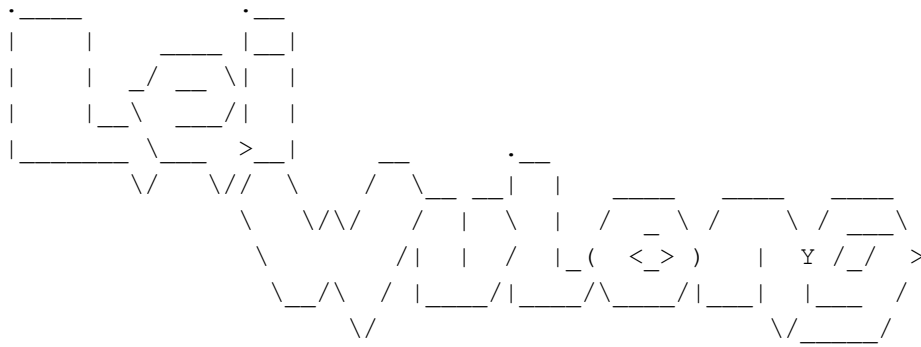
F+3				4				F+4				FC 1				d+1			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
14	-14		-3	11	-4	+5	D	13	-4	+5	D	8	-2	+9		8	-2	+9	

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-14		-3	16	-14		-3	12	-8	+3	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
12	-8		-3	10	-4	+7		15	-7		D	16	-16		D	11	-3	+8	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	+1	+8		14	-8		D	18	-14		-3	12	-4	+7		?	?		D

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::Special Conventions::

- CRS - Crane Stance
- TGS - Tiger Stance
- PNS - Panther Stance
- DRG - Dragon Stance
- SNS - Snake Stance
- DRS - Drunken Stance
- PHS - Phoenix Stance

- SSL - Side Step Left
- SSR - Side Step Right

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
Hook Punch	1+2	h	18	BK
Hook-Spin Back Blow	1+2,1	hh	18,18	BK
Spiral Upper	1+2,2	hm	18,20	JG
High-Low Kick	3,3	hL	28,20	BK
Tornado Kick	3~4	m	30	BK GS
= KND	= d	-	-	KND
Triple Tornado Kick	3~4,U	mmm	30,30,30	BK
= KND	= d	-	-	KND
Rolling Kick	4~4	L	7	KND
Rolling Kicks	4~4,3	LL	7,7	KND
Lift Up Cannon	4~4,3,3	LLm	7,7,35	FCD
Clean Sweep	4~3	m	25	FCD
Art Of Snake	SS+[1+4_2+3]	-	-	SNS
Art Of Snake	f+2+3	-	-	SNS
Tornado Kick Evade	F+3~4	m	30	BK GS
= KND	= d	-	-	KND
Trple Trndo Kck Evade	F+3~4,U	mmm	30,30,30	BK
= KND	= d	-	-	KND
Razor Rush-SNS	f,N+1[u_d]	m	10	[SNS]
Razor Rush-DRG	f,N+1<2[u_d]	mm	10,8	[DRG]
Razor Rush-PNS	f,N+1<2<1[u_d]	mmm	10,8,8	[PNS]
Razor Rush-TGS	f,N+1<2<1<2[u_d]	mmmm	10,8,8,8	[TGS]
Razor Rush-Low	f,N+1<2<1<2,3	mmmm1	10,8,8,8,15	

Razor Rush-CRS	f,N+1<2<1<2<4[u_d]	mmmmm	10,8,8,8,15	[CRS]
Defense Breaker	f,N+2,1,2,1	hmmm	-, -,25,30	GS #1
One-Two Kick	f,N+3,4	hm	35,20	
One-Two Kick & Low	f,N+3,d+4	hL	35,10	
Rush Combo & Mid Kick	f,N+4,1,2,3,4	hmmhm	15,12,5,17,20	
Rush Combo & Low Kick	f,N+4,1,2,3,d+4	hmmhL	15,12,5,17,10	
Beating Low Kick	f+4,2,1<2,3	hmmml	35,12,12,8,15	
Beating Middle Kick	f+4,2,1<2<4[u_d]	hmmmm	35,12,12,8,15	[CRS]
Jumping Kick	f,f,f+3	m	30	GS
Falling Tree	[u/f_u/b]+2	M	15	PLD
Reverse Falling Tree	BK[u/f_u/b]+2	M	15	PLD
Cannonball	b+1+2	m	30	
Phoenix Illusion	b+1+4	-	-	PHS
Turn Around	b+3+4	-	-	BK
Rave Spin	d/b+4,4	Lh	10,25	#2 #3
Sidewind	d+1+2	-	-	SLD
Play Dead	d+3+4	-	-	PLD
Spinning Back Blow	BK 1	h	12	BK
Low Back Spin	BK[d+_FC]1	l	8	BK
Reverse Uppercut	BK 2	m	20	JG
Back Flip Flop	BK 3+4,3+4,3+4	MMM	15,15,15	BK
Reverse Double Slicer	BK[d+_FC]4,4	Lh	10,35	#2 #3
Drunk Master	f+3+4	-	-	DRS
Drunk H/M Punch Parry	f+3+4	-	-	
Low Parry	[d_d/b]+[1+3_2+4]	-	-	

Moves From Play Dead Position (PLD)

Move Name	Command	Lev.	Damage	Com.
Stand Up	u	-	-	
Lei On Stomach	D+1	-	-	KND
Rave Spin	3,4	Lh	7,21	#3
Spring Kick	3+4	m	20	JG

Moves From Slide Position (SLD)

Move Name	Command	Lev.	Damage	Com.
Stand Up	u	-	-	
Lei On Back	1	-	-	PLD
Sliding Kick	4~3	L	15	#4

Moves From Face Down Position (FCD)

Move Name	Command	Lev.	Damage	Com.
Stand Up	u	-	-	
Lei on Back	1	-	-	KND
Deep Sleep	3~4	L	10	PLD
= Rave Spin	= 4	h	21	
Go To Sleep	4~3	m	18	FCD

Moves From Knockdown Position (KND)

Move Name	Command	Lev.	Damage	Com.
Stand Up	u	-	-	
Lei On Stomach	D+1	-	-	FCD
Hop Up	3+4	m	20	

Moves From Crane Stance (CRS)

Move Name	Command	Lev.	Damage	Com.
Crane's Bill	1	m	27	GS #5
Wing Of Crane	2	h	30	OB BK
Crane Dance	3<4<2<3	mLmM	21,10,10,15	JG
Crane Kick	4	L	20	

Moves From Tiger Stance (TGS)

Move Name	Command	Lev.	Damage	Com.
Tiger Strike	1	m	25	BN GS
Tiger Claw	2	m	26	KS
Tiger Kick	3	h	32	
Razor Rush-SNS	3,1[u_d]	hm	32,10	[SNS]
Razor Rush-DRG	3,1<2[u_d]	hmm	32,10,8	[DRG]
Razor Rush-PNS	3,1<2<1[u_d]	hmmm	32,10,8,8	[PNS]
Razor Rush-TGS	3,1<2<1<2[u_d]	hmmmm	32,10,8,8,8	[TGS]
Razor Rush-CRS	3,1<2<1<2<4[u_d]	hmmmmm	32,10,8,8,8,15	[CRS]
Tiger Kick-Razor Low	3,1<2<1<2,3	hmmmm1	32,10,8,8,8,15	
Tiger Tail	4	L	20	RC
High/Mid Parry	F	-	-	
Snake Stance	SSL	-	-	SNS
Dragon Stance	SSR	-	-	DRG

Moves From Panther Stance (PNS)

Move Name	Command	Lev.	Damage	Com.
Panther Scratch	1,2	lh	16,20	
Panther Paw	2	M	25	JG #6
Panther Tail	3	L	18	#7
Beating Low Kick	4,2,1<2,3	hmmml	26,12,12,8,15	
Beating Middle Kick	4,2,1<2<4[u_d]	hmmmm	26,12,12,8,15	[CRS]
Low Parry	F	-	-	
Snake Stance	SSL	-	-	SNS
Crane Stance	SSR	-	-	CRS

Moves From Dragon Stance (DRG)

Move Name	Command	Lev.	Damage	Com.
Spin To Grab	1		(see throw section for information)	
Dragon Roar	2[F]	M	20	JGc GS [TGS]
Dragon Spark	1+2[F]	m	25	[TGS]
Dragon Blast	3	h	28	
Rush Combo	4,1,2,3,4	mmmhm	15,12,5,17,20	
Rush Combo & Low Kick	4,1,2,3,d+4	mmhL	15,12,5,17,10	
Tiger Stance	SSL	-	-	TGS
Snake Stance	SSR	-	-	SNS

Moves From Snake Stance (SNS)

Move Name	Command	Lev.	Damage	Com.
Spin To Grab	1+3		(see throw section for information)	
Rushing Snake	1,1,1,1,1,1[F]	hhhhh	13,10,8,6,5,5	[SNS]

Snake Fang	2	m	15	DSc
Snakebite	2,2<2	mml	15,10,15	DSc #8
Rattlesnake	3	m	21	FCD
Low Kick	4	l	11	SNS
Dragon Stance	SSL	-	-	DRG
Panther Stance	SSR	-	-	PNS

Moves From Drunken Stance (DRS)

Move Name	Command	Lev.	Damage	Com.
Kiss My Fist	1	m	25	
Staggering Slide	3+4	L	15	FCD

Moves From Phoenix Stance (PHS)

Move Name	Command	Lev.	Damage	Com.
Hopping Phoenix	3,3,3,3	mmmm	15,15,15,15	#9
Phoenix Strike	4	!	90	

- #1: can only be started on a blocking opponent. is final hit is blocked, Lei recovers BK.
- #2: holding U or D immediately after first hit will result in SNS.
- #3: first hit recovers crouching (RC).
- #4: if Slide Kick is blocked, Lei recovers in KND. if Slide Kick connects, Lei recovers in PLD.
- #5: if Crane's Bill is blocked, Lei recovers BK.
- #6: if Panther Paw is blocked, can link directly into Defense Breaker.
- #7: holding back after Panther Tail results in Phoenix Illusion.
- #8: holding forward after the first or second hit results in Dragon Stance, holding forward after third hit results in Panther Stance.
- #9: can link directly into Phoenix Strike.

-Throws-

Throw Name	Command	Position	Damage	Escape	Com.
Double Foot Stomp	1+3	f-throw	30	1	
Sleeper Hold	2+4	f-throw	30	2	
Tripping	f,f+1+2	f-throw	33	1+2	
Dragon Falls	u/f+1+2	f-throw	35	1+2	SLD
Out Of Control	[DRG,1 or SNS,1+3]	f-throw	33	1	
= Life Gain	1+2	link	+11	-	DRS #1b
Booby Trap	[1+3 or 2+4]	b-throw	50	-	
Sailboat Stretch	[1+3 or 2+4]	ls-throw	40	1	
Closing Fan	[1+3 or 2+4]	rs-throw	5,10,25	2	

- #1b: if Life Gain is initiated, amount of life added to Lei's energy bar is subtracted from the damage of throw.

-Strings-

::Command Flowchart::

::Statistics::

|_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9_|_10|

|_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9|10|

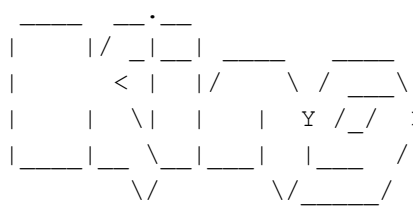
| | | | | | | |
|3+4@3+4| 1 | 1 @ 2 |

Lev:

M M L L m

Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt			
_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_
13	+1	+7	14	-8	D	18	-14	-3	12	-4	+7	?	?	D								
_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_

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= :: King :::::::::::::::::::::::::::::::::::::::::::: MOVES :: =
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= :: King :::::::::::::::::::::::::::::::::::::::::::: MOVES :: =
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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	6,15 (7,15)	
One-Two Punches-Upper	1,2,1	hhm	6,15,10 (7,15,10)	
Cross-Uppercut	2,1	hm	10,12 (12,10)	
Axel Twist	1+2	m	15	BK
Axel Spinner	1+2<1	mm	15,21	
Strike Elbow	d/f+1	m	6	KS
Forearm Bust	d/f+2	m	6	
Smash-Frankensteiner	d/f+3+4	M	15	KND
Low Punch-Quick Upper	d+1,N+2	Smm	5,15	
King Flicker	f,f+2	m	20	JGc
Stomach Smash	f,f,N+2	L	6	DSc
Black Bomb	f,d,d/f,N+1+2	M	28	BNC
Leg Breaker	FC,d/f+1	L	21	RC
Crouching Upper	FC,d/f+2	m	20	JG
Double Fist Leap	u/f+1+2	m	35	
Elbow Drop	[u/b_u_u/f]+2+4	M	35	PLD GS
Mini Elbow Drop	d+1+2	M	15	PLD GS
Shoulder Tackle	f+2+3	m	40	
Ali Kick	[d+3+4_FC,d/f+4]	L	13	RC
= Upper	= 2	m	10	
= Ali Kicks	= 4,4	LL	7,7	RC
= Ali Kicks-Upper	= 4,2	Lm	7,10	CH
= Ali Kicks-Upper	= 4,4,2	LLm	7,7,10	CH
= Steady Ali Kicks	= 4,4,4,4	LLLL	7,5,4,3	RC #1
Exploder	[3+4_f,f+3+4]	m	25	KND GS
Running Exploder	f,f,f+3+4	h	40	KND GS
Konvict Kick	f,f+4	m	30	
Prison Break	b+4	h	20 (30*)	BK
Boomerang	SS+3+4	h	60	GS
Knockout Punch	SS+2	h	30	DSc
High/Mid Kick Reversal	b+[1+3_2+4]	-	*	#2
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Jaguar Lariat	f+1+2	!	50	#3
Push Block	f,f,N+1+2	!	-	GS
Moonsault	1+4	{!}	25	FCD

Reverse Moonsault	BK 1+4	{!}	25	FCD
Atomic Blaster	BK 1+2	!	50	#3
Lay Off	f,f+1+2	[!_{}]	15	GS #4

#1: first hit must counterhit (CH) in order to perform 4-5 Ali Kicks. first hit does 17 on counterhit (CH).

#2: cannot be chickened.

#3: unblockable, but can be crouched under.

#4: hits h up close, hits L from a distance.

-Throws-

Throw Name	Command	Position	Damage	Escape	Com.
Winding Nut	1+3	f-throw	35	1	
Suplex	2+4	f-throw	35	2	
Falling Headlock	d/b,d/b+1+2	f-throw	55	1+2	
Tombstone Piledriver	d/b,f+2	f-throw	58	2	
Spinning Swing	f,HCF+1	f-throw	70	1	
Frankensteiner	d/f+3+4	f-throw	(15)+45	-	BK
Figure Four Leg Lock	d/b+1+2	f-throw	32	1+2 (3+4)	
Muscle Buster	d,d/b,b+1+2	f-throw	50	1+2	
Knee Bash	d/f+2+3	f-throw	30	2	
Power Backbreaker	[1+3 or 2+4]	ls-throw	20,20	1	
Atomic Drop	[1+3 or 2+4]	rs-throw	42	2	
Powerbomb	d+[1+3 or 2+4]	d-throw	45	1+2	
Half Boston Crab	1+3	b-throw	60	-	
Cobra Twist	2+4	b-throw	60	-	
Octopus Slam	b,f+1+2	b-throw	75	-	
Ultimate Tackle	[D/B+_FC]1+2	f-throw	5	2	
= Cross Arm Lock	1+2	link	25	1+2,2,2,2,2	#1b
= Arm Twist	1+2	link	10	-	
= Leg Cross Hold	3+4	link	20	1+2,1,1,1,1	#2b
= Bar Series	1+2	link	20,20	-	#3b
= Ultimate Punches	2,1,2,1,2	link	5,5,5,5,5	[1_2]	
= Cross Arm Lock	1+2	link	25	1+2,2,2,2,2	#1b
= Arm Twist	1+2	link	10	-	
= Leg Cross Hold	3+4	link	20	1+2,1,1,1,1	#2b
= Bar Series	1+2	link	20,20	-	#3b
Irish Whip	b+1+2	f-throw	-	-	
= Spin Feint	1+3	link	-	1	
= Quick Slam	2+4	link	8	2	
= Turn Around	1+2	link	-	1+2	
= Destruction	3+4	link	10	3+4	
Hi-Jack Backbreaker	1+2	link	30	1+2	#5b
Jaguar Driver	1+2,u,d+3+4	link	60	3+4	#5b
Jaguar Driver	QCF+1	f-throw	25	1	
= Face Buster	1+2	link	30	-	
= Boston Crab	1+2,3,4,1+2	link	25	-	
Arm Breaker	f,N,d,d/f+1+4	f-throw	20	1	
= Triple Buster	1+2,1+2	link	10,15	1	
= Head Jammer	1+2,4,2+4	link	20	2	
= Struggle Combo	4,3,4,3+4,1+2	link	25	-	
= Chicken Wing	2,1,1+2+3	link	25	1+2	

= Dragon Sleeper	2,1,3,1+2+4,1+2+4	link	30	1
= R.D.C.	1+3,3+4,2+4,1+2,1+2+3	link	70	2
Reverse Full Nelson	d/f,d/f+2+4	d-throw	28	2
Reverse Full Nelson	d/f+1+2	f-throw	28	1+2
Reverse Full Nelson	SS+2+4	f-throw	28_18*	[1_2] #4b#6b#7b
= Cannonball	2,2,1+2	link	18	-
= Powerbomb	1,2,3+4	link	22	1
= Big Swing	2,1,3,4	link	27	1
= T-Bone	3,2,1,3+4,ALL	link	32	2
= Manhattan Drop	3+4,1+2,1+2+4	link	17	2
= Super Freak	1,2,3+4,1+2	link	20	-
= Big Swing	2,1,3,4	link	27	1
= T-Bone	3,2,1,3+4,ALL	link	32	2

(* depends on throw initiated from SS+2+4. 28 if R.F.N. 18 if Cannonball.)

Reverse Arm Clutch	f,D/F+1+3 (A)	f-throw	25	1
Reverse Arm Clutch	f,D/F+2+4 (B)	f-throw	25	2
= Backdrop	2,1,1+2	link	18	[1_2] #8b
= German Suplex	3+4,1+2	link	18	1 #8b
= Powerbomb	1,2,3+4	link	22	-
= Big Swing	2,1,3,4	link	27	1
= T-Bone	3,2,1,3+4,ALL	link	32	2
= Cannonball	2,2,1+2	link	18	2
= Powerbomb	1,2,3+4	link	22	1
= Big Swing	2,1,3,4	link	27	1
= T-Bone	3,2,1,3+4,ALL	link	32	2
= Mnhttan Drp	3+4,1+2,1+2+4	link	17	2
= Spr Freak	1,2,3+4,1+2	link	20	-
= Big Swng	2,1,3,4	link	27	1
= T-Bone	3,2,1,3+4,ALL	link	32	2
Standing Achilles	f,N,d,d/f+2+3	f-throw	30	2
= Scorpion Lock	1+2,3,1,1+3	link	35	1
= S.T.F.	1,2,3,1+2	link	40	2
= Indian Lock	1+2,1,3,1+2	link	30	1+2
= Romero Special	1,3,4,1+2,3+4	link	50	-

-Ground Throws-

Opponent Face Up/Feet Towards:

Mini Giant Swing	d/b+1+3	g-throw	30	1
Head Bomber	d/b+2+4	g-throw	33	2
Figure Four Leg Lock	D/B+2+4	g-throw	33	1+2

Opponent Face Up/Feet Away:

Shoulder Cracker	d/b+[1+3 or 2+4]	g-throw	28	1+2
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Opponent Face Down/Feet Towards:

Half Boston Crab	d/b+[1+3 or 2+4]	g-throw	30	3+4
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Opponent Face Down/Feet Away:

Chicken Wing	d/b+[1+3 or 2+4]	g-throw	32	1+2
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Opponent Face Down/Left Side:

Camel Clutch	d/b+[1+3 or 2+4]	g-throw	35	1
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Opponent Face Down/Right Side:

Mini Romero	d/b+[1+3 or 2+4]	g-throw	37	2
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Opponent Face Up/Side

Roll Over d/b+[1+3 or 2+4] g-throw - [1_2] #4b

#1b: follow up from third hit of Ultimate Punches. Paul, Nina, King, Jin can reverse with 1+2,2,2,2,2 and deal 10 damage to King.

#2b: follow up from third hit of Ultimate Punches. Nina and King can reverse with 1+2,1,1,1,1 and deal 10 damage to King.

#3b: requires perfect timing.

#4b: 1 escapes if grabbed from left side, 2 escapes if grabbed from right side.

#5b: can be done only when opponent is stunned.

#6b: inescapable if grabbed from behind.

#7b: if throw connects from side, Cannonball will be the first throw)

#8b: escape with 1 if thrown with (A), escape with 2 if thrown with (B).

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									
3 @ 3 4 3 @ 2 1+2										Lev: h m L L L -									
__ __ __ __ __ _*2										Dam: 8 10 5 5 6 30									
__ __										-----									
1 2 1 @ 1 @ 2 @ 4 4 4 @ 1 3										Lev: h h m m m L L L m m									
_*1 __ __ __ __ __ __ __ __ __										Dam: 6 15 10 6 6 5 5 5 7 30									
__										-----									
1										Lev: M									
__										Dam: 23									
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									

*1 all strings can be started with the second hit by holding f (ie. f+2,1,1..)
*2 can be broken like a regular powerbomb

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
+ = your advantage / - = opponents advantage
D = knocks opponent down

1		F+1		2		F+2		3											
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	+1	+9	+10	10	-2	+7	10	+1	+9	10	-1	+5	17	-14	D				
F+3		4		F+4		FC 1		d+1											

Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
19	-14	D	13	-5	+4	D	14	-4	+5	D	8	-2	+9	8	-2	+9			

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9	10	-2	+9	18	-16	-2	18	-16	-2	14	-7	+4					

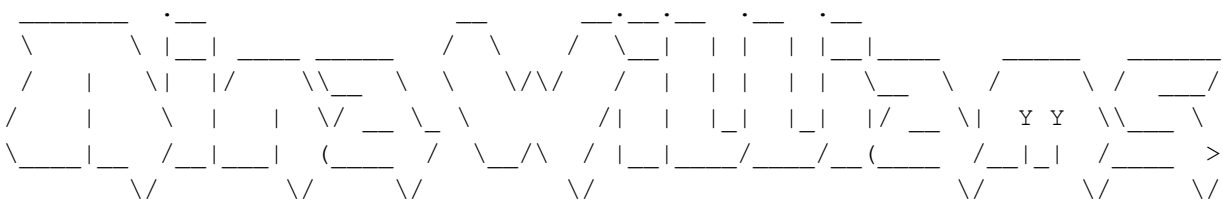
d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
14	-7	+4	10	-4	+7	15	-13	D	16	-16	D	11	-6	+5					

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
14	-1	+1	D	14	-10	+1	14	-6	+5	14	-6	+5	?	?	D				

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= :: Nina Williams ::: MOVES :: =

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= :: Nina Williams ::: MOVES :: =

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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	4,10(5,10)	
Uppercut-Punch	d/f+1,2	mh	10,15	
Bermuda Triangle	1,2,4	hhh	4,10,15	#1
Jail Crusher	1,2,d+3,4	hhLh	4,10,10,15	#1
Jail Crusher-Uppercut	1,2,d+3,2	hhLm	4,10,10,10	JG #1
Biting Snake	1,2,1,4	hhhL	4,10,6,8	#1
Double Explosion 1	1,2,f+1+2	hhm	4,10,20	#1

Double Explosion 2	1,2,1,2,f+1+2	hhhhm	4,10,6,6,20	#1
PK Combo	2,3	hh	10,20	
PDK Uppercut Combo	2,d+3,2	hLm	10,10,10	JG
PDK Roundhouse Combo	2,d+3,4	hLh	10,10,15	
Cross-Roundhouse	2,4	hh	10,15	
Spike Combo-Uppercut	3,3,2	hLm	25,10,10	JG
Spike Combo-Right HK	3,3,4	hLh	25,10,15	
Spike Combo-Right LK	3,3,d+4	hLl	25,10,7	
Left-Right HK	3,4	hh	25,15	
Blonde Attack-Uppercut	4,3,2	hLm	15,15,10(16,15,10)	JG
Blonde Attack-Right HK	4,3,4	hLh	15,15,15(16,15,15)	
Blonde Attack-Right LK	4,3,d+4	hLl	15,15,7(16,15,7)	
Low Jab-Rising Kick	d+1,N+4	Smm	5,10	
Toe Kick	[d+_FC]2,4	Smm	10(8),15	
Left LK-Right HK	[d+_FC]3,N+4	Lh	12,15	
Left LK-Right LK	[d+_FC]3,d+4	Ll	12,7	
Right LK-Backhand Chop	[d+_FC]4,1	lh	7(10),10	#3
Blonde Bomb	[f_WS]+1+2	m	20(30*)	
Power Blonde Bomb	f,f+1+2	m	30(45*)	
Bad Habit	[f,f_QCF]+3	m	20	DSc
Forward Flip Kick	[f,f_QCF]+4	M	20(30*)	DY (miss)
Assassin Dagger	f,f+1	h	20	#2
Panther Claw	f,f+2	h	21	
Shut Up	b,d/b,d,D/F+2	m	24	JG
Creeping Snake	d/f+3,2,1,4	mhhL	10,12,6,8	#3
Creeping Snake-Upper	d/f+3,2,d+3,2	mhLm	10,12,10	#3
Creeping Snake-L HK	d/f+3,2,3	mhm	10,12,20	#3
Creeping Snake-L LK	d/f+3,2,d+3	mhL	10,12,10	#3
Creeping Snake-R HK	d/f+3,2,4	mhh	10,12,15	#3
Assault Bomb	d/f+3,1,2,f+1+2	mhhm	10,10,6,20	
Flash Kick-Left LK	d/f+3,3,3,3	mhhL	10,6,8,10	
Flash Kick-Right HK	d/f+3,3,3,4	mhhh	10,6,8,15	
Flash Kick-Blonde Bomb	d/f+3,3,3,1,2,f+1+2	mhhhhm	10,6,8,10,6,20	
Left Mid-Right HK	d/f+3,4	mh	10,15	
Left B-hand Body Blow	b+1	h	15	
Single Slap	b+2	h	15	
Double Slap	b+2,2	hh	15,18	#4
Helping Hand	d/b+1	m	10	
Right B-hand Body Blow	d/b+2	m	20(30*)	DSc
Slicer	d/b+4	L	10	FCD
Geyser Cannon Combo	d/b+4,3	Lm	10,25	JG
Divine Cannon	d,D/B+3	m	25	JG
Modified Divine Cannon	d/b+3+4	m	25	JG
Nicolella	u/f+3	m	20	
Can Opener	u/f+4,3,4	hLh	20,10,14	
Hopping LK-Uppercut	u/f,N,d+3,2	Lm	25,10	JG
Hopping LK-Side Kick	u/f,N,d+3,3	Lm	25,15	
Hopping LK-Right HK	u/f,N,d+3,4	Lh	25,15	
Wipe The Floor	FC,d/f+4	L	18	
Running Jump Kick	f,f,f+3	m	20	#5
Heel Stomp	[d_d/f]+3+4	L	20	
Snakeshot	SS+1	m	15	#6
Liftshot	SS+2	m	15	JGc #6
Low Whip	SS+4	L	10	#6
Spiral Explosion	SS+1+2	m	20(30*)	
High/Mid Reversal	b+[1+3_2+4]	-	*	
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Evil Mist	QCF,D/B+2+3	!	0	SG
Hunting Swan	d/b+1+2	!	95	CS
= Swan Cancel	u,u	-	-	

- #1: d/f+1 can be substituted as the first move of string, and when used, the second hit (2) will take 15 damage.
- #2: if Assassin Dagger connects, opponent is turned sideways.
- #3: holding U or D immediately after second move will result in a sidestep.
- #4: if only the second hit connects, opponent is turned sideways.
- #5: if Running Jump Kick connects on counter hit (CH), it becomes Bone Cutter.
- #6: cannot be performed after #3.

-Throws-

Throw Name	Command	Position	Damage	Escape
Arm Turn	1+3	f-throw	30	1
Lifting Toss	2+4	f-throw	30	2
Neck Throw	u/f+1+2	f-throw	40	1+2
Embracing Elbow	d/f,d/f+1	f-throw	50	1+2
Triple Break	[1+3 or 2+4]	b-throw	60	-
Rolling Lock	[1+3 or 2+4]	ls-throw	40	1
Swinging Toss	[1+3 or 2+4]	rs-throw	38	2
Falling Elbow	2+4,1,2,1	f-throw	35	2
= Arm Lock	2,1,3	link	10	-
Palm Grab	QCF+1+2	f-throw	15	2
= Arm Bar	3,4,3,1+2	link	30	1+2
= S.R.A.L	1,3,2,1	link	20	1
= Rear G-Tech	3,1,4,1+2,1+2	link	25	1+2
= Falling R.A.L.	2,1,3,4,1+2	link	25	2
= Double Attack	2,3,4,2,2	link	15,15	2
= Neck Crusher	1,3+4,1,2,1+2	link	35	1
= G-Tech Stretch	1,2,4,3,1+2+3	link	45	1+2
= Octopus Grab	2,1,1+2,1+2+3	link	28	1+2
= Neck Crusher	1,3+4,1,2,1+2	link	35	1
= G-Tech Stretch	1,2,4,3,1+2+3	link	45	1+2
Crab Claw	QCF+3+4	f-throw	15	1
= Arm Bar	3+4,3,4,1+2	link	35	1
= Heel Hold	3+4,4,2,1+2	link	20	2
= Leg Cross Hold	3,1,4,2+4	link	35	1
= Tendon Lock	1,3,2+4,3+4,1+2	link	45	2
Bone Cutter	f,f,f+3 (CH)	f-throw	20,20	2
= Leg Cross Hold	3,1,4,2+4	link	35	1
= Tendon Lock	1,3,2+4,3+4,1+2	link	45	2
Betrayer	QCB+1+4	f-throw	15	-
= S.R.A.L.	1,3,2,1	link	20	1
= Rear G-Tech	3,1,4,1+2,1+2	link	25	1+2
= Falling R.A.L.	2,1,3,4,1+2	link	25	2
= Octopus Grab	2,1,1+2,1+2+3	link	28	1+2
= Neck Crusher	1,3+4,1,2,1+2	link	35	1
= G-Tech Stretch	1,2,4,3,1+2+3	link	45	1+2

-Strings-

::Command Flowchart::

::Statistics::

1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
4 3	Lev: L m
4 3	Dam: 5 25

1 2 @ 1 @ 2 @ 3 @ 3 2 1 2 4	Lev: h h h h h L m h h h
4 10 6 6 7 9 6 6 6 30	Dam: 4 10 6 6 7 9 6 6 6 30

d/f	
+ 2 @ 4 @ 3 4 2 @ 4 3	Lev: m h h L L m L m
10 15 9 9 5 6 5 25	Dam: 10 15 9 9 5 6 5 25
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
 Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
 + = your advantage / - = opponents advantage
 D = knocks opponent down / s = staggers opponent for # of frames

1	F+1	2	F+2	3
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
8 +1 +7 +10 10	+1 +7 +10 10	+1 +7	10 +1 +12 +10 14	-16 D

F+3	4	F+4	FC 1	d+1
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
16 -16 D	10 -4 +7 s28 12	-4 +7 D	8 -2 +9	8 -2 +9

FC 2	d+2	FC 3	d+3	FC 4
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
10 -2 +9	10 -2 +9	16 -14 -3	16 -14 -3	12 -8 +3

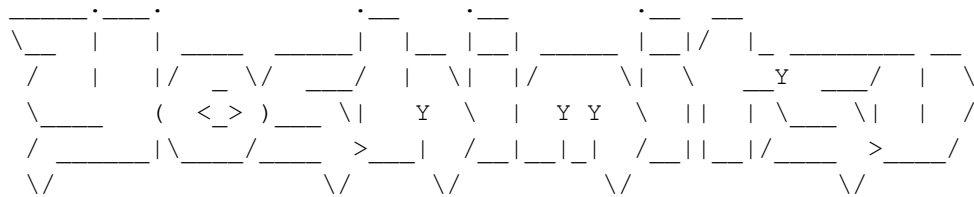
d+4	WS+1	WS+2	WS+3	WS+4
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
12 -8 +3	12 -2 +9	14 -8 D	16 -16 D	11 -3 +8

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	+1	+10	14	-8	D	14	-14	-3	12	-4	+7	?	?	D					

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= :: Yoshimitsu :: MOVES :: =

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= :: Yoshimitsu :: MOVES :: =

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::Special Conventions::

SDP - Sword Debate Position

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
Punch-Uppercut	1,2	hm	5,8	
Punch-Double Uppercut	1,2,1	hmm	5,8,6	
PK Combo	2,3	hh	12,21	
PDK Combo	2,d+3	hL	12,8	RC
Zig-Zag	3,4	hm	30,30	
Kangaroo Kick	4~3	m	30	JG
Triple Roundhouses	4,4,4	hhh	20,20,21	TS
Backhand	f+2	h	12	OB #1
Ninja Blade Rush	f,f+2	m	18	
Ninja Blade Slice	f,f+2	m	18	CH
= Sit	= d+3+4	-	-	
Knee Bash	f,f+4	m	20	
Dive Bomb	f,f+1+2	m	40	BK
Shark Attack Combo	f,f+3+4,1+2,3+4	Mmm	40,40,30	JG
Stone Fists	B+1,1,1,1,1,1	hhhhh	10,10,10,10,10,10	#2 #3
Uppercut-Backhand	d/f+1,2	mh	15-12	OB #1
Door Knocker	d/f+1<1<1<1	mhhm	15,12,12,18	GS
Basic Uppercut	d/f+2	m	13	JG
Side Kick	d/f+4	m	19	
Stone Backhands	D/B+2,2,2,2,2,2	mmmmmm	10,10,12,12,14,15	RC #3
Spinning Low Kicks	D/B+3,3,3,3,3	lllll	12,7,7,5,5	RC #3
= Front Kick	= f+4	m	12	#4
Sword Debate Position	SS+3+4	-	-	SDP
Jumping Twist Foot	[u/b_u_u/f]+4	m	25	
Lunging Sweep	FC,d/f+3	L	12	RC
Sit	d+3+4	-	-	
Gain Life	d+3+4,N	-	+5 (each bounce)	

Teleport	d+3+4[b_f]	-	-	#5
Meditate	d+3+4,D	-	-	
Feint Stone Backhands	d+3+4,2,2,2,2,2	mmmmm	10,12,12,14,15	RC #3
Feint Kangaroo Kick	d+3+4,4	m	30	JG
Sit-Stand Up	d+3+4,U	-	-	
Spinning Evade	b+3+4 (up to 6x)	-	-8 each spin	DY
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Poison Wind	u/f+3+4	M	10	
Poison Rush	u/f+3+4,b+1	Mh	10,2	
Poison Typhoon	u/f+3+4,b+1,3+4	MhM	10,2,20	
Poison Hurricane	u/f+3+4,b+1,4	MhM	10,2,15	
= Delay Sword	= D/B	-	-	
= Sword Slice	= N	{!}	(varies)	#6
Sword Slice	d/b+1	{!}	10	
= Delay Sword	= ~N,D/B	-	-	
= Sword Slice	= N	{!}	(varies)	#6
Sword Impale	b,b+1	!	90	
Spinning Sword	b,b+1~1	!	30	
= Spin Cancel	= b,b	-	-	
Sword Sweep	FC,d/b,b+1	!	20	
Helicopter Leap	U/F+1+2	{!}	25/30/40	
Heli Quick Down Slash	U/F+1+2~d	{!}	25/25/40	
Reverse Helicopter	U/F+1+2,B	{!}	35	
Standing Suicide	d+1+4	!	60(-60 to you)	DY
= Spinning Suicide	B+1,1,1...	!	3(-3 to you)	DY
Fake Turning Suicide	f,f+1+4,N	-	-	BK
Turning Suicide	f,F+1+4	!	100(-100 to you)	DY
= Second Stab	= f,f	!	100(-100 to you)	DY
Sword Pogo	u+1+2	{!}	30	
= Pogo Rush	[b,b_f,f]	{!}	25	
= Pogo Hop	[u/b_u_u/f]	{!}	15/15/15	
= Kangaroo Kick	3+4	m	30	JG
Death Pose	B+1+2	-	-	
= Bad Breath	ANY	!	30	CS
Wood Chopper	f,f+3,1	m{!}	20,18	
Double Front Slice	QCF+1	{!}	15,28	
Sword Counter	B+1+4	!	35	CS
Backflip	u/b	-	-	

#1: can link directly into the Stone Backhands

#2: can chain into Spinning Low Kicks after one or more Spinning Stone Fists.

#3: after any spin series ending with a backhand after 6 consecutive spins, Yoshi will become dizzy and fall over. after any spin series ending with a low spinning sweep after 5 consecutive spins, Yoshi will become dizzy and fall over.

#4: can only go into Front Kick after two or more Spinning Low Kicks.

#5: if opponent is close when Yoshimitsu teleports, he will appear behind directly behind them. if Yoshi was more than 3 character lengths away, he will teleport to the same location he was sitting in, but face his back towards opponent.

#6: after 6 1/2 hops, Delayed Sword Slice will do 100% damage.

-Throws-

Throw Name	Command	Position	Damage	Escape
Jumping Body Slam	1+3	f-throw	30	1
Jaw Smash	2+4	f-throw	30	2
Rainbow Drop	QCB+1+2	f-throw	50	1+2

Life Siphon	SDP [1+4_2+3]	f-throw	varies	-
Live Give	SDP [F+1+4_F+2+3]	f-throw	varies	-
Tornado Drop	[1+3 or 2+4]	b-throw	70	-
Flying Cartwheel	[1+3 or 2+4]	ls-throw	15-25	1
Clonimitsu (heh)	[1+3 or 2+4]	rs-throw	15-25	2

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9 _10
2 2 2 4 @ 1 1	Lev: m m m m {!}{!}
_ _ _ _ _ _ _ _ _ _	Dam: 3 3 3 7 8 30
_ _ _ _ _ _ _ _ _ _	-----
1 2 1 @ 4 @ 4 @ 4 1 1 1 1	Lev: h m m h h L m {!}{!} !
_ _ _ _ _ _ _ _ _ _	Dam: 5 8 6 9 9 5 5 8 8 30
_ _ _ _ _ _ _ _ _ _	-----
4 @ 4 2 2 1 @ 4	Lev: h h m h ! M
_ _ _ _ _ _ _ _ _ _	Dam: 20 20 5 6 30 25
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9 _10

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
+ = your advantage / - = opponents advantage
D = knocks opponent down

1	F+1	2	F+2	3
_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
8 +2 +7 +11 10	+3 +7 +12 10	0 +6 17 -13	+17 16 -17	D

F+3	4	F+4	FC 1	d+1
_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
16 -19 D	14 -14 -3	14 -14 -5 D	8 -2 +9	8 -2 +9

FC 2	d+2	FC 3	d+3	FC 4
_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _	_ _ _ _ _ _ _ _ _ _
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt

Step Kick	f,f+4	m	25	GS
Front Layout	f,f+3+4	M	25	
Belly Chop-Backward	d/f+1	m	10	BK
Belly Chop-Forward	D/F+1	m	10	
Butter The Bread	d/f+2	m	15	SG
Great Wall-Left	b+1	Sm	10	
Great Wall-Right	b+2	Sm	10	
Hypnotist Stance	b+1+2	-	-	HYP
Raindance	b+3+4	-	-	BK
Storming Flower	d/b+1	m	25 (35*)	#1
Knee Cracker	d/b+3	!	-	GS
Nutcracker	d/b+4	L	10	KS
Back Palm-Backward	u+1	m	5	BK
Back Palm-Forward	U+1	m	5	
Double Fan	u+1+2	mm	5, 8	
Hydrangea	u+1+2<2	mmm	5, 8, 12	
Fortune Cookie	u+1+2<2<1	mmmm	5, 8, 12, 25	
Ginger Snap	u+1+2~3+4	mm	5, 8	
Cyanide	[u_u/f]+4	m	25	BNC
Sunset Fan	d+1	mmM	7, 7, 7	RC
Flapping Wings	D+1	mmM	7, 7, 7	AOP
Art Of Phoenix	d+1+2	-	-	AOP
Sunflower	WS+2	m	12	JG BK
Wake Up Call	WS+2~F	m	12	JG
Skyscraper Kick	WS+4	m	14	
Lotus Twist	FC,d/f+2,1	SmSm	10, 15	RC
Shady Lotus	FC,d/f+2	Sm	10	BK RC
Quick Shady Lotus	FC,d/f+2,D/F	Sm	10	RC
Fire Dancer	FC,3,2,1,4	Lhbm	8, 6, 6, 12	JG
Flower Garden	FC,d/f+4	L	6	AOP
Double Map Sweep	FC,d/f+4,4	LL	6, 10	RC
Low Back Turn	FC,d/b+3+4	-	-	BK RC
False Salute (taunt)	1+3+4	-	-	
Greetings (taunt)	2+3+4	m	0	
High/Mid Parry	1+4	-	-	
Low Parry	[d_d/b]+1+4	-	-	

Moves From Art Of Phoenix Stance (AOP)

Move Name	Command	Lev.	Damage	Com.
Butterfly	d	-	-	AOP
Stand	u	-	-	
Jump	U	-	-	
Roll-Throw	[1+3 or 2+4]	(see throw section for information)		
Sideroll	[1+3 or 2+4]~D	-	-	RC
Left Handful	1	m	7	
Right Handful	2	m	12	
Wave Crest-Power	1+2	m	16	JG
Wave Crest-Quick	d+1+2	m	14	JG #2
Wave Crest-Heavy	d+1+2	m	25	JG
Knee Stabber	3	l	15	AOP
Back Kick	4	m	32	
Flower Scissors	4~b	m	32	BK
Firecracker	4~3	L	15	KND
Firecracker-Roll Up	4~3,u	L	15	RC
Firecracker-Roll Down	4~3,d	L	15	RC
Back Turn	f+1+2	-	-	BK
Roll Ball	f+3+4	-	-	RC
Flower Garden	f+4	L	7	AOP

Double Map Sweep	f+4,4	LL	7,10	RC
Double Barrel Shotgun	[u/b_u_u/f]+3,3	mh	15,23	JG
Double Scissor Kick	[u/b_u_u/f]+3,4	mm	15,25	
Sky Kick	[u/b_u_u/f],3	L	19	RC #3
Pirouette Kick	[u/b_u_u/f]N+3	m	30	OB
Crane Kick	[u/b_u_u/f]N+4	m	25	
Flower Power	u+4,4	mm	8,12	RC
Trick Flower	U+4	m	8	BK

Moves From Raindance Position (BK)

Reverse Slap	2	h	10	BK
Dark & Stormy	2,1,4	hhm	10,10,15	JG
Mistrust	4	m	16	JG
Spin Tornado-Up	3+4	-	-	
Spin Tornado-Down	d+3+4	-	-	
Spin Tornado-Away	u+3+4	-	-	BK
California Roll	f+3+4	-	-	BK
Cyclone	f+3+4~3+4	m	25	BK JG
Peg Leg	f,f+3	m	20	BK
Back Layout	f,f+3+4	M	25	BK
Ultra Phoenix	d+1+2	-	-	AOP
Back Circle Breaker	d+3	L	15	BK
Switch Circle Breaker	D+3	L	15	

Moves From Hypnotist Stance (HYP)

Move Name	Command	Lev.	Damage	Com.
Spin Sticker	2	m	25/30/35	#4
Thunder Strike	1+2	!	40/50/80	#4

#1: goes automatically into False Salute on counter hit (CH).

#2: must be preformed immediately as Ling gets into AOP.

#3: button 3 must be pressed as Ling lands.

#4: varies on walking distance.

-Throws-

Throw Name	Command	Position	Damage	Escape
Jade	1+3	f-throw	10,20	1
Ruby	2+4	f-throw	30	2
So Shoe Me	f+2~1	f-throw	4	1+2
Dislocator	QCB+2	f-throw	35	2
Back Layout	BK f,f+3+4	f-throw	17,30	-
Jump Reverse Clutch	BK f,f+[1+3 or 2+4]	f-throw	(varies)	(varies)
Crank Up	[1+3 or 2+4]	b-throw	50	-
Arm Flip	[1+3 or 2+4]	ls-throw	45	1
Dump The Bucket	[1+3 or 2+4]	rs-throw	38	2

-Strings-

::Command Flowchart::

::Statistics::

|_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9_|_10|

|_1_|_2_|_3_|_4_|_5_|_6_|_7_|_8_|_9|10|

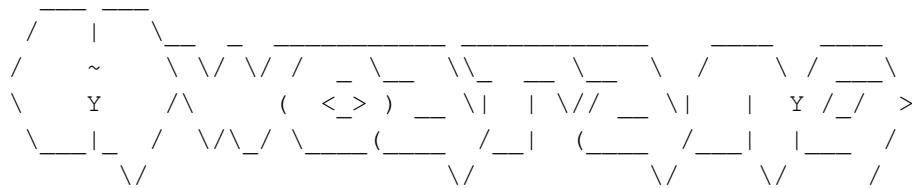
|u/f| | | | | | | | | |

|14| -1| +10 |14| -8| s24 |14|-10| +6 |12| -4| +7 | ?| ?| D |
 |__|__|_____|__|__|_____|__|__|_____|__|__|_____|__|__|_____|

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= :: Hwoarang (Bob) :: MOVES :: =

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::Special Conventions::

- LFF - Left Foot Forward (Basic Stance)
- RFF - Right Foot Forward
- LFL - Left Flamingo (Left Foot In Air)
- RLF - Right Flamingo (Right Foot In Air)

-Special Arts-

Moves From Left Foot Forward Stance (LFF)

Move Name	Command	Lev.	Damage	Com.
Disrespect	1+2	-	-	BK
Stance Change	3+4	-	-	RFF
Migraine	1,1	hh	5,8(6,9)	
Slice And Dice	1,1,3	hhl	5,8,10(6,8,10)	
Home Surgery	1,1,3,3	hhlh	5,8,18(6,8,10,18)	
Left-Right	1,2	hh	5,10(6,10)	
Rejected	1,2,3	hhm	5,10,16(6,10,16)	
Rejection	1,2,4	hhh	5,10,25(6,10,37*)	
Machine Gun Kicks High	3,3,3,3	hmmh	15,12,10,25	GS JG
Disorderly Conduct	3,3,4[F]	hmh	15,12,20	RFL[LFF]
Party Heartly	3,3,3,4[F]	hmmh	15,12,20,15	RFL[LFF]
Rock Your World	3,3,4,4	hmhm	15,12,10,20	RFF
Total Outrage	3,3,3,4,4	hmmhm	15,12,10,20,15	RFF
Menace	3,3,d+3	hml	15,12,7	
Menace To Society	3,3,d+3,4[F]	hmlh	15,12,7,13	RFL[LFF]
Menace To Society Dbl	3,3,d+3,4,4	hmlhm	15,12,7,13,15	RFF
Flying Eagle	3~4	mh	15,28	
Ax Murderer	4,3	hm	14,20	
Hot Feet	4,4,4,4	hhhm	14,10,10,20	TS
Toe Jam	4,4	hh	14,10	
Rude Boy	4,f+3	hm	14,17	
Hard Rocker	4,f+4	hh	14,20	
Kitchen Sink	4,4,b+4	hhh	14,10,10	
Da Bomb	4,4,f+4	hhh	14,10,25	
Blizzard Kicks	4,4,4,3	hhhL	14,10,10,10	
Rusty Knife	f+2	m	15	RFF
Tetanus	F+2	m	15	
Left Flamingo Feint	f+3,N	-	-	LFL

Ecoli	[f+_f,N,d,d/f]+3~3	m	22	
Doggie Lift	f+4	h	20	RFL
Grand Theft	f+4,4	hm	20,15	RFF
Spiral Tap	f,f+3	m	30	RFF
Torpedo Kick	f,f+4	h	30	OB #1
Body Blow	d/f+1+2	m	10	
Public Enemy	d/f+3,4	mm	17,21	
Reverse Shot	b+2	h	12	
Nose Bleeder-Right	b+4	h	28	OS RFF
Firecracker	d+4,4	lh	7,22	JG
Crippler	d/b+4	L	10	OSC
Repeater	d/b+4~4	m	30	#2
Sky Rocket	f,N,d,d/f+4	m	23	JG
Jump Kick	u+3	h	20	LFL
Hunting Hawk	u/f+3,4,3	mmh	15,14,25	GS
Tsunami Kick	WS+4,4	mM	13,15	RFF
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Dynamite Heel	d/b+3+4	{!}	40	
= Dynamite Cancel	= b,b	-	-	LFL

Moves From Right Foot Forward Stance (RFF)

Move Name	Command	Lev.	Damage	Com.
Disrespect	1+2	-	-	BK
Stance Change	3+4	-	-	LFF
Migrane	1,1	hm	10,12	LFF
Big Fists	2,1,1	hhm	6,10,12	LFF
Ecoli	3,3	lh	15,40	TS LFF
Backlash	3~4	h	36(54*)	TS LFF
Chainsaw Kick	4,3	hM	15,20	
Cheap Shot	f+3	h	25	LFL
Cheap Shot-R-Treat	f+3,B	h	25	
Bad Dancer	f+3,3	hm	15,20	
Grand Theft	f+4~4	m	20	JG
Rip-off	f,f+3	h	25	GS
Screw Kick	f,f+4~3	mh	18,20	GS
Nose Bleeder-Left	b+3	h	28	OS LFF
Misdemeanor	b+4	m	32	TS

Moves From Left Flamingo Stance (LFL)

Move Name	Command	Lev.	Damage	Com.
Flamingo Sidestep	[u_d]	-	-	
Flamingo Steppin'	f	-	-	
Flamingo Back Dash	b	-	-	
Left Punch	1	h	12	
Right Backhand	2	m	12	
Rocket Launcher	3,3,3	mmh	22,10,25	GS JG
Cannon Kicks	3,3,4[F]	mmh	22,10,20	RFL[LFF]
Kick Combo	3,3,4,4	mmhm	22,10,20,15	
Jump Kick	4	h	28	RFL
Left Snap Kick	f+3	m	18	
Snap Spin Kick	b+3	m	32	GS
Left Cutter	d/b+3	l	12	
Right Cutter	d/b+4	l	15	
Power Blast	1+4	!	80	
= Blast Cancel	b,b	-	-	LFF

Moves From Right Flamingo Stance (RFL)

Move Name	Command	Lev.	Damage	Com.
Flamingo Sidestep	[u_d]	-	-	
Flamingo Steppin'	f	-	-	
Flamingo Back Dash	b	-	-	
Left Backhand	1	m	12	
Right Punch	2	h	12	
Jump Kick	3	h	25	LFL
Super Right	4	m	20	DSc RFF
Right Snap Kick	f+4	m	18	
Snap Spin Kick	b+4	m	32	GS
Left Cutter	d/b+3	l	15	
Right Cutter	d/b+4	l	13	

#1: hwoarang recovers BK if Torpedo Kick is guarded against.

#2: if unguarded, opponent recovers in Slide Position (SLD).

-Throws-

Throw Name	Command	Position	Damage	Escape
Pick Pocket	1+3	f-throw	20,10	1
Human Cannonball	2+4	f-throw	18,20	2
Door Mat	QCB+3	f-throw	40	1
Leg Hook	d,D/B+1+3	f-throw	30	1+2
Roll and Choke	f,f+2	f-throw	30	2
Slaughterhouse	[1+3 or 2+4]	b-throw	55	-
Bring It On	[1+3 or 2+4]	ls-throw	38	1
Dead-end	[1+3 or 2+4]	rs-throw	22,22	2

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									
LFL																			
2	2	3	4 @ 3	4 @ 4	4	4	3	Lev: m h h l m m l h m h											
__	__	__	__	__	__	__	__	Dam: 12 7 10 7 7 8 7 10 21 42											
__																			
1										-----									
RFL																			
1										Lev: m									
__										Dam: 12									
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards

Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)

+ = your advantage / - = opponents advantage

D = knocks opponent down / s = staggers opponent for # of frames

1	F+1	2	F+2	3
---	-----	---	-----	---

Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	+1	+9	+10	10	0	+6	+9	10	0	+11	+9	15	-6	+5		14	-7	+4	

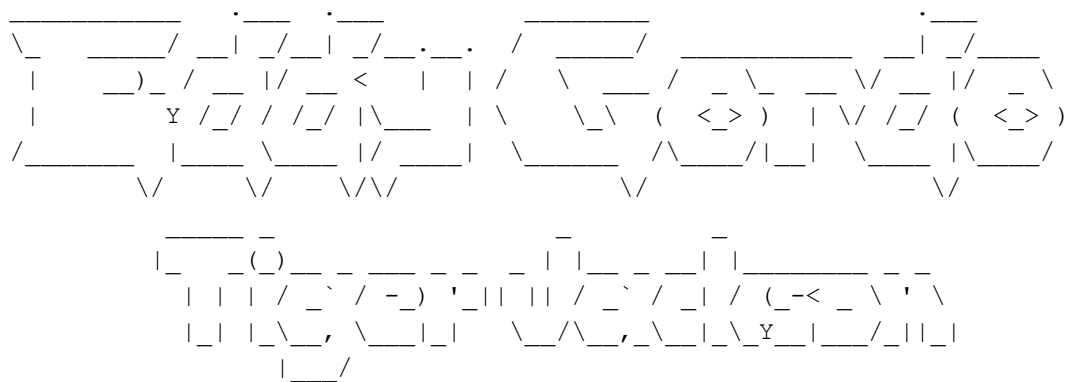
F+3				4				F+4				FC 1				d+1							
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt				
N/A				11	-4	+7	s28	17				N/A				8	-2	+9		8	-2	+9	

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-14	-3		17	-16	-2		12	-8	+3	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
19	-17	-6		10	-4	+7		15	-7	D		14	-18	D		11	-3	+8	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	+1	+8		14	-8	s24	D	14	-14	-3		12	-4	+7		?	?	D	

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= :: Eddy Gordo (Tiger Jackson) ::::::::::::::::::::::::::::::::::::::: MOVES :: =
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= :: Eddy Gordo (Tiger Jackson) :::::::::::::::::::::::::::::::::::::: MOVES :: =
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::Special Conventions::

HSP - Handstand Position

RLX - Relaxed Position

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	6,15	
Rewinder Away	1+2	-	-	
Rewinder Near	d+1+2	-	-	
Slippery Kick	3~4	LL	10,10	RLX #1
= Slider	= 4	l	15	#1
= Side Flop	= 4,4	ll	15,15	#1
= Slider-Needle	= 4,1+2	lm	15,25	
= Slider-Hammerhead	= 4,1+2,1+2	lm	15,30	
Satellite Moon	4~3	m	25	
= Hot Plate Special	= 3	m	15	RLX #1
= Roundhouse	= 4	m		
Back Handspring Kick	3+4	M	25	
Fakie Handspring	3+4~b	-	-	HSP
Crying Needle	FC,1+2	m	25	
Hammerhead	FC,1+2,1+2	m	30	
Front Stinger	[FC_WS+]3+4	M	20	#1 #2
Face Jammer	WS+3	h	25	
Circle Kick	WS+4	m	20	
Shin Cutter Combo	f+2,1,4	hhm	8,10,20	
Brush Fire	f+3	m	25	HSP
Samba	f+4	m	20	#1 #3
Handstand (HSP)	f+1+2	-	-	HSP
Lunging Brush Fire	f,f+3	m	30	#1 #2
Back Summy	f,f+4	-	-	
Back Summy-Fire Kick	f,f+4,3	L	20	RLX
Back Summy-High Thrust	f,f+4,4	m	35	RLX
Boomerang	f,f+3+4	M	16	BNC
Elbow Sting	d/f+1	m	10	
Elbow Uppercut	d/f+2	m	15	
Toe Tap	d/f+3	m	15	HSP
Kneecap Crusher	d/f+4	l	12	
Freak Show	d/f+3+4	m	20	JG
Knee Thruster	b+3	m	20	
Leg Whip	b+4	h	15	DS #1
Leg Whip-Thing Bikini	b+4,3,3	hLm	15,12,25	
Leg Whip-Low Kick	b+4,3,4	hLl	15,12,15	#1
Leg Whip-Needle	b+4,3,4,1+2	hLlm	15,12,15,15	
Leg Whip-Hammerhead	b+4,3,4,1+2,1+2	hLlm	15,12,15,30	
Leg Whip-Low Kicks	b+4,3,4,4	hLll	15,12,15,15	#1
Leg Whip-Mars Attack	b+4,4	hM	15,12	#2
Leg Whip-Mars Attack	b+4,4,3+4	hMM	15,12,25,20	
Weed Whacker	d/b+3	L	12	#1
Bushwhacker	d/b+3,3	LM	12,25	
Shin Cutter	d/b+3,4	Ll	12,15	#1
Cross Cutter	d/b+3,4,4	Lll	12,15,15	#1
Cut Cross Needle	d/b+3,4,1+2	Llm	12,12,15	
Cut Cross Hammerhead	d/b+3,4,1+2,1+2	Llm	12,12,30	
Bushwacker-Hot Plate	d/b+3,N+3	Lm	12,13	#1

Cutting Leg Whipper	d/b+3,N+4	Lh	12,15	#4
Barbed Wire	d/b+4(4...)	h(h)	15(30...)	
Barbed Wire-Handstand	d/b+4(4...)b+4	h(h)m	15(30...)12	HSP
Roundhouse	[u_u/f]+4	m	28	
Fire Kick	[u_u/f]+3+4	m	20	#2
Backflip	u,u/b,b	-	-	
= Handstand	~f	-	-	HSP
Fruit Picker	d/b+3+4	!!	40,40	
= Picker Cancel	b,b	-	-	

Moves From Handstand Position (HSP)

Handstand Walking	F	-	-	
Regular Stance	b	-	-	
Handstand Tilt Away	u	-	-	
Handstand Tilt Near	d	-	-	
Rotator	[u_d][3_4]	m	25	
Perch	D	-	-	JG
= Flop Kick	= 3+4	m	25	HSP
Flop Right	1	m	10	
Calypso	1,3,3	mlm	10,15,25	
Flop Left	2	m	10	
Circus	2,4	ml	10,12	#1
Carnival	2,4,3	ml1	10,12,25	
Giant Step	3	l	15	RLX
Psyche Out	3~b	-	-	HSP
Slippery Kick	3~4	ll	10,13	RLX #1 #3
Helicopter	4	Smm	12,12	HSP
Circle Sit	4,3+4	Smm11	12,12,10,10	RLX #1 #3
Slice Kick	u+[3_4]	M	10	HSP #2
Hot Plate Special	b+3	m	15	RLX #1

Moves During Rewinder (During Rewinder or Side Step)

Hand Slaps	1+2	h	12,15	
Mirage	1+2~3	hm	12,20	JG
Island Mirage	1+2,3	hhm	12,15,13	HSP
Cruncher	2	m	18	JGc
Hot Plate Special	3	m	15	RLX #1
Swirl Kick	4	l	15	#1
= Spinner	3	L		
= handspring	3+4	M		#1 #2
Wheel	3+4	hM	6,6	
Sau Paulo Special	3+4(x3),u/f+3+4	hMMMm	6,6,30,18,20	
Chop Down	u+3	M	?	
Chop Down-Freak Show	u+3,3	Mm	?	JG
Chop Down-Take Down	u+3,d+3	ML	?	
Chop Down-Kick Out	u+3,3+4	Ml	?	RLX

Moves From Relaxed Position (RLX)

Low Header	1+2	m	20	
Hammerhead	1+2,1+2	m	30	
Rio Delight	3,4	mm	7,28	
Scoop Up Kick	3~4	m	20	JG
Back Handspring Kick	3+4	M	25	
Fakie Handspring	3+4~b	-	-	HSP
Low Stinger Combo	4,3+4	mm	10,25	#1
Twister-Handstand	4~3	LL	12	HSP
Twister-Slippery Kick	4~3,3+4	LLL	12,10,10	RLX #1 #3

- #1: holding back puts Eddy into HSP.
- #2: holding down puts Eddy into RLX.
- #3: can link directly into Slippery Kick series.
- #4: can link directly into any of the Leg Whip series.

-Throws-

Throw Name	Command	Position	Damage	Escape
Rio Deal	1+3	f-throw	30	1
Rio Special	2+4	f-throw	30	2
Rodeo Spin	HCF+1+2	f-throw	55	1+2
Air Mail	[1+3 or 2+4]	b-throw	60	-
Missile Launcher	[1+3 or 2+4]	ls-throw	40	1
Shadow Dancer	[1+3 or 2+4]	rs-throw	42	2

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										
4~3@	4	2	4	4	3+4	3+4	3+4	+	+	Lev:	m	m	h	h	mm	m	hm	m	m	
										Dam:	20	28	7	8	22	10	12	21	15	20
 										----- Lev: L Dam: 12										
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
 Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
 + = your advantage / - = opponents advantage
 D = knocks opponent down / s = staggers opponent for # of frames

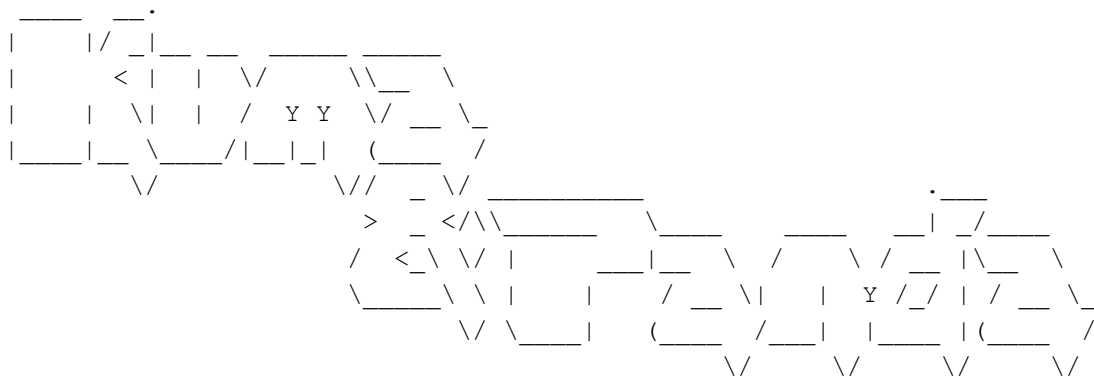
1				F+1				2				F+2				3			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-1	+7	+8	10	-1	+7	+8	10	0	+8	12	-10	+1	15	-18	-7			
F+3				4				F+4				FC 1				d+1			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
18	N/A	12	-5	+4	D	23	-18	-7	8	-4	+7	8	-4	+7					

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-17	-3		16	-17	-3		13	-7	+4	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	-7	+4		10	-3	+7		15	-7	D		18	-6	D		14	-4	+7	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	-5	+3		14	-10	D		15	N/A			16	-13	-2		?	?	D	

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= :: Kuma (Panda) :: MOVES :: =
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= :: Kuma (Panda) :: MOVES :: =
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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
Bear Hammer	1,1,1	hhm	18,15,18	
Jab-Elbow-Hammer	2,1,2	hmm	12,21,20	JG RC
Overhead Smash	1+2	M	21	
Double Hammer	1+2,1+2	Mm	21,21	
Sit	3+4	-	-	
= Sit Punches-Left	1,2,1,2	1111	10,10,10,10	
= Sit Punches-Right	2,1,2,1	1111	10,10,10,10	

G-Clef Cannon	f+1,1,1	hMm	10,8,14	JG
Demon Uppercut	f,f+2	m	22	JG
Double Claw	[F_f,f]+1+2	m	25	CS
Leaping Side Kicks	f,f,f+3	m	30	GS
Rushing Uppercut-Left	D/F+1,2,1,2	mmmm	10,15,10,15	JG
Rushing Uppercut-Right	D/F+2,1,2,1	mmmm	10,15,12,15	JG
Salmon Hunter	b,f+1+4	L	60	
Grizzly Claw	b,d/b,d,D/F+2	m	40	
Pancake Press	u/f+3+4	M	26	
Killing Uppercut	WS+1	m	12	JG
Uppercut-Grizzly Claw	WS+1,2	mm	12,27	JG
Batter Up	WS+1+2	m	21	JG
Batter Up-Smash	WS+1+2,1+2	mM	21,17	
Windmill Punches	FC,d/f+1,2,1,1	mmmh	12,15,15,30	GS CS
Rushing Uppercut	FC,D/F+2,1,2	mmm	10,10,15	
Hammer Rush-High	FC,D/F+2,f+1	mh	10,8	
Hammer Rush-Mid	FC,D/F+2,d/f+1	mm	15,10	
Hammer Rush-Low	FC,D/F+2,d+1	mL	10,8	
Hammer Rush-High	FC,D/F+1,2,f+1	mmh	15,12,12	
Hammer Rush-Mid	FC,D/F+1,2,d/f+1	mmm	15,12,15	
Hammer Rush-Low	FC,D/F+1,2,d+1	mmL	15,12,8	
Sweep Rush-High	FC,1,1,1,2,f+1	LLmmh	12,8,12,12,12	
Sweep Rush-Mid	FC,1,1,1,2,d/f+1	LLmmm	12,8,12,12,15	
Sweep Rush-Low	FC,1,1,1,2,d+1	LLmmL	12,8,12,12,8	
Wakeup Hammer	KND,D+1+2	m	12	
= Sit Punches-Left	1,2,1,2	llll	10,10,10,10	
= Sit Punches-Right	2,1,2,1	llll	10,10,10,10	
No Problem	1+2+3	-	-	
Dance	d+4	M	20,60	#1
Deadly Claw	b+1+2	!	35	CS
Rolling Bear	b+1+2,360	M	40	#2
Fatal Wind	b,b+2+3+4	!	200	

#1: only works if initiated when opponent is downed.

#2: 360 in this case, means f,d/f,d,d/b,b,u/b,u,U/F.

-Throws-

Throw Name	Command	Position	Damage	Escape
Bear Bite	1+3	f-throw	40	1
Bear Hug	2+4	f-throw	10,25	2
Stonehead	f,f+1+4	f-throw	35	1+2
Circus Roll	HCB,f+1+2	f-throw	60	1+2
Choke Slam	[1+3 or 2+4]	ls-throw	10,15,25	1
Bear Slam	[1+3 or 2+4]	rs-throw	40	2
Swing Swung	[1+3 or 2+4]	b-throw	70	-

-Strings-

Kuma has no known Strings.

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards

Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)

+ = your advantage - = opponents advantage

D = knocks opponent down

1				F+1				2				F+2				3			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
20	-7	+4		8	+1	+8		10	0	+7		12	-0	+11		18	-10		D

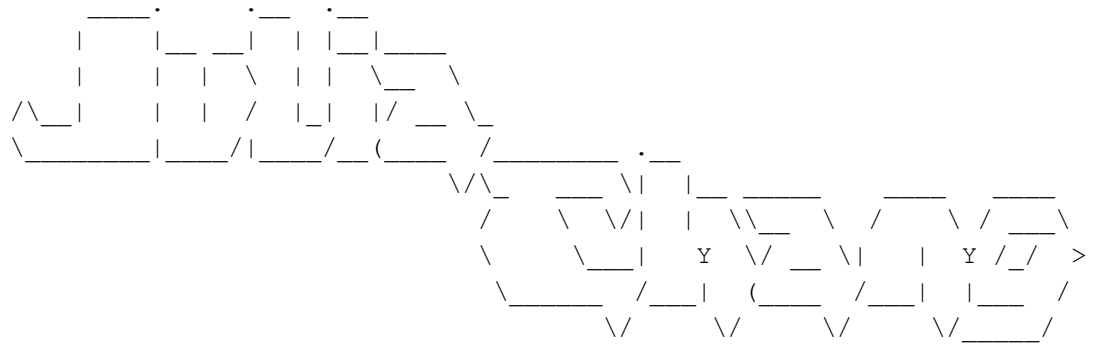
F+3				4				F+4				FC 1				d+1			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
20	-10		D	16	-4	+5	D	17	-4	-5	D	19	-8	+2		10	-9	+2	

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		20	-15	-1		20	-15	-1		16	-6	+5	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
16	-6	+5		13	-15		D	15	-7		D	16	-16		D	11	-6	+5	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
15	-11		0	14	-12		D	16	-9	+2		12	-4	+7		?	?		D

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 = :: Julia Chang ::: MOVES :: =
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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
G-Clef Cannon	1,1,1	hmm	10,5,21	JG
Rush-Mini Bow	1,1,4	hmL	10,5,12	RC
Rush-Bow Leg Kicks	1,1,4,3	hmLm	10,5,12,15	
Machine Gun Cannon	1~2,1	hm-	10,15,21	JGc #1
Machine Gun-Low	1~2,3	hmL	10,8,10	
Machine Gun-High	1~2,4	hmh	10,8,20	
Spin Behind	2~b	h	12	#2
Twin Arrow	1+2	m	25	GS
Ultimate Cannon	2+3,1	SmmM	8,9,25	JG
Spin Sideways	3+4	-	-	
Spin-Roundhouse	3+4,4	h	20	
High Kick-Razor's Edge	4,4,1	hLm	20,12,21	JG
Triple Spinning Kick	4,4,4	hLh	20,12,23	
Double Spin-Low Kick	4,4,d+4	hLL	20,12,23	
Flash Uppercut	f+1	m	15	JG
Palm Explosion	f+1~2	m	21	DSc
Elbow	f,f+1	m	10	
Elbow-Skyscraper Kick	f,f+1,4	mm	10,15	
Foot Stomp	u/f+3+4	M	35	
Thunder Palm	d,D/F+1	m	14	
Lightning Bolt	d,D/F+1,2	mm	14,21	DSc
Axe Cannon	d/f+1,1	mm	8,21	JG
Axe-Mini Bow	[1+4_d/f+1,4]	mL	[12_8]12	RC
Axe-Bow Leg Kicks	[1+4_d/f+1,4]3	mLm	[12_8]12,15	
Front Snap Kick	d/f+3	m	17	
Mid-Ultimate Cannon	d+2,3,1	SmmM	8,9,25	JG
Low Razor	d+4	L	10	RC
Razor's Edge	d+4,1	Lm	10,21	JG
Sweep-Headkick	d+4,4	Lh	10,23	
Sweep-Low Kick	d+4,d+4	LL	10,10	
Mini G-Clef Cannon	d/f+2,1	m-	10,21	JG #3
Uppercut-Elbow	[WS+2_3~2]2	mm	15,22	
Uppercut-G-Glef Cannon	[WS+2_3~2]1,1	mmm	18,5,21	JG
Uppercut-Low Razor	[WS+2_3~2]4	mL	15,12	JG RC
Uppercut-Razor's Edge	[WS+2_3~2]4,1	mLm	15,12,21	JG
Uppercut-Sweep-Headkick	[WS+2_3~2]4,4	mLh	15,12,23	
Uppercut-Sweep-Low Kick	[WS+2_3~2]4,d+4	mLL	15,12,10	
Skyscraper Kick	WS+4	m	15	
Body Elbow	FC,d/f+2	m	20	DSc
Bow Leg Kicks	FC,d/f+4,3	Lm	12,15	
Taunt	2+3+4	-	-	
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Heaven Cannon	f+1+4	!	50	JG

- #1: basic left punch must counter hit.
- #2: can only be performed if right punch connects.
- #3: Low Power Punch must connect to work.

-Throws-

Throw Name	Command	Position	Damage	Escape
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Death Valley Bomb	1+3	f-throw	35	1
Knee Suplex	2+4	f-throw	30	2
Waist Suplex	d,d/b+1+3	f-throw	35	1
Arm Lock Suplex	d/f+1+2	f-throw	37	2
Mad Axes	d,d/b,b,f+2	f-throw	14,14,14	1+2
Cross Arm Suplex	FC,d/b,d,d/b+1+2	f-throw	45	1+2
Running Bulldog	[1+3 or 2+4]	ls-throw	40	1
Twisted Sister	[1+3 or 2+4]	rs-throw	45	2
Branded	[1+3 or 2+4]	b-throw	50	-

-Strings-

::Command Flowchart::

::Statistics::

1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
2 1 1 @ 2 3 3 @ 3 4 @ 4 1	Lev: h m m h L m h h L m
___ ___ ___ ___ ___ ___ ___ ___ ___ ___	Dam: 8 6 6 6 6 6 6 7 8 25
___	-----
@ 2 3 @ 2 1	Lev: m L m !
___ ___ ___ *1	Dam: 7 5 5 30
___	-----
1 @ 4 3	Lev: m L m
___ ___ ___	Dam: 7 10 25
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

*1 can only be performed if previous hit is unguarded.

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
+ = your advantage / - = opponents advantage
D = knocks opponent down

1	F+1	2	F+2	3
___	___	___	___	___
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
8 0 +6 +9	8 +1 +12	10 -2 +9 +7	10 -2 +9 +7	14 -16 D
___	___	___	___	___

F+3	4	F+4	FC 1	d+1
___	___	___	___	___
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
16 -16 D	10 -7 -7 D	10 -7 -7 D	8 -2 +9	10 -2 +9
___	___	___	___	___

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9	10	-2	+9	16	-17	-3	16	-17	-3	12	-8	+3					

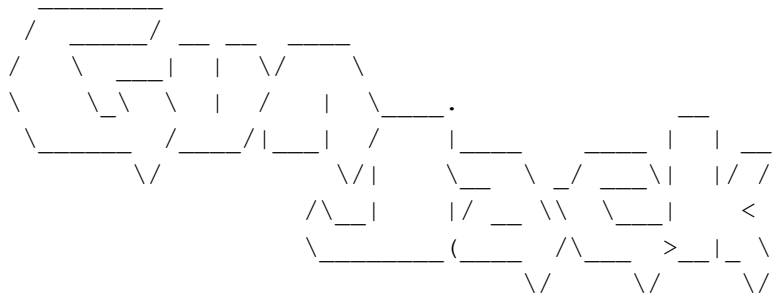
d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
20	-9	-10	10	-4	+7	18	-11	0	-5	16	-16	D	11	-17	D				

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
20	-15	-4	16	-6	+5	14	-10	+1	12	-4	+7	?	?	D					

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= :: Gun Jack :: MOVES :: =

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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
Jack Hammer	1,1,1	hhm	18,15,18	
Jab-Elbow-Hammer	2,1,2	hmm	12,21,20	JG
Overhead Smash	1+2	m	21	
Double Hammer	1+2,1+2	mm	21,22	
High-Low Cross Cut Saw	[F_f]+1+2,1+2	m1	22,15	
Cross Cut-Saw Blast	[F_f]+1+2,d/f+2	mm	22,25	
Sliding Attack	[F_f]+3+4	[M_L]	25	GS #1
Double Axe	d+1+2	m	45	JG
Sit	d+3+4	-	-	
= Sit Punches-Left	1,2,1,2	l111	10,10,10,10	

= Sit Punches-Right	2,1,2,1	l111	10,10,10,10	
Sit-Pancake Press	d+3+4,3+4	M	35	
= Sit Punches-Left	1,2,1,2	l111	10,10,10,10	
= Sit Punches-Right	2,1,2,1	l111	10,10,10,10	
Whiff Body Press	d/f+1+3	M	20	GS SLD
Thunder Slap	d/f+2+3	L	12	
Rushing Uppercut-Left	D/F+1,2,1,2	mmmm	10,15,10,15	JG
Rushing Uppercut-Right	D/F+2,1,2,1	mmmm	10,15,12,15	JG
Debugger	b,d/b,d,D/F+1	L	29	
Megaton Blast	b,d/b,d,D/F+2	m	40	
Machine Gun Blast	d/b+1,1,1,1,1,2	l1111m	15,15,15,15,15,40	
Cossack Dance	d/b+3,4,3,4,3,4	LLLLLL	18,12,10,12,12,12	
Pancake Press	u/f+3+4	M	26	
= Press Punches-Left	1,2,1,2	l111	10,10,10,10	
= Press Punches-Right	2,1,2,1	l111	10,10,10,10	
Killing Uppercut	WS+1	m	12	JG
Batter Up	WS+1+2	m	21	JG
Batter Up-Smash	WS+1+2,1+2	mm	21,17	
One-Two Blast	FC,1,2	Lm	10,25	
Takedown	FC,1+2	L	21	
Windmill Punches	FC,d/f+1,2,1,1	mmmh	12,15,15,30	GS
Rushing Uppercut	FC,D/F+2,1,2	mmm	10,10,15	
Hammer Rush-High	FC,D/F+2,f+1	mh	10,8	
Hammer Rush-Mid	FC,D/F+2,d/f+1	mm	15,10	
Hammer Rush-Low	FC,D/F+2,d+1	mL	10,8	
Hammer Rush-High	FC,D/F+1,2,f+1	mmh	15,12,12	
Hammer Rush-Mid	FC,D/F+1,2,d/f+1	mmm	15,12,15	
Hammer Rush-Low	FC,D/F+1,2,d+1	mmL	15,12,8	
Sweep Rush-High	FC,1,1,1,2,f+1	LLmmh	12,8,12,12,12	
Sweep Rush-Mid	FC,1,1,1,2,d/f+1	LLmmm	12,8,12,12,15	
Sweep Rush-Low	FC,1,1,1,2,d+1	LLmmL	12,8,12,12,8	
Low Cross Cut Saw	FC,D/F+1+2	l	21	
Wakeup Hammer	KND,D+1+2	m	12	
= Sit Punches-Left	1,2,1,2	l111	10,10,10,10	
= Sit Punches-Right	2,1,2,1	l111	10,10,10,10	
Megaton Upper	HCF,D/F+2	m	22	JG
Dark Greeting	f+4~1	!	101	#2
Giant Foot Stomp	3+4(3+4,3+4)	{!}	60	#3
Windup Punch	HCF(HCF up to 5)1	m[!]	20,40,60,80,199	GS #4

#1: hits M up close, hits L from a distance.

#2: can be crouched under.

#3: pressing 3+4 or 3+4,3+4 after initial Giant Foot Stomp extends air time.

#4: after initial HCT, up to 4 more HCT can be performed before pressing 1 to punch; after 3 windups, punch in unblockable.

-Throws-

Throw Name	Command	Position	Damage	Escape	Com.
Body Slam	1+3	f-throw	35	1	
Lift Slam	2+4	f-throw	30	2	
Pyramid Driver	QCF+1	f-throw	40	1	
Ground Zero	u/f+1+2	f-throw	33	1	
Lift Up-Megaton Hit	u/f+1+2,d,d/f+2	f-throw	60	-	#1b
Backbreaker	QCB+2	f-throw	45	2	
Volcano	d/f+2+4	f-throw	30	2	
Volcano Blaster	d/f,d/f+2+4	f-throw	30	2	JG
Body Smash	d/b+2+3	f-throw	32	2	

Choke Slam	f,f+2+3	f-throw	35	2
File Driver	d/b,f+1+2	f-throw	58	1+2
Long Bomb	[1+3 or 2+4]	ls-throw	40	1
Hanging Neck Throw	[1+3 or 2+4]	rs-throw	40	2
Spinal Crush	1+3	b-throw	30,40	-
Throw Away	2+4	b-throw	70	-
Body Press	d/f+1+3	f-throw	25	-
= Hammer	1+2	link	10	-

#1b: can be escaped during initial grab only with 1. once Megaton Hit extention has been initiated, the throw is inescapable.

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10
d+2 1 1 @ 1 2 1 2 1 1+2 1+2	Lev: Sm L L m m m m m m m
___ ___ ___ ___ ___ ___ ___ ___ ___ ___	Dam: 10 6 5 7 7 6 6 8 21 25
u/f d	Lev: h m L L L m 1 m
+ 1 @ 4 3 4 @ 1 @ + 1+2	Dam: 15 8 5 5 5 8 12 35
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10	_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
+ = your advantage / - = opponents advantage
D = knocks opponents down

1	F+1	2	F+2	3
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
20 -7 +4	20 -7 +4	10 0 +7	12 0 +11	18 -10 D

F+3	4	F+4	FC 1	d+1
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt
20 -10 D	16 -4 +5 D	17 -4 +5 D	19 -8 +2	8 -2 +9

FC 2	d+2	FC 3	d+3	FC 4
Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt	Ex Grd Hit Cnt

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	6,8	
Bruce Rush	1,2,1,2	hhmm	6,8,11,14 (8,8,11,14)	
Rush-Low Kick	1,2,1,4	hhml	6,8,11,12	
One-Two Punch-Low Kick	1,2,3	hhl	6,8,15	
Hammer Driver	[d+_FC_b+]1+2	mm	14,21	
Punch-Double Spin Kick	1~4,3	hhm	6,15,17	
Running Blind	1~4,3,3	hhmh	6,15,17,16	
Dash Changeup	1~4,2,4	hhhm	6,15,21,26	GS #1
Lair's Dance	1~4,2,1,2	hhhhh	6,15,21,21,21	#1 #2
Dance Of Doom	1~4,2,1,4	hhhhm	6,15,21,21,26	GS #1 #2
Quick Spin Kick	3,3	mh	16,16	
Bruce Special-Elbow	3,2,1,2	mmmm	18,11,10,14	
Bruce Special-Low Kick	3,2,1,4	mmml	18,11,10,12	
Triple Roundhouses	f+4,3,4	hmh	18,14,18	
Mach Breaker	f,f+2	h	30	
Spinning Roundhouse	f,f+3	m	36	
Side Step Elbow	f+1+2	h	26	
Slash Kick	f,f,f+3	m	36	GS
Light Back Knuckle	b+2	h	21	DSc
Double Back Knuckle	b+2,1	hh	21,21	DSc #1
Hands Of Doom	b+2,1,2	hhh	21,21,21	#1 #2
Rush Of Doom	b+2,1,4	hhm	21,21,26	GS #1 #2
Backhand-Side Stunner	b+2,4	hm	21,26	GS #1
Front Kick	b+3	h	20	
Front Kick-Rush Elbow	b+3,2,1,2	hhmm	20,12,11,14	
Front Kick-Rush L/Kick	b+3,2,1,4	hhml	20,12,11,12	
Front Kick-Knee	b+3,4	hm	20,12	
Flying Knee Kick	b,b+4	h	25	KND
Thin Low Kick	d+3+4	l	15	
Left Body Blow	d/f+1	m	10	
One Two-Body Blow	D/F+1,2	mm	10,16	GS
Vulcan Body Blow	D/F+1,1,1,1,2	mmmm	10,15,12,11,16	GS
Rolling Driver	[u_u/f]+3	m	25	
Orbital Heel Kick	[u_u/f]+4	m	21	BN
Right Body Blow	d/f+2	m	16	
Snake Edge	d/f+3	L	17	RC
Power Axe	d/f+4	m	26	GS
Sway	QCB,N	-	-	
Sway-Slash Elbow	QCB,N+2	h	21	JG
Left Upper	WS+1	m	18	JG
Right Upper	WS+2	m	18	
Fisherman's Slam	WS+2[f_b]+2	m	18,21	BN
Power Knee	WS+3	m	22	DSc
Double Power Knee	WS+3,4	mm	22,16	
Short Uppercut	WS+1+2	m	12	
Rising Kick	WS+3+4	h	28	
Headhunter	SS+1	h	33	
Cheap Trick	SS+1,2	m	28	
Shell Shock	SS+2	h	26	OS
Taunt	1+3+4	!	0	
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Gravity Blow	f+1+4	!	21	
Meteor Smash	b+1+4	!	60	

#1: can be cancelled with f+1 before initial elbow is performed.

#2: can be cancelled in between first and second elbows with a SS which will initiate a side crouch dash. side crouch dash recovers crouching (RC).

-Throws-

Throw Name	Command	Position	Damage	Escape
Swing DDT	1+3	f-throw	30	1
Gravity Suplex	2+4	f-throw	30	2
Chains Of Misery	FC,d/f,d,d/f+1+2	f-throw	10,8,27	1+2
Gravity Elbow	[1+3 or 2+4]	ls-throw	40	1
Knee Blast	[1+3 or 2+4]	rs-throw	40	2
Neck Wringer	[1+3 or 2+4]	b-throw	60	-

-Strings-

::Command Flowchart::

::Statistics::

1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									
_ _ @ 4 _ _										Lev: m Dam: 7									
_ _										-----									
b+3@ 4 @ 1 2 1 4 @ 2 1 4 2										Lev: h m m m h h h h m h									
_ _ _ _ _ _ _ _ _ _										Dam: 8 6 6 6 6 6 6 7 8 25									
_ _ _ _										-----									
_ _ @ 3 @ 3 _ _										Lev: m h Dam: 7 10									
1 _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10										_1_ _2_ _3_ _4_ _5_ _6_ _7_ _8_ _9_ _10									

-Basic Move Frame Info-

Ex = Execution / Grd = Advantage if opponent guards
 Hit = Advantage if hits opponent / Cnt = advantage if hits on counter hit (CH)
 + = your advantage / - = opponents advantage
 D = knocks opponent down

1		F+1		2		F+2		3											
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
8	+1	+7	+10	10	-6	+5	10	+1	+7	12	+1	+7	+10	16	-4	+7			

F+3		4		F+4		FC 1		d+1											
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
18	-7	D	12	-14	-5	D	13	-4	+7	D	8	-2	+9	8	-2	+9			

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-17	-3		16	-10	+1		12	-8	+3	

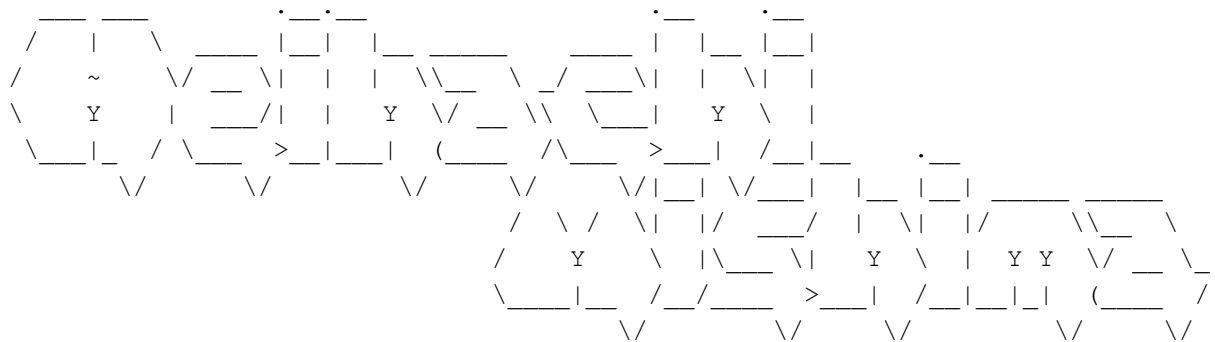
d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
15	-13	+3		15	-16	D		19	-8	+3	+1	12	-7	+4	+7	11	-6	+5	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
15	-2	+4		15	-1	+4		28	-21	D		22	-1	D		?	?	D	

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-Special Arts-

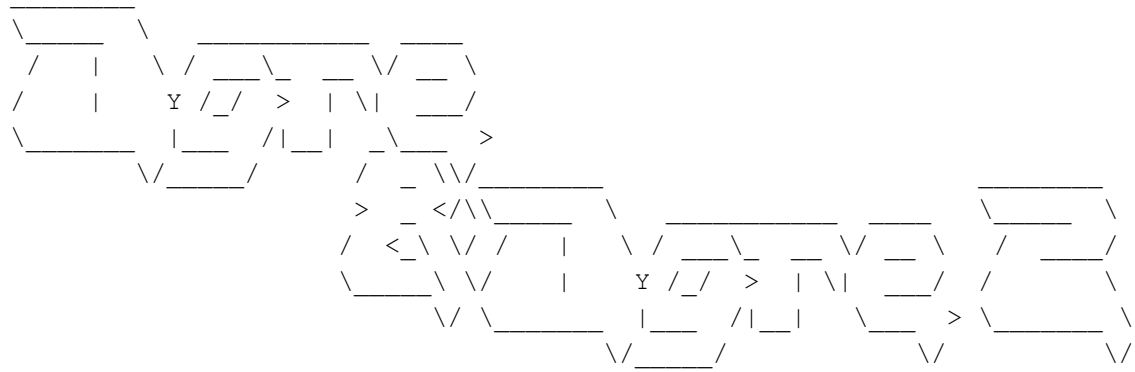
Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	8,8(6,8)	
Shining Fists	1,1<2	hhm	5,8,18(6,8,18)	
Devil Fists	1,2<2	hhh	6,10,18(6,8,18)	
Demon Executer	1,2<2~1+2	hhm	5,8,22(6,8,22)	
Demon Scissors	4~3	M	25	KND DY #1
Demon Palm	1+2	m	22	
Demon Massacre	f+1,b+2,1	hmm	6,21,35	GS
Demon Lair	f+1,b+2,4	hmm	6,21,30	GS

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
13	-1	+9	15	-2	s30	D	16	-9	+2	12	-4	+7	?	?	D				

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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	5,8(6,8)	
Shining Fists	1,1<2	hhm	5,8,15	
Devil Fists	1,2<2	hhh	5,8,18	
Cross-Backhand	2,2	hh	12,21	
Demon Scissors	4~3	M	25	KND
Power Punch	f+2	m	28	
Right Splits Kick	f+4	m	27	
Shoulder Ram	f+1+4	m	30	
Hammer Fist	f,f+1+2	M	40	
Left Splits Kick	f,f+3	m	23	GS
Bazooka Kick	f,f+4	h	35	
Hammer Heel	f,f,N+4	M	20	
Exploder	f,f+3+4	h	40	FCD
Dragon Dive	f,f,N+3+4	L	15	#1
Slash Kick	f,f,f+3	m	30	GS
Shin Kick-Head Kick	d+4,N+4	lh	7,20	
Double Elbow	d/f+1,2	mm	16,10	
Blazing Kick	d,d/b+4	m	30	JGc
Double Knuckle	[u_u/f]+1+2	M	35	
Delay Double Knuckle	[u_u/f]N+1+2	M	35	
Hunting Hawk	u/f+3,4,3	mmh	15,14,25	GS
Windmill Kick	u/b+3	M	20	
Windmill-Tooth Fairy	u/b+3,2	Mm	20,25	JG
Heavy Body Blow	WS+2	m	25	DSc
Infinity Kick Combo	WS+3,3,d+3,3...	mmlm	10,25,15,10...	
= Infinity Extension	u+3...	h	15...	#2
= Infinity Extension	d/f+3...	m	15...	#2
= Infinity Extension	d+3...	l	10...	#2

Tsunami Kick	WS+4,4	mm	13,21	
Rising Kick	WS+3+4	h	28	
Groin Punch	FC,f+1	m	30	CS
Power Slap	FC,f+2	M	40	
Low Backhand Sweep	FC,d/f+2	L	25	
Snake Creeper	FC,3,3,3	LLm	12,19,25	JG
Snake Dimension	FC,3,3,d+3	LLL	12,19,7	
Deadly Slice	b+2	!	22	
God Reverse	b+1+2	!	25	#3
Killing Blow	b+2+3	!	60	
Serpent's Venom	f,f+2	m!	15,20	#4
Deadly Slash	f,f,N+2	!	25	
Dragon Power Punch	b,b+1+2	!	100	
Bloody Scissors	d/b+1+2	!	60	
Burning Knuckle	[u_u/f]d+1+2	{!}	45	
Delay Burning Knuckle	[u_u/f]N,D+1+2	{!}	45	

#1: if Dragon Dive is blocked, Ogre/Ogre 2 recovers in KND. if Dragon Dive connects, Ogre/Ogre 2 recovers in PLD.

#2: Infinity Kick Combo can be immediately re-chained onto any Infinity Extension without having to use WS+3,3...

#3: against opponents high punches. Only Ogre has this move.

#4: if the first hit is guarded against, dashing back (b,b) or sidestepping will escape the second unblockable hit.

-Special Arts (Ogre 2 Only)

Move Name	Command	Lev.	Damage	Com.
Evil Wheel	u+3+4	m	25	
Buffalo Horn	d/f+1+2	m	25	JG
Low Tail Spinner	d+3+4	L	25	
Mid Tail Spinner	d/f+3+4	m	25	
Dble Mid Tail Spinner	d/f+3+4,3+4	mm	25,25	
Deadly Revenge	FC,d/f	-	-	#1b
Hell Flame	1+2	(!)	30	
Blazing Inferno	d+1+2	!	40	#2b
Owl's Hunt	[KND_PLD]3+4	!	40	#2b

#1b: perform after being hit with a mid punch.

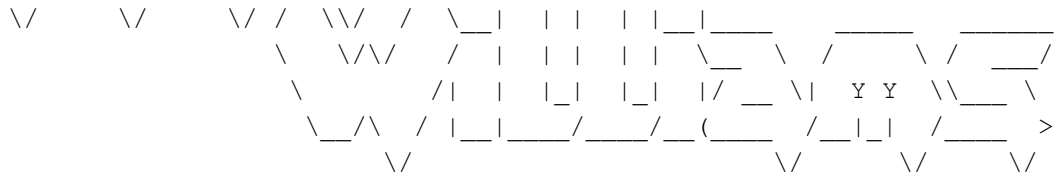
#3b: can be crouched under.

-Throws-

Throw Name	Command	Position	Damage	Escape	Com.
Body Slam	1+3	f-throw	30	1	
Bear Hug	2+4	f-throw	10,25	2	
Waning Moon	d/f,d/f+2+4	f-throw	30	-	OB
Choke Slam	[1+3 or 2+4]	ls-throw	10,15,25	1	
Power Wringer	[1+3 or 2+4]	rs-throw	40	2	
Swing Swung	[1+3 or 2+4]	b-throw	70	-	

-Strings-

Ogre & Ogre 2 have no known Strings.



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-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	hh	4,10(5,10)	
Uppercut-Punch	d/f+1,2	mh	10,15	
Bermuda Triangle	1,2,4	hhh	4,10,15	GS #1
Mini Snake-Feint SS	1,2,1,4,2[U_D]	hhhhh	4,10,6,15,12	GS #1
Quick Snake Mid	1,2,1,4,2,3	hhhhhm	4,10,6,15,12,17	GS #1
Quick Snake Low	1,2,1,4,2,4	hhhhh1	4,10,6,15,12,21	GS #1
Quick Snake Grabber	1,2,1,4,2,u/f+3	hhhhh	1,10,6,15,12,12,10	GS #1
PDK Quick Combo	1,4	hL	4,8	
Double Punch-DK Combo	2,1,4	hh1	10,6,8	
Punch-Anna Bomb	2,f+1+2	hm	10,20	
PK Combo	2,3	hh	10,20	
PDK Combo	2,d+3	hL	10,10	
Cross-Roundhouse	2,4	hh	10,15	
Left-Right HK	3,4	hh	25,15	
High Kick-Low Kick	4,3	hL	15,15(16,15,)	
Toe Kick Quick	[d+_FC]1,N+4	Smm	5,10	
Toe Kick	[d+_FC]2,4	Smm	10(8),15	
Low Kick-Upper	[d+_FC]3,2	Lm	12,10	JG
Left LK-Right HK	[d+_FC]3,N+4	Lh	12,15	
Right LK-Backhand Chop	[d+_FC]4,1	Sm(1)h	7(10),10	#2
Arm Stab	FC,f+1	m	27	CS
Overhead Windmill	FC,f+2	m	22	
Arm Sweep	FC,d/f+2	l	18	
Guard Break	1+2	m	0	
Delay Guard Break	f+1+2	m	0	
Super Riser	[WS_QCF]+2	m	15	JGc
Anna Bomb	WS+1+2	m	20(30*)	
Power Anna Bomb	f,f+1+2	m	25(37*)	
Head Banger	f,f+2	h	21	
Rolling Kick	f,f+4	M	20(30*)	KND
Super Creeper-Feint SS	d/f+3,1,4,2[U_D]	mhhh	10,10,15,12	GS
Super Creeper Mid	d/f+3,1,4,2,3	mhhhm	10,10,15,12,17	GS
Super Creeper Low	d/f+3,1,4,2,4	mhhh1	10,10,15,12,21	GS
Super Creeper Grabber	d/f+3,1,4,2,u/f+3	mhhhh	10,10,15,12,12,10	GS
Creeping Snake	d/f+3,2,1,4	mhhL	10,12,6,8	
Creeping Snake-L HK	d/f+3,2,3	mhm	10,12,20	
Creeping Snake-L LK	d/f+3,2,d+3	mhL	10,12,10	
Creeping Snake-R HK	d/f+3,2,4	mhh	10,12,15	
Assault Bomb	d/f+3,1,2	mhh	10,10,6	
Flash Kick-Left LK	d/f+3,3,3	mhh	10,6,8	
Flash Kick-Right HK	d/f+3,3,3,4	mhhh	10,6,8,15	
Flash Kick-Punches	d/f+3,3,3,1,2	mhhhh	10,6,8,10,6	
Left Mid-Right HK	d/f+3,4	mh	10,15	
Triple Slaps	b+1,1,1	h	12,8,10	
Double Slaps	b+2,2	hh	15,18	GS #3
Leg Grabber	u/f+3	h	12,10	

Dino Fart	b+4	!	10	CS
Guard Break	d/f+1+2	!	0	GS

-Throws-

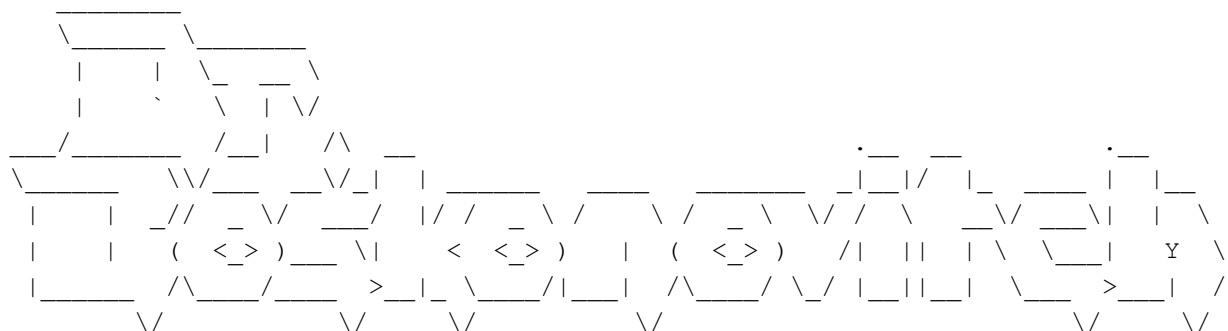
Throw Name	Command	Position	Damage
Kickup-Bite Grab	[1+3 or 2+4]	f-throw	35
Dino Swing	[1+3 or 2+4]	ls-throw	42
Multi Slam	[1+3 or 2+4]	rs-throw	10,15,25
Dino Pounce	[1+3 or 2+4]	b-throw	42
Tail Tossover	b+1+2	*-throw	17

(*Note: works from any side)

-Strings-

Gon has no known strings.

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=====
= :: Dr. Boskonovitch :::::::::::::::::::::::::::::::::::::: MOVES :: =
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=====
= :: Dr. Boskonovitch :::::::::::::::::::::::::::::::::::::: MOVES :: =
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:Special Conventions:

FB: Fall Back (Doctor B. will fall back after this move)
 EFB: Electric Fall Back (Doctor B. will spark, then fall back after this move)

During FB, press 2 to speed up falling animation. Press 1 during accelerated fall down to go directly into Panic Doctor.

At any time during FB, press 3+4 to perform Flip Flop.

During initial animation of FB or EFB, tap forward to recover.

At any time during FB or EFB press U for Doctor Bounce.

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	mm	4,10	

Bad Stomach	1+4	-	-	#3
Panic Doctor	2~1	-	-	FB
Left Lk-Right LK	3,4	ll	12,7	
Thunder Oldfist	u/f+1	m	25	EFB
Wind Oldfist	u/f+2	h	15	FB
Trip Slide	f+3+4	M	17 (7 guard damage)	
Crouch Dash	f,f	-	-	
Jam Combo	f,f+1<4<3<2<1	mLLmm	13,8,10,12,13	EFB
Jam Combo Extention	f,f+1<4<3,3,3,2<1	mLLLLmm	13,8,10,10,7,12,13	EFB
Jack Tamer	f,f+2	m	20	DSc GS
Slash Kick	f,f+3	m	30	GS
Whiff Frankensteiner	f,f+4	M	21	
Steel Dive	f,f+1+2	M	27	
Head Dive	f,f+3+4	M	30	
Elbow Rush	f,f,N+2	m	8	FB
Elbow Warp	f,f,N+2 (CH)	m	12,5	
= Laughing Doctor	= f,f	-	-	
= Mind Warp	= 1+2	M	25	PLD
= Hopping Back Kick	= 3	M	20	FB
Panicsmoka	f,f,N+3	M	25	
Twin Pistons	d/f+1,2	mm	8,21	FB
Slicer	d+4	L	10	FCD
Dr. Kossak Kicks	D/B+3,4,3,4,3,4	LLLLLL	15,12,10,12,12,12	FB
Guard Break	b+1+4	m	-	KND
= Shadow Legs Front	= ~B	-	-	
= Overhead Crescent	= 3	h	28	FB
= Prison Break	= 4	m	21	FB GS
Panik Reverse Charge	b+3+4	-	-	
= Super Doctor	U	!	48	
= Shadow Legs Back	= ~B or ~F	-	-	
= Summer Kick	= 3	m	25	FB
= Winter Kick	= 4	m	21	FB
Gut Stun	SS+2	m	18	FB DSc
= Thunder Oldfist	= 1	m	25	FB
Doctor Scoot	KND[f_b]	-	-	
Doctor Roll	KND[f,f_b,b]	-	-	FB
= Rolling Kick	= 4	M	16	GS
= Flying Cross Chop	= f+1+2	M	15	GS
= Flip Flop	= 3+4	M	25	KND
Doctor Breath	KND[1_2]	!	3	
Hop Up	KND 3+4	m	20	
Rolling Kicks	KND 3<3	lm	7,30	
Roger Kicks	KND 4,3,4,3,4	!mmmmm	-,10,10,10,17	#3
Trick Roger Kicks	KND 4,4,3,4,3,4	!!mmmmm	-, -,10,10,10,10,17	#3
Chi Charge	KND ALL	-	-	
Doctor Scoot Away	PLD[f_b]	-	-	
Doctor Roll	PLD[f,f_b,b]	-	-	FB
= Flying Cross Chop	= f+1+2	M	15	GS
= Flip Flop	= 3+4	M	25	PLD
Roo Kick	PLD 3+4	m	21	EFB
Chi Charge	PLD ALL	-	-	
Lying Trip Slide	SLD 3+4	L	15	
Spinng Crescent Lunge	FCD 4	m	18	FCD
Doctor Roll	FCD b,b	-	-	FB
= Rolling Roo Kick	= ~3+4	m	25	EFB
Mind Blast	BK 1+2	M	25	
Mind Blast Away	BK b+1+2	M	25	
Panic Charge Reverse	BK 3+4	-	-	
= Shadow Legs Back	= ~B or ~F	-	-	
= Summer Kick	= 3	m	25	FB

= Winter Kick	= 4	m	21	FB
High/Mid Punch Parry	1+2	-	-	#1
Low Parry	d+1+2	-	-	
Bio Reactor	b+1+2	!	10(10,10,10...)	#2
Resting Doctor	d+3+4	-	-	
= Skidding Doctor	= 3_4...	-	-	
Diagnosis (RK parry)	f (during RK)	-	40	#4

- #1: can chain directly into Irish Whip
- #2: escaped with 3+4, will contuniously do damage until escaped.
- #3: after any 4 in the string, holding B will make Dr. B. roll backwards.
- #4: will automatically parry if opponent's right kick hits on CH.

-Throws-

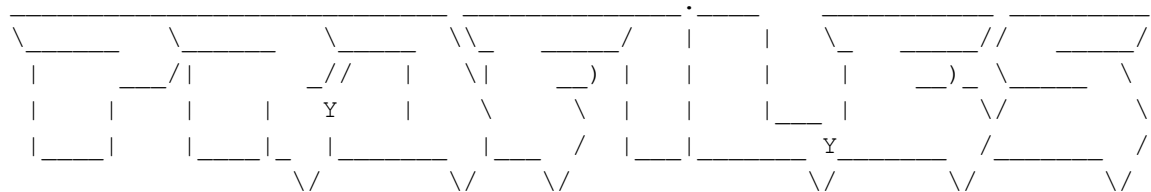
BDS (must perform Bad Stomach first 1+4)

Throw Name	Command	Position	Damage	Escape	Com.
Irish Whip	BDS,1+2	f-throw	10	1+2	
= Elbow Drop	= 2,2,1+2	link	21	?	
= Kingstep	= 1+4	link	-	-	
= Running Bulldog	= 2,1,3,4	link	38	?	
= Cartwheel	= 1+2	link	-	-	
= Taunting Doctor	= 3+4	link	-	-	
= Shoulder Ram	= 1+2	link	50	?	
= Flying Cross Chop	= 3+4	link	10	?	
Arm Takedown	BDS,1+2	ls-throw	45	?	
Trip Up	BDS,1+2	rs-throw	40	?	
Atomic Drop	BDS,1+2	b-throw	60	-	
Rolling Powerbomb	1+2 (Parry), 3+4	l-throw	37	-	
Dr. Frankensteiner	f,f+4	f-throw	15,18	-	
Stone Head	KND[f,f_b,b] b+1+2	f-throw	33	?	

-Strings-

Banik Charge	3+4	-	-	
= Banik Oldfist Chain	= u/f+1,3,3,3,3	mmmmmm	25,20,10,10,10	FB
= Super Panic Chain...	= u/f+1,3,3,...	mmm...	25,20,10...	
...Super Panic Chain	...F+3,3,3,3,3,3,	mmhmmm	10,10,15,10,10,10...	
...Super Panic Chain	...3,4,4,4,3,3,	lhhhLL	10,10,10,10,10,10	
...Super Panic Chain	...3,3,3,2,1	LLLmm	10,10,7,12,13	

=====
= :::::::::::::::::::::::::::::: PROFILES :::::::::::::::::::::::::::::: =
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=====
= :: Jin Kazama :::::::::::::::::::::::::::::: PROFILES :: =
=====

-Catch Copy-

Jin Kazama: Fatal Lightning
Nationality: Japanese
Fighting Style: Advanced Mishima Fighting style Karate,
Kazama style of self-defense
Age: 19
Height: 180cm
Weight: 75kg
Blood Type: AB
Occupation: Martial Artist
Hobby: Bathing in forest
Likes: Mother's precepts
Dislikes: Deceiving others

-Story-

MEETING WITH DESTINY

At the age of 15, Jin found out that he was Kazuya Mishima' son. At the same time, he lost his mother, Jun Kazama. Jin trained himself under the supervision of Heihachi with the intention of defeating the "God of Fight", who is supposed to have killed his mother. Heihachi was not only his grandfather, but a reliable teacher.

Four years have passed. Having mastered the Kazama style of Judo and Mishima style fighting karate, Jin starts to take action as a martial artist.

=====
= :: Paul Phoenix ::::::::::::::::::::::::::::::::::::::: PROFILES :: =
=====

-Catch Copy-

Paul Phoenix: Hot-Blooded Martial Artist
Nationality: American
Fighting Style: Combined martial arts based on Judo
Age: 46
Height: 187cm
Weight: 81kg
Blood Type: O
Occupation: None. Still trains with intention
of being #1
Hobby: Motorcycles
Likes: Pizza, smell of gasoline
Dislikes: Japanese freeways

-Story-

WAITING FOR THE BIG ONE

In the last tournament Paul earned the right to fight Kazuya, but a multi-car accident on the expressway prevented Paul from getting to the match on time. He was forced to forfeit.

Through Paul enviable career, he has yet to win the one tournament that would mark him as being one of the true greats.

Last spring he received an unexpected invitation to the '3rd King of the Iron

Fist Tournament'. With training still a part of his daily regiment, he is still in peak condition and feels he still has what it takes to win the big one. Thought now 46, he still has the eyes of an eagle with the strength and reflexes of a tiger!

=====
= :: Forest Law ::: PROFILES :: =
=====

-Catch Copy-

Forest Law: Return of the Flaming Dragon
Nationality: American
Fighting Style: Martial Arts
Age: 25
Height: 177cm
Weight: 66kg
Blood Type: B
Occupation: Second Dojo Master
Hobby: Shopping
Likes: Credit Cards... Paul got Forest to pay his
tournament fee as well
Dislikes: Riding on the back of Paul's motorcycle

-Story-

LIVING IN HIS FATHER'S SHADOW

The proud son of Marshall Law, Forest trains at his father's dojo to achieve Law's success and greatness. As a protective father, Marshall has forbidden his son from entering any contests outside the dojo. Marshall's long-time friend and competitor Paul Phoenix visits once every few months to spar with Marshall. One day when Paul arrived, Marshall was away supervising the building of a new dojo. Paul insisted that Forest join him in some training exercises. Forest declined knowing that his father would disapprove. But Paul wouldn't take no for an answer.

Unaware of Marshall's restrictions on fighting, Paul suggested to Forest that he join 'The King of Iron Fist Tournament 3'. Paul sold Forest on the idea by telling him he's a better fighter than his father. Forest knew his father would be angry, but he had to prove that he was worthy of one day inheriting the dojo. Marshall was enraged when he found out what happened. To him, it was as if his son had been kidnapped.

=====
= :: King ::: PROFILES :: =
=====

-Catch Copy-

King: Anger of Beast
Nationality: Mexican
Fighting Style: Wrestling
Age: 28
Height: 200cm
Weight: 90kg
Blood Type: A
Occupation: Professional wrestler, orphanage manager

Hobby: Pleasing children
Likes: Drinking beer in victory with Armor King
Dislikes: Tears of children

-Story-

HEIR TO THE THRONE

He's really King the second. Raised in King's orphanage, he was 24 years old when the original King was killed. He put on the mask and assumed the role of King's successor, in order to honor his mentor and save the orphanage.

The new King had only watched his mentor and really was incapable of fulfilling the legend. Armor King, knowing who killed King, felt an obligation to prepare King the Second for a rightful revenge.

Four years have passed and King the Second is now a skillful wrestler. Feeling the time is right, Armor King tells his student that the God of Fighting was responsible for King's death. Armor King breaks down in tears as he tells the gruesome story. King the Second now knows his purpose in life.

=====
= :: Lei Wulong ::: PROFILES :: =
=====

-Catch Copy-

Lei Wulong: Super Police
Nationality: Chinese
Fighting Style: Combination of 5 Chinese martial arts
Age: 45
Height: 175cm
Weight: 65kg
Blood Type: A
Occupation: Policeman
Hobby: Movies, naps
Likes: Sony products
Dislikes: Crime, villians

-Story-

SUPERCOP

He drove Bruce to the brink of total defeat at the previous tournament, but unfortunately he managed to escape. After the tournament, Bruce's homeward bound plane crashed against the ground. There once was a rumour that Kazuya's corp made it happen in order to silence him, but Lei thinks it might be a disguised accident and doubts if Bruce is dead.

For 18 years since then, Lei has solved a lot of international crimes. He is such an agile person that doesn't look 45 years old, therefore he is liked by everybody called by the name of "Super Police", and the crime organizations all over the world were afraid of that name most.

In the meantime, the cases that the prominent martial artists are missing frequently happen within the jurisdiction of his station. Lei, who was investigating the cases, was visited by Heihachi Mishima, the head of Mishima financial group, who asked Lei to participate in "The King of Iron Fist Tournament 3". Lei couldn't understand the reasons why Heihachi asked him to participate, but he made up his mind to participate hearing him saying

"You'll see if you participate"

=====
= :: Nina Williams ::: PROFILES :: =
=====

-Catch Copy-

Nina Williams: Silent Assassin
Nationality: Irish
Fighting Style: Assassination techniques based on bone
 martial arts and Akido
Age: 22
Height: 161cm
Weight: 49kg
Blood Type: A
Occupation: To assassinate Jin Kazama (under the
 control of the God of Fighting)
Hobby: Retracing faint memories
Likes: Doesn't remember
Dislikes: Doesn't remember

-Story-

SLEEPING BEAUTY

In the last tournament she was ordered to assassinate Kazuya, but an untimely quarrel with her sister Anna prevented it. Shortly thereafter both sisters were captured by Kazuya's corps and were used as guinea pigs in Boskonovitch's Cold Sleep No. 2 experiment.

They did not wake up for 15 years. Heihachi's private corps, the Tekken Forces went to the burial site and excavated the God of Fighting. This unearthing unleashed its spirit which awakened Nina's resting soul. Now controlled by the God of Fighting Nina acts robotically with the command to assassinate Jin Kazama.

=====
= :: Yoshimitsu ::: PROFILES :: =
=====

-Catch Copy-

Yoshimitsu: Cyborg Ninja
Nationality: None
Fighting Style: Manji Martial Arts
Age: Unknown
Height: 178cm
Weight: 63kg
Blood Type: 0
Occupation: Leader of Manji Clan
Hobby: Sumo wrestling, net surfing
Likes: Arcades, especially those in Shinjuku Japan
Dislikes: Villains, poor losers

-Story-

LENDING A HELPING HAND

Boskonovitch created the Cold Sleep machine during experiments in his search for eternal life. The technology, still unproven, was used to preserve his young daughter who suddenly passed away.

Yoshimitsu raises research funds and as the leader of the "Manji" party he helps the poor and disadvantaged. Yoshimitsu visited Boskonovitch when he learned of the many martial artist disappearances. The "Yo-man" was surprised to find Boskonovitch suffering from a mysterious pathological organism. It's believed to have been contracted during lab experiments while making the Cold Sleep machine. Like some weird sci-fi story, Boskonovich claims he needs blood from the God of Fighting to complete his research and bring his daughter back to life. Indebted to Boskonovitch for saving his life, Yoshimitsu enters the tournament to help an old friend.

=====
= :: Ling Xiaoyu ::: PROFILES :: =
=====

-Catch Copy-

Ling Xiaoyu: High-Spirited Girl
Nationality: Chinese
Fighting Style: Hakke Ken, Hike Ken, and various
Chinese martial arts
Age: 16
Height: 157cm
Weight: 42kg
Blood Type: A
Occupation: Student, panda caretaker
Hobby: Traveling, visiting amusement parks
across the world
Likes: Chinese steamed buns and shrimp dumplings,
Peking duck
Dislikes: Math teachers

-Story-

CUTE, SPIRITED, HAS PANDA... WILL TRAVEL

This young girl loves amusement and theme parks. Her dream is to build the perfect amusement park in China when she grows up.

She is both young and small in stature but Ling is a skilled martial arts expert. Many believe if she was more serious she could achieve real greatness. Having learned that the Mishima Financial Empire is rich and powerful she seeks out Heihachi (president and CEO) to make her dream a reality.

While vacationing in Hong Kong with her family, Ling stowed away on a yacht bearing the name, Mishima Financial Empire. Heihachi was not on board but Mishima's men discovered her soon after the ship left port and Heihachi was informed immediately.

Upon his arrival, Heihachi found his men beaten and strewn around the ship as if it was hit by a hurricane. She threatened that she would go berzerk again if he did not accept her challenge. Roaring with laughter, he promises to build the amusement park of her dreams if she wins the tournament.

=====
= :: Hwoarang ::: PROFILES :: =
=====

-Catch Copy-

Hwoarang: Blood Talon
Nationality: Korean
Fighting Style: Tae Kwon Do
Age: 19
Height: 181cm
Weight: 68kg
Blood Type: 0
Occupation: Street punk
Hobby: Yachting
Likes: Rock 'n roll, street fighting
Dislikes: Mishima Style fighting Karate,
Jin Kazama

-Story-

KILLING TWO BIRDS WITH ONE STONE

A student of Tae Kwan Do who works out at Baek Doo San's dojo, Hwoarang makes a lot of money through dishonest gambling wagers. As part of what's called a fraud team, he and other members pick fights for money. They manipulate the odds by concealing their true strength. He escalates the odds against him and makes what appears to be a foolish wager. His opponents soon realize they're the real fools when Hwoarang soundly beats each and every one of them.

One day, members of the Mishima Group came to town, including among them Jin Kazama. Hwoarang talks them into his game and is matched against Jin. Hwoarang embarrassingly can only manage a draw. He hangs his head in disbelief at the first blemish in his perfect career. Sickened at the thought of having to tell his teacher Baek the bad news, Hwoarang vows to practice every day to guarantee that it would never happen again. Then: terrible news. The God of Fighting claims Baek as yet another victim.

Hwoarang now has a purpose in life. He will participate in the tournament, beat Jin Kazama and seek revenge against the God of Fighting.

=====
= :: Eddy Gordo ::: PROFILES :: =
=====

-Catch Copy-

Eddy Gordo: Avenger
Nationality: Brazilian
Fighting Style: Capoeira
Age: 27
Height: 188cm
Weight: 75kg
Blood Type: B
Occupation: None
Hobby: Leadership training
Likes: Power
Dislikes: Weaknesses

-Story-

FROM RAGS TO RICHES

Eddy was born into one of the richest families in Brazil. Since he was a small boy he knew he would one day take over the family business. He was well-liked in his home town because he was a hard worker who treated others as his equals.

One day, when he was 19, Eddy came home from school to find his father shot and dying. He recalled that his father had been unusually nervous and fearful in recent weeks.

Eddy's father working to destroy the drug cartel in Brazil. His untimely death occurred just when he had obtained enough evidence to put the kingpins away for good. In his last breaths, Eddy's father told him, "Now is not the right time to fight. Falsely admit to the crime and hide in prison. Only there will you be safe". Eddy went along with his father's last wish and the model student went from a life of luxury to incarceration as a murderer.

Prison life was hell and not a day went by that Eddy didn't vow to get even with his father's killers. One day during a prison riot he watched an old man with great power fighting using a technique he called Capoeira. For 8 years Eddy practiced until he became a master and could be considered a lethal weapon.

Upon his release from prison, Eddy heard about the 'King of Iron Fist Tournament 3' and the MFE. He decided to enter the tournament, believing he could persuade the MFE to help him seek his long-awaited revenge.

=====
= :: Kuma ::: PROFILES :: =
=====

-Catch Copy-

Kuma: Raging Bear
Nationality: Heihachi's pet
Fighting Style: Advanced bear fighting
Age: 8 (20 bear years)
Height: 280cm
Weight: 210kg
Blood Type: ?
Occupation: Bodyguard to Heihachi and Xiaoyu
Hobby: Training, cooking salmon
Likes: TV, Heihachi, Panda
Dislikes: 14 inch black and white TV
(because it's hard to see)

-Story-

BEAR SMASH PAUL!

The first Kuma died of old age during its travels with Heihachi. Its child, also named Kuma, became Heihachi's second pet.

This Kuma is smarter than its father, and a good bodyguard for Heihachi. One day, when it was absorbed in watching TV, it suddenly went wild at the sight of a martial artist with a scarlet go-gi. It was Paul Phoenix!

Kuma has trained since that day to defeat Paul in battle. It doesn't think

anything of the God of Fighting, only of defeating Paul.

By the way, Kuma is secretly in love with Xiaoyu's Panda.

=====
= :: Panda ::: PROFILES :: =
=====

-Catch Copy-

Panda: Red Data Animal
Nationality: Chinese
Fighting Style: Advanced bear fighting
Age: 16-17 (if it were human)
Height: 277cm
Weight: 200kg
Blood Type: ?
Occupation: Xiaoyu's pet
Hobby: Taking care of flower garden
Likes: Ling Xiaoyu
Dislikes: Kuma

-Story-

PROTECTOR OF XIAOYU

She is cared for at Ling Xiaoyu's high school. To participate in the tournament, Ling moved to the Mishima Industrial College in Japan. Heihachi taught Panda advanced bear fighting so that she could act as a bodyguard for Xiaoyu during the tournament. Although Kuma is fond of Panda, she dislikes him and keeps her distance.

=====
= :: Julia Chang ::: PROFILES :: =
=====

-Catch Copy-

Julia Chang: Wandering Fighter
Nationality: American
Fighting Style: Various Chinese martial arts
Age: 18
Height: 165cm
Weight: 54kg
Blood Type: B
Occupation: Archeology student
Hobby: Hunting
Likes: Buffalo
Dislikes: Mishima Financial Empire

-Story-

SEARCHING FOR MICHELLE

Julia studies archeology in Michelle Chang's tribal lands. As a baby, Julia was deserted in the ruins of ancient Native American settlements, where Michelle found her. Michelle rescued Julia and brought her up with love. Julia loved Michelle and her adopted tribe and trained with Michelle to protect her beloved homeland.

=====
-Catch Copy-

Mokujin: Wooden Person
Nationality: Unknown
Fighting Style: Mimicry
Age: Unknown
Height: 178cm
Weight: 95kg
Blood Type: Sap
Occupation: Training dummy
Hobby: Mimicry
Likes: Mimicry
Dislikes: Mimicry

-Story-

I KNOW YOU ARE BUT WHAT AM I?

Mokujin is a training dummy made from a 2000 year old oak tree.

Mokujin has been kept in a museum for a long time, but when the God of Fighting awoke, it gained self-identity and started to act on its own. Some people say it is motivated by the desire to help martial artists and only God and Mokujin know for sure.

=====
= :: Bryan Fury ::: PROFILES :: =
=====

-Catch Copy-

Bryan Fury: Snake Eye
Nationality: American
Fighting Style: Kickboxing
Age: 29
Height: 186cm
Weight: 80kg
Blood Type: AB
Occupation: Collecting brain data
Hobby: Collecting cigarette
Likes: Haircuts, solitude
Dislikes: Bright sunlight

-Story-

PART MAN, PART COP, ALL ZOMBIE

Bryan Fury, an officer in the International Police Organization was killed in a shoot-out in Hong Kong.

Bryan's corpse was transported to the laboratory of a man named Dr. Abel. This 88-year-old scientist was fairly famous in the underground society, but his findings were often preceded by Dr. Boskonovitch's. However, at last, he came to the last step of completing his master project... the Cyborg Army. Dr Abel thought that a perfect cyborg must have the mechanics built by his rival, Dr. Boskonovitch and reanimated Fury's body and sent him off to collect this data.

In his former life, Bryan was known as a skillful detective, but on the other side, he was always followed by dark rumors. Investigating the Hong Kong drug trade, Lei Wulong discovered that Fury had connections with drug dealers.

Bryan sneaks into the 'King of Iron Fist Tournament', targeting Yoshimitsu who has strong ties with Boskonovitch.

=====
= :: Heihachi Mishima ::: PROFILES :: =
=====

-Catch Copy-

Heihachi Mishima: King of the Iron Fist
Nationality: Japanese (although Japanese government denies it)
Fighting Style: Mishima style Fighting Karate
Age: 73
Height: 179cm
Weight: 80kg
Blood Type: B
Occupation: Leader of Mishima Financial Empire
Hobby: Meditation, bathing
Likes: Ruling the world
Dislikes: Nothing

-Story-

FAMILY MATTERS

Heihachi retrieved the Mishima Financial Empire by defeating his son.

Scheming to further develop the MFE, Heihachi organized "Tekken Force", the MFE's private corps and dispatched them to settle disputes and brought waste land under cultivation to feed the poor countries of the world to gain support of leaders worldwide.

Fifteen years later, a secret excavation by the Tekken Forces in Central American ruins unearths an unusual find. They were annihilated by a mysterious being.

Heihachi realized that the mysterious being could be the legendary God of Fighting, and took action to realize his life's goal, to capture the God of Fighting and therefore rule the world.

One day, Heihachi was visited by a 15-year-old boy named Jin Kazama. Being informed that Jin was his grandson and hearing what had happened to his mother Jun, Heihachi reasoned that the God of Fighting thrives on the "strong souls" of others. Heihachi trained Jin to use him as a decoy to lure the God of Fighting.

In Jin's nineteenth year Heihachi declared to the world that the third 'King of the Iron Fist Tournament' was forthcoming. At the same time he noticed that Jin, the youngest of Mishima bloodline, began to show the same "dangerous power" as Kazuya had. Heihachi decided to dispose of Jin after he lured the God of Fighting in order to end the doomed destiny of the MFE.

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= :: Ogre & Ogre 2 ::: PROFILES :: =
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-Catch Copy-

Ogre & Ogre 2: God of Fighting
Nationality: None
Fighting Style: Unknown, legend says it absorbs one's soul
Age: Unknown, perhaps timeless
Height: Unknown, varying reports
Weight: Unknown, varying reports
Blood Type: Unknown
Occupation: None
Hobby: None
Likes: None
Dislikes: None

-Story-

THE GOD OF FIGHTING

The legend of Native Americans says the Ogre was the war weapon which creatures from outerspace left on earth in ancient time. It understands entire structures of all living and artificial beings, and absorbed them.

It wanders the earth in search of strong souls.

=====

= :: Anna Williams ::: PROFILES :: =
=====

-Catch Copy-

Anna Williams: Lightning Scarlet
Nationality: Irish
Fighting Style: Assassination techniques based on bone martial arts and Akido
Age: 20
Height: 163cm
Weight: 49kg
Blood Type: A
Occupation: Student (retired)
Hobby: Planting false memories in Nina
Likes: Espresso Coffee, Jerry (from "Tom & Jerry")
Dislikes: Nina, because she is no longer interested in her

-Story-

SCARLET DREAMS

19 years ago Kazuya confided some alarming news to Anna. Her sister Nina was planning to become a guinea pig of Dr. Boskonovitch's "Cold Sleep". As much as they quarreled, Anna would miss her sleeping sister. Worse yet, she would continue to age while her sister was frozen in time! She too went to Boskonovitch, subjected her to the Cold Sleep, and asked to be awakened along with Nina.

Sensing the God of Fight's evil presence, both Nina and Anna awoke 19 years

later. Making an effort to continue their sibling rivalry, Anna was saddened to find that her sister had somehow lost all memory of her. Now, rather than fighting, Anna felt the need to help Nina and prevent her from again becoming an assassin.

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= ::::::::::::::::::::::::::::::: EXTRA STUFF ::::::::::::::::::::::::::::::: =
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-Different Costumes-

Each character has at least 2 different costumes from which to choose. Certain characters have 3. Those characters with 3 selectable costumes are: Jin, Law, Ling. Below is a description of each characters different costume selections.

Jin Kazama

Punch Button: No shirt, black pants with flames.

Kick Button: Orange/Black shirt, black pants with red design

Start Button: School uniform, blue sweater, pinstriped pants

On the PSX version, Jin's third outfit is only available after he has been selected 50 times in ARCADE, VERSUS, FORCE, or TEKKEN BALL MODE. It can also be selected with right punch.

Paul Phoenix

Punch Button: Red Karate Gi

Kick Button: Black motorcycle riding suit

Forest Law

Punch Button: White shirt, blue pants

Kick Button: White tank-top, maroon pants

Start Button: Yellow jump-suit

Lei Wulong

Punch Button: Green Kung-Fu shirt, red pants

Kick Button: White button-up shirt, brown pants

King

Punch Button: Blue pants, yellow elbow and knee pads

Kick Button: Blue shirt, gray sweat pants

Nina Williams

Punch Button: Purple bodysuit

Kick Button: Black hotpants, dark maroon plush top

Start Button: (Anna Williams - ARCADE ONLY)

Yoshimitsu

Punch Button: Black pants, metal shin guards, silver body-armor

Kick Button: Full silver body-armor

Ling Xiaoyu

Punch Button: Orange warm-up suit, yellow sash

Kick Button: Blue top, tight black shorts

Start Button: School uniform, blue/white top, pinstriped dress

On the PSX version, Ling's third outfit is only available after she has been selected 50 times in ARCADE, VERSUS, FORCE, or TEKKEN BALL MODE. It can also be selected with right punch.

Hwoarang

Punch Button: White Karate Gi

Kick Button: Jeans, black chaps, blue tank-top

Eddy Gordo

Punch Button: Matching yellow and green pants

Kick Button: Black shorts, purple and red tank-top

Start Button: (Tiger Jackson)

On the PSX version, Eddy's third outfit (Tiger) is only available after you have beaten ARCADE MODE with 16 different characters. Tiger can also be selected with right punch.

Kuma

Punch Button: Kuma, brown bear, red handkerchief around neck

Kick Button: Panda, white/black panda, happy face =)

Julia Chang

Punch Button: Jean skirt, leather boots, tan leather top

Kick Button: Brown shirt, bell-bottom jeans

Gun Jack

Punch Button: Dark grey body-armor

Kick Button: Dark green body-armor

Start Button: Original Jack-2 (ARCADE ONLY)

On the PSX version, Gun Jack's third outfit (Original Jack-2) is only available after he has been selected 10 times in ARCADE, VERSUS, FORCE, or TEKKEN BALL MODE. It can also be selected with right punch.

Mokujun

Punch Button: Male Mokujun

Kick Button: Female Mokujin

Bryan Fury

Punch Button: Leather vest, black and white pants

Kick Button: Tan Snake-skin pants

Heihachi Mishima

Punch Button: Dark blue Samurai pants

Kick Button: Purple pimp jacket, white pants

Ogre

Punch Button: Green Ogre

Kick Button: Pink Ogre

Ogre 2

Punch Button: Brown Ogre 2

Kick Button: Green Ogre 2

Anna Williams (Special PSX ONLY)

Punch Button: Red Chinese-style dress

Kick Button: Blue Chinese-style dress

Start Button: Zebra Stripped Suit

Anna's's third outfit is only available after she has been selected 25 times in ARCADE, VERSUS, FORCE, or TEKKEN BALL MODE. It can also be selected with right punch.

Gon (Special PSX ONLY)

Punch Button: Naked Dinosaur

Kick Button: Koopa Shell Dinosaur

Dr. Boskonovitch (Special PSX ONLY)

Punch Button: Lab Coat, Brown Slacks

Kick Button: Modified Yoshimitsu Armor

-ARCADE Secret Characters-

Anna Williams

To play as Anna Williams, highlight Nina Williams, and press the Start button. Anna Williams plays identical to Nina Williams. This option is only available after Bryan Fury is play-againstable from Time Release.

Tiger Jackson

To play as Tiger Jackson, highlight Eddy Gordo, and press the Start button. Tiger Jackson plays identical to Eddy Gordo. This option is only available after Ogre 2 is play-asable from Time Release.

-PSX Secret Characters-

Releasing Kuma: To release Kuma you must beat ARCADE MODE with any character.

Releasing Julia: To release Julia you must beat arcade mode with any two different characters.

Releasing Gun Jack: To release Gun Jack you must beat ARCADE MODE with any three different characters.

Releasing Mokujin: To release Mokujin you must beat ARCADE MODE with any four different characters.

Releasing Anna: To release Anna you must beat ARCADE MODE with any five different characters.

Releasing Bryan: To release Bryan you must beat ARCADE MODE with any six different characters.

Releasing Heihachi: To release Heihachi you must beat ARCADE MODE with any seven different characters.

Releasing Ogre: To release Ogre you must beat ARCADE MODE with any eight different characters.

Releasing Ogre 2: To release True Ogre beat ARCADE MODE with any nine different characters

Releasing Gon: To release Gon you must first beat ARCADE MODE with the ten default characters. Gon will then be playable as the first opponent in TEKKEN BALL MODE and as a random opponent in ARCADE MODE. One you defeate Gon in either mode, he will be selectable. (Note: If you fail to defeat Gon in Tekken Ball, he will not appear again, so you must defeat him in ARCADE MODE.)

Releasing Dr. B. To release Dr. Boskonovitch you must beat FORCE MODE with any character four times.

-PSX Secret Modes-

TEKKEN BALL MODE: To gain access to TEKKEN BALL MODE you must beat ARCADE

MODE with any ten different characters.

THEATER MODE: To gain access to THEATER MODE you must beat ARCADE MODE with the ten default characters.

-PSX Extra Secrets-

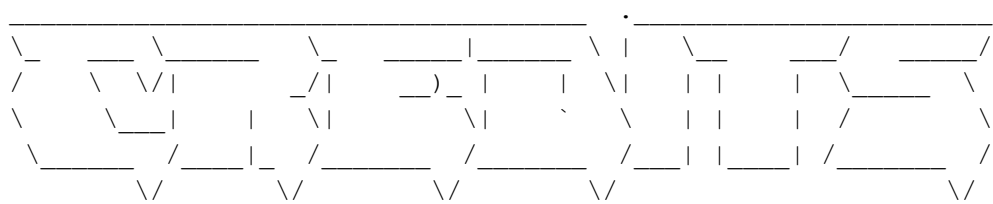
Gun Jack Ending: Gun Jack's extended ending will appear when you beat ARCADE MODE with Gun Jack after his Jack-2 suit is released.

2p Costume EMBU: The 2p Costume EMBU appears after you have defeated ARCADE MODE with the ten default characters. (Note: The original EMBU will still also appear. Every other EMBU will be the 2p Costume EMBU.)

Alternate EMBU: The Switch Character EMBU appears after you have defeated ARCADE MODE with every character. (Note: The original and 2p Costume EMBUs will still also appear. Every third EMBU will be the Switch Character EMBU.)

Motion Record: To access the secret Motion Record, go into PRACTICE MODE and select FREE. In the FREE settings, hold L1+L2+R1+R2 and press circle.

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The Tekken 3 Manual: Act.1 is the result of long hard work by not only myself, but numerous people from the Tekken 3 community. I would like to thank every one of the "online" Tekken 3 players who have contributed even the smallest amount of information. I would also like to thank all of the people I have had the privilege of playing against from across the U.S. Thanks to everyone...

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Thanks to everyone - It's finally out!!!

Please e-mail any additions/correction to Ben Cureton tragic@tekken.net.

Be sure to pick up The Brady Games Unauthorized Tekken 3 Fighting Guide By
Ben Cureton!

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= :: The Tekken 3 Manual ::::::::::: ACT.1 ::::::::::: END OF FILE :: =  
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