

Tekken 3 Eddy Character FAQ

by Easternborder

Updated to v3.10 on May 9, 2003

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THE "AVENGER"
A TEKKEN 3 FAQ CHARACTER GUIDE

By Easternborder

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CHARACTER PROFILE

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Origin: Brazil
Discipline: Capoeira
Age: 27
Height: 188 cm
Weight: 75 kg
Blood Type: B
Occupation: None
Hobby: Leadership Training
Likes: Power
Dislikes: Weakness

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PROLOGUE
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The Gordo Family is one of the richest families in Brazil. Since childhood, Eddy was aware that he would take over his father's business one day. In his hometown, he was likely well accepted from his hard-working attitude and his equal treatment for others.

His father's business is to destroy the drug syndicate in Brazil. However, at the age of 19, Eddy noticed his father being unusually nervous and fearful in the past few weeks. One day, Eddy came home from school and found his father dying from a gunshot. Just when he obtained enough evidence against the syndicate, his untimely death occurred. Yet, in his last breaths he said to Eddy: "Now is not the time to fight. falsely admit this crime and hide yourself in prison where you will be safe." Eddy heeded his fathers wish and was jailed in prison in the case of Homicide. The model student everyone knows ended as a pseudo murderer.

The life in prison was a matter of survival for Eddy. For him, he always vowed to get even against the syndicate. One day, a prison riot took place, involving an old man performing great power of fighting he called Capoeira. Caught by the old man's attention, Eddy had undergone training by the old man until 8 years have passed, he became the master of the discipline that will serve as a lethal weapon against the syndicate. As a token of his gratitude, Eddy promised to the old man's wish that he would pass his discipline to his granddaughter named Christie should he be released from prison.

Eddy was released in prison at the age of 27. At that time, he heard rumors about the upcoming "King of Iron Fist Tournament", sponsored by the Mishima Conglomerate. His mission is to persuade the Conglomerate in his seek of long-awaited revenge against the syndicate, by joining as a participant in the upcoming Tekken Tournament.

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EMBU INTRO

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- Eddy does a Samba
- Eddy does a Boomerang

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MOVIE INTRO

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During a jailbreak, two of the jail wardens cornered Eddy. The old man comes to his rescue.

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INTRODUCTION TO EDDY

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Eddy Gordo carries the discipline of capoeira & the new meaning of fighting in Tekken 3. His deadly arsenal of moves are composed of rhythmical combinations, & breathtaking stunts, makes him unique from any other Tekken Characters.

Eddy is known by some players to be called as "cheap" because he has always different measures to win a match. On the other hand, most of his recovery moves are slow which makes him vulnerable for a counter-attack.

For an Eddy player, he or she must be consistent at his moves, able to predict any attacks of the opponent. He or she when in times of worse situations, can be daring or defending. Playing Eddy Gordo will require toughness and awareness from his enemy and sees to it that Eddy always has a chance to escape from danger. Eddy Gordo is good to use from button mashing beginners (who don't know the moves but can win), to the intermediate players.

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PLAYING CONDITIONS

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In the Selection Screen, there are 2 costumes for selecting Eddy. You can press the punch buttons for Eddy's yellow and green striped Capoeira martial arts outfit or the kick buttons for Eddy's casual black and purple jersey paired with rubber shoes.

Eddy's stance is the Ginga, a defense position that consists of swerving right and left. The least purpose of this is to provide confusion to the opponent and to get enough charge to attack. In Tekken 3, however, this scheme can't be followed since you can attack anytime no matter what

position or the arms and the legs may be. Without moving Eddy, his stance gets closer then maintains his distance against the enemy.

Eddy's second stance is the Handstand. When in this position, he performs many unbelievable stunts, especially with the use of his legs. The handstand position only lasts for a second. All I can say is that you can't do this kind of stance in a real opponent, either you're a psychic or you just want someone to kick your back when you're in a stance.

Eddy's third stance is the Relax Position. When in this position, He is free from high and middle attacks without crouching but vulnerable from low and grounded attacks. Performing great stunts from this stance is second to the handspring. The Relax position lasts shorter than the Handspring.

Eddy's last stance, but not really a stance, is the Rewinder, or side stepping. Eddy's powerful moves are found mostly on the rewriter, including breathtaking maneuvers and stunts. The rewriter only lasts after a sidestep. In real life, it's more harder to side step when your feet are not in the proper position.

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LEGENDS

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You can look at this section anytime you want to know how to execute a move or a move name (based from Tekken Zaibatsu Move List).

COMMANDS

u -tap up	U -hold up	1 -left punch
d -tap down	D -hold down	2 -right punch
b -tap back	B -hold back	3 -left kick
f -tap forward	F -hold forward	4 -right kick

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

hcf -half circle forward

NOTATIONS

WS -while standing up	~ -immediately after
SS -side step either way	= -next in sequence
, -followed by	+ -at the same time
[] -can be infinite	() -command name, notes
N -neutral position	or conventions otherwise
* -Special Strings	

CHARACTER SPECIFIFC NOTATIONS

HSP -Hanstand Position
RLX -Relaxed Position
RWD -Rewinder

SPECIAL ARTS

1,2 -Double Punch
 b+1+2 -Straight Jab
 WS+2 -Upper
 d/f+2 -Elbow Upper
 f, or FC or d/f+1+2 -Handstand Position, ~d/b(Fake Out)
 f+3 -Brush Fire
 f+2, 1, 4 -Carnival Rush
 WS+3 -Face Jammer
 f,f+3 -Lunging Brush Fire, b(HSP)
 , or d(RLX)
 d/f+3 -Island Mirage, d(RLX)
 WS+3+4 or WC+3+4 -Front Stinger, ~B(HSP)
 , or d(RLX)
 b+3 -Knee Thruster
 f,f+3+4 -Boomerang
 d/f+3+4 -Freak Show
 f+4 -Samba, ~B(HSP)
 f,f+4 -Back Summy, 3(Fire Kick)
 , or 4(High Thrust)
 b+4 -Leg Whip, 3(Weed Whacker), ~B(HSP)
 , or 3, ~4, 4(Cross Cutter), ~B(HSP)
 , or 3, ~4, 1+2, ~1, 2(Hammerhead)
 , or 3, 3(Hot Plate), B(HSP)
 , or 3, 4(Cutting Leg Whip)
 , or 3, ~3(Bush Whacker), ~B(HSP)
 , or 3, ~4(Shin Cutter), ~B(HSP)
 , or 3, ~4, 1+2(Crying Needle)
 , or 4(Mars Attacks), ~D(HSP)
 , or 4, 3+4(Full Mars Attack)
 d/b+3 -Weed Whacker, ~B(HSP)
 , or 3(Hot Plate), B(HSP)
 , or 4(Cutting Leg Whip), ~B(HSP)
 , or ~3(Bush Whacker), ~B(HSP)
 , or ~4(Shin Cutter), ~B(HSP)
 , or ~4, 4(Cross Cutter), ~B(HSP)
 , or 1+2(Crying Needle)
 , or 1+2, ~1, 2(Hammerhead)
 3+4 -Back Handstand Spring, ~B(HSP)
 u/f+4 -Roundhouse
 4~3 -Satellite Moon, 3(Hot Plate)
 , or 4(Roundhouse)
 SS or 1+2 or D+1+2 -Rewinder
 WS+4 -Circle Kick
 WC+1+2 -Crying Needle, ~1,2(Hammerhead)
 3~4 -Slippery Kick, ~B(HSP)
 , or 4(Slider), B(HSP)
 , or 4, 4(Side Flop), B(HSP)
 , or 1+2(Crying Needle)
 , or 1+2, ~1, 2(Hammerhead)
 d/f+4 -Knee Cap Crusher
 d/b+4, 4, 4,... -Barbed Wire, b+4(HSP)
 u/f+3+4 -Fire Kick, d(RLX)
 u/f+N+4 -Rising Kick
 u, u/b -Evasive Backflip
 u or u/f+2 -Diving Punch
 3 -Standing Left Kick

RELAXED POSITION ARTS (RLX)

1+2 -Crying Needle, ~1,2 (Hammerhead)
 f,f+1+2 -Headlong Dive
 3,4 -Rio Delight
 3~4 -Scoop Up Kick
 b,b+3+4 -Rising Feet Lunge
 4~3 -Flare
 3+4 -Back Handspring, ~B or ~3(HSP)
 4 -Mid Kick, 3+4(Back Handspring), ~B or ~3(HSP)

HANDSTAND POSITION ARTS (HSP)

u or d -Handstand Sidestep
 F -Handstand Walk
 D -Handstand Perch
 d/f -Handstand Roll
 F+1+2 -Tuck & Roll
 b or N -Stand Up
 1 -Left Flop Punch, 3(Weed Whacker)
 , or 3, ~4, 4(Cross Cutter), ~B (HSP)
 , or ~4, 1+2, ~1, 2(Hammerhead)
 , or 3(Hot Plate), ~B(HSP)
 , or 4(Cutting Leg Whip)
 , or ~3(Bush Whacker), ~B(HSP)
 , or ~4(Shin Cutter), ~B(HSP)
 , or ~4, 1+2(Crying Needle)
 , or 4, 4(Mars Attacks), ~D(HSP)
 , or 4, 4, 3+4(Full Mars Attack)
 2 -Right Flop Punch, 4(Swirl Kick), B(HSP)
 , or 4, 4(Carnival Sweep)
 3 -Scoot Kick
 b+3 -Hot Plate, B(HSP)
 u or d+3 or 4 -Slice Kick, d(RLX)
 4 -Helicopter
 3~4 -Slippery Kick, ~B(HSP)
 , or 4(Slider), B(HSP)
 , or 4, 4(Side Flop), B(HSP)
 , or 1+2(Crying Needle)
 , or 1+2, ~1, 2(Hammerhead)
 d+3+4 -Perch Flop Kick

REWINDER ARTS (HSP)

1+2 -Spin Slaps, ~3(Freak Show)
 , or 3(Island Mirage)
 2 -Cruncher
 3 -Hot Plate, B(HSP), 3+4(Instant Perch Flop Kick)
 3+4 -Wheel Kick, 3+4(Skull Kick)
 , 3+4(Sao Paulo Special)
 , u/f+3+4(Fire Kick)
 u+3 -Skull Kick, ~3(Freak Show)
 , or ~D(RLX)
 , or 3(Carnival Sweep)
 , or 3+4(Kick Out)
 4~3 -Leaping Face Kick
 4 -Swirl Kick, 4(Carnival Sweep)
 , or 3+4(Front Stinger), ~B(HSP)

GRAPPLE ARTS

- 1+3 -Rio Deal
- 2+4 -Rio Special
- qcf -Rodeo Spin
- 1+3 or 2+4 -Missile Launcher (enemy's left side)
- 1+3 or 2+4 -Shadow Dancer (enemy's right side)
- 1+3 or 2+4 -Air Mail (enemy's back side)

UNBLOCKABLE ART

- d\b+3+4 -Fruit Picker, b, b(cancel)

STRING HIT ARTS

- 4~3, 4, 2, 4, 4, 3+4, 3+4, 3+4, d/b+3+4, u/f+3+4
- 4~3, 4, 2, 4, 3, ~4, 4(Cross Cutter), ~B (HSP)
- , or ~4, 1+2, ~1, 2(Hammerhead)
- , or ~B(HSP)
- , or 3(Hot Plate), ~B(HSP)
- , or 4(Cutting Leg Whip)
- , or ~3(Bush Whacker), ~B(HSP)
- , or ~4(Shin Cutter), ~B(HSP)
- , or ~4, 1+2(Crying Needle)
- , or 4, 4(Mars Attacks), ~D(HSP)
- , or 4, 4, 3+4(Full Mars Attack)

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WINNING STANCES
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After wining a round, hold a punch or kick button, while in Replay:
 Left Punch: Eddy claps, Spin Slaps, stops to Ginga and laughs.
 Right Punch: Eddy Freak Shows followed by a Shin Cutter stops and shouts.
 Left Kick: Eddy does a Boomerang, shouts "Come on!" and stops to Ginga.
 Right Kick: Eddy backhands, does a Full Mars Attack, stops and shouts.

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CHARACTER CHEATS
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Another character that uses capoeira calls himself Tiger Jackson. He is supposed to be Eddy's third outfit, but nonetheless. To release him, you must win the ARCADE MODE with sixteen different characters, another way is to have 600 Battles in VERSUS MODE, or TEAM BATTLE MODE.

Once released, select EDDY on the Selection Screen by pressing the Start button or the triangle on the PSX version. He is dressed as an Afro haired man in a 60's outfit.

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EPILOGUE
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It was midnight; Eddy marched right inside the cartel's mansion. Approached by thugs, Eddy beat through them easily. He interrogated one of them to find out the killer of his father; the thug pointed his finger at a table filled with pictures. He sits down while staring at the pictures of

Kazuya Mishima.

It's a pure victory for Tiger Jackson and he danced and grooved all night with the 60's music.

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CAPOEIRA ADVANCE BATTLE TACTICS
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"CABT is made for future tactics that can be used by Eddy Gordo and Tiger Jackson lovers to win against CPU and Human opponents. Remember to use these tips wisely and not to abuse them against your opponent."

"CABT recommends that you know all the moves of EDDY GORDO to ensure that you can properly execute the specified moves listed here. Although I will specify the needed moves for this FAQ, it doesn't hurt to know more of what EDDY can do for you."

"CABT can be used against CPU and Human opponents most likely the seasoned players out there. Let's show them what EDDY can really do. Shall we begin?"

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CABT SETTINGS
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Game Configuration:
Time: 40 Secs.
Rounds: Any
Difficulty: Hard
BGM: Silent
Guard Damage: On

Controller Configuration for PSX:
Square: LP L1: LP+LK
Triangle: RP L2: RP+RK
Cross: LK R1: LP+RP
Circle: RK R2: LK+RK

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CABT SPARRING GROUNDS
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"A good place to try all the moves found in the CABT is the Practice Mode. Configure your setting to Free Mode, Make sure that the Counter-Attacks is ON and the Key Displays are OFF. You could spare the Attack Data to show how powerful the moves are from the CABT. Alternately switch the Technical Rolls and the Stand mode for your CPU opponent, then try the moves if it works or doesn't. You can see the different results between a CPU that technical rolls from a CPU that only stands up."

"I should also remind that not all of CABT can be executed on Practice mode. Therefore, you should try the rest of CABT on the Team Battle Mode, whenever you have the chance."

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CABT BATTLE GROUNDS
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"If you feel ready to test your moves try them in the Team Battle Mode. Select a Team Battle of 8, select EDDY, then start. your battle begins. If you got all the characters complete, select EDDY, DOCTOR B, and GON, then start. This prevents from DOCTOR B and GON to fight against you in a Team Battle. This scheme only works on the 1 PLAYER side."

"The reason why the Team Battle Mode is better than any other mode is that you'll be able to fight characters at the hardest effort they will give you. They may be just 8, but it won't easy to get a straight win from all of them at your first try. You might even try, try, & try again from repetitive losses. Besides, if you get the hang of getting a straight win every time, the more you'll be able to win from any type of modes from the game."

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SPECIAL STRINGS*
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These are special chains of attacks I made and compiled for Eddy's Juggles, Counter-hits and Combos. You can refer to this section if you encounter special strings that ends in *.

*Weed Whacker Strings
d/b+3(Weed Whacker), ~4(Shin Cutter), 4(Cross Cutter) or 1+2(Crying Needle)
, or 3(Bush Whacker)

*Slippery Kick Strings
3~4(Slippery Kick), 4, 4(Side Flop), B(HSP)
, or 1+2(Crying Needle)

*Front Stinger 1
D+3, WS+3+4(Front Stinger), B(HSP)

*Front Stinger 2
D+4, WS+3+4(Front Stinger)

*Front Stinger 3
D+3, WS+3+4(Front Stinger)

*Helicopter 1
HSP, 4(Helicopter), u or d+3 or 4(Slice Kick), B(HSP)
, or 3(Scoot Kick)

*Helicopter 2
HSP, 4(Helicopter), 4(Helicopter), B(HSP)

*Full Mars Attack
b+4(Leg Whip), 4, 3+4(Full Mars Attack)

*Wheel Kick 1
RWD, 3+4(Wheel Kick), 3+4(Skull Kick), 3+4(Sao Paulo Special)

*Wheel Kick 2
RWD, 3+4(Wheel Kick), D, WS+3+4(Front Stinger)

*Carnival Sweep 1
RWD, 4(Swirl Kick), 3(Carnival Sweep)

*Carnival Sweep 2
HSP, 2(Right Flop Punch), 4(Swirl Kick), 3(Carnival Sweep)

*Double Punch Strings
1,2(Double Punch), d/f+2(Elbow Upper)
, or D+3

*Flop Punch Strings
HSP, 1 or 2(Flop Punch), D+3 or D+4, WS+3+4(Front Stinger), B(HSP)

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EDDY'S JUGGLES, COUNTER HITS & COMBOS
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The reason I made this FAQ so that I can provide the reader with the necessary combos that they can use when playing Eddy. This is it! Now you can show how lethal Capoeira can be. EJCC are composed of Juggles, Counter Hit Stuns and Okezeme tactics that works both for CPU and human opponents especially if they're indicated as recommended. The Attack Percentage (ATK%) indicates how successful the EJCC against the opponent based upon my research. The higher the ATK% the less chance to escape the EJCC. Keep in mind though that in order for the EJCC to work, you need to get close to the opponent by dashing forward, remember to time your juggles, and just pure luck.

JUGGLES START-UP USED FOR EJCC

FREAK SHOW (d/f+3+4) SLIPPERY KICK (3~4)
Other related versions: Other related version:
Freak Show (RWD, u+3, ~3) Slippery Kick (HSP, 3~4)
Freak Show (RWD, 1+2, ~3)
Scoop Up Kick (RLX, 3~4) PERCH FLOP KICK (HSP, d+3+4)
UPPER (WS+2) Other related version:
Instant Perch Flop Kick (RWD, 3, B(HSP), 3+4)
WHEEL KICK (RWD+3+4) (Note: execute a kick from 3 before HSP for
the 3+4 to work)

RISING KICK (u/f+N+4)

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=FREAK SHOW JUGGLES=	ATK%
1. Freak Show = Double Punch Strings*	80-95%
2. Freak Show = 1, 1 = Island Mirage	90-95%
3. Freak Show = Front Stinger 1* -Human recommended	90-95%
4. Freak Show = 1 = [Front Stinger 2*] -CPU recommended	85-90%
5. Freak Show = Weed Whacker Strings* -Human recommended	90-95%
6. Freak Show = Slippery Kick Strings*	75%
7. Freak Show = 1 = Carnival Sweep 1*	75-85%

-Human recommended

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=UPPER JUGGLES=
-----
1. Upper = Double Punch Strings*           75-90%
2. Upper = 1, 1 = Island Mirage           85-90%
3. Upper = Front Stinger 1*               85-90%
   -Human recommended
4. Upper = 1 = [Front Stinger 2*]         80-90%
   -CPU recommended
5. Upper = Weed Whacker Strings*          85-95%
   -Human recommended
6. Upper = Slippery Kick Strings*         75%
7. Upper = Carnival Sweep 1*              80-85%
   -Human recommended
8. Upper = Fire Kick                       100%
9. Upper = Full Mars Attack*              80-90%
   -Human recommended
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=SLIPPERY KICK JUGGLES=
-----
1. Slippery Kick Strings*                 95-100%
2. Slippery Kick = RLX = Rio Delight, D+3  60-70%
   -Use only the 3 of Rio Delight
   -Human recommended
3. Slippery Kick = RLX = Flare             95-100%
   = or Scoot Up Kick                     95-100%
4. Slippery Kick = HSP(B) = Slice Kick = B(Stand) 95-100%
   -Human recommended
5. Slippery Kick = HSP(B) = Slippery Kick 95-100%
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=WHEEL KICK JUGGLES=
-----
1. Wheel Kick 1*                          90-95%
   -Human recommended
2. Wheel Kick 2*                          95-100%
3. Wheel Kick = Carnival Sweep 1*         95%
   -Human recommended
4. Wheel Kick 2* = [Front Stinger 2*]     75%-95%
   -CPU recommended
5. Wheel Kick = Fruit Picker              75%
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-CPU recommended
-Make sure opponent's back is turned

6. Wheel Kick = Diving Punch 75-85%
-Human recommended

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=PERCH FLOP KICK JUGGLES= ATK%

1. Perch Flop Kick = Helicopter 1* 80-90%

2. Perch Flop Kick = Helicopter 2* 75%
-Best for big opponents

3. Perch Flop Kick = Flop Punch Strings* 80-90%
-Human recommended

4. Perch Flop Kick = Carnival Sweep 2* 85-100%
-Human recommended
-Best for big opponents

5. Perch Flop Kick = Slippery Kick Strings* 75-85%
-CPU must do technical rolls

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=RISING KICK JUGGLES= ATK%

1. Rising Kick = Full Mars Attack* 85-100%
-Human recommended

2. Rising Kick = Weed Whacker Strings* 85-95%
-Human recommended

3. Rising Kick = Double Punch Strings* 80-90%

4. Rising Kick = 1, 1 = Island Mirage* 90-100%

5. Rising Kick = Front Stinger 1* 90-100%
-Human recommended

6. Rising Kick = 1 = Front Stinger 2* 90-95%
-CPU recommended

7. Rising Kick = Carnival Sweep 1* 75-85%
-Human recommended

8. Rising Kick = Slippery Kick Strings* 75%

9. Rising Kick = Brush Fire 95-100%

10. Rising Kick = Fire Kick 95-100%

COUNTER HIT START-UP USED FOR EJCC

CRUNCHER (RWD, 2) LEG WHIP (b+4)
Other related versions:
Cutting Leg Whip (d/b+3,4)

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=CRUNCHER BOUNCE JUGGLES=

ATK%

-
1. Cruncher = Full Mars Attack* 95-100%
-Human recommended
 2. Cruncher = Roundhouse 100%
 3. Cruncher = Weed Whacker Strings* 85-90%
-Human recommended
 4. Cruncher = Brush Fire, b(HSP) 90-95%
or Samba, b(HSP)
 5. Cruncher = Carnival Sweep 1* 75-90%
-Human recommended
 6. Cruncher = Front Stinger 1* 80-90%
 7. Cruncher = [Front Stinger 2*] 80-90%
-CPU recommended
 8. Cruncher = Fruit Picker 75%
-CPU recommended
 9. Cruncher = Diving Punch 75-85%
-Human recommended

=LEG WHIP COUNTER HIT COMBOS=

ATK%

-
1. Leg Whip = Full Mars Attack* 85-95%
-Human recommended
-You can delay the Full Mars Attack
 2. Leg Whip = Fire Kick 100%
 3. Leg Whip = Weed Whacker Strings* 90-95%
-Human recommended
 4. Leg Whip = Front Stinger 1* 80-90%
 5. Leg Whip = [Front Stinger 3*] 90-95%
-CPU recommended
-Use the Front Stinger 3 after opponent hits the ground
 6. Leg Whip = Carnival Sweep 1* 85-90%
-Human recommended
 7. Leg Whip = Slippery Kick 80-90%
 8. Leg Whip = Fruit Picker 75%
-CPU recommended
 9. Leg Whip = Diving Punch 75-85%
-Human recommended

BOUNCE JUGGLES START-UP USED FOR EJCC

(f, f+3+4)

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=BOOMERANG BOUNCE JUGGLES=                               ATK%
-----
1. Boomerang = Carnival Sweep 1*                          65-75%
2. Boomerang = [Boomerang]                                75-90%
   -CPU recommended
3. Boomerang = Weed Whacker Strings*                       65-80%
   -Human recommended
4. Boomerang = Full Mars Attack*                          75-90%
   -Human recommended
5. Boomerang = HSP = Slice Kick = B(Stand)                90-100%
6. Boomerang = Front Stinger = [Front Stinger 2*]         80-90%
   -CPU recommended
7. Boomerang = Diving Punch                               75-85%
   -Human recommended
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STUN COMBOS START-UP USED FOR EJCC
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ELBOW UPPER (d/f+2)          FRONT STINGER (FC or WS+3+4)
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=ELBOW UPPER STUN COMBOS=                               ATK%
-----
1. Elbow Upper = Carnival Sweep 1*                        90-95%
   -human recommended
2. Elbow Upper = Boomerang Bounce Juggles (EJCC)          75-85%
   -CPU recommended
3. Elbow Upper = Fruit Picker                              60-80%
   -CPU recommended
4. Elbow Upper = Front Stinger = [Front Stinger 2*]       75-85%
   -CPU recommended
5. Elbow Upper = Boomerang = HSP = Slice Kick, b(HSP)     90-100%
6. Elbow Upper = Diving Punch                              75-85%
   -Human recommended
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=FRONT STINGER STUN COMBOS=                               ATK%
-----
1. Front Stinger = [Front Stinger 2*]                     80-90%
   -CPU recommended
2. Front Stinger = Fruit Picker                            75%
   -CPU recommended
3. Front Stinger = Diving Punch                           75-85%
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-Human recommended

"Keep in mind though that human recommended EJCCs are for human players who refuses to escape or technical roll quickly. On the other hand, CPU recommended works on the same way for CPUs."
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=ATTACK MEASURES= (AM)	ATK%
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Some attacks you might find useful against CPU opponents.

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- | | |
|---|--------|
| 1. [Brush Fire = Scoot Kick = Rio Delight = Circle Kick]
-use only the 3 of Rio Delight
-guard damage advantage | 75-80% |
| 2. Double Punch = Elbow Upper Stun Combos (EJCC) | 80-85% |
| 3. Banda, B(HSP)=
[Left Flop Punch = ~Weed Whacker, Shin Cutter, ~B(HSP)] | 75-80% |
| 4. Satellite Moon = Hot Plate = RLX, Scoop Up Kick | 80-85% |
| 5. Lunging Brush Fire, d(RLX) = Scoop Up Kick | 80-85% |
| 6. Swirl Kick = Full Mars Attack*
-Finish the Swirl Kick before doing the Full Mars Attack | 60-75% |
| 7. RLX = Crying Needle = Hammerhead | 80-90% |
| 8. Lying Down = b, b = Headlong Dive = Rodeo Spin
-CPU must do technical rolls. | 80-90% |

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=DEFENSIVE MEASURES (DM)=	ATK%
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Some defensive attacks useful to back off CPU opponents.

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|---|--------|
| 1. Knockdown = 3 = D+3
-3 trips the opponent. | 65-80% |
| 2. D+4 = Circle Kick | 75-85% |
| 3. Satellite Moon = Hot Plate, RLX = Flare, HSP | 75-85% |
| 4. Crying Needle = Hammerhead | 80-90% |
| 5. Lunging Brush Fire, d(RLX) = Flare, HSP | 80-85% |
| 6. Standing Left Kick | 80-95% |
| 7. Knockdown = Rising Feet Lunge = Rio Deal
= or RIO SPECIAL
-CPU recommended | 80-90% |
| 8. Knockdown = D+1 (roll sideward) = B (roll backwards) | escape |
| 9. Knockdown = D+3 | 75-90% |
| 10. Knockdown = 3 = Front Stinger = [Front Stinger 2*] | 80-90% |

tapping button masher to figure out the timing of his moves, You gotta learn when to time those buttons. It'll give you less effort and more comfort."

"Do not stick on just one side of the screen. When challenging a player when he is at your favorite side, you got no option but to be on the other. As much as possible, be capable of playing at both sides.

"Sometimes, when there are buttons that are out of order because of those button mashing players, you won't know that unless you start the game. In this case, if you got buttons that doesn't function, (especially the lk of rk) learn to manage the game using the other buttons left. It's gonna be hard but you gotta deal with it. Tough luck if you end up only one button functioning."

"LEARN A NEW CHARACTER. When you've exposed all the moves EDDY can give, your moves will be easily familiarized and anticipated (just like King's 10 hit combo). The more characters you learn, the more characters to choose in battle."

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CABT REFERENCES
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If there's any section of this FAQ that needs to be cleared, commented, corrected, and suggested, e-mail me in my address at eastborder@edsamail.com.ph. This account will last until APRIL 2004. I got a lot of nasty mails here and I hope if won't come from you. The other one's is theeasternborders@yahoo.com.

Still, you should get a copy of Eddy Move List. It's where I got most of the ideas in making this FAQ. Again, I cannot promise you pure victory or that you'll be able to execute all the techniques listed here. Also, don't rely too much on the ATK%. It's just my research but I'm no nerd. Try the EJCC and rate them yourself. I usually don't mind on how much damage the EJCCs does right now. Just give them a scare.

I've been reading other contributor's FAQ and some of EJCCs were already familiar to them. Well, I wasn't aware of that anyway, since I only discovered EJCCs by just playing EDDY. For those who don't know, now they do. I haven't included all of Eddy's move cause I'm still unsure how to include them in the EJCC, even if there are some obvious ones.

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END OF SESSION - "Go Ginga!"

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CREDITS
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I give thanks to these guys for doing nothing:
-Cay Cariyan -Plushee
-Tomoyo Daidouji -The Initiatives
-The rest of the Eastern Borders

The Characters who got exhausted from practicing the CABT:
-Eddy Gordo -Hie Strato
-Tiger Jackson -Jie Strato

-The Old Man

To the other Eddy Character Guiders:

I don't know who these guys are anyway but a lot of thanks for being a part of the Eddy Mania. (Try e-mailing me if you wanna get included) They must be pretty good.

The Company who made a very challenging and very addictive game for the last 10 years:

-Namco

The Sites that does it all and I hope they liked this FAQ very much:

-<http://www.tekkenzaibatsu.com>

-<http://www.gamefaqs.com>

To other aspiring Eddy players and Capoeristas out there, thanks for Reading this FAQ and I hope you'll thank me too.

WELCOME TO THE NEW AGE OF FIGHTING!!!

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!!WARNING!!

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For your safety, DO NOT attempt to perform any stunts and moves of EDDY at home unless you're a dedicated capoerista like EDDY, TIGER or the old man. Avoid being a casualty from the risk of accidents. CABT will not be held liable.

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