

Prepare for a Beating



Coach your own A.I. character and your fighter against a friend's!



Two new characters are added to the 11 existing characters for a grand total of 13 fighters!



High-polygon character models, exquisite detail, and brilliant light sourcing combine to create breath-taking visuals!



Clear goals to receive unlockable accessories to customize your character!



New counters and defensive moves to switch up your stance and fighting styles mid-fight!

PlayStation®2



NTSC U/C



Virtua Fighter 4

EmuMovies



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



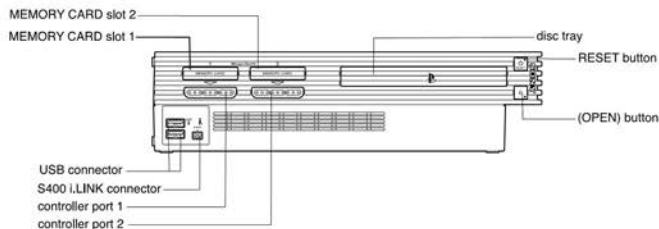
Thank you for purchasing Virtua Fighter 4. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter 4.

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- Virtua Fighter 4 is a memory card (BMB) (for PlayStation®2) compatible game. The Player/A.I. File is automatically saved. Please do NOT turn off the power of the "PlayStation®2" console or insert/remove a memory card (BMB) (for PlayStation®2) during saving.

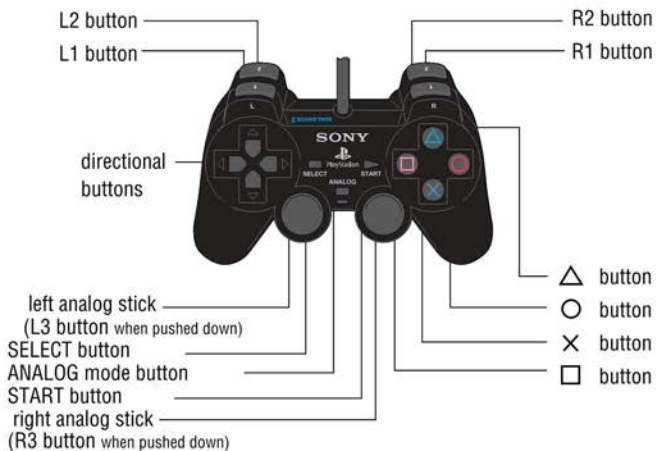
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Virtua Fighter 4) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PROLOGUE

In the end, it was Kage-Maru who won the Third World Fighting Tournament. After it ended, he defeated a new model of Dural who appeared before him. Kage-Maru finally obtained the new item type required to save his mother, Tsuki-Kage. However, Tsuki-Kage actually got worse, transforming into Dural further when the item was used. Ultimately, she turned into Dural completely and "J6" acquired her once more. With Dural again within their grasp, "J6" started to research how they could mass produce Dural. During their research, "J6" discovered that Tsuki-Kage had remained incomplete for too long which explained her lack of abilities somewhat.

"J6" started to look for a new target eligible enough to become a new (complete) Dural. They decided upon "Sarah Bryant." Plans were made so as to acquire her and the Fourth World Fighting Tournament was organized.

With many hidden agendas and suspicious machinations going on, the Tournament is now ready to begin.

● Outline of the "Virtua Fighter" Series

The World Fighting Tournament : a worldwide competition for fighters who believe in the superiority of their own fighting skills and technique.

The champion of the First Tournament was Lau Chan, who retrieved the legendary art "Ko'enken." At the end of the Second Tournament, it was Akira Yuki, a young fighter who uses "Hakkyokuken," who walked away the winner. Who was the winner of the Third Tournament? While looking respectable and admirable, the tournaments are anything but, with a mysterious group plotting from behind the scenes.

"J6" (Judgement 6") - An Organization composed of six global mega-industries that have great influence on everything from weapons development to world politics. Ultimately, "J6" strives for unrivaled control of the world's fate. The true purpose of J6 holding the World Fighting Tournament is to test the abilities of "Dural" (artificial/programmable human beings), and new materials.

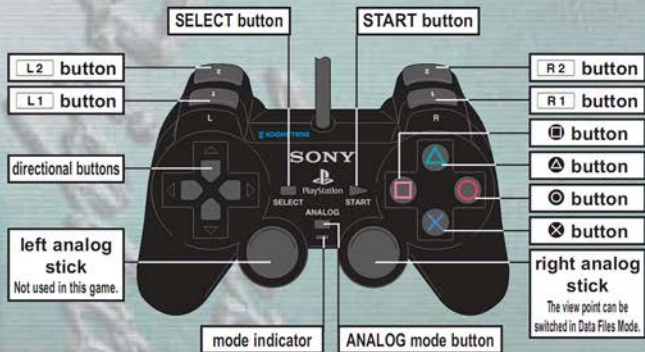
Although Kage-Maru managed to rescue and whisk away his mother, Tsuki-Kage, off to freedom at the end of the Third World Fighting Tournament, her medical condition worsened once more. He was able to confirm that she was suffering an unknown after-effect from her transformation into Dural. Using his ninja skills, Tsuki-Kage managed to infiltrate the Organization once more and found out that he needed to get a new item to rescue his mother.

Those fated to fight are now about to start their endless battles once again. Who will win the battle this time?

Virtua Fighter 4 is a one- or two-player game, and compatible with both the DUALSHOCK™ analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the DUALSHOCK®2 analog controller to controller port 1. When playing a 2P game, connect the DUALSHOCK®2 analog controller for the 2nd player to controller port 2.

* In this instruction manual, controls are described using the DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller



Buttons to use	Menu/Select Screen	During Match
directional buttons	Move cursors	Control Characters
button	Enter	Kick
button	Enter	Punch
button	Cancel	Punch
button	Cancel	Guard
SELECT Button	Player/AI File Menu are displayed on the Character Selection Screen	Pause Menu is displayed

- * The button controls described in this instruction manual are all default settings. The button settings can be modified in the CONTROLLER at OPTIONS (See P.20).
- * Virtua Fighter 4 is compatible with the vibration feature. The vibration feature can be operated both when the ANALOG Mode is on (mode indicator : ON) and when the ANALOG Mode is off (mode indicator : OFF). You can switch the vibration function to ON/OFF within OPTIONS (See P.20).

Command Display

The basic controls used during game-play are displayed in the right list. Note that you can follow the controls in the list only when a player is facing right. If a player is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press (ie. up and right).

Common Command Techniques

Basic Controls

With the directional buttons, a character can advance, step back, crouch, ARM, use **P** (**Δ** button) to punch, use **K** (**⊙** button) to kick and use **G** (**⊕** button) to guard. Also, a character can combine the directional buttons with **P****K****G** to perform various moves.

Running



A character runs forward. If you let go of the directional button, the character stops running.



Crouching dash/Crouching back-dash



A character can dash a short distance crouching forward or backward.



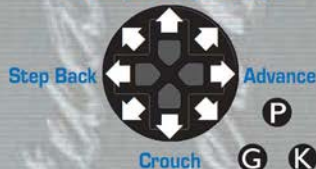
ARM (All Range Move)

Walk any direction (except downward) and move in any direction you like.

If you press and hold any directional button except downward, your character will begin walking. To command your character to walk downward, press down, then immediately press and hold down.

- Press and hold the directional buttons in the direction indicated.
- Tap the directional buttons in the direction indicated.
- P** Press to punch
- K** Press to kick
- G** Press to guard
- +** Press two or more buttons at the same time.

ARM (All Range Move)



Dash/Back Dash



A character can dash a short distance forward or backward.



Jump

Press and hold **↑** + **P** (or **K**)

A character can jump.



ACTIONS

Other than the basic actions mentioned on the previous page, a character can perform various actions by combining the directional buttons with **P**, **K**, and **G**. Below are the action combinations for attacking and guarding.

Throw

P+G

When your opponent is close, you can throw your opponent with **P+G**. There are also individual throw commands for each character.



Throw Escapes

P+G

With **P+G**, you can avoid being thrown when your opponent is about to throw you. For other throws that use **P+G** and a direction, enter the last direction of a command simultaneously.



Down Attack

↓ P (When your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have unique attacks as well.



Recovery

P+K+G (when you are about to fall)

When you are just about to hit the ground, press **P+K+G** to spring back up, and dodge a Down Attack from your opponent.



Getting Up

P or **G** (When you are currently down)

When your character is knocked down, you can make him/her get up.



Rising Attacks

K or **↓ K** (When you are knocked down)

When getting up, you can have your character perform middle/low attacks.



Evading

↑ or **↓** (Set back to neutral after pressing)

You can dodge an attack from your opponent to the right or left.



Evade Attacks

P+K+G (When you are evading)

After dodging attacks from your opponent, you can perform counterattacks. Moves vary from character to character.



Other Actions

Some of the actions can be used only by some specific characters. See "Character Introductions & Move List" beginning on P.22.

Reversals

High-Attack : **← P+K**

Mid-Attack : **↗ P+K**

Low-Attack : **↓ P+K**

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of High/Middle/Low Attacks.



Deflecting

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.



Charge Attack

Push down on the last button you pressed.

By holding down on the last button you pressed, you will be able to make a strong charged move.



Attacking by the walls

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting him/her against the wall.



GETTING STARTED

The Menu Screen is displayed if you press the START button on the Title Screen. Select a mode to play with the up, down, left and right directional buttons and use the **○** button (or **×** button) to enter. Pressing the **△** button (or **⊕** button) enables you to cancel the selection.



■ Save File/Loading

If you play Virtua Fighter 4 for the first time, create a file (System File) in order to save various settings and records. To create a file, free space of more than 40KB is required (See P.21 for more details). When activating the game, if a memory card (8MB) (for PlayStation®2) is inserted in the MEMORY CARD Slot 1, the System File will be loaded automatically.

MODES

ARCADE

See P.11

Play against characters operated by the CPU in the 14 stages. There is no limit to the number of times that you can continue in this mode. You can also fight other players.

KUMITE

See P.11

A Tournament Mode. Play against characters operated by the CPU. In this mode, you can get items and raise your ranking.

VS

See P.11

You can modify and adjust the settings to battle against other players. Your ranking can also be raised in this mode.

TRAINING

See P.15

A training mode. You can train your character and improve his/her skills.

A.I. SYSTEM

See P.18

In this mode, you can train and develop your A.I. fighter (Artificial Intelligence) by sparring and watching replays.

DATA FILES

See P.18

Create or edit Player/A.I. Files.

REPLAY

See P.19

You can watch a replay scene.

OPTIONS

See P.20

Modify gameplay settings.

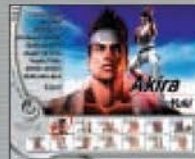
HOW TO PLAY THE GAME

In Virtua Fighter 4, there are 8 different modes. The followings describe each mode as well as how to play the game.

ARCADE

Recreation of the ARCADE version. Play against characters operated by the CPU.

A mode with 14 stages re-created from the ARCADE version. Play a battle against a character operated by the CPU. After this mode is selected, the Character Selection Screen (See P.12) will be displayed.



KUMITE

A Tournament Mode. Play against a character operated by the CPU.

In this mode, you can raise your ranking or get items by defeating CPU players. There are some CPU players that own items, a ranking and a ring name. You can obtain these items by defeating them or completing various conditions. The CPU players will continuously appear to play against you until your character is knocked out.



● Ranking

After making a Player's File, a player will begin gameplay from the ranking level of 10th kyu. By winning a match, a player can earn points as well as raise the ranking. After 1st kyu, there is the 1st dan level. Once a player reaches the 1st dan level, he/she can raise his/her level by defeating opponents who are in the same level in the VS Mode or KUMITE Mode. If your match score is not good enough to keep the current level, your level might drop down.

VS

A player VS a player

In this mode, you can battle against another player. You can also play against A.I. Characters. The settings such as Time Limit, Number of Matches and Physical Strength Gauge, which can be modified at OPTIONS, will be effective in this mode. Thus, it is recommended to modify the settings in advance. After a mode starts, the Character Selection Screen (P.12) will be displayed. You can also select a stage in this mode. Try to obtain as many items as possible by completing various conditions!



Character Selection in ARCADE/VS/KUMITE Mode

■ Character Selection Screen

Highlight a character with the directional buttons and use the \odot button (or \times button) to select. You can also modify your character's costume by pressing the START button and the \odot button (or \times button) simultaneously. If you press the SELECT button, a Player/A.I. File Menu



▲ ARCADE/KUMITE Mode ▲ VS Mode

Screen is displayed. To return to the Menu Screen, select EXIT on the Character Selection Screen. In VS Mode, you can also select a stage. On the Stage Selection Screen, select EXIT using the SELECT button in order to return to the Menu Screen.

CAUTION You can load a Player/A.I. File from a memory card (8MB) [for PlayStation®2] inserted into the MEMORY CARD Slot 1 or MEMORY CARD Slot 2. Before loading the Player/A.I. File, it is necessary for you to make a file. To make a file, please see P.18 for details.

■ Player/A.I. File Menu Screen

On the Character Selection Screen, press the SELECT button to display the Player/A.I. File Menu Screen. Use the directional buttons to highlight a file, and select with the \odot button (or \times button). After a file is selected, personal data [Characters to be used, Ring Name & Saving Date] is displayed.



After selecting A.I. File

After the A.I. File is selected on the Player/A.I. File Menu Screen, a player can give an instruction to the A.I. Character. The \odot button indicates "Good," and the \times button indicates "Bad." The A.I. Character will learn from instructions given by the player.

How to view a screen in ARCADE/VS/KUMITE Mode



1 Remaining Time

The remaining time in the round. The match will end when the counter reaches 00:00. The player who has more energy left wins.

2 Physical Strength Gauge

A character's physical strength. The more damage a character takes, the more the gauge decreases.

3 Ring Name

A Ring's name (only when the Player/A.I. File is loaded).

4 Character's Name

The name of a character used and its graphic are displayed.

5 Number of Winning Rounds

The number of winning rounds. Each time a player wins a round, one red lamp will be lit.

6 Recovery Mark

This is displayed beside a player who is staggering. You can help your character recover by moving the directional buttons Up/Down/Right/Left quickly.

7 Elapsed Time

The total playing time is shown. This includes all attempts and continues in Arcade Mode only.

8 Current Stage Number

The current stage a player is playing is displayed in Arcade Mode only [Not displayed in VS Mode].

Pause Menu Screen

By pressing the SELECT button during gameplay, the following Pause Screens are shown.

If you press the SELECT button, the Pause Menu will be displayed. In ARCADE, VS and KUMITE Mode, you can also pause gameplay as well as quit a game. To resume a game, select CANCEL. Select EXIT to quit a game.



Saving the replay data

To make a replay file on a memory card (8MB) [for PlayStation®2], press the SELECT button during your character's pose at the end of a match. Free space of more than 32KB is required to make a replay file. You can view the replay file in the REPLAY Mode [See P.19 for details].



Rules in ARCADE/VS/KUMITE Mode

K.O.

Knock out your opponent and win the round by damaging your opponent's Physical Strength Gauge to drop it to 0.

TIME UP

When time runs out, if neither character has been KO'd, the player with the most remaining strength wins the round.

DRAW

Both characters win the round if the Physical Strength Gauge of both characters falls to zero at the same time, or the remaining Strength Gauge of both characters are identical when time runs out.

* In some stages, you can also eject your opponent from the ring, to win by RING OUT.

SUDDEN DEATH

When the game is at a match point for both characters and the game is a DRAW, the game will continue in Sudden Death in which both characters fight with almost no physical strength left. If the game still cannot determine the winner and ends in a DRAW, the game played against CPU players determines the CPU as a winner.



GAME OVER & CONTINUE

If you don't win in ARCADE Mode, the game ends and the Continue screen will appear. Press the START button to restart from Round One of the previous fight that you lost before the screen counter reaches zero.



Join In during gameplay

During gameplay in ARCADE Mode, a challenger can join in the game by pressing the START button. If you press the START button, "Challenger Comes" is displayed on the screen. The game will begin after a challenger selects a character to play.



TRAINING

Learn how to play the game and improve your moves!

There are 3 TRAINING Modes.

- **COMMAND TRAINING** - Practice entering commands.
- **FREE TRAINING** - Modify various settings and practice as you like.
- **TRIAL** - Learn fighting strategy by clearing challenges.

COMMAND

Practice how to enter basic commands and special commands set for each character. There is no Time Limit or Physical Strength setting in this mode, which enables you to practice your moves against the CPU without time running out. To quit practicing, display the Pause Screen using the SELECT button and select "Go Back To the Top Menu."



▲ COMMAND TRAINING

1 Move Name

The name of a move you are currently practicing is displayed.

2 Command

The command you are currently practicing is displayed.

3 LOCK Mark

Displayed only when you are practicing fixed moves.

4 Command Information

The command you entered as well as the number of frames are displayed.

5 Damage Meter

The damage you caused to your opponent and the MAX damage gauge you can inflict in fights are displayed in numbers and in a meter.

6 Advice Display

Advice concerning entering commands is displayed.

7 Elapsed Time

The elapsed time after the training started is displayed.

Command List

You can verify commands.

Command Information Display

The setting on how to display command information can be modified.

Advice Display

Advice display can be switched to ON/OFF.

Repeat the move

You can repeat practicing the same move by switching this ON.

Character Selection

You can change characters.

Return to the Top Menu

The screen returns back to the Top Menu Screen.



▲ PAUSE MENU

FREE

In this mode, you can modify various settings and play a match freely. First, select a character to play as well as a character to play against on the Character Select Screen. Next, display the Pause Menu using the SELECT button after a mode is started, and modify various settings.



▲ FREE TRAINING

1 Damage Meter

The damage you inflicted upon your opponent and the maximum damage you can inflict in fights are shown in numbers and in this meter.

2 Command Information

The command you entered as well as the number of frames are displayed.

3 Motion Information

Information such as Outbreak, Endurance or Cure regarding moves is displayed.

4 Combo Information

The number of successful combinations the character has performed and its MAX number are shown.

5 Hit Status

If the move is effective, how to perform the hit is displayed.

6 Throw Escape Information

A command to avoid being thrown against a throw move is displayed.

7 Recovery Information

The timing in which you can execute a defensive move is displayed when you fall down.

8 Throwing Information

The timing in which you can execute a throw move is displayed.

9 Move Attributes

The attributes of the move you performed successfully are displayed.



▲ PAUSE MENU

■ CPU Setting

Modify the setting of the CPU.

Status : Select the status of the CPU.
Reaction : Set the CPU's reaction against attacks (only when "Get up" and "Crouch" are selected).

Action : Modify how the CPU attacks, whether the CPU performs throws or not and its strength (only when "Action" is selected).

Details : Modify other Action details of the CPU.

■ Command List

The list of commands is displayed.

■ Speed Setting

Modify the game speed setting.

■ Display Setting

Modify information displayed on the screen.

■ Position Setting

Modify the stance of a character.

■ Ring Setting

Set with or without the walls around rings.

■ Record

You can operate CPU characters and record their motions. You can save the motions as Action Files onto a memory card (8MB) (for PlayStation®2). To save Action Files, a free space of more than 32KB is required.

■ Play

You can play the CPU's recorded motions. You can also load the Action Files saved on a memory card (8MB) (for PlayStation®2).

◆ Actions may vary depending on positions or status, as they are recorded as entered commands.

■ Character Selection

You can change a character.

■ Back to the Top Menu

The screen returns to the Top Menu.

TRIAL

In this mode, You can learn how to win a game by practicing various challenges. Use a Player File (see P.12 for details) so that you can save data.



Select a challenge to practice using the directional buttons, and try to clear the challenge you have chosen. Utilize useful pointers displayed on the screen during gameplay and practice in order to win a game!

A.I. SYSTEM Develop and train your A.I. Character!

In this mode, you can develop and train the A.I. Character you created in DATA FILES Mode. Develop and train your A.I. Character by sparring against each other or using a Replay function.

A.I. SPARRING

Instruct your A.I. Character on how to win a game. A.I. Character will learn the moves a player performs. After loading the A.I. File, the 2P Character will be set as an A.I. Character, and the same character will be set to the 1P Character. The player will play as the 1P Character. Select a stage and begin sparring!

**A.I. REPLAY**

Load the A.I. File and play the Replay File. Then give instructions to the motions replayed using the button [Good] and the button [Bad]. The A.I. Character learns from your instructions. You can save the Replay File in ARCADE/KUMITE/V.S Mode.

**DATA FILES** Create and edit your Player/A.I. File

Here you can create and edit your Player File as well as an A.I. File. When creating a new file, select "NEW PLAYER" or "NEW A.I.," and when editing a file, select "EDIT FILE."

NEW PLAYER

Make a new Player File in a memory card (8MB) (for PlayStation®2). A free space of more than 32KB is required. In the Player's File, you can save data of a Character using Ring Name (within 10 letters), Ranking, Items obtained, or Color. Once you make a Ring Name, select a character and save. The more you proceed through the game, the more items or colors will be available for you to choose. You can use the Player's File in ARCADE/KUMITE/V.S/TRAINING (COMMAND/TRIAL) Mode.

NEW A.I.

You can make a new A.I. File in a memory card (8MB) (for PlayStation®2). To make an A.I. File, more than 60KB of free space is required. A.I. File is data which you can use in creating, developing and training a character with A.I. Just like a Player File, enter a Ring Name less than 10 letters long and select a character. You can use the A.I. File in ARCADE, KUMITE, VS, and A.I. System Mode.

EDIT FILE

You can edit and view the data of Player/A.I. File saved on a memory card (8MB) (for PlayStation®2). If you already have either a Player File or A.I. File, you can edit and modify the settings of the following items :

**EDIT ITEM & COLOR**

You can modify items and colors.

STATUS

File Data (Ring Name/Ranking/Match Results/Items obtained/Color/A.I.'s Skill and Move Learning Status) is displayed.

ADVICE

Analyze how each character fights.

CONTROLLER

Modify controller settings. This can be selected only when you load a Player File. The Controller settings modified here have priority over the ones modified within OPTIONS. Note that this setting cannot be modified in A.I. File.

EXIT

Quit "EDIT FILE."

REPLAY Replay and view a battle record

You can load and play the Replay File saved on a memory card (8MB) (for PlayStation®2).

OPTIONS

Change various settings

Change various settings or verify match records in each mode.

■ SETTINGS <GAME>

You can change fighting settings. Select an item to change with the up and down directional buttons and use the left and right directional buttons to change the selection. Note that in some modes, setting changes may not be available.



■ DIFFICULTY

Change the difficulty level of the CPU. This change will be effective in ARCADE and KUMITE Mode.

■ MATCH COUNT

Change the number of rounds necessary to win. This change will be effective in ARCADE and VS Mode.

■ ROUND TIME

Set the Time Limit for one round. The settings will be available in ARCADE and VS Mode.

■ VS STAGE

Select a stage to fight in VS mode from RANDOM (selected automatically) or SELECT (selected by players).

■ CONTROLLER

You can change the button settings of the Controller and switch the vibration function to ON/OFF. Use the left and right directional buttons to select an operation. By selecting "EDIT," you can change the settings of each button separately.

■ ENERGY MAX -1P-

Increase/decrease Player One's character's maximum Physical Strength. Effective in ARCADE and VS Mode.

■ ENERGY MAX -2P-

Increase/decrease Player Two's character's maximum Physical Strength.

■ EXIT

Return to the Menu Screen.

■ DEFAULT

Return to default settings.

■ HIT EFFECT

Set the flashing feature to ON/OFF. If a character has performed a hit, a flashing light will be displayed.

■ ADJUST SCREEN

Adjust the screen display position.

■ SETTINGS <SOUND>

You can change the sound settings and listen to sound effects as well as background music. To select an item, use the up and down directional buttons, and change the selection using the left and right directional buttons. Select "EXIT" to return to the Menu Screen or select "DEFAULT" to default the settings.



■ AUDIO

Choose Audio output from Stereo/Monaural.

■ SE/SE VOLUME

Listen to the Sound Effects. Adjust the volume using the left and right directional buttons.

■ BGM/BGM VOLUME

Listen to the Background Music. Adjust the volume using the left and right directional buttons.

■ SYSTEM FILE

You can save or load the System File. The System File is saved onto a memory card (8MB)[for PlayStation®2] inserted into the MEMORY CARD Slot 1.

■ RESULTS

You can verify not only a match result of each character but also a match record saved in ARCADE Mode. If you select a character and enter using the button (or) button, you can verify the Records of each character. To reset all records, press the SELECT button.



■ HOW TO READ RECORDS

FIGHT	WIN	LOSE	K.O.	TIME UP
Total Number of Matches	Total Number of Winning Matches	Total Number of Losing Matches	Number of K.O.'d Matches out of Total Winning Matches	Winning Matches due to Time Up

■ HOW TO READ THE RECORDS OF EACH CHARACTER

FIGHT	WIN	LOSE	RATIO
Number of Matches	Number of Winning Matches	Number of Losing Matches	Winning Percentage

Akira Yuki

PROFILE

Country : Japan
Sex : Male
Blood type : O
Job : Kung-Fu Teacher
Hobby : Kung-Fu
Height : 5 ft. 11 in.
Weight : 174 lbs.
B/W/H : 45/35/37
Fighting Style : Hakkyoku-Ken



Akira failed to win the Third World Fighting Tournament. After he returned home to Japan and told his grandfather about his loss, he isolated himself in a mountainside retreat to train rigorously to atone for his lack of ability. Whilst questioning himself, "What is true strength?", Akira was suprised to discover a number of devastating new moves. As he continued to improve his style, Hakkyoku-Ken, Akira felt his soul strengthening, and immediately resolved to fight in the tournament once more to demonstrate his improved skill.

Akira specializes in overpowering opponents with powerful elbow thrusts and heavy blows using his shoulders and back. He also has an arsenal of moves that disrupt his opponents' defenses. With good defense and the ability to counter his opponents' attacks, Akira is a satisfying character to master. However, performing Akira's moves, especially his airborne combo moves can be very difficult. A great deal of practice in TRAINING Mode will be required.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Housui	↵+Ⓜ (Can be blocked high)	Shinponiko	↵+Ⓜ
Koboku	↵↵+Ⓜ	Junshin Honko	↵↵+Ⓜ
Hachimon Kaida	Ⓜ	Chinhou	↵↵+Ⓜ↵
Kansuitai	Ⓜ	Chinhou	↵↵+Ⓜ↵
Rimon Chouchu	↵↵+Ⓜ	Shin'iha	↵↵+Ⓜ+Ⓜ+Ⓜ
Yakuho Chouchu	↵↵↵+Ⓜ	Kouzanheki	↵↵+Ⓜ↵+Ⓜ
Mouko Kouhazan	↵↵+Ⓜ	Kouzanheki	↵↵+Ⓜ↵+Ⓜ
Jouho Shoushou	↵↵+Ⓜ	Daiden Housui	↵↵+Ⓜ+Ⓜ
Byakko Soushouda	↵↵+Ⓜ	Youshi Sennin	↵↵+Ⓜ+Ⓜ
Fukko	↵↵+Ⓜ	Shin'iha	↵↵+Ⓜ+Ⓜ
Youhou	↵↵+Ⓜ	Junho Honko	↵↵+Ⓜ+Ⓜ
Shoutai	Ⓜ	Jump Attack	
Shoutai	↵+Ⓜ (Steps forward)	Rakuho Shasui	Ⓜ
Youzentai	↵	Choushitai	Ⓜ
Renkantai	↵↵↵	Down Attack	
Sokutai	↵	Soukahoo	↵+Ⓜ
Maho Shoukou	↵↵+Ⓜ+Ⓜ	Gekihousui	↵+Ⓜ
Chouzan Housui	↵↵+Ⓜ (Charges)	Rising Attack	
Tetsuzankou	↵↵↵+Ⓜ+Ⓜ	Katsumen Koussaitai	Ⓜ↵↵
Souka Housui	↵+Ⓜ+Ⓜ	Chisoukyaku	↵↵↵↵
Doppo Choushitsu	Ⓜ+Ⓜ (Release Ⓜ after 1 frame)	Reversal	
Gekiko Honko	↵+Ⓜ+Ⓜ (Disrupts high block)	Gaimon Chouchu	↵+Ⓜ or ↵+Ⓜ (Right high or mid Ⓜ)
Kaiko	↵+Ⓜ+Ⓜ (Disrupts high block)	Youhou	↵+Ⓜ or ↵+Ⓜ (Left high or mid Ⓜ)
Tenzankou	Ⓜ+Ⓜ+Ⓜ (While evading)	Tan'yokuchou	↵+Ⓜ or ↵+Ⓜ (High mid Ⓜ)
Soutoushou	↵↵+Ⓜ+Ⓜ	Gaimon Chouchu	↵+Ⓜ (Elbow)
Hougekishu	↵+Ⓜ+Ⓜ (Parry)	Jouho Shoukou	↵+Ⓜ (Right mid Ⓜ)
Gaimon Chouchu	↵+Ⓜ+Ⓜ+Ⓜ	Haiho Richu	↵+Ⓜ (Left mid Ⓜ)
Hogeki Ushin Saikashu	Ⓜ+Ⓜ+Ⓜ↵↵+Ⓜ↵↵↵↵↵↵↵↵↵↵	Senpu Soushou	↵+Ⓜ (Knee)
Shure Ha'ou Koukazan	↵+Ⓜ↵↵↵↵↵↵↵↵↵↵	Shoutenkou	↵+Ⓜ (Somersault)
Fujin Shoushitsu Fukuogeki	↵+Ⓜ↵↵↵↵↵↵↵↵↵↵	Souhakushu	↵+Ⓜ (Low Ⓜ)
Throw			
Toushin Soutai	Ⓜ+Ⓜ	Honshin Tanda	↵+Ⓜ (Low Ⓜ)
Shishi Hougetsu	↵+Ⓜ	Tsutenhou	↵+Ⓜ+Ⓜ (High Ⓜ) Low Ⓜ deflects attacks
		Mouko Kouhazan	↵+Ⓜ+Ⓜ↵↵ (While deflecting with ↵+Ⓜ+Ⓜ)

Pai Chan

PROFILE

Country : China
 Sex : Female
 Blood type : O
 Job : Action Star
 Hobby : Dancing
 Height : 5 ft. 5 in.
 Weight : 108 lbs
 B/W/H : 33/21/35
 Fighting Style : Ensei-Ken

Pai Chan left the Third World Tournament after being defeated by her father, Lau. Upon returning home, Pai realized that despite her loss, her fighting skills closely matched those of her father. While training to improve her Hisou-Ken, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor to her father's legacy, Pai plans to enter the tournament to defeat him.

With not only her elegant body movements but also speedy moves, Pai is capable of defeating opponents. She can also deflect opponents' attacks with sharp movements and attack staggered opponents at her own pace. Use her counter moves to neutralize even the most unexpected attacks. Pai's balanced ability in defense is very good as well. Utilize her powerful combination moves with simple commands. Suitable for beginners.



MOVE LIST

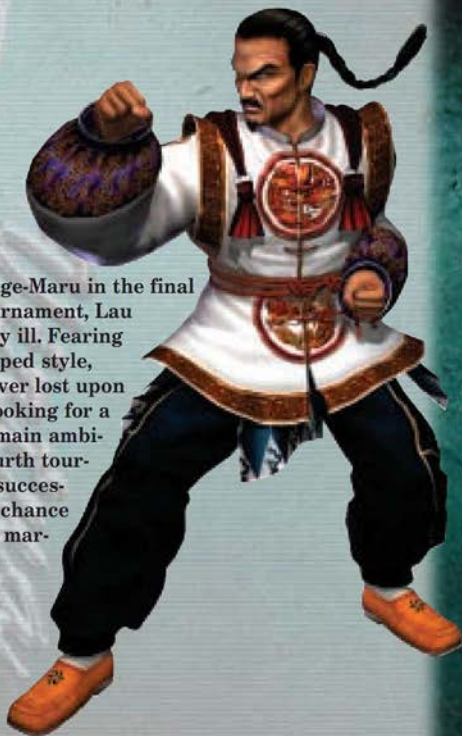
MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Boktai Renkan Haitenkyaku	☉☉☉☉ (From Bokutai Stance)	Boktai Zensou Taibokuyaku	☉☉ (From Bokutai Stance)
Renkan Tenshinkyaku	☉☉☉☉	Bokutai Kinkei	☉+☉ (From Bokutai Stance)
Renkan Tenshi Soukyaku	☉☉☉☉☉	Bokutai Kousoutai	☉+☉ (From Bokutai Stance)
Renkan Koutankyaku	☉☉☉☉☉	Bokutai Kousu Sasahagaki	☉+☉☉ (From Bokutai Stance)
Renkan Haitenkyaku	☉☉☉☉☉	Meishouho	☉+☉+☉+☉
Renkan Toukiyaku	☉☉☉☉	Meishouho Gekiryuho	☉☉☉☉ (From Meishouho)
Renken Sempuga	☉+☉ (During ☉ or ☉☉ or ☉☉☉ hit)	Meiho Zensoutai	☉ (From Meishouho)
Renken Ensenshu	☉☉+☉ (During ☉ or ☉☉ or ☉☉☉ hit)	Meihou Enji Renpu Soukyaku	☉+☉☉☉ (From Meishouho)
Renkentai	☉☉	Throw	
Souchuken	☉☉ (Can be blocked high)	Tenshin Soutou	☉+☉
Senchuken	☉☉	Raishin Nyurin	☉☉+☉
Ensei Soushou	☉☉☉☉☉	Hi'en Honko	☉☉+☉
Ensei Kosouha	☉☉☉☉	Kuretsu Tenhou	☉☉☉+☉
Hi'en Dantai	☉☉☉☉☉	Toushin Inshou	☉☉☉+☉
Jouho Chushou	☉☉	Tienchi Touraku	☉☉☉+☉
Souka Senpyakyaku	☉☉☉☉ (Charges)	Senpu Enjin	☉☉☉+☉
Souka Rensuishou	☉☉☉☉☉☉	Sei'en Katou	☉☉☉+☉
Rensui Toukiyaku	☉☉☉☉☉	Senpu Enka	☉☉☉☉☉+☉ or ☉☉☉☉☉+☉
Riken sui	☉☉☉	Jump Attack	
Koushu Kasu Senpyakyaku	☉☉☉☉☉ (Charges)	Touku Soushou	☉
Ko'en Senkyaku	☉☉	Hishitai	☉
Renka Sentai	☉☉☉☉	Down Attack	
Rensen Soukyaku	☉☉☉☉	Rai'in Shoude	☉☉
Ensei Toukiyaku	☉☉☉☉	Enshu Raigeki	☉☉
Horshin Choutankyaku	☉☉☉ (While running)	Rising Attack	
Koutankyaku	☉☉☉☉	Haisentai	☉☉☉☉
Ensei Haikyaku	☉☉☉	Chisou Sentai	☉☉☉☉
Senchutai	☉☉☉	Reversal	
Haitenkyaku	☉☉☉	Unshu Soushouha	☉☉+☉ (High ☉)
Rensen Soukyaku	☉☉☉☉☉	Senpu Soukyaku	☉☉+☉ (High ☉)
Hi'en Rekkkyaku	☉☉☉☉	Ensen Hairyu	☉☉+☉, ☉☉+☉ (High mid ☉)
Ensei Katai	☉☉+☉ (Shifts to a throw after hit)	Rasen Anshou	☉☉+☉, ☉☉+☉ (High mid ☉)
Ensei Katai	☉☉+☉ (Shifts to a throw after hit)	Honshin Rassen Anshou	☉+☉ (Opponent ☉☉☉☉ starts with right high or mid ☉ by its Only)
Kasuishou	☉☉☉☉☉+☉ (Charges)	Unshu Soushouha	☉☉+☉ (Mid ☉)
Senpuga	☉+☉	Mougyu Kenkaku	☉☉+☉ (Mid right ☉)
Ensenshu	☉☉+☉	Ryusui Hekiken	☉☉+☉ (Mid left ☉)
Enbu Renkyaku	☉☉+☉	Sousui Sanmon	☉☉+☉ (Mid right elbow)
Ensei Touku Haikyaku	☉☉☉☉+☉	Raku'en Katou	☉☉+☉ (Mid left elbow)
Enjin Senpyakyaku	☉☉+☉	Taishitsu Soukyaku	☉☉+☉ (Mid right knee)
Hi'en Youshu	☉☉+☉	Soushitsu Touraku	☉☉+☉ (Mid left knee)
Honshin Soukyaku	☉☉☉+☉	Hi'en Hairyu	☉☉+☉ (elbow)
Enshu Haiten Renkyaku	☉☉☉+☉☉	Kakyaku Santen	☉☉+☉ (Mid ☉)
Sokushin Sempuga	☉+☉+☉ (While evading)	Shitsuten Toukai	☉☉+☉ (Knee)
Bokutai	☉☉☉☉		
Bokutai Renkan Tenshinkyaku	☉☉☉☉ (From Bokutai Stance)		
Bokutai Renkan Tenshi Soukyaku	☉☉☉☉☉ (From Bokutai Stance)		
Bokutai Renkan Koutankyaku	☉☉☉☉☉ (From Bokutai Stance)		

Lau Chan

PROFILE

Country : China
 Sex : Male
 Blood type : B
 Job : Cook
 Hobby : Chinese Poetry
 Height : 5 ft. 8 in.
 Weight : 170 lbs.
 B/W/H : 39/35/37
 Fighting Style : Koen-Ken

After losing against Kage-Maru in the final round of the Third Tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them the chance to master his powerful martial arts style.



Lau can take the advantage during a match with his various coordinated attacks using his fists. He can also perform numerous airborne combination moves using a floating move such as "Shajoushou (↓↘↙)" in order to turn the game around and win. There are a few difficult commands to operate, but Lau is relatively suitable for a beginner. He is recommended for players who prefer to attack rather than defend.

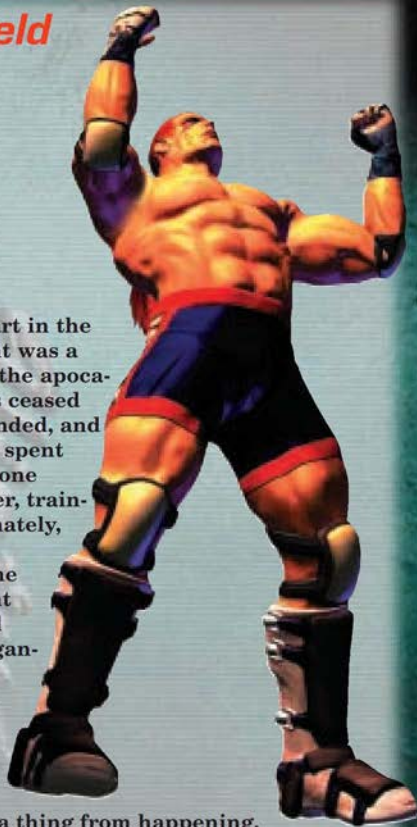
MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renken Tenshinkyaku	☐☐☐☐	Senpuga	☐+☐
Renken Tenshin Soukyaku	☐☐☐☐☐	Ensenshu	☐☐+☐
Renken Hatenkyaku	☐☐☐☐☐	Karyu Tenshinkyaku	☐☐+☐
Souken Senputai	☐☐☐	Enjin Senpukyaku	☐☐+☐ (Turns back on opponent)
Tenshin Soukoushou	☐☐☐☐	Kukokuyaku	☐☐+☐
Renkentai	☐☐	Kousokuhi Ka'enshou	☐+☐+☐ (While evading)
Renken Senpuga	☐+☐ (During ☐ or ☐☐ or ☐☐☐ hit)	Throw	
Renshou Ensenshu	☐☐+☐ (During ☐ or ☐☐ or ☐☐☐ hit)	Kensha Touraku	☐+☐
Souchuken	☐☐ (Can be blocked high)	Raishin Nyurin	☐☐+☐
Hou/ou Soushou	☐☐☐	Ryusha Senten	☐☐+☐
Sokushukyaku	☐☐☐	Tenshin Ha'inshou	☐☐☐+☐
Kosoushou	☐☐☐	Daichi Toushu	☐☐☐+☐
Hi'en Renshou	☐☐☐☐☐ (Chains with ☐☐ combos)	Ryushu Katou	☐☐☐+☐
Hi'en Soukyaku	☐☐☐☐☐	Jump Attack	
Hi'en Senpukyaku	☐☐☐☐+☐	Touku Shashou	☐
Renshou Tenshinkyaku	☐☐☐☐☐	Rikka Kosenkyaku	☐
Renshou Hatenkyaku	☐☐☐☐☐☐	Down Attack	
Renshou Tenshin Soukyaku	☐☐☐☐☐☐	Toushugeki	☐☐
Renshou Senputai	☐☐☐☐	Kosou Raishu	☐☐
Shajou Chusui	☐☐☐☐☐ (Chains with ☐☐ combos)	Rising Attack	
Renken Ka'enshou	☐☐☐☐☐+☐	Haishutai	☐☐☐☐
Junho Renshou	☐☐☐☐☐ (Chains with ☐☐ combos)	Chisou Sentai	☐☐☐☐☐
Renshu Senpu	☐☐		
Renshu Senpu	☐☐☐ (Input slowly)		
Taitou Risenkyaku	☐ (While rising from a crouch)		
Sensaitai	☐☐		
Tenshin Risenkyaku	☐☐☐		
Renzen Saitai	☐☐☐		
Renzen Soukyaku	☐☐☐+☐		
Chisoutai	☐☐☐		
Senchutai	☐☐☐		
Senkyaku Renken Koshu	☐☐☐☐☐		
Kokyaku Haiten	☐☐		
Touku Kosenkyaku	☐☐		
Enshishou	☐+☐ (Charges)		
Honshin Hekiken	☐☐+☐		
Tenshin Senchugeki	☐☐+☐		
Ka'en Tenshin Uarancha	☐☐+☐☐		
Souko Reppa	☐☐+☐		

Wolf Hawkfield

PROFILE

Country : Canada
Sex : Male
Blood type : O
Job : Wrestler
Hobby : Karaoke
Height : 5 ft. 11 in.
Weight : 223 lbs.
B/W/H : 48/37/39
Fighting Style : Pro-Wrestling



The reason Wolf took part in the Third World Tournament was a recurring nightmare of the apocalypse. These nightmares ceased when the tournament ended, and Wolf returned home. He spent his time traveling from one fighting arena to another, training rigorously. Unfortunately, the nightmares soon returned. Wolf visited the shamen of his settlement once again and was told that the tournament organizers planned to turn Wolf's nightmare into a reality. Not wanting to witness such a terrible event, Wolf resolved to enter the next tournament and prevent such a thing from happening.

Wolf is a professional wrestler with a strong physique. Use a striking move with strong destructive power like "Knee Blast (↖+Ⓝ)" to attack opponents and defeat them using powerful throws like "Giant Swing (↔↘↖↘↖↘↖+Ⓝ):" Beware that Wolf might have trouble with opponents using speedy moves. Wolf is recommended for advanced players capable of guarding multiple attacks and attacking opponents with precise timing.

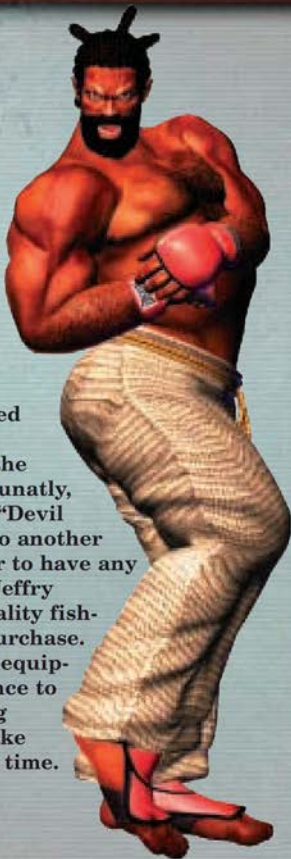
MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Throw	
One Two Upper	↖↖↖	Face Crush Chop	↖+Ⓝ
Combo Elbow Butt	↖↖↖↖↖↖↖	Brain Buster	↖↖+Ⓝ
Combo Double Arm Suplex	↖↖↖↖↖↖↖+Ⓝ+Ⓝ (Low Throw)	Body Slam	↖↖+Ⓝ
Hammer Kick	↖↖	Frankensteiner	↖↖+Ⓝ
Low Hammer	↖↖ (Can be blocked high)	Arm Whip	↖↖↖+Ⓝ
Dragonfish Blow	↖↖↖	Jackhammer	↖↖↖+Ⓝ↖+Ⓝ
Reverse Sledgehammer	↖↖↖↖	Giant Swing	↖↖↖↖↖↖↖+Ⓝ
Axe Lariat	↖↖↖↖ (Unblockable high)	Pendulum Lariat	↖↖↖↖↖↖↖↖+Ⓝ↖+Ⓝ
Screw Lariat	↖↖↖↖↖↖↖↖	KS	↖↖↖↖↖+Ⓝ or ↖↖↖↖↖↖↖+Ⓝ
Elbow Butt	↖↖	Low Sway Tackle	↖↖↖+Ⓝ (Change)
Shoulder Attack	↖↖↖ (Charges)	Catch	↖↖+Ⓝ (Catch)
Shoulder Feint	↖↖↖↖ (Charges)	Thunder Fire Power Bomb	↖↖+Ⓝ (After catch) ↖+Ⓝ
Arrow Knuckle Reel	↖↖↖↖	Change	↖↖+Ⓝ (After catch) ↖↖+Ⓝ
Arrow Knuckle	↖↖↖	Push	↖↖+Ⓝ (After catch) ↖↖+Ⓝ
Vertical Upper	↖↖↖	Front Neck Chancery	↖↖+Ⓝ (After catch) ↖↖+Ⓝ
Comet Hook	↖↖	Singshot Front Suplex	↖↖+Ⓝ (After catch) ↖↖+Ⓝ
Tomahawk Flash	↖↖	German Suplex	↖↖+Ⓝ (After change) ↖+Ⓝ
Flying Meyer	↖↖↖↖↖+Ⓝ (Hitthrow, during ↖↖ hit)	Push	↖↖+Ⓝ (After change)↖↖+Ⓝ
High Kick	↖	Calf Branding	↖↖+Ⓝ (After change) ↖↖+Ⓝ
High Kick	↖↖ (Steps forward)	Tiger Suplex	↖↖+Ⓝ (After change) ↖↖+Ⓝ
Double High Kick	↖↖	Side Suplex	↖↖+Ⓝ+Ⓝ (Low throw)
Low Smash	↖↖	Tiger Driver	↖↖+Ⓝ+Ⓝ (Low throw)
Knee Blast	↖↖	Big Bridge Bomb	↖↖↖↖+Ⓝ+Ⓝ (Low throw)
Low Drop Kick	↖↖↖	Double Arm Suplex	↖↖+Ⓝ+Ⓝ (Low throw)
Face Lift Kick	↖↖	Jump Attack	
Drop Kick	↖↖	Step Hammer	↖
Level Back Crush	↖+Ⓝ (Charges)	Toe Crush	↖
Running Shoulder Attack	↖↖+Ⓝ (While running)	Down Attack	
Tomahawk Flash	↖↖+Ⓝ	Elbow Drop	↖↖
Short Shoulder	↖↖↖+Ⓝ	Elbow	↖↖
Grizzly Lariat	↖↖+Ⓝ	Front Roll Kick	↖↖↖+Ⓝ
Neck Cut Kick	↖+Ⓝ (Falls down)	Somersault Drop	↖↖
Rolling Sobat	↖↖+Ⓝ	Double Claw	↖↖+Ⓝ
Flying Knee Kick	↖↖↖+Ⓝ	Rising Attack	
Heavy Toe Kick	↖↖+Ⓝ	Heel Raise Kick	↖↖↖
Toe Kick Stunner	↖↖+Ⓝ↖↖↖+Ⓝ (Hitthrow, during ↖↖ hit)	Siding Kick	↖↖↖↖
Toe Kick Side	↖↖+Ⓝ↖	Reversal	
Front Roll Kick	↖↖↖+Ⓝ (Falls down)	Captured	↖↖+Ⓝ, ↖↖+Ⓝ (High or mid Ⓝ)
Thrust Kick	↖↖+Ⓝ (Turns back to opponent)	Dragon Screw	↖↖+Ⓝ (Mid Ⓝ)
Missile Kick	↖↖+Ⓝ (Falls down)	Low Punch Out	↖↖+Ⓝ (Low Ⓝ)
Side Step Catch	↖↖+Ⓝ+Ⓝ (While evading)		
Jumping Lariat	↖↖+Ⓝ+Ⓝ (Unblockable high while running)		

Jeffry McWild

PROFILE

Country : Australia
 Sex : Male
 Blood type : A
 Job : Fisherman
 Hobby : Reggae Music
 Height : 6 ft.
 Weight : 245 lbs.
 B/W/H : 48/37/38
 Fighting Style : Pancratium



With the prize money he received from winning at the Third Tournament, Jeffry completed the construction of his ship. Unfortunately, by the time he returned to sea, "Devil Shark" seemed to have moved to another area seeking more fish. In order to have any hope of finding "Devil Shark," Jeffry would need to utilize a high quality fishing research vehicle--a costly purchase. Unable to afford such high-end equipment, Jeffry jumped at the chance to enter the Fourth World Fighting Tournament in an attempt to take home the prize money a second time.

Known as a powerful fighter with massive arms and dynamic throwing ability, Jeffry is a very intimidating opponent. Especially try "Elbow Stamp (↵)" to hit opponents down to the ground, pull them up, and defeat them using "Splash Mountain (△△○+⊕)." Note that Jeffry's moves are simple and pack a great deal of power, but can become predictable. He is recommended for intermediate players capable of pulling off a wide variety of attacks.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
1, 2 Upper	↵↵↵	Rolling Heel Attack	⊕+⊕+⊕⊕
Combo Kenka Hook	↵↵↵↵	Catch Blow	⊕+⊕+⊕⊕↵↵↵↵+⊕+⊕+⊕⊕⊕
Knuckle Kick	↵↵	Counter Toe Kick	⊕+⊕+⊕⊕
Low Knuckle	↵↵ (Can be blocked high)	Side Step Elbow	⊕+⊕+⊕ (While evading)
Elbow Hammer	↵↵↵↵	Throw	
Dash Elbow Upper	↵↵↵↵↵	Knee Smash	⊕+⊕
Tornado Hammer	↵↵↵↵	Power Slam	↵↵⊕+⊕
Elbow Stamp	↵↵	Body Lift	↵↵+⊕
Kenka Hook	↵↵↵	Spine Buster	↵↵⊕+⊕
Tornado Punch	↵↵↵↵↵	Back Flip	↵↵⊕+⊕
Raising Hammer	↵↵↵↵↵	Back Throw	↵↵⊕+⊕
Combo Kenka Upper	↵↵↵↵↵↵	Triple Head Butt	↵↵↵↵+⊕↵↵↵↵+⊕↵↵↵↵
Kenka Upper	↵↵↵↵	Head Crush	↵↵↵↵+⊕↵↵↵↵+⊕↵↵↵↵
Vertical Upper	↵↵↵↵	Head Crush	↵↵↵↵+⊕↵↵↵↵
Upper Kick	↵↵↵ (Steps forward)	Tackle	↵↵↵↵+⊕
Killing Toe Kick Splash Mountain	↵↵↵↵↵↵↵↵+⊕ (Hitthrow, during ⊕↵ hit)	Machine Gun Hammer	↵↵↵↵↵↵
Killing Toe Kick Hammer	↵↵↵↵	Front Backbreaker	↵↵↵↵↵↵+⊕
Toe Kick	↵↵	Splash Mountain	↵↵↵↵+⊕
Toe Kick Splash Mountain	↵↵↵↵↵↵↵↵+⊕ (Hitthrow, during ⊕↵ hit)	Power Bomb	↵↵⊕+⊕+⊕ (Low throw)
Toe Kick Hammer	↵↵↵↵	Iron Claw	↵↵↵↵+⊕+⊕ (Low throw)
Vertical Kick	↵↵↵	Machine Gun Knee Lift	↵↵↵↵↵↵+⊕+⊕ (Low throw)
Knee Attack	↵↵	Jump Attack	
Kenka Kick	↵↵↵↵	Hammer Down	⊕
Knee Hammer	↵↵↵↵	Step Kick	⊕
Heel Axe	↵↵↵	Down Attack	
Side Kick	↵↵	Stomping	↵↵
Machine Gun Heel Stab	⊕+⊕⊕⊕	Body Press	↵↵
Hell Dunk Hammer	↵↵↵↵	Devil Reverse Claw	↵↵+⊕
Middle Heel Stab	↵↵+⊕	Rising Attack	
Running Body Press	↵↵+⊕ (While running)	Rising Heel Kick	↵↵↵↵
Stomach Destroyer	↵↵↵↵+⊕	Sliding Axe	↵↵↵↵
Stomach Crush	↵↵↵↵+⊕		
Liftup Throw	↵↵↵↵+⊕↵↵↵↵+⊕ (Hitthrow, during ⊕↵↵↵ hit)		
Heed Attack	↵↵↵↵+⊕		
Full Swing Hammer	↵↵↵↵↵↵+⊕ (Charges)		
Megaton Body Blow	↵↵↵↵↵↵		
Megaton Fist Drop	↵↵↵↵		
Ducking Low	↵↵+⊕		
Heel Drop	↵↵+⊕		
Running Hip Attack	↵↵+⊕ (Falls down, while running)		
Raiden Drop	↵↵+⊕		
Low Kick	↵↵+⊕		

Kage-Maru

PROFILE

Country : Japan
 Sex : Male
 Blood type : B
 Job : Ninja
 Hobby : Mahjong
 Height : 5 ft. 10 in.
 Weight : 146 lbs.
 B/W/H : 40/35/35
 Fighting Style : Hagakure-ryu Ju-Jutsu



Kage took part in the Third Tournament in order to defeat Dural and obtain new parts which he assumed would help him save his mother, Tsuki-Kage. Sadly, the parts seemed to have no positive effect. Tsuki-Kage's condition worsened and she turned into Dural completely. After recovering from the attacks he suffered from Dural, Kage resolved to infiltrate the Organization and retrieve his mother. It was inside the Organization that Kage discovered a new more-complete Dural was poised to compete in the Fourth Tournament to receive a final adjustment. Kage also learned that this new Dural contained the secret to saving his mother. "I cannot let her suffer anymore," he thought. And with that, he pledged to enter the Fourth World Fighting Tournament and save his mother's life.

Kage-Maru is a ninja, skilled in unarmed combat. His wide variety of striking attacks, combined with the "Jumonji Kamae (△□+□+⊕)" stance, is ideal for confusing opponents, and breaking down their defenses. Famous for his attacks like "Ko'enraku (△□+⊕)," Kage attacks his opponents with airborne combination moves after throwing them into the air. These difficult airborne combination moves require a great deal of skill and the ability to link many attacks in succession. Kage is recommended for Intermediate players.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Sandan Urageri	□□□□	Naraku Otoshi	△□△□□□ (After Zenten or Kouten)
Sandan Fujinkyaku	□□□□ or □□□	Kouten Jizinkyaku	△□△□□□
Sandan Rasen Urageri	□□□□	Shinsodan Zenten	△□△□□□ (After Zenten or Kouten)
Resshoukyaku	□□□	Kaiten Jizinkyaku	△□△□□□
Hegasane	□□	Hagakure-ryu Juno-ji Kamae	△□+□+⊕
Jizuridan	△□ (Can be blocked high)	Hagakure-ryu In Kamae Zachi	□□□ (From Hagakure You Jumonji)
Hijiuchi	△□ (Hold ⊕ to go to Hagakure-ryu You Jumonji Stance)	Suigetogeri	□ (From Hagakure You Jumonji)
Naraku Otoshi	△□△□□	Suimengeri	△□ (From Hagakure You Jumonji)
Rasen Urageri	△□□	Hagakure-ryu In Suigetobu	⊕+□ (From Hagakure You Jumonji, parry)
Fusenjin	△□	Hagakure-ryu You Kusabi Zachi	△□ (From Hagakure You Jumonji)
Ganzanba	⊕□□	Hagakure-ryu You Hi'en	⊕+⊕ (From Hagakure You Jumonji)
Sokudangasane	△□□	Hagakure-ryu In Kabutowari	△□ (From Hagakure You Jumonji)
Tsukikaeshigeri	⊕□ (Steps forward)	Throw	
Jisuberibashiri	⊕□ (While running)	Taitou	⊕+⊕
Surigeri	△□	Jungyaku Jizai	□□+⊕
Ryugakuha	△□□□ (Charges, can be cancelled)	Ko'enraku	△□+⊕
Ryueikyaku	△□□	Izuna Otoshi	⊕+⊕+⊕+⊕+⊕
Fu'ei Renkyaku	△□□□	Katana Gasumi	□□+⊕
Fushin Hizageri	⊕□□	Fushin Randageki	□□+⊕
Tenshin Agokudaki	△□□	Kagegasumi	△□□+⊕
Kuruwageri	△□□	Fugasumi	△□□+⊕
Nakageri	△□	Fushin Randageki	⊕+⊕ (From Hagakure You Jumonji)
Jibashiri	△□	Jump Attack	
Senpugeri	△□	Shutou	⊕
Bosatsushou	⊕+□ (Goes to Hagakure-ryu You Jumonji Stance, parries attack)	Tsukikaeshigeri	⊕
Fujin Urasuisha	⊕+⊕□	Down Attack	
Rakusenjin Gaeshi	△□+⊕□+⊕	Kakato Otoshi	△□
Kasumi Yaiba	△□□+⊕ (Goes to Hagakure-ryu You Jumonji Stance)	Hishougeki	△□
Rekyou Sengundan	△□+⊕	Rising Attack	
Fusen Renkyaku	△□+⊕	Fushageri	⊕□□
Tsumujigeri	△□+⊕	Uraha Surigeri	⊕□□□
Hegaryu	△□□+⊕	Reversals	
Gen'you	△□+⊕	Kotegaeshi	△□+□, △□+⊕ (High or mid ⊕)
Urasuisha	△□+⊕	Hagakure-ryu In Myabu-ji	From Hagakure You Jumonji, normal stance [High or mid ⊕]
Suishageri	△□+⊕	Hagakure-ryu You Chinyu	From Hagakure You Jumonji, ⊕+⊕+⊕ [mid ⊕]
Engetsugeri	△□+⊕	Normal Move	
Hagakure Senjin	⊕+□+⊕ (While evading)	Sandan Urageri	□□□□
Reiryu Hehoukyaku	△□□+⊕+⊕ (Unblockable high)	Sandan Fujinkyaku	□□□□ or □□□
Sokuten	⊕+⊕ (Hold ⊕ to go to Hagakure-ryu You Jumonji Stance)	Sandan Rasen Urageri	□□□□
Zenten	△□△□□	Resshoukyaku	□□□
Kouten	△□△□□	Hegasane	□□
Kouten	△□△□□□ (After Zenten)	Jizuridan	△□ (Can be blocked high)

Sarah Bryant

PROFILE

Country : U.S.A
 Sex : Female
 Blood type : AB
 Job : College Student
 Hobby : Sky diving
 Height : 5 ft. 8 in.
 Weight : 121 lbs.
 B/W/H : 35/22/35
 Fighting Style : Jeet Kune Do

After regaining her memory and returning home to a normal life, Sarah still had lingering doubts. Although her brainwashing had been incomplete, her desire to defeat Jacky had been overwhelming. Was there some part of her, then, that also wanted to fight her brother? Before long, she received a call from her brother informing her that he planned to enter the Fourth Tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

Sarah, Jacky's sister and a student of Jeet Kune Do, does not fight with a lot of power. Instead, she strings together lightning-fast combinations of punches and kicks. She can perform flamingo-like kicks, pulling one of her legs up, then combine that stance with other moves for devastating damage. Most of her moves can be performed with simple button combinations. Sarah is a suitable character for beginners.

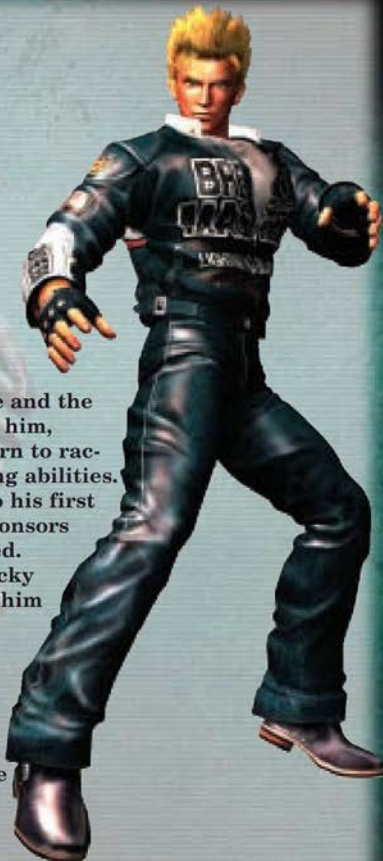
MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Normal Move From Flamingo	
Flash Pistol Punch(B)	△○△	Cut In Punch	△
Flash Pistol Punch(C)	△○△	Cut In Chop	△△
Combo Rising Knee	△△△	Right High Kick	△ (Goes to Flamingo Stance)
Combo Somersault Kick	△△△△ or △△△△△	Side Kick Combination	△△△ (Goes to Flamingo Stance)
Combo Rising Kick	△△△△△	Low Cut Combination	△△△△△ (Goes to Flamingo Stance)
Punch High Kick	△△	Cannon Combination	△△△△△ (Goes to Flamingo Stance)
Punch Side Kick	△△△	Crush Low	△△△ (Goes to Flamingo Stance)
Squat Straight	△△ (Can be blocked high)	Hand Hold Neck Cut	△△ (if hits) △+△
Double Joint Butt	△△△	Guard Crush Sword	△△ (Goes to Flamingo Stance)
Elbow Side Chop	△△△△	Cut-in Middle	△△ (Goes to Flamingo Stance)
Setup Combination	△△△△ (Goes to Flamingo Stance)	Somersault Kick	△△
High Kick Straight	△△	Fake	△+△ (Goes to Flamingo Stance, deflects attacks △△)
Double Thrust Kick	△△	Side Neck Cut Sword	△△△△ (Goes to Flamingo Stance)
Jackknife Side Kick	△△△△	Side Neck Cut Sword	△△△△ (Goes to Flamingo Stance)
Double Step Knee	△△△△	Heel Sword	△+△
Dash Knee	△△△	Low Spin Kick	△△△△ (Goes to Flamingo Stance)
Switch Kick	△△ (Goes to Flamingo Stance)	Heel Sword Slash	△△△△
Full Spin Heel Kick	△ or △△	Throw	
Mirage Kick	△△△△	Front Suplex	△+△
Illusion Jackknife	△△△△△	Lighting Knee Smash	△△△△
Illusion Low Kick	△△△△△	Rolling Face Crush	△△△△
Dragon Smash Cannon	△△	Neckbreaker Drop	△△△△△
Somersault Kick	△△	Leg Hold Throw	△△△△△
Double Low Kick	△△△	Falling Angel Throw	△△△△△
Rising Knee Double	△△△△	Throw (From Flamingo)	
Rising Knee Combo	△△△△	Leg Hook Throw	△+△
High Slide Kick	△+△ (Goes to Flamingo Stance, deflects attacks)	Gating Kick Beat	△△△△△ or △△△△△△△△
Toe Kick Jackknife	△△△△△	Jump Attack	
Double Rise Kick	△△△△ (Goes to Flamingo Stance)	Elbow	△
Spin Kick	△+△	Step Hook Kick	△
Crush Tornado	△+△ (Input while rising from a crouch, charges)	Down Attack	
Leg Slicer	△△△△	Soccer Ball Kick	△△
Step Round Kick	△△△△	Jumping Knee Stamp	△△
Spin Edge Kick	△△△△	Rising Attack	
Round Kick	△△△△	Rising Back Kick	△△△△
Low Spin Kick	△△△△	Side Low Spin Kick	△△△△
Side Hook Kick	△△△△		
Tornado Kick	△△△△		
Spin Heel Sword	△△△△		
Right Side Kick	△+△+△ (While evading △)		
Left Side Kick	△+△+△ (While evading △)		

Jacky Bryant

PROFILE

Country : U.S.A
 Sex : Male
 Blood type : A
 Job : Indy car racer
 Hobby : Training
 Height : 6 ft.
 Weight : 165 lbs.
 B/W/H : 43/34/36
 Fighting Style : Jeet Kune Do



With Sarah back in his life and the Third Tournament behind him, Jacky was anxious to return to racing and work on his driving abilities. But only 3 months prior to his first comeback race, Jacky's sponsors were mysteriously attacked. During the same week, Jacky received a letter ordering him to enter the Fourth Tournament if he wanted the attacks to stop. This threat was more than enough to convince Jacky to begin training and enter the tournament once again.

Jacky, a student of Jeet Kune Do, has various coordinated moves. By combining many different kinds of moves and steps, Jacky is capable of confusing his opponents and capitalizing on their weaknesses. By using his elbows and a variety of throws, Jacky can deliver a great deal of damage. Jacky is suitable for beginners.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Flash Pistol Punch	☐☐☐	Spring Kick Low Spin Kick	☐+☐☐☐☐+☐
Double Punch Snap Kick	☐☐☐☐	Spin Leg Slicer	☐☐+☐☐☐
Combo Elbow Spin Kick	☐☐☐☐☐☐	Spin Heel Sword	☐☐+☐☐
Combo Elbow Knuckle Spin Kick	☐☐☐☐☐☐☐☐	Middle Spin Kick	☐☐☐☐+☐
Combo Elbow Knuckle Low Spin Kick	☐☐☐☐☐☐☐☐☐☐	Head Hook Kick	☐☐☐+☐
Combo Back Knuckle Spin Kick	☐☐☐☐☐☐	Switch Spin Kick	☐+☐☐+☐☐☐
Double Punch Low Spin Kick	☐☐☐☐☐☐	Heavy Body	☐☐+☐☐+☐☐☐☐☐☐
Double Punch Knee Kick	☐☐☐☐☐☐	Step-in Sword	☐☐☐+☐☐+☐☐☐
Jab Double Straight	☐☐☐☐☐☐	Step-in Low Slash High	☐☐☐+☐☐+☐☐☐☐☐☐
Punch Low Spin Kick	☐☐☐☐	Barrier Kick	☐+☐☐+☐ (While evading)
Punch High Kick	☐☐☐☐	Throw	
Squat Straight	☐☐☐☐ (Can be blocked high)	One-Inch Blow	☐☐+☐
Rising Elbow	☐☐☐☐	Northern Light Bomb	☐☐☐☐+☐☐
Elbow Knuckle Spin Kick	☐☐☐☐☐☐☐☐	NeckBreaker Drop	☐☐☐☐☐+☐☐
Elbow Knuckle Low Spin Kick	☐☐☐☐☐☐☐☐☐☐	Knee Strike	☐☐☐☐☐+☐☐
Elbow Spin Kick	☐☐☐☐☐☐	Sadistic Hanging Knee	☐☐☐☐☐+☐☐
Double Spin Knuckle	☐☐☐☐☐☐	Jump Attack	
Spinning Start Back Knuckle	☐☐☐☐☐☐☐☐	Elbow	☐☐
Spinning Arm Kick	☐☐☐☐☐☐	Step Hook Kick	☐☐
Spinning Low Spin Kick	☐☐☐☐☐☐☐☐	Down Attack	
Lightning Straight	☐☐☐☐☐☐☐☐	Soccerball Kick	☐☐☐☐
Smash Back Knuckle	☐☐☐☐☐+☐☐ (Charges)	Jumping Knee Stamp	☐☐☐☐☐
Smash Upper	☐☐☐☐☐☐	Rising Attack	
Slant Low Spin Kick	☐☐☐☐☐☐☐☐	Rising Back Kick	☐☐☐☐☐☐
Vertical Hook Kick	☐☐☐☐☐☐☐☐☐☐ (Steps forward)	Low Spin Kick	☐☐☐☐☐☐☐☐
Combo Knuckle Spin Kick	☐☐☐☐☐☐☐☐	Reversal	
Combo Knuckle Low Spin Kick	☐☐☐☐☐☐☐☐☐☐	Pak Sao	[High or mid ☐ reversal. From normal stance]
Double Spinning Kick	☐☐☐☐☐☐	Pak Sao Knuckle	☐ [Reversal Combo. Input during Pak Sao]
2-Way Spin Kick	☐☐☐☐☐☐☐☐		
Knee Kick	☐☐☐☐☐☐		
Dash Hammer Kick	☐☐☐☐☐☐☐☐		
Side Hook Kick	☐☐☐☐☐☐		
Step-in Middle Second	☐☐☐☐☐☐☐☐		
Somersault Kick	☐☐☐☐☐☐		
Double Low Kick	☐☐☐☐☐☐		
Beat & Knuckle Spin	☐+☐☐☐☐☐☐		
Beat & Knuckle Low Spin	☐+☐☐☐☐☐☐☐☐		
Beat Spin Kick	☐+☐☐☐☐		
Dropping Left Combo	☐☐☐+☐☐☐☐		
Lightning Kick 5	☐☐☐+☐☐☐☐☐☐☐☐		
Lightning Storm 5	☐☐☐+☐☐☐☐☐☐☐☐☐☐		
Lightning Low	☐☐☐+☐☐☐☐☐☐☐☐☐☐		

Shun-Di

PROFILE

Country : China
 Sex : Male
 Blood type : O
 Job : Herbal Doctor
 Hobby : Collecting Herbs
 Height : 5 ft, 5 in.
 Weight : 139 lbs.
 B/W/H : 35/34/35
 Fighting Style : Drunken Kung-Fu



Although he joined the Tournament to look for his pupil, Shun failed to find him. Returning home, Shun found a letter from his pupil. The letter explained that Shun would need to help rescue the pupil if he failed to escape the Organization. After months passed and the pupil did not return, Shun resolved to train for the Fourth World Fighting Tournament, infiltrate the Organization, and rescue his pupil by force.

Shun-Di is an expert of "Suiken," a style used to approach opponents pretending to be drunk and then attack. If he can pretend to take a drink while fighting, his moves become more powerful, and more moves become available to him. You will find that Shun is very unique in comparison to other characters. Note that it will take a great deal of practice to fully master his moves. Because of this, Shun is only recommended for Advanced players.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Gyoushu Chougeki	↖↘	Koushinji Futusushu	↖↘+↖+↘↘
Saishu Renkangeki	↖↘↘	Kousoku Zenhi	↖↘+↖+↖
Rengeki Koukashutai	↖↘↘↘ (Press 8 to fall down after the nose. 8 or more drinks)	Kousoku Zenhi	↖↘+↖+↖
Gekiten Sentai	↖↘	Kousoku Kouhi Futusushu	↖↘+↖+↖↘↘
Fukuchougeki	↖↘ (Can be blocked high)	Kousoku Kouhi Soushu	↖↘+↖+↖↘↘+↖
Chouwan Saishu	↖↘↘↘↘ (6 or more drinks)	Kousoku Kouhi Futusushu	↖↘+↖+↖↘↘
Kasen Denda	↖↘↘	Kousoku Kouhi Souchu	↖↘+↖+↖↘↘+↖
Kasen Renkan Denda	↖↘↘↘	Zabantetsu	↖↘+↖
Kasenko	↖↘↘↘↘	Orubu Raksenkyaku	↖ (From Zabantetsu)
Ousougeki	↖↘	Saikaikyaku	↖↘ (From Zabantetsu)
Rengeki Gakushu	↖↘↘↘↘	Za'inshu	↖+↖+↖ (Adds 3 drinks. From Zabantetsu)
Shinpo Soukoushu	↖↘↘↘	Tentouritsus	↖↘↘↘↘↘
Suisen Touritsus	↖↘↘↘↘+↖+↖ (Goes to Tentouritsus. 8 or more drinks)	Toushin Renkyaku	↖ (Goes to Tentouritsus. From Tentouritsus)
Suisen Touritsus	↖↘↘↘↘+↖+↖ (Goes to Tentouritsus. 8 or more drinks)	Tenshin Suishoukai	↖+↖ (From Tentouritsus)
Getsuga Saigeki	↖↘↘	Soushoutai	↖+↖ (From Tentouritsus)
Hasenzhu Kakakayaku	↖↘↘	Dushin	↖↘↘↘↘
Hiten Hougeki	↖↘	Nehan Senkyaku	↖ (From Dushin)
Touchi Hanshouso	↖↘	Gyoushin Toutai	↖↘↘ (Falls down, from Dushin)
Koushutai	↖ (Hold 6 to go to Choukarou)	Nehan Rengekigaitai	↖↘↘ (Press 8 to fall down after the nose. From Dushin. 12 or more drinks)
Renhi Chougeki	↖↘ (Hold 6 to go to Choukarou)	Nehan Sousoukyaku	↖↘ (Goes to Dushin. From Dushin)
Renshu Kaishu	↖↘↘	Nehan Soukyaku	↖↘ (From Dushin)
Renshu Hakanyakyaku	↖↘↘↘↘ (16 or more drinks)	Dushin Inshu	↖+↖ (Adds 3 or more drinks. From Dushin)
Gyousentai	↖↘	Dushin	↖↘↘ (From Choukarou)
Sokutan Senshu	↖↘ (Goes to Choukarou)	Oussu Sengeki	↖ (From Choukarou)
Orubu Soutenkyaku	↖↘↘	Sokutan Senshu	↖ (From Choukarou)
Gyoushin Toutai	↖↘ (Falls down)	Zansen Soutai	↖+↖ (From Choukarou)
Ryubikyaku	↖↘	Zabantetsu	↖+↖ (From Choukarou)
Sokutankyaku	↖↘		
Koushu Rentai	↖↘↘ (Hold 6 to fall down)	Throw	
Kuhi Soutanshu	↖↘ (Falls down)	Suho Tenshinchu	↖+↖ (Adds 4 drinks)
Senshi	↖↘ (Falls down)	Toushu Richu	↖↘+↖
Suisen Touritsus	↖+↖↘↘+↖+↖ (Goes to Tentouritsus)	Tenshin Souko	↖↘↘+↖
Suisen Touritsus	↖+↖↘↘+↖+↖ (Goes to Tentouritsus. 8 or more drinks)	Tenshin Soukaikyaku	↖↘↘+↖ (6 or more drinks)
Tenshin Souchushou	↖↘+↖ (Adds 3 drinks)	Gouhai Senbu	↖↘↘↘↘↘↘ (Adds 6 drinks. 10 or more drinks)
Touku Hitenhou	↖↘+↖ (8 or more drinks)	Honshin Sousentai	↖+↖ (From Tentouritsus)
Chubushin	↖↘+↖ (Goes to Tentouritsus)	Suisen Touchi Souzgi	↖+↖ (Goes to Dushin. From Choukarou)
Gekizan Senchu	↖↘+↖ (Charges)		
Kanshoushi	↖↘+↖↘	Jump Attack	
Tanhi Chougeki	↖+↖ (Hold 6 +↖ to go to Choukarou)	Rakuho Chougeki	↖
Ousoushu	↖+↖↘	Saikatai	↖
Renkan Zansen Soutai	↖↘+↖↘↘↘ (7 or more drinks)	Down Attack	
Senpu Soutai	↖↘↘↘↘↘↘ (7 or more drinks)	Rasen Suichu	↖↘
Toukyaku	↖↘+↖	Tenchi Rekiyaku	↖↘
Honshin Rensenkyaku	↖↘+↖ (Hold 6 +↖ to go to Choukarou)	Touchi Hanshouso	↖↘ (Falls down)
Ryubikyaku	↖↘+↖	Tenchi Chugeki	↖↘ (Falls down G)
Haitou Rensenkyaku	↖↘+↖ (Falls down)	Rieng Attack	
Gyou'inshu	↖+↖+↖ (Adds 1 drink)	Bokuko	↖↘↘
Shusoku Renkyaku	↖+↖+↖ (While evading)	Kousen Senkyaku	↖↘↘
Kasen Renchugeki	↖↘+↖+↖↘↘ (Goes to Choukarou)		
Kasen Renchugeki	↖↘+↖+↖↘↘ (Goes to Choukarou)		

Lion Rafale

PROFILE

Country : France

Sex : Male

Blood type : AB

Job : College Student

Hobby : Skateboarding

Height : 5 ft. 7 in.

Weight : 139 lbs.

B/W/H : 35/33/35

Fighting Style : Tourou-Ken



After two defeats at previous Tournaments, Lion returned home doubting his own abilities. Proud of his son despite his losses, Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the Fourth World Fighting Tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

Lion is capable of overwhelming his opponents with sharp jabs and speedy attacks. He can avoid being attacked and attack the opponent at the same time by keeping his stance low and attacking the opponent's feet. Lion's real power will be fully released when he can combine several attacks with special movements. His commands are not too difficult to enter, yet it is difficult to combine coordinated moves to attack. Lion is recommended for Intermediate players who can combine Lion's various attacks.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renkan Senshou	☐☐☐	Zensou Tenshinkyaku	☐☐+☐ (Turns back to opponent)
Rensui Soushu	☐☐☐☐☐	Mabanshu	☐+☐+☐ (While evading)
Rensuitai	☐☐	Shazenho	☐☐+☐+☐
Katousui	☐☐ (Can be blocked high)	Shazenko	☐☐+☐+☐
Ryuzai Koushu Pengki	☐☐☐☐☐	Shakouho	☐☐+☐+☐
Banchu Renkanshu	☐☐☐	Throw	
Shinpo Shousenshu	☐☐☐	Hatoushu Shutai	☐+☐
Senshippo	☐☐☐	Shichisei Tenbunchu	☐☐+☐
Tenshin Tourou Renkyaku	☐☐☐☐☐	Haika Senten	☐☐+☐
Shinpo Tourou Soushu	☐☐☐	Shichisei Chouhi Hazen	☐☐+☐
Rakugekishou	☐☐☐	Tazan Hanshakyaku	☐☐☐+☐
Rensou Koushu	☐☐☐☐	Saishu Houkou	☐☐☐+☐
Tougeki Rensui	☐☐☐	Hiten Soukukyaku	☐☐☐+☐
Senshintai	☐	Bokuho	☐☐☐+☐
Senshintai	☐☐ (Steps forward)	Yukushin [toward screen]	☐☐☐+☐☐☐
Rensentai	☐☐	Yukushin [away from screen]	☐☐☐+☐☐☐
Zensoutai	☐☐☐☐	Rakushu Soushu	☐☐☐+☐☐☐☐☐
Tousentai	☐☐☐☐+☐	Rakushu Dantai	☐☐☐+☐☐☐☐☐
Koushu Teishitsu	☐☐	Tenshin Soukoushu	☐☐☐☐☐☐☐+☐
Furin Rentankyaku	☐☐☐☐☐	Jump Attack	
Katoutai	☐☐☐	Touku Haigekishou	☐
Dantai	☐☐	Touku Shoukyaku	☐
Senkyutai	☐☐	Down Attack	
Senten Kukyaku	☐☐	Rakusenshu	☐☐
Souji Senpu	☐+☐	Hiten Rakutai	☐☐
Touho Soushu	☐☐+☐	Rising Attack	
Tenshin Touho Soushu	☐☐☐+☐☐☐	Senkyu Rentai	☐☐☐☐
Tenshi Taku Sashikyaku	☐☐+☐☐☐	Shichii Haientai	☐☐☐☐
Rensansui Banchu	☐☐☐+☐☐☐☐☐		
Taizan Soukoushu	☐☐☐+☐ (Charges)		
Juchou Senshou	☐☐+☐		
Sokuho Haisoushu	☐☐+☐		
Shaho Shasousui	☐☐+☐		
Kousoutai	☐☐+☐		
Tenshin Ryou'inryaku	☐☐+☐		
Senpu Haisoushu	☐☐☐+☐☐☐☐		
Senou Haisoutshu	☐☐☐+☐☐☐☐☐ (Turns back to opponent)		
Senpu Shoukyaku	☐☐☐+☐☐☐☐☐ (Turns back to opponent)		
Shichii Soutai	☐☐+☐		

Aoi Umenokouji

PROFILE

Country : Japan

Sex : Female

Blood type : A

Job : College Student

Hobby : Ikebana

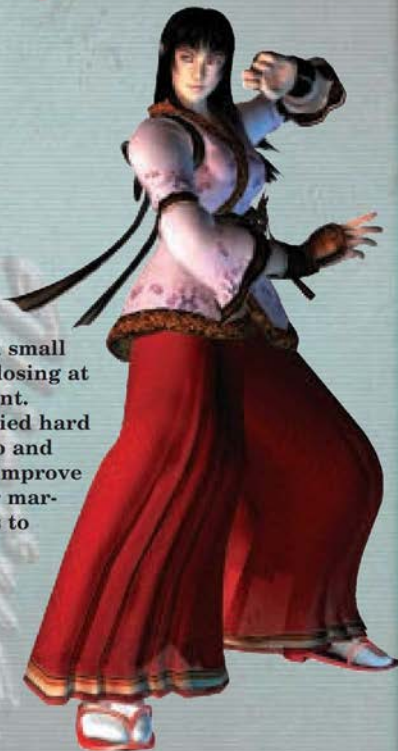
Height : 5 ft. 4 in.

Weight : 104 lbs

B/W/H : 33/21/34

Fighting Style : Aiki ju-jutsu

Aoi has realized what a small world she was in after losing at the previous Tournament. Returning home, she tried hard not only to learn Aikido and Kobujutsu, but to also improve her knowledge of other martial arts. She is anxious to enter the Fourth World Fighting Tournament so that she can demonstrate her enhanced repertoire of moves.



Aoi is a young fighter who has devoted herself to mastering Aikido. One of her main strengths is her wide variety of reversals and parries. Of special note is her stance, "Tenchi-In'you no Kamae (◁+⊕+⊕+⊕)," which automatically parries almost every move. One of her basic strategies is to overwhelm her opponent with speedy striking attacks, then right before her opponent tries to attack, switch to "Tenchi-In'you no Kamae" to parry and counterattack. If you are capable of reading attacks from the opponent, try her moves!

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move		Throw	
Renzo: Kick/Tenchi In'you	⊕⊕⊕⊕+⊕+⊕ (Goes to Tenchi In'you)	Ko'ate	⊕+⊕
Renzo: Kasag/Tenchi In'you	⊕⊕⊕⊕+⊕+⊕+⊕ (Goes to Tenchi In'you)	Akuden Obitori	⊕⊕+⊕
Renzo: Kiruguruma	⊕⊕⊕⊕ (Can be stopped)	Konoha Otoshi	⊕⊕+⊕
Nirentou: Kugyaku	⊕⊕⊕	Hangetsusua	⊕⊕+⊕
Shougerigasane	⊕⊕	Akinage	⊕⊕+⊕+⊕
Gedan Shouda	⊕⊕ (High throw)	Okurite Mawashi	⊕⊕⊕+⊕
Tsumujisakura	⊕⊕⊕ (Can be stopped)	Chougarami	⊕⊕⊕⊕⊕⊕+⊕
Koromoguruma	⊕⊕⊕ (Can be stopped)	Wakigarami	⊕⊕⊕⊕⊕⊕+⊕
Jyoudan no Ate	⊕⊕⊕ (Deflects attacks)	Kiri'e Otoshi	⊕⊕⊕⊕ or ⊕⊕⊕⊕⊕+⊕
Ougibarae	⊕⊕ (Deflects attacks)	Taiboku Taoshi	⊕⊕⊕⊕ or ⊕⊕⊕⊕⊕+⊕
Kasaneate	⊕⊕⊕	Taiboku Kudaki	⊕⊕⊕⊕ or ⊕⊕⊕⊕⊕+⊕⊕⊕⊕⊕+⊕
Tenkai	⊕⊕⊕+⊕ (Hitthrow. During ⊕⊕⊕ hit)	Tekime Toushin	⊕⊕+⊕+⊕ (Low Throw)
Ryoushi	⊕⊕⊕	Shin no Kurai	⊕⊕+⊕+⊕ (Low Throw)
Sodeshiken Tenchi In'you	⊕⊕⊕⊕+⊕+⊕	Jump Attack	
Musouha	⊕⊕⊕	Tobi Shutou	⊕
Sodeguruma	⊕⊕⊕⊕⊕+⊕ (Hitthrow. During ⊕⊕⊕ counter hit)	Tobi Maegeri	⊕
Sunekudaki	⊕⊕	Down Attack	
Uegeri	⊕	Tateshutou	⊕⊕
Uegeri	⊕⊕ (Steps forward)	Kusei Kamashuta	⊕⊕
Kusanigama	⊕⊕	Edakudaki	⊕⊕+⊕
Raijinha Tenchi In'you	⊕⊕⊕+⊕+⊕ (Goes to Tenchi In'you)	Rising Attack	
Kumogeri	⊕⊕⊕	Kumowari	⊕⊕⊕
Gedan Ken'ate	⊕⊕	Minamogiri	⊕⊕⊕⊕
Naka Kakatogeri	⊕⊕	Reversal	
Kakatogeri	⊕⊕	Tenshin Nyushin	⊕⊕+⊕ : ⊕⊕+⊕ (Right high or mid ⊕)
Hirate 3	⊕+⊕⊕⊕	Uzuneri	⊕⊕+⊕ : ⊕⊕+⊕ (Left high or mid ⊕)
Oushu Hijiate	⊕⊕+⊕⊕ (Can be stopped)	Edasaki	⊕⊕+⊕ : ⊕⊕+⊕ (Right high or mid ⊕)
Fuzakura	⊕⊕⊕+⊕	Kusabi Otoshi	⊕⊕+⊕ : ⊕⊕+⊕ (Left high or mid ⊕)
Jousei Ryousenshou	⊕⊕⊕+⊕ (Can be stopped)	Konami	⊕⊕+⊕ : ⊕⊕+⊕ (High or mid spin kick)
Soushoude	⊕⊕⊕+⊕	Urasenryu	⊕⊕⊕ : ⊕⊕⊕ (Opponent behind, left or right high or mid ⊕)
Hou'oushu	⊕⊕+⊕	Urakotegaeshi	⊕⊕⊕ : ⊕⊕⊕ (Opponent behind, left or right high or mid ⊕)
Kusanag Tenchi In'you	⊕⊕+⊕⊕⊕+⊕+⊕ (Goes to Tenchi In'you)	Ryu no Agito	⊕⊕+⊕ (Right elbow)
Suigetsutotsu	⊕⊕+⊕	Tsukatazura	⊕⊕+⊕ (Right mid ⊕)
Ogamigeri	⊕⊕+⊕ (Turns back to opponent, deflects attacks)	Ougisaki	⊕⊕+⊕ (Left mid ⊕)
Kusei Gatotsugeri	⊕⊕+⊕	Ochibamai	⊕⊕+⊕ (Left knee)
Mikawashi Hij'ate	⊕+⊕+⊕ (While evading)	Fusharin	⊕⊕+⊕ (Right knee)
Tenchi In'you	⊕⊕⊕⊕ High or mid parry, hold ⊕⊕⊕⊕ to maintain stance)	Ryu no Agito	⊕⊕+⊕ (Left elbow)
Ryusui	⊕ (From Tenchi In'you)	Ouzu	⊕⊕+⊕ (Somersault)
Ryusui	⊕ (From Tenchi In'you)	Konami	⊕⊕+⊕ (Low spin kick)
		Senryu	⊕⊕+⊕ (Low ⊕)
		Kaede Otoshi	⊕⊕+⊕ (Low ⊕)
		Ryuseishu	(High or mid ⊕ elbow. From Tenchi In'you, parry)
		Ha'oboro	(High or mid ⊕. From Tenchi In'you, parry)
		Hangetsuguruma	(Mid ⊕. From Tenchi In'you, parry)
		Hangetsuguruma	(Elbow. From Tenchi In'you, parry)

Lei Fei

PROFILE

Country : China
 Sex : Male
 Blood type : B
 Job : Monk
 Hobby : Prayer
 Height : 5 ft. 9in.
 Weight : 139 lbs.
 B/W/H : 39/33/33
 Fighting Style : Shaolin Style



At times in Chinese history, there emerged martial arts styles that wielded power enough to threaten the ruling dynasty. The Emperors, fearing the danger these legendary arts posed, at

times used their military might to ban and suppress certain styles. For those arts too powerful

even for the military, it fell to a little-known group of martial arts experts to eliminate the forbidden style and its practitioners. Even now, long after the last Emperor, the group still stands vigilant. Lei Fei, a young monk with outstanding abilities even within the order, was charged with the elimination of "Koen-Ken," a forbidden style resurrected by Lau Chan. But as Lei Fei prepares for the Tournament, his thoughts are not to destroy Koen-Ken, but to make its legendary power his own...

With his brilliant sense of fighting, Lei Fei has mastered various martial arts. His character combines stances of "Dokuritsu-shiki," "Hai-shiki," "Nehan-shiki," and "Koko-shiki" using a variety of moves and attacks. For advanced players, Lei Fei has the ability to switch up stances quickly and confuse his opponents. There are also moves that beginners can perform simply by pressing buttons continuously [ex. $\triangle\triangle\triangle\triangle$ or $\triangle\triangle\triangle\triangle\triangle$]. Lei Fei is suitable for both experts and beginners.

MOVE LIST

MOVE	COMMAND	MOVE	COMMAND
Normal Move			
Renken Tousehou	$\triangle\triangle\triangle\triangle$ (Charges, goes to Hai Shiki)	Housui Shouheki	$\triangle\triangle+\triangle$ (From Hai Shiki)
Fukusoushou	$\triangle\triangle\triangle$ (Can be blocked high)	Koudantai	\triangle (Goes to Dokuritsu Shiki. From Hai Shiki)
Shousui	$\triangle\triangle$	Hai Shiki Zensoutai	$\triangle\triangle$ (From Hai Shiki)
Rengi Soutou Touchu	$\triangle\triangle\triangle\triangle\triangle$	Senpukyaku	$\triangle+\triangle$ (Goes to Hai Shiki. From Hai Shiki)
Toutenshou	$\triangle\triangle\triangle$	Senshippo	$\triangle+\triangle$ (Charges. From Hai Shiki)
Toushou	$\triangle\triangle\triangle$	Normal Move (Dokuritsu Shiki)	
Rakengeki	$\triangle\triangle\triangle$	Dokuritsu Shiki	$\triangle\triangle+\triangle$ (Goes to Dokuritsu Shiki. Releases high mid or low \triangle and elbows)
Souyokugeki	$\triangle\triangle\triangle$	Senshin Tousehou	\triangle (Goes to Hai Shiki. From Dokuritsu Shiki)
Uryu Banda	$\triangle\triangle\triangle$ (Goes to Hai Shiki)	Juji Toukyaku	\triangle (Goes to Dokuritsu Shiki. From Dokuritsu Shiki)
Shaten Renshou	$\triangle\triangle\triangle\triangle$	Nikikyaku	$\triangle\triangle$ (From Dokuritsu Shiki)
Haisenkyaku	\triangle (Goes to Hai Shiki)	Fukushintai	$\triangle\triangle$ (Goes to Hai Shiki. From Dokuritsu Shiki)
Fujinkyaku	$\triangle\triangle$	Shinpo Bunkiyaku	$\triangle+\triangle$ (From Dokuritsu Shiki)
Rigoutai	$\triangle\triangle$ (Goes to Koko Shiki)	Solushin Kousoutai	$\triangle\triangle+\triangle$ (Goes to Hai Shiki. From Dokuritsu Shiki)
Toukyaku	$\triangle\triangle\triangle$ (Hold \triangle to go to Dokuritsu Shiki)	Sokushin Zensoutai	$\triangle\triangle+\triangle$ (Goes to Hai Shiki. From Dokuritsu Shiki)
Tenshin Risenkyaku	$\triangle\triangle\triangle$	Normal Move (Nehan Shiki)	
Tenshin Soutai	$\triangle\triangle\triangle\triangle$ (Goes to Hai Shiki)	Nehan Shiki	$\triangle\triangle+\triangle+\triangle+\triangle\triangle\triangle\triangle$ (Goes to Nehan Shiki)
Tenshin Senputai	$\triangle\triangle\triangle\triangle$	Tenshin Housui	\triangle (Deflects attacks. From Nehan Shiki)
Bunkiyaku	$\triangle\triangle$	Sokushukyaku	$\triangle\triangle$ (Goes to Dokuritsu Shiki. From Nehan Shiki)
Kongou Renshinouda	$\triangle+\triangle\triangle\triangle$	Hi'en Senpukyaku	\triangle (Goes to Koko Shiki. From Nehan Shiki)
Haishin Chugeki	$\triangle\triangle+\triangle\triangle$ (Goes to Koko Shiki)	Zensoutai	$\triangle\triangle$ (From Nehan Shiki)
Kochouheki	$\triangle\triangle\triangle+\triangle$ (Deflects attacks)	Aikan Horshi Matsuo	$\triangle+\triangle\triangle\triangle$ (From Nehan Shiki)
Kalashu Sairengeki	$\triangle\triangle+\triangle\triangle$	Normal Move (Koko Shiki)	
Zaban Hekishou	$\triangle\triangle\triangle+\triangle$	Renkan Sousui	\triangle (Deflects attacks. From Koko Shiki)
Kyuhou Souhaken	$\triangle\triangle\triangle+\triangle$	Koushutai	\triangle (Deflects attacks. From Koko Shiki)
Sousuigeki	$\triangle\triangle+\triangle$	Kasou Rensen Housui	$\triangle\triangle\triangle\triangle$ (From Koko Shiki)
Haisetsukou	$\triangle\triangle+\triangle\triangle$ (Goes to Koko Shiki)	Throw	
Haisetsukou	$\triangle\triangle+\triangle\triangle$ (Goes to Koko Shiki)	Raishin Senbu	$\triangle+\triangle$
Nikibunkiyaku	$\triangle\triangle$	Haizan Toukai	$\triangle\triangle+\triangle$
Sokutankyaku	$\triangle+\triangle$ (Goes to Dokuritsu Shiki)	Kyusen Shouheki	$\triangle\triangle\triangle+\triangle$
Zensoutai	$\triangle\triangle+\triangle$	Haikyaku Soutou	$\triangle\triangle\triangle+\triangle$
Hansenpu	$\triangle\triangle+\triangle$	Jump Attack	
Senpukyaku	$\triangle\triangle\triangle+\triangle$ (Goes to Koko Shiki)	Chouhosui	\triangle
Shouhi Renkyaku	$\triangle\triangle+\triangle\triangle$ (Goes to Dokuritsu Shiki)	Choutotsushu	\triangle
Soushou Kousoutai	$\triangle\triangle+\triangle\triangle\triangle\triangle$	Down Attack	
Touku Tenshinkyaku	$\triangle\triangle+\triangle$	Toushengeki	$\triangle\triangle$
Chisen Choukyaku	$\triangle\triangle+\triangle$	Rakugeki Houda	$\triangle\triangle$
Chisen Choukyaku 2	$\triangle\triangle+\triangle\triangle$	Rising Attack	
Toushin Choukyakyaku	$\triangle\triangle\triangle+\triangle\triangle\triangle$	Haihutai	$\triangle\triangle\triangle$
Toushin Senenkyaku	$\triangle\triangle\triangle+\triangle\triangle\triangle+\triangle$ (Turns back to opponent)	Chisou Sentai	$\triangle\triangle\triangle\triangle$
Souhikyaku	$\triangle\triangle+\triangle$	Reversal	
Kousoku Toukyaku	$\triangle+\triangle+\triangle$ (While evading. Goes to Dokuritsu Shiki)	Dokuritsu Sennshou	Dokuritsushiki Stance (High, mid or low \triangle and elbows)
Teshitsu Sokushou	$\triangle+\triangle+\triangle\triangle$ (While evading)		
Normal Move (Hai Shiki)			
Hai Shiki	$\triangle\triangle+\triangle+\triangle$ (Goes to Hai Shiki)		
Housui	\triangle (Goes to Hai Shiki. From Hai Shiki)		
Housui Rengeki	$\triangle\triangle$ (Goes to Dokuritsu Shiki. From Hai Shiki)		

