



NTSC U/C

TEKKEN™

PlayStation™



TEEN



AGES 13+

SLUS-00006
00006

namco

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

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 PlayStation game 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:

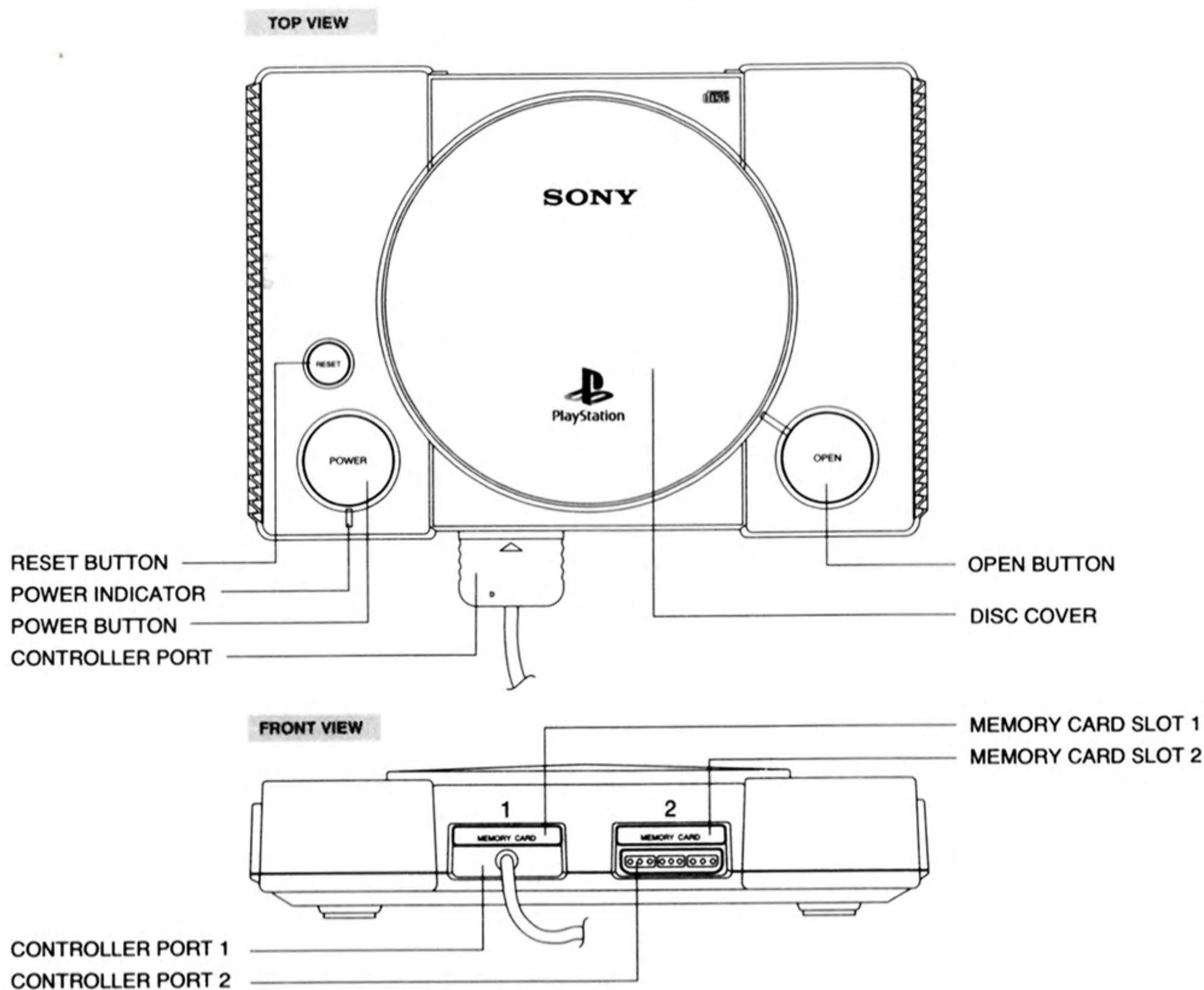
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION GAME CONSOLE DISC:

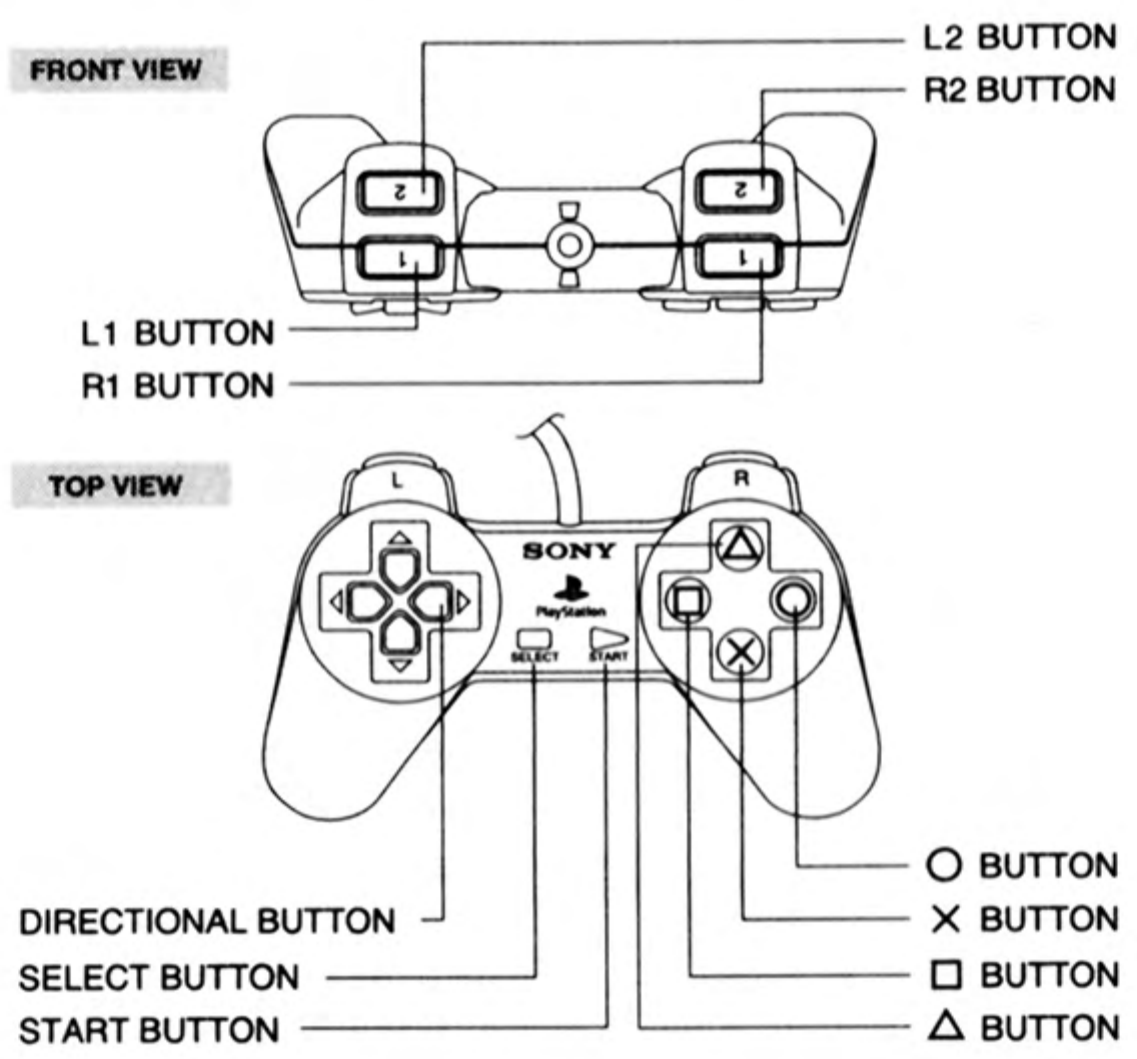
- This compact disc is intended for use only with PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. 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.

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure PlayStation game console power is off before inserting or removing a compact disc. Insert the Tekken disc and close the CD door. Insert game controllers and turn on PlayStation game console. Follow on-screen instructions to start a game.

Console



Controller



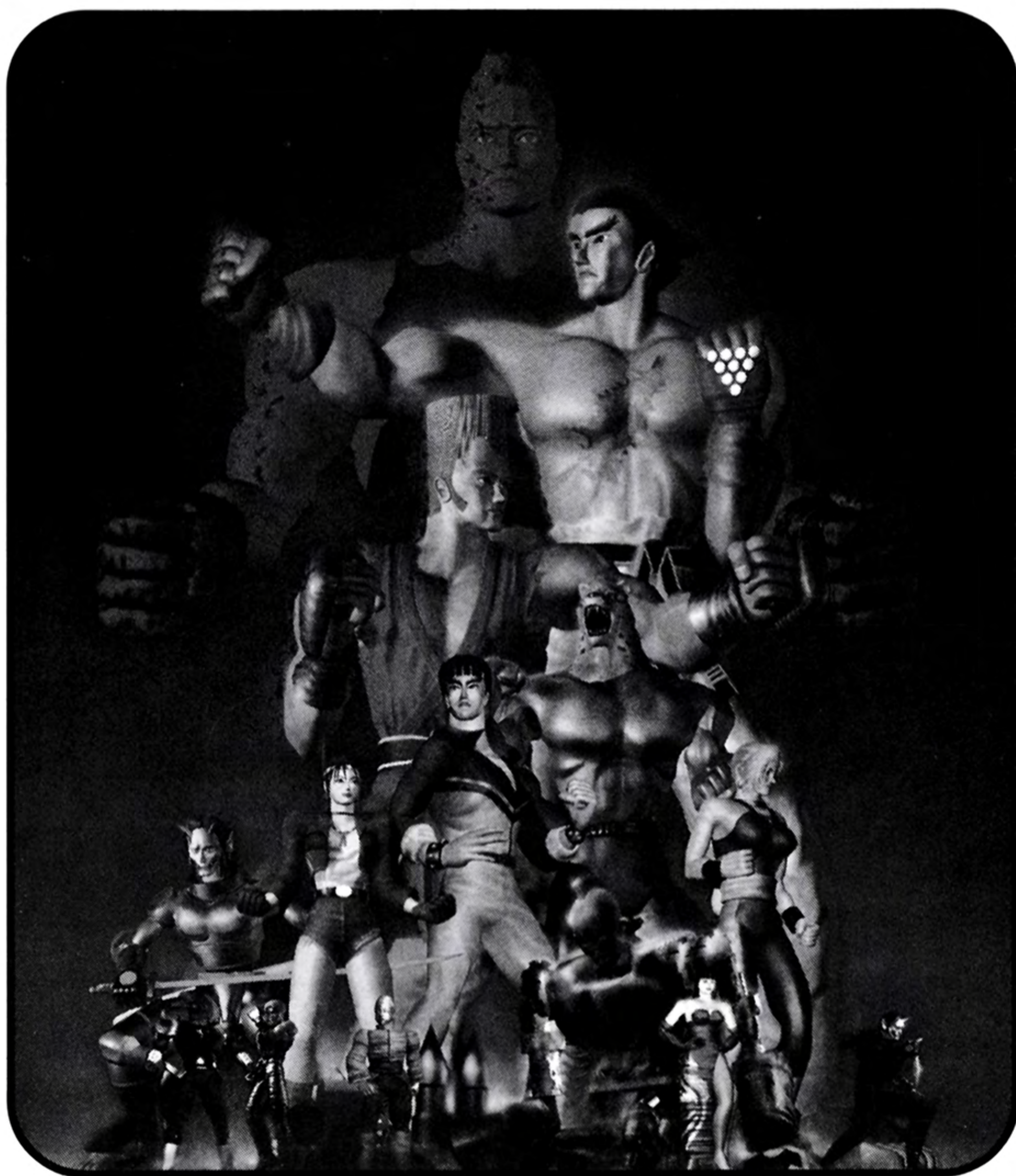
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STORY OF TEKKEN: THE IRON FIST

A worldwide martial arts tournament is nearing its final, with a large purse of prize money to the fighter who can defeat “Heihachi Mishima” in the final round of competition. The contest is sponsored by the giant financial group, the “Mishima Zaibatsu”.

There are eight fighters that remain after winning death matches all over the world. The winner of the tournament will receive the title “The King of the Iron Fists.” Who will be the one to defeat “Mishima” and take home the prize money and fame? Will it be you?



GETTING STARTED

1. Set up your PlayStation game console, following the instructions in your PlayStation game console system instruction manual.

Note: For 2-player games, a second controller is necessary. For 1-player games, plug the controller in port #1.

2. Make sure the console's power switch is turned off.
3. Insert the **TEKKEN** game disc, then close the CD door.
4. Turn the power switch **ON**. After the opening screens pass, you will be able to play the **GALAGA** challenging stages. Press the Directional button left or right to move your fighter in that direction. Press the **■**, **▲**, **X** or **O** button to fire a missile at the enemies. Shoot down all the enemies in the first stage to advance to the next; there are 8 total. Press the Start button to advance to **TEKKEN** when prompted.

Important: Always make sure your PlayStation Game Console's power is off before inserting or removing the game disc.

5. The character cinematic will cycle. Press Start to advance to the Title screen. When the Title screen with the Game Selection Menu appears, press the Directional button up or down to make a selection, then press Start.

CONTROLS



1. The **PRESET 1** control settings are as follows:
 - ▲ button -- right punch (RP)
 - button -- right kick (RK)
 - X button -- left kick (LK)
 - button -- left punch (LP)
2. **Directional Buttons:** On the Selection screens, use these to choose the mode and characters. During the game, use them for character movement.
3. **Select Button:** Use this to change your point of view during the game. There are four different views to choose from.
4. **Start Button:** Use this to start a game or to select all commands in the Test Mode. During play, press the Start button to pause or unpaue.
5. **Controller Reset:** During the game, press and hold the Start button, then press the Select button to return to the Title screen.

THE MOVEMENT SYMBOLS

⇒ -- Press the Direction key in that direction for a short time.

→ -- Press the Direction key in that direction and hold for a certain amount of time.



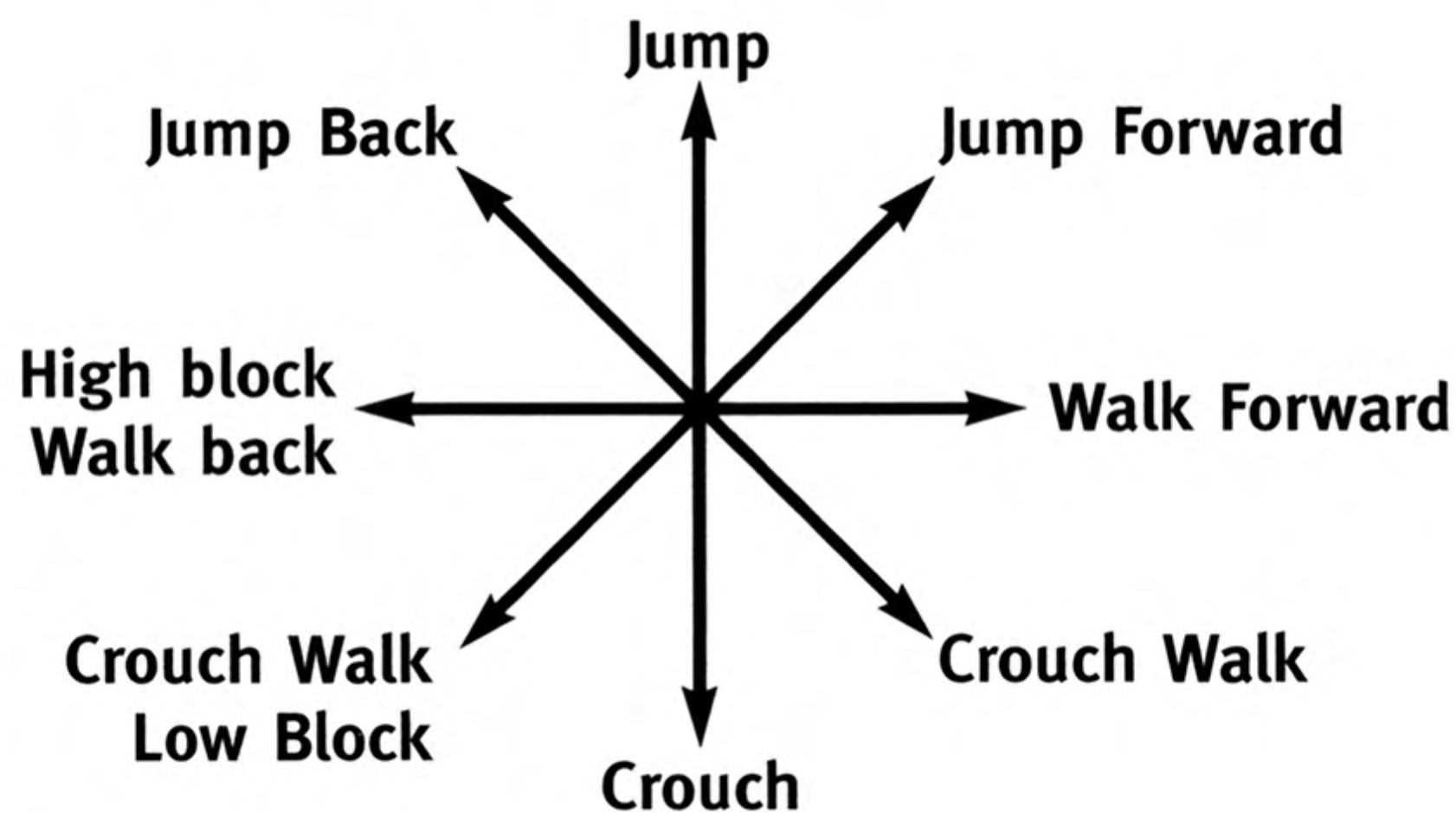
-- Press the specified button.

⋮ -- Separates movements in succession. This slash can be found on pages 14-28.

+ -- This means to do the moves at the same time.

BASIC MOVES

The controls shown below are for a character facing to the right. Reverse these if your character is facing to the left.



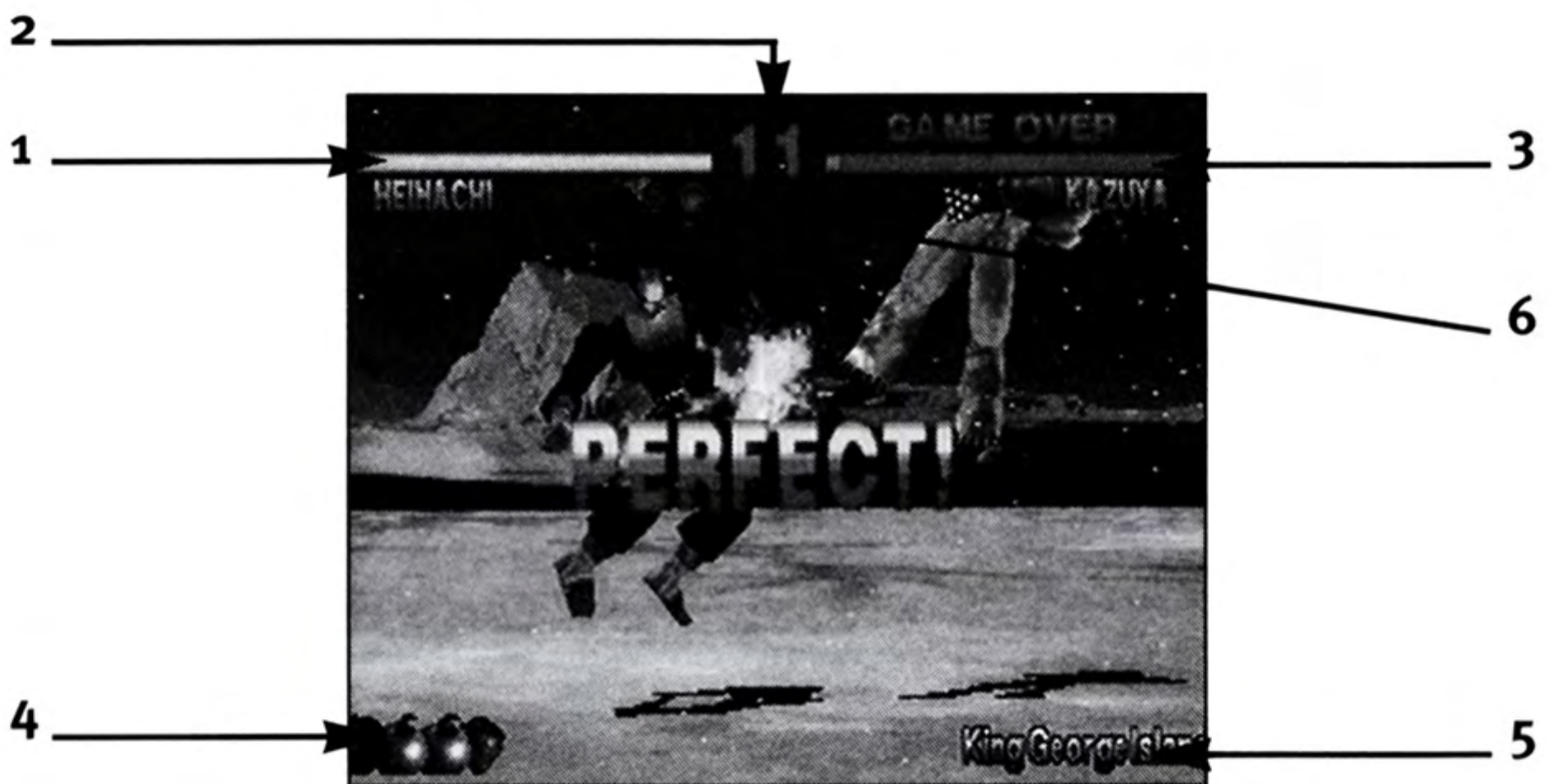
- 1. Blocking:** High blocks will block high attacks that are above the belt, and low blocks will block low attacks below the belt. Blocking while standing will also block attacks to the mid section.

Note: We are referring to the belt of a standing character, which is the separation point between high and low blocking ranges.

2. **Throws:** To throw your opponent, get beside them then press RP+RK or LP+LK buttons simultaneously. Throws cannot be high blocked.
3. **Short Dash:** You can dash forward or backward by double tapping the Directional button to the right or left (⇒⇒ or ⇐⇐). Use this tactic to fake out your opponent, then surprise them with an attack. Note: This only works when you are at a close range to your opponent.
4. **Running:** If you are very far from your opponent, you can start a running attack by double tapping the Directional button in the direction of your opponent (⇒⇒). Use this move, with either a punch or kick, to vary your attack. Note: If you are at a close range to your opponent, you must triple tap to run (⇒⇒⇒).
5. **Ground Hits:** Use this attack after knocking down an opponent: ↑ + RP or ↑ + RP.
6. **Get up Kicks:** When getting up from a knockdown, try pressing any of these button combinations to attack with a kick: LK or RK (↓ + LK or ↓ + RK).
7. **Side Kicks:** Use these kicks when you are close to an opponent: ↘ + LK / ↘ + RK.

EXPLANATION OF THE GAME SCREEN

Immediately after a game is started, "Select View" is displayed under the name of the character used. By pressing the Select button, you can choose from four different points of view. These points of view will change automatically from time to time.



1. Health meter for player 1 and name of character in use.
2. Time left.
3. Health meter for player 2 and name of character in use.
4. Number of successive fight victories.
5. Location of fight.
6. Winning point. This keeps track of the rounds you have won.

GAME PROGRESSION AND RULES

1. **Matches:** When a character is attacked, his or her health meter goes down. A character whose meter has disappeared loses by a knock-out and the opponent is given one win. At the initial setting, one match has a maximum of three rounds. The player who wins the two rounds by knock-out or decision wins the match.

- 2. Time Limit:** At the initial setting, the time limit for each round is 40 seconds. If the time runs out and there is still no decisive victor, the character with the greater health amount left on his or her health meter is the winner. Also, when the remaining health for both characters is exactly the same, a draw will be declared.

Note: The time limit can be changed in Test Mode.

- 3. In the Case of a Draw:** When the final round ends in a draw, the match will be decided by the number of winning points.

If the number of winning points is the same for both characters and you are playing against the computer, the computer will get the win and the game will end. When a second player joins in the Arcade Mode, the one who was playing against the computer first will be the winner. In the 2-player mode, a draw will be declared and the match will end.

- 4. Continuing the Game:** When one player is playing against the computer, the game will end after two rounds have been won by the computer opponent. You can restart the game from the beginning of that match by pressing the Start button while the Continue screen is counting down.

GAME MODES

- 1. Arcade Mode:** One player against the computer. First you must choose a character with the Left and Right Directional buttons, then select it with a punch or kick button. Each character has 2 outfits. When selecting a character, press a punch button to get one outfit or press a kick button to get the other.

In this mode, if you press the Start button on player two's controller, the game against the computer will be interrupted and switched into 2-player mode. Then the character who wins the match will continue to play against the computer.

The game ends when you lose to the computer. But you can continue the match from that stage by pressing the Start button from the Continue screen.

- 2. Two-Player Mode:** Two players compete against each other. Refer to the Arcade Mode section for selecting a character's outfit. After each player selects a character, a Handicap Selection screen will come up. Each player can adjust their handicap settings by pressing the Left or Right Directional buttons on their controllers. The more stars the less damage your character will take, and vice versa. After making your selection, press the punch or kick button to start the match.

After the first match, the Result screen comes up and displays the total number of wins, losses and draws for each player.

- 3. Test Mode:** In the Option Mode, you can select the settings by using the Up and Down Directional buttons, then change the contents with the Left and Right buttons. Press the \square , \triangle , **X** or **O** buttons to exit.

Difficulty Level -- This is the strength of the computer. Choose the level (which ranges from Easy to UltraHard) that best suits your ability.

Fight Count -- You can change the number of rounds in a match from one to five.

Round Time -- The time limit for rounds ranges from 20 seconds to no limit.

Speaker Out -- This changes the sound output between Stereo and Mono.

BGM Select -- This changes the background music: Original, Arrange, or Silent.

2-Player Wins Shown By -- The number of wins can be displayed by fruit (as a picture) or by number (as a numeral).

Character Change at Continue -- When you continue in Arcade Mode, the character can be changed or selected.

Key Config. -- You can select either the two preset controller configurations or the free setting in which you can configure each button as you wish. In the free setting, press and hold one of the high lighted buttons, then press the Directional button left or right to change the action of that button.

- 4. Records:** To view the current record, use the Up or Down Directional button, then press the Start button.

Time Record -- This screen holds the top 16 fastest completion times. It also shows the players' initials and the characters used to complete the game. This data can be saved to a memory card.

Note: Memory cards are sold separately.

Characters -- This screen keeps track of the amount each character is played. The data can be saved to a memory card and updated later.

Two-Player Game Wins -- This screen holds the top 16 continuous win records for the characters that won the most matches. This option only works when 2 players are fighting against each other in the Arcade Mode.

5. **The Memory Card:** Use it to save or load data. In the Test Mode screen, select the Memory Card selection, then press Start. Now select either Card Load or Card Save, then press Start.

Note: Memory cards are sold separately.

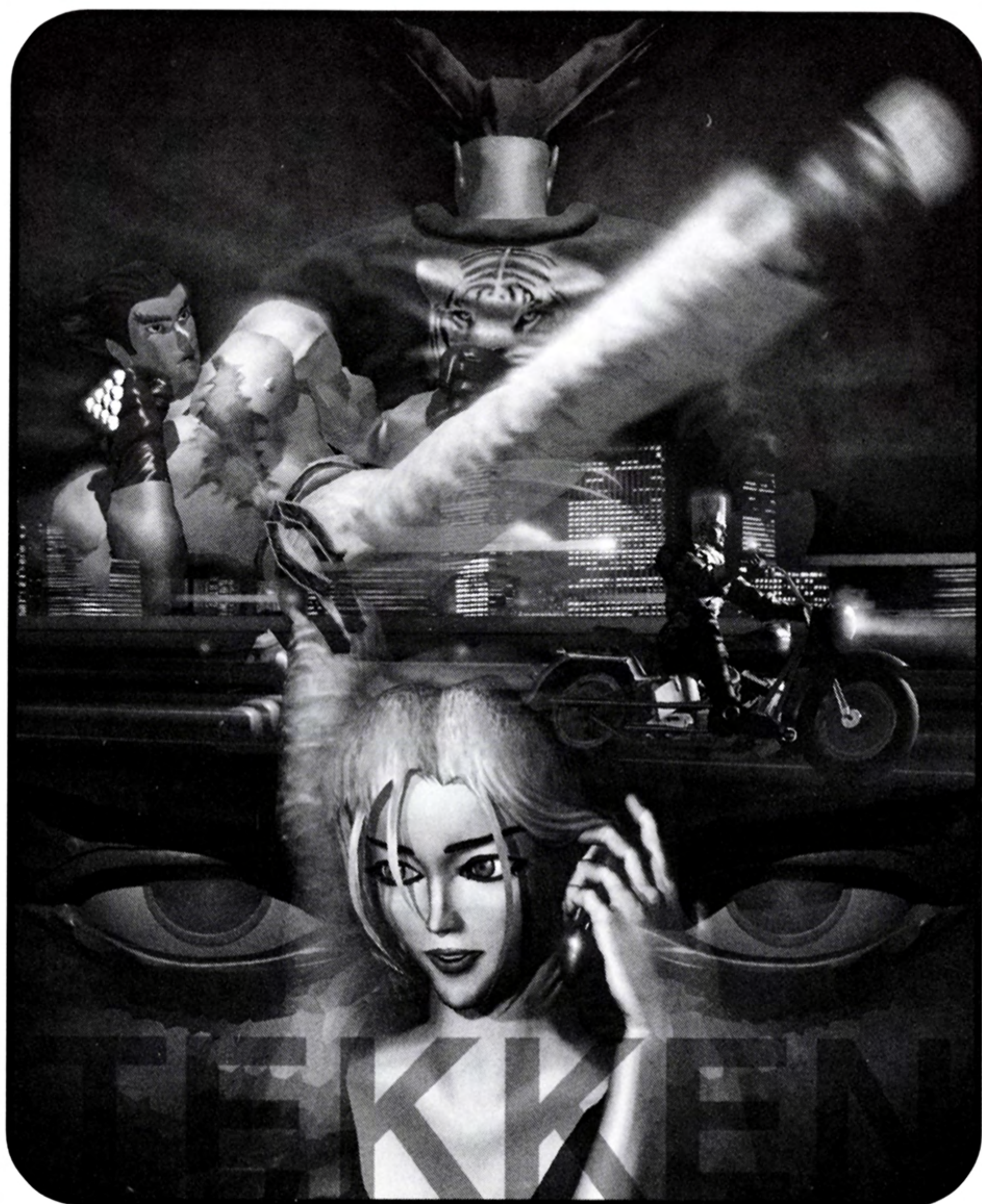
Card Save -- To save the latest data to the memory card.

Card Load -- To load the data that has been saved on the memory card.

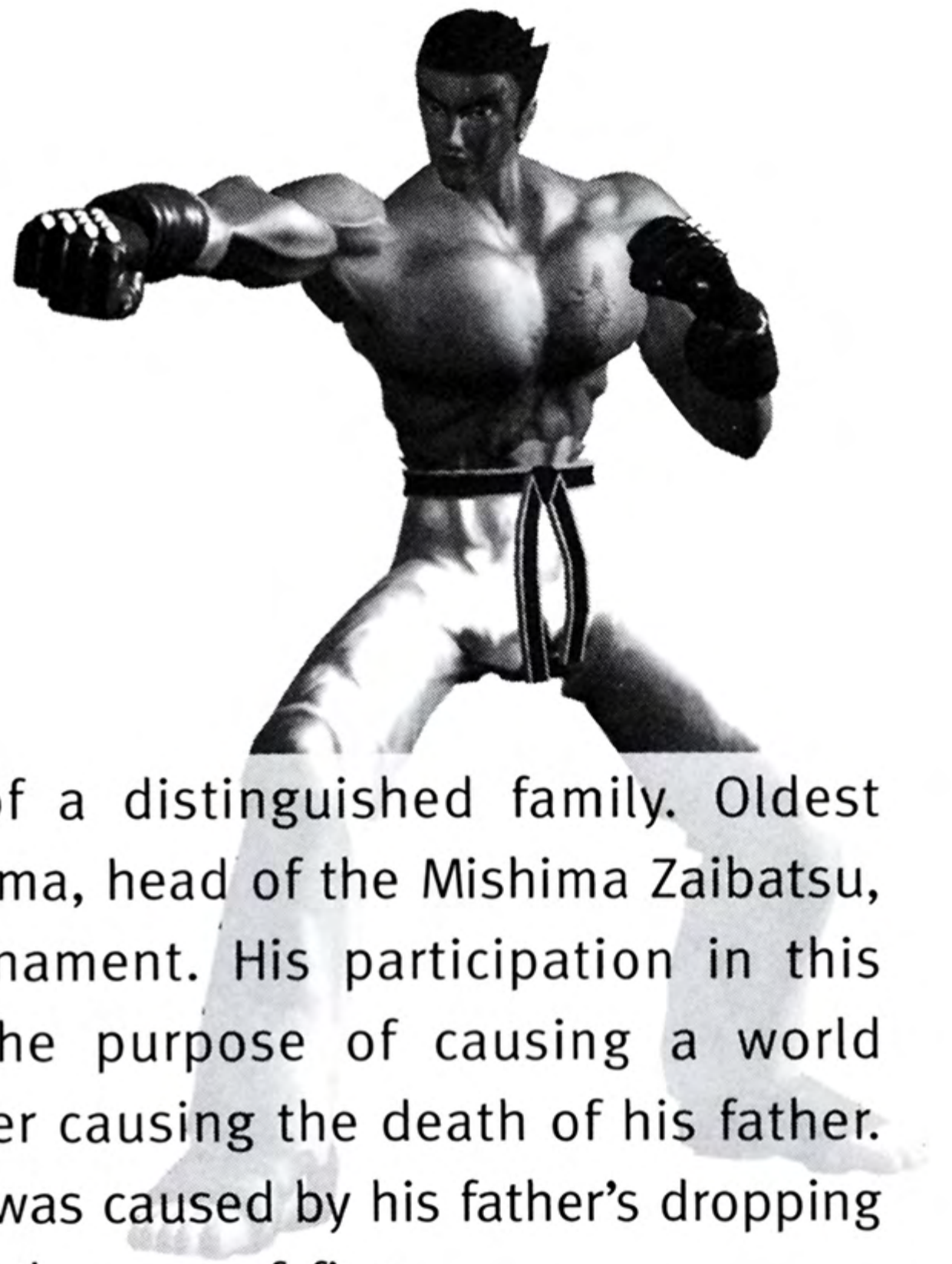
Note:

1. When you power on **TEKKEN** with a memory card inserted that contains saved data, the data will be automatically loaded.
2. Data will not be saved unless you choose the Card Save menu. If the power is shut off, any data not recorded on the memory card will be lost. (Memory cards are sold separately.)

INTRODUCTION OF THE CHARACTERS



Kazuya Mishima



Story

Cold blooded son of a distinguished family. Oldest son of Heihachi Mishima, head of the Mishima Zaibatsu, sponsor of the tournament. His participation in this tournament is for the purpose of causing a world scale coup d'etat after causing the death of his father. The scar on his chest was caused by his father's dropping him into a trench at the age of five.

Vital Statistics

Fighting style: Mishima-style Karate

Height / Weight: 181 cm / 76 kg.

Age / Blood type: 26 / AB.

Likes: his father's hateful looks.

Hobby: Collecting sneakers.

Work: Making trouble for his father (since he is the son of a distinguished family he has no lack for money).

Special Moves: The commands for death blow techniques are for characters facing to the right.



Rising Sun



Tsunami Kick



Rising Uppercut



Double Uppercut

Flash Punch Combo			
Demon Slayer			
Rising Sun			
Tsunami Kick*			
Rising Uppercut			
Leaping Side Kick			
Left Splits Kick			
Double Uppercut			

* While getting up from a crouch

Paul Phoenix



Story

He is a hot blooded American hand-to-hand fighter who likes training and knows martial arts. He previously fought Kazuya to a draw and unilaterally considers him to be his rival. He considers his true self to be there all the more when he is fighting and he is taking part in this tournament to look for stronger opponents.

Vital Statistics

Fighting style: Judo and an unknown style.

Height / Weight: 187 cm / 81 kg.

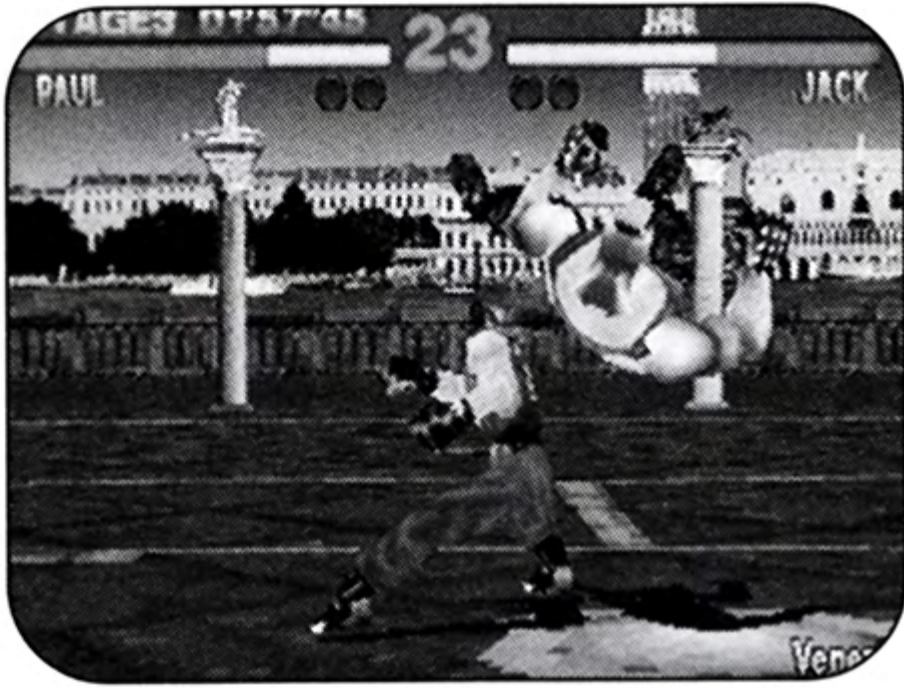
Age / Blood type: 25 / O.

Likes: Pizza.

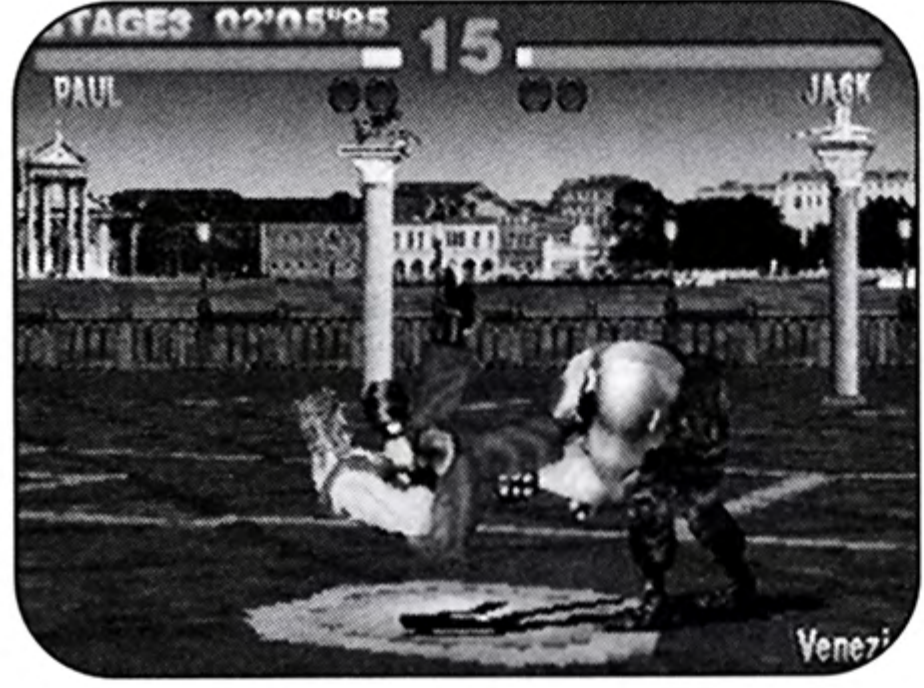
Hobby: motorcycles.

Work: unemployed (he works as a bodyguard or street fighter only when he runs out of money).

Special Moves: The commands for death blow techniques are for characters facing to the right.



Bone Breaker



Front Scissors Kick



Double Hop Kick



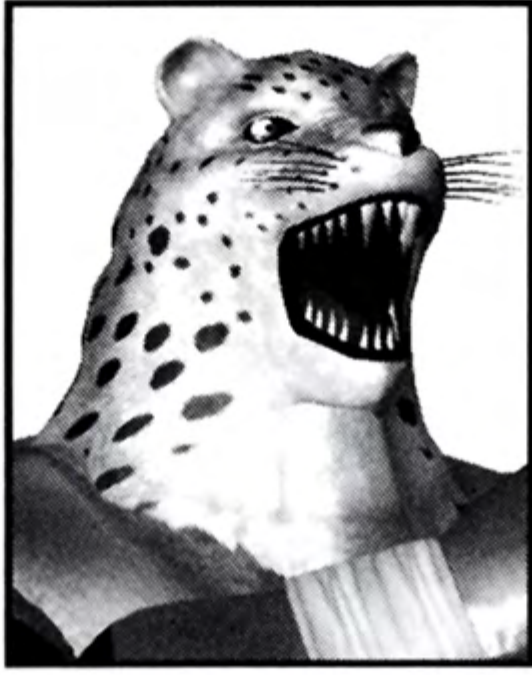
Foot Launch

Bone Breaker				Heavy Power Punch			
↓	+	○ ○ ○ ○	○ ○ ○ ○	↓	↘	→	○ ○ ○ ○
Shredder				Double Hop Kick			
↘		○ ○ ○ ○	○ ○ ○ ○	→ →	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○
Jaw Breaker*				Down Strike			
↓	↘	→	○ ○ ○ ○			↓ +	○ ○ ○ ○
Front Scissors Kick				Foot Launch**			
	→	→	○ ○ ○ ○			○ ○ ○ ○	←

* While getting up from a crouch

** When standing next to opponent

King



Story

A mysterious masked wrestler. He is an outstanding young man who usually takes care of orphans. However, once he puts on his mask he turns into an extremely strong masked wrestler who cannot be stopped by anybody. He is taking part in the tournament in order to get funds to found an orphanage. In the past he was an orphan himself and was taken in by a friendly family.

Vital Statistics

Fighting Style: Professional wrestling.

Height / Weight: 190 cm / 85 kg.

Age / Blood type: 30 / A.

Likes: Jaguars (the animal).

Hobby: Watching the smiling faces of children.

Work: Except for professional wrestling, it is a mystery.

Special Moves: The commands for death blow techniques are for characters facing to the right.



Capital Punishment



Running Exploder



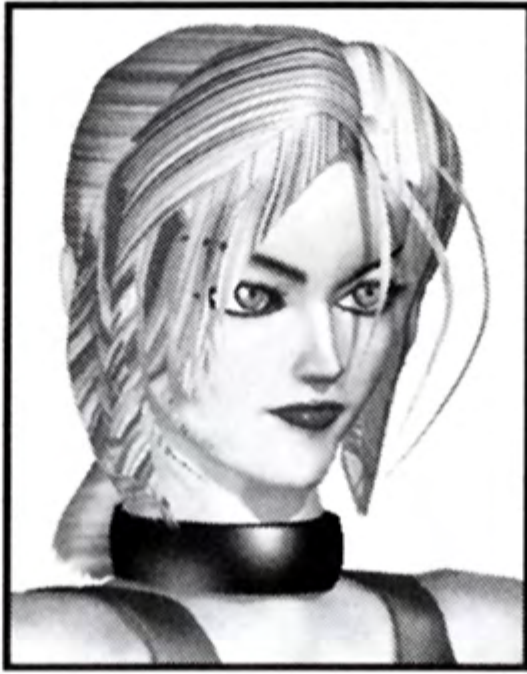
Jumping Knee Drop



Head First Lunge

Exploder				Running Exploder						
→	→	○	○	→	→	→	○	○	○	○
Capital Punishment				Two Jab Uppercut						
		↗	○	○	○	○	○	○	○	○
Elbow Drop				Jumping Knee Drop						
		↗ +	○	○	○	○	○	○	○	○
Konvict Kick				Head First Lunge						
→	→	○	○	→	→	○	○	○	○	○

Nina Williams



Story

A silent assassin. She learned assassination techniques from her father and those of aikido for self protection from her mother, therefore she has an outstanding fighting sense. She was sent to assassinate Heihachi Mishima, the sponsor of the tournament, but her real intentions are not clear.

Vital Statistics

Fighting Style: Koppo techniques + aikido.

Height / Weight: 161 cm / 49 kg.

Age / Blood type: 20 / A.

Likes: Tom of "Tom and Jerry," tea with milk, and scotch.

Hobby: Traveling.

Work: Assassination.

Special Moves: The commands for death blow techniques are for characters facing to the right.



Forward Flip Kick



Running Jump Kick



Blonde Bomb

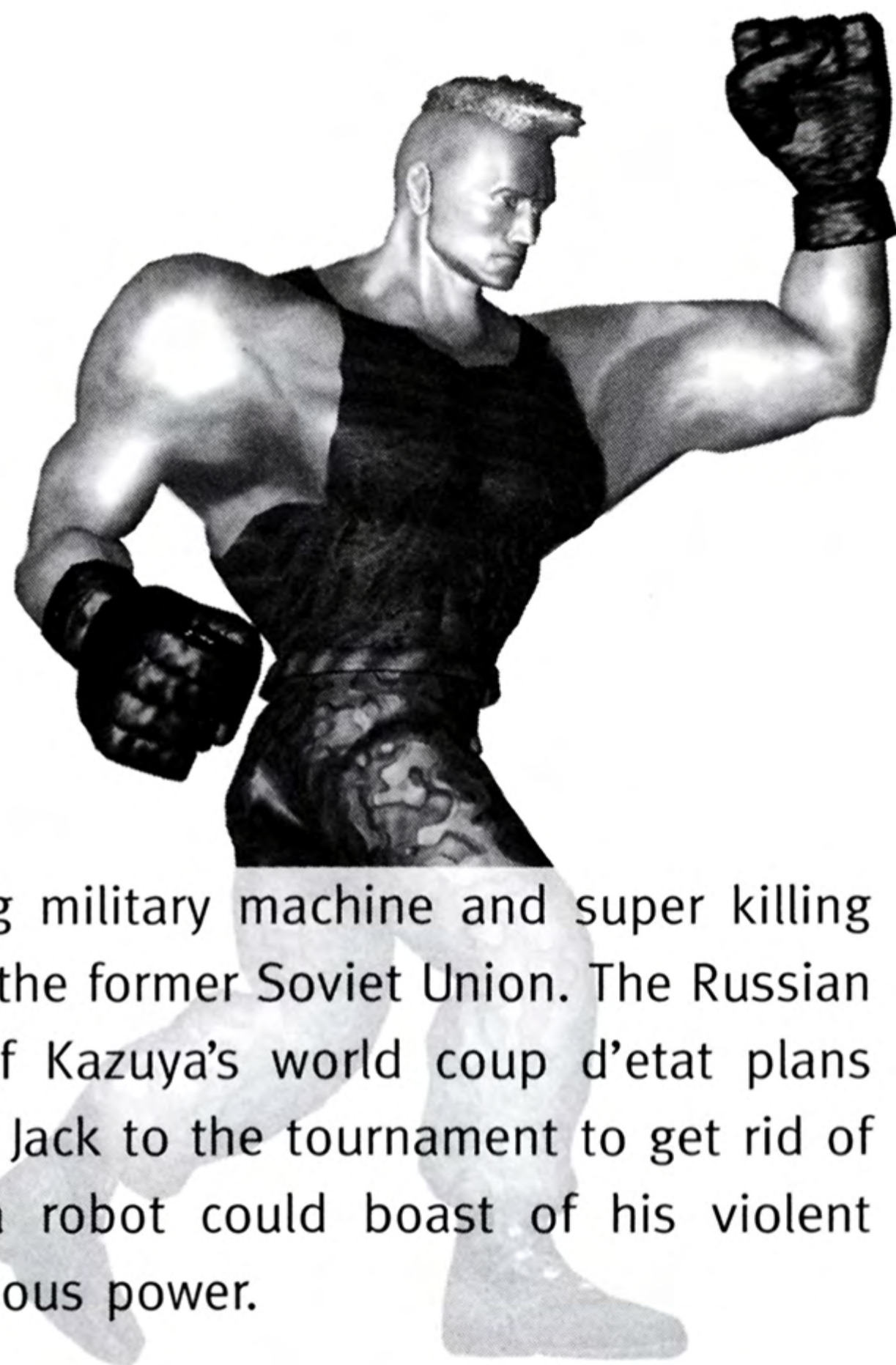


Jumping Flip

Bermuda Triangle				Running Jump Kick			
Flash Kicks				Blonde Bomb			
Forward Flip Kick				Jumping Flip*			
Can Opener				Back Hand Slap*			

* When standing next to opponent

Jack



Story

A super slaughtering military machine and super killing robot developed by the former Soviet Union. The Russian military got wind of Kazuya's world coup d'etat plans right away and sent Jack to the tournament to get rid of him. Nothing but a robot could boast of his violent attacks and stupendous power.

Vital Statistics

Fighting Style: Power fighter of sheer force.

Height / Weight: 235 cm / 168 kg.

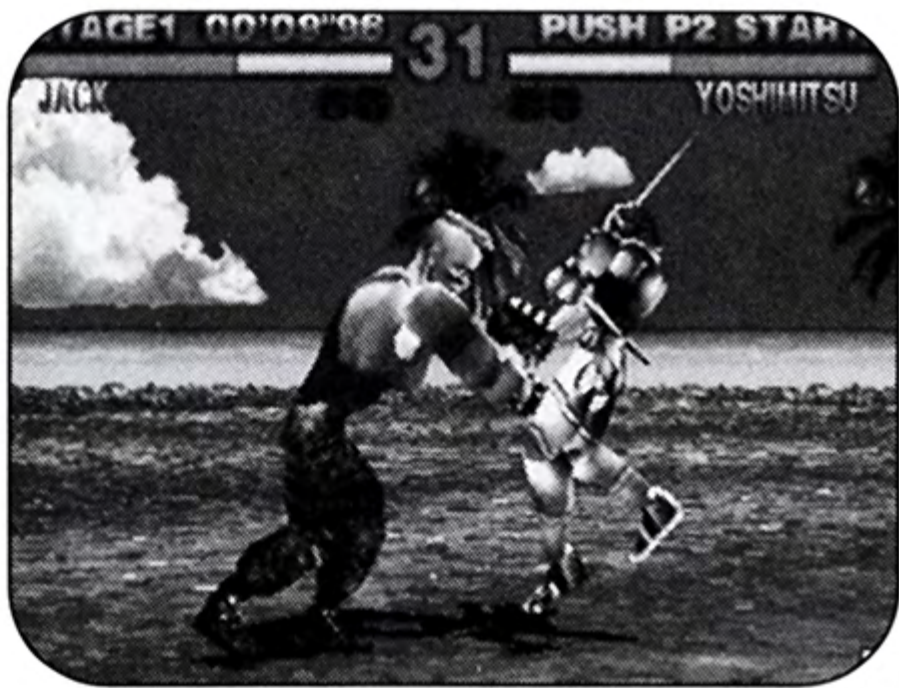
Age / Blood type: 3 / Plutonium.

Likes: Parts centers in Akihabara.

Hobby: Overhauling himself.

Work: Normally works at a scrap metal factory.

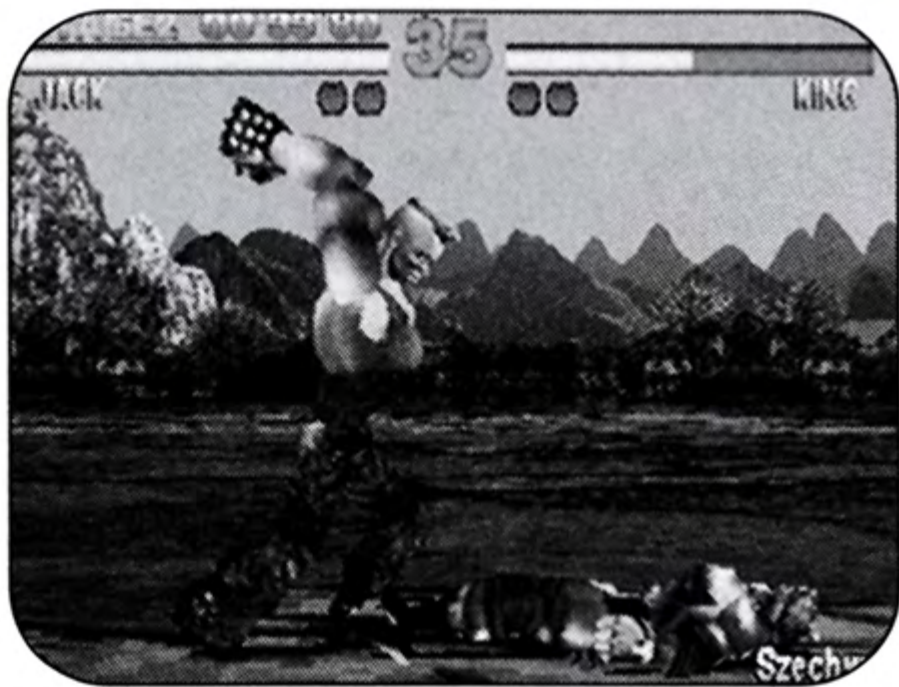
Special Moves: The commands for death blow techniques are for characters facing to the right.



Cross Cut Saw



Pancake Press



Overhead Smash



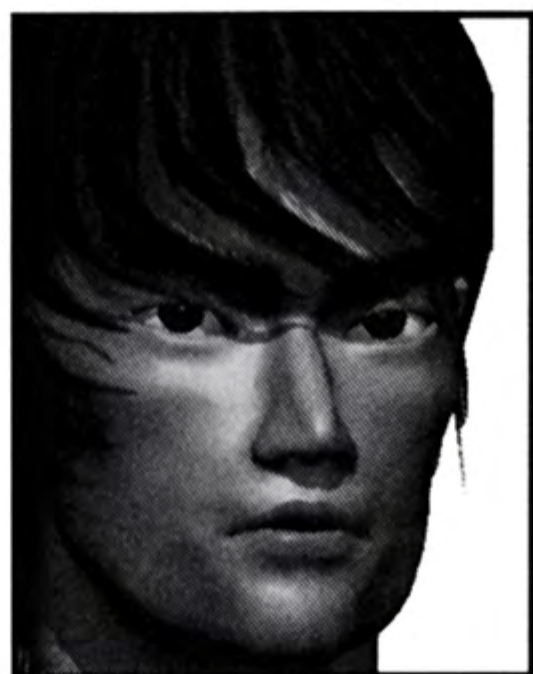
Windmill Punch

Megaton Blast				Sit Down			
←	↙	↓	↘	○	○	○	○
Cross Cut Saw				Sit Punch 4x **			
	→	→	○	○	○	○	○
Jack Hammer				Machine Gun Blast			
	○	○	○	○	○	○	○
Pancake Press				Overhead Smash			
		↗	○	○	○	○	○
Windmill Punch*							
→	○	○	○	○	○	○	○

* While getting up from a crouch

** Do this while sitting down

Marshall Law



Story

The legendary dragon. He works in a Chinatown restaurant in San Francisco while dreaming of opening his own martial arts school. He is a master of martial arts. He is taking part in this tournament to open his own school with the prize money and at the same time to make himself world famous.

Vital Statistics

Fighting Style: Martial arts.

Height / Weight: 179 cm / 69 kg.

Age / Blood type: 25 / B.

Likes: Money.

Hobby: Fishing.

Work: While working at a Chinese restaurant he also works as an assistant instructor at a martial arts school.

Special Moves: The commands for death blow techniques are for characters facing to the right.



Shaolin Spin Kick



Catapult Kick



Dragon Low Kick



Knee Lift

Rave War Combo				Running Sidekick			
→				⇒	⇒	⇒	
Shaolin Spin Kick				Dragon Low Kick			
						↓ +	
Catapult Kick				Triple Head Kick			
	↓	↑					
Rainbow Kick				Knee Lift*			
	↓	↑		⇒	→		

* When Standing next to opponent

Michelle Chang



Story

This wandering fighter is the daughter of a Native American woman and a Hong Kong man sent by Heihachi Mishima to find an ancient treasure on Native American land. Eventually on her 18th birthday she heard from her mother that her father had been killed by Heihachi's men. She is taking part in the tournament to take revenge on "Mishima."

Vital Statistics

Fighting Style: All types of Chinese fighting arts.

Height / Weight: 163 cm / 53 kg.

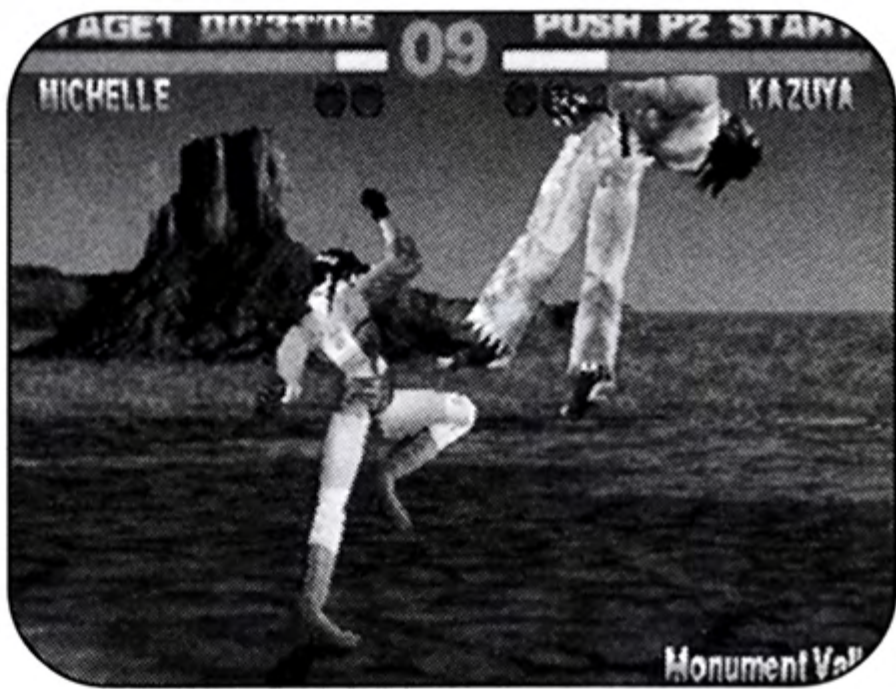
Age / Blood type: 18 / B.

Likes: Buffalo.

Hobby: Hunting.

Work: Unemployed. She continues to wander around seeking revenge.

Special Moves: The commands for death blow techniques are for characters facing to the right.



Razor's Edge



Skyscraper Kick



Twin Arrow

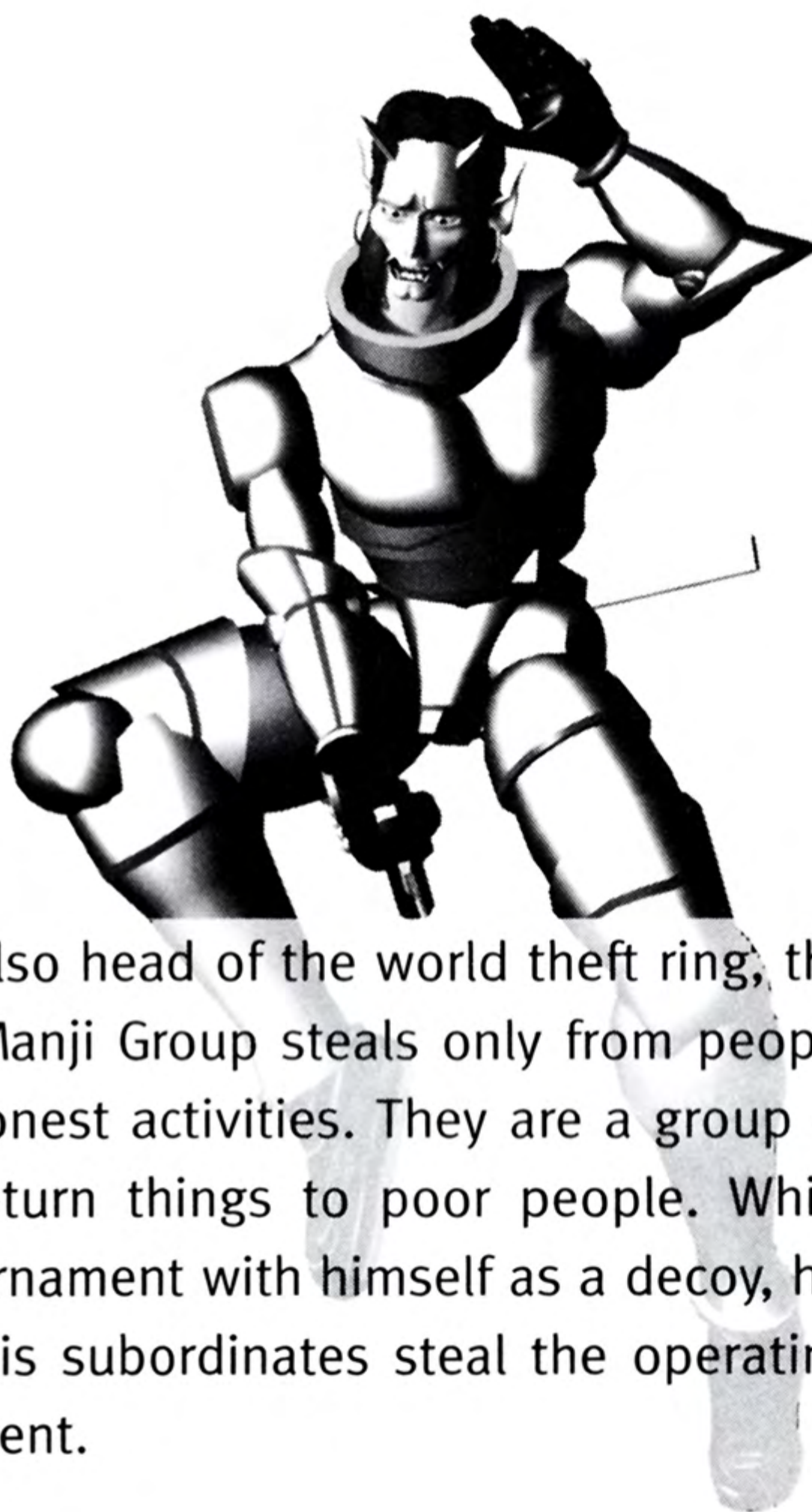


Spinning Sweep

G-Clef Cannon			Twin Arrow		
□	○	○	→	→	○
○	○	○			○
Razor's Edge			Slow Power Punch		
↓	+	○	↘		○
		○			○
Skyscraper Kick*			Spinning Sweep		
		○	↓	+	○
		○			○
Tequila Sunrise*			Spin Behind**		
		○	○	○	←
		○			

* While getting up from a crouch
 ** When standing next to opponent

Yoshimitsu



Story

A Ninja from space, also head of the world theft ring, the “Manji Group.” The Manji Group steals only from people who profit from dishonest activities. They are a group of Robin Hoods who return things to poor people. While taking part in the tournament with himself as a decoy, his purpose is to have his subordinates steal the operating funds of the tournament.

Vital Statistics

Fighting Style: Manji style jujitsu.

Height / Weight: 178 cm / 63 kg.

Age / Blood type: ? / O.

Likes: TV games.

Hobby: Watching sumo matches.

Work: Head of the theft ring, the Manji Group.

Special Moves The commands for death blow techniques are for characters facing to the right.



Solar Kick



Shark Attack



Knee Bash



Crouching Spinning Kick

Solar Kick				3 Kick Combo			
→	→	○ ○ ○ ⊙ ⊗		○ ○ ○ ⊙	○ ○ ○ ⊙	○ ○ ○ ⊙	○ ○ ○ ⊙
Shark Attack*				Zig Zag			
			▲ ○ ○ ■		○ ○ ○ ⊗		○ ○ ○ ⊙
Stone Fist**				Knee Bash			
		←	○ ○ ○ ■	→	→	○ ○ ○ ⊙ ○ ○ ○	
Poison Wind				Crouching Spinning Kick***			
		↗	○ ○ ○ ⊙ ⊗		↙	○ ○ ○ ⊗	

* Do this midway through SOLAR KICK

** This move can be done by pressing ■ five times in succession

*** This move can be done by pressing ⊗ five times in succession

ADVANCED TRAINING

The following tips should help you fight a smart fight and become a **TEKKEN** master:

- 1. Blocking and Counter Attacks** -- Try to predict your opponent's moves by blocking their attacks in advance. If your opponent misses his attack on your character, throw him when he stalls, or counter attack.
- 2. Evading Throws** -- To avoid being thrown by your opponent, try to crouch down quickly.
- 3. Fake out Opponent** -- Do this by dashing forwards and backwards quickly, by double tapping to the right or left on the Directional buttons. This method can also be used to avoid attacks. ⇒⇒ or ⇐⇐.
- 4. Ground Hits** -- After knocking down an opponent, you can attack them while they are still on the ground by pressing ↑ + RP or ↑ + RP.
- 5. Get up Strategies** -- If your opponent knocks you down, you can get up with a surprising attack. Get up leap kick: ← + LK + RK. Get up roll to forward leap: → + RP + LP.
- 6. Tackling:** If your opponent is far away and blocking, run into them to tackle them to the ground.
- 7. Get up from Crouch Attacks** -- When going from a crouching to a standing position, if you press certain punch or kick buttons in the transition, you can achieve powerful attacks.

Note: This only works with certain characters.