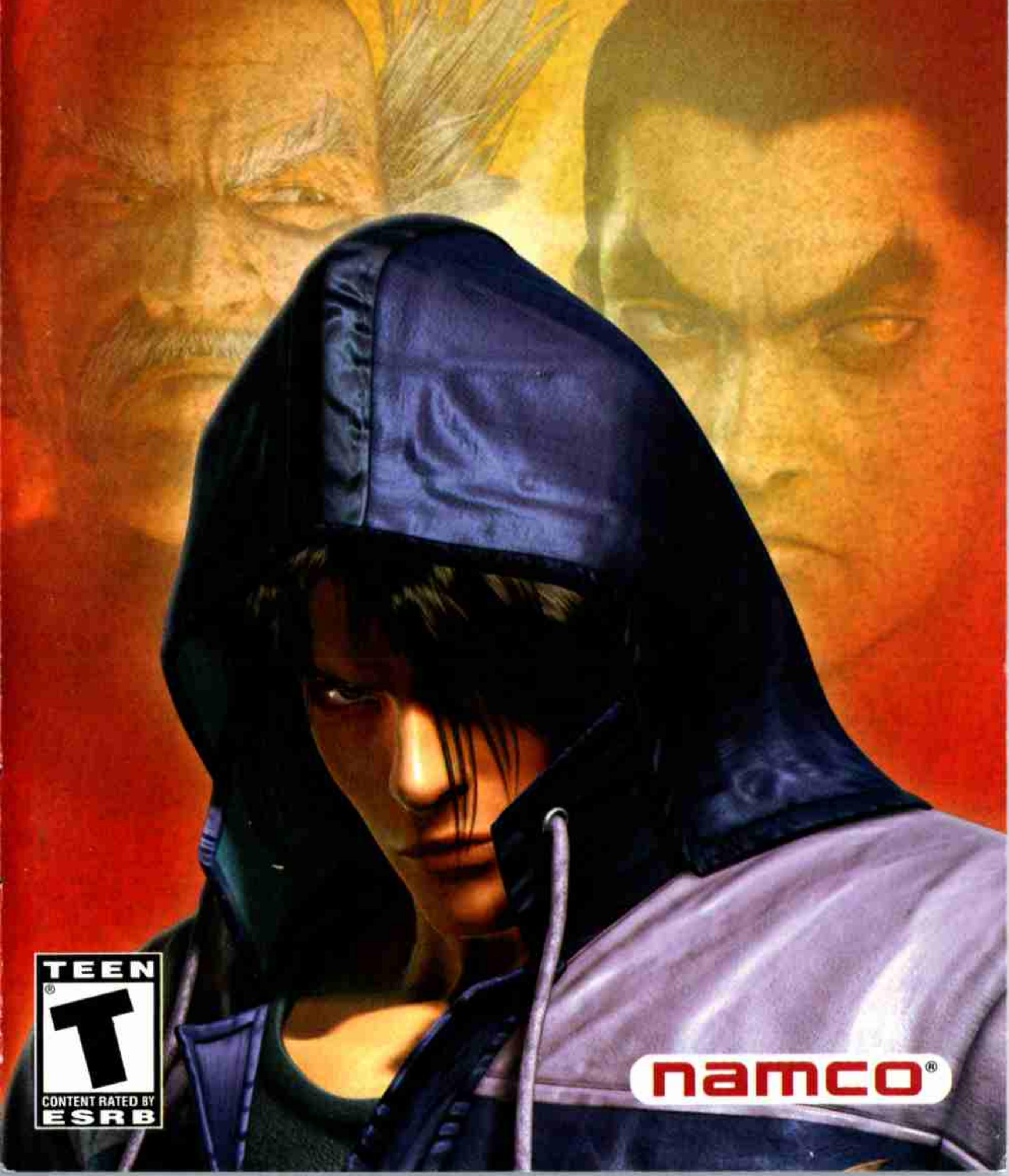


鉄拳 4 TEKKEN 4



namco®

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.

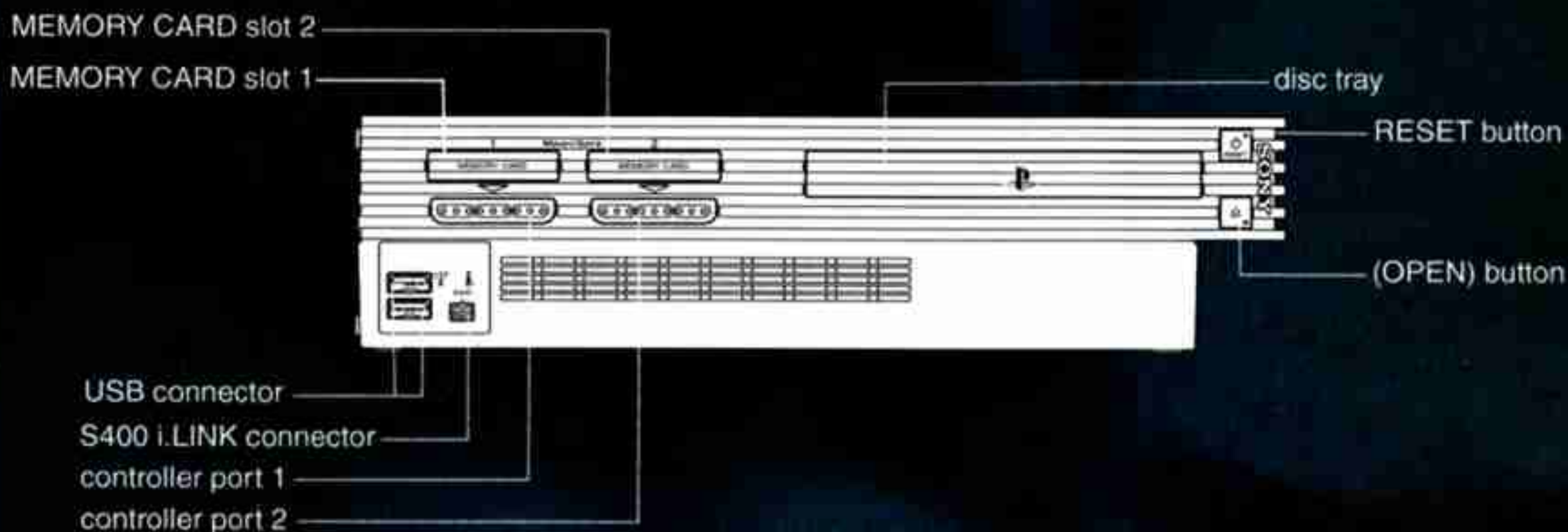
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

CONTENTS

STARTUP	2
GAME CONTROLS	3
STORY	4
GETTING STARTED	5
THE GAME SCREEN	8
MODE INTRODUCTION	9
BASIC TECHNIQUES	14
ADVICE	24
KAZUYA MISHIMA	28
STEVE FOX	29
CHRISTIE MONTEIRO	30
CRAIG MARDUK	31
PAUL PHOENIX	32
MARSHALL LAW	33
LING XIAOYU	34
KING	35
HWOARANG	36
YOSHIMITSU	37
CREDITS	38

STARTUP



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 **Tekken®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.

MEMORY CARD

To save game settings and characters, please insert a Memory Card (8MB)(for PlayStation 2) into MEMORY CARD slot 1 on your PlayStation 2. There are 3 types of files that can be saved in **Tekken®4** - System Data (settings), Replays and Combos. The save file for System Data requires 70KB. Replays and Combo saves can be saved as numerous files taking up much more space.

See page 12 for more details on how to save.

GAME CONTROLS

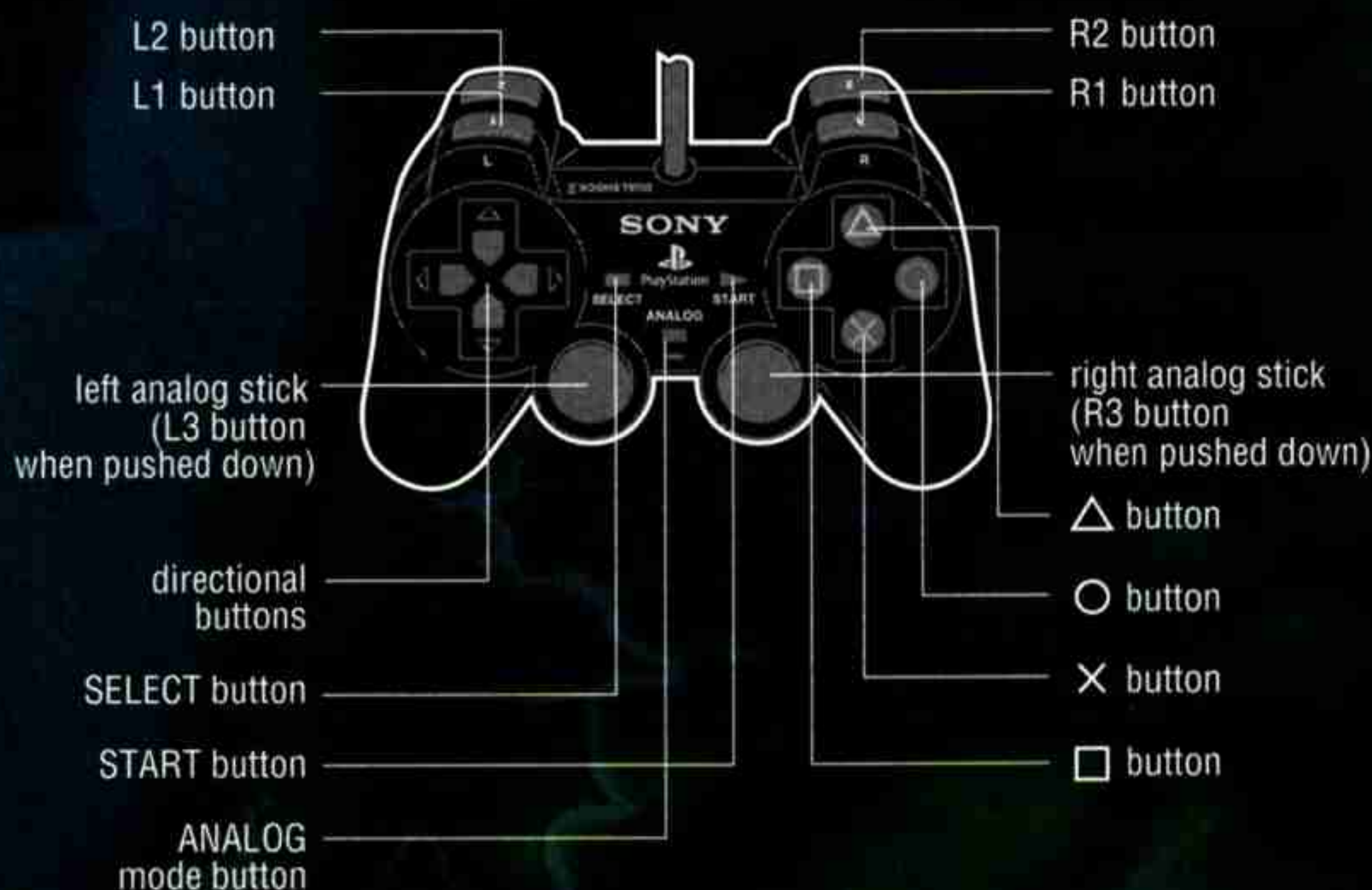
Here, the basic controls used in Tekken 4 are explained. For more controls, please refer to "Basic Techniques" beginning on page 14, and for each character's techniques please see pages 28-37.

DUALSHOCK®2 ANALOG CONTROLLER

You can enable or disable the vibration function in the Options Menu.

directional buttons	Use to select menu items/Use to move character
START button	Starts game/Pause
L1 / R1 buttons	Select target (only in Tekken Force)
△ button	Right Punch
○ button	Right Kick/Use to make menu selections
× button	Left Kick/Use to make menu selections
□ button	Left Punch

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STORY

Two years ago, **Heihachi** failed to capture Ogre. Not willing to give up, **Heihachi** ordered his researchers to collect blood samples, skin tissue, and hoof fragments left behind by Ogre (known as *True Ogre* in its true manifestation) in order to conduct genetic experiments.

After extensive experimentation, **Heihachi's** bioengineers came to the conclusion that an additional gene — the **Devil Gene** — was necessary in order to successfully splice Ogre's genetic code into another living organism.

During his investigation, **Heihachi** discovered a photograph that stirred his curiosity. The 20-year-old photograph was an image of a burnt corpse covered with laceration wounds. **Heihachi** paid particular attention to the corpse's back, which had what looked like deformed, protruding wing-like limbs.

Convinced that the picture was of **Kazuya**, his own son whom he threw into a volcano 20 years ago, **Heihachi** diverted all his resources into a search for the body. This search eventually led **Heihachi** to **G Corporation**, a leading-edge biotech firm making unprecedented advances in the field of biogenetics research.

Friday, December 25th. **The Tekken Force** raided **G Corporation's** underground research facility where **Kazuya's** remains were preserved. **Heihachi** observed from his command helicopter, confident of the operation's success. However, he soon realized that the operation was not proceeding according to plan. Some unseen entity threw the first wave of **Tekken Force** troops out of a storage room like rag dolls. Their motionless bodies lay crumpled on the floor.

A silhouette of a large figure slowly emerged from the room... When **Heihachi** could see clearly enough, he recognized the figure as **Kazuya**.

Kazuya had been resurrected in **G Corporation's** research facility. After his resurrection, **Kazuya** had offered his body as research material to determine the true nature of the Devil that resided within him. **Kazuya's** goal was to unify his two selves into one. Enraged, **Kazuya** obliterated the heavily armed **Tekken Force** and vanished into the flames of the lab's wreckage.

Heihachi was infuriated by **Kazuya's** escape and took out his anger on his hapless subordinates who reported the escape. As his anger subsided, **Heihachi** focused his mind and decided on a plan.

Two years had passed since

The King of Iron Fist Tournament 3.

The Mishima Zaibatsu announced

The King of Iron Fist Tournament 4 and placed the massive financial empire as the top prize.

GETTING STARTED

READING THE BUTTON COMMANDS

The button notations are based on the DUALSHOCK®2 analog controller.

⇨ indicates applying a quick tap of the directional buttons, while ➡ indicates pressing the directional buttons for an extended period. ★ indicates leaving the directional buttons neutral (untouched).

○ ⊗ means to press buttons sequentially.

○ + ⊗ means to press buttons simultaneously.

The moves shown on the Command List are for characters facing right. Reverse directional buttons when the character is facing left.

ABOUT PROGRESSIVE MODE

If you have a PlayStation 2 Component Video Cable (SCPH-10100), along with a Progressive Mode enabled (525p) television with Component Video inputs, you will be able to enjoy a higher quality picture.

If you do not have a Progressive Mode enabled (525p) television, or if you do not use the Component Video Cable to connect the PlayStation 2 to the television, there is a chance that the picture will not be displayed properly.

For instructions on how to set up your PlayStation 2 with the Component Video Cable, refer to the instructions in the PlayStation 2 Instruction Manual, or the instructions for the Component Video Cable. Be sure to set the Component Video Out settings to "Y Cb/Pb Cr/Pr" under PlayStation 2 System Configuration. Some television sets are not Progressive Mode enabled even if they have Component Video inputs; refer to your television's instruction manual, or contact the manufacturer if you are unsure about your television's compatibility.

SELECTING PROGRESSIVE MODE

If you hold down the ▲ and ⊗ buttons while your game is starting up, a message will appear asking to switch over to Progressive Mode. To switch to Progressive Mode, read the caution on the screen, and use the directional buttons to select "Yes" and press the ⊗ button to confirm your selection. If the picture is displayed correctly, select "Yes" once more to preserve your setting. If the picture does not appear correctly, press the RESET button on the PlayStation 2, and use the Normal Mode.

GETTING STARTED

MODE SELECT

When you press the START button on the Title Screen, you will go to the Mode Select Screen and the following nine menu items will be displayed. Choose the mode you would like to play with the directional buttons, and then press the START button or the  button to make your selection. For detailed directions on how to play each mode, please refer to the Mode Introduction section starting at page 9.



STORY BATTLE

Play out a different story for each character.

ARCADE / TIME ATTACK

Compete against the clock and try to beat the game in the fastest amount of time.

VS BATTLE

Player 1 and Player 2 can compete against each other.

It is also possible to create handicap values to give less skilled players an advantage.

TEAM BATTLE

Create a team of up to eight characters. The first team to defeat all opposing team members wins.

SURVIVAL

Defeat as many CPU opponents as you can before your Health Meter runs out.

PRACTICE

Study each character's techniques such as 10 Hit Combos.

TRAINING

Practice moves from the Command List and quickly input moves as they are displayed.

OPTIONS

Change various game settings such as round times and CPU difficulty level.

TEKKEN FORCE

Defeat the Tekken Force troops that come after you en masse. You progress through each stage by defeating all troops who attack. You clear the stage by defeating the Boss.



GETTING STARTED

BASIC RULES

MATCHES

Win a match by forcing the opponent's Health Meter to 0, or by maintaining a higher health meter than your opponent until the end of the round. Once you have won the set number of rounds, you will have cleared the stage.



TIME LIMIT

Each round has a time limit. If this time expires, Time Up is called. At this point, the remaining health will be displayed as a percentage, and whoever has the higher percentage will win the round.



DRAW

In the event of a double knock out or if the players' Health Meters are equal when Time Up is called, it will be a draw and both sides will be awarded a point. If there is a draw in the final round of Arcade Mode, the game will be over. Whoever played first in two-player battles will win, and the match will be over in VS Battle Mode.



GAME OVER AND CONTINUE

If you lose in Story Mode, it will be Game Over. However, pressing the START button on the Continue Screen allows you to restart the game from the last stage you played.



THE GAME SCREEN

During combat, you will be able to see important information on the screen, such as your remaining health and how much time is left in the round. Matches won will only be displayed for two-player battles and Survival.

A PLAY TIME

This is how much time has elapsed since you started playing.

B CHARACTER NAMES

Displays the name of the character currently fighting.

Player 1 is on the left side of the screen, Player 2 is on the right side.

C HEALTH METER

Shows the remaining health of each character. An opponent's attack will cause the gauge displaying remaining health to decrease.

D ROUND COUNT

Earning a set number of points in a match allows you to win.

E CONSECUTIVE WINS

Displays the number of consecutive wins you have racked up.

F ROUND TIME

Displays the time remaining in a round. If the time limit reaches 0, time is up. The player with the greatest amount of health remaining wins. The time limit can be adjusted from 30 seconds to infinity in the Options Menu (see page 12).

PAUSE MENU

Press the START button to open the Pause Screen. Use the directional buttons to select an option and make your selection with the  button.

CANCEL

Return to game play.

COMMAND LIST

Displays the moves for the active character. Pressing any button will return you to the Pause Menu.

RETURN TO MODE SELECT

Exits the current game and returns to the Mode Select Screen.



In Tekken 4, there are rules specific to each mode in addition to the basic rules.

MODE INTRODUCTION

STORY BATTLE

In this mode, you fight against the CPU and follow the story as it unfolds for each character. Your opponents will be characters who have deep connections with the character you have selected.

There is an introduction to the character's story at the beginning of the game, and when that ends, the battles begin. There are a total of eight stages (for most characters). When you have cleared all of them, you will get to see the ending movie.

The game will start when you select a character as instructed below. Also, there is no limit on the number of continues, so you can keep trying as many times as you like.



CHARACTER SELECTION

When you select the mode from the Menu Screen, you will get the Character Selection Screen. Choose a character using the directional buttons and press one of the Punch buttons (□ button or △ button) or Kick buttons (× button or ○ button) to confirm your selection. Additionally, if you press a Punch button to choose the character, you will be assigned the Player 1 outfit, and if you press a Kick button, the outfit will be that of Player 2.



ARCADE / TIME ATTACK

In Arcade Mode, compete against the computer or other players and win the game. If you are defeated in a match, you may continue your game an unlimited number of times. You have 10 seconds before Game Over is called. You can also select new characters before continuing gameplay. You will not be able to change the time limit or number of rounds once the game has started.

Once you defeat all CPU opponents, you will be taken to a Results Screen, where your clear time will be displayed.

In Time Attack Mode, try to clear all eight stages of battle against the CPU as fast as possible. Changes made to time limit, difficulty, or number of rounds do not affect this mode.

When you have cleared all of the stages, you will be taken to a Results Screen, where your clear time will be displayed. If you are defeated in a match, you may continue your game an unlimited number of times, but you will not be able to select a different character.

MODE INTRODUCTION

VS BATTLE

Battle continuously against another player in this mode. When the match is over, you will return to the Character Selection Screen and your combat records will also be displayed at this time.

Select the mode, and then choose your characters. When you have decided on handicaps and the stage as instructed below, the game will start.

HANDICAPS

When selecting your characters, you can give yourselves handicaps by changing the amount of health that you have. Use the Left and Right directional buttons to adjust the gauge.

SELECTING THE STAGE

Select a stage of your choice using the Left and Right directional buttons. You can select your position (where the character is standing when the match starts) in the stage at this time as well. When you have picked the stage you want, use the Up and Down directional buttons to choose your position. Also, you can get a random stage by pressing the START button or the  button without pressing any of the directional buttons.

In any two-player battle situation (not limited to Versus Battle), the player who joined into the match will be able to select the stage.

TEAM BATTLE

This mode lets you create teams with up to eight characters on each side, and fight elimination style using the members of your team. You will fight one at a time and when you win a battle, you will fight the next opponent. You win when you have defeated all of the characters on the opposing team. When the game is over, you will get the Battle Results Screen and you will be able to see a chart of the outcome. In this mode, you recover some of your health when you defeat an opponent.

Begin by determining the team size by using the Left and Right directional buttons. Then, select the characters and the stage to start the game.

If you press Player 2's START button during the Character Selection Screen, you can play a two-player battle game.



MODE INTRODUCTION

SURVIVAL

In this mode, try to defeat as many CPU opponents as possible, with a limited amount of health. As in the Team Battle Mode, you will recover some of your health with every match you win. The game will be over when your health meter runs out. When the game is over, you will get the Results Screen and you will be able to see such stats as how many opponents you defeated. Also, you will not be able to change the time limit and number of rounds from the Options Menu in this mode. The game will start when you have chosen your character and stage.



PRACTICE

In this mode, you will be able to study the fighting style of each character. Select a method of practice from the three menu items below.

Select the character you wish to use, the opponent to fight, and the stage you wish to practice on. Once they are selected, the game will start.



If you press the START button during game play, the Practice Menu will be displayed and you will be able to view information such as the character's Command List, power of an attack, and move demonstrations.

FREESTYLE

This is the most basic mode and you will be able to set the conditions for both yourself and your opponent in any way you want.

VS CPU TRAINING

In this mode, you will fight against the CPU. You will be able to set the difficulty for CPU opponents.

DEFENSIVE TRAINING

This is where you can practice defending against specific moves and combos the CPU opponent has.

TRAINING

Practice inputting commands in order to improve input speeds in this mode. When the game starts, commands for moves and combos will be displayed one after another. Input those commands as fast as you can. When you succeed, you will be able to move on to the next move. At the end of the game, your clear time will be displayed.



MODE INTRODUCTION

OPTIONS

Here, you can change various settings. Use the directional buttons to choose an item and press the  button to make your selection. To return to the Mode Select Screen, select EXIT and press the  button.

A memory card with at least 70 KB of free space is necessary in order to save. Insert a Memory Card (8 MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2.

OPTIONS



- GAME OPTIONS
- SOUND OPTIONS
- CONTROLLER SETUP
- RECORDS
- ADJUST DISPLAY
- MEMORY CARD (PS2)
- EXIT

Adjust game settings such as Difficulty and Round Time.

GAME OPTIONS

DIFFICULTY LEVEL:	Adjust the CPU's difficulty level.
ROUNDS:	Set the number of rounds required to win a match.
ROUND TIME:	Set the time for each round.
GUARD DAMAGE:	Set whether or not damage is taken while guarding.
CHARACTER SELECT CURSOR:	Save the cursor location when selecting a character so that the cursor will remain on the last character chosen.
QUICK SELECT:	Allows you to select characters quickly on the Character Select Screen.
DEFAULT:	Reset to default settings.

SOUND OPTIONS

SPEAKER OUTPUT:	Set to either STEREO or MONO.
BGM VOLUME:	Adjust the background music volume.
SE VOLUME:	Adjust the sound effects volume.
DEFAULT:	Reset to default settings.

CONTROLLER SETUP

SETTINGS:	Change the button configuration.
VIBRATION:	Set the vibration function on or off.
DEFAULT:	Reset to default settings.

RECORDS

CHARACTER USAGE:	Shows how often a character was used.
GREATEST SURVIVORS:	View Survival Mode Records.
TIME ATTACK:	View Time Attack Mode Records.
TRAINING:	View Training Mode Records.
TEKKEN FORCE:	View Tekken Force Records.

ADJUST DISPLAY

Adjust the screen position by pressing the directional buttons. You can also adjust the picture soft or sharp by pressing the  button.

MEMORY CARD (PS2)

LOAD DATA:	Load previously saved data.
SAVE DATA:	Save current game data.
AUTO SAVE:	Automatically save game data.

MODE INTRODUCTION

TEKKEN FORCE

In this mode, fight your way through the level by defeating the "Tekken Force." They will attack you en masse. The game will begin after you select a character.

Notes: Unlike other modes, the viewpoint in this mode is viewed from behind the character. Also, be aware that some of the rules are different from other modes.



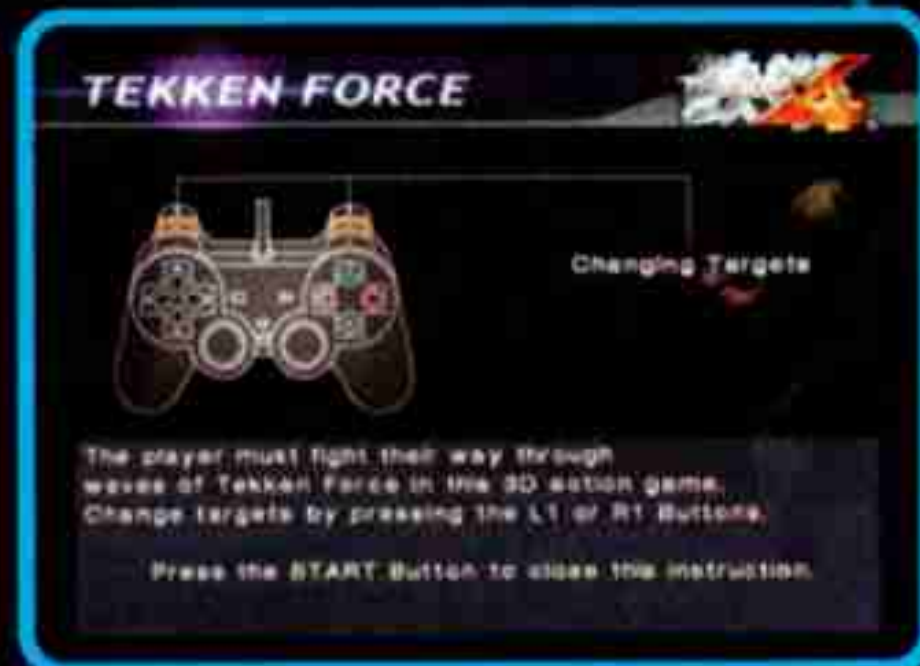
TEKKEN FORCE RULES

You progress through the stage by defeating all the enemies scattered throughout each section. To clear a stage, defeat the stage "Boss," who appears at a specific location. The game will be over if you cannot clear the level within the time limit or if you lose all of your health. You can recover a fixed amount of health by picking up food items that appear in the game.



TEKKEN FORCE CONTROLS

Tekken Force mode pits you against numerous enemies that can attack from different directions. Use the "Change Target" function by pressing either the L1 or R1 buttons. You will be able to choose which enemy to attack by changing your targeting from one enemy to another. The basic game controls are the same as the other modes. See "Basic Techniques" beginning on page 14.



BASIC TECHNIQUES

In Tekken 4, you can control your character by combining the directional buttons with Punch and/or Kick buttons. Here, you will find an explanation of the controls that all the characters have in common in the game.

BASIC MOVES

The following six types of moves constitute the characters' basic movements. Sidesteps and stepping in/out are useful techniques for dodging, so be sure to get these down before going into combat.

Note: These commands are for characters facing right.

NORMAL MOVEMENTS

Advancing:  / Retreating: 



CROUCH

Crouch: 

Crouch Advance: 

RUN

Run:  or  

If an enemy is far away, you can close the distance quickly by running.

JUMP

Jump: 

Small Jump: 

It is not possible to jump straight up or jump back with  and .

BASIC TECHNIQUES

SIDESTEP

Into the foreground: ↵ or ↓

Into the background: ↑ or ↗

Hold the directional button to keep moving in that direction.



STEPPING IN / OUT

Stepping In: ⇨⇨

Stepping Out: ⇦⇦

Adjust the distance from your enemy by advancing or retreating quickly.



REGULAR ATTACKS

The buttons below correlate to the characters' four limbs, and basic attacks can be executed by pressing them.

Note: Steve Fox does not have a normal kick attack. When the Kick button is pressed, he will perform a special movement.

- | | |
|----------|-------------|
| □ button | Left punch |
| △ button | Right punch |
| × button | Left kick |
| ○ button | Right kick |



BASIC TECHNIQUES

TYPES OF ATTACKS

The attacks in Tekken 4 are divided into three categories: High Range Attacks, Mid Range Attacks, and Low Range Attacks, depending on where you target on your opponent. Study your opponent carefully and use the different categories of attacks depending on the situation.

HIGH RANGE ATTACKS

Hit standing enemies. High attacks won't hit a crouching opponent, and will not cause damage to enemies in a standing guard stance. You can also use this attack to strike at opponents jumping towards you.

MID RANGE ATTACKS

Can hit both standing and crouching enemies. Will not cause damage to opponents in a standing guard stance. You will also be able to hit opponents floating in the air.

LOW RANGE ATTACKS

Hits both standing and crouching enemies. Can be blocked by a crouching guard stance, or avoided by jumping.

DESTROYING OBSTACLES

Some stages have various obstacles such as decorative objects and pillars. Attacking these obstacles or colliding into them with a lot of force will destroy them. There are some things that may not seem destructible at first sight, like concrete pillars, so try different things to find out what is breakable. There will be no damage to you if you destroy these obstacles, but if your opponent knocks you against them, you will sustain damage.



DASH ATTACKS

TACKLE

Collide with your opponent after taking three or more running steps.

UNBLOCKABLE TACKLE

Collide with your opponent after taking four or more running steps.

Tackling is a technique where you knock down your opponent and sit on top of them. You can then deliver additional attacks from this position.

With the Unblockable Tackle, you run towards your opponent and shoulder tackle them. This move cannot be blocked or counterattacked.



BASIC TECHNIQUES

RUNNING CROSS ARM

Take three or more running steps and $\square + \triangle$

You charge in with the Mid Range Attack, Cross Chop. If the attack succeeds, you will be able to knock the enemy down.



SLIDING DASH

Take three or more running steps and $\odot$

Slide in and hit the opponent with a low range attack. If you do this move with King or Yoshimitsu, they will execute a different move.



THROWS

BASIC THROW

$\odot + \triangle$ or $\blacktriangleright + \odot + \triangle$

Throws are carried out by grabbing your opponent. Throws have a weakness; you must get close to the enemy and therefore vulnerable until you grab the opponent. The benefit of throws is that when successful, it will inflict a large amount of damage. The throw will vary depending on the position you grab the opponent.



GUARDING

STANDING GUARD



Defends against high range attacks and mid range attacks, but vulnerable to low range attacks and throws.



CROUCHING GUARD



Defends against low attacks. Crouching allows you to avoid high attacks and most throws, but you are vulnerable against mid range attacks.



BASIC TECHNIQUES

GETTING UP

UKEMI (QUICK ROLL)

⊗ or ⊙ (into the foreground) / ◻ or ▲ (into the background)

Enter this command the moment you are about to hit the ground, you will be able to execute a Quick Roll and get back up.



UKEMI (QUICK ROLL) WITH DIRECTIONAL BUTTON

◀ (roll backwards) / ▶ (roll forward)

Enter this command the moment you are about to hit the ground, you will be able to execute a Quick Roll. If you press the directional buttons away from your opponent, you will roll backwards and get up. If you press the directional buttons towards your opponent, you will get up quickly.



SWITCHING POSITIONS

Position Change is a technique that allows you to change your spatial relationship with your opponent by pushing your opponent. Combining this with directional buttons changes the direction you push your opponent as listed below. Position Changing does not inflict damage on your opponent, but it is useful for evading follow-up attacks if you are cornered against a wall. Refer to page 20 for more details.

POSITION CHANGE

◻ + ⊗ or ◻ + ⊗ + ◀

Enter the above command to switch places with your opponent.

BACKGROUND POSITION CHANGE

◻ + ⊗ + ▲

FOREGROUND POSITION CHANGE

◻ + ⊗ + ▼

When you combine Position Change with the directional button ▲, you will be able to push your opponent into the background, and with the directional button ▼, you will be able to push your opponent into the foreground.



BASIC TECHNIQUES

PUSHING POSITION CHANGE

□ + X + ▸

You will push your opponent forward. This is useful for cornering your opponent against walls and adjusting range.



POSITION CHANGE EVASION

□

Enter this command at the right moment when your opponent is trying to execute a Position Change on you, and you will be able to prevent the Position Change.



UNBLOCKABLE ATTACKS

By entering a certain command, each character can execute a special move that cannot be blocked. The command is different for each character, so refer to the Command List.



CLEAN HIT

If a move hits deep, then it will be a Clean Hit and you will be able to inflict more damage than normal.

Not all techniques turn into a Clean Hit, however. Each character must use the Clean Hit possible moves at a close distance in order to make the Clean Hit.



COUNTER HIT

If your opponent starts an attack, and you counter with an attack of your own, it will be a Counter Hit and you will be able to inflict more than the normal damage. If a Counter Hit succeeds, your opponent may fall to the ground or stagger, so it becomes easier to launch follow-up attacks.

WALLS

If you collide with a wall as a result of being attacked by your enemy, you will take damage from hitting the wall in addition to the damage from the attack. Therefore, it is an incredible disadvantage to be cornered against a wall. On the other hand, if you corner your opponent against a wall, you will be at an advantage. One of the keys to victory is how well you utilize walls, so use sidesteps and think about the direction in which to quick recover against walls in order to get into a good position.

BASIC TECHNIQUES

WALL UKEMI (WALL QUICK RECOVERY)

⊗ or ⊙ (into the foreground) / ◻ or ▲ (into the background)

Enter this command when your opponent has slammed you against the wall, and you will recover and get to one side or the other of your opponent.

If you get cornered, use a Position Change. Even if you get cornered against a wall, you will still be able to escape and evade your opponent's follow-up attacks.

BASIC THROW EVASION

▲

SIDE THROW EVASION

▲ or ◻

Enter these commands at the right time when you have been grabbed into a throw, and you will be able to evade the attack.

You will be able to prevent a Basic Throw from the front by using the ▲ button, but in the case of throws from the left or the right, you must press the Punch button corresponding to the side your opponent has grabbed. You cannot evade throws from behind.

COUNTER THROW ATTACK

◀▲+⊙ (or ◀◻+⊗) matched to your opponent's attack

Some of the characters are able to execute a Counter Throw Attack in response to their opponent's attack. Unfortunately, only high and mid range attacks can be avoided, and the success of the attack is dependent on the timing.

PARRIES

HIGH AND MID PARRY

◀▲+◻ (or ◀⊙+⊗) matched to your opponent's high or mid range attack

Some of the characters can turn aside their opponent's high or mid range attacks. If you are successful, you can quickly attack your enemy by taking advantage of their vulnerability.



BASIC TECHNIQUES

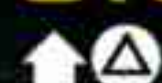
LOW PARRY

⇐ matched to your opponent's low range attack

All characters are able to execute this parry. If you hit the directional buttons at the right time, you will be able to turn aside the low range attack. If you are successful, you can quickly attack your enemy by taking advantage of their vulnerability.

GROUND ATTACK

STOMP



Use this move when you have knocked an enemy to the ground. Jump on to your enemy with all your weight. You can execute this attack even when your opponent is not knocked down.

TRAMPLE ATTACK

Run into the enemy after taking four or more steps. This is a type of dash attack where you trample the enemy as you run over him. If your opponent is not down on the ground, this will become an Unblockable Tackle.

ELEVATION DIFFERENCES

Some stages of Tekken 4 have elevation differences that affect the attacks in certain situations.

When both characters are standing, the attacks are automatically adjusted for elevation, so it is no different than fighting on level ground. Its effects appear when you execute a follow-up attack against an opponent down on the ground. Attacks that would hit the target on level ground might not hit on an uneven surface, and vice versa. In general, it will be harder to hit with follow-up attacks if you are positioned higher than your opponent and it will be easier to hit if you are positioned lower.

Attacks that would strike the target on level ground...



...will not hit their marks when there is a difference in elevation.

BASIC TECHNIQUES

GETTING UP WHEN YOU ARE DOWN

RISE UP IN PLACE



Rise up right where you are. This is the quickest way to get up.



FORWARD ROLL / BACKWARD ROLL

► (Forward Roll) / ◄ (Backward Roll)

Rise up as you roll toward or away from your enemy. This is a useful way to adjust your distance from the opponent.



ROLL SIDEWAYS

◻ (into the background) / ◻+▼ (into the foreground)

Roll over when you are knocked down. From this position, you can continue to perform a Forward or Backward roll or rise up kick.



BASIC TECHNIQUES

RISE UP INTO LOW (MID) KICK

⊗ (low) / ⊙ (middle)

Recover from being on the ground and perform a low (mid) range kick, all in one motion.



RISING ANKLE KICK

↓+⊙ (or ⊗) when on the ground facing up

While lying on your back with your feet toward the enemy, use this move to execute a quick but weak kick. This is effective against enemies closing in for a follow-up attack.



SPRING KICK

⊙+⊗ at the beginning of a backward roll

As with the ankle kick, this move is possible only when you are lying on your back with your feet toward the opponent. It is an effective counter-attack when an enemy approaches to finish you off.



RIISING CROSS-CHOP

□+△ at the start of a backward (forward) roll

Just like the above two kicks, perform this attack lying on your back with your feet toward the enemy. This will allow you to execute a chop as you fly towards your opponent.



ADVICE

There are many commands and techniques in Tekken 4, but you will not become victorious if you execute one move repeatedly. Here are some tips on how to turn the match in your favor.

LEARN HOW TO GUARD

There are two guard methods, "Standing Guard" and "Crouching Guard," and it will be necessary for you to use them properly in response to your opponent's attacks. In order to do that, you will need to quickly determine the kind of attack your opponent is launching and guard against it. You will never win consistently if all you do is execute attacks without using any defense. By learning the proper moment to attack and defend, your level of combat will improve dramatically, so always be mindful of defense.



USE POSITION CHANGE

You can switch positions with your opponent by using Position Changes. This is an effective technique for when you are cornered against a wall or for pushing your opponent up against a wall.



Also, you can use Position Changes to slam your opponent against walls to inflict damage. If you succeed in slamming your opponent against a wall and getting him down on the ground, you may be able to execute combos with follow-up strikes. If you execute combos against a wall, your opponent will take damage from the normal attacks as well as from the wall, so you can turn the tables on the opponent quickly.

If you execute a Position Change in a situation when you are backed up against a wall...



...you can switch positions and reverse the tide of battle.

ADVICE

USE DIFFERENT MOVES EFFECTIVELY

Your opponent can defend easily against monotonous attacks, making it difficult for you to inflict any damage. Break through their guard by striking at different levels and using swift attacks. If you succeed in breaking through their guard, you should be able to execute more powerful attacks or combos.

HIGH, MID, AND LOW RANGE ATTACKS

There are three categories of attacks—high, mid, and low—and it is very important to utilize these properly. If you continually use only high / mid range attacks or low range attacks, your opponent will defend against them easily. If you use several high / mid range attacks, try using a low range attack next. Learn a pattern of attack that is difficult for your opponent to guard against. Try different things and find what works for you.

HIGH RANGE ATTACK



MID RANGE ATTACK



LOW RANGE ATTACK



USE THROWS

If your opponent has a solid guard, mix up your strikes with throws. Even if your opponent guards, he cannot dodge a throwing technique unless he inputs the throw evade command. Therefore, this is useful if your opponent is constantly guarding. Also, it can be effective to mix in powerful moves, like Unblockable Attacks.

When your opponent is preoccupied with defense, throwing techniques are useful.



ADVICE

CAPITALIZE ON THE ENEMY'S VULNERABILITY

After the opponent executes a powerful attack, they will be open to a counterattack. If your opponent comes at you with a big move, guard yourself well and then counterattack. Unfortunately, there will not be a big enough opening for you to execute a powerful attack yourself. Though the damage you inflict may be small, it is better to execute moves that strike quickly before your opponent regains his balance.

After a powerful attack, the enemy is vulnerable, so use that chance to counterattack.



LEARN COMBOS

After a certain move hits, if you input a specific command, the moves may flow into the next. Combining attacks in this way is called a Combo. When you get Combos to connect, it will inflict far more damage than a single attack, and you will be able to defeat your opponent faster. There are a couple of example Combo styles listed below, but there are many more ways of doing it besides those listed here, so try to find your own style of executing Combos.

FLOATERS

Some attacks lift your opponent into the air if they connect. These are called Floaters. When your opponents are in the air, they are unable to move, so you can execute combo attacks against them. Also, your opponents cannot counterattack while they are in the air, so you can execute big, powerful moves that you would not risk executing when both of you are standing.

The drawback is that the opening you leave when executing a Floater is big, so if you miss, it will be easy for your opponent to counterattack.

When your opponent is in the air, you need not worry about being counterattacked or defended against.



ADVICE

10 HIT COMBO

A 10 Hit Combo is a Combo Attack that you can execute by inputting predetermined commands for a maximum of 10 attacks in a row. Several varieties have been prepared for the majority of the characters. You will need practice in order to learn all of it, but there is no doubt that once you have mastered them, they will become powerful arsenals. For specifics on the commands, refer to the Practice Mode.

Break your opponent's guard, and prepare to execute a combo.

START



COMBO COMPLETE!

KAZUYA MISHIMA

Twenty years ago, Kazuya lost to Heihachi and was thrown into the mouth of a volcano. A few days later, he was brought back to life by G Corporation, a biotech firm making revolutionary advances in the field of biogenetics research.

With G Corporation's aid, Kazuya investigated the biomechanics of the Devil Gene within him by subjecting himself to various experiments. Kazuya believed that once he unlocked and controlled the power of the Devil Gene, he would be powerful enough to defeat Heihachi and destroy the Mishima Zaibatsu.

Twenty years later, the Tekken Forces attacked G Corporation's facility and stole their research data. Kazuya was also targeted in the attack.

Kazuya was infuriated by Heihachi's interference once again. He was determined more than ever to exact his vengeance. Kazuya was not fooled by the sudden announcement of The King of Iron Fist Tournament 4. He knew that it was a trap orchestrated by Heihachi to lure him out.

Despite this knowledge, Kazuya enters the Tournament — this is his chance to defeat Heihachi.

FLASH PUNCH COMBO

□□△

LEFT SPLITS KICK

⇨⇨✕

HEEL DROP

△○○

DRAGON UPPERCUT

⇨★▲□

SPINNING DEMON

⇨★▲○○○

DEMON GOD FIST

while rising △

TWIN PISTONS

while rising □△

SPINNING BACKFIST

⇨⇨△

JAW BREAKER

during sidestep □+△

HIP THROW

approach enemy △+○

STEVE FOX

Steve was a young British boxer enjoying his run as the middleweight champion of the world.

Adopted during infancy, Steve sought the identity of his biological parents, as well as the origin of the scar on his arm.

One day, Steve was ordered by a Mafia group to throw a high-stakes fight, but he refused and instead won the fight.

Unfortunately, the Mafia made good on their threats and put a price on Steve's head. With the Mafia in hot pursuit, Steve fled England for the United States and led a life on the run. But Steve soon realized that no matter what he did, the Mafia would eventually catch and kill him. He would never learn the truth of his past.

Motivated by this realization, Steve sought the limelight once again, and entered The King of Iron Fist Tournament 4.

ROCKET LAUNCHER

□→■□

BEAT DOWN

□→■△

STUN GUN

□→□+△

FLICKER STANCE

□+△

BRITISH LANCER

during flicker stance ◀△

SPITFIRE COMBO

during flicker stance □□□△

TEMPEST COMBO

during flicker stance □□→□

RIGHT SHOULDER RUSH

×△

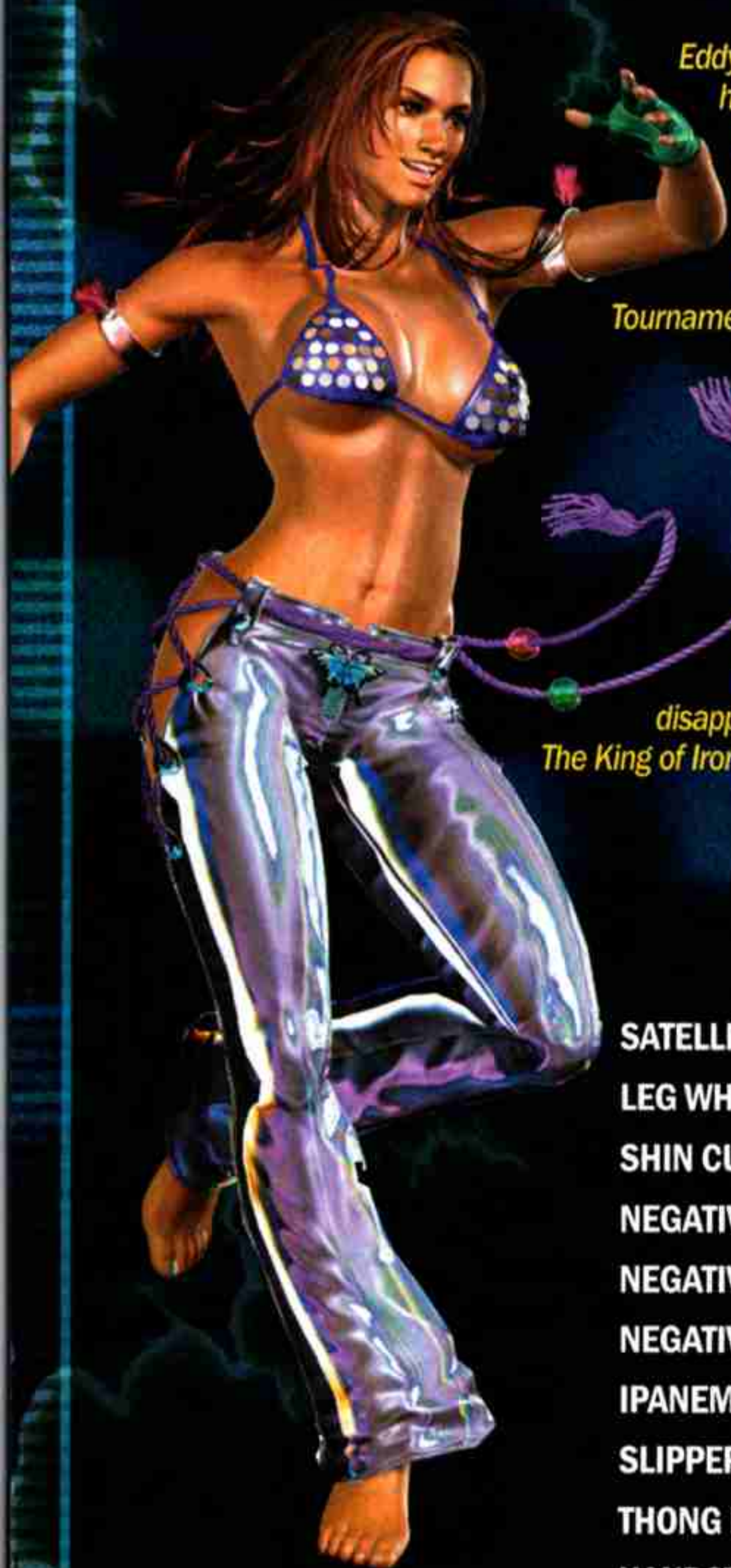
DOUBLE STINGER

×□□

GUT WRENCHER

approach enemy △+○□

CHRISTIE MONTEIRO



Eddy Gordo learned Capoeira from a master during his imprisonment. This master had a granddaughter named Christie. While in prison, Eddy swore an oath to him that he would pass on the art of Capoeira to Christie.

Shortly after returning from The King of Iron Fist Tournament 3, Eddy took Christie under his wing and taught her the art of Capoeira, just as he promised.

She became an impressive fighter after two years of training.

But Eddy left abruptly soon thereafter. "Those responsible for my father's death must pay." His words were all that was left behind for Christie.

Troubled by his sudden and mysterious disappearance, Christie pursued Eddy. Her only lead — The King of Iron Fist Tournament 4.

SATELLITE MOON ROUNDHOUSE

○×○

LEG WHIP MARS ATTACK FLIP

←○×+○

SHIN CUTTER COMBO

⇒△□○

NEGATIVA

⇒×+○

NEGATIVA TO FLARE COMBO

from negativa △×

NEGATIVA TO AU MALADRO

from negativa △○

IPANEMA WINGS

from negativa ○×

SLIPPERY KICK TO SIDE FLOP

×○○○

THONG BIKINI TO LOW KICK 2

⇒×○○

HANDSTAND

⇒□+△

CRAIG MARDUK

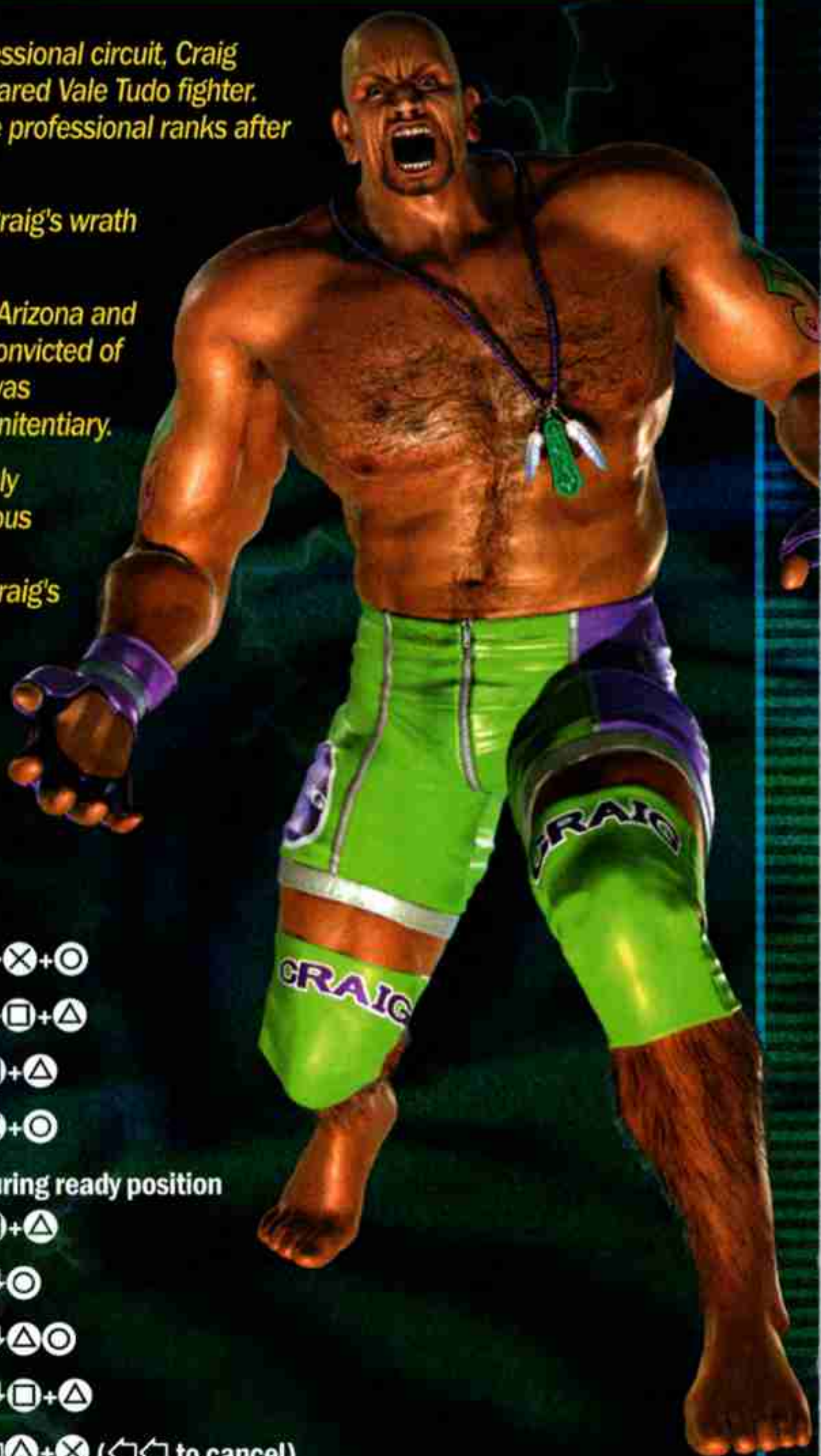
Undeclared for four years in the professional circuit, Craig Marduk was once a respected and feared Vale Tudo fighter. However, Craig was expelled from the professional ranks after being linked to a minor scandal.

Bitter against his peers and society, Craig's wrath consumed his soul.

One day, Craig started a bar brawl in Arizona and killed an opponent during the fight. Convicted of second-degree manslaughter, Craig was sentenced to 10 years in the state penitentiary.

Two years later, Craig was mysteriously released from prison. Some anonymous "benefactor" had apparently paid off numerous judiciaries to arrange for Craig's release.

An envelope was delivered to Craig shortly thereafter. It contained a plane ticket and a newspaper article about The King of Iron Fist Tournament 4...



IRONMAN TACKLE

↘+X+○

ANNIHILATOR HAMMER

↘+□+△

POWER KNUCKLE

□+△

READY POSITION

X+○

DOUBLE LEG TAKE DOWN

during ready position

□+△

KNEE SLICER

↘+○

ALLIGATOR COMBO

↘+△+○

BATTERING RAM

↘+□+△

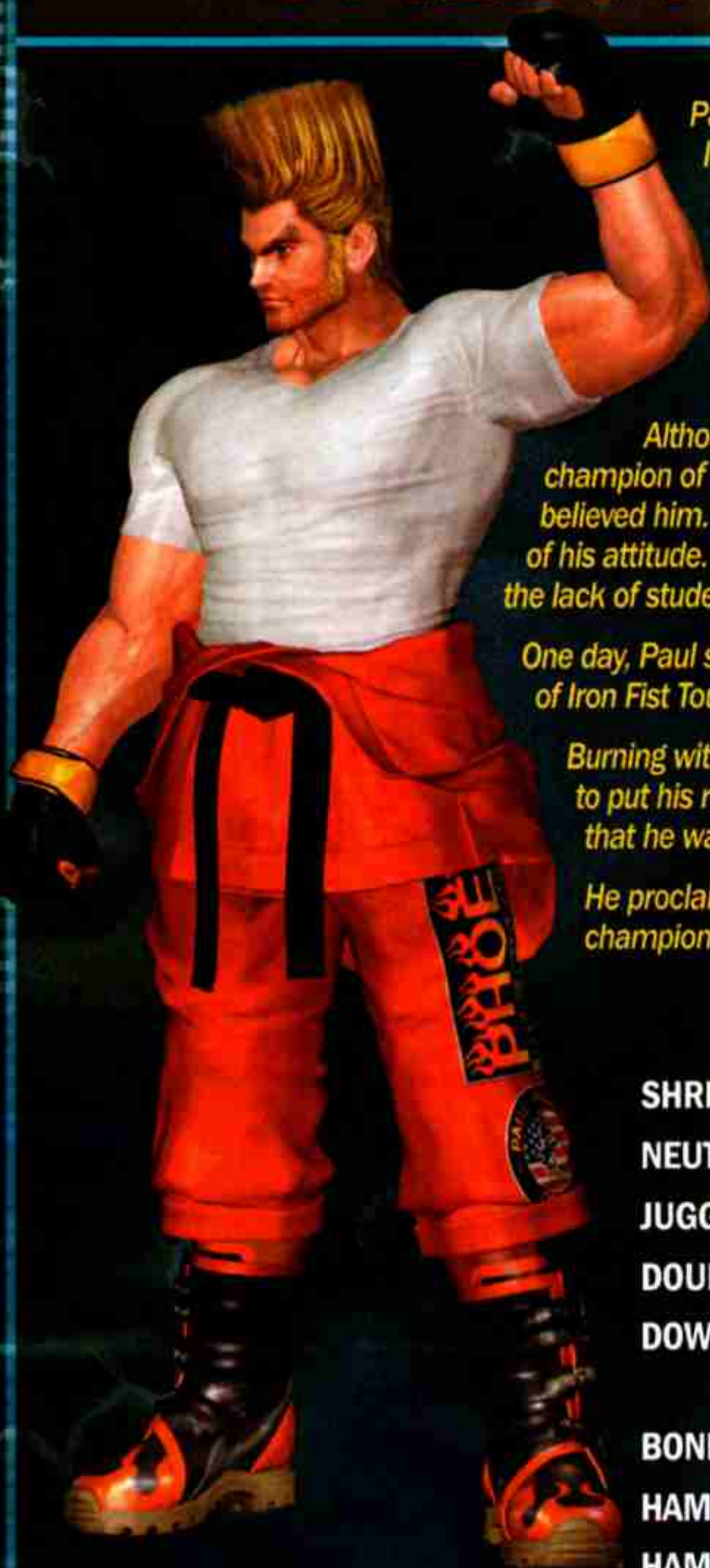
DEATH BRINGER

↘+△+X (↘↘ to cancel)

KNEE BREAKER

approach enemy △+○

PAUL PHOENIX



Paul went undefeated through the entire King of Iron Fist Tournament 3, and even triumphed over Ogre. Swelling with pride, Paul returned home.

However, unknown to Paul, Ogre morphed into his second form — True Ogre — and the Tournament continued after his departure.

Although Paul claimed that he was the TRUE champion of The King of Iron Fist Tournament 3, few believed him. And even those who did, eventually grew tired of his attitude. Eventually, his dojo went out of business from the lack of students.

One day, Paul spotted a newspaper flyer announcing The King of Iron Fist Tournament 4.

Burning with desire to win this Tournament, Paul decided to put his reputation on the line and prove once and for all that he was the one true champion.

He proclaimed, "This time, I'll be the undisputed champion!"

SHREDDER

□×○

NEUTRON BOMB

□→○

JUGGERNAUT

□→△□

DOUBLE HOP KICK HIGH

□→×○○

DOWN STRIKE

while enemy is down ↓△

BONE BREAKER

↓○△

HAMMER PUNCH

↓□

**HAMMER PUNCH
TO POWER PUNCH**

↓□△

PHOENIX SMASHER

↓△→△

SHOULDER POP

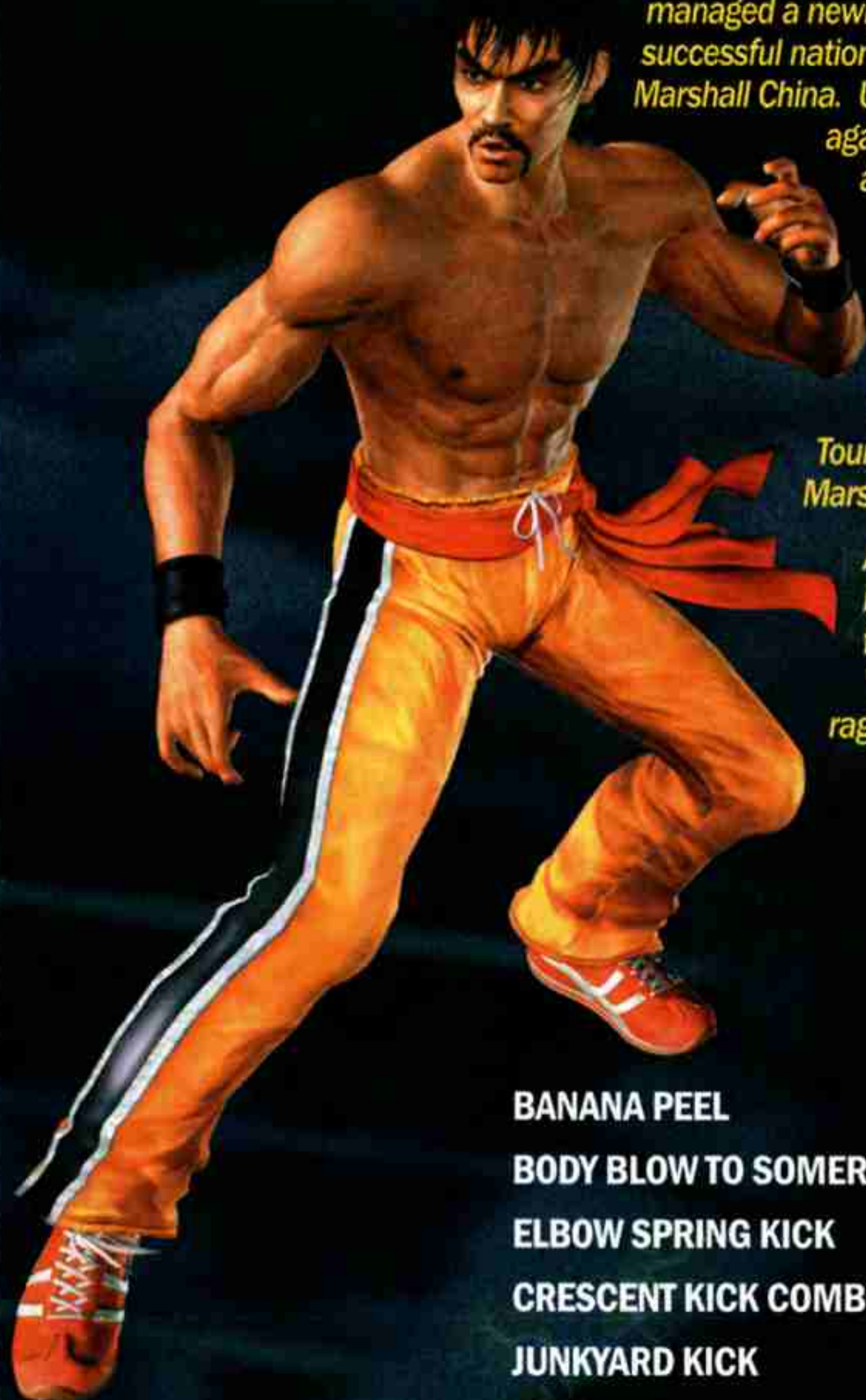
approach enemy △+○

MARSHALL LAW

Marshall Law was a successful businessman — he managed a newly established dojo, and owned a successful nationwide Chinese fast food chain called Marshall China. Unfortunately, he lost a franchise war against a competing restaurant chain and had to declare bankruptcy a year later. Unable to cope with failure, Marshall fell into depression and spent his days at home on his couch in a drunken haze.

Then one day, a notice for the Tournament arrived at his doorstep. Marshall's eyes flashed with renewed vigor.

After a month of intense training, he beat himself back into top physical form. "This is it," he said to himself, "It's all or nothing!" The fire within him raged hotter than ever before.



BANANA PEEL

→→○

BODY BLOW TO SOMERSAULT

↓△×

ELBOW SPRING KICK

↗△○

CRESCENT KICK COMBO

○↗×

JUNKYARD KICK

←△×

DRAGON STORM

←□△□

RAGE DRAGON COMBO

△△□△

POISON ARROW

→△□

CHARGE POWER PUNCH

↗□+△

(↗↗ to cancel)

HOPPING FROG

approach enemy △+○

LING XIAOYU

Xiaoyu was a junior at Mishima High School. But lacking any particular goals, Xiaoyu grew tired of her daily routine.

One day, she received an anonymous e-mail warning her of Heihachi's evil intentions, and the dangers she faced. Though Xiaoyu replied to the e-mail in hopes of an answer, she didn't receive any further messages.

Xiaoyu's intuition told her that Jin, who had been missing since the last Tournament, could be the sender. She believed in the message and began to distrust Heihachi and the Mishima Zaibatsu.

Upon hearing the announcement of the next Tournament, Xiaoyu decided to enter in hopes of being reunited with Jin, and to unveil the truth behind Heihachi and the Mishima Zaibatsu.



NUTCRACKER

△○

CROSS LIFTING PALMS

△△△

CRESCENT MOON KICK

○×

PHOENIX TWIN KICK

△○

FORTUNE COOKIE

△+△△△

SUNSET FAN

△△

STREET SWEEPER COMBO

△×○

X MARKS THE SPOT

△+△△+△

FORTUNE

△△△

RUBY

approach enemy △+○

KING

Armor King was murdered. King swore upon Armor King's grave that he would seek revenge against the man responsible for his mentor's death.

The murderer was currently serving time in an Arizona State Penitentiary. With the money he saved from professional wrestling tournaments, King arranged for the murderer's release from prison.

King then sent him a plane ticket and an article about The King of Iron Fist Tournament 4.

With his plans in motion, King headed for the Tournament to await his sworn enemy, the Vale Tudo fighter.



SHADOW LARIAT

→△+□

FRANKENSTEINER

△×+○

CORPORATE ELBOW

↓△+□

SHOULDER TACKLE

→×+△

SIDEWINDER

←△

ELBOW STING

△□△

JAB UPPERCUT

↓□△

STAGGER KICK

↓×+○○○

KONVICT KICK

→→○

SUPLEX

approach enemy △+○

HWOARANG

Back in his homeland of Korea, Hwoarang was drafted into the military and assigned to a SpecOps unit. Although his success in various missions was highly regarded, his penchant for disobeying rules and orders gave his senior officers more than a few headaches.

Hwoarang felt a strange emptiness within him. He recalled longingly of the days hustling money in street fights, the rush of hand-to-hand combat, and his fight against Jin Kazama. The military could not quell these yearnings.

One day, the announcement of the next Tournament reached Hwoarang's ears. For the first time in years, his blood began to stir. He would defeat Jin, Heihachi Mishima, and anyone else who dared to stand in his way of claiming Mishima Zaibatsu as his own. Bursting with anticipation, Hwoarang slipped out from the military base and headed for the Tournament.



HOT FEET

○○○○○

BLIZZARD KICKS

○○○○×

AXE MURDERER

○×

GRAND THEFT

⇨○○

FIRECRACKER

⇩○○

NOSE BLEEDER

⇦○

ANKLE BITER TO

CRESCENT KICK

⇨○○

TORPEDO KICK

⇨⇨○

CHEAP SHOT SNAP KICK

⇨××

FALCON DICE KICK

approach enemy △+○

YOSHIMITSU

As the leader of the Manji Party, Yoshimitsu dedicated himself to providing food, medical assistance, and shelter to the ever-increasing number of political refugees around the world. Unfortunately, with a constant lack of necessary funding and manpower, Yoshimitsu was unsure about the future of his organization.

When Yoshimitsu heard about The King of Iron Fist Tournament 4, he envisioned a union between the Manji Party and the Mishima Zaibatsu.

With this dream in his mind, Yoshimitsu decided to enter the Tournament immediately. He must defeat Heihachi Mishima at any cost.

SWORD SMASH

→→△

FUBUKI

→→○

SOLAR KICK SHARK ATTACK

→→○+×□+△○+×

SLAP U SILLY

←□□□□□□

DEATH COPTER SLICE

↖□+△↘

FACE SPLITTER

←←□□+△

SOUL STEALER

□+○

HARAKIRI

↘□+○

QUICK SLASH

↘□

SWORD FACE SMASH

approach enemy △+○

CREDITS

PUBLISHED BY

NAMCO HOMETEK INC.

DESIGNED AND DEVELOPED BY

NAMCO LTD.

PROJECT SUPERVISOR

YAS NOGUCHI

LOCALIZATION MANAGER

NORIKO WADA

LOCALIZATION PRODUCER

NAO HIGO

DIRECTOR OF MARKETING

STACEY HIRATA

PRODUCT MARKETING MANAGER

JIM ATKISS

PR MANAGER

HUGO REYES

QUALITY ASSURANCE MANAGER

BRIAN "FURY" SCHORR

CREDITS

PRODUCT COORDINATOR

JAMES GUIRAO

LEAD ANALYST

DARYLE "DA-RUL" TUMACDER

CQC TEAM

MIKE PETERSON

CHRIS STANLEY

MATT PETERSON

TESTERS

JASON COLE

ADRIAN ESCULTURA

JESSE MEJIA

PACKAGE AND MANUAL DESIGN

PRICE DESIGN TEAM

SPECIAL THANKS

YOSHI HOMMA

JESSE TAYLOR

BERRY KANE

ROBERT ENNIS

GARRY COLE

JENNIFER TERSIGNI

MASANORI KATO

TAKAHIRO NODA

LINDSAY GRAY

MICHAEL MURRAY

NOTES

NAMCO'S TOP SECRET INFO LINE

1-900-737-2262

\$.99/minute for automated tips.

\$1.25/minute for live counseling.

Pricing subject to change without notice.

Live Counselors available 9am-5pm Monday-Friday Pacific Time.

All the secrets, tricks and cheats!

Under 18, please have your parent's permission.

Touchtone phones only.

For Guncon or Guncon2 support or for information not found on the 900 line, write to:

Namco Hometek Inc.

ATTN: Customer Service

2055 Junction Avenue

San Jose, CA 95131

Before returning any defective materials to us, please contact us for a Return Merchandise

Authorization (RMA) number. You can reach us at the address above or via e-mail at

Support2@namco.com. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Namco HomeTek Inc., 2055 Junction Avenue, San Jose, CA 95131 www.namco.com

TEKKEN®4 & ©1994 1995 1996 1999 2001 NAMCO LTD., ALL RIGHTS RESERVED. Manufactured pursuant to license with Namco Holding Corp.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

namco®