

THE TEKKEN 5



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.

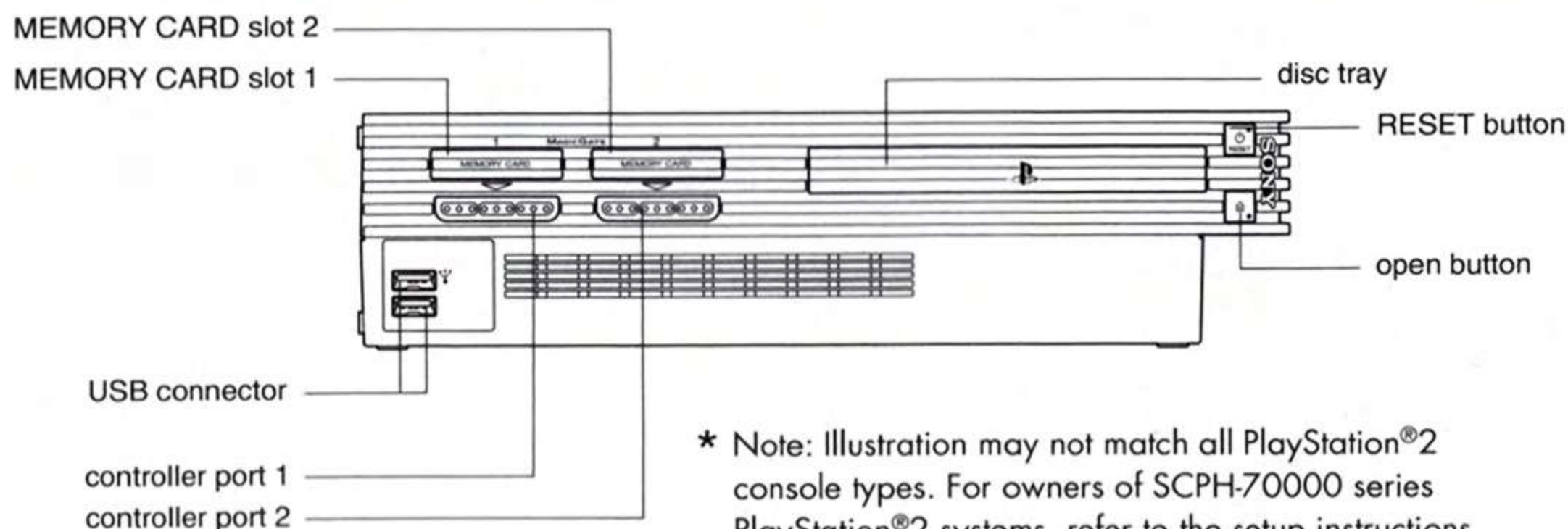
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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GETTING STARTED



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

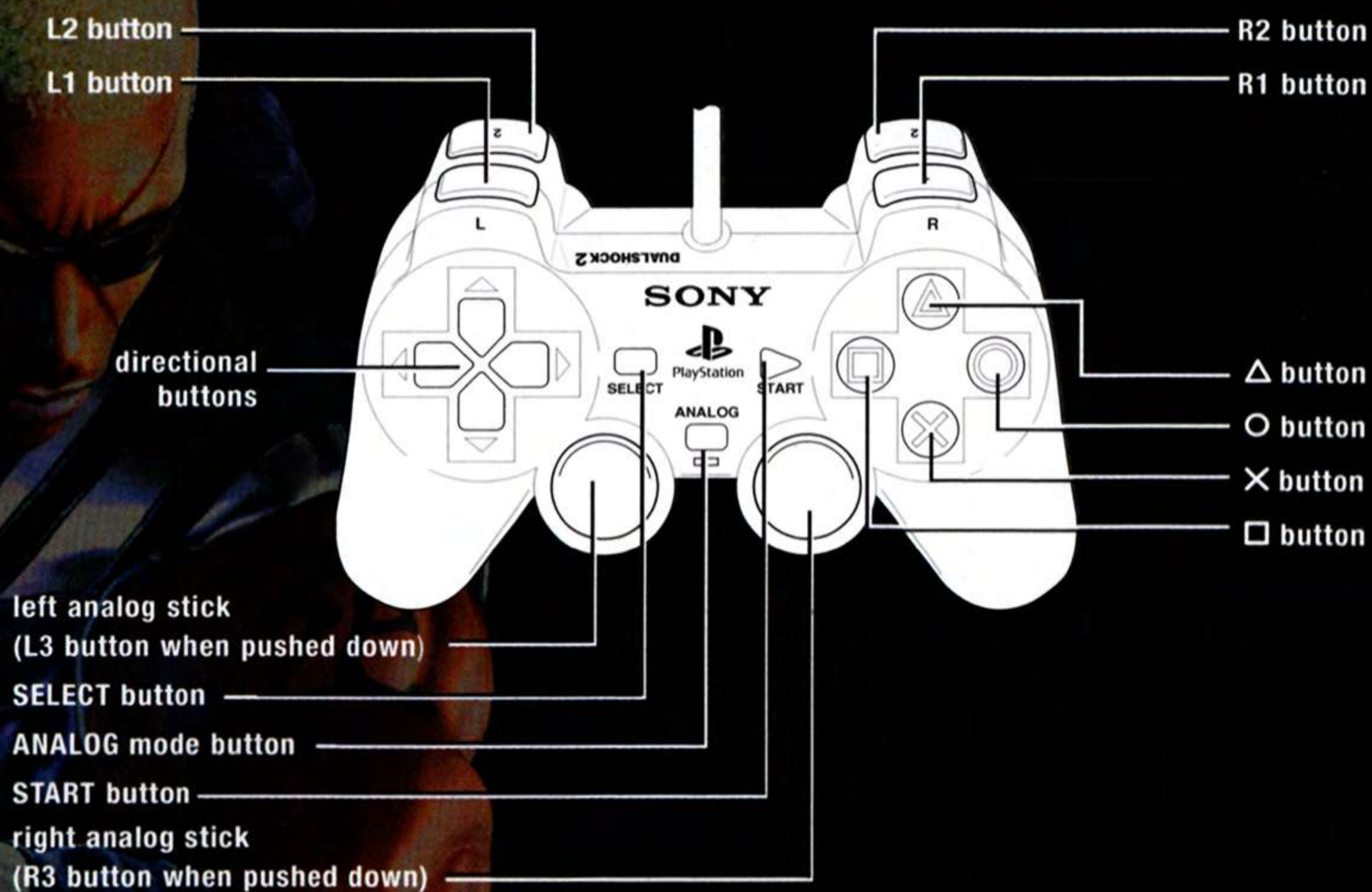
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Tekken*®5 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 (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. *Tekken*®5 requires 57KB.

STARTING UP

DUALSHOCK®2 analog controller configurations



To select a menu option, follow the on-screen button prompts and press the button to accept and the button to go back. *Tekken 5* supports the DUALSHOCK®2 analog controller. The left analog stick works during the bonus mode, *Tekken: Devil Within*.

GAME CONTROLS

READING THE BUTTON CONTROLS

All controls shown in the manual are for the DUALSHOCK®2 analog controller.

ARROW CONTROLS

➡ – Hold directional button.

⇒ – Press direction quickly.

★ – No directional input.

BUTTON CONTROLS

○ × – Press buttons sequentially.

○ + × – Press buttons simultaneously.


[○ ×] – Press buttons in sequence quickly.

ABOUT PROGRESSIVE MODE

If you have a Progressive Mode-enabled (525p) television with Component Video inputs, you can enjoy a higher quality picture by using a PlayStation®2 Component Video Cable (SCPH-10100) to connect your PlayStation®2 computer entertainment system and television.

If you do not have a Progressive Mode-enabled (525p) television with Component Video inputs or do not use the PlayStation®2 Component Video Cable (SCPH-10100), the picture may not display properly.

MODE SELECT

Press the START button at the Title screen to display the Mode Select screen. Select a mode and press the  button.

Note: For detailed play directions, see Game Modes on page 11.

STORY BATTLE

Fight your way through different stories depending on the character you choose.

ARCADE

Battle against the CPU or a friend in a one or two-player game.

TIME ATTACK

Defeat computer-controlled opponents in the fastest possible time.

VS BATTLE

In this two-player mode, you can set handicap values to give the weaker player an advantage.

TEAM BATTLE

This is a one or two-player mode. Create a fighting team of up to eight characters.

SURVIVAL

Defeat as many opponents as you can. When your health meter runs out, the game is over.

PRACTICE

Play as any character you want and practice his or her fighting style.





MODE SELECT

TEKKEN: DEVIL WITHIN

Play as Jin Kazama in a 3D action-adventure game.

ARCADE HISTORY

Play the arcade version of the early *Tekken* series.

THEATER

View movies or listen to the game's background music.

CUSTOMIZE

Change the player name or equip characters with customized items.

OPTIONS

Change game settings, adjust the display, access the memory card (8MB) (for PlayStation®2) or view records.

THE RULES

MATCHES AND ROUNDS

Win a set number of rounds before your opponents do to win the match.

To win a round:

- Attack until the opponent's health meter hits zero.



TIME LIMITS

Each round has a time limit. If both fighters are standing when Time Up is called, the one with the highest health percentage wins.

DRAWS

- A draw is called when there's a double knockout or if both fighters' health meters are equal when Time Up is called. Both fighters are awarded a point.
- If there's a draw in the final round of Arcade Mode, the game is over.
- If there's a draw in a two-player battle, whoever played first wins. In VS Battle Mode, if a draw is called, the match is over.

GAME OVER AND CONTINUE

Lose in Story Mode, Arcade or Time Attack and the game is over. However, to continue play and restart from the last stage in these modes, press the START button during the continue countdown. For *Tekken: Devil Within*, when the game is over, select Retry on the Game Over screen to continue play.

THE GAME SCREEN

View important on-screen information during a fight. Pay special attention to fighter health and time remaining.



HEALTH

Each time a fighter takes damage, the health meter decreases. When the meter runs out, the fighter is knocked out and loses the round.

ROUND TIME

This timer shows the time remaining in the round. When time runs out, the fighter with the highest health wins.

Note: Round times can be set from 30 seconds to infinity under Game Options in the Options menu.



THE GAME SCREEN

CHARACTER NAME

View each character's name here. The player 1 character is always on the left.

ROUNDS TO WIN

Each circle represents a round in the stage. The total number of circles shows the rounds needed to win. Each time a round ends, a circle under the winner lights up.





Note: The number of rounds needed to win a stage can be set on the Game Options of the Options menu.

PLAY TIME

This is your total elapsed gameplay time.

CHARACTER SELECT SCREEN

Once you choose a game mode from the Mode Select screen, the Character Select screen appears. Use the directional buttons to highlight the character you want and press a punch or kick button to make a selection. Your button choice designates the outfit your chosen character will wear:





- Press the  or  button to choose the player 1 outfit.
- Press the  or  button to choose the player 2 outfit.



PLAYER 2 CHARACTER SELECTION

To add another player to an Arcade or Team Battle, press the START button on a second controller while the Character Select screen is displayed or after a match begins. The Character Select screen then becomes available for player 2 to choose a character or team.

TWO-PLAYER STAGE SELECTION

In VS Battle and Arcade, the player who joins or challenges a match can select the stage. Once the player 2 character is selected, press the  button to select a stage at random or press the   directional buttons before pressing the  button to select a specific stage.

GAME MODES

STORY BATTLE

Choose a character and battle your way through the *Tekken 5* story as it is revealed for your chosen character. Continues are limitless in Story Battle.



ARCADE

Battle against the CPU or another player. If defeated, you can continue and even select a different character before fighting again. You can also change the difficulty level before each match. Time limit and round number settings are locked once play begins, so be sure to set your game options before starting.

RANK

You start as a Beginner and increase in rank by winning matches. When you've won a certain number of matches, you get promoted to the next rank. As your opponents' ranks increase, so do their skills.



GAME MODES

FIGHT MONEY

After you've won a match, you may see a number followed by "G" at the bottom of the screen. "G" is fight money used to buy items in Customize mode (see page 21).



TIME ATTACK

Fight against the CPU and clear all stages as fast as possible. You can continue play after a defeat, but you can't choose another character.

VS BATTLE

This is a two-player fighting mode that includes handicapping to even the odds. Choose your characters and stage of battle. After the battle's over, you can choose new characters and fight again.



VS BATTLE HANDICAPPING





If one player is a better or more experienced fighter, create a handicap by adjusting the length of a character's health meter. When the Set Handicap prompt appears, press the ← or → directional

GAME MODES

buttons to change the health meter percentage. If a character's health meter is set to 50%, for example, he or she will only require half the normal punishment to be defeated.

VS Battle mode allows you to use customized characters saved on a memory card (8MB) (for PlayStation®2). Insert a memory card (8MB) (for PlayStation®2) containing saved customized characters into MEMORY CARD slot 1 (for player 1) or MEMORY CARD slot 2 (for player 2).

STAGE SELECT



Choose a stage when the stage names appear on the Character Select screen. Press  or  to select a stage at random or press the  or  directional buttons to cycle through the stages.



TEAM BATTLE

This is a one or two-player game mode. Create a killer team of up to eight fighters and take on another team in elimination battles. Once a character is defeated, he or she is out of the match. Each time you defeat an opponent, your fighter enters the next round having recovered some lost health.

SELECTING THE TEAM

First, decide how many characters you want on the team by pressing the  or  directional button. Next, select the characters you want in the order you want them to fight.

GAME MODES

SURVIVAL



Defeat as many opponents as possible in this one-player mode. Your character must defeat all combatants with a small replenishment of health awarded for victories. When your health meter runs out, the contest is over.

PRACTICE

This mode helps you learn the fighting disciplines of any character.

THE PRACTICE MENU

Access the Practice Menu by pressing the START button during play. Highlight Mode Select and press the ← and → directional buttons to view and set options for Freestyle, VS CPU Training and Defensive Training practice modes.



GAME MODES

FREESTYLE

Practice your moves with a training dummy in this basic practice mode.

- If you want to practice with a real person, set the Training Dummy to Controller on the Practice Menu. Now a friend can help you practice using the player 2 controller.
- You can also record personal combo techniques. On the Practice Menu, set Command Capture to On and follow the controls at the lower right of the game screen.

VS CPU TRAINING

Select an opponent and fight at any difficulty level to sharpen your skills.

DEFENSIVE TRAINING

Learn to defend against a specific character's moves. Open the Command List and select one of the opponent moves. Return to the game screen. Press the SELECT button when you want the training dummy to begin executing the attack.

TEKKEN: DEVIL WITHIN

As Jin Kazama, defeat a swarm of opponents and uncover the truth of his past and the devil gene.

CONTROLS

| BUTTON | MOVEMENT |
|--------------------|-----------------------|
| left analog stick | Move |
| right analog stick | Control camera |
| R3 button | Reset camera position |
| L1 button | Special attack |
| L2 button | Change lock-on target |
| R1 button | Lock on |
| R2 button | Change lock-on target |
| ○ button | Jump |
| ⊗ button | Kick |
| △ button | Guard |
| □ button | Punch |
| START | Pause |
| SELECT | Show/hide map |

TEKKEN: DEVIL WITHIN

HOW TO PLAY

Fight your way toward the bottom of the lab by defeating every opponent in the area. A boss fight awaits you at the end. Defeat the boss to complete the stage. The Result screen is displayed when you complete a stage, followed by the Save screen.

Note: If you select Devil Within or Arcade History, the game enters the save mode. Make sure to save the game before starting these two modes because any unsaved data will be lost once you start (especially if Auto Save is not enabled).

THE GAME SCREEN

Use the information on the Game screen to defeat opponents efficiently.

HEALTH

When the health meter runs out, it's game over.

DEVIL GAUGE

Enter a command when the meter is full to transform Jin into Devil Jin.


FORCE

This is cash just like fight money. Use it to buy items in the Customize screen (see page 21).



TEKKEN: DEVIL WITHIN

PAUSE MENU

Press START to view the Pause menu during a game. Select an item using the directional buttons or left analog stick and confirm with the  button.

CANCEL

Exit the Pause menu and return to the game.

CAMERA TYPE

Change the camera type.

VIBRATION

Turn the vibration feature on or off.


RESTART

Play the stage from the beginning.

RETURN TO DEVIL WITHIN TITLE


End the game and return to the Title screen.

DEVIL JIN

Your character turns into Devil Jin if you press the L1 +  buttons when the Devil Gauge is full. Devil Jin's attack power is stronger than usual, but his health declines with time, so use this power wisely.



ARCADE HISTORY

This mode contains *Starblade*, *Tekken*, *Tekken 2* and *Tekken 3*. Select a game with the directional buttons and confirm it with the  button. The game starts after a brief tutorial. The four games in this mode are arcade games.



THEATER

Enjoy the opening movie, background music or the ending movie for each character in this mode. Select Movie or Music from the menu.

Place the cursor on Movie and press the **→** directional button to move the cursor to the list of characters. Choose a character and press the **→** directional button to view the list of movies. Select a movie and press the **⊗** button to play it. Stop a movie by pressing the **△** button.







Place the cursor on Music and press the **→** directional button to see the playlist. Choose a track using the **↑** and **↓** directional buttons and press the **⊗** button to hear it. Stop the music by pressing the **△** button.

CUSTOMIZE







Register a player name or equip characters with an item. The registered player names are displayed on the Character Select screen and game screen.

EDIT PLAYER NAME

Register player names here. Choose letters with the directional buttons and confirm with the  button. Use the L1 or R1 button to switch letter types. When you finish entering a name, select End and press the  button. When the confirmation screen is displayed, press the  button once again to complete registration. Select Yes and press the  button once again to complete registration.



CHARACTER CUSTOMIZE

You can buy and equip items. First, select a character to buy the item for and press the punch or kick button. Use the  and  directional buttons to choose categories (such as the head and body) and press the  directional button to show the list of items. Select an item using the  and  directional buttons and buy or equip it with the  button.



OPTIONS

Change game settings, controller settings or make display and sound adjustments. You can also access the memory card (8MB) (for PlayStation®2) to load or save game data.



GAME OPTIONS

Difficulty Level: Adjust CPU fighter difficulty from Easy to Ultra-Hard.

Rounds: The number of rounds needed to win the match.

Round Time: Set the time for each round. Settings include Infinity.

Guard Damage: When set to On, your character will take damage when guarding.

Character Select Cursor: Save the last cursor position on the Character Select screen so the cursor highlights the same character the next time you open the screen.

Quick Select: Enables you to quickly select characters on the Character Select screen.

Default: Return to default settings.

SOUND OPTIONS

Speaker Output: Select stereo or mono.

BGM Volume: Adjust background music volume.

SE Volume: Adjust sound effects volume.

Stage Effects Volume: Adjust the sound volume for all stage effects such as wind noises and machinery.

Subtitle: Choose subtitle display options.

Default: Return to default settings.

OPTIONS

CONTROLLER SETUP

Settings: Change button configurations

Vibration: Set the vibration function on DUALSHOCK®2 analog controllers to On or Off.

Default: Return to default settings.

RECORDS

Character Usage: See how often a character was used.

Greatest Survivors: Survival mode records.

Time Attack: Time Attack mode records.

DISPLAY SETTING


Adjust Display: Adjust screen position.

Screen Ratio: Adjust the height and width of the screen.

Brightness: Adjust the brightness levels.

Progressive Mode: This feature is compatible only with a Progressive Mode-enabled (525p) television with Component Video inputs.

About Progressive Mode

Press  on Progressive Mode to bring up the confirmation screen, then select Yes to switch to Progressive Mode. If Progressive Mode doesn't display properly, the game will revert to normal display after ten seconds.

Flicker Free: Use this setting to control screen flickering.

Default: Return to default settings.

MEMORY CARD (PS2)

Load Data: Load previously saved game data.

Save Data: Save current game data.

Auto Save: Turn the Auto Save feature On or Off.

BASIC TECHNIQUES

In *Tekken 5*, you control your character by combining the directional buttons with Punch and/or Kick buttons. Here's an explanation of controls all characters have in common.

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 those moves down before going into combat.

Note: These commands are for characters facing right.

NORMAL MOVEMENTS

Advance: ➡

Retreat: ⬅



CROUCH

Crouch: ↙

Crouch Advance: ↘



RUN

Run: ➡➡ or ➡➡➡➡

If an enemy's far away, close the distance quickly by running.



JUMP

Jump: ↗

Small Jump: ↗



BASIC TECHNIQUES

SIDESTEP

Into the foreground: ↓

Into the background: ↑

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; use them to execute basic attacks.

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

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



BASIC TECHNIQUES

TYPES OF ATTACKS

The attacks in *Tekken 5* are divided into three categories: high attacks, mid attacks and low attacks, depending on where the attack hits your opponent. Study your opponent carefully and use different categories of attacks depending on the situation.

HIGH ATTACKS

Hit standing enemies with high attack. You can also use this attack to strike at opponents jumping toward you. High attacks won't hit a crouching opponent and don't cause damage to enemies in a standing guard stance.

MID ATTACKS

Hit both standing and crouching enemies with mid attacks. You can also hit opponents floating in the air. These attacks don't damage opponents in a standing guard stance.

LOW ATTACKS

Hit both standing and crouching enemies with low attacks. They can be blocked by a crouching guard stance or avoided by jumping.

BASIC TECHNIQUES

DASH ATTACKS

TACKLE



Collide with your opponent after taking three 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.

UNBLOCKABLE TACKLE

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

With the unblockable tackle, you run toward your opponent and shoulder tackle them. This move cannot be blocked or counterattacked.

RUNNING CROSS ARM

Take three or more running steps and press the  +  buttons. Charge in with the mid attack and cross chop. If the attack succeeds, you'll knock the enemy down.

SLIDING DASH

Take three or more running steps and press the  button.

Slide in and hit the opponent with a low range attack. With King or Yoshimitsu, this command executes a different move.



BASIC TECHNIQUES

THROWS

BASIC THROW

○+△ or ◻+×

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



GUARDING

STANDING GUARD



Defends against high attacks and mid attacks, but vulnerable to low 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 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 to execute a Quick Roll and get back up.



UKEMI (QUICK ROLL) WITH DIRECTIONAL BUTTON

- ← (roll backwards) / → (spring forward)

Enter this command the moment you are about to hit the ground to execute a Quick Roll. Press the directional buttons away from your opponent to roll backward and get up. Press the directional buttons toward your opponent to get up quickly.



UNBLOCKABLE ATTACKS

Each character has 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's a clean hit and you'll inflict more damage than normal.

Not all techniques turn into a clean hit, however. You must execute the move when close to your opponent to successfully score a clean hit.

BASIC TECHNIQUES

COUNTER HIT

If your opponent starts an attack, and you counter with an attack of your own, the counter hit inflicts more damage than normal. If a counter hit succeeds, your opponent may fall to the ground or stagger, so it's easy to launch follow-up attacks.

WALLS

If you collide with a wall as a result of an enemy attack, you take damage from hitting the wall in addition to the damage from the attack. Therefore, it's a significant disadvantage to be cornered against a wall. On the other hand, if you corner your opponent against a wall, you get the advantage. One of the keys to victory is how well you utilize walls, so use sidesteps and anticipate positions that allow quick recovery when cornered.

BASIC THROW EVASION

△ or □

Enter these commands at the right moment when you're grabbed to evade the attack.



SIDE THROW EVASION

△ or □

With throws from the left or right, you must press the Punch button corresponding to the side your opponent grabbed. You cannot evade throws from behind.

BASIC TECHNIQUES

ATTACK REVERSAL

← △ + ○ (or ← □ + ×) time with your opponent's attack

Some characters can execute attack reversals. Unfortunately, only high and mid attacks can be avoided, and the success of the attack depends on the timing.

PARRIES

HIGH AND MID PARRY

← △ + ○ time with your opponent's attack

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

LOW PARRY

↘ time with your opponent's attack

All characters can execute a low parry. If you hit the directional buttons at the right time, you can turn aside a low attack. If the parry is successful, quickly attack your enemy to take advantage of their vulnerability.

GROUND ATTACK

STOMP

↑ △

Use this move when you've knocked an enemy to the ground. Jump on 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 becomes an unblockable tackle.

BASIC TECHNIQUES

GETTING UP WHEN YOU'RE 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're knocked down. From this position, you can perform a forward or backward roll or rise up kick.



RISE UP INTO LOW OR MID KICK

⊗ (low) / ⊙ (middle)

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



BASIC TECHNIQUES

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. 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're lying on your back with your feet toward the opponent. It's an effective counter-attack when an enemy approaches to finish you off.

RISING 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. You can execute a chop as you fly toward your opponent.

CHARACTERS

RAVEN

Fighting style: **Ninjutsu**

Nationality: **Unknown**

An international intelligence agent considered highly skilled and iron-hearted, codename RAVEN. Apart from a scar in the shape of an X on his face, his details, including age and nationality, are unknown. Raven entered the tournament to find out who or what is behind the event.



Unicorn's Tail ← △ △ ×

Shadow Spear → △

Crusader □ + △

Illusion Sweep ← □ + △ ×

Blind Ghost ↘ × + ○



FENG WEI

Fighting style: **Chinese Kenpo**

Nationality: **Chinese**

Feng Wei wants to be the most powerful fighter ever. Ambitious without reason, he broke the rules of his dojo forbidding contests with martial artists of other styles. When his master intervened, Feng Wei killed him. Now, he seeks to recover the secret scroll and perfect his art of the "God Fist."

Falcon's Beak ← → □

Iron Palm ← □

God Fist ↘ △ △

Tremor Stomp → → ×

Spreading Wings → → ○ ×

CHARACTERS

ASUKA KAZAMA

Fighting style: **Kazama Style Traditional Martial Arts**

Nationality: **Japanese**

Ever since she was a child, Asuka received training in Kazama Style Traditional Martial Arts from her father. One day, Asuka's father was roughed up and sent to the hospital. A police detective told Asuka the perpetrator was likely to enter the tournament, so she decided to enter as well.

| | |
|------------------------|------------------------------|
| Falling Tower | ↘ □ △ |
| Heaven's Hammer | ↓ △ |
| Exorcisor | → □ + △ |
| Sacred Blade | [× ○] |
| Falling Rain | Approach enemy ↓ ↘ ↓ ↙ □ + △ |



JIN KAZAMA

Fighting style: **Karate**

Nationality: **Japanese**

Jin Kazama, the son of fate born to Kazuya Mishima and Jun Kazama, is plagued by recurring nightmares. They began after a grueling battle where Jin left Honmaru behind. The influence of the devil gene is growing stronger. Without intervention, it's only a matter of time before he'll be completely overcome.



| | |
|--------------------------------|-----------|
| Switch Blade | △ ○ |
| Savage Sword | ↘ △ △ × |
| Median Line Destruction | □ + △ |
| Heat Seeker | → × × ↘ × |
| Thrusting Uppercut | → ★ ↓ ↙ □ |

CHARACTERS

KING

Fighting style: **Pro Wrestling**

Nationality: **Mexican**

After defeating Marduk, King headed to Marduk's hospital room to finish him and avenge his master's murder. But King realized the foolishness of his desire for vengeance and walked away. After Marduk declared his desire for a revenge match, King vowed, "I will not stand by and allow my mentor's name to be disgraced!"

- Quick Hook** ← □
- Snap Uppercut** While rising □+△
- Body Check** → □+○
- Falling Heel Kick** ↗ ×
- V Driver** Approach (crouching enemy)
↓ △+○



NINA WILLIAMS

Fighting style: **Assassination Arts**

Nationality: **Irish**

To regain her memory, Nina met with her sister for the first time in several years. Upon seeing her sister's face, Nina remembered her past and immediately started to shoot. The shootout lasted a few days, but neither sister could make a decisive hit. They decided to settle their fight at the upcoming tournament.

- Sadistic Cupid** → → △
- Shockwave Palm** ← □+△
- Spike Combo to Right Uppercut** × × △
- Deadly Assault** ← × ○ ○
- Wipe the Floor** ↓ ↘ ○



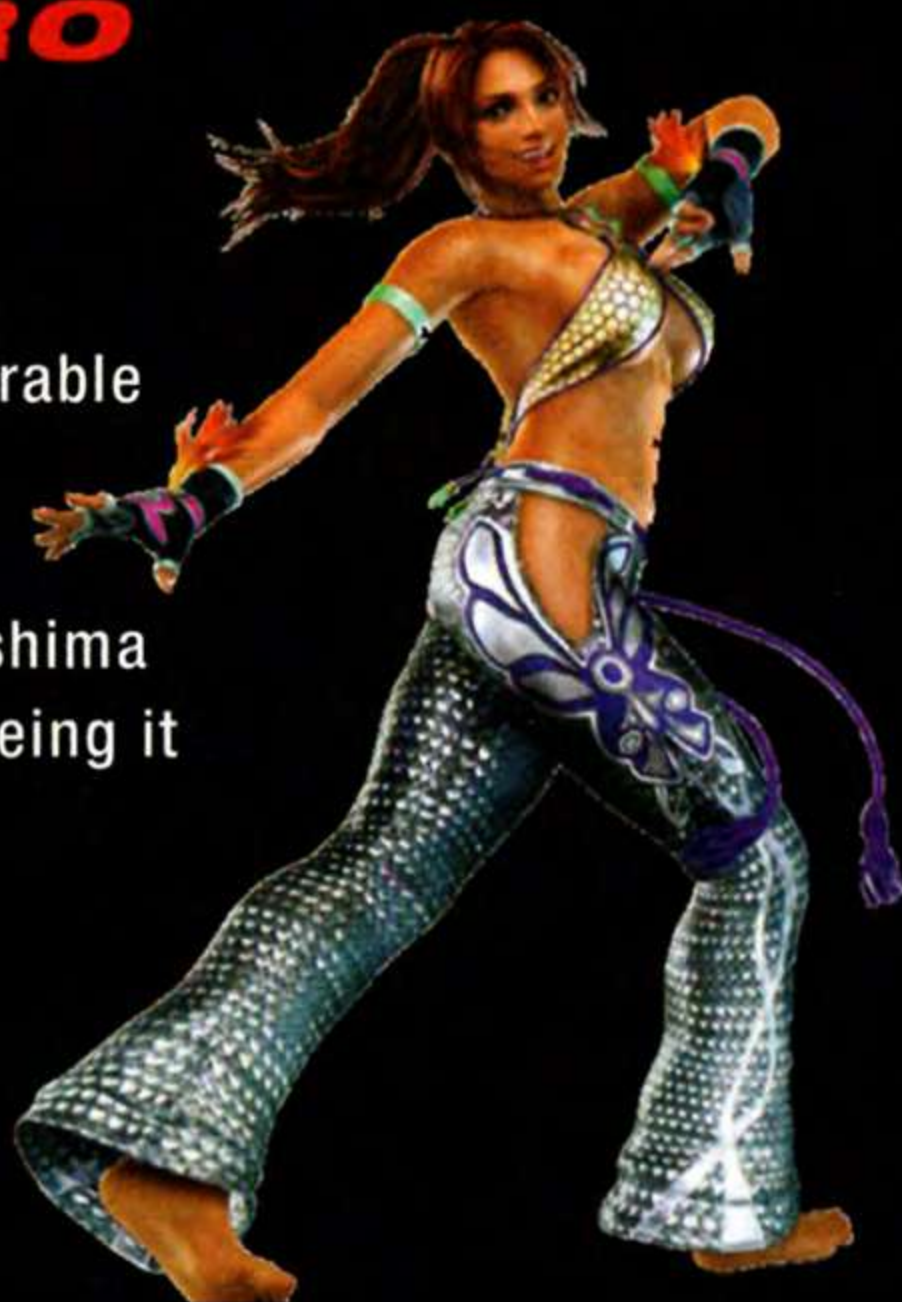
CHARACTERS

CHRISTIE MONTEIRO

Fighting style: **Capoeira**

Nationality: **Brazilian**

Christie's grandfather was diagnosed with an incurable illness. Without treatment, the doctors gave him only six months to live. Christie hoped a cure was possible using the advanced technology of the Mishima Zaibatsu. She decided to enter the tournament, seeing it as a chance to save her grandfather.



Shin Cutter Combo → △ □ ○

Gancho Chibata × ○

Acrobacia ↑ ×

Jumping Jacks Mirage ↗ × ×

Reversao → × + ○

CRAIG MARDUK

Fighting style: **Vale Tudo**

Nationality: **Australian**

Craig Marduk, undefeated Vale Tudo fighter. Marduk was infuriated over his loss to King in the previous tournament. After being released from the hospital, he started a harsh training regimen to hone his body into the ultimate weapon. The revenge match will take place at the King of Iron Fist Tournament 5.



Double Hook Combo → △ □

Cannonball ↘ □ + △

Around the World Approach enemy
→ → □ + △

Ultimate Knee Approach (crouching enemy) ↓ △ + ○

Rib Buster (Enemy face down) by enemy's side ↗ □ + × or △ + ○

CHARACTERS

JACK-5

Fighting style: **Sheer Force**

Nationality: **N/A**

JACK-5, beloved heavy machinery soldier with no heart. Two years ago, a physicist completed the mass-produced fighting weapon, JACK-4. Later, she started development of JACK-5 based on the data collected from the deployment of JACK-4. She sees the upcoming tournament as the perfect chance to test her latest weapon.



- Jab to Jackhammer** □ □
- Diamond Cutter** ← □
- Jackhammer** → → □
- Rocket Uppercut** → → △
- Power Shovel** ↗ △



JULIA CHANG

Fighting style: **Xing Yi Liu He Quan, Various Kenpo Styles Based on Ba Ji Quan**

Nationality: **American**

Julia Chang, forest rejuvenation researcher. Disappointed she wasn't able to recover her research data during the King of Iron Fist Tournament 4, Julia looked for new direction in her research. But she needed the lost data. To fulfill her hopes for forest rejuvenation, Julia decided to enter this year's tournament.

- Tequila Sunrise**
- Double Elbow** While rising △ △ □+△
- Sidestep Lightning Bolt** During sidestep △ □
- Raging River** → → □+△
- Buffalo Charge** □+△ ○ ← → □+△
- Double Lift Kick** ↗ ○ ×

CHARACTERS

KAZUYA MISHIMA

Fighting style: **Mishima-Style Fighting Karate**

Nationality: **None**

Kazuya suffered a defeat at the hands of Heihachi and was later defeated again by Jin at Honmaru. Kazuya escaped from Honmaru when the enemies were off guard. He morphed into a devil before taking flight just as Honmaru exploded. He entered the King of Iron Fist Tournament to exact revenge.



- Slaughter Hook** ↘ ◻ ▲
- Slaughter High Kick** ↘ ◻ ○
- Devil Cutter** → → ▲
- Spinning Demon to Left Hook** → ★ ↓ ↘ ○ ◻
- Gates of Hell** Approach enemy ↓ ↘ ↓ ↘
◻ + ▲

LING XIAOYU

Fighting style: **Hakke Sho and Hika Ken-Based Chinese Martial Arts Style**

Nationality: **Chinese**

Xiaoyu cried when she heard Heihachi had been killed. In her sorrow, she wished she could go back in time. One day, Xiaoyu met a self-proclaimed genius who boasted he could invent a time machine if only he had the money. To fund the invention, Xiaoyu decided to enter the tournament.



- Cross Lifting Palms** ↘ ▲ ◻
- X Marks the Spot** → → ◻ + ▲ ◻ + ▲
- Peacock Kick** ← ×
- Phoenix Tail** During sidestep ×
- Shooting Star** ↗ × + ○

CHARACTERS

HWOARANG

Fighting style: **Tae Kwon Do**

Nationality: **Korean**

The Korean Army took Hwoarang into custody during the last round of the King of Iron Fist Tournament 4, keeping him from his long-awaited fight with Jin Kazama. Two months later, he was finished with his military service. With nothing holding him back, Hwoarang is free to pursue a confrontation with Jin Kazama.



Sweep Kick ↙ ⊗

Eruption to Left Flamingo During sidestep ⊗ ⊗

Spinning Trip Kick During sidestep ○

Overhead Kick Approach mid-air enemy ↘ ⊗+○

Bloody Guillotine ↑ ⊗+○

MARSHALL LAW

Fighting Style: **Martial Arts**

Nationality: **American**

After failing in the restaurant business and the last tournament, Marshall received a phone call. His son had caused a serious accident after taking Paul's motorcycle for a joyride. To earn enough money to cover the damage and hospital bills, Marshall entered the King of Iron Fist Tournament 5.



Fury Fist Rush ↓ ↘ → □ △ □ △

Dragon Strike Combo → → △ □ ⊗

Blind Elbow Combo Back toward enemy △ △

Dragon Spin Kick ← ⊗

Dragon's Flight During Dragon Charge
⊗+○

CHARACTERS

PAUL PHOENIX

Fighting style: **Integrated Martial Arts Based on Judo**

Nationality: **American**

Paul recognized his overconfidence when he was dealt a severe blow and lost the last tournament. He had forgotten some important lessons and strayed from the path to becoming a great fighter. He wanted to rediscover what he had lost. Two months later, he entered the King of Iron Fist Tournament 5.

- Body Blow to Sway** ↘ ◻ ←
- Wrecking Ball** ← △
- Riptide** ↓ ↘ → ◻ + △
- Hammer of the Gods** → ◻ + △
- Lights Out** ← ⊗



LEE CHAOLAN

Fighting style: **Martial Arts**

Nationality: **Japanese**

Lee entered the last tournament to defeat Heihachi. However, it was Kazuya, supposedly long dead, who defeated a confused Lee. After a failed attempt to take control of the Mishima Zaibatsu, Lee became enraged. "What? Is it Kazuya? He's always in my way!" Motivated by revenge, Lee entered the tournament.



- Left Right Combo to Mist Step** ◻ △ → ★
- Revolution Zwei** → △ ⊗
- Pulse Blast** → → ⊗
- Acid Storm** → ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗
- Deadly Edge** → → ⊗

CHARACTERS

LEI WULONG

Fighting style: **Five Form-Based Chinese Martial Arts**
Nationality: **Chinese**

Interpol detective from Hong Kong, AKA "Super Police." Lei was investigating serial rampage incidents at dojos around China when the culprit disappeared. After a similar incident in Japan, Lei was certain the next target would be the King of Iron Fist Tournament 5 and decided to enter the competition himself.

- Mauling Dragon** → → △
- Tiger Fang** ↘ □ + △
- Angry Viper** During Snake □ + △
- Turbulent Winds** → → ○ × + ○
- Bicycle Kicks** During Sidewind × + ○



STEVE FOX

Fighting style: **Boxing**
Nationality: **British**

Steve entered The King of Iron Fist Tournament 4 to show off his strength to the world and find out where he came from. With the help of Lei Wulong, he learned the secret of his birth. Having made a comeback as the world champion, Steve immediately decided to enter the next tournament.

- Ducking Body Blow** → △
- Sky High** ↗ △
- Stun Gun** → □ + △
- Gut Drill** ○ △
- Cyclone Knee Clip** × + ○ ↓ △

CHARACTERS

YOSHIMITSU

Fighting style: **Manji-Style Advanced Ninjutsu**

Nationality: **None (formerly Japanese)**

Yoshimitsu, head of the Manji Party that helps the starving people of the world. When members of the party were threatened, Yoshimitsu rushed to their aid, but many members were slaughtered. When Yoshimitsu heard the perpetrator had entered the tournament, he signed up as well, seeking revenge on behalf of his dead friends.



Thunder Blade ← ← □ + △

Prison Gate ⇒ □ + △

Manji Dragonfly ↑ □ + △

Guillotine Crow Kick ↑ × + ○

Kamikaze ⇒ × + ○

BRYAN FURY

Fighting style: **Kickboxing**

Nationality: **American**

Bryan Fury, a replicant created by Dr. Abel, entrusted himself to Dr. Boskonovitch to receive technological upgrades. Boskonovitch installed a perpetual power generator in the cyborg. Instead of thanks, Bryan killed several people at the facility. Then he decided to enter the tournament, thinking it the perfect test of his newly installed generator.

One Two Body Blow □ △ □

Jet Uppercut ⇒ ← △

Anaconda Rage × × ○

Front Kick

Double Hammer ← × □ + △

Anaconda Assassin Approach enemy ⇒ ⇒ □ + △

Chains of Misery Approach enemy ↓ ↘ ↓ ↙
□ + △



CREDITS

Developed by
NAMCO LIMITED

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LOCALIZATION

Localization Manager
Hiroshi Tanaka

Localization Producer
Taiki Homma

QUALITY ASSURANCE

QA and CS Manager
Glen A. Cureton

QA Supervisor
Daryle Tumacder

QA Lead Testers
Jesse Mejia
Chris Stanley

Assistant QA Lead Testers
Alan Hopkins
Phil Musil

QA Testers
Paul Demoraes
Jonathan Cordero
Steve White
Victor Tsao
Joe España
Mel Baltazar
Justin Lockshaw
Amir Bakhshaie
Jeff Evert
Richard Horan
Thatchery Drummond
Mike Arwine
Pascal Inthavisay
Ryan Kirkman
Shaun Alonzo
Tom Jiang
Daniel Beckwith
Peter Bautista
Avicalendriya Das Morgan
Jomokian Arbuckle
Gene Duenas

Leticia Duenas
Mark Walker
James Cao
Jesus Barragan
Benjamin Gehrke
Randy Reyes
Carlos Baltodano
James Bettencourt
James Barron
Mike Desenganio
Shaun Woo
Dave Rhea
Sang Lee
Jhune Dela Cruz
Scott Pendleton
Corey Chao
Kenrick Mah
Jason Chan
Raymond Pietz
Aries Laderas
Phil Bella

Business Unit Director
Yoshi Niki

MARKETING

Senior Marketing Manager
Yoko Nakao

Public Relations Manager
Kristin Calcagno

Channel Marketing Manager
Brian "Fury" Schorr

SPECIAL THANKS

Nobuhiro Kasahara
Robert Ennis
Garry Cole
Jennifer Tersigni
Nao Higo
John Hickey
Peter Garza
Wayne Shiu
Hiromi Nakajima
Takefumi Hyodo
Masanori Kato
The TAIKO:
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