

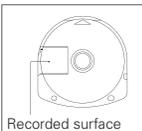
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

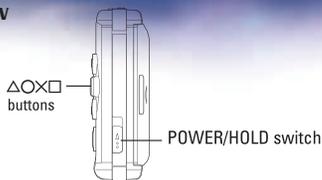
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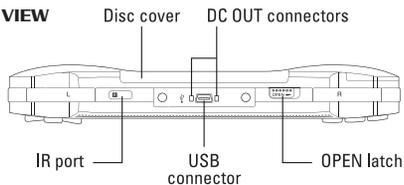
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **TEKKEN®: Dark Resurrection™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

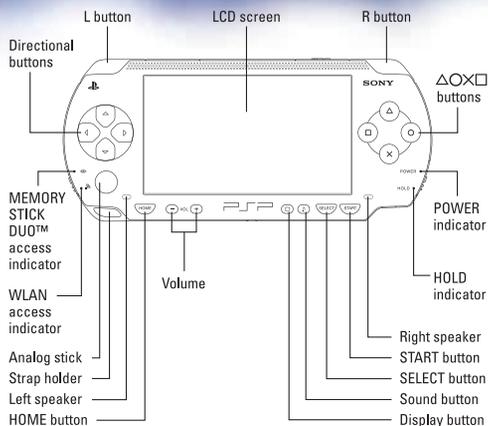
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP®. Saving game data requires a Memory Stick Duo™ with at least 224 KB of free space. Never remove the Memory Stick Duo™ from its slot while loading or saving game data. Game data saved on one PSP® cannot be loaded on a different PSP®.

STARTING UP

PSP® (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION



SYMBOLS USED IN THIS MANUAL

- Button symbols conform to the PSP® (PlayStation® Portable).
- "○" corresponds to the ○ button, "×" the × button, "△" the △ button, and "□" the □ button.
- "⇨" means tap the directional button, while "⇨" means to hold it down.
- When buttons are listed successively, such as "○×", rapidly press the corresponding buttons in the order listed.
- When plus signs are listed between buttons, such as "○+×", press the listed buttons simultaneously.
- Commands listed assume the character is facing right, and should be reversed when facing left.

NOTE: Do not attempt to imitate any moves or actions that appear in this game. Doing so may result in serious injury or death.

STORY

Following the conclusion of the King of Iron Fist Tournament 4...

Kazuya Mishima and Jin Kazama fight an epic father-son duel at Honmaru, of the Mishima Zaibatsu. When the dust settles, Jin is victorious. Disgusted, Heihachi Mishima turns his back on Kazuya.

"Was that the best you could do? Pathetic! You deserve to die."

A duel ensues between Heihachi and Jin...

Jin sprouts black wings and goes berserk with rage, proving to be more than a match for Heihachi. Jin, however, regains his senses just before dealing the lethal blow.

"Be thankful for Jun Kazama...for Mom."

Saying this, he flies off, leaving Honmaru behind. Heihachi is drained and defeated and lies sprawled on the ground. Once again, the battleground is silent.

However, the silence is short-lived. Soon the sound of an aircraft can be heard approaching. The buzz grows to a roar, and something can be heard launching from the craft. A hoard of Jacks suddenly burst through the ceiling, invading the compound.

At first Heihachi thinks that Kazuya has orchestrated the invasion. Kazuya, however, is roused by the rumbling and shaking, and obviously doesn't know what is going on either.

"Who are you?!"

Just as Heihachi shouts, the Jacks attack both of them. Heihachi and Kazuya are forced to fight together and begin destroying the Jacks. However, for every Jack they wreck, two more seem to take its place. Just as Heihachi begins to show signs of fatigue, Kazuya betrays him, hurling him into the midst of their enemies.

"Nnnnoooooo!!! Kazuyaaaaa!!!"

Ignoring Heihachi's screams, Kazuya escapes Honmaru while the enemies are distracted. Immediately afterwards, Honmaru erupts in a massive explosion and is annihilated. A man cloaked in black silently watches the explosion.

Placing his hand on his ear, he checks his transmission signal and reports: "Heihachi Mishima is dead..."

Immediately after his transmission, a single Jack attacks him from behind, but is obliterated with a single stroke of the man's blade.

With that, the man vanishes.

Desolated and in flames, all traces of Honmaru have been destroyed. No one remains to witness the creature that bursts out of the ground amidst the rubble.

The following day the world learns of the death of Heihachi Mishima, leader of the Mishima Zaibatsu. This should have marked the end of the Mishima Zaibatsu, but a mysterious figure assumes leadership of the organization, restoring order to it as if nothing has occurred.

One month passes...

Mishima Zaibatsu announces it will host The King of Iron Fist Tournament 5.

The mysterious King of Iron Fist Tournament is about to begin once more...



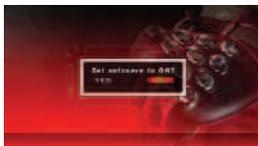
STARTING THE GAME

Once the game is started, the Title Screen will appear. Press the START button to proceed to the Create User Profile Screen.

CREATE PROFILE

When playing for the first time, you must create a profile. If a profile already exists, you will skip this screen and proceed to the Mode Select Screen.

1. Following the instructions on the screen, enter a player name.
2. Select the area you are from.
3. Next, set the game difficulty. Choose a difficulty from Easy to Ultra Hard.
4. Finally, configure the Autosave settings. Select "Yes" to enable the Autosave feature.



TUTORIAL

After creating a profile, you will be asked if you would like to go through a tutorial. Choose "Yes" or "No."



MODE SELECT SCREEN

Choose a mode with the directional buttons or the analog stick, and press the X button.



Quick Battle

Play against the CPU in a VS match or a team battle.

Story Battle

Play against the CPU while following each character's story.

Arcade Battle

Fight nonstop battles against ghosts (CPU).

Network

Fight other players in wireless (ad hoc) battles, and download data.

Tekken Dojo

Battle in dojos of various difficulty to see if you have what it takes to be the best martial artist of all.

Attack

Compete for the best time, most money, or the most opponents defeated.

Practice

Learn basic controls and practice each character's moves.

Bonus Games

Extra games that provide a break from the fighting.

PROFILE

View battle results and ghosts, and customize fighters.

Theater

View movies obtained during play, and listen to the game's BGM.

Options

Configure settings; save and load games.

SAVING GAMES

This game employs an auto save feature. Insert a Memory Stick Duo™ with at least 224 KB of free space into the Memory Stick Duo™ slot before starting the game. You can also save your game anytime using Save/Load in the Options Screen.

GAME CONTROLS

This section describes basic game controls. For more detailed controls, refer to the Basic Techniques section on pg. 22.

PSP® (PLAYSTATION® PORTABLE)

These are the controls for the character and menu screens. Press the START and SELECT buttons simultaneously to return to the Mode Select Screen anytime during play.

CHARACTER CONTROLS

- Directional buttons**..... Move character (main control)
Analog stick..... Move character (alternate control)
○ button..... Right kick
⊗ button..... Left kick
△ button..... Right punch
□ button..... Left punch
- You can choose whether to use the directional buttons or the analog stick to move your character in Control Settings.

MENU SCREEN CONTROLS

- Directional button**..... Select
Analog stick..... Select
○ button..... Cancel
⊗ button..... Confirm
START button..... Start game; show/hide
Pause Menu
HOME button..... Quit game

GAME SCREENS

Various items appear onscreen during battles, such as your health meter and the time limit. Understanding what these stand for will help you as you fight.

MATCH SCREEN

Matches take place on this screen. Screen elements may differ depending on the mode.



- 1. Play Time**
The amount of time elapsed since beginning the current mode.
- 2. Health Meter**
Each time a fighter takes damage, the health meter decreases. When the meter runs out, the fighter is knocked out and loses the round.
- 3. Character Name**
Player 1's name appears on the left, and Player 2's on the right.
- 4. Round Time**
When the time shown here reaches 0, the round is over and the player with the most health wins the round.
- 5. Rounds to Win**
The character who wins the required number of rounds wins the match.

PAUSE MENU

Press the START button while in the Match Screen to show the Pause Menu. Use the directional buttons or the analog stick to make selections, and press the ⊗ button to confirm the selection.

- Return to Game**.....Exit Pause Menu.
Command List.....View the character's moves.
Difficulty Level.....Set CPU difficulty.
Control Settings.....Change control settings.
Ghost Update.....Turn on to create or update ghosts.
Return to Mode Select.....Return to Mode Select Screen.

GAME MODES

This game features various modes, offering various styles of play. Match rules and screen elements differ depending on the mode.

QUICK BATTLE

Battle the computer in this mode. Duke it out one-on-one in VS CPU, or play with up to eight characters in TEAM BATTLE.

VS CPU

The Character Selection Screen appears when you choose VS CPU. Pick a character with the directional buttons or the analog stick, and confirm your choice with a punch button (□ button or △ button) or a kick button (× button or ○ button).

TEAM BATTLE

Create a team of multiple fighters to participate in elimination battles. Select the number of fighters to a team and those who will participate.

FIGHT MONEY

When you win a match, you receive fight money. This can be used to buy items for your character in the Customize menu.

THE RULES

This section introduces basic tournament rules.

MATCH FORMAT

When your opponent's health meter is completely empty, you win the round. The match is won when you win the designated number of rounds.

TIME LIMIT

Each round has a time limit. By the end of the time limit, if the battle has not been decided the character with the most health remaining wins.

DRAWS

If both fighters have an equal amount of health when the time runs out, or if a double knockout occurs, the round is a draw and both fighters receive a win. If the final round ends in a draw while battling a CPU opponent, the CPU opponent wins the match.

GAME OVER & CONTINUE

The game over screen appears when you lose a match. Press the START button to resume from the stage you lost.



STORY BATTLE

This mode features a story for each character that unfolds as you battle each opponent. The story is introduced after selecting a character and beginning the game. Following the introduction, the first match begins.

ARCADE BATTLE

As in the arcade version, opponents appear one after another in this mode. Opponents are Ghost characters with names, some stronger than others. Choose a character to begin the tournament.

GAME SCREEN

The match screen in this mode contains unique elements in addition to the regular match screen.

Player Data

Player name and rank.



Ranking match

Indicates that you can increase in rank if you win the current match.

RANK

Each character has a rank. All fighters start out as a Beginner. They receive experience points when they win matches, and increase in rank when they acquire certain amounts of experience points.



CHOOSE NEXT OPPONENT

You can choose your opponent for each match. After a match ends, a list will appear showing opponent names and rank. Use the directional buttons to choose your opponent.



Select Exit to quit Arcade Battle before starting the next match.

GAME MODES

GHOSTS

What are ghosts?

Ghosts are computer opponents with names that appear in Arcade Battle and other modes. Strengths and attack styles differ from opponent to opponent.



Player's ghost

You can save your fighting style as a ghost by setting Ghost Update to On in the Pause Menu.

Note: In order to save Ghost data, the Autosave feature must be turned ON. Also, Ghost data will not be saved if you soft reset or exit a mode using the Pause menu. In Tekken Dojo, Ghost data is saved after completing a League Match for a Ranking Tournament.

Exchanging ghosts

In Network mode you can trade your saved ghosts with friends using Data Exchange. Ghosts can also be downloaded from the game site through the Online feature.

NETWORK

Play over a network or exchange data.

Battle Lobby.....Go to lobby for network battles.

Game SharingSend current game to another PSP™ for VS Battle.

Data ExchangeTrade data such as ghosts with other players.

OnlineDownload ghosts and more from the game site.

BATTLE LOBBY

Choose your opponents from the list that appears in the lobby.

Opponent List

Player name and rank are displayed on the left. Your wins (W), losses (L) and draws (D) against each character are displayed on the right.

Network Battle Invite

Select an opponent with the directional buttons or the analog stick and press the **X** button to confirm. A list of network battle types will be displayed. Choose VS Battle or Team Battle to send the invite.



When an opponent accepts an invite, the challenger sets the rules. Choose a character after the rules are set.



GAME SHARING

You can send data to another PSP® and play a VS Battle. Note that stages cannot be selected, and the data will be lost if the receiving PSP® system is turned off.

DATA EXCHANGE

Exchange data with another PSP® system. You can exchange high score rankings for each mode, and ghost data.

Ranking Merge.....Select a player in the Lobby Screen and exchange rankings.

Send Ghost.....Send your ghost to another player.

Receive GhostReceive another player's ghost.

ExitReturn to the Network Menu screen.

ONLINE

Connect to the Internet to register rankings and download ghosts.

GAME MODES

TEKKEN DOJO

Join a dojo and take part in a league competition. Climb your way to the top rank in each dojo to graduate to the next. Upon graduating from a dojo, a new and more difficult dojo will appear. Clear all the dojos to complete this mode.

Story

GORIN, owned by the Mishima Zaibatsu, is a solitary island in the distant ocean.

Many training facilities called dojo, are scattered throughout the island.

Special training is provided using the Ghost System, which enables fighters to battle computer generated opponents in a virtual arena.

You visit the island to train and come to an ancient dojo standing on the water's edge.

Little do you know the Ghost System that is already gathering data from fighters throughout the world, has begun to watch the island's newest visitor.

GAME PROGRESS

1. Choose a character and set the mode difficulty level.
2. Select a dojo to enter. Only one dojo is available at the beginning of the game.
3. After selecting a dojo, choose a battle type from the menu and begin the match.



League MatchJoin a league and increase your rank.

Ranking TournamentThis tournament determines who is the strongest in the dojo. You can only participate in this when you have met certain conditions.

Free Battle.....Fight non-ranked matches.

ExitReturn to the Dojo Select screen.

BASIC RULES

First join a league and increase your rank. As you advance in the game, many events also take place.

Challenge Battle

Special battles will be presented to the player with different special conditions.

Strength of Ghosts

Each dojo has ghosts of varying strengths. The higher the dojo's difficulty rank, the stronger the ghosts are.

Leagues & Tournaments

Compete in leagues to increase your rank. Once you have achieved the specified rank you can participate in the Ranking Tournament. Win the tournament to be ranked number 1.

Fight Money & Prizes

When you win a league competition, you will be awarded fight money. When you become the top ranked fighter in a dojo, you will receive fight money as well as items.

Downloaded Ghosts

Ghosts downloaded via the Online feature also appear in Tekken Dojo.

Exiting Tekken Dojo

Select Exit on the Dojo Menu to return to the Dojo Select Screen, and then press the **○** button. Select Yes on the confirmation message that appears to exit this mode.

ATTACK

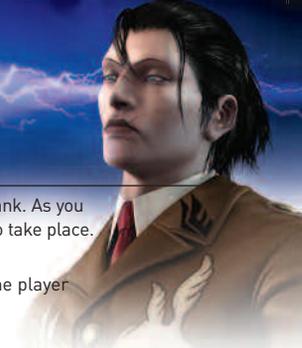
Try to earn the highest score in various minigames in this single player mode. High scores recorded in this mode can be entered on the Online rankings, via the Online feature.

PRACTICE

Learn how to play the game and practice moves in this mode. Practice entering commands, defending, and fighting in your personal style.

BONUS GAMES

This mode, which features such games as Tekken Bowl, becomes available when certain conditions have been met. Try to discover how to access this mode as you play!



GAME MODES

PROFILE

You can change your player name and customize characters in this mode.

EDIT PLAYER NAME

Change your player name. A confirmation message will appear after you input a name. Select Yes to accept the change.



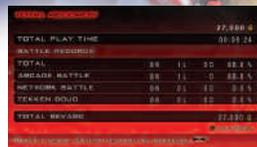
CUSTOMIZE

1. Buy and equip items.
First choose a character to customize.
2. The places where an item can be equipped are displayed, along with currently equipped items. Select a place to change items and press the **X** button to proceed to the next screen.
3. A list of items appears. Select items to buy or equip, and press the **X** button.



RECORDS

View overall results, such as battle results and playtime. Press the directional buttons or the analog stick left/right to switch to network battles.



RANKING

View high score rankings for each mode. Select which of the four rankings you wish to view.

Press the directional buttons or the analog stick up/down to scroll through rankings, and left/right to switch to other rankings.



Personal RankingRanking of records the player made.

Local RankingRanking that includes records exchanged with friends through Data Exchange.

World RankingViewable if registered in the Internet Ranking, Online.

Convention RankingViewable when participating in a ranking tournament Online.

GHOST LIST

View or delete ghost data.



My GhostsManage ghosts that you have created.

Friends' GhostsManage ghosts received from other players through Data Exchange.

Ghost PackChoose a ghost pack to use (activate) from your ghost packs downloaded Online.

GAME MODES

THEATER

You can view movies and listen to in-game music in this mode. Movies appear when certain conditions have been met during gameplay. You can also purchase movies with fight money.



Movie.....View movies, such as the ending movies obtained upon clearing Story Battle. First select a character, then a movie. The opening and other movies can be viewed by selecting Others on the Character Selection Screen.

Music.....Listen to music played during the game.

OPTIONS

Configure the game settings.

GAME OPTIONS

Set a variety of game options such as the CPU difficulty and round time limit. Select exit to accept the settings and return to the previous screen.



SOUND OPTIONS

Set the volume of background music and sound effects. You can also turn subtitles on/off.



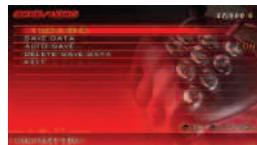
CONTROL SETTINGS

Here you can change control settings. Change a button's setting by moving the cursor to Settings, and then pressing the directional buttons or the analog stick left/right while holding down the button whose settings you wish to change.



SAVE/LOAD

You can load or save data at anytime by selecting Load Data or Save Data. The Autosave feature can also be turned on/off here.



EXIT

Select this after adjusting your settings. All changes will be applied and you will return to the Mode Select Screen.

ONLINE

WHAT IS ONLINE?

Online is a mode that uses the PSP® system's wireless LAN feature [Infrastructure Mode] to connect to a network, allowing you to view the game site and download various kinds of data.

For more information on Infrastructure Mode, refer to the PSP® system instruction manual and the PSP® wireless LAN information page.

For any updates or changes to the Online service and information on the Ghost Online Tournament, please check on the official site.

PSP® Wireless LAN Information Page:

<http://www.us.playstation.com/psp>

Tekken® Official Site: <http://www.tekken-official.jp/>

ONLINE PRECAUTIONS

Carefully read the following precautions before using Online.

- Data downloaded from the game site can only be used on the PSP® system that downloaded the data, and cannot be used on other PSP® systems.
- Turn the PSP® system's WLAN switch on before beginning Online, and do not turn it off until you exit Online.
- Online is free of charge to use. However, a separate fee is required for an Internet service provider, used to connect to the network.

REQUIRED EQUIPMENT

In addition to a PSP® system and this game's UMD, the following are required to use the Online feature.

MEMORY STICK DUO™ OR MEMORY STICK PRO DUO™

A Memory Stick Duo™ or Memory Stick PRO Duo™ with sufficient space to save downloaded data from the game site.

EQUIPMENT TO CONNECT TO THE BROADBAND NETWORK

Equipment needed to connect network devices and equipment such as an ADSL modem to a computer.

WIRELESS LAN ACCESS POINT

A wireless LAN access point compatible with the PSP® system's wireless LAN feature is required. We recommend setting appropriate SSID and WEP keys for security purposes.

COMPUTER, ETC.

A computer or similar device may be necessary to set up the wireless LAN access point unit. For instructions and details on setting up a wireless LAN access point unit, refer to the instruction manual supplied with the wireless LAN access point unit.

ONLINE REGISTRATION SCREEN

Enter a world name to use online. Follow the onscreen instructions and enter a name.



ONLINE MENU

Next, the Online Menu will appear.

Use the directional buttons to make a selection, and press the button to confirm.



Ranking UpdateView Internet rankings, participate in or receive the results of randomly held ranking tournaments, and download rankings.

NOTE: Ranking tournaments are not online head to head battles. It is an online competition based on uploaded high scores.

Ghost Pack DownloadDownload ghost packs, containing multiple ghosts.

Download Content.....Download wallpapers and more.

ExitReturn to the Mode Select Screen.

CHECKING GHOST UPLOADS

When beginning an Online session, you may be asked if you want to upload your ghost before proceeding to the Online Menu.

This is an excellent opportunity to transmit your ghost to the rest of the world, so be sure to upload!



BASIC TECHNIQUES

This section describes basic character actions, such as movements, attacks and defenses. All of these actions are essential, so be sure to learn them and use them in battle.

Note: Commands listed in this section are for characters facing right.



NORMAL MOVEMENT

Advance →

Retreat ←

Move your character forward with → and backward with ←.



JUMP

Jump ↑

Low jump ↗

Jump forward ↘

Jump backward ↙



MOVE SIDWAYS

Foreground ↓↓

Background ↑↑

After entering the second command, continue holding down the directional button to keep moving.



CROUCH

Crouch ↓

Crouch Advance ↘

Fighters cannot move backwards while crouching.



SIDESTEP

Foreground ↓

Background ↑

Use a sidestep at the right time to dodge attacks.



STEP IN/OUT

Step in ⇐⇐

Step out ⇓⇓

Quickly move forward/backward to adjust your distance.



RUN

Run ⇐⇐ or ⇐⇐⇐⇐

Rush up to far away opponents to close your distance.

NORMAL ATTACKS

Basic attacks are performed with the four buttons. However, Steve performs special actions while pressing the kick buttons.

Right Punch△

Right Kick.....○

Left Punch.....□

Left Kick.....×

ATTACK TYPES

Attacks are divided into three types depending on where the attack hits the opponent: High Attacks, Mid Attacks and Low Attacks. Consider well which types are most effective against your opponents.

HIGH ATTACKS

These hit standing opponents, but miss crouching opponents. High attacks do not damage opponents in a Standing Guard.



MID ATTACKS

These hit both standing and crouching opponents. Mid attacks do not damage opponents in a Standing Guard.



LOW ATTACKS

These hit both standing and crouching opponents. Low attacks do not damage opponents in a Crouching Guard, and can be evaded by jumping.



BASIC TECHNIQUES

UNBLOCKABLE ATTACKS

Certain commands can be entered to launch special attacks that can't be blocked.



CLEAN HITS

When striking an opponent at point-blank range, the attack is considered a Clean Hit, and deals more damage than usual. However, not all attacks can deliver Clean Hits.



COUNTER HITS

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 connects, your opponent may fall to the ground or stagger, allowing you to launch a follow-up attack.



WALLS

When opponents are knocked into walls by attacks, they incur damage from the walls as well as from your attacks. Try not to fight with your back to walls during battle.



DASH ATTACKS

Try to deliver Dash Attacks when distanced from your opponent.

TACKLE

Run three or more steps toward an opponent.

Knock down your opponent and climb on top of him. Perform punches and other attacks while on top of your opponent to deal additional damage.



UNBLOCKABLE TACKLE

Run four or more steps toward an opponent.

Tackle your opponent while running at him. The opponent won't be able to block or counterattack.



RUNNING CROSS CHOP

Run three or more steps and press the **□+△** buttons.

Fly into your opponent with a mid-attack cross chop. A successful blow will knock the opponent down.



SLIDING DASH

Run three or more steps and the **○** button.

Perform a low sliding attack. When doing this with King or Yoshimitsu, they perform a different move.



BASIC TECHNIQUES

THROWS

You can throw standing opponents, dealing greater damage than normal attacks if successful.

BASIC THROW

□ + × / △ + ○

Approach an opponent and enter the command to execute a throw. Trying this while standing to the side of or behind opponents performs different throws.



LONG RANGE THROW

Grab your opponent while moving forward. This leaves you more vulnerable to attack until you grab the opponent, but allows you to throw your opponent from a position out of range from attacks.



GUARD

If an opponent attacks, try guarding instead of counterattacking.

STANDING GUARD



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



CROUCHING GUARD



Guards against low attacks and evades high attacks and most throws. However, you are vulnerable to mid attacks.



RECOVER

Enter these commands when knocked down to quickly recover and immediately perform other actions.

UKEMI (QUICK ROLL)

× or ○ (foreground) / □ or △ (background)

When knocked down, time the press of the button well to quickly recover.



UKEMI (QUICK ROLL) WITH DIRECTIONAL BUTTONS

← (Roll backwards) / → (Spring Forward)

When knocked down, time the press of the directional button well to roll backwards and stand up again, or quickly jump up in place.



USE GUARD AND RECOVER WELL

Choose which guard to use

Most characters primarily perform high/mid attacks, so a Standing Guard is effective. But don't always use Standing Guards. The Crouching Guard is better against some characters fighting styles and strategies.

Be aware of your distance from your opponent

Use Recover when knocked down by your opponent. If you don't recover immediately, you may suffer additional attacks.

There are different types of recoveries, with different ways of regaining your footing. Try to predict your opponent's next move when deciding which way to recover.

BASIC TECHNIQUES

THROW ESCAPE

Enter these commands in proper timing when grabbed by an opponent to break the throw.

NORMAL THROW ESCAPE

□ / △

Escape: □ + × throws with the □, and △ + ○ throws with the △.



SIDE THROW ESCAPE

□ / △

When being thrown from the side, press the punch button on the side you are being grabbed from to escape the throw. Throws from the rear are inescapable.

ATTACK REVERSALS

← △ + ○ or ← □ + ×

Some fighters have the ability to reverse an opponents incoming attack. Enter the above commands in time with your opponent's attack to perform an attack reversal. However, aside from a few exceptions only high and mid attacks can be reversed, and even they may not be reversed if the timing isn't right.



HIGH/MID PARRY

← △ + ○

Only certain fighters can perform this. Enter the above command when your opponent initiates a high or mid attack to parry it.



LOW PARRY

↓

All fighters can perform this. Enter the above command when your opponent initiates a low attack to parry it.



WHEN YOUR OPPONENT IS DOWN...

When you knock your opponent down and he/she doesn't recover, unleash additional attacks!

STOMP

↑ △

Jump up and use your weight to deal extra damage. This attack can also be used on opponents who haven't been knocked down.



TRAMPLE ATTACK

Run four or more steps toward a downed opponent.

Trample right over your opponent. If your opponent isn't knocked down, you will perform the Unblockable Tackle.



BASIC TECHNIQUES

WHEN KNOCKED DOWN: GETTING UP

When knocked down, you can get up using the following methods.

RISE UP IN PLACE



Stand straight up. The fastest way to get up.



FORWARD ROLL /BACKWARD ROLL

➔ (Forward Roll) /
➔ (Backward Roll)

Stand up by rolling forward/backward. This is useful to adjust your distance from your opponent.



ROLL SIDWAYS

⬅ (background)
⬇ + ⬅ (foreground)

Roll sideways while remaining down. After rolling sideways, you can roll forward or backward, or perform a stand-up kick.



RISE UP STRATEGY

If you always get up the same way, your opponent is sure to notice. When knocked down, consider the distance to your opponent and your opponent's pattern before getting back up.

Also, learn how to attack while getting up.

WHEN KNOCKED DOWN: STAND-UP ATTACKS

You can simultaneously attack while getting up. Use this to keep opponents away from you when knocked down.

RISE UP LOW (MID) KICK

⊗ (Low) / ⊙ (Mid)

Perform a low kick or a mid kick while getting up.



RISING ANKLE KICK

While lying face-up:

⬇ + ⊗ (or ⊙)

You can perform this kick while lying face-up with your feet towards your opponent. Effectively stops opponents who are approaching for follow-up attacks.



SPRING KICK

Begin a backward roll:

⊗ + ⊙

As with the Rising Ankle Kick, this kick can be performed when lying face-up with your feet towards your opponent.



RISING CROSS CHOP

Begin a backward (forward) roll:

⬅ + ⬆

Performed when lying face-up with your feet towards your opponent. Spring at your opponent while delivering a cross chop.



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