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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.

- **START button**: Starts game/Pause
- **L1 / R1 buttons**: Select target (only in Tekken Force)
- **ç button**: Right Punch
- **Ω button**: Right Kick/Use to make menu selections
- **≈ button**: Left Kick/Use to make menu selections
- **√ button**: Left Punch

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**MEMORY CARD**
To save game settings and characters, please insert a Memory Card (8MB) 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.

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**DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS**
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.

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**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.
- ○+表示 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.
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.

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.
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.

If Player 2’s START button is pressed during the game, you can also play a two-player battle.

**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 (A button or B button) or Kick buttons (X button or Y 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.

**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.
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.
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 ⊳.

**SIDE STEP**
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.

RUNNING CROSS ARM
Take three or more running steps and + A
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 "
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
+ A or + A
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.
You will push your opponent forward. This is useful for cornering your opponent against walls and adjusting range.

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.

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.

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.

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.

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.
LOW PARRY

\(\text{\textbullet}\) 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

\(\text{\textbullet}\) or \(\text{\textbullet}\)

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.
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
Ω + 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.

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. This will allow you to execute a chop as you fly towards your opponent.

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.
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.

**HIGH RANGE ATTACK**

**MID RANGE ATTACK**

**LOW RANGE ATTACK**

**USE THROW**

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.
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

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.
STEVE FOX

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.

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.
Undefeated 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.

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.
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.

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!”

**PAUL PHOENIX**

- **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**

**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.

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**PAUL PHOENIX**

- **BANANA PEEL**
- **BODY BLOW TO SOMERSAULT**
- **ELBOW SPRING KICK**
- **CRESCENT KICK COMBO**
- **JUNKYARD KICK**
- **DRAGON STORM**
- **POISON ARROW**
- **CHARGE POWER PUNCH**
- **HOPPING FROG**

**MARSHALL LAW**

- **HAMMER PUNCH TO POWER PUNCH**
  - (2 to cancel)
- **PHOENIX SMASHER**
- **SHOULDER POP**
  - approach enemy
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.

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.

**LING XIAOYU**

**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.

**LING XIAOYU**

- NUTCRACKER
- CROSS LIFTING PALMS
- CRESCENT MOON KICK
- PHOENIX TWIN KICK
- FORTUNE COOKIE
- SUNSET FAN
- STREET SWEEPER COMBO
- X MARKS THE SPOT
- FORTUNE
- RUBY

**KING**

- SHADOW LARIAT
- FRANKENSTEINER
- CORPORATE ELBOW
- SHOULDER TACKLE
- SIDEWINDER
- ELBOW STING
- JAB UPPERCUT
- STAGGER KICK
- KONVICT KICK
- SUPLEX

approach enemy A+E

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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.

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.

**HWOARANG**

**YOSHIMITSU**

**HOT FEET**
**BLIZZARD KICKS**
**AXE MURDERER**
**GRAND THEFT**
**FIREFRACKER**
**NOSE BLEEDER**
**ANKLE BITER TO CRESCENT KICK**
**TORPEDO KICK**
**CHEAP SHOT SNAP KICK**
**FALCON DICE KICK**

**SWORD SMASH**
**FUBUKI**
**SOLAR KICK SHARK ATTACK**
**SLAP U SILLY**
**DEATH COPTER SLICE**
**FACE SPLITTER**
**SOUL STEALER**
**HARAKIRI**
**QUICK SLASH**
**SWORD FACE SMASH**