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= [1] :::::::::::::::::::::::::::::: Prologue :::::::::::::::::::::::::::::: =

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With the success of Slikatel's (Robert Brassfield) excellent Jin Kazama Guide, I was compelled to write something similar for Yoshimitsu. This guide is meant for all Yoshimitsu players, seasoned or not. Its purpose: to provide you, the player, with as much information as possible on Yoshimitsu. As with Slikatel's Guide, this guide is geared toward mid to high level play. It does not contain tactics for beating the CPU characters, nor beating the game in record time. It does, however, contain new ways to use old moves, and many different tactics and styles of play. All of the strategy in this guide has been play-tested many times against many different opponents. I feel it is one of the most comprehensive guides concerning Yoshimitsu and I hope all readers get something out of it. Enough rambling... let's get to it!

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= [2] :::::::::::::::::::::::::::::: Conventions :::::::::::::::::::::::::::::: =

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-Command-

- | | |
|-----------------|------------------|
| f - tap forward | F - hold forward |
| b - tap back | B - hold back |
| u - tap up | U - hold up |
| d - tap down | D - hold down |

- | | |
|----------------------------|-----------------------------|
| d/f - tap down and forward | D/F - hold down and forward |
| d/b - tap down and back | D/B - hold down and back |

u/f - tap up and forward U/F - hold up and forward
u/b - tap up and back U/B - hold up and back

QCT - quarter circle toward (d,d/f,f)
QCB - quarter circle back (d,d/b,b)

left punch = 1 (0) (0) 2 = right punch

left kick = 3 (0) (0) 4 = right kick

-Abbreviations-

FC - full crouch (must be in full crouching animation)
N - neutral (no direction pressed on the joystick)
WS - while rising from a crouch
SS - side step
+ - do moves on either side of + together
~ - immediately followed by...
[_] - you have a choice of which way to continue the move
= - next part of sequence
- - N/A
BK - back towards opponent
ANY - any button
ALL - 1+2+3+4
@ - guard point in string, hit can be blocked if previous hit connected
< - moves on either side of < can be slightly delayed

-Throws-

f-throw - will only throw standing opponents from the front
b-throw - will only throw standing opponents from behind
rs-throw - will only throw opponents from the right side
ls-throw - will only throw opponents from the left side

-Comments-

BK - this move recovers with back towards opponent
JG - this move, or one of the moves in the string, juggles opponent
RC - recovers crouching (you may go into any WS after indicated move)
OB - if unguarded against, this move forces opponents back towards you
DY - this move damages your character
GS - Guard Stun (opponents guard is broken for a short time)
CS - Crumple Stun (opponent crumples over when hit)
TS - Turn Stun (move turns opponent sideways if guarded correctly)
CH - move must be a counter hit

-Levels-

l - move hits low range (D/B to block)
m - move hits mid range (B to block)
h - move hits high range (B to block)
L - move hits low range and downed opponents (D/B to block)
M - move hits mid range and downed opponents (B to block)
H - move hits high range and downed opponents (B to block)
! - move is unblockable
{!} - move is unblockable and hits downed opponents

-Damage-

Damage is based on a point system. Each energy bar has 140 points of energy by default. Each number under the "Damage" category signifies how much energy will be subtracted from the opponents energy bar if it connects. (Energy bar settings may be set differently in your local arcade.) VS MODE ONLY

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= [3] :::::::::::::::::::::: Introduction to Yoshimitsu :::::::::::::::::::::::::::::: =
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Yoshimitsu is arguably one of the most potent characters in Tekken 3. However, he is also one of the more difficult characters to play effectively. Yoshi is an excellent mix of power/speed/cunning and can be almost unstoppable in the hands of a master. In the wrong hands, Yoshi is nothing more than +1 on a win streak. A good Yoshi player can juggle as well as he/she pokes. With Yoshi, if you don't have the all around game down, you will have a tough time against even average opponents. Read this guide a few times, soak up as much of it as you can, then head to the arcade and practice. Yoshi is 95% execution, and 5% luck (IMHO).

-Strengths-

Yoshi's main strength comes from his ease of juggling. He has the best basic Uppercut (d/f+2) in the game. He also can juggle from his Kangaroo Kick (4~3), his Rising Uppercut (WS+2), and his Lunging Sweep (FC,d/f+3). Each of these starters has great recovery time, and some awesome follow-up juggles. A good Yoshi player will know when and where to use each of these starters, as well as have a good repertoire of follow-up juggles when one connects.

Another one of Yoshi's strengths is his ability to keep an opponent blocking for long stretches of time. His basic Standing Jab (1) is arguably the fastest move in the game, and can be used to pester opponents by repeatedly poking them in the face. Mixed in with well placed Side Kicks (d/f+4), basic Low Punches (d+1), Rising Front Kicks (WS+4), and basic Uppercuts (d/f+2), Yoshi can keep a hesitant opponent blocking, and force them to attack at the wrong times as well. These tactics "poking" will be described at length later in the guide.

Unblockables. Yoshimitsu has the BEST arsenal of unblockable attacks in the game. He has aerial unblockables, damage-trading unblockables, forward rushing unblockables, rising unblockables... the list goes on. The most important of all Yoshi unblockables is the Bad Breath (b,b+1+2,ANY). Not only is it a quick unblockable, it is also unduckable, uncounterable, it lingers, and last but not least... you can combo out of it. Not bad if you ask me.

The last major strength of Yoshi is his ability to gain his health back. What more can you ask for? A competent Yoshi player will gain life back whenever an opportunity arises. Sometimes having 10 health left instead of 8 can be the difference between winning and losing.

-Weaknesses-

Of course every character has some form of weaknesses, and Yoshimitsu is no exception. I think his main weakness is the absence of a side game. This means

he has no really good side stepping attacks. Yoshi does have some great side throws, but he really has no decent side stepping attacks like some of the other characters.

Another weakness is his lack of special throws. I know this isn't a major disadvantage, but in high level play, good players go for the special throws, which are usually harder to escape. Now... since Yoshi only has one special throw (Rainbow Drop QCB+1+2), anti-Yoshi players will have no problem escaping it when they know it's coming.

Besides those two weaknesses, the only other problem with Yoshi I can think of is that he is a very skill-orientated character. To me, this means that he takes a lot more practice/patience to achieve high level playing capability than say, Paul or Law. Like Slikatel pointed out, and most of us already know, Paul and Law can win at an average level with just a few basic moves. They both have high damage/quick recovery moves which are semi-easy to execute. I do, however, feel that these characters can be played on a higher level, with great strategy and tactics, but I feel that on the beginner/average level, the Paul/Law players will come out ahead.

-General Play Style-

In my opinion, I think Yoshimitsu (as well as most of the Tekken 3 characters) is more effective on the attack. He excels at juggling and poking, which are two major assets in Tekken 3. With the addition of Reversal Reversals (a.k.a. "chickens") a well played Yoshi can attack constantly, with little regard for an opponents retaliation. Now I don't mean you can just forget your opponent is there and just attack without cause. What I do mean, is that with a well planned attack, you can keep players blocking as you come up with your next set of moves. This is effective because, while you are attacking, the person you are attacking is worried about taking damage, thus concentrating on your attacks, looking for an opening in which to attack back when possible. You, on the other hand, are pelting your opponent with simple attacks i.e. Jab, Side Kick, Low Punch. This doesn't require strenuous thinking on your part, letting you think of what to do next. This is a great advantage as I am sure you can already imagine.

Even though Yoshimitsu is an offensive character, you still need an effective defense to stop people from doing the same to you. Well-timed Low Punches (d+1) and Rising Front Kicks (WS+4) can keep almost anyone at bay. More risky moves, such as the Kangaroo Kick (4~3) are also very effective for defensive purposes, but must be used at the correct times. These opportunities will be discussed later in the strategy section. Skilled Yoshimitsu players will be on the attack, even when they are on the retreat. What I mean is: if you need to get away from pokers, instead of dashing back, attack them with a fast Low Punch (d+1) and start your attacking patterns. This way, you can immediately put Yoshimitsu back into the area he is best at... attacking.

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= [4] :::::::::::::::::::::::::::::: Yoshimitsu Basics :::::::::::::::::::::::::::::: =
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There are two main basics concerning Yoshimitsu. One is the Basic Uppercut and the other is his Unblockable arsenal. Any great Yoshi player will have these two basics mastered. When I say "basics" I mean part of the foundation of his strength. Both the Uppercut and the Unblockable arsenal are vital to a high level Yoshi player.

-The Basic Uppercut-

For some reason, Yoshimitsu's Basic Uppercut (d/f+2) is different than every other character's Basic Uppercut. Fortunately, it is also better than all the others as well. It has an extended range because of a built in mini-step. When the uppercut is performed, Yoshi puts his whole body into the uppercut, which actually makes him step forward a short distance, as well as duck a tiny bit. The Basic Uppercut is undoubtedly Yoshimitsu's most useful juggle starter, as well as an excellent addition of a well tuned poking pattern. When used at the correct times, you can effectively use uppercut, along with its built in mini step/duck to attack underneath opponents high attacks. Another reason the uppercut is listed as one of the Yoshimitsu staple attacks is because of its ease of use. The only problem is, that if you are playing on bad joysticks, your Yoshimitsu play can really suffer. It's really no good when each time you try an uppercut, you get a Backhand (f+2) instead. At any rate, make sure you can get your Basic Uppercut out when you need it. In my opinion, it's THE most important move Yoshimitsu possesses.

-The Art of the Unblockable-

Yoshimitsu has some of the best attacks in the game, and the fact that many of them are completely unblockable makes them even better. Seasoned Yoshimitsu players should have uses for all of his unblockables. The Sword Slice (d/b+1) is one of Yoshi's most useful unblockables. It's extremely fast, and can hit opponents who are on the ground. Another is the Bad Breath (b,b+1+2,ANY). As described above, it's probably one of the best moves in the entire game. Yoshi has nearly twenty different versions of unblockables (depending on how you count them) making him one of the deadliest characters around. Knowing when to use each of the unblockables is very important. Even the Sword Impale (b,b+1) has a use, making sure you know it is smart, not only to better your game, but to know how to avoid it as well.

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= [5] :::::::::::::::::::::::::::::: Original Arts :::::::::::::::::::::::::::::: =
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::Special Conventions::

SDP - Sword Debate Position

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
Punch-Uppercut	1,2	hm	5,8	
Punch-Double Uppercut	1,2,1	hmm	5,8,6	
PK Combo	2,3	hh	12,21	
PDK Combo	2,d+3	hL	12,8	RC
Zig-Zag	3,4	hm	30,30	
Kangaroo Kick	4~3	m	30	JG
Triple Roundhouses	4,4,4	hhh	20,20,21	TS
Backhand	f+2	h	12	OB #1
Ninja Blade Rush	f,f+2	m	18	
Ninja Blade Slice	f,f+2	m	18	CH
= Sit	= d+3+4	-	-	
Knee Bash	f,f+4	m	20	
Dive Bomb	f,f+1+2	m	40	BK

Shark Attack Combo	f,f+3+4,1+2,3+4	Mmm	40,40,30	JG
Stone Fists	B+1,1,1,1,1,1	hhhhhh	10,10,10,10,10,10	#2 #3
Uppercut-Backhand	d/f+1,2	mh	15-12	OB #1
Door Knocker	d/f+1<1<1<1	mhhm	15,12,12,18	GS
Basic Uppercut	d/f+2	m	13	JG
Side Kick	d/f+4	m	19	
Stone Backhands	D/B+2,2,2,2,2,2	mmmmmm	10,10,12,12,14,15	RC #3
Spinning Low Kicks	D/B+3,3,3,3,3	lllll	12,7,7,5,5	RC #3
= Front Kick	= f+4	m	12	#4
Sword Debate Position	SS+3+4	-	-	SDP
Jumping Twist Foot	[u/b_u_u/f]+4	m	25	
Lunging Sweep	FC,d/f+3	L	12	RC
Sit	d+3+4	-	-	
Gain Life	d+3+4,N	-	+5 (each bounce)	
Teleport	d+3+4[b_f]	-	-	#5
Meditate	d+3+4,D	-	-	
Feint Stone Backhands	d+3+4,2,2,2,2,2	mmmmmm	10,12,12,14,15	RC #3
Feint Kangaroo Kick	d+3+4,4	m	30	JG
Sit-Stand Up	d+3+4,U	-	-	
Spinning Evade	b+3+4 (up to 6x)	-	-8 each spin	DY
Low Parry	[d_d/b]+[1+3_2+4]	-	-	
Poison Wind	u/f+3+4	M	10	
Poison Rush	u/f+3+4,b+1	Mh	10,2	
Poison Typhoon	u/f+3+4,b+1,3+4	MhM	10,2,20	
Poison Hurricane	u/f+3+4,b+1,4	MhM	10,2,15	
= Delay Sword	= D/B	-	-	
= Sword Slice	= N	{!}	(varies)	#6
Sword Slice	d/b+1	{!}	10	
= Delay Sword	= ~N,D/B	-	-	
= Sword Slice	= N	{!}	(varies)	#6
Sword Impale	b,b+1	!	90	
Spinning Sword	b,b+1~1	!	30	
= Spin Cancel	= b,b	-	-	
Sword Sweep	FC,d/b,b+1	!	20	
Helicopter Leap	U/F+1+2	{!}	25/30/40	
Heli Quick Down Slash	U/F+1+2~d	{!}	25/25/40	
Reverse Helicopter	U/F+1+2,B	{!}	35	
Standing Suicide	d+1+4	!	60(-60 to you)	DY
= Spinning Suicide	B+1,1,1...	!	3(-3 to you)	DY
Fake Turning Suicide	f,f+1+4,N	-	-	BK
Turning Suicide	f,F+1+4	!	100(-100 to you)	DY
= Second Stab	= f,f	!	100(-100 to you)	DY
Sword Pogo	u+1+2	{!}	30	
= Pogo Rush	[b,b_f,f]	{!}	25	
= Pogo Hop	[u/b_u_u/f]	{!}	15/15/15	
= Kangaroo Kick	3+4	m	30	JG
Death Pose	B+1+2	-	-	
= Bad Breath	ANY	!	30	CS
Wood Chopper	f,f+3,1	m{!}	20,18	
Double Front Slice	QCF+1	{!}	15,28	
Sword Counter	B+1+4	!	35	CS
Backflip	u/b	-	-	

#1: can link directly into the Stone Backhands

#2: can chain into Spinning Low Kicks after one or more Spinning Stone Fists.

#3: after any spin series ending with a backhand after 6 consecutive spins, Yoshi will become dizzy and fall over. after any spin series ending with a low spinning sweep after 5 consecutive spins, Yoshi will become dizzy and fall over.

#4: can only go into Front Kick after two or more Spinning Low Kicks.

F+3				4				F+4				FC 1				d+1			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
16	-19	D		14	-14	-3		14	-14	-5	D	8	-2	+9		8	-2	+9	

FC 2				d+2				FC 3				d+3				FC 4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
10	-2	+9		10	-2	+9		16	-17	-3		16	-17	-3		12	-8	+3	

d+4				WS+1				WS+2				WS+3				WS+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
12	-8	+3		12	-2	+9		15	-7	D		16	-16	D		11	-6	+5	

d/f+1				d/f+2				d/f+3				d/f+4				u/f+4			
Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt	Ex	Grd	Hit	Cnt
14	-10	+1		16	-1	D		16	-9	+2		12	-7	+4		?	?	D	

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= [6] :::::::::::::::::::::::::::::: Descriptions :::::::::::::::::::::::::::::: =
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This section breaks down each individual moves, coverings its strengths and weaknesses, as well as its usefulness. Each move is graded on a scale of 1 to 5 indicated by *'s with 5 being the most useful. Each move will also have any special attributes listed as well. Below is the explanation of the rating system:

- * - one of Yoshi's least useful moves, very specific uses, hardly used
- ** - below Yoshi standards, semi useful in certain situations
- *** - standard Yoshi move, decent uses, not bad, not great
- **** - above average Yoshi move, great uses, and versatile
- ***** - definitely one of Yoshi's best moves, tons of uses, a main attack

-Special Attacks-

Move Name:	Command:	Rating:	Comments:
Basic Punch	1	*****	N/A

The Basic Punch is really not an official move, but rather the first attack in

a string of attacks. The reason I gave it it's own section is because it is one of the most essential moves in any Yoshi players arsenal. It is probably the fastest move in the game, and has tons of uses. The most important use of all, is to poke. The Basic Punch comes out very quick, and also retracts fast as well. This is great for chipping away at opponent's health, and also great for keeping them on defense. Another excellent use for the Basic Punch is for filling combos. What I mean is: since the move is so fast, you can knock your opponent up with a juggle starter, then tack on a few Basic Punches before you end the combo with a finisher.

Move Name:	Command:	Rating:	Comments:
Punch-Uppercut	1,2	***	N/A

The Punch-Uppercut is another non-official move, but again a set of attacks that are actually part of a string. The reason it also has its own section is because it is an useful extension of the Basic Punch. Since many players get wise to constant poking tactics, and begin to crouch under the Basic Punch, the Punch-Uppercut is used for hitting them in their crouch. Another good use for the Punch-Uppercut is to add some distance between Yoshi and his blocking opponent. Great for setting up Side Kicks.

Move Name:	Command:	Rating:	Comments:
Punch-Double Uppercut	1,2,1	***	N/A

The Punch Double Uppercut is one more non-official move. It is best used to push blocking opponents even further back. It's also great for inducing a Reversal, which can then be easily Chickened (Reversal Reversal).

Move Name:	Command:	Rating:	Comments:
PK Combo	2,3	***	N/A

The PK Combo is excellent for pushing blocking opponents back. Many times, an opponent will try to attack in-between the punch and kick and end up taking a foot to the face. Also, since both hits are guaranteed to connect if the punch connects on CH it is a great for interrupting attacks. The drawback of this move is the fact that both hits are high. This means they can easily be ducked if your opponent knows what to expect. Also, the kick retracts semi-slow, thus giving your opponent to retaliate with a quick attack.

Move Name:	Command:	Rating:	Comments:
PDK Combo	2,d+3	***	RC

The PDK Combo is another useful move for pushing opponents back. Like the PK Combo, both hits are also guaranteed on CH. I like it because the second hit attacks low, preventing opponents from ducking and retaliating. It's best used when the opponent is low on health. This is when they are trying to block all incoming attacks and tend to miss the low block.

Move Name:	Command:	Rating:	Comments:
Zig-Zag	3,4	**	N/A

The Zig-Zag is a semi-useful Yoshi attack. It has a big delay in between both kicks, which make for an interesting mix of Pro/Con. It is good to use when playing against a defensive player, since they will usually try to block both

kicks, and even Reverse the second kick if their character has one. The main drawback is that an offensive player will know to rush in-between the kicks and punish Yoshi. I find it best to use the Zig-Zag to induce reversals and trick opponents getting up off the floor, into the second kick. Sometimes when an opponent sees you whiff a standing kick, they will attempt to get up with a rising attack, thus standing them up into the second hit of the Zig-Zag.

Move Name:	Command:	Rating:	Comments:
Kangaroo Kick	4~3	****	JG

The Kangaroo Kick is one of Yoshimitsu's intimidation moves. Almost every good Tekken player knows that if they get hit with a Kangaroo Kick, they can kiss 65+ health goodbye. It is his strongest juggle starter, and opponents are very timid towards trying to reverse/interrupt it because they know if they miss it they are gone. The best use for the Kangaroo Kick is when your opponent is in the middle of a string of high attacks. This way, Yoshi will crouch underneath their attacks, and kick them up. Another good time to use it is when you see your opponent starting a slow-executed Unblockable i.e. Paul's Burning Fist. A well skilled Yoshi player can run up and execute this move before the Burning Fist comes out, thus resulting in a huge damage juggle.

Move Name:	Command:	Rating:	Comments:
Triple Roundhouses	4,4,4	*	N/A

The Triple Roundhouses are arguably one of Yoshimitsu's worst moves. All three kicks hit high, and can easily be ducked under. This is even a bigger problem when you opponent knows to use a Rising Uppercut as a retaliation. When I use this move, I really only use the first two kicks. This is because it is one of Yoshimitsu's string starters. In high level play, I suggest you stay away from this move.

Move Name:	Command:	Rating:	Comments:
Backhand	f+2	***	OB

The Backhand is more of a retaliation move, than a main attack. It's best to use after you opponent missed a slow-recovery move. That way it's guaranteed to force the opponent to turn around, thus giving you a huge advantage. The drawback of the Backhand is that it his high, and can easily be ducked under. It also retracts slow and can be punished by a quick attack.

Move Name:	Command:	Rating:	Comments:
Uppercut-Backhand	d/f+1,2	***	OB

The Uppercut-Backhand is a useful move for pushing opponents away as well as tricking them into taking a Backhand in the face. It's probably best used when you mix it in-between a flurry of Basic Punches, because a wise opponent will start to crouch underneath the punches. The first hit of the Uppercut-Backhand hits mid, so it will damage the crouching opponent.

Move Name:	Command:	Rating:	Comments:
Door Knocker	d/f+1,1,1,1	****	DL

The Door Knocker is a great move to lure your opponent into taking damage. If you effectively mix up the Door Knocker with delays into your poking attack patterns, you can basically trick your opponent into trying to attack, which,

in turn, gives you the advantage. Since the first and last hits of the Door Knocker hit mid, it's excellent for hitting crouching opponents.

Move Name:	Command:	Rating:	Comments:
Basic Uppercut	d/f+2	*****	JG

This is another non-official move, but needs a special section because it is probably Yoshimitsu's best move all around. The Basic Uppercut has already been explained in the Yoshimitsu Basics Section, so I will just use the same explanation.

"When the uppercut is performed, Yoshi puts his whole body into the uppercut, which actually makes him step forward a short distance, as well as duck a tiny bit. The Basic Uppercut is undoubtedly Yoshi's most useful juggle starter, as well as an excellent addition of a well tuned poking pattern. When used at the correct times, you can effectively use uppercut, along with its built in mini step/duck to attack underneath opponents high attacks. Another reason the uppercut is listed as one of the Yoshimitsu staple attacks is because of its ease of use. The only problem is, that if you are playing on bad joysticks, your Yoshimitsu play can really suffer. It's really no good when each time you try an uppercut, you get a Backhand (f+2) instead. At any rate, make sure you can get your Basic Uppercut out when you need it. In my opinion, it's THE most important move Yoshimitsu possesses."

All great Yoshimitsu players know when and where to use the Basic Uppercut. In addition to knowing when to use it, you should also know how to keep it safe from Reversals. Make sure you always buffer a Chicken (f+2+4).

Move Name:	Command:	Rating:	Comments:
Side Kick	d/f+4	*****	N/A

The Side Kick is another staple Yoshimitsu move. It has the best range of any Yoshi moves, and is great for keeping opponents at bay. In addition to its range, it comes out incredibly quick, and retracts as fast. This makes it one of the most potent weapons of all Tekken 3 moves. I find that it is best used within a sound poking pattern, as the extra range can reach opponents you have already pushed back. I also use it to finish long-range juggles, it eludes kind of a "in your face" attitude.

Move Name:	Command:	Rating:	Comments:
Ninja Blade Rush	f,f+2	***	N/A

The Ninja Blade Rush is one move that is overlooked by many Yoshi players. It comes out very quick, moves Yoshi closer to his opponent, and has acceptable recovery time. You can also substitute the Ninja Blade Rush for the Knee Bash when finishing combos. It hits a bit lower, so sometimes it's wiser to use it instead. Just remember it does 2 point less damage.

Move Name:	Command:	Rating:	Comments:
Ninja Blade Slice	f,f+2	***	CH

The Ninja Blade Slice is performed exactly like the Ninja Blade Rush. The only difference is, that if the Ninja Blade Rush hits an opponent on CH, it becomes the Ninja Blade Slice. Yoshimitsu pulls out his sword and runs to the side of his opponent, slicing them in the midsection. This is one of Yoshimitsu's best looking moves, and works well with the Chi-Charge (ALL).

The Dive Bomb is a specialty move. I hardly ever use it, but don't count it out. It's best purpose is trick your opponent into thinking they have a free shot at your back. It is imperative to make sure the Dive Bomb connects with your opponent, blocked or unblocked. That way your opponent will be unable to respond back, and first have to recover before they attack. Then, when they do attack, you can use a quick turn around punch (d+1) or kick (d+4) to interrupt them.

Move Name:	Command:	Rating:	Comments:
Shark Attack Combo	f,f+3+4,1+2,3+4	**	N/A

The Shark Attack Combo is another specialty move. Each part comes out pretty slow and it can put you in some really odd predicaments when used incorrectly. I find that it's best to use it to cover long distances, or for attacking a charging opponent. It is also useful when playing defensive players. Many times an opponent will see the attack coming, and attempt to counter-attack and end up eating some massive damage.

Move Name:	Command:	Rating:	Comments:
Sword Debate Position	SS+3+4	****	SDP

Even some of the best Yoshimitsu players often overlook the Sword Debate Position. This move is great because it lets Yoshimitsu gain his health back. Yoshimitsu turns his back to his opponent and begins to meditate. When you tap forward during the Sword Debate Position, Yoshi will turn back around and push on the hilt of his sword, and gain back energy as he does it. The longer you stay turned around, the more energy you get back. Besides the obvious drawback of being turned around during the Sword Debate Position, Yoshimitsu will start to lose life while his back is turned. He will gain it back once he turns back around, but you have to know that if he gets hit while his back is turned, he will not gain any of the lost life back.

Move Name:	Command:	Rating:	Comments:
Knee Bash	f,f+4	*****	N/A

The Knee Bash is probably Yoshimitsu's second most useful move. It comes out extremely fast, is excellent for countering opponents, even better when used as a retaliation move, and a great juggle combo addition. Skilled Yoshimitsu players will have this move down. Remember to press f and 4 and the same time to ensure proper execution.

Move Name:	Command:	Rating:	Comments:
Jumping Twist Foot	[u/b_u_u/f]+4	****	N/A

The Jumping Foot Twist is best used to stop incoming rush attacks. The reason it is rated so well is because of its excellent priority. It also hits mid and is very quick in it's execution time.

Move Name:	Command:	Rating:	Comments:
Lunging Sweep	FC,d/f+3	****	RC,JG

The Lunging Sweep is another of Yoshimitsu's power move. Since it is performed from a crouch, and is a low attack, it is a great pattern addition. It also recovers crouching (RC) which makes it even more potent. Perhaps the best

thing though, is the fact that it executes very quick, and can start decent juggle combos. The only drawback of the Lunging Sweep is the lengthy recovery time which allows for retaliation by a blocking opponent.

Move Name:	Command:	Rating:	Comments:
Sit	d+3+4	****	N/A

Yoshimitsu's Sit maneuver is a very good part of his arsenal. Not only can he gain life with it, but he can also attack from it and teleport behind his opponent. The advantage should have already made itself clear.

= Gain Life	= N	*****	N/A
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Gain Life does exactly what it says "gain life". There is not much to describe about the Gain Life, except that Yoshimitsu gains his health back at a rate of +5 points every time he bounces.

= Teleport	= [b_f]	****	N/A
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The Teleport is a very potent tool of Yoshimitsu. When close to an opponent, pressing b or f on the controller will make Yoshimitsu spin, disappear, and then re-appear behind his opponents back. Many times you can use the Teleport and grab an opponent from behind while they are in the middle of attack. This is absolutely deadly as the Tornado Drop (throw form behind) takes off a huge 70 points of health. The drawback of the Teleport is noticeable when Yoshi is too far from his opponent. If Yoshi is further than about two character widths away, he will teleport in place, and end up with his back facing the opponent. I like to lure people with the Sit, then use the Teleport to quickly get behind them as they attempt to attack me. A good anti-Yoshi player will know how to reverse-bait you so you need to use this move wisely. When I say reverse-bait, I mean they will know to dash in, then backup right as you use the Teleport, thus leaving your back exposed to them.

= Meditate	= D	*	N/A
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This is, without a doubt, until further review, Yoshimitsu's least useful moves. I have absolutely no use for this move, other than to provoke your opponent into attacking.

= Stone Backhands	= 2,2,2,2,2	***	RC
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The Stone Backhands from the Sit are exactly like the Stone Backhands from a standing position. The only difference is the added element of surprise. They are best used to catch an advancing opponent as they try to dash up and hit you low.

= Kangaroo Kick	= 4	****	JG
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Like the Stone Backhands from the Sit, the Kangaroo Kick from the Sit is the exact same as the Kangaroo Kick from a standing position. The only difference is the added element of surprise. This move telegraphs itself and it's pretty easy to spot. The good thing about it is the fact that it goes under a lot of attacks during execution.

= Stand Up	= U	*	N/A
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If you don't understand this move, you shouldn't be playing Tekken 3.

Move Name:	Command:	Rating:	Comments:
Spinning Evade	b+3+4 (up to 6x)	***	DY

The Spinning Evade is basically a modified sidestep. The best thing about it though, is that it steps back and to the side at the same time. The drawback is that it depletes 8 health from your health meter each time he spins. Yoshi can spin up to six consecutive times. I use it when opponents try some wacky slow-recovery move. That way, I can get behind them and take advantage of better positioning.

Move Name:	Command:	Rating:	Comments:
Low Parry	[FC_d+][1+3_2+4]	****	N/A

The Low Parry is used to stop an attacking opponents low strike. It's very effective for halting an opponents momentum. With it's quick recovery time if missed, the Low Parry can be used generously. The best follow-up for a Low Parry is probably a throw. I recommend the Rainbow Drop (QCB+1+2) but only if you can perform it without problems. I find it best to use d+1+3 when I want to Low Parry. It's simple and quick. Another effective follow-up to the Low Parry is the Knee Bash (f,f+4). It is unstoppable if done quick enough.

Move Name:	Command:	Rating:	Comments:
Poison Wind	u/f+3+4	****	N/A

One of Yoshimitsu's better mid attacks, the Poison Wind is a great move for stomping opponents who have been knocked down. It also is effective because it is the beginning of a chain of moves. When used correctly, the chains can take off major damage in juggles, or as oki-zeme.

= Mini Backhands	= b+1	***	N/A
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The Mini Backhands come out extremely quick which make them very useful for chipping away health from your opponent. Many times after the Poison Wind, an opponent will try to retaliate, and end up catching a mini backhand in the face. One main problem with the mini backhand is that it takes off only a very small 2 points of health.

= Big Poison Wind	= 3+4	***	N/A
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The Big Poison Wind chain finisher is handy for finishing off your juggle combos. It actually takes off more health than the regular Poison Wind which adds to it's use. The drawbacks are a slow recovery time, and the required initial chain which must be first executed.

= Flip Kick	= 4	***	N/A
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The Flip Kick is one of the best moves of this series, just for the fact that it can get you out of harms way quick. Once the Mini Backhands finish, Yoshi will Flip Kick backwards. This move actually can hit opponents who try to rush in and attack after the Mini Backhands. It is also effective because it chains into an unblockable.

= Delay Sword	= D/B	****	N/A
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The Delay Sword is just a way to postpone the Sword Slice from coming out, and make it more damaging. Each additional hop forward adds to the damage that the Sword Slice will do once it connects. At six and one half hops, the Sword Slice will take off 100% health from your opponent. You will know it is fully

charged because the sword will smoke. Do not expect to catch your opponents with the 100% Delayed Sword Slice, because it takes forever to charge up.

= Sword Slice = N ***** {!}

The Sword Slice is great follow-up to the Flip Kick. It hits opponents on the ground and it is delayable. The damage inflicted varies on how long the Delay Sword move was used.

Move Name:	Command:	Rating:	Comments:
Sword Slice	d/b+1	*****	{!}

The Sword Slice, by itself, is one of Yoshimitsu's greatest weapons. Not only is it Unblockable, but it hit opponents lying on the ground. It also has great execution and recovery time. I use the Sword Slice to punish super defensive players, as well as hit an unsuspecting opponent.

= Delay Sword = ~N,D/B **** N/A

The Delay Sword is just a way to postpone the Sword Slice from coming out, and make it more damaging. Each additional hop forward adds to the damage that the Sword Slice will do once it connects. At six and one half hops, the Sword Slice will take off 100% health from your opponent. You will know it is fully charged because the sword will smoke. Do not expect to catch your opponents with the 100% Delayed Sword Slice, because it takes forever to charge up.

= Sword Slice = N ***** {!}

Exactly the same as the Sword Slice above except it follows a delay. The damage inflicted varies on how long the Delay Sword move was used.

Move Name:	Command:	Rating:	Comments:
Sword Impale	b,b+1	**	!

The Sword Impale is my least favorite move of Yoshimitsu's. The reasoning behind this is because it interferes with his gameplay. It's ease of execution leads to it coming out at the wrong time, like when I dash back and jab punch. Needless to say, it is still in the game. I do not use it except to switch into the Spinning Sword. The drawback is a very long execution delay.

= Spinning Sword = ~1 **** !

The Spinning Sword can be used effective as either an Unblockable Shield, or as a great oki-zeme maneuver. When time is low and I have the upper hand, I put out the Spinning Sword to protect myself for the final 2 or 3 seconds. It is also effective against opponents lying on the ground. If you knock them over, put out a Spinning Sword right above their body. Many times, your opponent will stand right up into certain damage.

= Spin Cancel = b,b **** N/A

The Spin Cancel does exactly what it sounds like it does. It cancels the spin of the Spinning Sword. This is very effective as most players are used to waiting the duration of the move, then retaliating. This move can give you the advantage back by only letting you know if the Spinning Sword will go the full duration or be cut short (heh a pun!).

Move Name:	Command:	Rating:	Comments:
Sword Sweep	FC,d/b,b+1	***	!

Yoshimitsu's Sword Sweep is useful in a sound poking pattern. Since it is an Unblockable that starts from a crouch, it allows you to change from high to low attacks, then trip them up semi-quick. The main drawback is that when the the Sword Sweep misses, it takes a relatively long time to recover. This is obviously bad news, so be sure to use it only when in close.

Move Name:	Command:	Rating:	Comments:
Helicopter Leap	U/F+1+2	***	{!}

The Helicopter Leap is one of Yoshimitsu's aerial Unblockables. He jumps way into the air, floats for a while, then comes down with a powerful sword. I hardly ever use the Helicopter Leap without using the Quick Down Slash also. The problem with the full Helicopter Leap is the incessant lag time of which Yoshi suffers from while he is in the air. There is more than enough time for a wise opponent to run underneath the airborne Yoshi and get a free behind throw when he lands.

= Quick Down Slash = d **** {!}

The Quick Down Slash makes the Helicopter Leap worthwhile. It's meant to drop Yoshimitsu from the Helicopter Leap, into an immediate slash. It is very fast, and sometimes I use it when I am in the middle of a poking pattern. It's still a risky move, so you should only use it when you are certain you have a good chance to inflict damage. It's also relatively good for hitting opponents that like to stay lying after a knockdown.

Move Name:	Command:	Rating:	Comments:
Reverse Helicopter	U/F+1+2,B	***	{!}

The Reverse Helicopter is a decent addition to Yoshimitsu's Unblockable arsenal. He jumps up as if he was starting the Helicopter Leap, then float down, then back up and does a 180 degree turn, and finally comes down with a reverse slice. The problem with the Reverse Helicopter, is that Yoshimitsu can easily be punched out of it, thus resulting in a juggle for your opponent. The lag time which Yoshi suffers from while in the air, makes this a very high risk move.

Move Name:	Command:	Rating:	Comments:
Standing Suicide	d+1+4	**	!,DY

The Standing Suicide is another of Yoshimitsu's specialty moves. It's only useful when Yoshi's back is facing the opponent. Yoshi raises his sword, then stabs himself in the chest. If your opponent is standing close to Yoshi's back they will take damage. It is best used after a successful Kangaroo Kick juggle starter, as it will take off huge damage.

= Spinning Suicide B+1,1,1... * !,DY

The Spinning Suicide hardly causes any damage at all, which makes it more of a show-off move. It's best used to finish an opponent off, one with a very small amount of health left.

Move Name:	Command:	Rating:	Comments:
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Move Name:	Command:	Rating:	Comments:
Death Pose	B+1+2	*****	N/A

The Death Pose is one of my favorite moves in the entire game. It is also one of Yoshimitsu's most powerful moves, Unblockable or otherwise. I use it for many things, one of them being to escape throws. What I mean by this is that when I see a throw coming, and I have time to react, I quickly go into the Death Pose. This avoids the throw, and sets up a powerful Bad Breath combo. A more tricky use of the Death Pose is to avoid an opponent's high poking attack strings. When you know a set of high punches are coming, or even a string of moves that ends with a short range high attack, using the Bad Breath to avoid it is deadly.

= Bad Breath ANY ***** !

I know, I know... I put six stars instead of five, but I had to. This move is one of the most useful moves in the entire game. Not only can it be used as a shield, but it is unblockable, unduckable, uncounterable, and you can start very high damage juggles from it. Also, it is very quick in it's execution, as well as recovery, and it lingers during execution. This often can catch an opponent as they try to rush in and attack too soon. The best use for the Bad Breath is with a quick dash forward. Most of the time, your opponent will be worried about a Basic Jab or a quick attack, then be caught in the breath.

Move Name:	Command:	Rating:	Comments:
Wood Chopper	f,f+3,1	*****	{!}

The Wood Chopper is a very versatile move. It can be cut short and used for a quick advancement move. It is an excellent combo finisher. It works great for pressuring blockers, and is an effective oki-zeme tool. I use it most for a pressure attack. When an opponent is attacking with slow moves, I rush in with the Lunging Foot to counter hit (CH) them, then slam them with the sword, uncontested. Keep in mind, if you cut the Wood Chopper short, the Lunging Foot recovers crouching (RC).

Move Name:	Command:	Rating:	Comments:
Double Front Slice	QCF+1	****	!{!}

The Double Front Slice is a very risky move, but useful nonetheless. It's best used against opponents as the rise from a knockdown. This move hits mid then low, so the second part works as a good as an oki-zeme maneuver. Be aware that this move can get you in some serious trouble when you try it against a decent opponent.

Move Name:	Command:	Rating:	Comments:
Sword Counter	b+1+4	*****	!

The Sword Counter is an all-around excellent move. It can be used to stop an opponents attacks, juggle an opponent, or just as a regular Unblockable. Yoshi exposes his sword in front of him for a very short delay, and anything that comes in contact with it gets hit. What most people don't know about the Sword Counter is that you can just run up real close to your opponent and use as you would any other Unblockable.

Move Name:	Command:	Rating:	Comments:
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The Backflip is actually just a fancy way to get away from your opponent. The problem with it is that you can get slammed when you are flipping backwards since you cannot defend. I hardly ever use this move unless I have finished a combo and I want to back up in style.

-Throws-

Throw Name:	Command:	Rating:	Escape:
Jumping Body Slam	1+3	***	1

Yoshimitsu grabs his opponent, inverts them and jumps into the air, then comes down crashing on their body. It's very easy to perform and comes in handy when you need to inflict quick damage. The disadvantage to using the Jumping Body Slam is that it is easy to escape.

Throw Name:	Command:	Rating:	Escape:
Jaw Smash	2+4	****	2

Yoshimitsu grabs his opponent, kicks out one of their feet and pushes their head back, then slams them right in the jaw area with the hilt of his sword. It's very easy to perform and comes in handy when you need to inflict quick damage. Another advantage is that you can tack on a Basic Low Kick (d+3) and damage them even more, before they can get up. The disadvantage to using the Jaw Smash is that it is easy to escape.

Throw Name:	Command:	Rating:	Escape:
Rainbow Drop	QCB+1+2	****	1+2

Yoshimitsu grabs his opponent, puts them up on his shoulders and jumps high into the air, then and comes down right on his opponents body. This is Yoshi's best forward grab. It's the most damaging and more difficult to escape. The main drawback is that it is more difficult to perform than his other two basic forward grabs.

Throw Name:	Command:	Rating:	Escape:
Life Siphon	SDP [1+4_2+3]	**	-

Yoshimitsu grabs his opponents head with one hand, and siphons some of their health, using it to replenish his health meter. Well I hardly ever even try to get this move to connect because it comes out extremely slow. I find that it's best used after the Dive Bomb (f,f+1+2) but still lacks any redeeming quality besides that if you do actually connect, you get to tell your opponent he/she sucks for getting grabbed. =)

Throw Name:	Command:	Rating:	Escape:
Live Give	SDP [F+1+4_F+2+3]	*	-

With the same drawbacks as the Live Siphon and the added lame ability to give your opponent life back, the only good use for this throw is to give a "In yo FACE!" to your opponent.

Throw Name:	Command:	Rating:	Escape:
Tornado Drop	[1+3 or 2+4]	*****	-

Yoshimitsu grabs his opponent, jumps into the air, and spirals his opponent up and back down, slamming them headfirst into the ground. If you have a good chance to get this throw off, go for it. It wrecks a powerful 70 points of damage and cannot be escaped.

Throw Name:	Command:	Rating:	Escape:
Flying Cartwheel	[1+3 or 2+4]	****	1

Yoshimitsu grabs his opponent, turns upside down, locks their head between his feet, then does a leaping cartwheel. This throw is definitely one of Yoshi's better looking throws. Even though this side throw is as easy to escape as both his basic forward grabs, people hardly ever escape it. This is because it usually catches them off guard.

Throw Name:	Command:	Rating:	Escape:
Clonimitsu	[1+3 or 2+4]	****	2

One of the best throws in the game, the Clonimitsu looks awesome. Yoshi grabs the opponent from the side, splits into two Yoshimitsu's, stabs them in the stomach, then slams them to the ground. Even though this side throw is as easy to escape as both his basic forward grabs, people hardly ever escape it. This is because it usually catches them off guard.

-Strings-

Yoshimitsu's string attacks are neither the best or worst set of strings in Tekken 3. There are two basic forms so I split them up into two main groups. I really only use complete string attacks against the average player, as they have a hard time escaping them. It becomes a lot more difficult to catch a good opponent because they know when and how to escape. Even though it's wise to stay away from using the full strings in a high level match, it's even smarter to know what Yoshimitsu has, and be ready for it when it comes at you.

-Set 1-

#1) 1,2,1,4,2,2,2,4,1,1
#2) 1,2,1,4,4,4,1,1,1,1
#3) 1,2,1,4,4,4,1,4

These are Yoshimitsu's best strings. They start with the Punch-Double Uppercut and lead into a frenzy of other attacks. The main problem with these sets is the fourth hit in the series, the roundhouse. Any good anti-Yoshi player will immediately stop the string by ducking the first roundhouse and retaliate with a Crouching Low Punch (d+1) or a Rising Uppercut (WS+2). Always, and I do mean always, buffer a Chicken for the first roundhouse. Anyone playing a character with a Reversal will be tempted to catch the kick. If you do manage to catch your opponent off guard and sneak the first roundhouse by them, I recommend continuing with string #2. It's a tad harder to break out of in the latter stages and it ends with two good Unblockables.

-Set 2-

- #4) 4,4,2,2,4,4,1,1,1,1
- #5) 4,4,2,2,4,4,1,4
- #6) 4,4,2,2,1

These are Yoshimitsu's weaker strings. They start with two high roundhouses which can easily be crouched under. The roundhouses also come out slow, and a quick Crouching Low Punch (d+1) can stop them cold. Another drawback of these strings is that the fourth hit, the backhand, also comes out slow and hits high. This means it too can also be crouched under and retaliated against. I usually don't even think of using these strings, but once in a while it isn't bad to throw them out and see what happens.

=====
 = [7] :::::::::::::::::::::::::::: Combos :::::::::::::::::::::::::::: =
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Combos are a major part of Yoshimitsu play. In fact, combos are a major part of Tekken 3 play in general. When playing as Yoshi at high levels of play, you must be able to execute his big damage combos consistently, or you will most likely lose. A combo by definition means "any sequence of hits which are unblockable after the first hit connects". What this means is, once you start a combo, your opponent will be unable to do anything but take damage after the first hit connects.

-Juggling Basics-

With any combo, you need the initial starter. Yoshimitsu has about six basic ways to start combos. You should know all of these, as they all have very important uses. The combo starters are:

Command:	Starter Name:	Lev.	Height:	Damage:	Type:
d/f+2	Basic Uppercut	m	medium	?	Basic
WS+2	Rising Uppercut	m	medium	?	Basic
4~3	Kangaroo Kick	m	high	30	Basic
FC,d/f+3	Lunging Sweep	L	low	12	Adv.
b+1+2~ANY	Bad Breath	!	low special	30	Adv.
b+1+4	Sword Counter	!	low special	35	Adv.
FC,d/b,b+1	Sword Sweep	!	low special	20	Adv.

The most useful starter is the Basic Uppercut (d/f+2). You have already read the advantages of the Basic Uppercut, so you know how important it is to good Yoshi play. The majority of all Yoshimitsu juggles follow d/f+2 because it is mixed well in poking patterns, and it connects much more than the other juggle starters. It's also great as a retaliation move, meaning it comes out fast enough to punish slow-recovery moves. The main thing to remember when using the basic uppercut is that many anti-Yoshi players expect the d/f+2, and many times have strategies just to stop it. Make sure you always keep a Chicken (f+2+4) buffered against Reversal characters. That way, even if your opponent grabs Yoshi, you can escape unharmed.

The least useful starter is probably the Sword Counter (b+1+4). Even though the Sword Counter is a very useful move in itself, it is very difficult to counter with it effectively, without trading hits. On the up side, if you are quick and brave too, you can run right up next to your opponent and use the Sword Counter as an Unblockable. From there, you can start your juggle. The only problem with this is that you need to be right up next to them for the Sword Counter to hit.

Obviously knowing when and where to use each starter plays an important role in your victory. Just as important as the juggle starter is the juggle filler. The juggle filler is the mass of the juggle. Usually a couple of hits before you finish the combo with a juggle finisher. Since the Tekken 3 juggle engine is very odd sometimes, allowing many different types of hits to juggle, I will only list the basic juggle fillers. The basic juggle fillers are:

Command:	Filler Name:	Normal Damage:	Exec:	Recov:
1	Basic Punch	5	Great	Great
d+1	Crouching Low Punch	?	Great	Great
f+2	Backhand	12	Good	Slow
d/f+2	Basic Uppercut	?	Good	Good
f,f+3	Lunging Foot	20	Good	Good
f,f+2	Ninja Blade Rush	18	Great	Good
f,f+4	Knee Bash	20	Great	Good
b+1(,1,1)	Stone Fist(s)	10(,10,10)	Great	Great
D/B+2(,2)	Stone Backhand(s)	10(,10)	Good	Slow
d/f+1,2	Uppercut-Backhand	15,12	Good	Slow

The usefulness factor of a juggle filler comes by weighing the execution time vs the recovery time. The two most useful for Yoshimitsu are the Basic Punch and the Stone Fists. Both of these moves come out very quick and give you plenty of time to add in other juggle filler, many times the same move. Some of the juggle fillers above have a slow recovery time. This doesn't make them useless, but it does make them harder to utilize. Another good thing about the slower recovery moves is that they usually do more damage.

The last thing you need for a juggle combo is a finisher. The finisher is the final hit of your combo, usually a power hit. Juggle finishers basically need to be fast, damaging, and have good range.

Command:	Finisher Name:	Normal Damage:	Exec:	Range:
d/f+4	Side Kick	?	Great	Long
f,f+2	Ninja Blade Rush	18	Great	Long
f,f+4	Knee Bash	20	Great	Long
u/f+4	Jumping Twist Foot	25	Good	Short
b+1+4	Sword Counter	35	Great	Short
u/f+3+4	Poison Wind	10	Good	Medium
f,f+3,1	Wood Chopper	20-18	Good	Medium
u+1+2,f,f	Sword Pogo-Pogo Rush	30-25	Great	Short

On the average, the shorter the range of the finisher, the more damage it will inflict. This isn't always the case, but generally it's true. By practicing your juggles you will be able to judge, on the fly, the range you are at after all filler connects. This is a very important ability because you don't want to be attempting a short range finisher when you have knocked your opponent too far. That only results in a low damage combo. I recommend to start off by finishing your combos with the Side Kick (d/f+4) as it has the best range and it's very quick. Then move to the Knee Bash (f,f+4), then onto some of the more complicated finishers, i.e. Wood Chopper (f,f+3,1) and Sword Pogo-Pogo Rush (u+1+2,f,f).

-Unconventional Juggling-

Once you understand the fundamentals of the Tekken 3 combo system, you can move into the more advanced style of juggles. Unconventional juggles can be

started a few different ways. The first way is with a regular juggle starter which knocks and opponent low or low special. These starters do not act like the typical juggle starter because they don't launch the opponent into the air. The second style of Unconventional juggle is an anti-air juggle. What this means is you actually knock your opponent out of the air during one of their attacks. This is definitely more difficult to execute than the normal Basic juggles, but can become quite easy with a bit of practice.

-Combo List-

I have tried to separate the easy juggles with the more difficult ones, giving a difficulty rating for each juggle. The rating system is exactly like the move description ratings except for the addition of half stars. Keep in mind that some juggles may be easier or harder for you than myself and these are based on my experience only. With that, onto the juggles.

The damage for each juggle is not listed yet because there is not way I can accurately get the damage for each juggle. Perhaps when the home version comes out I can add the damage. I almost might just rate each juggle's damage factor like I did the other categories.

Style points simply signify the "coolness" of a certain juggle in my opinion. A 1 signifies a non stylish juggle, and a 5 signifies the most stylish. Many times, when presented a juggle opportunity, I opt for the stylish combos. =)

 Starter: Basic Uppercut (d/f+2) or Rising Uppercut (WS+2)

Combo:	Hits:	Damage:	Diff:	Style:
u/f+1	2-hit		*	5
u/f+4	2-hit		*	5
1, u/f+4	3-hit		*	4
1, d/f+4	3-hit		*	1
1, f,f+4	3-hit		*	2
1, dash, b+1+4	3-hit		***	4
b+1, dash, b+1+4	3-hit		***	4
f,f+4, b+1+4	3-hit		*****	5
b+1+4, f,f+4	3-hit		*****^	5
1, 1, f,f+4	4-hit		**	2
1, 1, d/f+4	4-hit		**	2
b+1, 1, f,f+4	4-hit		**^	2
b+1, 1, d/b+1	4-hit		**^	2
b+1, 1, d/f+4	4-hit		**^	2
b+1, 1, dash, u+1+2	4-hit		***^	3
d/f+2, d/f+2, d/f+2	4-hit		**	1
d/f+2, d/f+2, d/f+4	4-hit		**^	2
d/f+2, d/f+2, f,f+4	4-hit		***	2
f,f+3, d+1, f,f+4	4-hit		***^	4
f,f+3, d+1, FC,d/f+3	4-hit		***^	4
f,f+4, 1, f,f+4	4-hit		****	5
f,f+4, d+1, f,f+4	4-hit		***^	4
f,f+4, d+1, FC,d/f+3	4-hit		***	3
U/F,4, d+1, FC,d/f+3	4-hit		****	5
1, 1, 1, f,f+4	5-hit		****	4
1, 1, 1, d/f+4	5-hit		***^	4

1, b+1, d/b+2, d/b+3	5-hit	***^	4
1, u/f+3+4,b+1,3+4	5-hit	***	2
b+1, 1, d/f+1,1	5-hit	***^	3
b+1, 1, dash, u+1+2,f,f	5-hit	****	4
b+1, 1, 1, f,f+4	5-hit	****	4
b+1, u/f+3+4,b+1,3+4	5-hit	***^	3
b+1,1,1, b+1+4	5-hit	****	5
d/f+2, f,f+3, d+1, f,f+4	5-hit	****	5
d/f+2, f,f+3, d+1, FC,d/f+3	5-hit	****	4
d/f+2, d/f+2, d/f+2, d/f+4	5-hit	*****	4
f,f+4, 1, d/f+2, f,f+4	5-hit	****	5
1, 1, 1, 1, f,f+4	6-hit	*****	5
1, b+1,1,1,1, 3	6-hit	***	4
b+1, 1, u/f+3+4,b+1,3+4	6-hit	****	3
d/f+1,2,d/b+2,2, WS+4	6-hit	***	3
b+1, 1, b+1,1, u/f+4	6-hit	***^	4
1, b+1,1,1,1, 1, f,f+4	7-hit	***^	3
1, d/f+1,2,d/b+2,2,2, d/b+1	7-hit	****	3
b+1, 1, b+1,1, f,f+3,1	7-hit	*****	5
1, b+1,1,1,1, f,f+3, D+1, FC,d/f+3	8-hit	*****	5
b+1, d/f+1,2,d/b+2,2,2,2, WS+4	8-hit	***^	4
b+1,1,1, b+1,1,1,1, d/f+4	9-hit	*****	5
b+1,1,1, b+1,1,1,1, f,f+4	9-hit	*****	5

Starter: Kangaroo Kick (4~3)

Combo:	Hits:	Damage:	Diff:	Style:
b,b+1~1	2-hit		***^	4
b+1+4, f,f+4	3-hit		****	4
b+1+2~ANY, 3,4				
B+1+2~ANY, f,f+3,1	4-hit		***^	4
B+1+2~ANY, 1, f,f+4	4-hit		****	4
B+1+4, 1, f,f+4	4-hit		***^	4
B+1+2~ANY, 1, f,f+3,1	5-hit		*****	5
B+1+2~ANY, 1, b+1,1, f,f+4	6-hit		****	5

-Unconventional Juggles-

Starter: Lunging Sweep (FC,d/f+2)

Combo:	Hits:	Damage:	Diff:	Style:
WS+4, f,f+4, d/b+1	4-hit		****	5
WS+4, u/f+3+4,b+1,3+4	5-hit		***^	3

Starter: (FC,d/b+1)

Combo:	Hits:	Damage:	Diff:	Style:
d+4, f, f+4	3-hit		***	4
d+4, FC, d/f+3	3-hit		***	3

Starter: Bad Breath (B+1+2~ANY)

Combo:	Hits:	Damage:	Diff:	Style:
3	2-hit		*	2
d/b+1	2-hit		*^	1
4, 4	3-hit		**	2
1, f, f+4	3-hit		**^	3
1, 1, f, f+4	4-hit		***	4
1, 1, d/f+4	4-hit		***	3
1, b+1, 1, f, f+4	5-hit		***^	4
1, b+1, 1, d/f+4	5-hit		***^	4
d/f+1, 2, d/b+2, 2, WS+4	6-hit		***	5
1, b+1, 1, b+1, 1, f, f+4	7-hit		****	5

Starter: Sword Counter (b+1+4)

d+1, f, f+4	3-hit		***	4
d+1, FC, d/f+3	3-hit		**	3
d+1, WS+4, d/b+1	4-hit		***^	3
u/f+3+4, b+1, 3+4	4-hit		***	3

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= [8] :::::::::::::::::::::::::::::: Basic Strategy :::::::::::::::::::::::::::::: =

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Well now that all the moves have been explained, and you have a grasp of how the juggle system works, it's time to learn how to actually use it all. In this section I will cover the absolute basic requirements for good Yoshimitsu play. If you are new to Tekken 3, or Yoshi for that matter, I suggest you read and learn the following section. If you are a more experienced Yoshi/Tekken 3 player, you might already know most of this. Of course, it doesn't hurt to check it out anyway.

-Defense-

Blocking is the probably the most important part of any fighting game. Since the goal of the game is to inflict as much damage on your opponent before time expires, it's a good idea to know how to guard against your opponent. Blocking requires good hand-eye coordination as well as a fair bit of anticipation. A good defense uses offensive elements in the place of basic blocking, which can give you the offensive advantage when used correctly. Side stepping is also an effective defense tactic. Using a side step to avoid an attack can give you

a major advantage over your opponent. The last major part of a good Yoshimitsu defense is his Low Parry (d+1+3). Momentum is a major factor in Tekken 3, and when you become effective at switching the momentum to your attack whenever your opponent is on the attack, you will have a much easier time inflicting damage.

Interrupting is a very important part of Tekken 3. The most common technique is the basic crouching low punch (d+1). The low punch is excellent for breaking an opponents chains and can be followed up with a Rising Front Kick (WS+4). A smart Yoshi player will interrupt strings and attacks with the low punch, then follow up with the rising kick, making sure to buffer a Chicken (f+2+4) when playing a reversal character. Another good interrupt is Yoshi's Knee Bash. Its execution time is very and with the higher damage factor its uses quickly appear. The drawback is the lag time, which follows a blocked Knee.

Another defensive tactic is to avoid oncoming attacks altogether via side step (u_d,n). Many players have good attacking patterns which, when read right, can prove to be more of a setback than an advantage. Proper times to side step obviously differ between each opponent because of individual moves. Sometimes, even random side stepping can be useful and confusing. When mixed in with dashes, your opponent can sometimes be provoked into attacking, thus giving you the advantage.

The Low Cancel (d+1+3) is used in place of blocking, and many times can prove to be more effective. When an opponent attacks low and you parry their attack, Yoshimitsu will push them aside. This is an excellent defense tactic because once your opponent is parried, you gain the advantage. Many times I just go for a throw follow-up, but other times I attempt a Bad Breath. The reason both of these techniques are effective is because an opponent who gets reversed often is afraid of being juggled, so they hold straight back. Obviously throws grab standing opponents, and the Bad Breath hits anything in range. Sometimes I just go for a low kick (d+4) to push my opponent back.

-Positioning-

Positioning is a very important part of basic Yoshimitsu gameplay. With the additions of side steps to Tekken 3, you can virtually end up in any position in relation to your opponent. Knowing what to do when an opportunity arises is crucial to high level gameplay success. There are 5 basic positions which can come up any time during a game. These are: In Close; Dash Range; Far; Side; and Behind.

:In Close:

In close is exactly what it sounds like. In close constitutes anything inside Front Kick (d/f+4) range, which means if the Front Kick can hit your opponent, you are in close. This is Yoshi's strongest position in front of the opponent. Most all of Yoshimitsu's "custom strings" start from this position. Custom strings are explained in the Advanced Strategy section.

:Dash Range:

Dash range is about one dash away from your opponent. Dash range is a very strong position for Yoshi because of his excellent advancing moves. At this range you can dash in (f,f), use a Knee Bash (f,f+4) or a Lunging Foot (f,f+3) to get close while attacking, or play the keep-away game. The keep-away game will also be explained in the Advanced Strategy Section.

:Far:

Far is another no-brainer. If you are far enough from your opponent to where running is an option to get close (f,f from more than 3 character widths) then you are obviously far. From this distance Yoshi doesn't have much in the way of attacking. I usually run up into dash range then immediately cut the run short. Sometimes an opponent will charge at you from this range, many times a simple Helicopter Leap will get you out of harms way.

:Side:

Side is when you are on the either side of your opponent. This can be achieved on of two ways: by you initiating it with a side step (u_d,n); by stopping an opponents attack before it completes, thus leaving you at a different angle. In both cases the side throw is usually the best option as it is a guaranteed 40 points of damage if it connects. Other more risky options include: a side step in attempt to get into the Behind position; an attempt to damage via a juggle or a power move; and an evasive fake. The evasive fake is an Advanced Strategy and will be explained in that section.

:Behind:

Probably the most desired and coveted position by many Tekken 3 players, the Behind position usually seen more by Yoshimitsu players. This is because he has the Backhand (f+2), the UpperCut-Backhand (d/f+1,2), the Spinning Evade (b+3+4 up to 6x), and the Teleport (Sit, b_f). Each of these moves have some ability which causes Yoshi to gain the Behind position. Usually the best thing to do in the Behind position is go for the throw. This is an easy 70 damage and is inescapable once initiated. You can also go for the damage attempt, or use the evasive fake which is described in the Advanced Strategy section.

Having good positioning is key to high level play. Being able to manipulate various situations to your advantage can be the difference between winning and losing. With proper use of side steps, dashes, and turn around moves, Yoshi can be anywhere at any time.

-Throwing-

Throwing is such a basic part of Tekken 3 play, you not only need to know how to utilize it correctly, but also defend against it. To both use and defend against throws you need to have a basic idea of your opponents skill. First of all, can your opponent even throw on command? Does your opponent use non-basic throws? Knowing these facts can really help your throwing game. If you find that your opponent can't even throw themselves, you will more than likely have an easy time tossing them around at your leisure. If you notice your opponent uses non-basic throws, and escapes throws efficiently, you need to think about switching up your basic throws, and adding the Rainbow Drop (qcb+1+2). On the whole, it's all about reading your opponent. Don't give them the chance to surprise you. Always play a top level throwing game. Switch up between both basic throws and the Rainbow Drop, and remember to keep yourself safe from getting thrown. When you are in throw range, be sure to attack and cover up your opponents possible throw opportunities. One other thing about throwing: "Throwing is not cheap!". Live with it...

By now you should have a decent grasp on Yoshimitsu's moves, combos, and basic elements of gameplay. This section covers much more advanced styles of play, which will constitute the greater portion of your Yoshimitsu play. By adding you own style to the following techniques and styles, you will really begin to develop your own Yoshimitsu.

-Custom Strings-

Custom strings are one of the hardest parts of Yoshimitsu to master. At high levels of gameplay, a good custom string can be what separates you from the rest of the pack. Since many people have no idea what a custom string is, let me explain. A custom string is a series of quick moves in which, when used together, make it very difficult for your opponent to do much of anything besides blocking. This isn't as easy as it sounds though, because putting a few moves together one after another doesn't make an effective custom string. You must create your custom strings to be quick and very unreadable. Most custom strings are more useful than real strings because of their speed and lack of major delay between moves. Some people refer to custom strings as "patterns" but this is a general misconception. Patterns can easily be spotted which in turn can be easily defended against. A true custom string has many alternatives, making it very hard to defend against and at the same time they often force your opponent into making unwise decisions.

Creating a custom string takes experimentation and practice. Many moves can be executed one after another with little or no delay time, thus making them more effective as custom string additions. A great example of two moves that flow together effectively are the Crouching Low Punch (d+1) to Rising Front Kick (WS+4). The Crouching Low Punch has almost zero recovery time and the Rising Front Kick has excellent execution time. Add these together are you have the most basic custom string in Tekken 3. A bad example would be a Low Kick (d+3) to a Roundhouse (4). Both moves have delayed execution times and with the extended lag time of standing up before the Roundhouse, it's obvious why these two moves do not flow well together. A good practice for creating your own custom strings is to vary up the hit ranges. Hitting mid range is essential because your opponent cannot duck the hits. Hitting low is important because your opponent must block. Try to avoid constantly attacking high because your opponent can easily duck and retaliate. A good set of high attacks can be very useful though, so don't drop them altogether. When used all in one tightly wrapped package, a custom string can completely frustrate your opponent

The effectiveness of a custom string relies on three things: position; speed; and variation. The importance of speed and variation have already been explained so I will briefly comment on position. If you have read the Basic Strategy section, you know that Yoshimitsu's most effective range is In Close. This is because most of his quick moves have relatively short range. Once you get into position you need to know how to maintain it. Yoshimitsu has a few great moves for advancing while attacking. These are essential for keeping your custom string going. If you use a short burst of moves which contain no forward momentum, you have basically created a gap between you and your opponent, thus losing position. The success of a custom string can be judged on how well it flows together, how long you can maintain it, and how much damage it causes or sets up. Remember to keep this in mind when you create a string. What is the purpose of this string? Do you want to separate yourself from your opponent? Do you want to continuously bombard your opponent with

quick attacks. Or are you trying to set up a throw? Having a goal for a particular string is a very important factor to know as you create custom strings.

You should have a general idea about the uses of a custom string, as well as the different factors involved when creating one. Now I will explain Yoshi's major custom string moves, as well as put them in an easy to read format.

Forward Momentum Moves:

d/f+1,2
d/f+2
1,2
b+1

Stationary Moves:

d/f+4
WS+4
d+1
WS+2
1

These moves are the ones most used in Yoshimitsu's custom strings. The each have one of two basic properties. They either: move Yoshimitsu forward during execution; or keep him stationary during execution. If you want your custom string to keep on the attack, then it's wise to have a bigger percentage of forward momentum moves. If you wish to separate yourself from your opponent, then a couple of quick stationary moves will do the trick.

Let's look at a very basic custom string which I use a lot. This is a cross between forwards momentum and stationary. I use it to attack in a quick short burst, then push me away to safety.

1, d+1, WS+4, d/f+4

My main custom string starts with the the quick Basic Punch. It creates enough block stun against your opponent which lets you immediately go into the next hit, the low punch. Since the Crouching Low Punch is one of the fastest executing and recovering moves in the game, the Rising Front Kick is an excellent follow-up. The Rising Front Kick will separate you and your opponent far enough for you to safely throw out a Side Kick. This is one of the most effective basic strings for Yoshi because of its ease of execution and the fact that it only contains one high attack. Many times your opponent will try to foolishly attack in between the hits, thus taking damage.

Obviously this isn't a combo, but it designed to force your opponent to block or take damage. Each part of the string flows well together making it very difficult for your opponent to attack. Usually an opponent will be enticed to attack after the Rising Front Kick and end up eating the Side Kick. This is great for you because when the Side Kick interrupts attacks, it tends to do major damage.

If you want a longer string, you can switch up a few of the moves and end up with a never ending custom string.

1, d/f+2, 1, d+1, WS+1, 1, d/f+2, 1, d+1, WS+1...

This string is basically the same small string repeated multiple times. It starts with the Basic Punch, then a Basic Uppercut follows. The Uppercut has a little bit of a start up time, but the fact that Yoshi ducks down as he performs it makes up for it. The custom string then goes back into a Basic Punch, then a Crouching Low Punch. The final hit of the initial string is a Rising Uppercut. Then the string flows seamlessly back into itself, making it a very useful infinite custom string. The drawback of infinite custom strings is that your opponent will begin to recognize in, then develop solutions to

escape. A great advantage to this string is its juggle potential. With the Basic Uppercut thrown in, if your opponent is lured into attacking at the wrong time, they will find themselves in the middle of getting juggled. Since there is never more than one high attack strung together, this is an effective string to use against opponents who like to crouch a lot. One obvious problem with this string is it doesn't ever attack low. Then again, it was designed to constantly bombard your opponent with hits with the intention of catching them with a juggle starter in between.

Maybe you want to set up a juggle combo. Using custom strings to train your opponent to block is a super effective tool for Yoshi because he has the very powerful Unblockable Bad Breath. As you know, this move can start some great juggles even against blocking opponents. A simple, yet effective Bad Breath set-up string is:

1, b+1, 1, dash forward B+1+2~ANY

Simple, yet effective. Conditioning your opponent to block with a constant barrage of custom strings is essential for this string to work. Once your opponent is afraid to attack, they will be hesitant to attack when you dash in and start the Bad Breath. Once they realize what is about to happen it is usually too late and they end up caught in a Bad Breath juggle.

The same effect can be produced with:

1, dash forward B+1+2~ANY

Basically this is the same thing as above without the first two attacks. It is great for interrupting an opponent's attacks as well. Usually, when you stop one of their attacks with a Basic Punch, they immediately go into a defensive mode. This opens up an opportunity to go right into the breath.

Another great way to set up juggles is to mix in a bunch of Basic Uppercuts into your string. Here is a string which I use to lure opponents into walking right into a juggle.

d/f+4, d/f+2, 1, d/f+4, d/f+2, 1...

The Side Kick puts some distance between you and your opponent. The Basic Uppercut brings you back towards your opponent. The Basic Punch is used to set up the Side Kick. It's a great custom string for setting up juggles because many opponents think the Side Kick has a slow recovery time, which isn't true. They usually end up walking into the Uppercut and taking a bunch of juggle damage.

Since Yoshimitsu can start juggles from a crouch via his nifty Lunging Sweep (FC,d/f+3), there is no reason you can't use it in custom strings. In fact, most of the Yoshimitsu players I know utilize it in some form of string. My most used Lunging Sweep custom string is usually some form of the two below:

1, d+1, FC,d/f+3

1, d+1, WS+4, d+1, FC,d/f+3

Basically the Lunging Sweep always follows the Crouching Low Punch. The first string is a very quick version of a Lunging Sweep custom string. The second example uses the popular Low Punch to Rising Kick string in between. Both of these strings are effective, but suffer a very dangerous side effect. If the Lunging Sweep is blocked, then Yoshimitsu is susceptible to some heavy damage. The best times to use either of these strings are when you have conditioned

your opponent into blocking high. This is accomplished by using custom strings with many mid attacks and very few low attacks.

You now know what a custom string is, and the many uses for them. You should definitely create some of your own to fit in with your own style. I have made a list of some of my most used custom strings for you to try out. Since each of these strings are variations of the major ones described above, I won't bother explaining them all.

1, d+1, WS+4, d/f+4
1, 1, d+1, WS+4, d/f+4
1, 1, d/f+4, d/f+2

d/f+2, d/f+2, 1, d/f+2...
d/f+2, d/f+2, d+1 WS+4, d/f+4
d/f+2, 1, b+1, 1, d/f+2...

d/f+4, d/f+2, 1, d+1, WS+4
d/f+4, d/f+2, d/f+1,2,d/b+2,2 d+1, WS+4

f,f+2, d+1, WS+4, d/f+4
f,f+2, 1, 1,2, d+1, WS+4, d/f+4

These are just a small amount of the custom strings I use in my matches. They should give you an idea of how I string them together, and give you ideas on how to create your own.

-Buffering Chickens-

To effectively reverse ("chicken") your opponents Reversals, you must first understand how to do it. It's very simple really. If your opponent reverses one of your left limbs then you Chicken with f+1+3. If your opponent reverses one of your right limbs you Chicken with f+2+4. If a double limbed attack is reversed, such as a Kangaroo Kick or a Shark Attack, then you can Chicken with either f+1+3 or f+2+4. Now that we have that out of the way, let's take a look at Yoshimitsu's most commonly reversed moves. They are:

d/f+2
1,2,1,4 (last two hits)
WS+4
WS+2
3,4
d/f+1,2
d/b+3,3(,3,3,3),f+4 (last hit)
d/f+1,1,1,1 (last two hits)

I am sure these aren't the only moves that will be reversed, but they are the most common. Buffering a Chicken requires some quick hands and a little bit of practice. Let's take the Side Kick (d/f+4) for example. To buffer the Chicken for the Side Kick, immediately press f+2+4 after performing the d/f+4 motion. Both motions should be as one and done fluidly. If your opponent tries to reverse your Side Kick, Yoshimitsu will have a stored Chicken and break out of it automatically. If your opponent doesn't reverse, you can go on with your match. Buffering is a very advanced technique which requires some experience. Once you can successfully buffer all of your reverse-prone moves, your game will greatly improve.

One important side note: You cannot escape King's reversals. So buffering a

Chicken for your kicks is not necessary.

-Yoshimitsu's Oki-zeme-

Oki-zeme is a Japanese term which basically means "to place pressure a downed opponent". This is loosely translated I suppose, but it is what most players recognize the word to mean. Many players think of hitting a downed or rising opponent as being "cheap" or "unfair" which is really not the case. Just as slikaTel pointed out in his guide, in a real street fight, when someone goes down, you don't let up until it's over. This relates to Tekken 3 as well. When you knock your opponent down, you want to keep them down as long as possible in order to inflict as much damage as you can. Yoshi's most useful moves for keeping your opponent on the ground and/or damaging them while they are down are as follows:

d+3
d+4
d/b+1
d/b+3...
u/f+1+2~D
u/f+3+4...
u+1+2, f, f
f, f+3, 1
b, b+1~1

Yoshimitsu has quite an oki-zeme arsenal as you can see. Usually when I knock an opponent down with Yoshi, I try to tack on a couple more hits instead of trying to keep them down. The best move for this is probably the Crouching Low Kick (d+3). Most of the times after I finish a juggle, I try to sneak in this extra hit because it hits both rolling and lying opponents. I also like to switch up with the Low Side Kick (d+4). This is another great move for hitting opponents who like to roll, and many times you can run up and add on the Crouching Low Kick.

If your opponent just stays down after a knockdown, waiting to see what you do next, go into the Sword Pogo (u+1+2), then the Pogo Rush (f, f). These two moves take of a ton of damage and are both great ground strikes. The Pogo Rush even damages opponents which like to roll backwards or forwards.

If you are unsure of what your opponent might do after a knockdown, don't be afraid to use one of the Poison Wind (u/f+3+4...) variations. The initial move will stomp any opponents lying on the ground, and sometimes can catch them as they attempt a roll. The advantage of using one of the Poison Wind variations is the fact that if you miss, you can backflip to safety. If you do connect with the initial hit, you can then continue with the Mini Backhand into the Big Poison Wind. Since the Big Poison Wind takes even more damage than the first one, connecting with this string can be very deadly to your opponents health.

A risky but damaging oki-zeme strike is the Helicopter Leap-Quick Down Slash (u/f+1+2~D). This move takes of a considerable amount of damage at 25 points, but can really get you into a bind if your opponent rolls forward. I hardly ever use this technique but it effective against a mediocre opponent.

The Spinning Low Sweeps (d/b+3...) have always been a great oki-zeme tool. In Tekken 2, almost all of the kicks would connect on a lying opponent. In Tekken 3 they have toned it down so that only the first hit connects. I commonly use the Spinning Low Sweeps in places I would use the Crouching Low Kick (d+3).

A very effective/high-powered oki-zeme tactic is the Wood Chopper (f,f+3,1). This move is great against opponents that like to roll forwards or backwards after a knockdown, but is also good against opponents which lie still. The Lunging Foot (f,f+3) can catch the opponent as they roll which makes the next part guaranteed. The only drawback of this oki-zeme tactic is the fact that opponents can avoid the damage with a roll to the side.

The Spinning Sword (b,b+1~1) is another great move for pressuring a rising opponent. If you put out the Spinning Shield above your opponents lying body, many times they will stand up into it and take damage. Even if they try to attack as they rise, they will take damage. You must make sure to perform the Spinning Sword quickly, or it loses it's effectiveness.

Perhaps the most effective oki-zeme move is the Sword Slice (d/b+1). Since it is one of Yoshimitsu's many Unblockables, your opponent has little defense for it while they are lying on the ground or rising. The only way your opponent can avoid being struck with the Sword Slice is to roll to the side, and even some of the best players tend forget rolling sideways.

-The Keep-Away Game-

Playing the Keep-Away game is much different than playing a strictly defensive or offensive game. Basically it entails making your opponent come to you and you running away or pushing them back. The reason this is technique can be effective is because, when your opponent is coming at you, they can't block. I sometimes use this play style when I play against high level competition, but it is more effective against the mediocre player. To play the keep-away game you have to take risks, it's as simple as that. Going for high-risk moves as your opponent rushes you is what it's all about. The most common moves I use for my keep-away game are as follows:

d/f+4
f,f+4
u/f+4
U/F+1+2~B
4~3
B+3+4 (up to 6x)
Sit, [b_f]

Both the Knee Bash (f,f+4) and the Jumping Twist Foot (u/f+4) I use to smash my opponent as they rush in. The risk factor here is that if your opponent does block them, they can retaliate and damage you instead.

I use the Side Kick (d/f+4) to stop an opponent dead in their tracks. Many times I catch them right as they attack and I cause some major damage. The risk factor here is that if your opponent is out of range and doesn't get hit with the Side Kick, they can dash in and punish you before your Side Kick retracts.

When opponents are far and they try to run in and slam me with a shoulder butt or slide, I go for the Reverse Helicopter (U/F+1+2~B). This is very effective because many times your opponents will go right underneath you, and you will end up coming down on them from behind. The drawback of using the Reverse Helicopter is that you can end up with your back to your opponent if they can anticipate the Reverse Helicopter, then stop their charge prematurely.

The Kangaroo Kick (4~3) is used against opponents who like to rush in and go for a slow executing high attack. The Kangaroo Kick will go under their attack and set up a very large damage combo opportunity. Again, if your opponent cuts

their rush short, you can end up whiffing the Kangaroo Kick, thus allowing your opponent to take a free shot at you.

Both the Spinning Evade (B+3+4 up to 6x) and the Teleport (Sit, b_f) are used to get away from your opponent and change your positioning. When an opponent rushes in, the Spinning Evade can avoid all attacks and sometimes even place you behind your opponent. The Teleport is used more to lure your opponent into coming at you, so you can Teleport behind them and hit them for free.

I am sure you can come up with Keep-Away uses for many of Yoshimitsu's moves, but I just wanted to give you a basic idea of how the Keep-Away game is played and which moves I use when I utilize the technique. Again, if you do not like taking risks I suggest you stay away from this play style. You can get into some really dangerous predicaments when you throw out wild moves as your opponent attacks, sometimes causing major damage to you instead.

-Tricks of the Trade-

Yoshimitsu has some very effective tricks and techniques used by some of the top players. Usually tricks involve ways to use certain moves together to confuse your opponent and cause damage. Others are used for making regular moves more effective. Knowing all the little nuances of Yoshimitsu can really help your style and make you an all-around killer.

:Low Parry to Breath:

Exactly as the name implies, this technique consists of first parrying a low attack, then using the Bad Breath (B+1+2~ANY). This is a deadly tactic because when opponents have a low attack parried, they usually worry about being hit or thrown so they block. Since the Bad Breath is unblockable, it will hit your opponent whether or not they are blocking back or crouching, thus setting up a big damage combo. To successfully use this technique, I suggest using a tiny dash towards your opponent immediately after you parry their low attack. This will bring you in range and also make your opponent weary of attempting an attack.

:Jaw Smash to Free Hit:

Since Yoshimitsu's Jaw Smash (2+4) throw keeps him near his opponent after he knocks them down, it is possible for Yoshi to add on extra damage before the opponent has any chance to escape. The first move which connects is the basic Crouching Low Kick (d+3). The second, more powerful, follow-up is the Sword Pogo-Pogo Rush (u+1+2,f,f). Many times this Pogo Rush will hit twice, making the Jaw Smash a very powerful throw. One thing to remember is that, if you use this technique too much, your opponent will catch on and begin to escape the initial throw.

:Jaw Smash to Go Behind:

Another great trick to use after a Jaw Smash (2+4) involves sidestepping towards your opponent's head after the Jaw Smash connects, then using quick pokes to keep them from rising the correct way. Basically, if you connect with the Jaw Smash, sidestep towards your opponent's head, then use a basic low punch (d+1), immediately followed by a rising right kick (WS+4) then repeat the pattern until one of the attacks hits. If your opponent tries to stand up or attack from this position, you will punch/kick them out of the attack and

their back will be towards you. I suggest using a Knee Bash (f,f+4) if the rising kick connects, and a rising kick, then Knee Bash if the low punch connects.

:Lunging Foot to Crouching Attacks:

Another confusing set-up attack is the Lunging Foot (f,f+3). Since it recovers low (RC) you can smoothly flow into any move which starts as FC. The best part about using the Lunging Front Kick as a low move set-up is because most of the time your opponent will be worried about the Sword Slice follow-up and they will stand up. This gives you an opportunity to strike with a Lunging Low Sweep (FC,d/f+3) or a Sword Sweep (FC,d/b,b+1). Both moves are good because they cause some good damage. The drawback is the fact that if either move is defended against correctly, Yoshimitsu is open to some damage.

:Lunging Sweep Combo to Wakeup Breath:

A very tricky and nasty tactic to use when your opponent tech rolls a combo which leaves you close is to immediately dash then Bad Breath (b+1+2~ANY). One of the best setups for this particular trick is: first catch your opponent with a Lunging Sweep (FC,d/f+3), then use a rising kick (WS+4), immediately followed by a basic low kick (d+4). As soon as the basic low kick connects, dash right up to your opponent and Bad Breath. Many times you will catch them off guard and score a high-damage combo.

:Dash Buffered Attacks:

Dash buffering attacks is nothing more than using a dash forwards (f,f) then adding a move onto the end of it. The best example I can give is the Dash to Knee Bash (f,f,f+4). As you can see, when using the dash with a Knee Bash on the end you have combined both moves to form one smooth motion. What makes this technique useful is the fact that you can cover larger distances before you attack.

:Delayed Door Knocker:

Using the wait-delay feature of the Door Knocker (d/f+1,1,1,1) you can often make your opponent walk right into damage. I have found that by delaying the third hit, it yields the best results. This is probably due to the fact that opponents don't realize what is going on for the first two hits so they end up blocking. Then once they realize that you are using the Door Knocker they know what to expect so when you delay the third hit they sometimes think the Door Knocker is finished. When they try to attack they end up finding out you were not done with the Door Knocker and they take damage. Experiment with different delay times and places to use the delay, you might find better places to use it effectively.

Another great trick to use with the Door Knocker is to cut it short after the first two hits, then throw. By switching up between using the full four hits of the Wood Chopper, and cutting it short for a throw in between, you can keep your opponent guessing.

-Controlling the Game-

Controlling the game is a very hard thing to explain. Basically it involves

you making your opponent do exactly what you want them to do, when you want them to do it. This is a very hard thing to do, especially at high levels of gameplay, but it can be done. The most important factor is being able to read your opponent. Do they have any predictable patterns? Do they always try to throw after you do a certain move? When do they go for juggles? In addition to knowing all that, you have to learn how they react to your attacks and actions each time you do something. Does your opponent block this consistently? Does your opponent now how to escape this throw? Knowing all this can be a great advantage if you pick it up quick enough.

Once you get to the point where you know what your opponent is going to do after one of your attacks or actions, you must learn to exploit it. If your opponent always rushes in after a Rising Front Kick (WS+4), go for a grab, or slam them with a Side Kick (d/f+4). If your opponent always pokes you two or three times, then goes for a juggle attempt, use a Crouching Low Punch (d+1). The tactics above aren't guaranteed to work 100%, but when you find some that do, use them. Frustrating your opponent is very important. Once they feel like they have nothing they can do, you have won the game. When they get to the point where they are afraid to use their own tactics, you have basically shut them down, giving you free reign over the match.

Now, if this actually happens to you, don't worry. Step back and play it safe for a few seconds. Try something you don't normally do. I mean, if you already have lost hope in winning, then why not try something new? Sometimes this is the key to getting out of the rut. The mental part of Tekken 3 is extremely important and you must learn to play it well.

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= [10] ::::::::::::::::::::::: The Total Package ::::::::::::::::::::::: =
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Now that you know what Yoshimitsu can and can't do, it's time to develop your own style of play. You have learned all about his moves, his combos, ways to create and utilize custom strings, and lots of really effective strategy. As slikatel pointed out in his guide, I can't tell you exactly how to play. That is something you have to find out for yourself through practice. I developed my style through tons of practice and constant experimentation. Take your time to learn everything you can about your character. If you think up something new to try, write it down and take it to the arcade and see what happens.

-Offensive vs Defensive-

This is still one of the biggest questions regarding Tekken 3 play. Should I play defensive? Or should I play offensive? The answer to this lies in how you perform with each style. If you win more by playing defensive, then play a defensive game. If you win more by staying on the attack, then attack for all your worth and a little bit more. My recommendation is to make sure you know both facets of play. You can't do much against an opponent who is a defensive player when you yourself are one. Also, if your opponent is a great attacker like yourself, yet you aren't very experienced at defending, then you are in big trouble. Generally though, at high levels of play, only those with both a strong defense and offense will succeed.

-Taking Risks-

Risk taking is a very important aspect of high level play. In my experience, only those players who take the final step and put everything on the line for

a victory are those who who win consistently against the best competition. I am not saying you can't win by playing it safe, because that would be untrue. A sound no-risk defense and offense can be quite effective. In my opinion though, I do think that taking risks can open up your eyes and help you learn new ways of dealing with different situations. Try using moves in places you would never normally try them in a really serious match. I mean, go for an unblockable during an opponents string, throw out a random Kangaroo Kick, try using jumping attacks to escape odd situations. This is only the tip of the iceberg, but I am sure you understand my point. Many times you will find a great new technique that you can incorporate into your style of play.

To be consistent and sound, is to be good... to be unpredictable and creative, is to be great...

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= [11] :::::::::::::::::::::::::::::: Epilogue :::::::::::::::::::::::::::::: =
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Well this is basically the end of the guide. If you are a novice Yoshi player or just starting out, you should probably read this guide a couple more times, trying to learn a few new things each time. Be sure to get all his moves down and be able to perform them on call. Then make sure you can juggle with decent proficiency and consistency. Once you have the general Yoshimitsu gameplay under control, work on your own style of play. If you are an intermediate to advanced Yoshimitsu player, I hope you have learned at least one or two things new from reading this guide. The sole purpose of this guide is to make you a better player. Since there is always something new to learn, this guide can't possibly list everything there is to Yoshimitsu. I can only hope I have given an accurate representation of his abilities. Remember... have fun! - Ben

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= [12] :::::::::::::::::::::::::::::: Useless Info :::::::::::::::::::::::::::::: =
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-Yoshimitsu's Story-

Boskonovitch created the Cold Sleep machine during experiments in his search for eternal life. The technology, still unproven, was used to preserve his young daughter who suddenly passed away.

Yoshimitsu raises research funds and as the leader of the "Manji" party he helps the poor and disadvantaged. Yoshimitsu visited Boskonovitch when he learned of the many martial artist disappearances. The "Yo-man" was surprised to find Boskonovitch suffering from a mysterious pathological organism. It's believed to have been contracted during lab experiments while making the Cold Sleep machine. Like some weird sci-fi story, Boskonovich claims he needs blood from the God of Fighting to complete his research and bring his daughter back to life. Indebted to Boskonovitch for saving his life, Yoshimitsu enters the tournament to help an old friend.

-Biography-

Copy: Mechanized Space Ninja
Nationality: None
Fighting Style: Manji Ninja Arts

Age: Unknown

Height: 178cm
Weight: 63kg
Blood Type: 0
Occupation: Leader of Manji Clan
Hobbies: Sumo Wrestling, Net Surfing
Likes: Arcades, especially those in Shinjuku, Japan
Dislikes: Villains, Poor Losers

-Outfits-

Button:

- 1 or 2 Yoshimitsu is clad in gold torso armor and shin guards and is also wearing black pants with a red belt. His helmet is really big and convexed shaped.
- 3 or 4 Yoshimitsu is clad entirely in silver body armor. His helmet is normal shaped with a red tassel on top.

-Pre-Fight/Winning Stances-

:Pre-Fight:

Button: Result:

- 1 or 2 Yoshimitsu does a backflip with a twist, landing in his fighting stance.
- 3 or 4 Yoshimitsu bounces onto the screen while in his Sit, eventually ending up on the ground in front of his opponent, where he then uses his Teleport to stand up in the correct position.

:Winning Stances:

Button: Result:

- 1 Yoshimitsu draws his sword and waves it back and forth as he then pulls it back and is ready to strike.
- 2 Yoshimitsu does a back flip into his Sit as he then draws his sword and holds it in front of him.
- 3 Yoshimitsu does his Double Sword Slice, lands, then poses as if he is about to strike.
- 4 Yoshimitsu hops on one leg with one knee in the air, puts his leg back on the ground, shakes his head, and poses with one arm out.

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= [13] :::::::::::::::::::::::::::::: Credits :::::::::::::::::::::::::::::: =
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Ben Cureton (tragic@toxic.net) Author/Designer/Player
- That's me. The Yoshimitsu Manual took me about two weeks to complete which is definitely a long time to spend on one character. Yoshimitsu has been my favorite character since the first Tekken and I figured he deserved an accurate representation of his abilities.

Robert Brassfield (slikatel@metro.net) Inspiration/General Format
- Rob made a lot of great points in his spectacular Jin Kazama Strategy

Guide which I reused with his permission. I also used his general format for getting the information across. Rob is an excellent Yoshimitsu player and together we have bettered each others Yoshimitsu play.

Steve Sronce (wls@eosinc.com)

Stance List/Player

- Steve is another excellent Yoshimitsu player. Steve has always shared his techniques and strategies and I definitely got some fresh ideas on Yoshi play from him. I also modified his Winning Stance List for Yoshimitsu and used it in my Useless Information section.

Matt Kutaka (no@email.com)

Main Yoshi Competition

- Matt Kutaka is one of the most advanced Yoshimitsu players I have ever had the priviledge of competing against. Matt always has new tricks up his sleeve and is never one to keep them secret.

Jeff Batdorf (khorkina@earthlink.net)

Main Yoshimitsu Discussion

- Jeff is one of the premiere Yoshimitsu players online. He is responsible for some really crazy combos as well as some awesome tactics. Pray you don't run into him.

Dr. Boskonovitch (drb@namco.com) =)

Keeping Yoshimitsu Oiled

- What can I say? The man's a genius!

Extra Special Thanx to all the people not mentioned in this section, namely all of the guys online in #gamenation and members of the TWP.

- The Yoshimitsu Manual is dedicated to all of those Yoshimitsu -
- players who stuck with him when non-believers shot him down -
- and gave him no respect. Yoshimitsu Forever!!! -

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