

# Tekken 3 Lei Character FAQ

by JChristopher

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TEKKEN 3 FAQ (for both the arcade and ps version)  
by Joseph Christopher <sirlordjoseph@icqmail.com>  
version 1.1  
Jan. 1, 2000

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I didn't believe there will come a time when I'll have to write something like this just to remind some people of what they all should be knowing by heart :( Anyway, here goes...

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\* This society does not care if you're the dumbest vegetable on earth,  
if you do something wrong, someone will make you pay the price! ;)

\* Lei is to Jacky Chan as Law is to Bruce Lee. Everything from the ability  
to fight in different stances, being an on-rusher instead of a counter  
attacker, and knowing how to pack a gun. He's even depicted as a supercop,  
much like the usual Jacky Chan role in Hollywood movies. The only difference,  
perhaps, is his hair, which is very, very long. Anyway, I enjoy watching  
his (Jacky's) movies a lot and so I have also learned to love playing  
as his incarnation in the Tekken world. But Lei can very well still be  
a good choice of yours for the following reasons:

1. Lei has a total of TWELVE stances excluding the normal one (and believe  
me, you'll find a good strategy for ALL of them!)
2. Lei's stances are intertwined (meaning a whole lot of his moves can  
be made to end up in another stance)
3. Lei can very well mix-up high attacks, low attacks, and sidesteps.
4. Lei can easily link his juggles with his low parry
5. Lei can slide without having to run first
6. Lei can GAIN LIFE during the game! (well, not much, really, but cool  
enough!)

Why read this guide:

- I. Legend
- II. General Moves
- III. Special Moves
- IV. Throws
- V. Stances
- VI. The Razor Rush
- VII. Combos
- VIII. Juggles
- IX. Counters
- X. Vs. Computer
- XI. Vs. Human
- XII. Ending
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- U - up
- D - down
- B - back
- F - forward
- N - neutral
- + - at the same time
- / - or
- 1 - Left Punch
- 2 - Right Punch
- 3 - Left Kick
- 4 - Right Kick

\* for the rest of this faq I will be referring to mid attacks as high ones because there really isn't any difference between them in terms of how they are blocked or countered

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- dash - F,F / B,B (goes in direction you choose)
- ankle kick - D+4 (when you're down)
- roll - B / F (when you're down)
- run - F,hold F (when far from opponen)
- leap punch - F/B,F+1+2 (while rolling/running)
- leap kick - B,B+3+4 (while rolling/running)
- flying kick - 3 (while running)
- slide - 4 (while running)
- tackle - 1/2 (while running)
- multi punch - 1,2,1,2,..(after tackle)
- charge up - 1+2+3+4
- uppercut - DF+2
- side step - tap U / D (goes in direction you choose)

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These moves you'll have to use at random to win:  
(not all are here cause I'll be including a lot in the stances section)

- 1) Razor Rush - F,N,1,2,1,2

Lei steps forward and out comes two pairs of left-right punches that do more damage than the jabs(LPs) yet less than the strong ones (RPs). This move, in my opinion, is all you need to win. It is a move

so complicated yet so easy to understand that it actually deserves a separate section in my faq. See that section for more details on this move and how to effectively use it.

2) Rush Combo - F,N,4,1,2,3

Again, Lei steps forward but this time he does a high kick followed by two quick punches to the midsection and finally a roundhouse kick that's enough to knock the opponent off his feet. If the opponent blocks, however, you can do one of two things: tap 4 to deliver a high kick similar to the first attack you did only this time it does more damage and temporarily stuns the opponent, OR...tap D+4 to deliver a sweep that does less damage, but adds a confusing strategy for this move--- nice!

3) Rave Spin - DB+4

You turn around while trying to crouch and stretch out your farther leg to sweep the opponent in the process---all in a fraction of a second. A good strategy for this move would be to use it after throwing a couple of jabs when the opponent is expecting another high attack. There are two ways to end this move: One, tap D or U to get into the Snake Stance (see stances section) and two, tap 4 once again to deliver a hopping roundhouse kick that does decent damage.

4) Crescent Kick - 3,4

You again turn around but this time you hop and make a 180degree arc with both legs, using the farther one to hit the opponent's head. You end up in a Back Stance (see stances section) or, if you tap D, a Knockdown Stance. What's more, if you hold U, you can get two additional crescent kicks just in case the first one messes up. You may release the U after the first kick to cancel the third one, and again hit D to end up in a Knockdown Stance, it really is your choice---cool! Oh, and one last thing: you can hold F during or even before the first Crescent Kick to make you sidestep in the process, making you end up, most of the time, facing the opponent's back. You may, as usual, hold U afterwards to continue with the rest of the move or D to enter the Knockdown Stance.

5) Rolling Kicks - 4,4,3,3

Lei goes into a Knockdown Stance, kicks with one leg, then the other, and finally an upward kick that launches the opponent in mid-air. Looks like a good set-up for juggles, but because you end up in a Post-slide Stance, there's nothing much you can do afterwards. What you CAN do is use this move as a juggle ENDER rather than starter.

6) Cannonball - B+1+2

High on damage, speed, recovery, and effectivity. In this move, Lei bends way back before giving the opponent a powerful head butt. This "bending" makes the move a good evasion tactic for throws and other high attacks before you effectively counter. You may also use this move as a juggle ender when you happen to forget your juggling strategies cause it definitely does more damage than an incomplete juggle.

\* These are not really needed to win a game but some may be added to combos as stated in my combos section:





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\* Generally speaking, stances will only allow you to execute one attack before they revert to the normal one. I'd just be mentioning the exceptions along the way.

\* Switching between stances usually requires the tapping of U or D. These moves are listed assuming your OPPONENT is facing left. Otherwise, whether you're in front of him or not, reverse stance switch codes.

#### 1) Snake - 1+4(during sidestep) or F+2+3

description: right leg raised; right arm mimics the actions of a snake; left arm supports right one  
blocking : high only  
left punch : a quick jab by the supporting arm  
right punch: another quick jab that comes out a little slower than the previous one but does more damage and may stun the opponent on perfect timing.  
left kick : identical to the last hit of his Rolling Kicks; also launches the opponent in mid-air and makes him end up in a Post-slide Stance  
right kick : a shin kick that does not go into the normal stance but back to the Snake Stance instead

Other moves:

#### a) Rushing Snake - 1,1,1,1,1,1

The fastest six hit combo in all of Tekken. It's composed mainly, or rather ONLY, of the same jab that Lei does in his left punch, and he does it six times---very rapidly. One of the best counters for nearly ANY high attack your opponent might be thinking. If he happens to anticipate this and sidestep, just continue with the rest of the punches to evade any attack he might be thinking of. You may tap F after any of these punches to go back into the Snake Stance.

#### b) Snakebite - 2,2,2

Two high strikes followed up by a low one. If blocked, the second high strike serves as a defense breaker to enable you to more or less successfully land the final hit. You may tap F after the first two hits to access the Dragon Stance OR after the last hit for the Panther Stance

#### c) Out of Control - 1+3

Lei goes into his Dragon Stance, turns around, and again faces his opponent as he tries to grab his (opponent's) head. He then whirls the opponent's head around to ensure dizziness, let's go, and gives the off balanced opponent a double punch to the chest. If you tap 1+2 during all that head whirling, Lei will do less damage on his double punch, but he will GAIN LIFE and end up in a Drunken Stance---cool!

#### 2) Dragon - U (during Snake Stance)

description: left leg genuflected; two arms both with closed fists are parallel and pointing towards the opponent to depict the shape of a dragon's mouth

blocking : high only

left punch : identical to the Snake Stance's Out of Control move, may also be followed up with a 1+2 during all that head whirling to do less damage on his double punch, GAIN LIFE, and end up in a Drunken Stance---cool!

right punch: an uppercut that packs some power and speed, but does not juggle. May be followed up with an F to proceed to the Tiger Stance

left kick : identical to the first hit of the High-low Kick, but this time you cannot follow up with the sweep

right kick : identical to the first hit of the Rush Combo and this time you CAN continue with the said move. May also be ended in two ways if blocked: tap 4 to deliver a high kick similar to the first attack you did only this time it does more damage and temporarily stuns the opponent, OR...tap D+4 to deliver a sweep that does less damage, but adds a confusing strategy for this move---nice!

Other moves:

Dragon Spark - 1+2

Without losing the cool position of his arms, Lei does a double punch to the opponent's chest and midsection to knock him off his feet. Good alternative for those already expecting a throw. You can access the Tiger Stance by tapping F after executing this move.

### 3) Panther - D (during Snake Stance)

description: right leg bent slightly downward; left leg bent slightly forward; both arms are suspended forward with half-open hands to mimic a panther's paws

blocking : low only

left punch : both arms are spread wide apart to sweep the opponent in the process

right punch: similar to the Dragon Stance's right punch. Also comes with power and speed but this time it CAN juggle!

left kick : identical to the normal stance's D+3. Tap B afterwards for an instant Phoenix Stance!

right kick : identical to the first hit of the Beating Kick and CAN be followed up with the trio of midsection punches in case it messes up. May also be ended in two ways: One, tap 4 to deliver a mid kick, and two, tap 3 for a low kick that sweeps.

Other moves:

\*none\*

### 4) Tiger - U (during Dragon Stance)

description: right leg bent slightly downward; left leg bent slightly forward; both arms are horizontally aligned and suspended forward with almost fully-open



hands to mimic a tiger's paws

blocking : high only

left punch : an oh so powerful pound that can, but not always, juggle. You have to time it right, otherwise your opponent will just get knocked down. Wondering how a pound became a juggle? Simple: Just like Paul's pound, the opponent's body bounces back up, (unrealistic, but COOL) allowing you to juggle.

right punch: also an oh so powerful pound that does a liiiittle bit more damage than the other one, but cannot juggle. In my opinion, it ain't even worth the try.

left kick : similar to the Set-up Kick but this time you can't end it with either 4 or D+4

right kick : a very quick yet powerful low back kick that can sweep

Other moves:

Tiger Rush - 3,1,2,1,2

This move simply starts with the first hit of the Set-up Kick followed up by the four midsection punches of the Razor Rush. There are numerous ways to end the Razor Rush part, and so I actually placed it in a separate section which you'd be reading later on.

#### 5) Crane - D (during Panther Stance)

description: left leg is folded and raised as high as possible; right foot is tiptoed; both arms with half-open fists are raised sideways and are pointing at their respective directions; all of which depict the normal stance of a crane

blocking : disabled

left punch : a powerful strike that knocks the opponent off his feet if it connects, but crushes his guards much like the last hit of the Defense Breaker if blocked.

right punch: a spinning back fist that turns the opponent around and at the same time ends up in a Back Stance

left kick : a high forward kick to the face---cool stuffer!

right kick : a high-damaging low kick that knocks the opponent face down into the ground

Other moves:

Crane Dance - 3,4,2,3

A four-hit combo the three kicks of which pack some nice damage. The last kick, by the way, is an upward one that CAN juggle. It is only advisable to use this move when you knock the opponent down and he gets up with a 3 (low spin kick). Just dash back and proceed with the combo.

#### 6) Knockdown - 4,4

description: lying face-up on the ground; head is farther than the legs with respect to the opponent

blocking : disabled

left punch : a sideroll that ends up in the normal stance  
right punch: disabled  
left kick : identical to the normal stance's D+3  
right kick : similar to the normal stance's D+3, but you aim  
for the chest instead of the shin

Other moves:

Hop up - 3+4

Lei raises both his legs and uses their weight to carry his entire body upward and end up standing. Good counter for people who like to rush even when you're down.

7) Play Dead - D+3+4

description: lying face-up on the ground; legs are farther  
than the head with respect to the opponent  
blocking : disabled  
left punch : a sideroll that ends up in the normal stance  
right punch: disabled  
left kick : identical to the normal stance's D+3  
right kick : similar to the normal stance's D+3, but you aim  
for the chest instead of the shin

Other moves:

a) Spring Kick - 3+4

Undoubtedly Lei's most powerful anti-air, in this move he, from a lying down position, shoots both his legs upward and juggle the opponent. Sadly, there's not much you can do afterwards since you're still lying on the ground after doing this move.

b) Double Slicer - 3,4

This move is identical to the Rave Spin, except for the fact that you use a 3,4 instead of DB+4,4 code to execute it. Nice to mix-up with the Spring Kick to yield victorious results.

8) Post-slide - Hold D+1 (during Knockdown Stance)

description: lying face-down on the ground; head is farther  
than the legs with respect to the opponent  
blocking : disabled  
left punch : switch back to Knockdown Stance  
right punch: disabled  
left kick : identical to the normal stance's D+3  
right kick : similar to the normal stance's D+3, but you  
aim for the chest instead of the shin

Other moves:

a) Deep Sleep - 3,4

You "wake up" from your post-slide stance, do a sweep identical to the first hit of the Rave Spin, and end up, once again, lying on the ground but this time you're in your Play Dead Stance.

b) Go to Sleep - 4,3

Identical to the Cartwheel Kick, only you do it from a knockdown position, and that just makes it a lot cooler and definitely more surprising than the original.

9) Facedown - D+1+2

description: lying face-down on the ground; legs are farther than the head with respect to the opponent  
blocking : disabled  
left punch : switch to Play Dead Stance  
right punch: disabled  
left kick : identical to the normal stance's D+3  
right kick : also identical to the normal stance's D+3

Other moves:

Slide Kick - 4,3

One of the mentioned advantages of Lei, this slide kick does not require him to run first. It comes out pretty fast and, also because of your current position, is a great surprise move. A good strategy would be to do an ordinary sweep (D+3) after it because you end up behind your lying opponent. Do it again he gets up repeat the process until he thinks of a way out. Finally, if you end up in front of him, do an ankle kick for a little more damage.

10) Drunken - F+3+4

description: self-explanatory; added note---will last for only about seven seconds  
blocking : disabled  
left punch : a good, hard-hitting strike that knocks the opponent off his feet  
right punch: disabled  
left kick : disabled  
right kick : disabled

Other moves:

Staggering Slide - 3+4

Lei turns around, crouches, and then stretches both legs out to knock the opponent face down into the ground. Ends up in a Post-slide Stance.

11) Back - B+3+4

description: self-explanatory  
blocking : disabled (obviously)  
left punch : a spinning backfist that does not go into the normal stance but back to the Back Stance instead  
right punch: one of the easier to access jugglers in Lei's arsenal, this one's a quick, damaging uppercut that launches the opponent in mid-air  
left kick : a back high kick common to most Tekken characters  
right kick : a back mid kick also common to most Tekken characters

Other moves:



a) tap 2 - second Razor Rush punch

a.1) pause - to keep opponent guessing

a.2) tap 1 - third Razor Rush punch

a.2.1) pause - to keep opponent guessing

a.2.2) tap 2 - fourth Razor Rush punch

a.2.2.a) pause - to keep opponent guessing

a.2.2.b) tap 3 - Razor Rush ender: a low kick that can sweep at perfect timing

a.2.2.c) tap 4 - Razor Rush ender: a high kick that can be linked to the Crane Stance if you tap U/D immediately afterwards. Linking to the Crane Stance yields two more options: One, wait for the opponent to stand up and hit him with a Crane Dance to juggle, or two, dash forward, wait for him to move a muscle, and then stomp him with a right kick!

a.2.2.d) tap U/D - Tiger Stance

a.2.2.d.1) Tiger Rush - if the opponent tries to counter with a high attack or if he did not expect your sudden stance switch and did nothing but block high. Repeat the whole process.

a.2.2.d.2) left punch - if your opponent suspects something else and blocks low. Juggle afterwards.

a.2.2.d.3) right kick - like the Tiger Rush do this only if the opponent tries to counter with a high attack or if he did not expect your sudden stance switch and did nothing but block high.

a.2.2.e) Dragon Falls - the most damaging yet easy-to-access throw. Only if the opponent blocks high.

a.2.3) tap U/D - Panther Stance

a.2.3.a) left punch - if the opponent did not expect your sudden stance switch and

did nothing but block high.

a.2.3.b) right punch - if your opponent suspects something else and blocks low. Juggle afterwards.

a.2.3.c) right kick - if your stance switching evaded an opponent's attack and he's wide open. Follow up with the succeeding moves and enders of the Beating Kick.

a.2.4) Dragon Falls - the most damaging yet easy-to-access throw. Only if the opponent blocks high.

a.3) tap U/D - Dragon Stance

a.3.1) left punch - if the opponent did not expect your sudden stance switch and did nothing but block high. Hit 1+2 to deal less damage but GAIN LIFE in return.

a.3.2) right kick - like the left punch, do this only if the opponent did not expect your sudden stance switch and did nothing but block high. Continue with the Rush Combo and end it as you see fit.

a.3.3) Dragon Spark - good for most opponents who more or less already expect you to execute your life-gaining throw and tries to throw you.

a.4) Dragon Falls - the most damaging yet easy-to-access throw. Only if the opponent blocks high.

b) tap U/D - Snake Stance

b.1) Rushing Snake - if the opponent tries to counter with a high attack

b.2) Snake Bite - if the opponent did not expect your sudden stance switch and did nothing but block high

b.3) right punch - if your stance switching evaded an opponent's attack and he's wide open. Stuns the opponent so juggle afterwards.

2) tap 2 - second Razor Rush punch

a) pause - to keep opponent guessing

b) tap 1 - third Razor Rush punch

- b.1) pause - to keep opponent guessing
- b.2) tap 2 - fourth Razor Rush punch
  - b.2.1) pause - to keep opponent guessing
  - b.2.2) tap 3 - Razor Rush ender: a low kick that can sweep at perfect timing
  - b.2.3) tap 4 - Razor Rush ender: a high kick that can be linked to the Crane Stance if you tap U/D immediately afterwards. Linking to the Crane Stance yields two more options: One, wait for the opponent to stand up and hit him with a Crane Dance to juggle, or two, dash forward, wait for him to move a muscle, and then stomp him with a right kick!
  - b.2.4) tap U/D - Tiger Stance
    - b.2.4.a) Tiger Rush - if the opponent tries to counter with a high attack or if he did not expect your sudden stance switch and did nothing but block high. Repeat the whole process.
    - b.2.4.b) left punch - if your opponent suspects something else and blocks low. Juggle afterwards.
    - b.2.4.c) right kick - like the Tiger Rush do this only if the opponent tries to counter with a high attack or if he did not expect your sudden stance switch and did nothing but block high.
  - b.2.5) Dragon Falls - the most damaging yet easy-to-access throw. Only if the opponent blocks high.
- b.3) tap U/D - Panther Stance
  - b.3.1) left punch - if the opponent did not expect your sudden stance switch and did nothing but block high.
  - b.3.2) right punch - if your opponent suspects something else and blocks low. Juggle afterwards.
  - b.3.3) right kick - if your stance switching evaded an opponent's attack and he's wide open. Follow up with the succeeding moves and enders of the Beating Kick.
- b.4) Dragon Falls - the most damaging yet easy-to-access throw. Only if the opponent blocks high.





of it's short range. The ninth and tenth hit are identical to the Rave Spin coupled with a 4. Cancell the tenth hit into the other possible ending (juggles) for the Rave Spin to deal more damage.

2) 1,2,1,3+4,2,1,4,1,2,3

Just like the first one, but you finish only with the second part of the Rave Spin. The 2 after the 3+4 part is still extremely hard to connect.

3) 1,2,1,3+4,3+4,3+4,1,1,2

Dammit, three backflips!?! This should have been the best ten, I mean nine-hit combo in Lei's arsenal since it ends with an uppercut that launches the opponent but, again because of the backflip, sucks.

\* As you probably have guessed by now, the 3+4 part is the accursed backflip. What you can do is stop thinking ten-hit after you do the 1,2,1 and do any of your other Back Stance moves like, say, the Reverse Double Slicer or maybe a simple throw just to keep him guessing.

\* But if you really think the second half of these ten-hitters deserve some recognition, you can try executing the first half while your opponent is either down or far away. By the time you're through with the backflip/s, you'd be near enough to connect the second half of the combo and apply your own strategies to it.

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A. launchers (these are also listed in my moves section)

1) DF+2 = Controlled Uppercut

This is, of course, the weakest of the launchers as it is composed of only one hit. It is, however, the most efficient of the three for exactly the same reason.

2) UF+4 = Hop to Upward Kick

Comes out faster, does more damage, and even hurls the opponent higher in mid-air. With this move at your disposal, you may be asking, "Why the hell would I need the previous launcher!?" and the answer is recovery. This move, when blocked or sidestepped from, makes you wide open for many, many things while the former doesn't.

3) DB+4 = Sweep

A sweep!?! yep! Why? cause it launches your opponent a liiiittle bit in mid-air before he lands, giving you enough time to whip up something other than tapping 4 to deal more damage.

4) (Back Stance) 2 = Berserk Uppercut

Would have been more efficient than the controlled uppercut

but is not because of the need to turn around before execution. Still worth the try since there are many things an opponent can expect when he's facing your back and this move is not one of the most common.

5) (Back Stance) D+1 = Arm Sweep

Again, another sweep that launches your opponent a liiittle bit in mid-air before he lands, giving you enough time to whip up something other than tapping 4 to deal more damage.

6) (Panther Stance) 2 = Precision Uppercut

The kind of uppercut that makes Lei look like a pro (and he is, 'mind you). Has the ability to launch an opponent in a quite respectable height. Packs some power too.

7) (Tiger Stance) 1 = Power Pound

I've said it before, I'll say it again: This move can, but not always, juggle. You have to time it right, otherwise your opponent will just get knocked down. Wondering how a pound became a juggle? Simple: Just like Paul's pound, the opponent's body bounces back up, (unrealistic, but COOL) allowing you to juggle.

8) (Crane Stance) 3,4,2,3 = Awkward Combo to High Kick

Doesn't launch the opponent as high as the other juggle starters ('cept for the sweeps, of course!) but still a good move to try since it's an easy four-hitter and you haven't even started juggling yet!

B. enders

1) for all launchers except the sweeps

- 1,F,N,1,2,1,2,4
- 1,F,N,1,2,1,2,D,N,4
- 1,F,N,4,2,1,3,D,4
- UF+4,N,4,4,3,3
- 1+2,1,D,1,1,4

2) for launcher 7

- D,N,4,1,1,1,1,1,1
- D,N,1,1,1,1,1,1,DB,4

3) for launcher 5

- D,1,1,N,1,D,1,4
- D,1,N,3,4,4,3,3

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1) D+1+3 / D+2+4 - Low Parry

This is, in my opinion, the BEST counter attack in all of Tekken! It gives you way much free time than any other player's high parry, and it can't be countered like the normal reversal. Always, and I mean ALWAYS follow this move up with a UF+4 and a corresponding juggle as that is the only sound way of making up for the zero% damage the low parry brings.

2) F+3+4 - Drunken Stance (punch parry)

I just hate this move. It gives you just about one-tenth of a second's free time to punish the opponent, and that's just about the same amount of time he needs to crouch. To be safe, a D+4 followed up by a while-standing 4 would suffice but, if you'd like to risk it, a throw or a UF+4 to juggle would deal much more damage.

3) F+1+3 / F+2+4 - Reversal Counter

You use the F+1+3 if the attack that your opponent reversed was either a 1 or a 3. On the other hand, use the F+2+4 if the attack your opponent reversed was either a 2 or a 4.

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\* These are NOT 100% applicable in all cases. But it's safe to say that if you follow my guidelines, you'll always win. Actually, it's kinda boring to play against the computer. You don't have a solid ending or even a rating to get inspired on, just a time record---yawn.

- 1) The Rave Spin is your main weapon against the computer. Always use it, and the juggles that follow, as an opening move. This is also especially helpful whenever you're opponent is far and running towards you.
- 2) The Rolling Kicks is also a move that's effective even for the computer-controlled opponent. Even if he blocks it, he won't be doing anything that you can't side roll from.
- 3) Computer opponents never quit in the middle of a combo. Either they use only the first three hits, or finish the whole thing. Counter as you see fit.
- 4) Whenever you're down, do an ankle kick followed by a 2 then juggle. It never fails...
- 5) Run towards the opponent and deliver a flying kick (3). If it doesn't connect, follow it up with a Rave Spin. Never fails either...

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Well, there won't be any universal rules for fighting against humans cause no two humans think identically. There are, however, general rules that could apply to at most 80% of your encounters with human challengers

- 1) Mix everything up, especially your opening moves. Good opening moves would include a sidestep to Rave Spin, back dash to UF+4 or any other effective juggle starter, instant Razor Rush with its many enders, or forward dash to Dragon Falls.
- 2) Your ten-hit combos, whether blocked or not, have a very slim chance of being completed, especially if your opponent has a parry or a reversal. When this happens, usually your third hit is the one countered so quit after your second blocked hit and throw him. (yes, you CAN throw while your back is turned!)
- 3) If your opponent gets knocked down and does a 3d roll, most likely he'll sweep as he gets up so anticipate with a low parry to juggle.
- 4) If you are unsuccessful with a juggle launcher, you'll be wide open so might as well gamble with an UF+4 since this is the fastest emergency move Lei can do.
- 5) Enter the Phoenix Stance and do nothing until you revert to the normal stance. Do another Phoenix Stance and again make it seem useless. Do third one and this time tap 4. POW! he's out cold. (will work only if you're far from the opponent and he tries to get in close; estimate your distance and make sure it connects)
- 6) Know your opponent's size. Large men are hard to juggle with a UF+4. If you resort to the Spring Kick, however, you can pull off more hits than usual (two DF+LPs instead of a single LP)
- 7) Character-specific strategies:

Anna Williams - few people use this babe nowadays, probably because her sis, Nina, besides being a tougher babe to catch, can match her every combo and many would agree that hers (Nina's) are a lot easier to pull off. One thing that Anna has that her sis doesn't is a low super, but you can easily detect that. Fight her as you would a Nina player, expecting a good number of low to high pokes and sudden while-standing juggle starters to come your way. Just dash back to catch a breath of fresh air and get ready to rumble!

Bryan Fury - you can't go through a round playing against a good Bryan player without your face turning sour at least twice during the game. That's cause most his moves wreck HAVOC, not to mention giving you a good stun on a counter hit, which in turn gives room for MORE havoc-wrecking! You can try parrying his blows, as they all have initial movements invloved (eg. his forward power punch requires a F,F dash, his power pound requires a backward crouch, his power sweep needs a low spin before it materializes, etc.) or, you can try blocking them all and punishing them with Rave Spin combos.

Eddy Gordo/Tiger - no matter what anyone else says, these cool dudes fight practically the same way. There are only two kinds of Eddy/Tiger users, and you've probably guessed them by now---the MASHER and the EXPERT. There's just no in-between. Either you see an Eddy or a Tiger bombarding you with tons of out-o-nowhere kicks then you look at your opponent's fingers and all they do are alternately hit the kick buttons, OR you encounter an opponent who DOESN'T move at all! He'll wait till you attack and choose from a wide variety of knock-down moves to keep you lying flat on your back no matter how you try to escape. First, let's deal with the masher. For some reason, he'll be less efficient in Tiger's shoes, but that doesn't matter. Concentrate on low-parrying his "break dances" which are usually composed of four consecutive low swinging kicks, and follow-up with your favorite juggle to guarantee you coming out victorious. Still ain't used to parrying? Try interrupting his four-hit combos with the Razor Rush---it works! On the other hand, the expert should be treated with much caution, as he too can suddenly opt to turn into a masher and KO you by surprise. But, normally, he'll concentrate on one-hitters that'd knock you off your feet. Counter with a Spring Kick (from Play Dead Stance) and follow-up yet again with your favorite juggle. If he's successful, always use the sideroll as that gives him the least ways of hitting you again.

Forest Law - this will be one big mix-up game. Study the different ways with which your opponent reacts to your every move, and chances are, he has a pattern. On the other hand, he may be doing the same thing on you so don't give him a hint on whatever style of play you have, just make it look like you're doing things at random. Eventually he'll get confused and succumb to his fate--KO!

Gun Jack - he's big, but you're smarter. He's strong, but you're faster. He does a heap of damage with his moves, but yours will connect a hundred times before one of his does. You'd probably already have the upperhand by now, cause Gun Jack users just don't have what it takes to even give me a headache. If ever a good strategy for playing as Gun Jack already exists, I've yet to encounter it. As of now, I consider him weak despite his strength, and an insignificant nuisance despite his great potential to become a fierce fighter.

Heihachi Mishima - the master juggler (no, he ain't no clown, dammit!) and, like I said, my second favorite character. If he blocks one of your juggle starters, it's almost all over for you cause his double uppercut has almost zero execution time. But that goes for him too---if you block both uppercuts you can also retaliate with an UF+4 to juggle and he won't be able to escape. Keep those in mind and generally just try to anticipate everything. He also has a very good high-low mix-up strategy (I'm talkin' Hell Sweeps here) that spells pain even if only one of his moves connect. Just jab a lot to prevent this and proceed with while-standing right kicks for a confusing game of your own.

Hwoarang - most people playing against a Hwoarang user would just block all day, wait for an open spot, and retaliate. This does work on average Hwoarang players, but the more expert ones will not give you a chance to hit them once you've blocked their first attack. Sometimes they'll give you a fake open spot and when you fall for it, BAM! you're knocked out cold. Most of you may also think of defending yourselves solely against kicks but then again even the near-expert Hwoarang player would know how to use his punches effectively---as POKERS. Whenever his kicks are too strong to recover quickly, he'll anticipate you to retaliate and so he'll quickly throw a jab to shut you up. Wrong move on your part. The trick is to fake a Play Dead stance on him and hit him with a Spring Kick even BEFORE his kick lands on your face. It's a big risk, but it's definitely better than just blocking all day.

Jin Kazama - he is the son of Kazuya Mishima and Jun Kazama, and expectedly would acquire considerable knowledge on the moves of both. He has his father's uppercuts and his mothers little four-hitters, plus some moves of his own and the ability to reverse an attack. His main weapon, however, is that three-hit electric punch combo that's lethal if connected on a counter hit. A good strategy would be to use your Drunken Stance as a punch parry on his SECOND blow because 90% of Jin users expect a counter on their third punch and not their second. Most Jin users are probably planning to fake their third punch and throw you instead, but never their second punch. If, on a rare occasion, you fail and parry nothing, just gamble with a Staggering Slide.

Julia Chang - most people (including me, once) find her tough to defeat simply because few know even the basics of how to use her effectively. She ALWAYS mixes up high and low attacks to catch her unsuspecting victims off-guard and connect a juggle starter. You'd be surprised, but my advice in dealing with this seemingly little girl is to keep some distance from her and attack from that distance. And don't get intimidated by those juggles that compose of tons of elbows. They (the elbows) do even less damage than a normal jab!

King - the Tekken 2 version of this guy was just fine, but now? cheap! He's been given too much advantages that it would take an above average player using another character to beat the crap out of an average player using him. I mean, besides a set of common moves that can already provide an opponent a good challenge, he also has linkable throws, anti-crouch throws, anti-ground throws, a tenstring that ends in a throw, an irreversible reversal, multiple slide kicks that are inescapable at certain situations, a leaping pound, unblockables that don't need charge-up, and a boomerang kick that does WAY too much damage for a single, quick, and side-stepping move! Be especially alert for the last move I mentioned, as it has the ability to turn the tables just when you thought the match was yours. Remember to duck whenever he sidesteps at a range beyond the normal one cause he's sure to attack high afterwards. Expect lots of mix-ups, and do not hesitate to execute a Razor Rush to any of its enders whenever he does a crouching dash cause that's his way of setting up a throw.

Kuma/Panda - no matter what anyone else says, these cool bears fight practically the same way. They'll claw and bite you to death, rarely,

if ever, making use of their legs. I could compare them to Gun Jack, but their attacks come out quicker despite dealing close, if not equal, amount of damage. Beware of their great big uppercuts, their super claw attack that can turn into a rolling unblockable if you're out of range, and their farts(yes, FARTS!) that can \*choke\* knock you out with a single sniff. Ahh, don't worry. The reason I told you to be alert on their farts is so you can retaliate with the most damaging move in your arsenal. It really is easy to avoid this move, which is ultra short-ranged. What you need to know is how to seize the opportunity to deliver a Charge Power Kick (from Phoenix Stance)---just wait for them to fully crouch then do it. You'll throw the kick one moment after they finish doing their thing---POW! perfect timing!

Lei Wulong - can't say anything special with this officer, since he'll fight like you do, being a good confuser and all that. Treat him like you would a Law player. Study the different ways with which your opponent reacts to your every move, and chances are, he has a pattern. On the other hand, he may be doing the same thing on you so don't give him a hint on whatever style of play you have, just make it look like you're doing things at random. Eventually he'll get confused and succumb to his fate---KO!

Ling Xiaoyu - she's got lots o' high launchers, but they all do negligible damage. Still, be wary of these little things that make her what she is---a pest. They may be weak, but if you're constantly caught in them, you'd definitely lose, and it isn't very hard get in that problem in case you're wondering. Also to be taken under consideration are her one-hit strikes that surprisingly deal respectable damage and her stances that surprisingly evade most attacks. Be cool and calculating, don't rush right away, and punish her every stance with a Rave Spin combo and you'll be fine.

Mokujin - anyone who uses Mokujin must be mighty confident of his ability to identify a character just by the way he stands. Otherwise, he'll be someone who knew nothing about Tekken and fell victim to Mokujin's wacky nature. Yet contrary to everyone else's opinion, choosing Mokujin has its advantages. For starters, if you can't identify a character by his stance, you'll be an unsuspecting victim for his moves. Second, your opponent can research on your style while you can't do the same for him. Lastly, characters smaller than Mokujin would have an advantage of range and in the same sense characters slower will experience a slight boost in speed. Anyway, he'll probably use some general tactic so find out what that is and counter as you see fit.

Nina Williams - well, she had quite an introduction when I commented on her sis, Anna, and I'll say it again: She match her sis' every combo and many would agree that hers are a lot easier to pull off. Watch out for sudden upward roundhouses and bone-breaking throws and you'll be fine. If she uses a confuser's poking strategy with you, you'll have to options: One, predict a low attack, parry, and link to an UF+4 and your favorite juggle, OR two, skip the low parry part and interrupt her moves with an UF+4---riskier if blocked, but a lot more effective and rewarding if not.

Ogre - he is, in my opinion, just a combination of the moves of Tekken 2's sub-bosses like Baek and his triple low to high kick, Lee and his infinity kicks, Heihachi and his axe kick, Kuma's throws, etc, etc, etc. BUT this is not what expert Ogre users tend to abuse to ensure their victories. Rather, they make use of his short-range yet fast moving unblockables that are quite lethal if included in a confuser's strategy. Good news is, these unblockables make the attacking part of his body glow first, giving you enough time to escape with the first way that pops into your mind, whatever that is. Don't think any longer than you have cause if you do, the unblockable shall have already connected.

Paul Phoenix - you'd think the only thing he could win is a brawl, but didn't you notice the black belt around his waist? Means he's an expert! And got lotsa high-level karate and judo stuff to make a newbie cry. BUT that also doesn't mean he can't win---BRAWL style! He's the best of both worlds, so to speak, and there are two types of Paul users: One that would finish you off with moves that revolve around the pound, the sweep, the elbow, and, of course, the power punch. Treat this Paul with much anticipation, and keep your eye on HIS body, not yours. Just do your move and do not worry about how Lei does it, just worry about how Paul will react. For the second type, constantly dash forward and back to lure him into starting a juggle, usually with a kick for a launcher, that has a generally slow recovery, giving you enough time to start a juggle of your own.

True Ogre - King may be too advantaged and considered cheap, but this... creature redefines the term! He's got a flame-thrower of a mouth, and for a game that doesn't contain projectiles of any sort, this is too much! Good thing is, upon practice and experience, you can learn to detect when he's gonna burp and duck if its from the ground and sidestep if its air-borne. Another cheap tactic he has would be a teleport into mid-air WHILE he's lying on the ground! And that's not all, after the teleport he'll swoop down on you with his UNBLOCKABLE horns. The solution? duck, that is, IF you detect it. Lastly, like Ogre, he has tons of unblockables that you simply must get used to so you could, in time, detect them like second nature. Take note that unlike Ogre, his unblockables have insane range, and are inescapable unless you counter, preferably with a Razor Rush.

Yoshimitsu - not really a threat, unless he lures you into a Shark Attack that does a heap o' damage! His powerful roundhouses can easily be ducked from and punished with a Low Punch to Back Flip, but, if he makes full use of everybody's DF+2 uppercut to catch you in some powerful juggles, beware and play a counter attacker's game on him. Keep an eye out for his sword, and immediately give him a Cannonball if he tries to do something with it. He may try to chip away with tons of low spinning attacks with you should always be ready to low parry and follow-up with a juggle.

#### 8) Strategies on PS only characters:

Dr. Boskconovitch - he'll fight much like you whenever he's in one of his ground stances, but like someone else when he's up standing (ok, maybe crouching). He's a fairly easy



character to defeat, just don't underestimate him and try to find out what moves he can pull off like Heihachi's uppercuts, Law's flips, King's leg throws, etc, etc, etc. Also keep an eye out for epileptic seizures (!) cause that's when you run in for the flying or slide kick.

Gon - Haha! This guy sure is a good laugh, whether you've seen him before or not. But, seriously, he can be a major pain at the hands of a masher cause if he starts spinning his tail, which by the way can't be low parried, you can't do anything but block. Wait for him to push you a little bit away with that spinning tail, dash back, and counter him with a Razor Rush the next time he tries to pull-off the same strategy on you. At the hands of an expert, he'll be using a cheappy projectile so always have a handy sidestep ready just in case.

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We see Lei honing his skills on a mountaintop by keeping a bowl of some sort from dropping to the ground while executing his different moves. Then we are shown with a another, snowy scene featuring Lei trying to stance-switch his way through a series of bamboo poles in a straight line. Finally, it's summer(or autumn?) and he's practicing with a sword. Then we see the sword hurled carelessly in mid-air. Lei thinks he needs some rest and goes to sleep at a buddha statue.

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Gamepro for some of the moves' names

Red Phoenix (red\_phoenix\_1@hotmail.com) for info on the whats and hows of ASCII arts

Anson de Peiza (anson@home.com) for a little added info:

"The Back Stance, activated by the code B+3+4, may be accessed, by doing B+3~4 or B+4~3 as an alternative. If you do this, Lei will yell something dependent on which alternative you have chosen."

Gamefaqs.com for paying attention to this faq  
Namco and all its affiliates for creating such a great game

Ms. AsianCuteness for inspiring me in just about everything I do!

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v1.1 - added character-specific strategies

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Please feel free to email me if there's something about Lei I left out or if you just want to comment on my work. Thank you. If ever I revise this faq and add something you feel came from one of your emails to me, email me again and remind me bout it so I can give you credit. Thanks again.

Did you know how useful the Play Dead Stance could be? Until recently have I thought that the only reason to do it is to get to the Spring Kick (3+4) and that seems pretty useless since the opponent can see it from a mile away. I also tried mixing it up with the Double Slicer (3,4) but my opponents just keep on anticipating whatever I do from this stance. Then I learned that the trick is to ALWAYS do the Play Dead and follow up with a randomly chosen move! This means that whether your attack was blocked or evaded from prepare to re-execute the code for the Play Dead since nine out of ten chances are your opponent's gonna strike back, and strike high. THEN do the spring kick and follow up with your favorite juggle---cool!

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