

Tekken 3 Jin Kazama Combo FAQ

by Original Corey

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Jin Kazama Combo FAQ v1.0
Game:Tekken 3 (PAL)
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1-GAME'S CONTROLS

All joystick motions, combo, special and command attacks displayed assume the character is facing RIGHT.

D-pad

	u				
ub		uf	ub=jump-backward	u=jump	uf=jump-forward
	\	/			
b---	s	---f	b=backwards/mid-guard	s=stand	f=forward
	/	\	low-guard		
db		df	db=down-backward/ crouch guard	d=crouch	df=crawl
	d				

2-BUTTONS AND GENERAL COMMANDS

RP= right punch (default triangle)

LP= left punch (default square)
RK= right kick (default circle)
LP= left kick (default cross)
f,df,d,db,b...uf= press and release quickly the direction
F,DF,D,DB,B...UF= press and hold the direction
bb= backstep
ff= run
fF= running shoulder tackle (unblockable) or stomping if enemy is on ground
+= press the buttons at same time
/= either command can be used
u/d= side step
RP+LP+RK+LK= charge (guard disabled,and next attack will be a counter)
while running,press b= stop running
while running,press LK= sliding kick (low)
while running,press RK= flying kick (mid)
while running,press LP+RP= running dive (mid)
on ground,press u= stand up
on ground,press b= roll backwards
on ground,press f= roll forwards
on ground,press u + LP= roll over
on ground,press LP= roll sideway
on ground,press LK= get up with left kick (mid)
on ground,press RK= get up with right kick (low)
on ground,press d + RK= right kick (low)
on ground,press f,F + LP+RP= dive (mid)
on ground,press f,F + LK+RK= get up (mid)

3-ATTACKS AND SPECIAL ATTACKS LEVELS

L= low (crouch guard)
M= mid (stand guard)
H= high (stand guard)
!= unblockable

4-JIN KAZAMA BIO

Fighting Style: Advanced Mishima Style Karate and Kazama Style self-defense
Age: 19
Birthplace: Japan
Blood Type: AB
Height: 180cm
Weight: 75kg
Hobby: Forest Bathing
Likes: Mother's precepts
Dislikes: Deceiving others
Parents: Kazuya Mishima, Jun Kazama
Main outfit: Black pants with a flame on the leg, red gloves, like Kazuya
Other outfits: Gold and black jacket, biker pants, red gloves, like Kazuya
Japanese school-uniform, red gloves, like Kazuya (press start)

5-THROWS

Name: Double High Sweep
Command: LP+LK

Name: Arm break Shoulder Toss
Command: RP+RK

Name: Stonehead

Command: f,F + RP+LP

Name: Wrist Chuck Slam

Command: df + RP+LK

Name: Complicated Wire

Command: d,db,B + LP+LK

Name: Ultimate Tackle

Command: DB/D/DF + RP+LP

Note: can follow Mounting Punches, Arm Breaker or 3 Punches and Arm Breaker

Name: Mounting Punches

Command: RP,LP,RP,LP,RP,LP during Ultimate Tackle

Name: Arm Breaker

Command: RP+LP during Ultimate Tackle

Name: 3 Punches and Arm Breaker

Command: RP,LP,RP,RP+LP during Ultimate Tackle

Name: Mop the Floor

Command: LP+LK/RP+RK

Note: back throw

Name: Arm Twister

Command: LP+LK/RP+RK

Note: right side throw

Name: Sideways Toss

Command: LP+LK/RP+RK

Note: left side throw

6-STANDARD ATTACKS

Name: Stand Right Punch

Command: RP

Level: H

Name: Stand Left Punch

Command: LP

Level: H

Name: Stand Right Kick

Command: RK

Level: H

Name: Stand Left Kick

Command: RL

Level: H

Name: Crouch Right Puch

Command: while crouching,RP

Level: M

Name: Crouch Left Puch

Command: while crouching,LP

Level: M

Name: Crouch Right Kick

Command: while crouching,RK

Level: L

Name: Crouch Left Kick

Command: while crouching,LK

Level: L

Name: Jumping Right Puch

Command: while jumping,RP

Level: M

Name: Jumping Left Puch

Command: while jumping,LP

Level: M

Name: Jumping Right Kick

Command: while jumping,RK

Note: stun the enemy

Level: M

Name: Jumping Left Kick

Command: while jumping,LK (delayable)

Level: L-R

7-COMMAND ATTACKS

Name: Hit on Ground Enemy

Command: u + LP

Level: M

Hits: 1

Name: Stand Mid Kick

Command: df + LK

Level: M

Hits: 1

Name: Stand Low Kick

Command: d + LK

Level: M

Hits: 1

Name: Left Roundhouse

Command: f + LK

Level: H

Hits: 1

Name: Jumping Direct Kick

Command: ub/u/uf + LK

Level: M

Hits: 1

Name: Uppercut

Command: df + RP

Level: M

Hits:1

Name: Low Shot
Command: df + LP
Level: M
Hits: 1

Name: Overhead Smash
Command: f + RP
Level: M
Hits:1

Name: Spinning Knucle
Command: b + RP
Level: H
Hits:1

Name: Knee
Command: f + RK
Level: M
Hits:1

Name: Silent Step
Command: f,s,d,DF
Note: can be cancelled in Rising Uppercut,Dragon Uppercut,Spinning Demon
or Heel Drop

8-SPECIAL ATTACKS

Name: Flash Punch Combo
Command: LP,LP,RP
Level: H,H,M
Hits: 3

Name: Devil Fists
Command: LP,RP,RP
Level: H,H,H
Hits: 3

Name: 1-2 Knee
Command: LP,RP,LK
Level: H,H,M
Hits: 3

Name: Demon's Paw
Command: f,f + RP
Level: M
Hits: 1

Name: Axe Kick
Command: f,f + LK
Level: M
Hits: 1

Name: Tooth Fairy
Command: during side step,press RP
Note: launch the enemy into the air
Level: M
Hits: 1

Name: Twin Lnacer

Command: df + LP,RP

Level: M,M

Hits: 2

Name: Laser Cannon

Command: b,F + RP,LP,RP

Note: the first hit stuns on counterhit

Level: M,M,M

Hits: 3

Name: Laser Uppercut

Command: b,F + RP,LP,d + RP

Note: the first hit stuns on counterhit

Note: launch the enemy into the air

Level: M,M,M

Hits: 3

Name: Piston Uppercut

Command: while rising,press RP

Note: launch the enemy into the air

Level: M

Hits: 1

Name: Twin Pistons

Command: while rising,press LP,RP

Note: launch the enemy into the air

Level: M,M

Hits: 2

Name: Rising Uppercut with Mid/Low Kick

Command: f,s,d,df + LP (or LP,during Silent Step),LK/RK

Note: launch the enemy into the air

Level: M

Hits: 1

Name: Dragon Uppercut

Command: f,s,d,df + RP (or RP,during Silent Step)

Note: launch the enemy into the air

Level: M

Hits: 1

Name: Spinning Demon

Command: f,s,d,DF + RK,RK (or DF + RK,RK during Silent Step)

Level: L,M

Hits: 2

Name: Lightning Uppercut

Command: d + LP+RK

Level: !

Hits: 1

Name: Lightning Screw Uppercut

Command: D + LP+RK

Level: !

Hits: 1

Name: Shoot the Works

Command: LP,RP,LK

Level: H,H,M

Hits: 3

Name: Shoot the Works High
Command: LP,RP,LK,RK
Level: H,H,M,M
Hits: 4

Name: Shoot the Works Mid
Command: LP,RP,LK,f + RK
Level: H,H,M,M
Hits: 4

Name: Shoot the Works Low
Command: LP,RP,LK,b + LK
Level: H,H,M,L
Hits: 4

Name: Demon Scissors
Command: press RK,LK quickly
Level: M
Hits: 1

Name: Heel Drop
Command: df + RK,RK (or RK,RK during Silent Step)
Level: M,M
Hits: 2

Name: Roundhouse to Rising Sun
Command: u/uf + RK,RK,RK,RK
Level: M,L,L,M
Hits: 4

Name: White Heron Combo
Command: LP+RK,RP
Level: M,H,H
Hits: 4

Name: White Heron Combo High
Command: LP+RK,RP,RK
Level: M,H,H,M
Hits: 4

Name: White Heron Combo Low
Command: LP+RK,RP,d + RK
Level: M,H,H,L
Hits: 4

Name: Can-can Kick
Command: d + RK+LK
Note: launch the enemy into the air
Level: M,H
Hits: 2

Name: Force Block
Command: B + RP+LP
Note: reject the enemy's attack

Name: Reversal
Command: B + RP+RK (B + RP+RK)
Hits: 1 (reversal)

9-STRING COMBO

The STRING combo is a programmed combo. The difference between a normal combo and a sting is, that the combo is composed of more Special Attacks and Command Attacks and often are unblockable; instead the String is composed of preprogrammed sequence of attacks and it can be stopped.

String 1:LK,RP,RK,LK,LP+RK,RP,RP,LP,RP -- 10 HITS
String 2:LK,RP,RK,LK,LP+RK,RP,LP -- 8 HITS
String 3:b + RP,RK,RK,RK,RK,RP,LP+RK,RP,LP -- 10 HITS
String 4:b + RP,RK,RK,RK,RK,RP,LP+RK,RP,d + RK+LK -- 10 HITS
String 5:f,f,RP,LP,RP,RP,LK,RK,RK,LP,LR,LP -- 10 HITS
String 6:f,f,RP,LP,RP,RP,LK,RK,RK,LK,LR,LP -- 10 HITS
String 7:f,f,RP,LP,RK,RK,RP,RK,LK,RP,LP -- 10 HITS
String 8:b + RP,RK,RP,LP,RP -- 5 HITS

10-SPECIAL STRINGS

A special string is a string mixed with Command Attacks e Special Attacks

Special String 1:LK,RP,RK,LK,Devil Fists -- 7 HITS
Special String 2:LK,RP,RK,LK,Flash Punch Combo -- 7 HITS
Special String 3:LK,RP,RK,LK,Can-can Kick,Heel Drop -- 8 HITS

11-COMBO

I'm putting the best Jin combo. Each combo does 50% damage (average)

Rising Uppercut (when the enemy is in air)

- |
- |-RK -- 2 HITS
- |-Knee,Heel Drop -- 4 HITS
- |-Knee,Spinning Demon -- 4 HITS
- |-Spinning Knucle,HK,Heel Drop -- 5 HITS
- |-Devil Fist -- 4 HITS
- |-Flash Punch Combo -- 4 HITS
- |-Demon's Paw -- 2 HITS
- |-Laser Cannon/Laser Uppercut --- 4 HITS
- |-String 8 -- 6 HITS (work good vs Panda,Kuma,True Ogre,Gun Jack)
- |-Shoot the Work -- 4 HITS
- |-1-2 Knee,Demon Scissor -- 5 HITS
- |-LP,LP,Heel Drop -- 5 HITS
- |-White Heron Combo High-- 5 HITS
- |-White Heron Combo,Heel Drop -- 6 HITS
- |-White Heron Combo,Spinning Demon -- 6 HITS
- |-Drangon Uppercut with Mid Kick -- 3 HITS (work vs Panda,Kuma, True Ogre,Gun Jack,Ogre)

Piston Uppercut (when the enemy is in air)

- |
- |-RK -- 2 HITS
- |-Knee,Heel Drop -- 4 HITS
- |-Knee,Spinning Demon -- 4 HITS
- |-Spinning Knucle,HK,Heel Drop -- 5 HITS
- |-Devil Fist -- 4 HITS
- |-Flash Punch Combo -- 4 HITS
- |-Demon's Paw -- 2 HITS

- | -Laser Cannon/Laser Uppercut --- 4 HITS
- | -String 8 -- 6 HITS (work good vs Panda, Kuma, True Ogre, Gun Jack)
- | -Shoot the Work -- 4 HITS
- | -1-2 Knee, Demon Scissor -- 5 HITS
- | -LP, LP, Heel Drop -- 5 HITS
- | -White Heron Combo High-- 5 HITS
- | -White Heron Combo, Heel Drop -- 6 HITS
- | -White Heron Combo, Spinning Demon -- 6 HITS
- | -Dragon Uppercut with Mid Kick -- 3 HITS (work vs Panda, Kuma, True Ogre, Gun Jack, Ogre)

Twin Pistons (when the enemy is in air)

- |
- | -RK -- 3 HITS
- | -Knee, Heel Drop -- 5 HITS
- | -Knee, Spinning Demon -- 5 HITS
- | -Spinning Knucle, HK, Heel Drop -- 6 HITS
- | -Devil Fist -- 5 HITS
- | -Flash Punch Combo -- 5 HITS
- | -Demon's Paw -- 3 HITS
- | -Laser Cannon/Laser Uppercut --- 5 HITS
- | -String 8 -- 7 HITS (work good vs Panda, Kuma, True Ogre, Gun Jack)
- | -Shoot the Work -- 5 HITS
- | -1-2 Knee, Demon Scissor -- 6 HITS
- | -LP, LP, Heel Drop -- 6 HITS
- | -White Heron Combo High-- 6 HITS
- | -White Heron Combo, Heel Drop -- 7 HITS
- | -White Heron Combo, Spinning Demon -- 7 HITS

Tooth Fairy (when the enemy is in air)

- |
- | -Knee, Heel Drop -- 4 HITS
- | -Knee, Spinning Demon -- 4 HITS
- | -Devil Fist -- 4 HITS
- | -Flash Punch Combo -- 4 HITS
- | -Demon's Paw -- 2 HITS
- | -Laser Cannon/Laser Uppercut --- 4 HITS
- | -Shoot the Work -- 4 HITS
- | -Demon Scissor -- 2 HITS
- | -LP, LP, Heel Drop -- 5 HITS
- | -White Heron Combo High-- 5 HITS
- | -White Heron Combo, Heel Drop-- 6 HITS
- | -White Heron Combo, Spinning Demon -- 6 HITS
- | -Dragon Uppercut with Mid Kick -- 3 HITS (work vs Panda, Kuma, True Ogre Gun Jack, Ogre)

Can-can Kick (when the enemy is in air)

- |
- | -Heel Drop -- 4 HITS
- | -Spinning Demon -- 4 HITS
- | -Can-can Kick -- 4 HITS
- | -White Heron Combo High -- 6 HITS
- | -White Heron Combo, Heel Drop -- 7 HITS

Shoot the Work Mid

- |
- | -Heel Drop -- 6 HITS (great! It is the easiest combo, but is powerful)
- | -d + LK -- 5 HITS
- | -Spinning Demon -- 6 HITS
- | -Twin Lancer -- 6 HITS (works only vs Ogre, Gun Jack, Nina and King)

| -Overhead Smash -- 5 HITS (don't work vs Yoshimizu, Julia, Xiaou, Heiachi)

Shoot the Work

|
| -Heel Drop -- 5 HITS
| -White Heron Combo, Heel Drop -- 8 HITS
| -Spinning Demon -- 5 HITS

Axe Kick

|
| -Heel Drop -- 3 HITS
| -Can-can Kick -- 3 HITS
| -Spinning Demon -- 3 HITS
| -White Heron Combo High -- 5 HITS
| -White Heron Combo, Heel Drop -- 6 HITS

Spinning Demon (only the first hit)

|
| -Heel Drop -- 3
| -White Heron Combo High -- 5 HITS
| -White Heron Combo, Heel Drop -- 6 HITS

Laser Cannon (only the first hit, as counterhit)

|
| -White Heron Combo High -- 5 HITS
| -White Heron Combo, Heel Drop -- 6 HITS
| -Spinning Demon, Heel Drop -- 4 HITS
| -Shoot the Work -- 4 HITS
| -Can-can Kick -- 3 HITS
| -Dragon Uppercut with High Kick -- 3 HITS
| -RK -- 2 HITS
| -Knee, Heel Drop -- 4 HITS
| -LP, LP, Heel Drop -- 5 HITS
| -Laser Cannon (2nd hit), Heel Drop -- 5 HITS
| -Lightning Uppercut -- 2 HITS
| -Dragon Uppercut with Mid Kick -- 3 HITS

Laser Uppercut (when the enemy is in air)

|
| -RK -- 4 HITS
| -Knee, Heel Drop -- 6 HITS
| -Knee, Spinning Demon -- 6 HITS
| -Spinning Knucle, HK, Heel Drop -- 7 HITS
| -Devil Fist -- 6 HITS
| -Flash Punch Combo -- 6 HITS
| -Demon's Paw -- 4 HITS
| -Laser Cannon/Laser Uppercut --- 6 HITS
| -String 8 -- 8 HITS (work good vs Panda, Kuma, True Ogre, Gun Jack)
| -Shoot the Work -- 6 HITS
| -1-2 Knee, Demon Scissor -- 7 HITS
| -LP, LP, Heel Drop -- 7 HITS
| -White Heron Combo High -- 7 HITS
| -White Heron Combo, Heel Drop -- 8 HITS
| -Dragon Uppercut with Mid Kick -- 5 Hits (work vs Panda, Kuma,
True Ogre, Gun Jack, Ogre, damage 90%!)

12-TACTICTS

Jin is a fast and powerful character. The best tactics is to keep the enemy

on ground. At beginning of round execute quickly the Demon's Paw. If it is a counterhit run towards the enemy, and hit him with the running shoulder tackle. Then you must use the Silent Step and backstep quickly, because if the enemy try to get up with left (o right) kick, you can escape from his attack, and you can hit him with a combo. The best Jin's weapon is the Heel Drop. Use this special attack whenever you can or use the Shoot on Work Mid whit connected with an Heel Drop or a combo with the Laser Uppercut as combo starter.

13-CREDITS

If you don't understand something in this FAQ or you know other combo or other stuff (like infinite combo of Jin) send an E-mail <galactica_phantom2002@yahoo.it>. I thank:

Console PLUS and its special for TEKKEN 3

-a magazine of Belgium, where I get some move names and the BIO of Jin

The <<http://www.tekken.it>> staff and Tenaka

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Jan Goyvaerts and the JG Soft <<http://www.editpadpro.com/editpadlite.html>>

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Andrea Puglisi <andrea29@tin.it>

-for general helps

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