

Tekken 3 Forest Law Character Guide

by JChristopher

Updated to v1.7 on Feb 24, 2000

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TEKKEN 3 FAQ (for both the arcade and ps version)
by Joseph Christopher <sirlordjoseph@icqmail.com>
version 1.7
Feb. 24, 2000

THERE'S ONE EMAILER OUT THERE WHOM I WASN'T ABLE TO REPLY TO. AND THAT'S CAUSE ALL MY REPLIES GETS BOUNCED BACK AFTER A COUPLE O WEEKS. I ALSO LOST HIS EMAIL AND FORGOT HIS NAME. SORRY MAN. WRITE AGAIN THROUGH ANOTHER ADDRESS IF YOU WILL...

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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! ;)

\* Law is the best counter attacker in all of Tekken. Few, however, know  
of this and use Law in a cheap, offensive way, pulling off combos like  
crazy. Sure, Law is also one of the best jugglers, but juggles need a  
launcher, and launchers are either too slow to go undetected or included  
in a combo that's easy to block or interrupt. Heihachi is supposed to  
be the best (actually, he's my second favorite character) according to  
the Tekken storyline so why choose someone, in this case Forest Law,  
who isn't even influential on the tournament's outcome? There are many  
answers...

- 1. Law can parry all kinds of attacks (high, low, and air)
- 2. Law can link his juggles with his parries
- 3. Law has a punch parry which is equipped with an automatic counter  
(remember that parries are always better than reversals since the former  
cannot be countered while the latter can)
- 4. Law has one of the most powerful "supers" in all of Tekken
- 5. Law's super punch is homing
- 6. Law can slide without having to run first
- 7. Law has the coolest-looking throws (not much of a reason, but a reason  
nonetheless)

Why read this guide:

- I. Legend
- II. General Moves
- III. Special Moves
- IV. Throws
- V. Combos
- VI. Juggles
- VII. Counters
- VIII. Vs. Computer
- IX. Vs. Human
- X. Ending
- XI. Credits
- XII. Revision History
- XIII. Final Words

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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:

- 1) Dragon Storm - B+1,2,1

Three hits: First, a long-reach back fist. Second, a long-reach right hook. Finally, an uppercut that gives way to more hits. Comes

out fast and is recommended if the first hit connects. One unique feature about this move is the fact that it hurls the opponent's body higher in the air than any other launcher, increasing your juggling abilities. If the opponent blocks it, a good strategy would be to stop at the second punch and continue with either a sweep (more reliable) or a throw

2) Junkyard Kick - B+2,3,4

Again three hits: First, an elbow to the midsection, followed by a kick to the shin, and finished off with a high kick to the chin that, like the Dragon Storm, is a launcher. Most damaging among the launchers and also the most confusing. On the down side, it can be blocked even if the first hit connects (that is, if it doesn't connect close enough) because of its lack in speed which also makes it easy to predict if your opponent (surely enough) has seen it before. Don't use it much if your opponent has a low parry. If he/she doesn't, but has a high reversal, prepare to counter it.

3) Charge Power Punch - DB+1+2 (U,U to cancel)

Law sums up all his chi and delivers a power punch that makes an opponent squirm in pain. Not to be used against experts because it can be seen a mile away. If you still wanna use it, the only right time for it is when your opponent is about to do a move that's low on recovery. Dash back, make sure it'll miss, and do it.

4) Low Punch to Back Flip - D+2,3

This is yet another of Law's launchers. It's composed of only two hits, though: One, a punch to the shin and two, a sommersault kick. Has a slow recovery but makes up to it by extra quick execution time. It's a great surprise move but is not to be relied on too much because, if predicted, it will leave you open for seconds---eternities they may seem in the Tekken world. If it doesn't connect, do it again, fast. An average player would fall for that trick if he wasn't able to do anything about your first miss.

5) Frogman - D+3+4 (hold D to cancel)

Law does something like a back flip, but ends up lying on the ground, his feet touching his head, ready to do a chinese get up. If do don't hold the D, he will. If you do, however, he'll relax and continue lying down, this time in a common, comfortable position. The first hit launches the opponent in the air, but given the descriptions I don't think we can consider it a launcher.

6) Elbow Spring Kick - DB+2,4 (hold D to cancel)

Your back is turned while hitting the opponent's midsection with your elbow. It stuns him a little, and then you follow up with a frogman, this time hitting him on the way down, because you have your back turned, remember? As with the frogman, you can hold D to cancel it, especially if you know it won't connect, cause if it doesn't you have your back turned and are WIDE open. If you don't press the 4, you'll only do the elbow part which can be a confuser since you can pause then press 1 when your opponent lowers his guard to deliver a spinning back fist that turns your opponent on his back, leaving HIM wide open. Another variation would be to just throw him after the elbow!

7) Poison Arrow - F+2,1 (do it fast)

Bruce Lee's one-inch punch is somehow carried on to this move. The only difference is you end up with an open fist instead of otherwise. It may be slow on the execution time, but practice makes perfect and eventually you'll learn the right moments to use it. It's a good counter for ten hit strings that aren't done too close.

8) Dragon's Tail - DB+4

A double low kick sweeps your opponent off his feet in this move. May serve as a good confuser for unfinished combos that hit high. Just remember that whenever you do a high-hitting combo and the opponent blocks it, don't continue hoping he'll release his block before you make your final hit, cause that only happens if he's prepared to counter. Stop right in the middle of your combo and sweep him cause it's also rare that he prepares for that.

9) Flying Kick - F,F,F+3

Whenever an opponent tries to roll away from danger, or when he's just pulling off ten-hit combos like crazy, dash back and do this, if he manages to block, follow up with a Dragon's Tail.

10) Double Dragon - 3+4 (during sidestep)

One of my favorite opening moves. Takes 80% of your opponents by surprise can only be countered if they block. If you use this as an opening, be sure to have the presence of mind to perish the thought after doing a sidestep if your opponent isn't open for it. (i.e he doesn't attack) One thing I'm sure of, this move does a lot of damage, as Law hops and does two almost simultaneous kicks to the face.

11) Slide Kick - DF,D,DF+4 (while crouching)

It's a slide kick, I don't need to describe it. 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.

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

12) Catapult Kick - U+4 (as you stand)

Just like the old back flip except higher, faster, and does more damage. Why it ain't included in the "necessary to win" list? Cause "higher" means more prone to counter attacks, "as you stand" means you have to crouch first, and "does more damage" means Namco won't allow it to be comboed into anything.

13) Rainbow Kick - U+3+4 (as you stand)

Again, just like the old back flip except higher, does more damage but is slower. Sound worse than the Catapult Kick? Not really. It does hit on the way down because Law adds 90 degrees to the sommersault making him end up lying on ground, but not before he sticks both his feet out to his opponent's face.

14) Fake Back Flip to Kick - U,N,4 (as you stand)

You outta know by now what a back flip is, this time Law doesn't kick his opponent in the process, he just flips. The good thing is, as soon as he lands, he delivers a high kick to the shin that looks much like the last hit of the Junkyard Kick. You can opt not to press the 4 and throw your opponent after the flip but most of the time he'll just pound WHILE you're faking.

15) Left-Right Punch Combo - 1,2

A jab from the left and a forward punch from the right. 'nuff said. (not like there's any more I could think of.)

16) Shaolin Spin Kick - 4,3,4

One forward kick with your right leg to his face, followed by a roundhouse kick with your other leg to the same target, and lastly a repetition of the first step. Easy to parry or duck from so don't use if he's just standing there waiting for an attack.

17) Machine Gun Arrow - F+1,1,1,1,1

Five rapid-fire jabs from your left fist. Knocks the opponent afterwards.

18) Rave War Combo - F+2,2,2

Five rapid-fire jabs from your left fist. Knocks the opponent afterwards. Comes out fast and does some pretty good damage when linked to the Rave War Combo (use only four 1s before linking) but lacks recovery and can still be blocked if not done close enough.

19) Quick Rave War Combo - 2,2

Just like the Rave War combo except the elbow hit is skipped.

20) Mid Kick - DF+3

Law does a long range kick to the opponent's chest. Counters most close range attacks before they can even materialize but slow on the execution time therefore only to be used to make an opponent stop whatever he's trying to do.

21) Crescent Kick - 4,U,3

The opponent's chest is kind of stomped with your right foot and you follow up with a back flip that's hard to connect if he's not in mid-air.

22) Double Impact - 3,4 (while crouching)

This move does NOT combo. You just do a basic sweep that doesn't knock the opponent off his feet and follow it up with a back flip that again, does not connect.

23) Low Kick to Back Flip - D+4,3

May connect, but I doubt it. You duck a little do a kick to the

shin, following it up with a back flip.

24) High Kick to Back Flip - 3,4

This kick connects, alright, but your opponent still has chance to block or parry the second hit if you don't do it close enough. The high kick is actually a side kick to the face.

25) Triple Kick to Back Flip - 3,3,3,4

Same as the High Kick to Back Flip, but, obviously, you do three high kicks instead of one.

26) Jump Kick to Back Flip - UF+3,4

Think of a flying kick that's followed up with a back flip. Sounds damaging? It is! Sounds impossible to connect? It also is! (dam) Must only be used if your opponent is way up in mid-air and you forget your other juggling strategies.

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1) Dragon's Fire - 1+3

Actually, it's a two hit combo but considered a throw because of the need to get a hold of the opponent before this move is done. Your opponent first receives an elbow to the midsection followed by a Fake Step Blow---cool!

2) Hopping Frog - 2+4

Law grabs the opponent's right foot, jumps while holding this foot, and ends up sitting on the opponent, his (opponent's) foot being beside his head---cool!

3) Ballbreaker - 1+3/2+4 (right side of opponent)

Law tangles himself with the opponent and they both fall on the ground, the opponent's legs raised high and are far apart. The obvious target is punched---hard. Way too cool! Just don't do it on female opponents, especially if your challenger is a female as well. You can! (the game allows it) but I say you musn't. Notice the move's name? Get it? 'means it was meant for males, only.

4) Headlock Kick - 1+3/2+4 (left side of opponent)

As the name suggests, the opponent's head is held and his face is kicked backwards---cool but I've already seen it before in several Bruce Lee movies so it's nothing new.

5) Dragon's Bites - 1+3/2+4 (behind the opponent)

Law pulls the opponent by the back of the neck until it rests on his knee. He then pounds the opponent's chest and this does a HEAP of damage---very cool!

6) Knee Lift - F,F,3+4

The knee is used to knock an opponent off his feet---that's it?  
not quite as cool as the other throws.

7) Run Up to Drop - F+2+3

And the winner for the coolest move in all of Tekken is...Law's Run Up to Drop!!! Yeah Baby! Law makes a stairway out of his opponent by first stepping on the stomach, then the chest, and finally the shoulder He then jumps up from the shoulder, flips in the air, (all the while his victim is trying to regain balance) and drops face down on his opponent. Hard to connect though.

8) Headlock Punch - DF+1+2

As the name suggests, the opponent's head is held and his skull is punched hard---cool but unrealistic if he's doing it on larger opponents. Can't they just suplex him to escape?

9) Headlock Drop - 1,2,1+2 (after Headlock Punch)

The opponent's head is also held but this time Law jumps and leans on the opponent's head, making it fall face first into the ground---cool but unbecoming for a fighting style such as Law's.

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\* Contrary to what is stated in Practice Mode, Law has six 10-hit combos.  
Actually, there is just one basic formula:

| Starters   | Enders        |
|------------|---------------|
| DF+1,2,2,1 | 3,3,3,4,3,4   |
| DF+1,3,2,2 | 3,3,3,4,4,4   |
|            | 3,3,3,D+3,4,4 |

You can start with any of the starters and continue with any of the enders  
thus, six 10-hit combos! Let me discuss each part:

1) DF+1,2,2,1,...

Comes out quick, hard to block if the first hit connects, and hard to counter if the first hit is blocked. It is, however, composed entirely of high attacks and thus is only recommended if the first hit connects

2) DF+1,3,2,2,...

First hit is identical to that of the other starter's but the next three hits come out slow and are still possible to block even if the first hit connects. Countering the last three hits is also possible even after the opponent has blocked the first attack. The good news is, Its second hit targets the kness and serves as a good instrument for confusing opponents.



3) ...3,3,3,4,3,4

A must-be-avoided combo. It has the least damage among the three enders and also has the lowest probability of ever landing a hit once the first attack is blocked. Its last three hits come out slow and are all targeting the opponent's head---easy to block, or worse, counter.

4) ...3,3,3,4,4,4

Relatively easier to execute, this combo is also the most damaging of the three yet just as slow as the first one to complete. This time, the second to the last hit is a sweep that can be very useful for confusing the enemy.

5) ...3,3,3,D+3,4,4

This, in my opinion, is the best of the three enders. Its damage is intermediate, it comes out quick, and has four high and three low attacks. Nonetheless, I require using this mostly when the first hit is blocked.

\* Law has another combo. It is only made up of seven weak hits but is still very useful since it does not have a weak link unlike all the others. Anyway, here it is...

F+1,1,1,1,2,2,2

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A. launchers (most of 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 launchers for exactly the same reason.

2) B+2,3,4 = Elbow to Low Kick to Kick Launcher

Most damaging among the launchers and also the most confusing. On the down side, it can be blocked even if the first hit connects (that is, if it doesn't connect close enough) because of its lack in speed which also makes it easy to predict if your opponent (surely enough) has seen it before. Don't use it if your opponent has a low parry. If he/she doesn't, but has a high reversal, prepare to counter it.

3) B+1,2,1 = Double Berserk Punch to Berserk Uppercut

Comes out fast and is recommended if the first hit connects. One unique feature about this launcher is the fact that it hurls the opponent's body higher in the air, increasing your juggling abilities. If the opponent blocks it, a good strategy would be to stop at the second punch and continue with either a sweep (more liable) or a throw

4) D+2,3 = Low Punch to Back Flip

Has a slow recovery but makes up to it by extra quick execution time. It's a great surprise move but is not to be relied on too much because, if predicted, it will leave you open for seconds---eternities they may seem in the Tekken world. If it doesn't connect, do it again, fast. An average player would fall for that trick if he wasn't able to do anything about your first miss.

5) UF+4 = Back Flip

Slow on start-up and slow on recovery. Why use it? Cause it is the most convenient, if not the only move that can be used to follow up on a parry. That's right---a parry. Always remember to tap UF+4 one moment after you parry even if your parry hasn't landed yet.

B. enders

1) for launchers 1-4

- 2,N,B+2,3,4
- 2,N,B+2,1,B+2,N,DF+1,3,2,2,3,

2) for launcher 5

- 4,N,B+2,3,4
- 4,N,B+2,1,B+2,D+2,3

3) for launcher 3

- UF+3,4
- 4,U,3,N,DF+3
- DF+1,N,DF+1,N,B+2,3,4
- DF+1,N,B+2,1,B+2,N,DF+1,3,2,2,3

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1) B+1+3 / B+2+4 - High Parry

It's very, very hard to link a Back Flip to this sort of parry because it takes less time for the opponent to recover. I recommend using either a throw or a Machine Gun Arrow after successfully landing this move. Remember, this move can also be applicable on air attacks.

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

Stuns the opponent for a much longer time than the high parry and is very easy to link with a back flip and juggle afterwards. Use this move as much as possible

3) B+1+2 - Fake Step (punch parry)

This move only starts out as a parry but if during the first few

moments no punch is received, you'll be WIDE open. However, after a little more waiting you can tap 1 to deliver a Fake Step Blow which is a powerful punch using the back of the palm. One more thing, after the punch is parried, there are four ways to automatically counter:

- first, the Tricky Trap (tap 1 -recommended since it turns your opponent on his back leaving him open for a behind throw which is VERY damaging!)
- second, the Tricky Fist (tap 2 -an elbow hit to the face that looks cooler and can be comboed, on my recommendation, to the Junkyard Kick)
- third, the Tricky Mid Kick (tap 3 -cannot be comboed)
- and fourth, the Tricky Low Kick (tap 4 -cannot be not comboed either)

4) 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 Junkyard Kick is your main weapon against the computer. Always use it as an opening move. This is also especially helpful whenever you're opponent is far and running towards you.
- 2) The Poison Arrow 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 dash back 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 Dragon's Tail. 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 Double Dragon, back dash to Dragon Storm, instant Low Punch to Back Flip, or forward dash to Headlock Drop.
- 2) Your ten-hit combos, if blocked, have a very slim chance of being completed, especially if your opponent has a parry or a reversal. When this happens, usually your fifth hit is the one countered so quit after your fourth blocked hit and throw him.
- 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 a Low Punch to Back Flip since this is the fastest emergency move Law can do.
- 5) Charge up then do a Charge Power Punch and cancell it. Do another Charge Power Punch and cancell it again. Do third one and this time don't cancel. 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 Junkyard Kick. If you resort to the Dragon Storm, however, you can pull off more hits than usual (three left punches instead of two right ones)
- 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 Dragon Storm 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 Dragon Storm---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 Junkyard Kick 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 suck. 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 a Dragon Storm 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 hit him, preferably with a Low Punch to Back Flip 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 Fake Step 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 Low Punch to Back Flip.

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 Low Punch to Back Flip 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 Punch---just wait for them to fully crouch then do it. You'll throw the punch 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 Dragon's Tail 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 an attack, parry, and link to an UF+4 and your favorite juggle, OR two, interrupt her moves with a Low Punch to Back Flip---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 Law 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 Dragon Storm to juggle.

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 Frogman 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 Lei 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.





- v1.6 - added character-specific strategies
- v1.5 - improved ASCII art
- v1.4 - described moves
- v1.3 - minor changes in moves list
- v1.2 - improved ASCII art
- v1.1 - improved ending

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