



TEKKEN 3

PlayStation® Classic

STORY

One day, fifteen years after The King of Iron Fist Tournament 2, a communique was sent to Heihachi Mishima, the leader of the Mishima Financial Empire. The report brought the ominous news that his “Tekken Forces” had been obliterated after encountering a mysterious being called “Ogre”.

Soon after receiving this news, martial arts masters from around the world began disappearing.

In the midst of Heihachi’s concerns about the missing fighters and Ogre, a young man appeared before him. His name was Jin Kazama. He claimed to be the son of Kazuya Mishima, whom Heihachi himself had taken to the grave during the last Tournament. In a more startling revelation, Jin said that his mother, Jun Kazama, had been attacked by Ogre and vanished.

All of these events convinced Heihachi that Ogre thrived on the powerful souls of the vanished masters. He also believed that harnessing Ogre’s powers could bring immense strength to the Mishima empire.

And thus Heihachi taught the art of Mishima Style Fighting Karate to young Jin. Jin’s discipline and abilities were strengthened like steel under the intensive training driven by the desire for revenge upon the beast that took his mother’s life.

Four years have passed, and Heihachi acknowledges Jin’s impressive fighting prowess.

And now, he announces “The King of Iron Fist Tournament 3” – with Jin as a lure to draw Ogre out into the open.

THE GAME SCREEN

HEALTH METER

Shows how much of a beating your character has taken. You win when you deplete your enemy's health meter to 0.

CONSECUTIVE WINS

Displays the number of wins you have racked up in a row.

PLAY TIME

Displays the elapsed time since you started playing.

ROUND COUNTER

Earn the set number of points to win the match.

TIMER

When the counter reaches 0, it's time up. The player with the most health remaining wins.

THE PAUSE MENU

Press the START button while playing in Arcade Mode, VS. Mode or Team Battle Mode to access the Pause Menu.

- | | |
|---------|--|
| CANCEL | Cancels the Pause Menu and returns to the action. |
| COMMAND | Shows the command list for the character you are using.
Press any button to return to the Pause Menu. |
| RESET | Cancels the current game and returns you to the Title Screen. |

THE RULES

MATCHES

When a character is attacked, his or her health meter depletes. If you beat on an opponent until their health meter goes down to 0, then you win that round. You can also clear stages by earning a set number of points in a round.

TIME LIMIT

There is a time limit on each round. If this time expires, Time Up is called. At this point the player with more points in his or her health meter wins. The default time limit is 40 seconds. You can change this setting in Options Mode.

DRAWS

In the case of a double knock-out, or if both players' health meters are the same level when Time Up is called, the match will be declared a Draw. Both players will be awarded points in a draw.

CONTINUE

In a 1 Player Arcade Mode game, it is Game Over when you lose, but if you press the START button on the Continue Screen you may carry on playing on the same level.

GETTING STARTED

MODE SELECTION

Press the START button on the Title Screen to access the Mode Selection Screen. Use the directional buttons to select the mode you want to play and then press the START button to confirm your selection.

ARCADE MODE

One player against the computer. Defeat all the opponents the computer throws at you and you win the game. There is no limit to how many times you can continue.

Player 2 can press the START button on their own controller to jump in – Arcade Mode will end and Versus (VS.) Mode will begin.

VS MODE

Two players compete against each other. After character selection you can set your character's strength as a handicap function. After the match ends, you will be returned to the Character Selection Screen, where match results will also be displayed.

TEAM BATTLE MODE

A battle mode where you can form teams. The team that crushes all the other team's characters wins. First, choose the number of team members and the characters to be used. On the Character Selection Screen, Player 2 can press the START button on their own controller to jump in and begin a two player bout.

SURVIVAL MODE

Compete to see how many computer-controlled opponents you can defeat before your health meter runs out. Each battle counts as one round. The game is over when your health meter runs out. When you defeat an opponent, your character is awarded a little extra energy. You cannot change the degree of difficulty, the time limit or the number of rounds in this mode. There is no option for Player 2 to join in during this mode.

TIME ATTACK MODE

Compete against the clock until you complete all the stages and beat the game. The degree of difficulty settings, time limit and the number of rounds cannot be changed.

TEKKEN FORCE MODE

In this mode you fight against the “Tekken Force” as you travel through the various areas. Make progress by defeating all opponents who attack, then clear rounds by beating the Boss.

PRACTICE MODE

This is where you can hone your fighting technique with any character and any opponent of your choice. Rehearse those special moves and perfect the right time to launch various attacks.

OPTION MODE

Use this mode to change game settings.

CHARACTER SELECTION

Press the UP, DOWN, LEFT or RIGHT buttons to highlight your favorite character then confirm your selection by pressing the SQUARE button to access the Player 1 costume. Alternatively, press the CROSS button to confirm your character selection and get the Player 2 costume.

GAME OPTION

Set your preferred difficulty level and match rules. Select “EXIT” to finalize your choices.

KEY CONFIGURATION

To alter the button settings, press and hold down the button to open up a window, then use the UP, DOWN, LEFT or RIGHT buttons to change the setting. Select “DEFAULT” to return to the original settings. Select “EXIT” to finalize your choices.

RECORDS

Press the UP, DOWN, LEFT or RIGHT buttons to view your fight records.

MENU CONTROLS

Press the UP, DOWN, LEFT or RIGHT buttons to highlight options on the menus.

Press the START button to commence battle; and press the START button during a bout to pause the game.

Press the SELECT button and the START button at the same time to return to the Title Screen.

BASIC MOVES

The commands shown are for characters facing to the right. Just reverse them when your character is facing to the left.

Advance



Retreat



Crouch



Crouching Advance



Crouching Retreat



Jump Up



Jump Forwards



Jump Backwards



Small Jump Forwards



Tap a directional button quickly



Press the listed buttons in sequence, e.g.



Press the listed buttons at the same time, e.g. "○ + ⊗".

STEP-IN/STEP-OUT

Advance ⇒⇒ or retreat ⇐⇐ quickly.

Indispensable for setting up your own moves and for avoiding the enemy.

RUN



Get close in a hurry to a far-away enemy. If you run into your opponent while running, you can deliver a dash attack.

MOVE SIDEWAYS



Doing this repeatedly will allow you to circle around to your enemy's flank.

ATTACKING

Left Punch	■ (SQUARE button)
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Left Kick	⊗ (CROSS button)
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Right Punch	▲ (TRIANGLE button)
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Right Kick	● (CIRCLE button)
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The SQUARE button, CROSS button, TRIANGLE button and CIRCLE button correspond to your fighter's four limbs and are used for the most basic attacks; combine these buttons in different combinations with the directional buttons for more varied attacks.

TYPES OF ATTACKS

Attacks are divided into three categories depending on what part of your enemy's body you wish to hit: high, mid and low range. Utilizing these attacks in response to your enemy's position is the secret to winning. The attack technique used by each character is different, so watch out!

High Range Attacks

Hits standing enemies. Will not hit crouching enemies, and will not cause damage to enemies performing a standing guard.

Mid-range Attacks

Hits both standing and crouching enemies. Cannot be blocked unless performing a standing guard.

Low Range Attacks

Hits both standing and crouching enemies. Can be blocked by a crouching guard, or avoided by jumping over your enemies.

DASH ATTACKS

Tackle

Run into the enemy after three or more steps. Knock the enemy over with your weight and then sit on them – while punching, of course.

Running Cross Arm +

After running three or more steps, fly into your enemy with a mid-level cross-chop.

Sliding Dash

After running three or more steps, slide right into your enemy's legs. When Yoshimitsu or King perform this move, it becomes a killer technique.

Unblockable Tackle

Run into the enemy after four or more steps to perform a shoulder tackle that cannot be blocked and cannot be counter-attacked.

Super Charger ◻ + ▲ + ✕ + ◎

Holding down all four attack buttons at once temporarily gives your character extra attack power. All attacks performed from this state cause extra damage against even a guarded enemy, however, you will be left defenseless during the power up.

GUARDING

Standing Guard ←

Guards against upper and mid-range attacks, but is not a defense against low range attacks and throws.

Crouching Guard ↙

Guards against low range attacks. Also protects you from most upper range attacks and throws. Does not defend against mid-range attacks.

UKEMI (QUICK ROLL)

Into the background ◻ or ▲

Into the foreground ✕ or ◎

If you perform an ukemi maneuver with just the right timing, you can recover and get up quickly when you are knocked down to the ground. This move will enable you to roll away from your opponent either into the background or foreground depending on the button that is pressed. This move is tricky to pull off, so when you are about to fall, hit the buttons repeatedly to execute the move, but be careful, you won't be able to perform an ukemi move when you fall face down on the ground or get attacked by certain moves or throws.

THROWS

Basic Throw $\square + \otimes$ or $\triangle + \odot$

In general, throws are attacks carried out while holding onto the enemy. Throws leave you vulnerable momentarily but they cannot be guarded against and cause great damage.

There are three throws which all characters share: the front throw, the left/right throw, and the back throw, all depending on where you are in relation to the enemy. If the enemy is crouching or on the ground, they cannot be thrown. Individual characters are capable of special throws, too.

ESCAPES

Basic Avoid Throw \square or \triangle

If you use this command at just the right moment as your enemy tries to throw you, you can slip through the enemy's hands like water.

WHEN THE ENEMY IS ON THE GROUND

Ground Attack $\uparrow \triangle$

Jump up and use all of your mass to inflict damage to your enemy while they are on the ground.

Trample Attack

Run into the enemy after four or more steps to trample your opponent into the dirt.

GETTING UP WHEN YOU'RE DOWN

Rise Up	↑
Roll Forward	→
Roll Back	←
Roll Sideways (when lying flat on the ground)	▣
Quick Recovery	△
Rise Up Into Low Range Kick	⊗
Rising Mid-Range Kick	⊙
Ankle Kick (when face up on the ground with legs facing opponent)	↓ + ⊙

INTRODUCING THE CHARACTERS JIN KAZAMA

Jin is the son of Kazuya Mishima and Jun Kazama. He received intense training from his grandfather Heihachi Mishima – all in an effort to avenge the loss of his mother by fighting and defeating Ogre. This Tournament is his chance to test his strength and to face his destiny.

Country of Origin: Japan

Fighting Style: Advanced Mishima Style Fighting Karate, Kazama Style of Self-Defense (a derivative of his mother's style)

Age: 19

Height: 180 cm

Weight: 75 kg

Blood Type: AB

Occupation: Martial artist

Hobby: Walks in the forest

Likes: Mother's teachings

Dislikes: Deception

Demon Paw ⇒⇒△

1-2 Knee Kick □△○

Tooth Fairy (when moving to the side) △

3-Ring Circus □ + ○△○

LING XIAOYU

Xiaoyu is a 16 year-old who loves amusement parks. Entering the Tournament is her first step to having the perfect amusement park built in China.

Country of Origin: China

Fighting Style: Hakke Sho and Hika Ken-based Chinese martial arts style

Age: 16

Height: 157 cm

Weight: 42 kg

Blood Type: A

Occupation: Student, Panda caretaker

Hobbies: Traveling and visiting amusement parks worldwide

Likes: Chinese steamed buns, shrimp, dumplings, Peking duck

Dislikes: Math teachers

Art of Phoenix ↓□ + △ or ↓□ + △

Hydrangea (double fan forward) ↑□ + △△

Front Layout ⇒⇒× + ○

Rain Dance 

Mistrust (facing away from enemy) 

HWOARANG

Hwoarang entered this Tournament after Ogre attacked his mentor Baek, whom Hwoarang respects greatly. He wants to redeem himself by taking revenge against Ogre and defeating Jin Kazama (Hwoarang failed to beat Jin in a previous fight).

Country of Origin: Korea

Fighting Style: Tae Kwon Do

Age: 19

Height: 181 cm

Weight: 68 kg

Blood Type: O

Occupation: Street thug leader

Hobby: Yachting

Likes: Rock music, street fighting and arguing

Dislikes: Mishima Style Fighting Karate, Jin Kazama

Bird Hunter 

Flying Eagle (when in left stance) 

Crippler 

Motion Switch 

Hunting Hawk 

EDDY GORDO

Son of a wealthy industrialist in Brazil, Eddy seeks revenge against the "Organization" that took his father's life and unjustly put him in prison. Eddy joined the Tournament with the intention of taking over the Mishima Financial Empire so that he can use its resources against the Organization.

Country of Origin: Brazil
Fighting Style: Capoeira
Age: 27
Height: 188 cm
Weight: 75 kg
Blood Type: B
Occupation: None
Hobby: Leadership training
Likes: Power
Dislikes: Weakness

Satellite Moon



Barbed Wire (Rainmaker)



Boomerang



Handstand



Handstand to Helicopter
(during a handstand)



FOREST LAW

Forest is Marshall Law's proud son. Paul dragged him into the Tournament, but he now feels that this is an ideal opportunity to prove his strength to his father and to himself.

Country of Origin: USA
Fighting Style: Martial arts
Age: 25
Height: 177 cm
Weight: 66 kg
Blood Type: B
Occupation: Marshall Dojo, Second Master (maybe)
Hobby: Shopping
Likes: Credit cards (paid Paul's Tournament entrance fee)
Dislikes: Riding as a passenger on a motorcycle
(Paul's driving scares him)

Poison Arrow	⇒ ▲ □
Junkyard Kick	⇐ ▲ ⊗ ○
Dragon Storm	⇐ □ ▲ □
Frogman	⇓ ⊗ + ○
Dragon's Tail	↙ ○

PAUL PHOENIX

Paul Phoenix is a fighter who is admired by young kids worldwide. He let victory escape him in the last Tournament, but has since renewed his training with vigor – he won't let victory slip away this time! Even at the age of 46, Paul has no weak spots!

Country of Origin: USA
Fighting Style: A hybrid martial arts style based on judo
Age: 46
Height: 187 cm
Weight: 81 kg
Blood Type: O
Occupation: None. Still trains with the intention of becoming the #1 fighter in the universe
Hobby: Motorcycles
Likes: Pizza and the smell of gasoline
Dislikes: Japanese motorways (he was caught in a massive traffic jam during the previous Tournament)

Hammer of the Gods

⇒ ◻ + ▲

Shoulder Tackle

⇒ ◻ + ◉

Phoenix Smasher

↓ ↘ ⇒ ▲

LEI WULONG

Lei is a shrewd detective responsible for solving many international crimes. Lei entered the Tournament to investigate the cause behind the disappearing martial arts masters.

Country of Origin:	China
Fighting Style:	Five-Style Chinese Martial Arts
Age:	45
Height:	175 cm
Weight:	65 kg
Blood Type:	A
Occupation:	Policeman
Hobbies:	Movies and naps
Likes:	Electronics
Dislikes:	Crime and criminals

Drunk Master (or timed with enemy attack) ⇒ ⊗ + ⊙

Falling Tree ↶ or ↷ ⊙

Art of Snake (when side stepping) ⊙ + ⊙ or ⇒ ⊙ + ⊗

Snakebite (during Art of Snake) ⊙ ⊙ ⊙

Rave Spin ↶ ⊙ ⊙

KING

King is a young man who was raised in the original King's orphanage. After being savagely attacked by Ogre, his mentor's dying wish was for King to take over the orphanage. He now fights as a pro-wrestler to support the orphanage.

Country of Origin: Mexico
Fighting Style: Wrestling
Age: 28
Height: 200 cm
Weight: 90 kg
Blood Type: A
Occupation: Pro-wrestler/Manager of an orphanage
Hobby: Helping orphaned children
Likes: Celebrating victory with Armor King
Dislikes: Children's tears

Head Spinner	□ + ▲ □
Leg Breaker	↓ ↘ □
Deadly Boomerang (when side stepping)	× + ○
Winding Nut (when close to enemy)	□ + ×
Capital Punishment	↗ □ + ▲

NINA WILLIAMS

After failing to assassinate Kazuya Mishima in the last Tournament, she was forced to become a test subject for cryogenic research. Reawakened by Ogre's powers, she is determined to eliminate Jin Kazama.

Country of Origin: Ireland

Fighting Style: Assassination Martial Arts based on Bone Martial Arts and Aikido

Age: 22

Height: 161 cm

Weight: 49 kg

Blood Type: A (but changed during cryosleep)

Occupation: To assassinate Jin Kazama (Ogre may be manipulating her)

Hobby: Retracing memories

Likes: Doesn't remember (maybe milky tea)

Dislikes: Doesn't remember (maybe Anna)

Bad Habit

⇒⇒⊗ or ↓↘⇒⊗

Lift Shot (when side stepping)

△

Assassin Dagger

⇒⇒■

Slap

←△

Backhand Slap (when close to enemy)

↓↘⇒□ + △↓

YOSHIMITSU

Yoshimitsu is the leader of the Manji Clan, a notorious gang of Robin Hood-like space thieves. He entered the Tournament upon learning that his friend Dr. Boskonovitch needs Ogre's blood to live. Yoshimitsu now fights to save the life of the man who once saved him.

Country of Origin:	None (formerly Japan)
Fighting Style:	Advanced Manji Ninja Arts
Age:	Unknown
Height:	178 cm
Weight:	63 kg
Blood Type:	O
Occupation:	Leader of the Manji Clan
Hobbies:	Watching sumo wrestling matches and surfing the Internet
Likes:	Video game arcades (especially those in Shinjuku, Japan)
Dislikes:	Villains and poor losers (in video games)

Moonsault Slayer



Yoshimitsu Flash



Yoshimitsu Blade



Energy Charge (when side stepping)



Kangaroo Kick



