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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

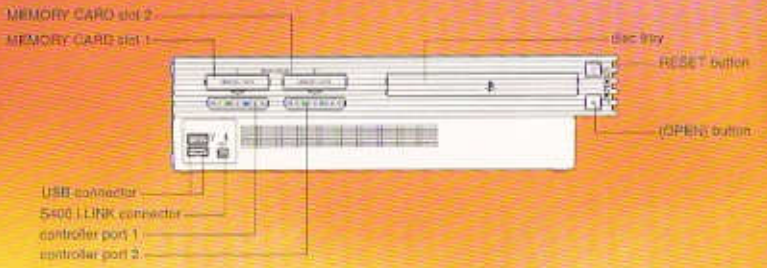
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

STARTUP	2
MEMORY CARDS	2
CONTROLLER SETUP	2
GAME CONTROLS	3
DUALSHOCK® 2 analog controller	3
NAMCO JOYSTICK	4
GETTING STARTED	5
MULTI-PLAYER GAMES	5
TEKKEN TAG TOURNAMENT RULES	6
MODE MENU	7
ARCADE MODE	7
TIME ATTACK MODE	7
SURVIVAL MODE	7
VS BATTLE MODE	8
1 ON 1 BATTLE MODE	8
TEAM BATTLE MODE	8
PRACTICE MODE	9
PAIR PLAY MODE	9
OPTIONS	10
SAVING AND LOADING GAME DATA	12
GAME SCREEN	13
PAUSE SCREEN	14
LEARNING TO FIGHT IN PRACTICE MODE	15
BASIC TECHNIQUES	16
TAGGING	23
INTRODUCING THE CHARACTERS	25

STARTUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Tekken Tag Tournament**™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (for PlayStation 2) into memory card slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card (for PlayStation 2) containing previously saved **Tekken Tag Tournament** games. When using a multitap (for PlayStation 2) (sold separately), insert the memory card (for PlayStation 2) into memory card slot A of the multitap (for PlayStation 2).

To read about how to save and load game data, see "Saving and Loading Game Data" on page 12.

CONTROLLER SETUP

2 PLAYER GAME

Two controllers are required. Connect each controller to a controller port.

GAME CONTROLS

3 OR MORE PLAYER GAME

For a 3-or-more player game, use a multitap (for PlayStation 2). Each player will need a controller. Connect the multitap (for PlayStation 2) to controller port 1 of the PlayStation 2. Then connect the controllers to the controller ports on the side of the multitap (for PlayStation 2). You cannot use the multitap (for PlayStation 2) in controller port 2. When a multitap (for PlayStation 2) is connected to controller port 1, a controller may not be connected to controller port 2.

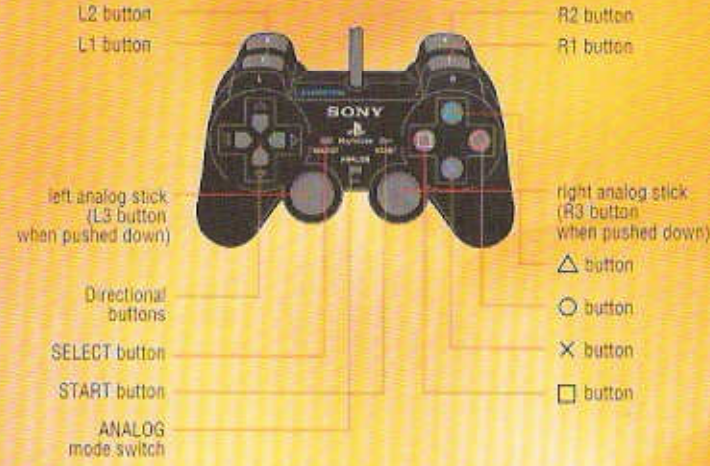
Warning: The purpose of this game is for entertainment purposes only. Please do not attempt these moves at home.

Note: This game supports the vibration function of the DUALSHOCK®2 analog controller. To enable or disable the vibration function, go to the Options Menu (see page 10).

See page 26 for moves specific to each character and how to apply the game controls.

Note: See "Basic Techniques" beginning on page 16 for more controls.

DUALSHOCK 2 Controller Configuration



GAME CONTROLS

DUALSHOCK 2 analog controller

Character Moves

Move Character	Directional buttons
Change Characters (Tag)	L1, L2, R1, or R2 button or right analog stick
Left Punch	■ button
Right Punch	△ button
Right Kick	○ button
Left Kick	✕ button
Jump	Directional button Up
Pause Game	START button



NAMCO JOYSTICK

Character Moves

Move Character	Directional Stick
Change Characters (Tag)	L1/L2 button, R1/R2 button
Left Punch	■ button
Right Punch	△ button
Right Kick	○ button
Left Kick	✕ button
Jump	Directional Stick Up
Pause Game	START button

GETTING STARTED

Select a **Tekken Tag Tournament** mode:



1. On the Title Screen, press the START button to open the Mode Menu. See "Mode Menu" on page 7.
2. Switch the Pair Play Mode On/Off using the Left/Right Directional buttons. Turn it On when you want to fight in Pair Play Mode. (Pair Play Mode will be grayed out in modes where it is not available.)
3. Press the Directional buttons to choose the mode you want, and press the START button or the ✕ button to accept the selection.

Select characters:



1. On the Character Select Screen, press the Directional buttons to choose the first character for your team and press the ✕ button.
2. Repeat the process for the second character and press the ✕ button to begin the tournament.

MULTI-PLAYER GAMES

WHEN USING TWO CONTROLLERS:

The player (1P on the left, 2P on the right) who presses the START button first proceeds to the Character Select Screen. When the Pair Play Mode is On, the second player can choose a side to play on. If the second player selects the same side as the first player, you both are on the same team (Tag Team).

WHEN USING 3 OR MORE CONTROLLERS:

Pair Play Mode must be enabled for games where there are more than 2 players. The method of choosing sides in Pair Play Mode is the same as in a 2 controller game. However, once 2 players are paired up on one side, the next player can no longer select a team to play on, and is automatically assigned to the opposing side. Character selection priority is determined by the player who presses the START button first. When Pair Play Mode is Off, only 2 players can play even if there are 3 or more controllers connected.

TEKKEN TAG TOURNAMENT RULES



MATCHES

A team consists of two fighters who compete one at a time against another team. The partner stands by, ready to take up the fight when tagged.

- Competitors can tag their partner at anytime (L1, L2, R1, R2 button or the right analog stick).
- Win a match by forcing the opponent's health meter to 0, or by maintaining a higher health meter than your opponent until the end of a round.
- When time runs out, the team with the highest combined health remaining wins.



END OF ROUND

- A round is over when the clock runs out or there is a knock out.
- If both fighters are knocked out or if both players' health meters are at the same level when Time Up is called, the match is a draw.
- Both players are awarded points in a draw.
- If you draw in the final round of Arcade Mode, the game is over. The first player will be declared the winner in a multi-player game, and the match ends in VS Battle Mode.



GAME OVER AND CONTINUE

- When you lose in Arcade Mode, the game is over. However, pressing the START button on the Continue Screen allows you to restart the game from the last stage you played as long as you press the START button within the time limit.

MODE MENU



ARCADE MODE

Compete against the computer or other players and win the game.

- If you defeat all CPU opponents, you win and an ending story will be revealed.
- If you are defeated in a match, you may continue your game an unlimited number of times. You have 10 seconds to continue before GAME OVER is called. You can also select new characters before continuing gameplay.
- Up to four players can compete. See "Pair Play Mode" on page 9.



TIME ATTACK MODE

Compete against the clock until you complete all the stages and beat the game. This mode is the same as Arcade Mode with the following exceptions:

- You cannot pause the game.
- You cannot select new characters when continuing the game after a defeat.
- Two players can compete against the CPU in Pair Play Mode.



SURVIVAL MODE

Defeat as many CPU opponents as you can before your health meter runs out.

- Once you are defeated in even one round, the game is over... there are no continues.
- Every victory earns your team extra health points, but you will never recover completely from damage.
- Two players can compete against the CPU in Pair Play Mode.



VS BATTLE MODE

Two or more players can sequentially compete against each other. You can select new characters every time the battle is over. The match results are also displayed.

- This mode has adjustable health meters so you can create handicap values to give less skilled players an advantage.

Press the Directional buttons Left/Right after character selection to raise or lower the health points of both sides. Press the ⊗ button to set the value. You can adjust the health points from 1% to 150% of normal for either side.

- When Pair Play Mode is turned On, up to four players can compete simultaneously.



1 ON 1 BATTLE MODE

Play 1 on 1 matches with only one character on each side. Fight against the CPU or another player.



TEAM BATTLE MODE

This mode lets you create teams with up to eight characters on each side. Press the Directional buttons Left/Right to select the number of team members, then select each character.

- Defeat all opposing team members to win.
- Teams can be unevenly matched with more fighters on one team than on the other.

MODE MENU

PRACTICE MODE

Study the fighting style of a character. See "Learning to Fight in Practice Mode" on page 15.



PAIR PLAY MODE

Pair Play Mode allows multiple players to choose sides in Arcade, Time Attack, Survival, and VS Battle Modes.

- In a 2 player game, both players can compete on the same team.
- In 3 or 4 player games, two players can fight against another player or square off with two players per side.
- The player who opens up the Character Select Screen is automatically assigned a side and cannot change teams.
- Additional players can enter the game during play by pressing the START button on their controller. This will stop the present match and return to the Character Select Screen.

To set up Pair Play:

1. Make sure Pair Play Mode is turned On in the Mode Menu.
2. Choose a side. On the Character Select Screen, press the Directional buttons Left/Right to move the cursor (controller symbol) to the side you want to play on and press the ⊗ button.
3. Select a character. The first player to press the START button selects a character first. The first character selected is the starter and the second is the tag team partner.



OPTIONS

Configure game settings.

1. Press the Directional buttons Up/Down to choose the items you want to change and press the ⊗ button to display their contents.
2. Press the Directional buttons Left/Right to change a setting.
3. Select EXIT and press the ⊗ button to return to the Mode Menu.

GAME OPTIONS

Set various game options throughout the game. Look at the lower right side of the Options Menu to see which modes are affected by the changes you make. Use the Up/Down Directional buttons to select an option. Change the settings by using the Left/Right Directional buttons.

DIFFICULTY LEVEL – Adjust the CPU's level of difficulty.

FIGHT COUNT – Set the number of rounds for each fight.

ROUND TIME – Set the round time for each round.

CHARACTER CHANGE AT CONTINUE – Allows you to change characters at the Continue Screen.

GUARD DAMAGE – Set whether or not damage is taken while guarding.

CHARACTER SELECT CURSOR – Set the Character Select cursor position. When set to HOLD, return to the Character Select Screen and the cursor will remain on the last character chosen.

QUICK SELECT – Allows you to select your characters quickly on the Character Select Screen.

CHICKEN MARKING – Set the Chicken Marking display On/Off. (The Chicken Marking is displayed when non-aggressive play is repeated.)

HELP MESSAGES – Set help messages On/Off.

MODE MENU

SPEAKER OUT – Set to either STEREO or MONO settings.

BGM VOLUME – Adjust the background music volume.

SE VOLUME – Adjust the sound effects volume.

DEFAULT – Reset to default settings. (Default settings are in green and custom settings are in red.)

CONTROLLER SETUP

SETTINGS – Change the button configuration:

1. Press and hold the button you want to change.
2. Press the Directional buttons Left/Right to select a new function and release the button.

VIBRATION – Enable or disable the vibration feature.

DEFAULT – Reset to the default settings.

RECORDS

TIME ATTACK – Time Attack Mode Records.

GREATEST SURVIVORS – Survival Mode Records.

CHARACTER USAGE – Shows how often a character was used.

ADJUST DISPLAY

Adjust the screen position by pressing the Directional buttons.

MEMORY CARD (FOR PLAYSTATION 2)

Use this option to save and load game data and settings. Use the Directional buttons to select an item and press the ⊗ button.

LOAD DATA – Load previously saved data.

SAVE DATA – Save current game data.

AUTO SAVE – Automatically save game data.

See "Saving and Loading Game Data" on page 12.

Note: Insert the memory card (for PlayStation 2) into memory card slot 1 of the

SAVING AND LOADING GAME DATA

console. When the multitap (for PlayStation 2) is connected, insert the memory card (for PlayStation 2) into memory card slot A of the multitap (for PlayStation 2).

You can save game data, options settings and the ending movies to a memory card (for PlayStation 2).

To access the memory card (for PlayStation 2):

1. Select OPTIONS on the Mode Menu and press the ⊗ button.

2. Select MEMORY CARD and press the ⊗ button.

Tekken Tag Tournament has an Auto Save feature that will save all game data for you. Select AUTO SAVE and press the Directional buttons Left/Right to turn Auto Save On. When you play the game later, the saved info is automatically loaded when you start the game.

To save manually, select SAVE and press the ⊗ button. You will be asked whether to save current game data. Select YES and press the ⊗ button.

To load manually, select LOAD and press the ⊗ button. You will be asked whether to load game data. Select YES and press the ⊗ button.

THE GAME SCREEN



HEALTH METER
Shows the remaining health of each character. An opponent's attack will cause the blue remaining Health Gauge to decrease. Characters will recover health points up to the red portion of the gauge (the Recovery Gauge) while waiting to tag in to a fight.

PARTNER'S HEALTH METER
Shows the Health Gauge of the character who is standing by. Depending on the combination of characters, when the character in the battle is in crisis, this meter blinks in red. If you change characters at this time, you can attack with an intensified power for a fixed period of time.

CHARACTER NAME
Displays the name of the character currently fighting.

CONSECUTIVE WINS
Displays the number of consecutive wins in multi-player mode.

ROUND
Earning points in a set number of rounds allows you to win.

ROUND TIME
Time remaining in the round. When the counter reaches 0, time is up. The player with the greatest amount of health remaining wins. The time limit can be adjusted from 30 seconds to infinity on the Options Menu (see page 10).

THE PAUSE SCREEN



Press the START button to open the Pause Screen. Press the Directional buttons Up/Down to select an option and press the ⊗ button to open it.

CANCEL – Return to gameplay.

RESET – Return to the Mode Menu.

COMMAND LIST – Displays moves for the active character. Press the Directional buttons Up/Down to scroll through the list. Press the ⊗ button to close the list.

ADJUST DISPLAY – Press the Directional buttons to move the display.

CONTROLLER SETUP – Change button configurations, return to default settings or turn the vibration feature On/Off.

LEARNING TO FIGHT IN PRACTICE MODE



Practice Mode gives you a chance to learn all the moves of any particular character.

In Practice Mode you can:

- Adjust the actions of your opponents (training dummies) to fit the kind of practice you want.
- Practice your moves as much as you want without taking damage.
- See a list of moves (Command List) for each character and order a demonstration of any move.
- Replay your moves.
- See the damage ratings of various attacks on-screen.
- See on-screen combination counts when a combination is correctly executed.
- See range (high, mid and low) displays for every punch and kick.
- Select from four practice modes.
- Practice with up to four players.

The default practice mode is Freestyle. To change modes and settings during practice:

1. Press the START button during practice to pause and open the Practice Menu.
2. Highlight MODE SELECT and press the Directional buttons Left/Right or the ⊗ button to select a mode.
3. Press the Directional buttons Up/Down to select a setting and press the ⊗ button to switch a setting or accept a selection.
4. Press the ◉ button to return to practice.

FREESTYLE

Select whatever conditions you want for yourself and the opponent.

VS CPU

Compete against the CPU. You can select the level of difficulty for CPU opponents.

CHAIN TRAINING

Practice moves from the Command List and quickly input moves as they are displayed.

COMBO TRAINING

Practice executing or avoiding combo moves.

The following techniques are common to all **Tekken Tag Tournament** characters.

Controls are given for characters facing right. Reverse the controls when the character is facing left.



MOVING IN AND OUT

RUNNING CHARGE – Overwhelm opponents by rushing directly into them: **Quickly tap the Directional button twice in the direction of the opponent.**



HOP BACK – Dodge a punch or kick. **Quickly tap the Directional button twice away from the opponent.**



JUMP BACK – **Press the Directional button Up and away from the opponent.**



CROUCH – Avoid mid or high attacks or deliver your own attack. **Press the Directional button Down.**



CROUCHED ADVANCE/RETREAT – **Press the Directional buttons Down and Left/Right.**



JUMP – Jump to deliver high attacks or avoid low kicks or sweeps. **Press the Directional button Up.**

BASIC TECHNIQUES

BACKFLIP – Strike to the head or retreat. **Press the Directional buttons Up, Left, Left.**
Note: Some characters cannot do backflips.



SIDESTEP – Position for an attack or avoid a strike. Move around your opponent's side. Repeated sidestepping allows you to circle around to your opponent's flank. **Tap the Directional button Up or Down quickly.**



THE COMMAND LIST

The Command List shows the moves for your current fighter.



Access the Command List during gameplay by pressing the START button, selecting COMMAND LIST and pressing the ⊗ button. You can also access the Command List for every available character in Practice Mode.

- The moves shown on the Command List are for characters facing right. Reverse Directional buttons when the character is facing left.
- The button descriptions correspond to the DUALSHOCK 2 analog controller and Namco Joystick.
- ⇨ means to press the Directional buttons quickly.
- ➡ means to press the Directional buttons for an extended period.
- ★ means to leave the Directional buttons neutral (untouched).
- □△⊗ means to press buttons sequentially.
- ◉ + ⊗ means to press buttons simultaneously.

REGULAR ATTACKS

The following buttons represent the limbs of the characters. Perform basic attacks by pressing them.

- Left Punch — ■ button (left arm)
- Right Punch — △ button (right arm)
- Left Kick — ✕ button (left leg)
- Right Kick — ○ button (right leg)

Attacks in this game are divided into three categories depending on what part of your enemy's body you wish to hit: high, mid body or low.

TYPES OF ATTACKS



HIGH RANGE ATTACKS
Hits standing enemies. High attacks won't hit a crouching opponent, and will not cause damage to enemies in a standing guard stance.



MID BODY ATTACKS
Can hit both standing and crouching enemies. Will not cause damage to enemies in a standing guard stance.



LOW RANGE ATTACKS
Hits both standing and crouching enemies. Can be blocked by a crouching guard stance, or avoided by jumping over enemies.

DASH ATTACKS



RUNNING TACKLE
Double-tap the Directional button toward your opponent. You must take three or more steps before hitting the opponent, so execute this attack from a distance. You will knock the enemy over and sit on the character. You can then deliver additional attacks from this position.

RUNNING CROSS ARM



Double-tap the Directional button toward your opponent, then ■+△.
Run at the opponent, making sure you take three or more steps. Fly into your enemy while executing a mid range cross chop.

SLIDING DASH



Double-tap the Directional button toward your opponent, then ○.
Run at the opponent taking three or more steps. Slide into your enemy as a low range attack. This command performs different moves for King and Yoshimitsu.

UNBLOCKABLE TACKLE



Double-tap the Directional button toward your opponent. Run into the enemy after four or more steps to execute a shoulder tackle that cannot be blocked or counter-attacked.

THROWS

△+○ (or ■+✕)



Throws are carried out by grabbing the enemy. Throws have a weak point: You have to get close to the enemy and are vulnerable until you grab the opponent. However, a throw inflicts major damage on an opponent.

GUARDING

Use guarding to block attacks.

STANDING GUARD



◀ – Defends against high attacks and mid range attacks. However, it is vulnerable to low range attacks or throws.

CROUCHING GUARD



◣ – Defends against low attacks. Crouching allows you to avoid most of the high attacks and throws. However, you cannot guard against mid range attacks.

Note: When you are attacked, if the Directional buttons are neutral (untouched), the standing guard stance is automatically carried out. If the Directional button is Down, a crouching guard stance is carried out. However, consecutive attacks and certain other moves may break these defenses.



RAISING KI [SUPERCHARGER]

●+■+▲+✕

You can "raise the ki" of your fighter by pressing four attack buttons (●+■+▲+✕) at once. When the ki is raised, the attacking power momentarily increases. Your fighter will glow or shoot sparks and his or her hands may emit light. All the attacks in this state become counter hits and allow you to inflict damage to an enemy who is on guard. However, while raising your ki, you are vulnerable to an enemy's attack.



UKEMI [QUICK ROLL]

Into the foreground, ✕ or ●

Into the background, ■ or ▲

Use this technique when you are knocked down to recover and get back on your feet quickly. Perfect timing is important to the execution of this move.



ESCAPES

BASIC AVOIDANCE THROW

■ or ▲

Execute the move at the moment you are being grabbed during an opponent's throw attack to avoid being thrown.

- To avoid a front throw (■ + ✕), press the ■ button.
- To avoid a front throw (▲ + ●), press the ▲ button.
- To avoid right/left throws, use the punch command (■ or ▲) for the direction from which you are being grabbed.
- You cannot escape from a back throw.

BASIC TECHNIQUES

HIGH AND MID PARRY

⇦▲ + ■ (or ● + ✕)

Use this move to synchronize with an opponent's attack. Only certain characters can use this technique. If you are successful, you can quickly attack your enemy by taking advantage of his or her vulnerability.



LOW PARRY

⇦✕ + ■ (or ▲ + ●)

Use this to avoid low range attacks. As with high and middle range avoidance moves, only certain characters can perform this move. If you are successful, you can take advantage of an enemy's vulnerability.



LOW PARRY WITH DIRECTIONAL BUTTONS

⇩⇦ button while matching an enemy's attack

This move is available to all characters. When you press the Directional buttons with the right timing, even characters who cannot execute regular low parry moves can avoid a low range attack.



COUNTER THROW ATTACK

⇦✕ + ■ (or ▲ + ●) while matching an enemy's attack

Some characters can avoid an enemy's attack and deliver a counter throw attack at the same time. Only high and mid range attacks can be avoided and the success of this move depends on precise timing.



GROUND ATTACK

STOMP

⇩▲

Use this move when you have knocked an enemy to the ground. Jump onto your enemy with all your weight.



TRAMPLE ATTACK

Run into the enemy after taking four or more steps.

This is a type of dash attack where you trample the enemy into the dirt.



BASIC TECHNIQUES

GETTING UP WHEN YOU ARE DOWN



RISE UP IN PLACE

↑

Rise up right where you are. This is the fastest way to get up from the ground.



FORWARD ROLL (BACKWARD ROLL)

→ (←)

Rise up as you roll toward or away from your enemy.



SIDE ROLL

R or ↓ + R while lying face up

Roll over when you are knocked down. From this position, you can continue to perform a forward or backward roll or rise up kicking.



QUICK RECOVERY

→ While falling

Press the △ button repeatedly after you are knocked down to rise more quickly than usual.

GETTING UP WITH A KICK



RISING LOW (MID) KICK

✕ (○)

Rise up and deliver a low (mid) range kick.



RISING ANKLE KICK

↓ + ○

While lying on your back with your feet toward the opponent, use this move to execute quick but weak repeated kicks.

TAGGING



SPRING KICK

R + ✕ at the beginning of a backward roll

As with the ankle kick, this move is possible only when you are lying on your back with your feet toward the opponent. It is an effective counterattack when an enemy approaches to finish you off.



RISING CROSS-CHOP

△ + ○ at the start of a backward (forward) roll

Perform this kick while lying on your back with your legs pointed toward the enemy.

TAGGING

Tagging is changing fighters during battle. Tagging brings in a fresh fighter, allowing the current fighter to regain health. It is also a tactical weapon for exploiting weaknesses in the opposition.

Press the R1, R2, L1, or L2 button or the right analog stick to tag a partner.



REGULAR TAG

Tag button

Change characters while standing. When the character disappears off the screen, the tag is a success and the partner will dash into battle. If the outgoing character is attacked by an enemy before disappearing off the screen, the tag is blocked.



RISING CHANGE

Tag button while down

Change characters while on the ground. The tagged partner enters standing and the current fighter recovers faster than usual. However, the opponent may be able to block the tag by attacking the downed character.

TAGGING



UKEMI CHANGE
Tag button when landing
Use this when you are hit hard or airborne from an attack and tag just as you hit the ground. If you are successful in performing the Ukemi Change, your fighter will run off the screen just as he or she hits the ground.



ATTACK CHANGE
To throw an opponent and tag as the opponent hits the ground, press △ + Tag button. If the throw is properly executed, the partner rushes in from the side and performs a ground attack on the downed fighter. The move cannot succeed if the opponent escapes the throw.



MID-MOVE CHANGE
All characters have commands that allow for a change in mid-move. Tag the moment you hit the enemy, and your partner will come onto the screen and continue your attack while the enemy is in the air.

SPECIAL TAG COMBINATION

When specific characters are teamed together, you can perform special combination moves at the time of the tag. Here is an introduction to the special tag combinations of Jin and Jun Kazama, who are mother and son:

JIN KAZAMA ⇨ JUN KAZAMA
Ultra Pachiki (Approach and ⇨➡ ○ + △ to Reverse Arm Bar)
While Jin is fighting and successfully performs a ***Stonehead*** and the Tag button is pressed, Jun will perform a ***Reverse Arm Bar*** on the faltering enemy.









INTRODUCING THE CHARACTERS

All characters from previous Tekken series appear in the **Tekken Tag Tournament**. The characters available from the start of the game will be introduced here. Finish all stages of Arcade Mode and additional characters will be revealed. Until then they are hidden behind question marks on the Character Select Screen.

READING THE BUTTON COMMANDS

- The moves shown on the Command List are for characters facing right. Reverse Directional buttons when the character is facing left.
- The button descriptions correspond to the DUALSHOCK 2 analog controller and Namco Joystick.
- ⇨ means to press the Directional buttons quickly.
- ➡ means to press the Directional buttons for an extended period.
- ★ means to leave the Directional buttons neutral (untouched).
- □△✕ means to press buttons sequentially.
- ○ + ✕ means to press buttons simultaneously.

JIN KAZAMA

PROFILE

COUNTRY OF ORIGIN: JAPAN

FIGHTING STYLE: ADVANCED MISHIMA STYLE KARATE, KARATE STYLE DEFENSE (LEARNED FROM HIS MOTHER AND SELF-TAUGHT)

AGE: 19

HEIGHT/WEIGHT: 180CM/75KG

BLOOD TYPE: AB



893P KNEE KICK	⇨△○
RISING UPPERCUT	⇨★⇩⬘△
DRAGON UPPERCUT	⇨★⇩⬘□
SPINNING DEMON	⇨★⇩⬘○○
FLASH PUNCH COMBO	□□△

TOOTH FAIRY	During sidestep △
DEMON'S PAW	⇨⇨△
CORPSE THRUST	⇦□
DEMON STEEL PEDAL	⇦○
DEMON SLAYER	□△△

PAUL PHOENIX

PROFILE

COUNTRY OF ORIGIN: USA

FIGHTING STYLE: JUDO BASED COMBINATION MARTIAL ART

AGE: 46

HEIGHT/WEIGHT: 187CM/81KG

BLOOD TYPE: O



PUMP IN PEDAL	During sidestep ✕
PHOENIX SMASHER	⇩⇦⇨△
THRUSTER	⇩⇦⇨□
HAMMER OF THE GODS	⇨□+△
SHREDDER	⇦✕○

FLASH ELBOW	⇨⇨△
NEUTRON BOMB	⇨⇨○
BONE BREAKER	⇩○△
QUICK PK COMBO	⇨△✕
HANG OVER	⇩□○△

FOREST LAW

PROFILE

COUNTRY OF ORIGIN: USA
FIGHTING STYLE: MARTIAL ARTS
AGE: 25
HEIGHT/WEIGHT: 177CM/66KG
BLOOD TYPE: B

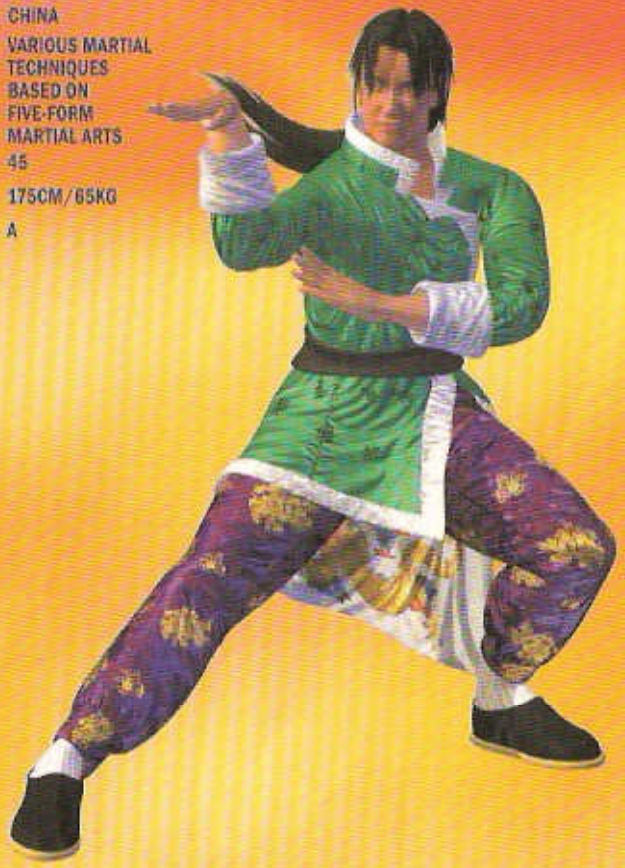


STEP IN COMBO	⇩⊗⊗⊗	JUNKYARD KICK	⇩△⊗●
DRAGON STORM	⇦■△■	DRAGON'S TAIL	⇨●
DOUBLE DRAGON	During sidestep ⊗+●	ELBOW SPRING KICK	⇨△●
SOMERSAULT KICK	⇑(⇦ or ⇨)●	RAVE WAR COMBO	⇨△△△
POISON ARROW	⇨△■	BACK FLIPPER	⊗+●⊗

LEI WULONG

PROFILE

COUNTRY OF ORIGIN: CHINA
FIGHTING STYLE: VARIOUS MARTIAL TECHNIQUES BASED ON FIVE-FORM MARTIAL ARTS
AGE: 45
HEIGHT/WEIGHT: 175CM/65KG
BLOOD TYPE: A



SNAKE PALM FIST	During sidestep ■	TORNADO KICKS	⊗●
RAVE SPIN	⇨●●	CLEAN SWEEP	●⊗
PHOENIX ILLUSION	⇦■+●	LIFT UP CANNON	●●⊗⊗
TWIN SNAKE STRIKES	⇨■+△	CANNON BALL	⇦■+△
PLAY DEAD	⇓⊗+●	FALLING TREE	⇨△

KING

PROFILE

COUNTRY OF ORIGIN: MEXICO
FIGHTING STYLE: WRESTLING
AGE: 28
HEIGHT/WEIGHT: 200CM/90KG
BLOOD TYPE: A



ELBOW STING	⇦+R+A	SHOULDER TACKLE	⇨+X+A
PALM ATTACK to uppercut	R+A+R	DIVING BODY PRESS	⇨⇨+X+A
DISGRACEFUL KICK	⇦+B	ROLLING SOBAT	⇨+B
LAY OFF	⇨⇨+R+A	LEG BREAKER	While crouching ⇦+R
FLYING CROSS CHOP	⇨⇨ ★+R+A	HEAD SPINNER	R+A+R

NINA WILLIAMS

PROFILE

COUNTRY OF ORIGIN: IRELAND
FIGHTING STYLE: ASSASSINATION MARTIAL TECHNIQUES BASED ON BONE MARTIAL ARTS AND AIKIDO
AGE: 22
HEIGHT/WEIGHT: 161CM/49KG
BLOOD TYPE: ORIGINALLY A, BUT CHANGED WHILE IN CRYOSLEEP.

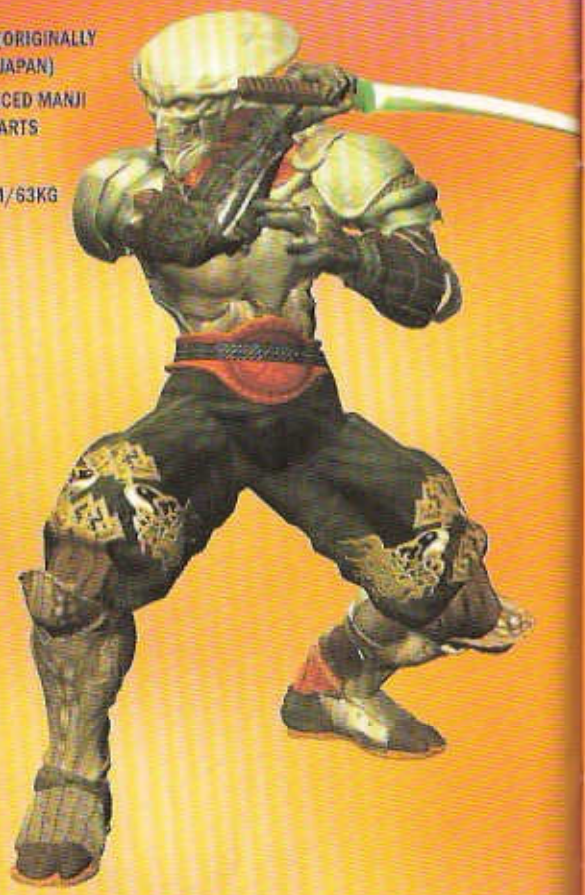


CREEP RUSH 1	⇦+X+A+X+A	DOUBLE EXPLOSION 1	R+(⇦+R)+A⇨⇨+R+A
BERMUDA TRIANGLE	R+A+B	JAB TO MID KICK	⇩+R ★+B
SPIDER KNEE	While rising X	SLICER	⇦+B
BLONDE BOMB	⇨⇨+R+A	RAY HANDS	⇦+R+A
JAIL CRUSHER	R+A⇩+X+B	DOUBLE SHOT	During sidestep R+A

YOSHIMITSU

PROFILE

COUNTRY OF ORIGIN: NONE (ORIGINALLY FROM JAPAN)
FIGHTING STYLE: ADVANCED MANJI NINJA ARTS
AGE: ?
HEIGHT/WEIGHT: 178CM/63KG
BLOOD TYPE: O



DOOR KNOCKER	◇■■■■	SUICIDE	⇨●■+●
MOONSAULT SLAYER	⇩◇⇨■	FLEA	■+▲
SPIRIT SHIELD	◇■+▲	WOOD CUTTER	⇨◇✕■
INNER PALM	During sidestep ■	KANGAROO KICK	●✕
YOSHIMITSU FLASH	⇦■+●	CYCLONE LIFT	⇩■+▲

LING XIAOYU

PROFILE

COUNTRY OF ORIGIN: CHINA
FIGHTING STYLE: VARIOUS CHINESE MARTIAL ARTS BASED ON HAKKE-SHO AND HIKA-KEN
AGE: 16
HEIGHT/WEIGHT: 157CM/42KG
BLOOD TYPE: A



BIRDS FLOCK	■+▲	FRONT LAYOUT	⇨⇨✕+●
APRIL SHOWERS	▲■	PHOENIX TWIN KICK	⇦●
STORMING FLOWER	◇■	X MARKS THE SPOT	⇨⇨■+▲■+▲
FORTUNE COOKIE	◇■+▲▲■	FLAPPING WINGS	⇩■
ART OF PHOENIX	⇩■+▲	NUTCRACKER	◇●

HWOARANG

PROFILE

COUNTRY OF ORIGIN: KOREA
FIGHTING STYLE: TAE KWON DO
AGE: 19
HEIGHT/WEIGHT: 181CM/68KG
BLOOD TYPE: O



SMASH LOW RIGHT HIGH	↓ X O	HOT FEET	O O O O
HOME SURGERY	■ ■ X X	BLIZZARD KICKS	O O O X
HARD ROCKER	O → O	MACHINEGUN KICKS	X X X X
FIRECRACKER	↓ O O	FLYING EAGLE	X O
MOTION SWITCH	X + O	TORPEDO KICK	⇒ → O

EDDY GORDO

PROFILE

COUNTRY OF ORIGIN: BRAZIL
FIGHTING STYLE: CAPOEIRA
AGE: 27
HEIGHT/WEIGHT: 188CM/75KG
BLOOD TYPE: B



COMBO JILAR	■ △ O	ASFIXIANTE	← △
HANDSTAND KICK	→ X	VASUUNA	← ■ + △
MIRAGE	↓ X + O	HERAN BAGO	X X
WHEEL KICKS	During sidestep X + O	FIREKICK	⇒ X + O
HANDSTAND	→ ■ + △	BOOMERANG	⇒ → X + O

JULIA CHANG



PROFILE

COUNTRY OF ORIGIN: USA

FIGHTING STYLE: VARIOUS CHINESE MARTIAL ARTS BASED ON SHINIROKUGO-KEN AND HAKKYOKU-KEN.

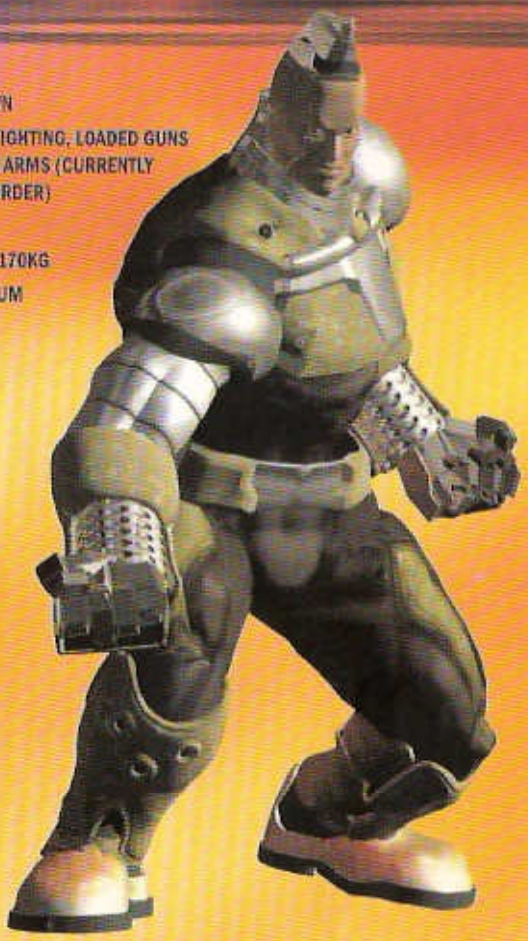
AGE: 18

HEIGHT/WEIGHT: 165CM/54KG

BLOOD TYPE: B

SHOVE IT UP	⇨●+△	TEQUILA SUNRISE	✕△
LIGHTNING BOLT	⇩⇘●△	PARTING FIST	During sidestep △
FLASH UPPERCUT	⇨●	MOUNTAIN CRUSHER	⇦○△⇦⇨●
ULTIMATE CANNON	△+✕●	FOOT STOMP	⇘✕+○
PARTY CRASHER	⇨⇨●	MAD AXES	Approach enemy ⇩⇦⇦⇨△

GUN JACK



PROFILE

COUNTRY OF ORIGIN: UNKNOWN

FIGHTING STYLE: POWER FIGHTING, LOADED GUNS ON BOTH ARMS (CURRENTLY OUT OF ORDER)

AGE: 7

HEIGHT/WEIGHT: 220CM/170KG

BLOOD TYPE: PLUTONIUM

PISTON GUN	⇦●+△	PISTON GUN ASSAULT	⇦△
DOUBLE AXE	⇩●+△	THUNDER SLAP	⇦△+✕
KILLER UPPERCUT	While rising ●	WINDUP UPPERCUT	⇦⇦⇩⇦⇨⇘●
MEGATON BLAST	⇦⇦⇩⇘△	DARK GREETING	⇨○●
DEBUGGER	⇦⇦⇩⇘●	JACK HAMMER	●●●

JUN KAZAMA

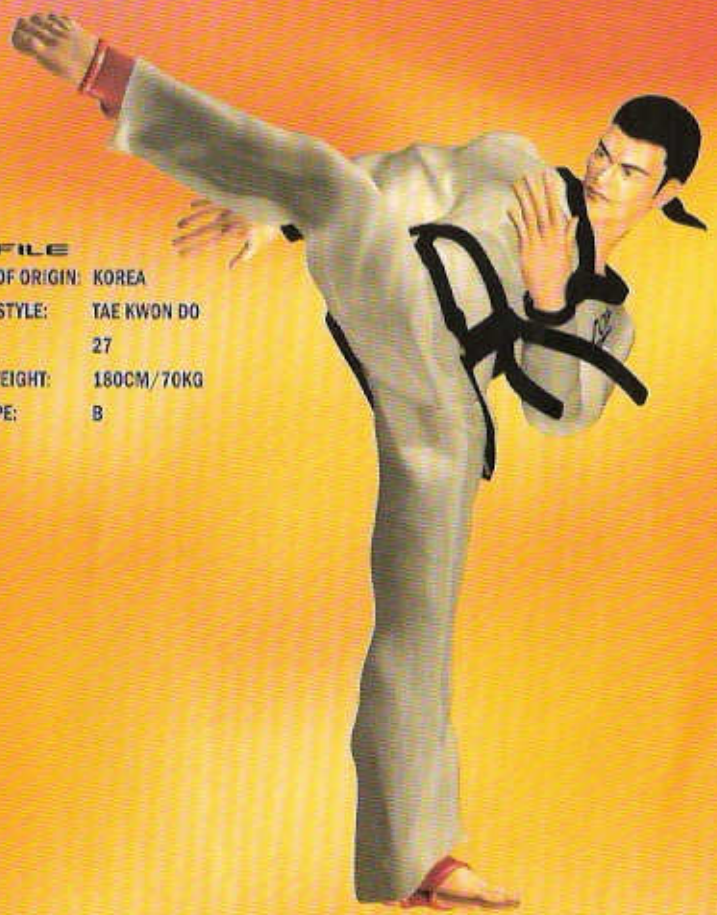
PROFILE

COUNTRY OF ORIGIN: JAPAN
FIGHTING STYLE: KAZAMA STYLE CLASSIC MARTIAL ARTS
AGE: 22
HEIGHT/WEIGHT: 170CM/54KG
BLOOD TYPE: AB



FUNERAL PALM	⇨△	DEMON SLAYER	⇨△
VIOLET	⇦□	SWEEPS	⇩○○○
CAMELLIA	During sidestep ○	WHEEL KICK	△+✕
BLIZZARD COMBO	□+○△□	MOON SCENT	While rising ✕
MIST PALM THRUST	⇨⇨△	INNER STRENGTH	□+△

BAEK DOO SAN



PROFILE

COUNTRY OF ORIGIN: KOREA
FIGHTING STYLE: TAE KWON DO
AGE: 27
HEIGHT/WEIGHT: 180CM/70KG
BLOOD TYPE: B

LIGHTING HALBERD	✕+○	HUNTING HAWK	⇩✕○✕
HEEL LANCE	⇦○	SNAKE ROCKET	⇩✕✕✕
RACE HAMMER	During sidestep □	HEEL AXE	⇨○
FLAMINGO	⇦✕	TRIPLE THREAT	⇨○○✕
BAEK'S SPECIAL	✕✕○○○✕	BLACK WIDOW	✕✕○○✕

MICHELLE CHANG

PROFILE

COUNTRY OF ORIGIN: USA
FIGHTING STYLE: VARIOUS MARTIAL ARTS
AGE: 20
HEIGHT/WEIGHT: 163CM/53KG
BLOOD TYPE: B



TIGER'S CLAW	⇦⊗+◎	DASHING LEFT ELBOW	⇨⇨■
LASHING ARROW	⇨⇨△	SWEEP TO HEAD KICK	⇩◎◎
BURNING PALM CRUSH	During sidestep ■	TWIN ARROW	■+△
RAZOR'S EDGE	⇩◎■	THRUST FIST	⇩⇧△
PARTY CRASHER	⇨⇨■◎	HEAVY CANNON	⇨■◎

ANNA WILLIAMS

PROFILE

COUNTRY OF ORIGIN: IRELAND
FIGHTING STYLE: ASSASSINATION MARTIAL TECHNIQUES BASED ON BONE MARTIAL ARTS AND AIKIDO
AGE: 20
HEIGHT/WEIGHT: 163CM/49KG
BLOOD TYPE: A

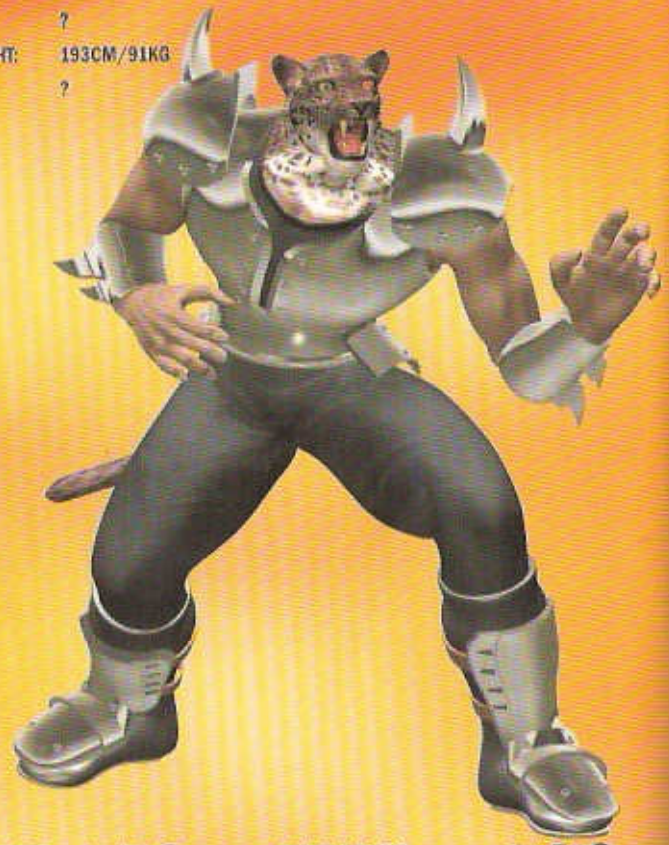


ASSASSIN'S DAGGER	⇩⇦⇨■	SCARLET RAIN	⇦■
WINE OPENER	⇦◎	FATAL ATTACK COMBO	⇦■⊗
SLICE SHOT	During sidestep ⊗	FLASH KICKS	⇧⊗⊗⊗◎
EXECUTIONER	⇨⇨△	CAN OPENER	⇨◎⊗◎
CROSS CUT SAW	⇦■■■	HUNTING SWAN	⇧■+△

ARMOR KING

PROFILE

COUNTRY OF ORIGIN: ?
FIGHTING STYLE: WRESTLING
AGE: ?
HEIGHT/WEIGHT: 193CM/91KG
BLOOD TYPE: ?



SHADOW LARIAT	⇨★⇩⬘(■)	PALM UPPER	⇨★⇩⬘(▲)
JUMPING KNEE	⇨★⇩⬘(●)	CAPITAL PUNISHMENT	⇨(■)+(▲)
CHOKE SLEEPER	⇨★⇩⬘(■)+(▲)	LOW DROP KICK	⇩(●)
JAGUAR THRUST	During sidestep (▲)	FRANKENSTEINER	⇩(✕)+(●)
STRAIGHT ARROW	⇦(■)+(●)	RUNNING EXPLODER	⇨⇨⇨(✕)+(●)

GANRYU

PROFILE

COUNTRY OF ORIGIN: JAPAN
FIGHTING STYLE: SUMO
AGE: 34
HEIGHT/WEIGHT: 189CM/125KG
BLOOD TYPE: B



DOUBLE STEP IN PALM	⇨⇨(■)+(▲)	OVERHEAD SMASH	(■)+(▲)
KICK & PULL	⇦(✕)	THUNDER PALM	⇩(▲)+(✕)
SALT UPPER	⇦(▲)	STRONG OPEN PALM	⇦⇩⇩⇩(▲)
FALLING HAMMER	During sidestep (■)	DOUBLE HAMMER	(■)+(▲)(■)+(▲)
SUMO POP	⇦⇩⇩⇩(■)	KABUKI PALM	⇩(▲)(▲)(▲)

BRYAN FURY

PROFILE

COUNTRY OF ORIGIN: USA
FIGHTING STYLE: KICK BOXING
AGE: 29
HEIGHT/WEIGHT: 186CM/80KG
BLOOD TYPE: AB

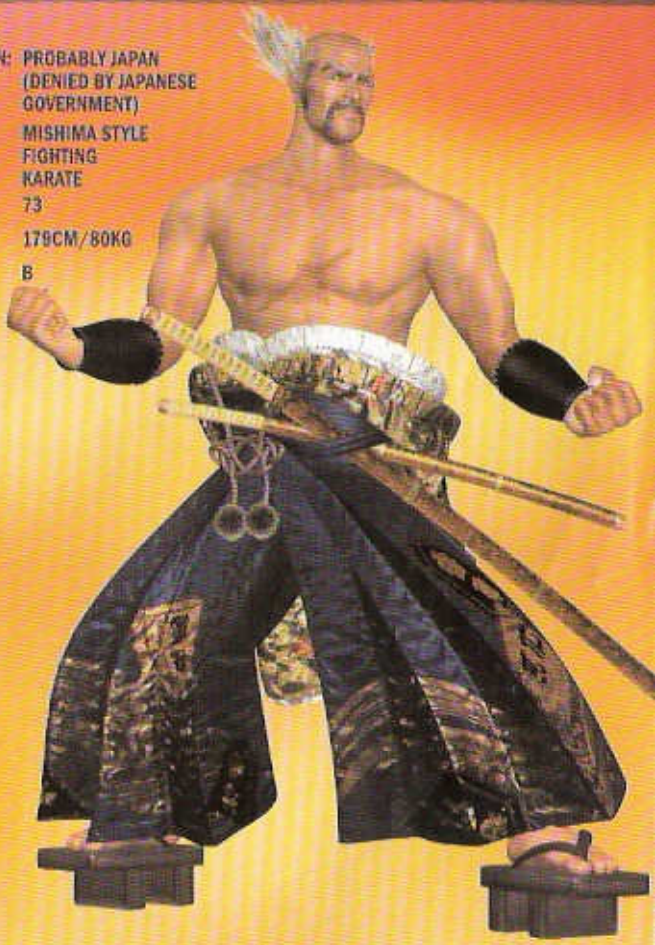


SIDE STEP ELBOW	⇨■+△	SNAKE EDGE	⇦✕
MACH BREAKER	⇨⇨△	MACH KICK	⇨⇨●
SLASH KICK	⇨⇨✕	HAMMER DRIVER	■+△
MID KICK TO RUSH	✕△■△	STOMACH BLOW	⇦△
HANDS OF DOOM	⇦△■△	WOLF BITE	⇦△■●

HEIHACHI MISHIMA

PROFILE

COUNTRY OF ORIGIN: PROBABLY JAPAN (DENIED BY JAPANESE GOVERNMENT)
FIGHTING STYLE: MISHIMA STYLE FIGHTING KARATE
AGE: 73
HEIGHT/WEIGHT: 179CM/80KG
BLOOD TYPE: B

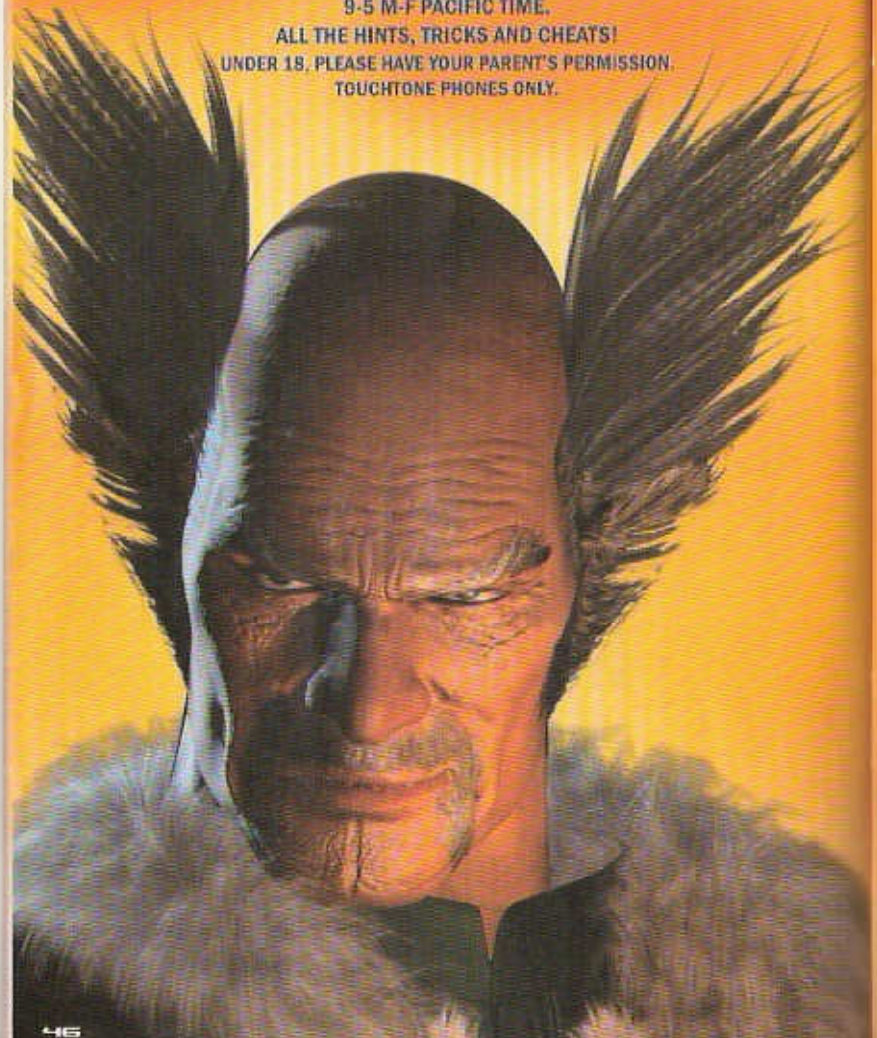


FAKE EXECUTIONER	■△△■+△⇧	DARK THRUST	While rising △
RISING UPPERCUT	⇨★⇩⇗△	DEMON MASSACRE	⇨■⇦△■
JUMPING MID KICK	⇨★⇩⇧✕	DEMON SCISSORS	●✕
DEMON SHOUT	⇨△■+△	SHADOW STEP	⇦⇦★✕+●
ALTAR SPLITTER	⇦■	DEMON UPPERCUT	⇨⇨△

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