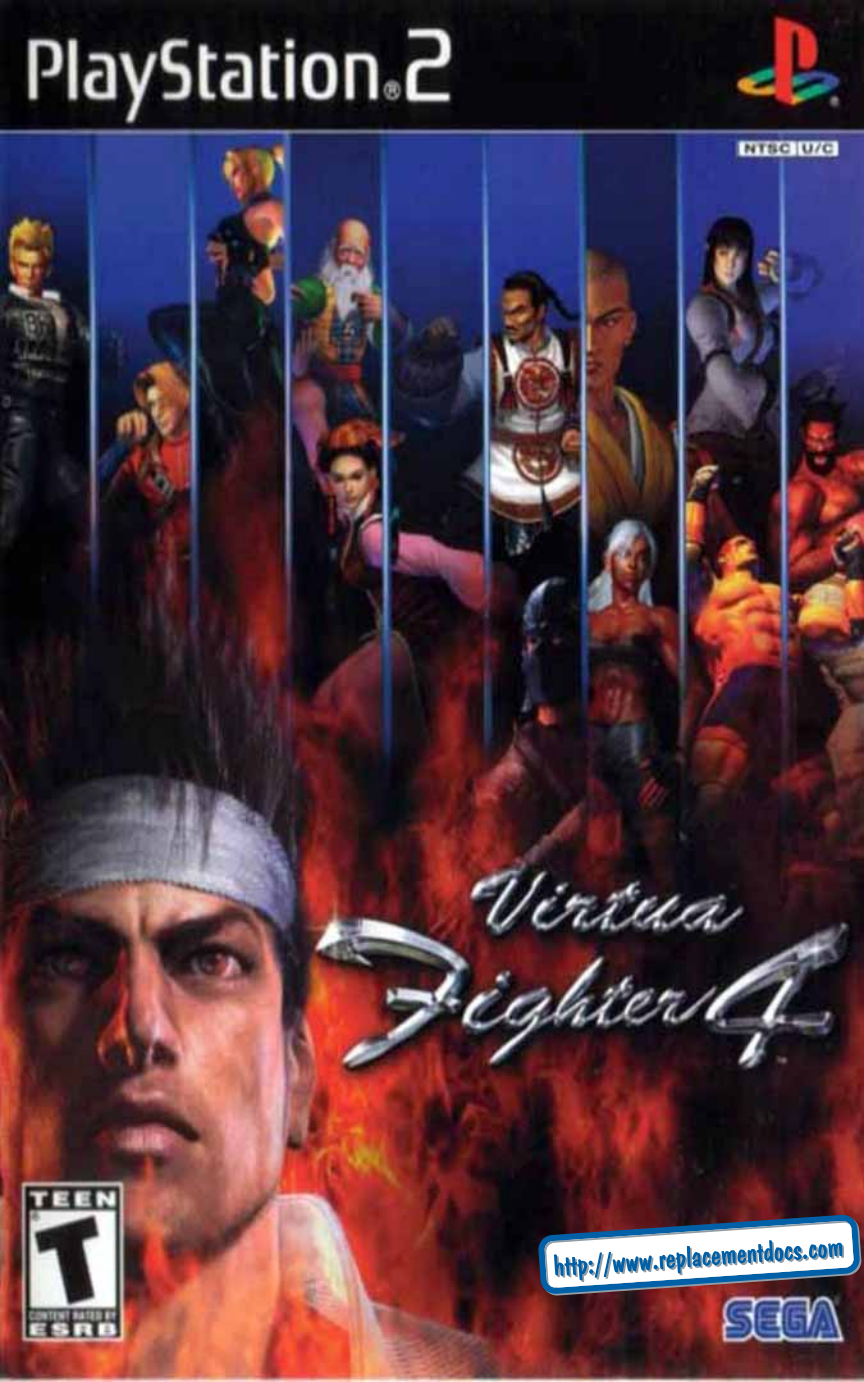

PlayStation 2
NTSC U/C
Virtua Fighter 4
TEEN
T
CONTENT RATED BY ESRB
http://www.replacementdocs.com
SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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.



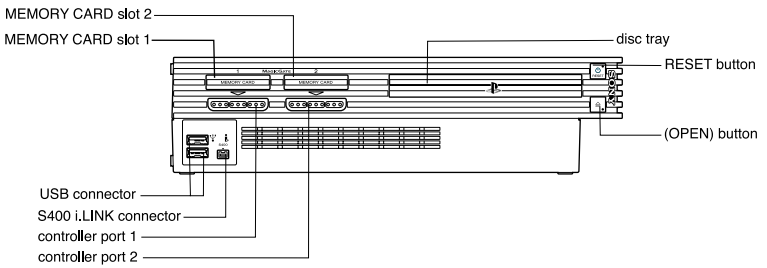
Thank you for purchasing Virtua Fighter 4. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter 4.

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CHARACTER INTRODUCTIONS & MOVE LIST 22

❋ Virtua Fighter 4 is a memory card (8MB) (for PlayStation®2) compatible game. The Player/A.I. File is automatically saved. Please do NOT turn off the power of the "PlayStation®2" console or insert/remove a memory card (8MB) (for PlayStation®2) during saving.

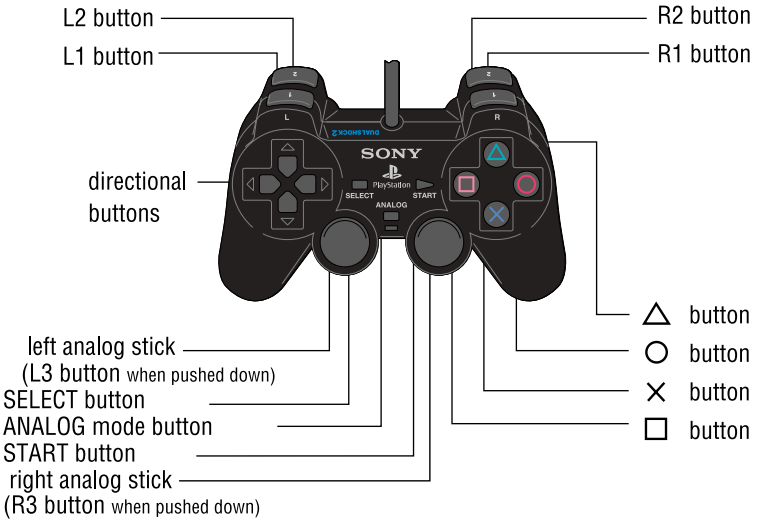
GETTING STARTED



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 (Virtua Fighter 4) 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PROLOGUE

In the end, it was Kage-Maru who won the Third World Fighting Tournament. After it ended, he defeated a new model of Dural who appeared before him. Kage-Maru finally obtained the new item type required to save his mother, Tsuki-Kage. However, Tsuki-Kage actually got worse, transforming into Dural further when the item was used. Ultimately, she turned into Dural completely and "J6" acquired her once more. With Dural again within their grasp, "J6" started to research how they could mass produce Dural. During their research, "J6" discovered that Tsuki-Kage had remained incomplete for too long which explained her lack of abilities somewhat.

"J6" started to look for a new target eligible enough to become a new (complete) Dural. They decided upon "Sarah Bryant." Plans were made so as to acquire her and the Fourth World Fighting Tournament was organized.

With many hidden agendas and suspicious machinations going on, the Tournament is now ready to begin.

● Outline of the "Virtua Fighter" Series

The World Fighting Tournament : a worldwide competition for fighters who believe in the superiority of their own fighting skills and technique.

The champion of the First Tournament was Lau Chan, who retrieved the legendary art "Ko'enken." At the end of the Second Tournament, it was Akira Yuki, a young fighter who uses "Hakkyokuken," who walked away the winner. Who was the winner of the Third Tournament? While looking respectable and admirable, the tournaments are anything but, with a mysterious group plotting from behind the scenes.

"J6 ("Judgement 6") - An Organization composed of six global mega-industries that have great influence on everything from weapons development to world politics. Ultimately, "J6" strives for unrivaled control of the world's fate. The true purpose of J6 holding the World Fighting Tournament is to test the abilities of "Dural" (artificial/programmable human beings), and new materials.

Although Kage-Maru managed to rescue and whisk away his mother, Tsuki-Kage, off to freedom at the end of the Third World Fighting Tournament, her medical condition worsened once more. He was able to confirm that she was suffering an unknown after-effect from her transformation into Dural. Using his ninja skills, Tsuki-Kage managed to infiltrate the Organization once more and found out that he needed to get a new item to rescue his mother.

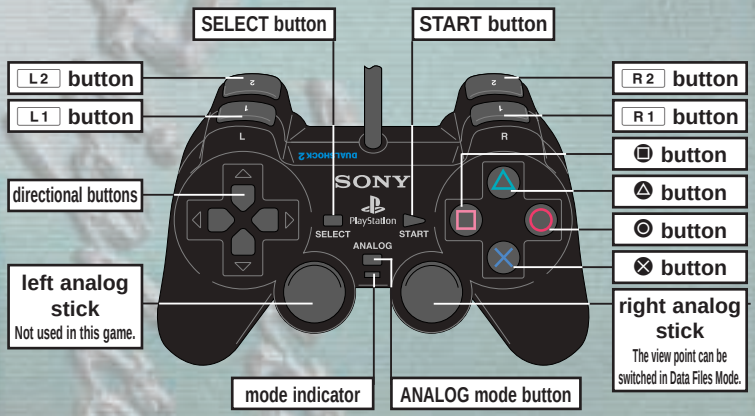
Those fated to fight are now about to start their endless battles once again. Who will win the battle this time?

BASIC CONTROLS

Virtua Fighter 4 is a one- or two-player game, and compatible with both the DUALSHOCK™ analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the DUALSHOCK®2 analog controller to controller port 1. When playing a 2P game, connect the DUALSHOCK®2 analog controller for the 2nd player to controller port 2.

* In this instruction manual, controls are described using the DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller



Buttons to use	Menu/Select Screen	During Match
directional buttons	Move cursors	Control Characters
○ button	Enter	Kick
✕ button	Enter	Punch
△ button	Cancel	Punch
□ button	Cancel	Guard
SELECT Button	Player/A.I. File Menu are displayed on the Character Selection Screen	Pause Menu is displayed

* The button controls described in this instruction manual are all default settings. The button settings can be modified in the CONTROLLER at OPTIONS (See P.20).
* Virtua Fighter 4 is compatible with the vibration feature. The vibration feature can be operated both when the ANALOG Mode is on (mode indicator : ON) and when the ANALOG Mode is off (mode indicator : OFF). You can switch the vibration function to ON/OFF within OPTIONS (See P.20).

■ Command Display

The basic controls used during gameplay are displayed in the right list. Note that you can follow the controls in the list only when a player is facing right. If a player is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press (ie. up and right).

➡	Press and hold the directional buttons in the direction indicated.
⇨	Tap the directional buttons in the direction indicated.
P	Press to punch
K	Press to kick
G	Press to guard
+	Press two or more buttons at the same time.

■ Common Command Techniques

Basic Controls

With the directional buttons, a character can advance, step back, crouch, ARM, use P (△ button) to punch, use K (○ button) to kick and use G (□ button) to guard. Also, a character can combine the directional buttons with PKG to perform various moves.

Running

⇨➡

A character runs forward. If you let go of the directional button, the character stops running.



Dash/Back Dash

⇨⇨/⇦⇦

A character can dash a short distance forward or backward.



Crouching dash/Crouching back-dash

⇘⇘/⇙⇙

A character can dash a short distance crouching forward or backward.



Jump

Press and hold ⇧+ P (or K)

A character can jump.



ARM (All Range Move)

Walk any direction (except downward) and move in any direction you like.

If you press and hold any directional button except downward, your character will begin walking. To command your character to walk downward, press down, then immediately press and hold down.





ACTIONS

Other than the basic actions mentioned on the previous page, a character can perform various actions by combining the directional buttons with Ⓟ, Ⓚ, and Ⓖ. Below are the action combinations for attacking and guarding.

Throw

Ⓟ+Ⓖ

When your opponent is close, you can throw your opponent with Ⓟ+Ⓖ. There are also individual throw commands for each character.



Throw Escapes

Ⓟ+Ⓖ

With Ⓟ+Ⓖ, you can avoid being thrown when your opponent is about to throw you. For other throws that use Ⓟ+Ⓖ and a direction, enter the last direction of a command simultaneously.



Down Attack

⇧ Ⓟ (When your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have unique attacks as well.



Recovery

Ⓟ+Ⓚ+Ⓖ (when you are about to fall)

When you are just about to hit the ground, press Ⓟ+Ⓚ+Ⓖ to spring back up, and dodge a Down Attack from your opponent.



Getting Up

Ⓟ or Ⓖ (When you are currently down)

When your character is knocked down, you can make him/her get up.



Rising Attacks

Ⓚ or ⇩ Ⓚ (When you are knocked down)

When getting up, you can have your character perform middle/low attacks.



Evading

⇧ or ⇩ (Set back to neutral after pressing)

You can dodge an attack from your opponent to the right or left.



Evade Attacks

Ⓟ+Ⓚ+Ⓖ (When you are evading)

After dodging attacks from your opponent, you can perform counterattacks. Moves vary from character to character.



Other Actions

Some of the actions can be used only by some specific characters.
See "Character Introductions & Move List" beginning on P.22.

Reversals

High-Attack : ⇦ Ⓟ+Ⓚ Mid-Attack : ⇗ Ⓟ+Ⓚ Low-Attack : ⇩ Ⓟ+Ⓚ

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of High/Middle/Low Attacks.



Deflecting

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.



Charge Attack

Push down on the last button you pressed.

By holding down on the last button you pressed, you will be able to make a strong charged move.



Attacking by the walls

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting him /her against the wall.





GETTING STARTED

The Menu Screen is displayed if you press the START button on the Title Screen. Select a mode to play with the up, down, left and right directional buttons and use the ○ button (or ✕ button) to enter. Pressing the △ button (or □ button) enables you to cancel the selection.



■ Save File/Loading

If you play Virtua Fighter 4 for the first time, create a file (System File) in order to save various settings and records. To create a file, free space of more than 40KB is required (See P.21 for more details). When activating the game, if a memory card (8MB) (for PlayStation®2) is inserted in the MEMORY CARD Slot 1, the System File will be loaded automatically.

MODES

ARCADE See P.11
Play against characters operated by the CPU in the 14 stages. There is no limit to the number of times that you can continue in this mode. You can also fight other players.

KUMITE See P.11
A Tournament Mode. Play against characters operated by the CPU. In this mode, you can get items and raise your ranking.

VS See P.11
You can modify and adjust the settings to battle against other players. Your ranking can also be raised in this mode.

TRAINING See P.15
A training mode. You can train your character and improve his/her skills.

A.I. SYSTEM See P.18
In this mode, you can train and develop your A.I. fighter (Artificial Intelligence) by sparring and watching replays.

DATA FILES See P.18
Create or edit Player/A.I. Files.

REPLAY See P.19
You can watch a replay scene.

OPTIONS See P.20
Modify gameplay settings.

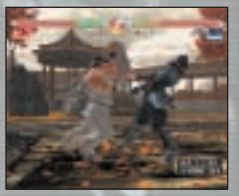
HOW TO PLAY THE GAME

In Virtua Fighter 4, there are 8 different modes. The followings describe each mode as well as how to play the game.

ARCADE **Recreation of the ARCADE version. Play against characters operated by the CPU.**

A mode with 14 stages re-created from the ARCADE version. Play a battle against a character operated by the CPU. After this mode is selected, the Character Selection Screen (See P.12) will be displayed.





KUMITE **A Tournament Mode. Play against a character operated by the CPU.**

In this mode, you can raise your ranking or get items by defeating CPU players. There are some CPU players that own items, a ranking and a ring name. You can obtain these items by defeating them or completing various conditions. The CPU players will continuously appear to play against you until your character is knocked out.



● Ranking

After making a Player's File, a player will begin gameplay from the ranking level of 10th kyu. By winning a match, a player can earn points as well as raise the ranking. After 1st kyu, there is the 1st dan level. Once a player reaches the 1st dan level, he/she can raise his/her level by defeating opponents who are in the same level in the VS Mode or KUMITE Mode. If your match score is not good enough to keep the current level, your level might drop down.

VS **A player VS a player**

In this mode, you can battle against another player. You can also play against A.I. Characters. The settings such as Time Limit, Number of Matches and Physical Strength Gauge, which can be modified at OPTIONS, will be effective in this mode. Thus, it is recommended to modify the settings in advance. After a mode starts, the Character Selection Screen (P.12) will be displayed. You can also select a stage in this mode. Try to obtain as many items as possible by completing various conditions!



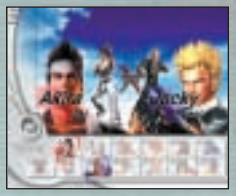
Character Selection in ARCADE/VS/KUMITE Mode

■ Character Selection Screen

Highlight a character with the directional buttons and use the ◎ button (or ⊗ button) to select. You can also modify your character's costume by pressing the START button and the ◎ button (or ⊗ button) simultaneously. If you press the SELECT button, a Player/A.I. File Menu Screen is displayed. To return to the Menu Screen, select EXIT on the Character Selection Screen. In VS Mode, you can also select a stage. On the Stage Selection Screen, select EXIT using the SELECT button in order to return to the Menu Screen.



▲ ARCADE/KUMITE Mode


▲ VS Mode

CAUTION You can load a Player/A.I. File from a memory card (8MB) (for PlayStation®2) inserted into the MEMORY CARD Slot 1 or MEMORY CARD Slot 2. Before loading the Player/A.I. File, it is necessary for you to make a file. To make a file, please see P.18 for details.

■ Player/A.I. File Menu Screen

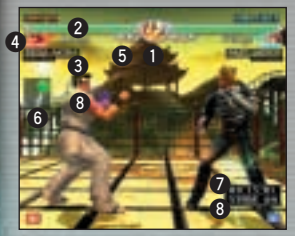
On the Character Selection Screen, press the SELECT button to display the Player/A.I. File Menu Screen. Use the directional buttons to highlight a file, and select with the ◎ button (or ⊗ button). After a file is selected, personal data (Characters to be used, Ring Name & Saving Date) is displayed.



After selecting A.I. File

After the A.I. File is selected on the Player/A.I. File Menu Screen, a player can give an instruction to the A.I. Character. The ◎ button indicates "Good," and the ⊗ button indicates "Bad." The A.I. Character will learn from instructions given by the player.

How to view a screen in ARCADE/VS/KUMITE Mode



❶ Remaining Time
The remaining time in the round. The match will end when the counter reaches 00:00. The player who has more energy left wins.

❷ Physical Strength Gauge
A character's physical strength. The more damage a character takes, the more the gauge decreases.

❸ Ring Name
A Ring's name (only when the Player/A.I. File is loaded).

❹ Character's Name
The name of a character used and its graphic are displayed.

❺ Number of Winning Rounds
The number of winning rounds. Each time a player wins a round, one red lamp will be lit.

❻ Recovery Mark
This is displayed beside a player who is staggering. You can help your character recover by moving the directional buttons Up/Down/Right/Left quickly.

❼ Elapsed Time
The total playing time is shown. This includes all attempts and continues in Arcade Mode only.

❽ Current Stage Number
The current stage a player is playing is displayed in Arcade Mode only (Not displayed in VS Mode).

Pause Menu Screen

By pressing the SELECT button during gameplay, the following Pause Screens are shown.

If you press the SELECT button, the Pause Menu will be displayed. In ARCADE, VS and KUMITE Mode, you can also pause gameplay as well as quit a game. To resume a game, select CANCEL. Select EXIT to quit a game.



Saving the replay data

To make a replay file on a memory card (8MB) (for PlayStation®2), press the SELECT button during your character's pose at the end of a match. Free space of more than 32KB is required to make a replay file. You can view the replay file in the REPLAY Mode (See P.19 for details).



Rules in ARCADE/VS/KUMITE Mode

K.O. Knock out your opponent and win the round by damaging your opponent's Physical Strength Gauge to drop it to 0.

TIME UP When time runs out, if neither character has been KO'd, the player with the most remaining strength wins the round.

DRAW Both characters win the round if the Physical Strength Gauge of both characters falls to zero at the same time, or the remaining Strength Gauge of both characters are identical when time runs out.

* In some stages, you can also eject your opponent from the ring, to win by RING OUT.

SUDDEN DEATH

When the game is at a match point for both characters and the game is a DRAW, the game will continue in Sudden Death in which both characters fight with almost no physical strength left. If the game still cannot determine the winner and ends in a DRAW, the game played against CPU players determines the CPU as a winner.



■ GAME OVER & CONTINUE

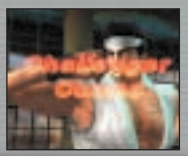
If you don't win in ARCADE Mode, the game ends and the Continue screen will appear. Press the START button to restart from Round One of the previous fight that you lost before the screen counter reaches zero.





■ Join In during gameplay

During gameplay in ARCADE Mode, a challenger can join in the game by pressing the START button. If you press the START button, "Challenger Comes" is displayed on the screen. The game will begin after a challenger selects a character to play.





TRAINING **Learn how to play the game and improve your moves!**

There are 3 TRAINING Modes.

- COMMAND TRAINING - Practice entering commands.
- FREE TRAINING - Modify various settings and practice as you like.
- TRIAL - Learn fighting strategy by clearing challenges.

■ COMMAND

Practice how to enter basic commands and special commands set for each character. There is no Time Limit or Physical Strength setting in this mode, which enables you to practice your moves against the CPU without time running out. To quit practicing, display the Pause Screen using the SELECT button and select "Go Back To the Top Menu."



▲ *COMMAND TRAINING*

❶ **Move Name**
The name of a move you are currently practicing is displayed.

❷ **Command**
The command you are currently practicing is displayed.

❸ **LOCK Mark**
Displayed only when you are practicing fixed moves.

❹ **Command Information**
The command you entered as well as the number of frames are displayed.

❺ **Damage Meter**
The damage you caused to your opponent and the MAX damage gauge you can inflict in fights are displayed in numbers and in a meter.

❻ **Advice Display**
Advice concerning entering commands is displayed.

❼ **Elapsed Time**
The elapsed time after the training started is displayed.



▲ *PAUSE MENU*

■ **Command List**
You can verify commands.

■ **Command Information Display**
The setting on how to display command information can be modified.

■ **Advice Display**
Advice display can be switched to ON/OFF.

■ **Repeat the move**
You can repeat practicing the same move by switching this ON.

■ **Character Selection**
You can change characters.

■ **Return to the Top Menu**
The screen returns back to the Top Menu Screen.

■ FREE

In this mode, you can modify various settings and play a match freely. First, select a character to play as well as a character to play against on the Character Select Screen. Next, display the Pause Menu using the SELECT button after a mode is started, and modify various settings.



▲ FREE TRAINING

❶ Damage Meter
The damage you inflicted upon your opponent and the maximum damage you can inflict in fights are shown in numbers and in this meter.

❷ Command Information
The command you entered as well as the number of frames are displayed.

❸ Motion Information
Information such as Outbreak, Endurance or Cure regarding moves is displayed.

❹ Combo Information
The number of successful combinations the character has performed and its MAX number are shown.

❺ Hit Status
If the move is effective, how to perform the hit is displayed.

❻ Throw Escape Information
A command to avoid being thrown against a throw move is displayed.

❼ Recovery Information
The timing in which you can execute a defensive move is displayed when you fall down.

❽ Throwing Information
The timing in which you can execute a throw move is displayed.

❾ Move Attributes
The attributes of the move you performed successfully are displayed.



▲ PAUSE MENU

■ CPU Setting
Modify the setting of the CPU.

Status : Select the status of the CPU.
Reaction : Set the CPU's reaction against attacks (only when "Get up" and "Crouch" are selected).
Action : Modify how the CPU attacks, whether the CPU performs throws or not and its strength (only when "Action" is selected).
Details : Modify other Action details of the CPU.

■ Command List
The list of commands is displayed.

■ Speed Setting
Modify the game speed setting.

■ Display Setting
Modify information displayed on the screen.

■ Position Setting
Modify the stance of a character.

■ Ring Setting
Set with or without the walls around rings.

■ Record
You can operate CPU characters and record their motions. You can save the motions as Action Files onto a memory card (8MB) (for PlayStation®2). To save Action Files, a free space of more than 32KB is required.

■ Play
You can play the CPU's recorded motions. You can also load the Action Files saved on a memory card (8MB) (for PlayStation®2).
✹ Actions may vary depending on positions or status, as they are recorded as entered commands.

■ Character Selection
You can change a character.

■ Back to the Top Menu
The screen returns to the Top Menu.

■ TRIAL

In this mode, You can learn how to win a game by practicing various challenges. Use a Player File (see P.12 for details) so that you can save data.



Select a challenge to practice using the directional buttons, and try to clear the challenge you have chosen. Utilize useful pointers displayed on the screen during gameplay and practice in order to win a game!

A.I. SYSTEM
Develop and train your A.I. Character!

In this mode, you can develop and train the A.I. Character you created in DATA FILES Mode. Develop and train your A.I. Character by sparring against each other or using a Replay function.

A.I. SPARRING



Instruct your A.I. Character on how to win a game. A.I. Character will learn the moves a player performs. After loading the A.I. File, the 2P Character will be set as an A.I. Character, and the same character will be set to the 1P Character. The player will play as the 1P Character. Select a stage and begin sparring!

A.I. REPLAY



Load the A.I. File and play the Replay File. Then give instructions to the motions replayed using the ○ button (Good) and the ✕ button (Bad). The A.I. Character learns from your instructions. You can save the Replay File in ARCADE/KUMITE/VS Mode.

DATA FILES
Create and edit your Player/A.I. File

Here you can create and edit your Player File as well as an A.I. File. When creating a new file, select "NEW PLAYER" or "NEW A.I.," and when editing a file, select "EDIT FILE."

NEW PLAYER

Make a new Player File in a memory card (8MB) (for PlayStation®2). A free space of more than 32KB is required. In the Player's File, you can save data of a Character using Ring Name (within 10 letters), Ranking, Items obtained, or Color. Once you make a Ring Name, select a character and save. The more you proceed through the game, the more items or colors will be available for you to choose. You can use the Player's File in ARCADE/KUMITE/VS/TRAINING (COMMAND /TRIAL) Mode.

NEW A.I.

You can make a new A.I. File in a memory card (8MB) (for PlayStation®2). To make an A.I. File, more than 60KB of free space is required. A.I. File is data which you can use in creating, developing and training a character with A.I. Just like a Player File, enter a Ring Name less than 10 letters long and select a character. You can use the A.I. File in ARCADE, KUMITE, VS, and A.I. System Mode.

EDIT FILE



You can edit and view the data of Player/A.I. File saved on a memory card (8MB) (for PlayStation®2). If you already have either a Player File or A.I. File, you can edit and modify the settings of the following items :

EDIT ITEM & COLOR
You can modify items and colors.

STATUS
File Data (Ring Name/Ranking/ Match Results/Items obtained/ Color/A.I.'s Skill and Move Learning Status) is displayed.

ADVICE
Analyze how each character fights.

CONTROLLER
Modify controller settings. This can be selected only when you load a Player File. The Controller settings modified here have priority over the ones modified within OPTIONS. Note that this setting cannot be modified in A.I. File.

EXIT
Quit "EDIT FILE."

REPLAY
Replay and view a battle record

You can load and play the Replay File saved on a memory card (8MB) (for PlayStation®2).

OPTIONS Change various settings

Change various settings or verify match records in each mode.

■ SETTINGS <GAME>



You can change fighting settings. Select an item to change with the up and down directional buttons and use the left and right directional buttons to change the selection. Note that in some modes, setting changes may not be available.

■ DIFFICULTY

Change the difficulty level of the CPU. This change will be effective in ARCADE and KUMITE Mode.

■ MATCH COUNT

Change the number of rounds necessary to win. This change will be effective in ARCADE and VS Mode.

■ ROUND TIME

Set the Time Limit for one round. The settings will be available in ARCADE and VS Mode.

■ VS STAGE

Select a stage to fight in VS mode from RANDOM (selected automatically) or SELECT (selected by players).

■ CONTROLLER

You can change the button settings of the Controller and switch the vibration function to ON/OFF. Use the left and right directional buttons to select an operation. By selecting "EDIT," you can change the settings of each button separately.

■ ENERGY MAX -1P-

Increase/decrease Player One's character's maximum Physical Strength. Effective in ARCADE and VS Mode.

■ ENERGY MAX -2P-

Increase/decrease Player Two's character's maximum Physical Strength.

■ EXIT

Return to the Menu Screen.

■ DEFAULT

Return to default settings.

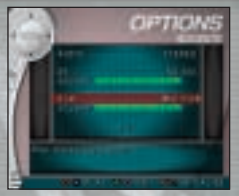
■ HIT EFFECT

Set the flashing feature to ON/OFF. If a character has performed a hit, a flashing light will be displayed.

■ ADJUST SCREEN

Adjust the screen display position.

■ SETTINGS <SOUND>



You can change the sound settings and listen to sound effects as well as background music. To select an item, use the up and down directional buttons, and change the selection using the left and right directional buttons. Select "EXIT" to return to the Menu Screen or select "DEFAULT" to default the settings.

■ AUDIO

Choose Audio output from Stereo/Monaural.

■ SE/SE VOLUME

Listen to the Sound Effects. Adjust the volume using the left and right directional buttons.

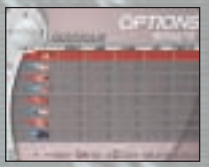
■ BGM/BGM VOLUME

Listen to the Background Music. Adjust the volume using the left and right directional buttons.

■ SYSTEM FILE

You can save or load the System File. The System File is saved onto a memory card (8MB)(for PlayStation®2) inserted into the MEMORY CARD Slot 1.

■ RESULTS



You can verify not only a match result of each character but also a match record saved in ARCADE Mode. If you select a character and enter using the ○ button (or ✕ button), you can verify the Records of each character. To reset all records, press the SELECT button.

■ HOW TO READ RECORDS

FIGHT	WIN	LOSE	K.O.	TIME UP
Total Number of Matches	Total Number of Winning Matches	Total Number of Losing Matches	Number of K.O.'d Matches out of Total Winning Matches	Winning Matches due to Time Up

■ HOW TO READ THE RECORDS OF EACH CHARACTER

FIGHT	WIN	LOSE	RATIO
Number of Matches	Number of Winning Matches	Number of Losing Matches	Winning Percentage

Akira Yuki



PROFILE

Country : Japan
Sex : Male
Blood type : O
Job : Kung-Fu Teacher
Hobby : Kung-Fu
Height : 5 ft. 11 in.
Weight : 174 lbs.
B/W/H : 45/35/37
Fighting Style : Hakkyoku-Ken

Akira failed to win the Third World Fighting Tournament. After he returned home to Japan and told his grandfather about his loss, he isolated himself in a mountainside retreat to train rigorously to atone for his lack of ability. Whilst questioning himself, "What is true strength?", Akira was suprised to discover a number of devastating new moves. As he continued to improve his style, Hakkyoku-Ken, Akira felt his soul strengthening, and immediately resolved to fight in the tournament once more to demonstrate his improved skill.

Akira specializes in overpowering opponents with powerful elbow thrusts and heavy blows using his shoulders and back. He also has an arsenal of moves that disrupt his opponents' defenses. With good defense and the ability to counter his opponents' attacks, Akira is a satisfying character to master. However, performing Akira's moves, especially his airborne combo moves can be very difficult. A great deal of practice in TRAINING Mode will be required.

MOVE LIST

MOVE	COMMAND
Normal Move	
Housui	↓P (Can be blocked high)
Koboku	↓↗◁P
Hachimon Kaida	PP
Kansuitai	PK
Rimon Chouchu	▷▷P
Yakuho Chouchu	▷▷▷P
Mouko Kouhazan	↓▷P
Jouho Shoushou	◁▷P
Byakko Soushouda	↓◁▷P
Fukko	◁↖P
Youhou	↖↖P
Shoutai	K
Shoutai	→K (Steps forward)
Youzentai	↓K
Renkantai	▷▷KK
Sokutai	↖K
Maho Shoukou	↓▷P+K
Chouzan Housui	◁▷P+K (Charges)
Tetsuzankou	◁▷▷P+K
Souka Housui	↖P+K
Doppo Choushitsu	K+G (Release G after 1 frame)
Gekiko Honko	↓P+G (Disrupts high block)
Kaiko	▷P+G (Disrupts high block)
Tenzankou	P+K+G (While evading)
Soutoushou	◁▷P+K+G
Hougekishu	↖P+K+G (Parry)
Gaimon Chouchu	↖P+K+GP
Hougeki Unshin Soukoshou	P+K+G◁↖P+G↓▷or◁P
Shura Ha'ou Koukazan	↖K+G▷P◁▷▷P+K
Fujin Shoushitsu Fukkogeki	↓K+G▷K◁▷P
Throw	
Toushin Soutai	P+G
Shishi Hougetsu	↖P+G

MOVE	COMMAND
Shinporiko	↗P+G
Junshin Honko	▷◁P+G
Chinho	▷◁P+G↗
Chinho	▷◁P+G↓
Shin'iha	▷◁P+GP+K
Kouzanheki	▷◁P+G↗P+K
Kouzanheki	▷◁P+G↓P+K
Daiden Housui	◁▷P+G
Youshi Senrin	◁↖P+G
Shin'iha	↗▷P+G
Junho Honko	◁↓P+G
Jump Attack	
Rakuho Shasui	P
Choushitai	K
Down Attack	
Soukahou	↖P
Gekihousui	↗P
Rising Attack	
Katsumen Kousentai	KKK
Chisoukyaku	↓KKK
Reversal	
Gaimon Chouchu	◁P+K or ↗P+K (Right high or mid P)
Youhou	◁P+K or ↗P+K (Left high or mid P)
Tan'yokuchou	◁P+K or ↗P+K (High mid K)
Gaimon Chouchu	↗P+K (Elbow)
Jouho Shoukou	↗P+K (Right mid K)
Haiho Richu	↗P+K (Left mid K)
Senpu Soushou	↗P+K (Knee)
Shoutenkou	↗P+K (Somersault)
Souhakushu	↓P+K (Low K)
Honshin Tanda	↓P+K (Low P)
Tsutenhou	◁P+K+G (High PK Low P deflects attacks)
Mouko Kouhazan	◁P+K+G▷P (While deflecting with ◁P+K+G)

Pai Chan



PROFILE

Country : China
Sex : Female
Blood type : O
Job : Action Star
Hobby : Dancing
Height : 5 ft. 5 in.
Weight : 108 lbs
B/W/H : 33/21/35
Fighting Style : Ensei-Ken

Pai Chan left the Third World Tournament after being defeated by her father, Lau. Upon returning home, Pai realized that despite her loss, her fighting skills closely matched those of her father. While training to improve her Hisou-Ken, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor to her father's legacy, Pai plans to enter the tournament to defeat him.

With not only her elegant body movements but also speedy moves, Pai is capable of defeating opponents. She can also deflect opponents' attacks with sharp movements and attack staggered opponents at her own pace. Use her counter moves to neutralize even the most unexpected attacks. Pai's balanced ability in defense is very good as well. Utilize her powerful combination moves with simple commands. Suitable for beginners.

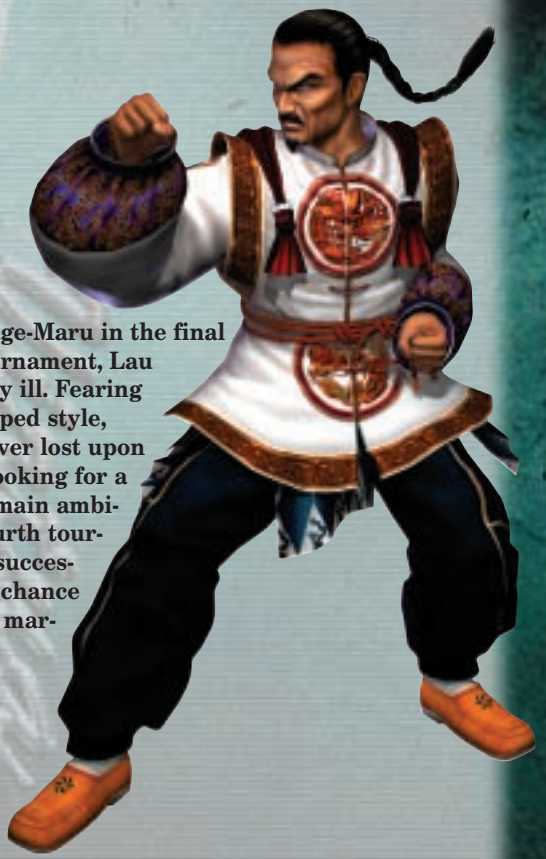
MOVE LIST

MOVE	COMMAND
Normal Move	
Renkan Tenshinkyaku	PPPK
Renkan Tenshin Soukyaku	PPP↓K
Renkan Koutankyaku	PPP→K
Renkan Haitenkyaku	PPP↘K
Renken Toukikyaku	PPKK
Renken Senpuga	K+G (During P or PP or PPP hit)
Renken Ensenshu	↓K+G (During P or PP or PPP hit)
Renkentai	PK
Souchuken	↓P (Can be blocked high)
Senchuken	→P
Ensei Soushou	→←PP
Ensei Kosouha	↓→P
Hi'en Dantai	→→PK
Jouho Chushou	←P
Souka Senpukyaku	←PK (Charges)
Souka Rensuishou	←PP→P
Rensui Toukikyaku	←PPKK
Rikensui	↗P
Koushu Kasui Senpukyaku	KPK (Charges)
Ko'en Senkyaku	KK
Renka Sentai	↓KK
Rensen Soukyaku	↓KK
Ensei Toukikyaku	→KK
Honshin Choutankyaku	→K (While running)
Koutankyaku	→→K
Ensei Haikyaku	←K
Senchutai	←K
Haitenkyaku	↘K
Rensen Soukyaku	↘K→K
Hi'en Rekkyaku	↘KK
Ensei Katai	↓P+K (Shifts to a throw after hit)
Ensei Katai	↑P+K (Shifts to a throw after hit)
Kasuishou	←→→P+K (Charges)
Senpuga	K+G
Ensenshu	↓K+G
Enbu Renkyaku	→K+G
Ensei Touku Haikyaku	→→K+G
Enjin Senpukyaku	←K+G
Hi'en Youshu	↑K+G
Honshin Soukyaku	↗K+G
Enshu Haiten Renkyaku	↘K+GK
Sokushin Senpuga	P+K+G (While evading)
Bokutai	←K↓
Bokutai Renkan Tenshinkyaku	PPK (From Bokutai Stance)
Bokutai Renkan Tenshin Soukyaku	PP↓K (From Bokutai Stance)
Bokutai Renkan Koutankyaku	PP→K (From Bokutai Stance)
Bokutai Renkan Haitenkyaku	PP↘K (From Bokutai Stance)
Bokutai Zensou Taizoukyaku	KK (From Bokutai Stance)
Bokutai Kinkei	P+K (From Bokutai Stance)
Bokutai Kousoutai	K+G (From Bokutai Stance)
Bokutai Kousou Soushougeki	K+GP (From Bokutai Stance)
Meishouho	←P+K+G
Meishouho Gekiryuha	PPP (From Meishouho)
Meiho Zensoutai	K (From Meishouho)
Meishougeki Enshi Renshou Soukyaku	K+GPK (From Meishouho)
Throw	
Tenshin Soutou	P+G
Raishin Nyurin	→P+G
Hi'en Honko	←P+G
Kuretsu Tenhou	↓→P+G
Toushin Inshou	→→P+G
Tenchi Touraku	→←P+G
Senpu Enjin	←→P+G
Sei'en Katou	←↓P+G
Senpu Enka	↓→↑←P+G or ↑→↓←P+G
Jump Attack	
Touku Soushou	P
Hishitai	K
Down Attack	
Rai'in Shouda	←P
Enshu Raigeki	↑P
Rising Attack	
Haisentai	KKK
Chisou Sentai	↓KKK
Reversal	
Unshu Soushouha	→P+K (High P)
Senpu Soukyaku	→P+K (High K)
Ensen Hairyu	←P+K, ↗P+K (High mid P)
Rasen Anshou	←P+K, ↗P+K (High mid K)
Honshin Rasen Anshou	P+G (Opponent ↑P+K)(Starts with right high or mid P, Pai vs Pai Only)
Unshu Soushouha	←P+K (Mid P)
Mougyu Kenkaku	←P+K (Mid right K)
Ryusui Hekiken	←P+K (Mid left K)
Sousui Sanmon	←P+K (Mid right elbow)
Raku'en Katou	←P+K (Mid left elbow)
Teishitsu Soukyaku	←P+K (Mid right knee)
Soushitsu Touraku	←P+K (Mid left knee)
Hi'en Hairyu	↗P+K (elbow)
Kakyaku Senten	↗P+K (Mid K)
Shitsuten Toukai	↗P+K (Knee)

Lau Chan

PROFILE

Country : China
Sex : Male
Blood type : B
Job : Cook
Hobby : Chinese Poetry
Height : 5 ft. 8 in.
Weight : 170 lbs.
B/W/H : 39/35/37
Fighting Style : Koen-Ken



After losing against Kage-Maru in the final round of the Third Tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them the chance to master his powerful martial arts style.

Lau can take the advantage during a match with his various coordinated attacks using his fists. He can also perform numerous airborne combination moves using a floating move such as "Shajoushou (↓↘Ⓟ)" in order to turn the game around and win. There are a few difficult commands to operate, but Lau is relatively suitable for a beginner. He is recommended for players who prefer to attack rather than defend.

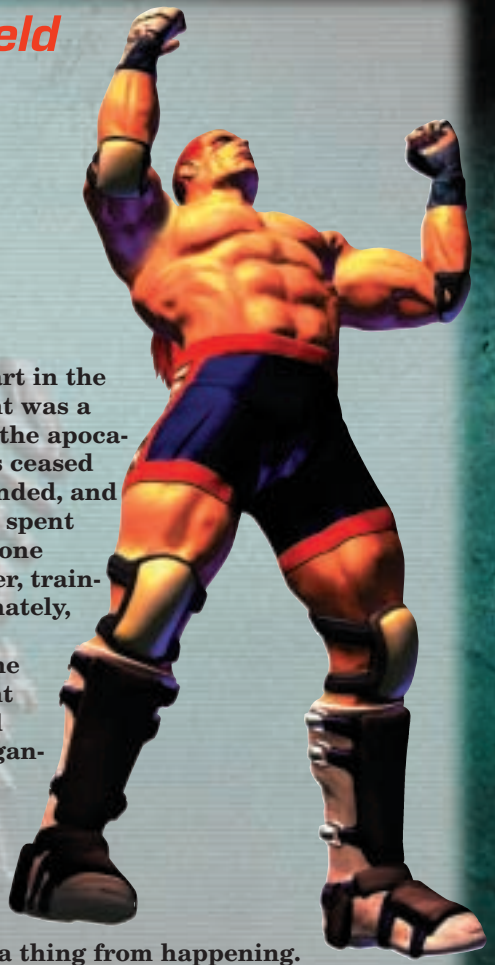
MOVE LIST

MOVE	COMMAND
Normal Move	
Renkan Tenshinkyaku	⒫⒫Ⓚ
Renkan Tenshin Soukyaku	⒫⒫⒫↓Ⓚ
Renkan Haitenkyaku	⒫⒫⒫↘Ⓚ
Souken Senputai	⒫⒫Ⓚ
Tenshin Soukoshou	⒫←⒫⒫
Renkentai	⒫Ⓚ
Renken Senpuga	Ⓚ+Ⓖ (During Ⓟ or ⒫⒫ or ⒫⒫⒫ hit)
Renshou Ensenshu	↓Ⓚ+Ⓖ (During Ⓟ or ⒫⒫ or ⒫⒫⒫ hit)
Souchuken	↓Ⓟ (Can be blocked high)
Hou'ou Soushou	→⒫⒫
Sokushukyaku	←⒫Ⓚ
Kosoushou	←→Ⓟ
Hi'en Renshou	←←⒫↓Ⓟ (Chains with ↖Ⓟ combos)
Hi'en Soukyaku	←←⒫↓Ⓚ
Hi'en Senpukyaku	←←⒫Ⓚ+Ⓖ
Renshou Tenshinkyaku	↖⒫⒫⒫Ⓚ
Renshou Haitenkyaku	↖⒫⒫⒫↘Ⓚ
Renshou Tenshin Soukyaku	↖⒫⒫⒫↓Ⓚ
Renshou Senputai	↖⒫⒫Ⓚ
Shajou Chusui	↓↖⒫⒫ (Chains with Ⓟ combos)
Renkan Ko'enshou	↓↖⒫↖⒫+Ⓚ
Junho Renshou	↖↖⒫⒫ (Chains with Ⓟ combos)
Renshu Senpu	⒦⒦
Renshu Senpu	⒦,⒦ (Input slowly)
Taitou Risenkyaku	Ⓚ (While rising from a crouch)
Sensaitai	↓Ⓚ
Tenshin Risenkyaku	↓⒦⒦
Rensen Saitai	↓⒦⒦
Rensen Soukyaku	↓⒦⒦+Ⓖ
Chisoutai	→↓Ⓚ
Senchutai	↖Ⓚ
Senkyaku Renkan Koshou	↖ⓀⓅⓅ
Kokyaku Haiten	↘Ⓚ
Touku Kosenkyaku	↗Ⓚ
Enshishou	Ⓟ+Ⓚ (Charges)
Honshin Hekiken	↓Ⓟ+Ⓚ
Tenshin Senchugeki	→Ⓟ+Ⓚ
Ko'en Tenshin Utanchu	←Ⓟ+ⓀⓅ
Souko Reppa	↖Ⓟ+Ⓚ

MOVE	COMMAND
Senpuga	Ⓚ+Ⓖ
Ensenshu	↓Ⓚ+Ⓖ
Koryu Tenshinkyaku	→Ⓚ+Ⓖ
Enjin Senpukyaku	←Ⓚ+Ⓖ (Turns back on opponent)
Kukokyaku	↗Ⓚ+Ⓖ
Kousokuhi Ko'enshou	Ⓟ+Ⓚ+Ⓖ (While evading)
Throw	
Kensha Touraku	Ⓟ+Ⓖ
Raishin Nyurin	→Ⓟ+Ⓖ
Ryusha Senten	←Ⓟ+Ⓖ
Tenshin Ha'inshou	←→Ⓟ+Ⓖ
Daichi Toushu	↖↖Ⓟ+Ⓖ
Ryushu Katou	←↓Ⓟ+Ⓖ
Jump Attack	
Touku Shashou	Ⓟ
Rekka Kosenkyaku	Ⓚ
Down Attack	
Toushugeki	↖Ⓚ
Kosou Raishu	↑Ⓟ
Rising Attack	
Haishutai	⒦⒦⒦
Chisou Sentai	↓⒦⒦⒦

Character Introductions & Move List

Wolf Hawkfield



PROFILE

Country : Canada
Sex : Male
Blood type : O
Job : Wrestler
Hobby : Karaoke
Height : 5 ft. 11 in.
Weight : 223 lbs.
B/W/H : 48/37/39
Fighting Style : Pro-Wrestling

The reason Wolf took part in the Third World Tournament was a recurring nightmare of the apocalypse. These nightmares ceased when the tournament ended, and Wolf returned home. He spent his time traveling from one fighting arena to another, training rigorously. Unfortunately, the nightmares soon returned. Wolf visited the shamen of his settlement once again and was told that the tournament organizers planned to turn Wolf's nightmare into a reality. Not wanting to witness such a terrible event, Wolf resolved to enter the next tournament and prevent such a thing from happening.

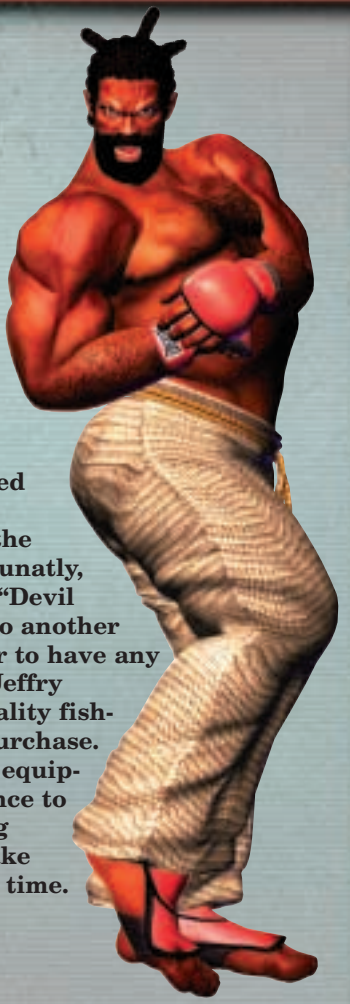
Wolf is a professional wrestler with a strong physique. Use a striking move with strong destructive power like "Knee Blast (➡Ⓚ)" to attack opponents and defeat them using powerful throws like "Giant Swing (⬅↗⬇↙➡Ⓟ+Ⓖ)." Beware that Wolf might have trouble with opponents using speedy moves. Wolf is recommended for advanced players capable of guarding multiple attacks and attacking opponents with precise timing.

MOVE LIST

MOVE	COMMAND
Normal Move	
One Two Upper	ⓅⓅⓅ
Combo Elbow Butt	ⓅⓅ➡Ⓟ⬅Ⓟ
Combo Double Arm Suplex	ⓅⓅ➡Ⓟ↗Ⓟ+Ⓚ+Ⓖ (Low Throw)
Hammer Kick	ⓅⓀ
Low Hammer	⬇Ⓟ (Can be blocked high)
Dragonfish Blow	➡ⓅⓅ
Reverse Sledgehammer	⬇↖➡Ⓟ
Axe Lariat	➡➡Ⓟ (Unblockable high)
Screw Lariat	➡↖⬇↗⬅ⓅⓅ
Elbow Butt	⬅Ⓟ
Shoulder Attack	⬅➡Ⓟ (Charges)
Shoulder Feint	⬅➡Ⓟ⬇ (Charges)
Arrow Knuckle Real	⬅↖Ⓟ
Arrow Knuckle	↖Ⓟ
Vertical Upper	⬇↖Ⓟ
Comet Hook	↗Ⓟ
Tomahawk Flash	↙Ⓟ
Flying Meyer	↙Ⓟ➡Ⓟ+Ⓖ (Hit-throw, during ↙Ⓟ hit)
High Kick	Ⓚ
High Kick	➡Ⓚ (Steps forward)
Double High Kick	ⓀⓀ
Low Smash	⬇Ⓚ
Knee Blast	➡Ⓚ
Low Drop Kick	➡⬇Ⓚ
Face Lift Kick	↖Ⓚ
Drop Kick	↙Ⓚ
Level Back Crush	Ⓟ+Ⓚ (Charges)
Running Shoulder Attack	➡Ⓟ+Ⓚ (While running)
Tomahawk Flash	➡Ⓟ+Ⓚ
Short Shoulder	⬅➡Ⓟ+Ⓚ
Grizzly Lariat	↖Ⓟ+Ⓚ
Neck Cut Kick	Ⓚ+Ⓖ (Falls down)
Rolling Sobat	➡Ⓚ+Ⓖ
Flying Kneel Kick	➡➡Ⓚ+Ⓖ
Heavy Toe Kick	⬅Ⓚ+Ⓖ
Toe Kick Stunner	⬅Ⓚ+Ⓖ➡Ⓟ+Ⓖ (Hit-throw, during ⬅Ⓚ+Ⓖ hit)
Toe Kick Side	⬅Ⓚ+ⒼⓀ
Front Roll Kick	⬅➡Ⓚ+Ⓖ (Falls down)
Thrust Kick	↖Ⓚ+Ⓖ (Turns back to opponent)
Missile Kick	↙Ⓚ+Ⓖ (Falls down)
Side Step Catch	Ⓟ+Ⓚ+Ⓖ (While evading)
Jumping Lariat	➡Ⓟ+Ⓚ+Ⓖ (Unblockable high while running)

MOVE	COMMAND
Throw	
Face Crush Chop	Ⓟ+Ⓖ
Brain Buster	⬅Ⓟ+Ⓖ
Body Slam	↖Ⓟ+Ⓖ
Frankensteiner	↙Ⓟ+Ⓖ
Arm Whip	➡➡Ⓟ+Ⓖ
Jackhammmer	↖↖Ⓟ+ⒼⓅ+Ⓖ
Giant Swing	⬅↗⬇↖➡Ⓟ+Ⓖ
Pendulum Lariat	➡↖⬇↗⬅Ⓟ+ⒼⓅ+Ⓖ
KS	↑⬅⬇➡Ⓟ+Ⓖ or ⬇⬅↑➡Ⓟ+Ⓖ
Low Sway Tackle	⬅⬅Ⓟ+Ⓖ (Change)
Catch	➡Ⓟ+Ⓖ (Catch)
Thunder Fire Power Bomb	➡Ⓟ+Ⓖ (After catch) Ⓟ+Ⓖ
Change	➡Ⓟ+Ⓖ (After catch) ➡Ⓟ+Ⓖ
Push	➡Ⓟ+Ⓖ (After catch) ↖Ⓟ+Ⓖ
Front Neck Chancery	➡Ⓟ+Ⓖ (After catch) ↗Ⓟ+Ⓖ
Slingshot Front Suplex	➡Ⓟ+Ⓖ (After catch) ⬅Ⓟ+Ⓖ
German Suplex	➡Ⓟ+Ⓖ (After change) Ⓟ+Ⓖ
Push	➡Ⓟ+Ⓖ (After change)➡Ⓟ+Ⓖ
Calf Branding	➡Ⓟ+Ⓖ (After change) ↖Ⓟ+Ⓖ
Tiger Suplex	➡Ⓟ+Ⓖ (After change) ⬅Ⓟ+Ⓖ
Side Suplex	⬇Ⓟ+Ⓚ+Ⓖ (Low throw)
Tiger Driver	↖Ⓟ+Ⓚ+Ⓖ (Low throw)
Big Bridge Bomb	↖↖Ⓟ+Ⓚ+Ⓖ (Low throw)
Double Arm Suplex	↗Ⓟ+Ⓚ+Ⓖ (Low throw)
Jump Attack	
Step Hammer	Ⓟ
Toe Crush	Ⓚ
Down Attack	
Elbow Drop	↖Ⓟ
Elbow	↑Ⓟ
Front Roll Kick	⬅➡Ⓚ+Ⓖ
Somersault Drop	↑Ⓚ
Double Claw	⬇Ⓟ+Ⓖ
Rising Attack	
Heel Raise Kick	ⓀⓀⓀ
Sliding Kick	⬇ⓀⓀⓀ
Reversal	
Captured	⬅Ⓟ+Ⓚ, ↗Ⓟ+Ⓚ (High or mid Ⓚ)
Dragon Screw	↗Ⓟ+Ⓚ (Mid Ⓚ)
Low Punch Cut	⬇Ⓟ+Ⓚ (Low Ⓟ)

Jeffry McWild



PROFILE

Country : Australia
Sex : Male
Blood type : A
Job : Fisherman
Hobby : Reggae Music
Height : 6 ft.
Weight : 245 lbs.
B/W/H : 48/37/38
Fighting Style : Pancratium

With the prize money he received from winning at the Third Tournament, Jeffry completed the construction of his ship. Unfortunatly, by the time he returned to sea, "Devil Shark" seemed to have moved to another area seeking more fish. In order to have any hope of finding "Devil Shark," Jeffry would need to utilize a high quality fishing research vehicle--a costly purchase. Unable to afford such high-end equipment, Jeffry jumped at the chance to enter the Fourth World Fighting Tournament in an attempt to take home the prize money a second time.

Known as a powerful fighter with massive arms and dynamic throwing ability, Jeffry is a very intimidating opponent. Especially try "Elbow Stamp (⇦Ⓟ)" to hit opponents down to the ground, pull them up, and defeat them using "Splash Mountain (⇖⇖Ⓟ+Ⓖ)." Note that Jeffry's moves are simple and pack a great deal of power, but can become predictable. He is recommended for intermediate players capable of pulling off a wide variety of attacks.

MOVE LIST

MOVE	COMMAND
Normal Move	
1, 2 Upper	ⓅⓅⓅ
Combo Kenka Hook	ⓅⓅ⇦Ⓟ
Knuckle Kick	ⓅⓀ
Low Knuckle	⇩Ⓟ (Can be blocked high)
Elbow Hammer	⇨Ⓟ⇦Ⓟ
Dash Elbow Upper	⇨⇨ⓅⓅ
Tornado Hammer	⇨⇦Ⓟ
Elbow Stamp	⇦Ⓟ
Kenka Hook	⇦⇨Ⓟ
Tornado Punch	⇦⇨⇨Ⓟ
Raising Hammer	⇦⇖ⓅⓅ
Combo Kenka Upper	⇖ⓅⓅ⇖Ⓟ
Kenka Upper	⇖⇖Ⓟ
Vertical Upper	⇩⇖Ⓟ
Upper Kick	⇨Ⓚ (Steps forward)
Killing Toe Kick Splash Mountain	ⓀⓀ⇩⇖⇨Ⓟ+Ⓖ (Hit-throw, during ⓀⓀ hit)
Killing Toe Kick Hammer	ⓀⓀⓅ
Toe Kick	⇩Ⓚ
Toe Kick Splash Mountain	⇩Ⓚ⇩⇖⇨Ⓟ+Ⓖ (Hit-throw, during⇩Ⓚ hit)
Toe Kick Hammer	⇩ⓀⓅ
Vertical Kick	⇩Ⓚ
Knee Attack	⇨Ⓚ
Kenka Kick	⇨⇨Ⓚ
Knee Hammer	⇦ⓀⓅ
Heel Axe	⇦⇨Ⓚ
Side Kick	⇖Ⓚ
Machine Gun Hell Stab	Ⓟ+ⓀⓅⓅ
Hell Dunk Hammer	⇩Ⓟ+Ⓚ
Middle Hell Stab	⇨Ⓟ+Ⓚ
Running Body Press	⇨Ⓟ+Ⓚ (While running)
Stomach Destroyer	⇦Ⓟ+ⓀⓀ
Stomach Crush	⇦⇖Ⓟ+Ⓚ
Liftup Throw	⇦⇖Ⓟ+Ⓚ⇦Ⓟ+Ⓖ (Hit-throw, during ⇖⇖Ⓟ+Ⓖ hit)
Head Attack	⇦⇨Ⓟ+Ⓚ
Full Swing Hammer	⇦⇨⇨Ⓟ+Ⓚ (Charges)
Megaton Body Blow	⇖Ⓟ+ⓀⓅⓅ
Megaton Fist Drop	⇗Ⓟ+Ⓚ
Ducking Low	⇩Ⓚ+Ⓖ
Heel Drop	⇨Ⓚ+Ⓖ
Running Hip Attack	⇨Ⓚ+Ⓖ (Falls down, while running)
Raiden Drop	⇧Ⓚ+Ⓖ
Low Kick	⇖Ⓚ+Ⓖ

MOVE	COMMAND
Rolling Heel Attack	Ⓟ+Ⓚ+ⒼⓅ
Catch Blow	Ⓟ+Ⓚ+ⒼⓅ⇨Ⓟ+Ⓖ (Ⓟ+Ⓚ+ⒼⓅⒼ)
Counter Toe Kick	Ⓟ+Ⓚ+ⒼⓀ
Side Step Elbow	Ⓟ+Ⓚ+Ⓖ (While evading)
Throw	
Knee Smash	Ⓟ+Ⓖ
Power Slam	⇨Ⓟ+Ⓖ
Body Lift	⇦Ⓟ+Ⓖ
Spine Buster	⇩Ⓟ+Ⓖ
Back Flip	⇖Ⓟ+Ⓖ
Back Throw	⇗Ⓟ+Ⓖ
Triple Head Butt	⇦⇨Ⓟ+Ⓖ⇨Ⓟ+Ⓖ⇨Ⓟ+Ⓖ
Head Crush	⇦⇨Ⓟ+Ⓖ⇨Ⓟ+Ⓖ⇦Ⓟ+Ⓖ
Head Crush	⇦⇨Ⓟ+Ⓖ⇦Ⓟ+Ⓖ
Tackle	⇦⇖Ⓟ+Ⓖ
Machine Gun Hammer	⇗⇨Ⓟ+Ⓖ
Front Backbreaker	⇦⇨⇨Ⓟ+Ⓖ
Splash Mountain	⇖⇖Ⓟ+Ⓖ
Power Bomb	⇖Ⓟ+Ⓚ+Ⓖ (Low throw)
Iron Claw	⇩Ⓟ+Ⓚ+Ⓖ (Low throw)
Machine Gun Knee Lift	⇩⇨Ⓟ+Ⓚ+Ⓖ (Low throw)
Jump Attack	
Hammer Down	Ⓟ
Step Kick	Ⓚ
Down Attack	
Stomping	⇖Ⓚ
Body Press	⇧Ⓟ
Devil Reverse Claw	⇩Ⓟ+Ⓖ
Rising Attack	
Rising Heel Kick	ⓀⓀⓀ
Sliding Axe	⇩ⓀⓀⓀ

Character Introductions & Move List

Kage-Maru



PROFILE

Country : Japan
Sex : Male
Blood type : B
Job : Ninja
Hobby : Mahjong
Height : 5 ft. 10 in.
Weight : 146 lbs.
B/W/H : 40/35/35
Fighting Style : Hagakure-ryu Ju-Jutsu

Kage took part in the Third Tournament in order to defeat Dural and obtain new parts which he assumed would help him save his mother, Tsuki-Kage. Sadly, the parts seemed to have no positive effect. Tsuki-Kage's condition worsened and she turned into Dural completely. After recovering from the attacks he suffered from Dural, Kage resolved to infiltrate the Organization and retrieve his mother. It was inside the Organization that Kage discovered a new more-complete Dural was poised to compete in the Fourth Tournament to receive a final adjustment. Kage also learned that this new Dural contained the secret to saving his mother. "I cannot let her suffer anymore," he thought. And with that, he pledged to enter the Fourth World Fighting Tournament and save his mother's life.

Kage-Maru is a ninja, skilled in unarmed combat. His wide variety of striking attacks, combined with the "Jumonji Kamae (↓P+K+G)" stance, is ideal for confusing opponents, and breaking down their defenses. Famous for his attacks like "Ko'enraku (←P+G)," Kage attacks his opponents with airborne combination moves after throwing them into the air. These difficult airborne combination moves require a great deal of skill and the ability to link many attacks in succession. Kage is recommended for Intermediate players.

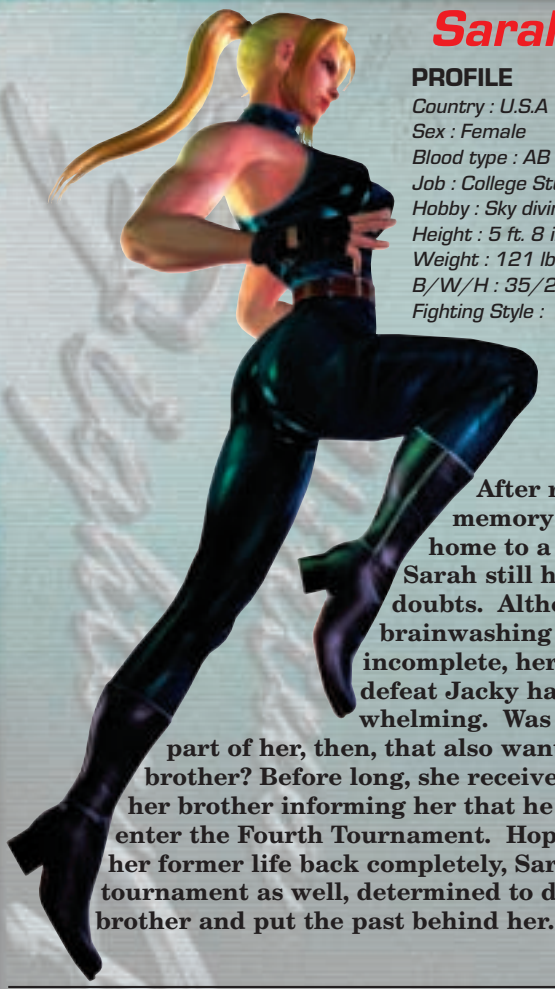
MOVE LIST

MOVE	COMMAND
Normal Move	
Sandan Urageri	PPPK
Sandan Fujinkyaku	PPP← or ↓K
Sandan Rasen Urageri	PP←PK
Resshoukyaku	PPK
Hagasane	PK
Jizuridan	↓P (Can be blocked high)
Hijiuchi	→P (Hold P to go to Hagakure-ryu You Jumonji Stance)
Naraku Otoshi	→↓↘PK
Rasen Urageri	←PK
Fusenjin	↘P
Ganzanha	↓↘P
Sokudangasane	↗PK
Tsukikaeshigeri	→K (Steps forward)
Jisuberibashiri	→K (While running)
Surigeri	↓K
Ryugakuha	↓↘→K (Charges, can be cancelled)
Ryueikyaku	→→K
Fu'ei Renkyaku	→←KK
Fushin Hizageri	↓→K
Tenshin Agokudaki	←KKK
Kuruwageri	←→K
Nakageri	↘K
Jibashiri	↗K
Senpugeri	↖K
Bosatsushou	P+K (Goes to Hagakure-ryu You Jumonji Stance, parries attacks)
Fujin Urasuisha	↓P+KK
Rakusenjin Gaeshi	→P+KP+K
Kasumi Yaiba	→→P+K (Goes to Hagakure-ryu You Jumonji Stance)
Rakuyou Senpudan	↑P+K
Fusen Renkyaku	→K+G
Tsumujigeri	↓K+G
Hagaryu	→→K+G
Gen'you	←K+G
Urasuisha	↘K+G
Suishageri	↖K+G
Engetsugeri	↙K+G
Hagakure Senjin	P+K+G (While evading)
Rairyu Hishoukyaku	→→P+K+G (Unblockable high)
Sokuten	↓↑+↑+↑ (Hold ↑+↑+↑ to go to Hagakure-ryu You Jumonji Stance)
Zenten	←↗↓↘→
Kouten	→↘↓↗←
Kouten	→↘↓↗←P (After Zenten)

MOVE	COMMAND
Naraku Otoshi	→↓↘PK (After Zenten or Kouten)
Kouten Jizurikyaku	→↘↓↗←K
Shinsodan Zenten	←↗↓↘→P (After Zenten or Kouten)
Kaiten Jizurikyaku	←↗↓↘→K
Hagakure-ryu You Jumonji Kamae	↓P+K+G
Hagakure-ryu In Kama'itachi	PKK (From Hagakure You Jumonji)
Suigetsugeri	K (From Hagakure You Jumonji)
Suimengeri	↓K (From Hagakure You Jumonji)
Hagakure-ryu In Suigetsuhou	P+K (From Hagakure You Jumonji, parry)
Hagakure-ryu You Kusabi'uchi	→P (From Hagakure You Jumonji)
Hagakure-ryu You Hi'en	K+G (From Hagakure You Jumonji)
Hagakure-ryu In Kabutowari	→K (From Hagakure You Jumonji)
Throw	
Taitou	P+G
Jungyaku Jizai	→P+G
Ko'enraku	←P+G
Izuna Otoshi	←P+G↑P+G
Katanagasumi	↘P+G
Fushin Randangeki	↙P+G
Kagegasumi	←→P+G
Fugasumi	←↓P+G
Fushin Randangeki	P+G (From Hagakure You Jumonji)
Jump Attack	
Shutou	P
Tsukikakatogeri	K
Down Attack	
Kakato Otoshi	↘K
Hishougeki	↑P
Rising Attack	
Fushageri	KKK
Uraha Surigeri	↓KKK
Reversals	
Kotegaeshi	←P+K, ↗P+K (High or mid P)
Hagakure-ryu In/Myou'ouin	From Hagakure You Jumonji, normal stance (High or mid P)
Hagakure-ryu You Chiryu	From Hagakure You Jumonji, P+K+G (mid K)

Character Introductions & Move List

Sarah Bryant



PROFILE

Country : U.S.A
Sex : Female
Blood type : AB
Job : College Student
Hobby : Sky diving
Height : 5 ft. 8 in.
Weight : 121 lbs.
B/W/H : 35/22/35
Fighting Style : Jeet Kune Do

After regaining her memory and returning home to a normal life, Sarah still had lingering doubts. Although her brainwashing had been incomplete, her desire to defeat Jacky had been overwhelming. Was there some part of her, then, that also wanted to fight her brother? Before long, she received a call from her brother informing her that he planned to enter the Fourth Tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

Sarah, Jacky's sister and a student of Jeet Kune Do, does not fight with a lot of power. Instead, she strings together lightning-fast combinations of punches and kicks. She can perform flamingo-like kicks, pulling one of her legs up, then combine that stance with other moves for devastating damage. Most of her moves can be performed with simple button combinations. Sarah is a suitable character for beginners.

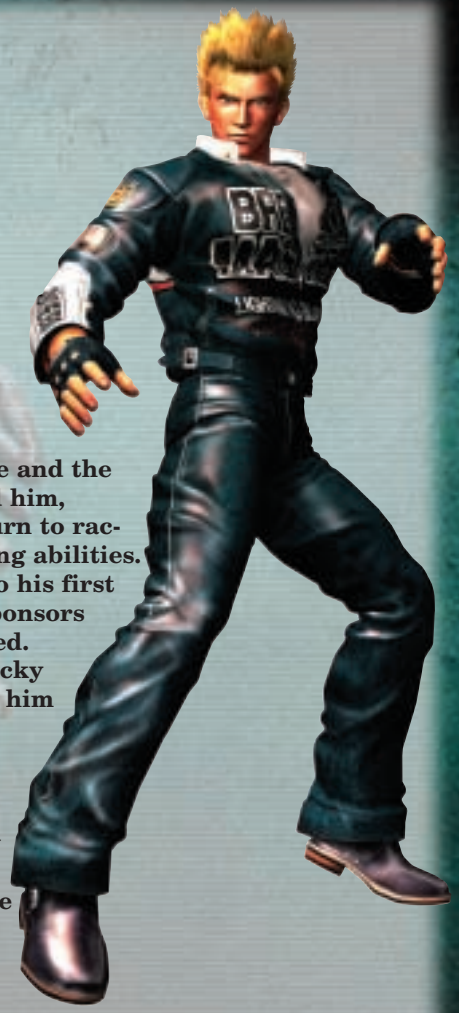
MOVE LIST

MOVE	COMMAND
Normal Move	
Flash Piston Punch(B)	P P ⇦ P
Flash Piston Punch(C)	P P ⇧ P
Combo Rising Knee	P P P K
Combo Somersault Kick	P P P ⇩ or P P P ⇦ K
Combo Rising Kick	P P P ⇧ K
Punch High Kick	P K
Punch Side Kick	P ⇩ K
Squat Straight	⇩ P (Can be blocked high)
Double Joint Butt	⇨ P K
Elbow Side Chop	⇨ P ⇧ P
Setup Combination	⇧ P K (Goes to Flamingo Stance)
High Kick Straight	K P
Double Thrust Kick	K K
Jackknife Side Kick	⇩ K K
Double Step Knee	⇨ K ⇧ K
Dash Knee	⇨ ⇨ K
Switch Kick	⇦ K (Goes to Flamingo Stance)
Full Spin Heel Kick	⇧ or ⇦ K
Mirage Kick	⇧ K K K
Illusion Jackknife	⇧ K K ⇨ K
Illusion Low Kick	⇧ K K ⇦ K
Dragon Smash Cannon	⇖ K
Somersault Kick	⇖ K
Double Low Kick	⇩ K K
Rising Knee Double	⇩ ⇨ K K
Rising Knee Combo	⇩ ⇨ K, K
High Side Kick	P+K (Goes to Flamingo Stance, deflects attacks)
Toe Kick Jackknife	⇩ P+K K
Double Rise Kick	⇦ P+K (Goes to Flamingo Stance)
Spin Kick	K+G
Crush Tornado	K+G (Input while rising from a crouch, charges)
Leg Slicer	⇩ K+G
Step Round Kick	⇨ K+G
Spin Edge Kick	⇦ K+G
Round Kick	⇧ K+G
Low Spin Kick	⇧ K+G
Side Hook Kick	⇖ K+G
Tornado Kick	⇗ K+G
Spin Heel Sword	⇘ K+G
Right Side Kick	P+K+G (While evading ⇩)
Left Side Kick	P+K+G (While evading ⇧)

MOVE	COMMAND
Normal Move From Flamingo	
Cut In Punch	P
Cut In Chop	⇦ P
Right High Kick	K (Goes to Flamingo Stance)
Side Kick Combination	K K K (Goes to Flamingo Stance)
Low Cut Combination	K K ⇩ K (Goes to Flamingo Stance)
Cannon Combination	K K K+G (Goes to Flamingo Stance)
Crush Low	⇩ K (Goes to Flamingo Stance)
Hand Hold Neck Cut	⇩ K (If hits) P+G
Guard Crush Sword	⇨ K (Goes to Flamingo Stance)
Cut-in Middle	⇦ K (Goes to Flamingo Stance)
Somersault Kick	⇧ K
Fake	P+K (Goes to Flamingo Stance, deflects attacks ⇩ P)
Side Neck Cut Sword	⇩ P+K (Goes to Flamingo Stance)
Side Neck Cut Sword	⇧ P+K (Goes to Flamingo Stance)
Heel Sword	K+G
Low Spin Kick	⇩ K+G (Goes to Flamingo Stance)
Heel Sword Slash	⇨ K+G
Throw	
Front Suplex	P+G
Lightning Knee Smash	⇦ P+G
Rolling Face Crush	⇗ P+G
Neckbreaker Drop	⇨ ⇨ P+G
Leg Hold Throw	⇦ ⇨ P+G
Falling Angel Throw	⇨ ⇧ P+G
Throw (From Flamingo)	
Leg Hook Throw	P+G
Gatling Kick Beat	⇧ ⇦ ⇩ ⇨ or ⇩ ⇦ ⇧ ⇨ P+G
Jump Attack	
Elbow	P
Step Hook Kick	K
Down Attack	
Soccer Ball Kick	⇦ K
Jumping Knee Stamp	⇧ P
Rising Attack	
Rising Back Kick	K K K
Slide Low Spin Kick	⇩ K K K

Character Introductions & Move List

Jacky Bryant



PROFILE

Country : U.S.A
Sex : Male
Blood type : A
Job : Indy car racer
Hobby : Training
Height : 6 ft.
Weight : 165 lbs.
B/W/H : 43/34/36
Fighting Style : Jeet Kune Do

With Sarah back in his life and the Third Tournament behind him, Jacky was anxious to return to racing and work on his driving abilities. But only 3 months prior to his first comeback race, Jacky's sponsors were mysteriously attacked. During the same week, Jacky received a letter ordering him to enter the Fourth Tournament if he wanted the attacks to stop. This threat was more than enough to convince Jacky to begin training and enter the tournament once again.

Jacky, a student of Jeet Kune Do, has various coordinated moves. By combining many different kinds of moves and steps, Jacky is capable of confusing his opponents and capitalizing on their weaknesses. By using his elbows and a variety of throws, Jacky can deliver a great deal of damage. Jacky is suitable for beginners.

MOVE LIST

MOVE	COMMAND
Normal Move	
Flash Piston Punch	P,P,P
Double Punch Snap Kick	P,P,K
Combo Elbow Spin Kick	P,P,F,P,K
Combo Elbow Knuckle Spin Kick	P,P,F,P,P,K
Combo Elbow Knuckle Low Spin Kick	P,P,F,P,P,D,K
Combo Back Knuckle Spin	P,P,B,P,K
Double Punch Low Spin Kick	P,P,D,K
Double Punch Knee Kick	P,P,F,K
Jab Double Straight	P,P,U,P
Punch Low Spin Kick	P,D,K
Punch High Kick	N,P,K
Squat Straight	D,P (Can be blocked high)
Rising Elbow	F,P
Elbow Knuckle Spin Kick	F,P,P,K
Elbow Knuckle Low Spin Kick	F,P,P,D,K
Elbow Spin Kick	F,P,K
Double Spin Knuckle	B,P,P
Spinning Slant Back Knuckle	B,P,U,P
Spinning Arm Kick	B,P,K
Spinning Low Spin Kick	B,P,D,K
Lightning Straight	U,P,P,P
Smash Back Knuckle	U,P,P+K (Charges)
Smash Upper	N,U,P
Slant Low Spin Kick	F,P,K
Vertical Hook Kick	N,K (Steps forward)
Combo Knuckle Spin Kick	K,P,K
Combo Knuckle Low Spin Kick	K,P,D,K
Double Spinning Kick	K,K
2-Way Spin Kick	K,D,K
Knee Kick	F,K
Dash Hammer Kick	F,F,K
Side Hook Kick	B,K
Step-in Middle Second	U,K,K
Somersault Kick	R,K
Double Low Kick	N,K,K
Beat & Knuckle Spin	P+K,P,K
Beat & Knuckle Low Spin	P+K,P,D,K
Beat Spin Kick	P+K,K
Chopping Left Combo	F,P+K,P
Lightning Kick 5	D,P+K,K,K,K,K
Lightning Storm 5	F,P+K,K,K,K,K
Lightning Low	F,P+K,K,K,K,D,K

MOVE	COMMAND
Spinning Kick Low Spin Kick	K+G,D,K+G
Spin Leg Slicer	D,K+G,K
Spin Heel Sword	B,K+G
Middle Spin Kick	B,F,K+G
Head Hook Kick	U,K+G
Switch Spin Kick	P+K+G,K
Heavy Body	B,P+K+G,U,U,P
Step-in Sword	B,P+K+G,K
Step-in Low Slash High	B,P+K+G,D,K,K
Barrier Kick	P+K+G (While evading)
Throw	
One-Inch Blow	P+G
Northern Light Bomb	U,P+G
Neck-Breaker Drop	F,F,P+G
Knee Strike	F,B,P+G
Sadistic Hanging Knee	U,U,P+G
Jump Attack	
Elbow	P
Step Hook Kick	K
Down Attack	
Soccerball Kick	U,K
Jumping Knee Stamp	U,P
Rising Attack	
Rising Back Kick	K,K,K
Low Spin Kick	N,K,K,K
Reversal	
Pak Sao	(High or mid P reversal. From normal stance)
Pak Sao Knuckle	P (Reversal Combo. Input during Pak Sao)

Character Introductions & Move List

Shun-Di



PROFILE

Country : China
Sex : Male
Blood type : O
Job : Herbal Doctor
Hobby : Collecting Herbs
Height : 5 ft. 5 in.
Weight : 139 lbs.
B/W/H : 35/34/35
Fighting Style : Drunken Kung-Fu

Although he joined the Tournament to look for his pupil, Shun failed to find him. Returning home, Shun found a letter from his pupil. The letter explained that Shun would need to help rescue the pupil if he failed to escape the Organization. After months passed and the pupil did not return, Shun resolved to train for the Fourth World Fighting Tournament, infiltrate the Organization, and rescue his pupil by force.

Shun-Di is an expert of "Suiken," a style used to approach opponents pretending to be drunk and then attack. If he can pretend to take a drink while fighting, his moves become more powerful, and more moves become available to him. You will find that Shun is very unique in comparison to other characters. Note that it will take a great deal of practice to fully master his moves. Because of this, Shun is only recommended for Advanced players.

MOVE LIST

MOVE	COMMAND
Normal Move	
Gyoushu Chougeki	➡P
Saishu Renkangeki	PPP
Rengeki Koukashutai	PP↓KK (Press 0 to fall down after the move. 6 or more drinks)
Gekiten Sentai	PK
Fukuchougeki	↓P (Can be blocked high)
Chouwan Saishu	↓↘➡PP (6 or more drinks)
Kasen Denda	➡PK
Kasen Renkan Denda	➡PPK
Kasenko	➡PPPK
Ousougeki	⬅P
Rengeki Gakushu	⬅➡PPP
Shinpo Suikoushu	⬅↖P
Suisen Touritsu	↖PPKP+K+G (Goes to Tentouritsu .8 or more drinks)
Suisen Touritsu	↖PPK.P+K+G (Goes to Tentouritsu, input slowly .8 or more drinks)
Getsuga Saigeki	⬇↖P
Haisenchu Kaikakyaku	↗PK
Hiten Hougeki	↙P
Touchi Hanshousou	↘P
Koushutai	K (Hold K to go to Choukarou)
Renhi Chougeki	KK (Hold K to go to Choukarou)
Renshu Kaishu	KKP
Renshu Haikaryukyaku	KK↓PK (16 or more drinks)
Gyousentai	↓K
Sokutan Senshu	➡K (Goes to Choukarou)
Chubu Soutenkyaku	➡➡K
Gyoushin Toutai	⬅K (Falls down)
Ryubikyaku	↑K
Sokutankyaku	↖K
Koushu Rentai	↗KK (Hold G to fall down)
Kuhi Soutanshu	↘K (Falls down)
Senshi	↙K (Falls down)
Suisen Touritsu	P+KKP+K+G (Goes to Tentouritsu)
Suisen Touritsu	P+KK.P+K+G (Goes to Tenrouritsu, input slowly)
Tenshin Souchushou	➡P+K (Adds 3 drinks)
Touku Hitenhou	➡➡P+K (8 or more drinks)
Chubushin	↑P+K (Goes to Tentouritsu)
Gekizan Senchu	↖P+K (Charges)
Kanshoushi	↗P+KP
Tanhi Chougeki	K+G (Hold K+G to go to Choukarou)
Ousoushu	K+GP
Renkan Zensen Soutai	↓K+GKK (7 or more drinks)
Senpu Soutai	⬇or⬇↖K+G
Toukyaku	➡K+G
Honshin Rensenkyaku	⬅K+G (Hold K+G to go to Choukarou)
Ryubikyaku	↑K+G
Haitou Rensenkyaku	↗K+G (Falls down)
Gyou'inshu	P+K+G (Adds 1 drink)
Shusoku Renkyaku	P+K+G (While evading)
Kasen Renchugeki	↓P+K+GPP (Goes to Choukarou)
Kasen Renchugeki	↑P+K+GPP (Goes to Choukarou)

MOVE	COMMAND
Koushinhi Futsushu	⬅P+K+GP
Kousoku Zenhi	↖P+K+G
Kousoku Zenhi	↙P+K+G
Kousoku Kouhi Futsushu	↗P+K+GP
Kousoku Kouhi Soushu	↗P+K+GP+K
Kousoku Kouhi Futsushu	↘P+K+GP
Kousoku Kouhi Soushu	↘P+K+GP+K
Zabantetsu	↓P+K
Chubu Raksenkyaku	K (From Zabantetsu)
Saikeikyaku	↓K (From Zabantetsu)
Za'inshu	P+K+G (Adds 3 drinks. From Zabantetsu)
Tentouritsu	➡↖↓↗↖
Toushin Renkyaku	K (Goes to Tentouritsu. From Tentouritsu)
Tenshin Suishukou	P+K (From Tentouritsu)
Soushoutai	K+G (From Tentouritsu)
Oushin	⬅↗↓↖➡
Nehan Senkyaku	K (From Oushin)
Gyoushin Toutai	KPK (Falls down, from Oushin)
Nehan Rengekikatai	000 (Press 0 to fall down after the move. From Oushin, 10 or more drinks)
Nehan Sousoukyaku	➡K (Goes to Oushin. From Oushin)
Nehan Soukyaku	↓K (From Oushin)
Oushin Inshu	0+K+G (Adds 3 or more drinks. From Oushin)
Oushin	↑or↓ (From Choukarou)
Ousou Sengeki	P (From Choukarou)
Sokutan Senshu	K (From Choukarou)
Zensen Soutai	K+G (From Choukarou)
Zabantetsu	P+K (From Choukarou)
Throw	
Suiho Tenshinchu	P+G (Adds 4 drinks)
Toushu Richu	⬅P+G
Tenshin Souko	↖P+G
Tenshin Soukeikyaku	⬅↖P+G (6 or more drinks)
Gouhai Senbu	↓↖↑or↑↓↓↙G+0 (Adds 6 drinks. 10 or more drinks.)
Honshin Sousentai	P+G (From Tentouritsu)
Suisen Touchu Sougeki	P+G (Goes to Oushin. From Choukarou)
Jump Attack	
Rakuho Chougeki	P
Saikatai	K
Down Attack	
Rasen Suichu	↖P
Tenchu Rakukyaku	↑P
Touchi Hanshousou	↘P (Falls down)
Tenchi Chugeki	↙P (Falls down G)
Rising Attack	
Bokuko	KKK
Kousen Senkyaku	⬇KKK

Lion Rafale



PROFILE

Country : France
Sex : Male
Blood type : AB
Job : College Student
Hobby : Skateboarding
Height : 5 ft. 7 in.
Weight : 139 lbs.
B/W/H : 35/33/35
Fighting Style : Tourou-Ken

After two defeats at previous Tournaments, Lion returned home doubting his own abilities. Proud of his son despite his losses, Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the Fourth World Fighting Tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

Lion is capable of overwhelming his opponents with sharp jabs and speedy attacks. He can avoid being attacked and attack the opponent at the same time by keeping his stance low and attacking the opponent's feet. Lion's real power will be fully released when he can combine several attacks with special movements. His commands are not too difficult to enter, yet it is difficult to combine coordinated moves to attack. Lion is recommended for Intermediate players who can combine Lion's various attacks.

MOVE LIST

MOVE	COMMAND
Normal Move	
Renkan Senshou	ⓅⓅⓅ
Rensui Soushu	ⓅⓅ⇩Ⓟ
Rensuitai	ⓅⓀ
Katousui	⇩Ⓟ (Can be blocked high)
Ryusei Koushu Rengeki	⇩⇧⇦ⓅⓅ
Banchu Renkanshu	⇨ⓅⓅ
Shinpo Shousenshu	⇩⇨Ⓟ
Senshippo	⇨⇨Ⓟ
Tenshin Tourou Renkyaku	⇦ⓅⓅⓀ
Shinpo Tourou Soushu	⇦⇧Ⓟ
Rakugekishou	⇧ⓅⓅ
Rensou Koushu	⇩⇧ⓅⓅ
Tougeki Rensui	⇧ⓅⓅ
Senshintai	Ⓚ
Senshintai	⇨Ⓚ (Steps forward)
Rensentai	ⓀⓀ
Zensoutai	⇩ⓀⓀ
Tousentai	⇩ⓀⓀ+Ⓖ
Koushu Teishitsu	⇨Ⓚ
Funjin Rentankyaku	⇨⇨ⓀⓀ
Katoutai	⇧ⓀⓀ
Dantai	⇧Ⓚ
Senkyutai	⇧Ⓚ
Senten Kukyaku	⇗Ⓚ
Souji Senpu	Ⓟ+Ⓚ
Touho Soushu	⇩Ⓟ+Ⓚ
Tenshin Touho Soushu	⇨Ⓟ+Ⓚ⇦
Tenshin Touho Soushukyaku	⇨Ⓟ+ⓀⓀ
Rensansui Banchu	⇦⇨Ⓟ+ⓀⓅⓅ
Taizan Soukoushu	⇦Ⓟ+Ⓚ (Charges)
Juchou Senshou	⇧Ⓟ+Ⓚ
Sokuho Haisoushu	⇧Ⓟ+Ⓚ
Shaho Shasousui	⇧Ⓟ+Ⓚ
Kousoutai	⇩Ⓚ+Ⓖ
Tenshin Ryou'inkyaku	⇨Ⓚ+Ⓖ
Senpu Haisoushu	⇦⇨Ⓚ+Ⓖ⇩Ⓟ
Senou Haisoushu	⇦⇨Ⓚ+Ⓖ⇧Ⓟ (Turns back to opponent)
Senpu Shoukyaku	⇦⇨Ⓚ+Ⓖ⇩Ⓚ (Turns back to opponent)
Shicchi Soutai	⇧Ⓚ+Ⓖ

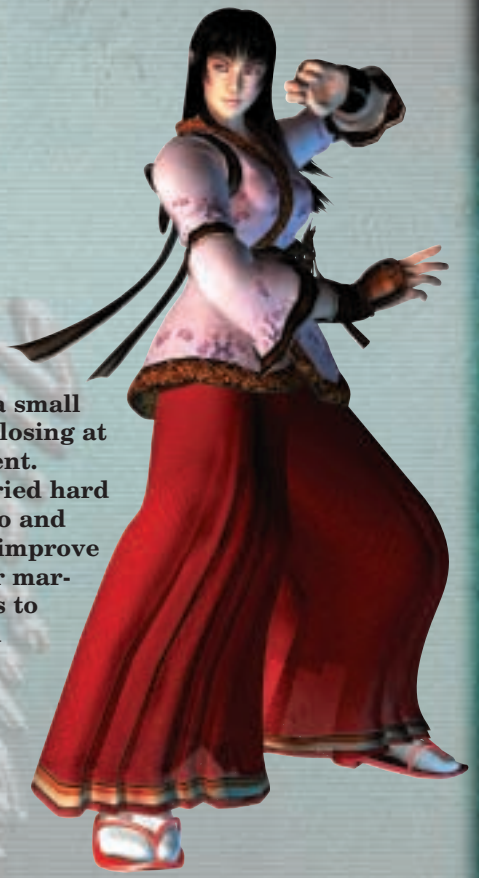
MOVE	COMMAND
Zensou Tenshinkyaku	⇧Ⓚ+Ⓖ (Turns back to opponent)
Mabanshu	Ⓟ+Ⓚ+Ⓖ (While evading)
Shazenho	⇧Ⓟ+Ⓚ+Ⓖ
Shazenho	⇗Ⓟ+Ⓚ+Ⓖ
Shakouho	⇦Ⓟ+Ⓚ+Ⓖ
Throw	
Hatoushu Shutai	Ⓟ+Ⓖ
Shichisei Tenbunchu	⇦Ⓟ+Ⓖ
Haika Senten	⇧Ⓟ+Ⓖ
Shichisei Chouhi Hozen	⇗Ⓟ+Ⓖ
Tozan Honshakyaku	⇩⇨Ⓟ+Ⓖ
Saishu Houkou	⇨⇨Ⓟ+Ⓖ
Hiten Soukukyaku	⇦⇨Ⓟ+Ⓖ
Bokuho	⇨⇧Ⓟ+Ⓖ
Yokushin (toward screen)	⇨⇧Ⓟ+Ⓖ⇩
Yokushin (away from screen)	⇨⇧Ⓟ+Ⓖ⇧
Rakushu Soushu	⇨⇧Ⓟ+Ⓖ⇩Ⓟ+Ⓖ
Rakushu Dantai	⇨⇧Ⓟ+Ⓖ⇧Ⓟ+Ⓖ
Tenshin Soukoushu	⇨⇧⇩⇧⇦Ⓟ+Ⓖ
Jump Attack	
Touku Haigekishou	Ⓟ
Touku Shoukyaku	Ⓚ
Down Attack	
Rakusenshu	⇧Ⓟ
Hiten Rakutai	⇧Ⓟ
Rising Attack	
Senkyu Rentai	ⓀⓀⓀ
Shicchi Haisentai	⇩ⓀⓀⓀ

Character Introductions & Move List

Aoi Umenokouji

PROFILE

Country : Japan
Sex : Female
Blood type : A
Job : College Student
Hobby : Ikebana
Height : 5 ft. 4 in.
Weight : 104 lbs
B/W/H : 33/21/34
Fighting Style : Aiki ju-jutsu



Aoi has realized what a small world she was in after losing at the previous Tournament. Returning home, she tried hard not only to learn Aikido and Kobujutsu, but to also improve her knowledge of other martial arts. She is anxious to enter the Fourth World Fighting Tournament so that she can demonstrate her enhanced repetoire of moves.

Aoi is a young fighter who has devoted herself to mastering Aikido. One of her main strengths is her wide variety of reversals and parries. Of special note is her stance, "Tenchi-In'you no Kamae (⇦K+G+P)," which automatically parries almost every move. One of her basic strategies is to overwhelm her opponent with speedy striking attacks, then right before her opponent tries to attack, switch to "Tenchi-In'you no Kamae" to parry and counterattack. If you are capable of reading attacks from the opponent, try her moves!

MOVE LIST

MOVE	COMMAND
Normal Move	
Rentotsu Kodachi Tenchi In'you	PPPKP+K+G (Goes to Tenchi In'you)
Rentotsu Kusanagi Tenchi In'you	PPP⇩KP+K+G (Goes to Tenchi In'you)
Rentotsu Kinuguruma	PP⇨PP (Can be stopped)
Nirentotsu Kugikyaku	PPK
Shougerigasane	PK
Gedan Shouda	⇩P (High throw)
Tsumujisakura	⇨PP (Can be stopped)
Koromoguruma	⇨⇨P (Can be stopped)
Jyoudan no Ate	⇨⇦P (Deflects attacks)
Ougibarai	⇦P (Deflects attacks)
Kasaneate	⇦⇨P
Tenkai	⇦⇨PP+G (Hit-throw. During ⇦⇨P hit)
Ryoushi	⇦⇧P
Sodeshinken Tenchi In'you	⇧PP+K+G
Musouha	⇩⇧P
Sodeguruma	⇩⇧P⇦P+G ((Hit-throw. During ⇩⇧P counter hit)
Sunekudaki	⇗P
Uegeri	K
Uegeri	➡K (Steps forward)
Kusarigama	KK
Raijinha Tenchi In'you	⇨KP+K+G(Goes to Tenchi In'you)
Kumogeri	⇨KK
Gedan Keri'ate	⇩K
Naka Kakatogeri	⇧K
Kakatogeri	⇗K
Hirate 3	P+KPP
Oushu Hijiate	⇨P+KP (Can be stopped)
Fuzakura	⇨⇨P+K
Jousei Ryousenshou	⇦⇦P+K (Can be stopped)
Soushouda	⇦⇨P+K
Hou'oushu	⇧P+K
Kusanagi Tenchi In'you	⇩K+GP+K+G (Goes to Tenchi In'you)
Suigetsutotsu	⇨K+GP
Ogamigeri	⇦K+G (Turns back to opponent, deflects attacks)
Kusei Gatotsugeri	⇧K+G
Mikawashi Hiji'ate	P+K+G (While evading)
Tenchi In'you	⇧P+K+G (High or mid parry, hold P+K+G to maintain stance)
Ryusui	⇩ (From Tenchi In'you)
Ryusui	⇧ (From Tenchi In'you)

MOVE	COMMAND
Throw	
Ko'ate	P+G
Rokudan Obitori	⇦P+G
Konoha Otoshi	⇧P+G
Hangetsuha	⇗P+G
Aikinage	⇩⇨P+G
Okurite Mawashi	⇨⇨P+G
Chougarami	⇨⇘⇩⇙⇦P+G
Wakigarami	⇦⇙⇩⇘⇨P+G
Kiri'e Otoshi	⇧⇨⇩⇦ or ⇩⇨⇧⇦P+G
Taiboku Taoshi	⇧⇦⇩⇨ or ⇩⇦⇧⇨P+G
Taiboku Kudaki	⇧⇦⇩⇨ or ⇩⇦⇧⇨P+G⇦⇗⇩⇘⇨K+G
Tekime Toushin	⇩P+K+G (Low Throw)
Shin no Kurai	⇗P+K+G (Low Throw)
Jump Attack	
Tobi Shutou	P
Tobi Maegeri	K
Down Attack	
Tateshutou	⇧P
Kusei Komashutou	⇧P
Edakudaki	⇧P+G
Rising Attack	
Kumowari	KKK
Minamogiri	⇩KKK
Reversal	
Tenshin Nyushin	⇦P+K . ⇗P+K (Right high or mid P)
Uzuneri	⇦P+K . ⇗P+K (Left high or mid P)
Edasaki	⇦P+K . ⇗P+K (Right high or mid K)
Kusabi Otoshi	⇦P+K . ⇗P+K (Left high or mid K)
Konami	⇦P+K . ⇗P+K (High or mid spin kick)
Urasenryu	⇧P+K . ⇧P+K (Opponent behind, left or right high or mid K)
Urakotegaeshi	⇧P+K . ⇧P+K (Opponent behind, left or right high or mid P)
Ryu no Agito	⇗P+K (Right elbow)
Tsutakazura	⇗P+K (Right mid K)
Ougisaki	⇗P+K (Left mid K)
Ochibamai	⇗P+K (Left knee)
Fusharin	⇗P+K (Right knee)
Ryu no Agito	⇗P+K (Left elbow)
Ouzu	⇘P+K (Somersault)
Konami	⇩P+K (Low spin kick)
Senryu	⇩P+K (Low P)
Kaede Otoshi	⇩P+K (Low K)
Ryuseishu	(High or mid P elbow. From Tenchi In'you, parry)
Ha'oboro	(High or mid K. From Tenchi In'you, parry)
Hangetsuguruma	(Mid K. From Tenchi In'you, parry)
Hangetsuguruma	(Elbow. From Tenchi In'you, parry)

You'll put it all on the line for one moment of glory... Prepare for the fight of your life! THE 4TH WORLD FIGHTING TOURNAMENT 43



Lei Fei

PROFILE

Country : China
Sex : Male
Blood type : B
Job : Monk
Hobby : Prayer
Height : 5 ft. 9in.
Weight : 139 lbs.
B/W/H : 39/33/33
Fighting Style : Shaolin Style

At times in Chinese history, there emerged martial arts styles that wielded power enough to threaten the ruling dynasty. The Emperors, fearing the danger these legendary arts posed, at times used their military might to ban and supress certain styles. For those arts too powerful even for the military, it fell to a little-known group of martial arts experts to eliminate the forbidden style and its practitioners. Even now, long after the last Emperor, the group still stands vigilant. Lei Fei, a young monk with outstanding abilities even within the order, was charged with the elimination of "Koen-Ken," a forbidden style resurrected by Lau Chan. But as Lei Fei prepares for the Tournament, his thoughts are not to destroy Koen-Ken, but to make its legendary power his own...

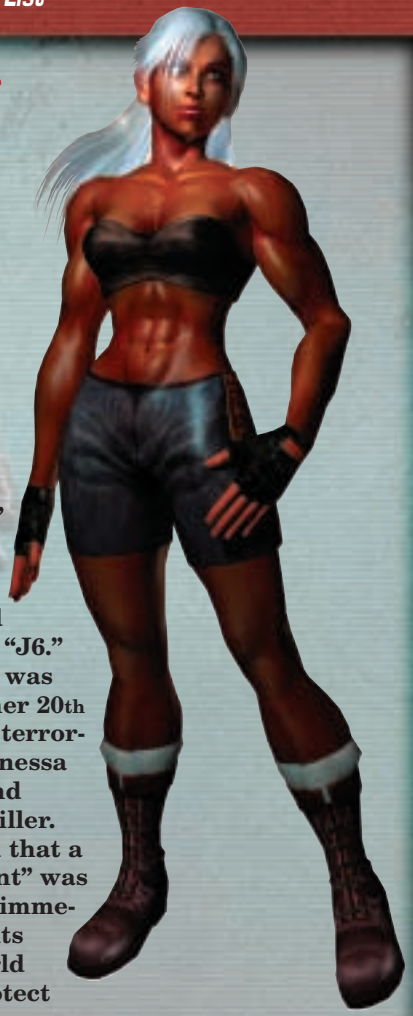
With his brilliant sense of fighting, Lei Fei has mastered various martial arts. His character combines stances of "Dokuritsu-shiki," "Hai-shiki," "Nehan-shiki," and "Koko-shiki" using a variety of moves and attacks. For advanced players, Lei Fei has the ability to switch up stances quickly and confuse his opponents. There are also moves that beginners can perform simply by pressing buttons continuously (ex. PPPP or PPKKK). Lei Fei is suitable for both experts and beginners.

MOVE LIST

MOVE	COMMAND
Normal Move	
Renken Toushou	PPP (Charges, goes to Hai Shiki)
Fukusoushou	↓P (Can be blocked high)
Shousui	→P
Rengeki Soushou Touchu	→PPPP
Toutenshou	↓→P
Toushou	→→P
Rakengeki	←PP
Souyokugeki	←→P
Uryu Banda	←←P (Goes to Hai Shiki)
Shaten Renshou	←←PP
Haisenkyaku	K (Goes to Hai Shiki)
Fujinkyaku	↓K
Rigoutai	→K (Goes to Koko Shiki)
Toukyaku	→→K (Hold K to go to Dokuritsu Shiki)
Tenshin Risenkyaku	←KK
Tenshin Soutai	←K↓K (Goes to Hai Shiki)
Tenshin Senputai	←K→K
Bunkyaku	←K
Kongou Renshinhouda	P+KPP
Haishin Chugeki	↓P+KP (Goes to Koko Shiki)
Kochouheki	↓←→P+K (Deflects attacks)
Kakushu Suirengeki	→P+KP
Zaban Hekishou	→→P+K
Kyuho Souhuken	←→P+K
Sousuigeki	←P+K
Haisetsukou	←P+KP (Goes to Koko Shiki)
Haisetsukou	←P+KP (Goes to Koko Shiki)
Nikibunkyaku	←K
Sokutankyaku	K+G (Goes to Dokuritsu Shiki)
Zensoutai	↓K+G
Hansenpu	→K+G
Senpukyaku	→→K+G (Goes to Koko Shiki)
Shouhi Renkyaku	←K+GK (Goes to Dokuritsu Shiki)
Soushouhi Kousoutai	←K+GK↓K
Touku Tenshinkyaku	←K+G
Chisen Choukyaku	←K+G
Chisen Choukyaku 2	←K+GK
Toushin Choukyukyaku	←←K+GKK
Toushin Sen'enkyaku	←←K+GKK+G (Turns back to opponent)
Souhikyaku	←K+G
Kousoku Toukyaku	P+K+G (While evading, Goes to Dokuritsu Shiki)
Teishitsu Sokushou	P+K+GP (While evading)
Normal Move (Hai Shiki)	
Hai Shiki	↓P+K+G (Goes to Hai Shiki)
Housui	P (Goes to Hai Shiki. From Hai Shiki)
Housui Rengeki	PP (Goes to Dokuritsu Shiki. From Haishiki)
Housui Shouheki	PP+K (From Hai Shiki)
Koudantai	K (Goes to Dokuritsu Shiki. From Hai Shiki)
Hai Shiki Zensoutai	↓K (From Hai Shiki)
Senpukyaku	K+G (Goes to Hai Shiki. From Hai Shiki)
Senshippo	P+K (Charges. From Hai Shiki)
Normal Move (Dokuritsu Shiki)	
Dokuritsu Shiki	←P+K+P (Goes to Dokuritsu Shiki, Reverses high, mid or low P and elbows.)
Senshin Toushou	P (Goes to Hai Shiki. From Dokuritsu Shiki)
Juji Toukyaku	K (Goes to Dokuritsu Shiki. From Dokuritsu Shiki)
Nikikyaku	KK (From Dokuritsu Shiki)
Fukushintai	↓K (Goes to Hai Shiki. From Dokuritsu Shiki)
Shinpo Bunkyaku	K+G (From Dokuritsu Shiki)
Sokushin Kousoutai	↓K+G (Goes to Hai Shiki, From Dokuritsu Shiki)
Sokushin Zensoutai	←K+G (Goes to Hai Shiki. From Dokuritsu Shiki)
Normal Move (Nehan Shiki)	
Nehan Shiki	←P+K+G P PK (Goes to Nehan Shiki)
Tenshin Housui	P (Deflects attacks, From Nehan Shiki)
Sokushukyaku	PK (Goes to Dokuritsu Shiki, From Nehan Shiki)
Hi'en Senpukyaku	K (Goes to Koko Shiki. From Nehan Shiki)
Zensoutai	↓K (From Nehan Shiki)
Renkan Honshin Mahosui	P+KPP (From Nehan Shiki)
Normal Move (Koko Shiki)	
Renkan Sousui	P (Deflects attacks. from Koko Shiki)
Koushutai	K ((Goes to Nehan Shiki. From Koko Shiki)
Kasou Rensen Housui	↓KPP (From Koko Shiki)
Throw	
Raishin Senbu	P+G
Haizan Toukai	←P+G
Kyusen Shouheki	→→P+G
Haikyaku Soutou	→←P+G
Jump Attack	
Chouhosui	P
Choutotsushu	K
Down Attack	
Toushingeki	←K
Rakugeki Houda	←P
Rising Attack	
Haishutai	KK
Chisou Sentai	↓KK
Reversal	
Dokuritsu Senshou	Dokuritsushiki Stance (High, mid or low P and elbows.)

Character Introductions & Move List

Vanessa Lewis



PROFILE

Country : Unknown
Sex : Female
Blood type : AB
Job : Security Officer
Hobby : Singing
Height : 5 ft. 9 in.
Weight : 121 lbs.
B/W/H : 37/22/37
Fighting Style : Vale Tudo

Held by "J6" at a young age, Vanessa developed very powerful physical abilities. She was later rescued by a special forces officer named Lewis during his assault on "J6." Lewis adopted Vanessa, but was murdered by terrorists on her 20th birthday. Learning that the terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father's killer. Years later, Vanessa learned that a woman named "Sarah Bryant" was being targeted by "J6." She immediately contacted the Bryants and entered the Fourth World Fighting Tournament to protect Sarah from harm.

Vanessa is a fighter who is capable of performing "Defensive Style" which immobilizes her opponents, and "Muay Thai Style" that unleashes powerful strikes. She can also change her fighting styles depending on the opponents or situations. In order to play this character, it is imperative that you remember a large number of moves and use them according to the situation you are in. Vanessa is recommended for Advanced players.

MOVE LIST

* Moves in Defensive style are on orange. Moves in Muay Thai style are on blue.

MOVE	COMMAND
Normal Move	
One Two Low	P P K
Shadow Combo High Kick	P P P K
Feint Body	P ⇩ P
Crush Jaw	P (While rising from a crouch)
Leg Guard Crush	⇩ P (Can be blocked high)
Back Knuckle Stream	⇨ P K K
Back Knuckle Kick	⇨ P ⇩ K
Back Knuckle Toe ⇨ Front Sleeper	⇨ P ⇩ K ⇨ P+G (Hit-throw, during P ⇩ K ⇨ P hit)
Ducking Body Smash	⇨ ⇨ P P
Heavy Impact	⇦ P
Intrude Combo	⇩ P P
Defensive Elbow	⇧ P (Deflects attacks)
Front Kick	K
Switch Left Slicer	K ⇧ K
Switch Right Slicer	K ⇩ K
Half Moon Kick	K (While rising from a crouch)
Stopping Low Smash	⇩ K P P
Sitdown Low Kick	⇩ K
Cut-in Knee Kick ⇨ Front Sleeper	⇨ K ⇨ P+G (Hit-throw, during ⇨ K counter hit)
Shadow Slicer	⇨ ⇨ K
Counter Strike	⇦ K
Parrying Combination	⇦ ⇨ K P (Deflects attacks)
Right Angle Toe Kick	⇧ K
Bone Crush Middle	⇩ K (Charges)
Heavy Hook Combo	P+K P
Bomber Strike	⇩ P+K
Lightning Lancer ⇨ Takedown	⇨ ⇨ P+K (High catch throw)
Pass Guard Knuckle	⇨ ⇨ P+K P (Throw combo, during ⇨ ⇨ P+K hit)
Lightning Combination	⇦ ⇨ P+K P
Cut-in	⇦ ⇩ P+K (Deflects attacks ⇩ K)
High Angle Fist Drop	⇩ P+K
Guard Crush Tornado	K+G
Low Spin Slicer	⇩ K+G
Heel Kick	⇨ K+G
Leg Cut Low	⇨ ⇨ K+G
Leg Cut Low ⇨ Takedown	⇨ ⇨ K+G P+G (Throw hit, during ⇨ ⇨ K+G hit)
Switch Back Middle	⇦ K+G (Turns back to opponent)
Back Charge Kick	⇦ ⇦ K+G (Charges)
Step Out	⇦ ⇦ K+G (G While holding K)
Step In	⇦ ⇦ K+G G
Leg Bomber	⇧ K+G
Stomach Crush	⇩ K+G
Stomach Crush ⇨ Front Sleeper	⇨ P+G (During ⇩ K+G hit)
Intrude Hook	⇧ P While holding G
Intercept Body Blow	⇩ P While holding G
Gliding Slicer	⇦ P While holding G
Gliding Back Knuckle	⇩ P While holding G
Gliding Middle	⇩ K While holding G
Gliding Middle ⇨ Hold	⇩ K ⇨ P+G While holding G
Gliding Toe	⇧ K While holding G
Gliding Toe ⇨ Hold	⇧ K ⇨ P+G While holding G
Set-up (Muay Thai Style)	P+K+G
Set-up (Defensive Style)	P+K+G
Flicker Combo Strike	P P P
Defensive Elbow	⇩ P (Deflects attacks)
Elbow Storm	⇨ P P K
Assault Combination	⇦ ⇨ P P P K
Upper Heel Sword	⇩ P K
Smash Out	K K P P
Stopping Knee Bomber 2	K K P K
Half Moon Kick	K (While rising from a crouch)
Stopping Low Smash	⇩ K P P
Stopping Low Knee Bomber	⇩ K P K
Low Kick	⇩ K
Knee Kick Combination	⇨ K K P
Step-in Knee High Kick	⇨ ⇨ K K
Step-in Knee Combination	⇨ ⇨ K ⇩ K K
Slicer Hurricane	⇦ ⇨ K K
Low Kick	⇧ K
Short Jump Middle	⇧ K
Heavy Hook Combination	P+K P K
Lightning Elbow	⇨ P+K
Heavy Hook Tornado	⇨ ⇨ P+K P P
High Angle Fist Drop	⇩ P+K
Guard Crush Tornado	K+G
Low Spin Slicer	⇩ K+G
Heel Kick	⇨ K+G
Neck Slicer	⇨ ⇨ K+G
Switch Back Middle	⇦ K+G (Turns back to opponent)
Back Charge Kick	⇦ ⇦ K+G (Charges)
Step Out	⇦ ⇦ K+G (Hold K, then G)
Step In	⇦ ⇦ K+G G
Leg Bomber	⇧ K+G
Intrude Hook	⇧ P While holding G
Intercept Body	⇩ P While holding G
Throw	
Canyon Dive	P+G
Replace Throw	⇧ P+G
Elbow Rush	⇨ P+G
Arm Crush Throw	⇦ ⇧ P+G
Army Combination	⇦ ⇩ ⇧ ⇦ ⇨ P+G
Hell's Gate	⇨ ⇩ P+G
Heaven's Gate	⇩ ⇨ ⇧ ⇦ or ⇧ ⇨ ⇩ ⇦ P+G
Legbreaker	⇩ ⇦ ⇧ ⇨ ⇧ or ⇦ ⇩ ⇨ P+G
Rib Crush Body	⇩ P+K+G (opponent crouching)
Rib Crush Knee	⇧ P+K+G (opponent crouching)
Elbow Slash	P+G
Replace Throw	⇧ P+G
Triple Heavy Smash	⇨ P+G
Double Knee Strike	⇦ P+G
Rib Crush Body	⇩ P+K+G (opponent crouching)
Rib Crush Knee	⇦ P+K+G (opponent crouching)
Jump Attack	
Double Knuckle	P
Step Hook Kick	K
Elbow	P
Step Hook Kick	K
Down Attack	
Soccerball Kick	⇧ K
Rolling Leg Drop	⇧ P
Soccerball Kick	⇧ K
Bryant's Knee Stamp	⇧ P
Rising Attack	
Rising Back Kick	K K K
Slide Low Spin Kick	⇩ K K K
Reversals	
Right Hand Hold	(Right high or mid P. From Defensive Style, normal stance)
Left Hand Hold	(Right high or mid P. From Defensive Style, normal stance)
Hold High Kick	K (From R Hand Hold)
Hold Low Kick	⇩ K (From Right Hand Hold)
Right Armbreaker	P+G (From Right Hand Hold)
Hold Toe Kick	K (From Left Hand Hold)
Hold Shin Kick	⇩ K (From Left Hand Hold)
Arrest Hold Knee	P+G (From Left Hand Hold)
Prison Armlock	⇦ G+K . ⇧ G+K (High or mid P From Defensive Style)
Leg Hold Throw	⇦ G+K . ⇧ G+K (Right high or mid P From Defensive Style)
Leg Catch Throw	⇦ G+K . ⇧ G+K (Left high or mid P From Defensive Style)
Leg Hold Smash	⇧ P+K (Mid P From Defensive Style)

You'll put it all on the line for one moment of glory... Prepare for the fight of your life! THE 4TH WORLD FIGHTING TOURNAMENT

NOTES

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