

*Near's Tekken 8
Fightbook*

***DISCLAMER**

Welcome everyone, my name is Near. I archived and referenced the most compelling information and data I could gather of Day 1 Tekken 8 in a single guide with one purpose: To help the Tekken community learn together. I will be constantly updating it as there are some characters that, due to the recent launch of the game, have very little info on them to work with. This guide is aimed at every single Tekken 8 player either new or advanced. Learning is a lifelong experience, ask those who practice EWGF for years and years. The fightbook is divided into different sections ranging from general T8 knowledge to character specific. Please, **follow the index of the guide to have a pleasant and accurate experience of learning Tekken and its characters.** Everything has been organized in a manner that facilitates reading and the acquisition of concepts gradually. All in all, please share this guide with everyone and help us by sharing this knowledge that, thanks to the sources mentioned at the end of the fightbook, aided me in creating this guide. Always remember to be humble, respect your opponents, have a positive mindset about the game, seek to improve yourself with others, make friends and be the best version of yourself.

This fightbook is a selfless work of dedication to my passion towards fighting games and the fighting community as a whole. Fighting games are my main interest and they keep me sharp physically and mentally due to the mechanical requirements and conceptual knowledge behind them. The magic of fighting games lies in fighting real players, competing to see who adapts better to the fight. It is not about winning or losing a match, even if it is ranked. It is about facing human players, striving to surpass your limits everyday, find something new, enjoy the thrill with your friends. Fighting games have so much complexity and depth that it draws me in and wants me to understand every little thing about them. I initially decided on doing a small guide to get my big brother into the Tekken 8 scene and teach him the game. With time, I kept getting more and more interested in truly understanding every mechanic for one simple reason: For the fun of it. I wish to be of help to players and teach them.

I am most grateful for everyone that will read my guide and learn from it. It is truly the most rewarding aspect of it seeing the amount of work and time behind it all. Therefore, thank you and welcome to Near's T8 Fightbook! Enjoy your learning!

I'm always up to discuss character mechanics and play games with the great T8 community

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If I did not credit any used information or there are errors, please contact me.

Do NOT take credit for this document.

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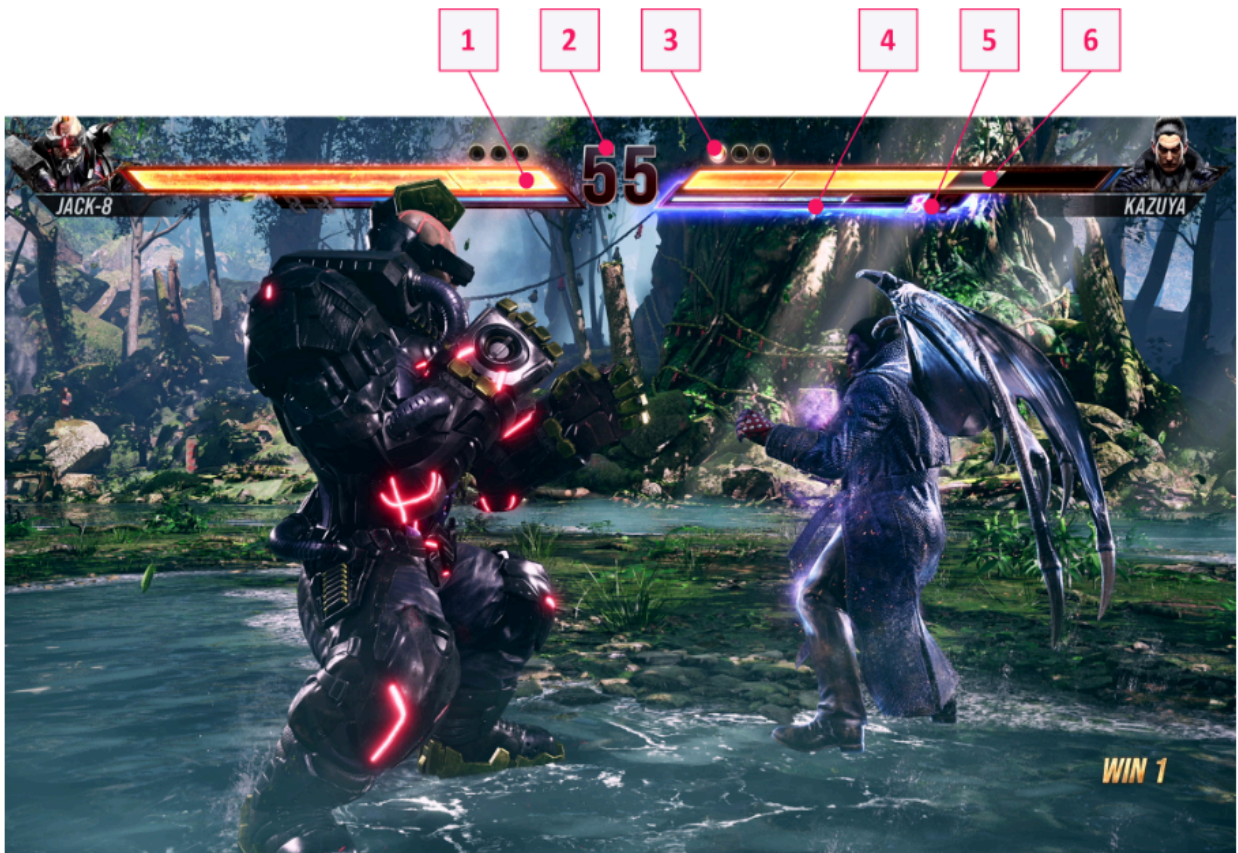
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T8 Interface



1. Health Gauge: Your character's life. When you get hit by an attack, your Health Gauge decreases. If your opponent's Health Gauge reaches 0, you win the round.

2. Time Limit: When it reaches 0, time is up. In that case, the player with the fullest Health Gauge wins.

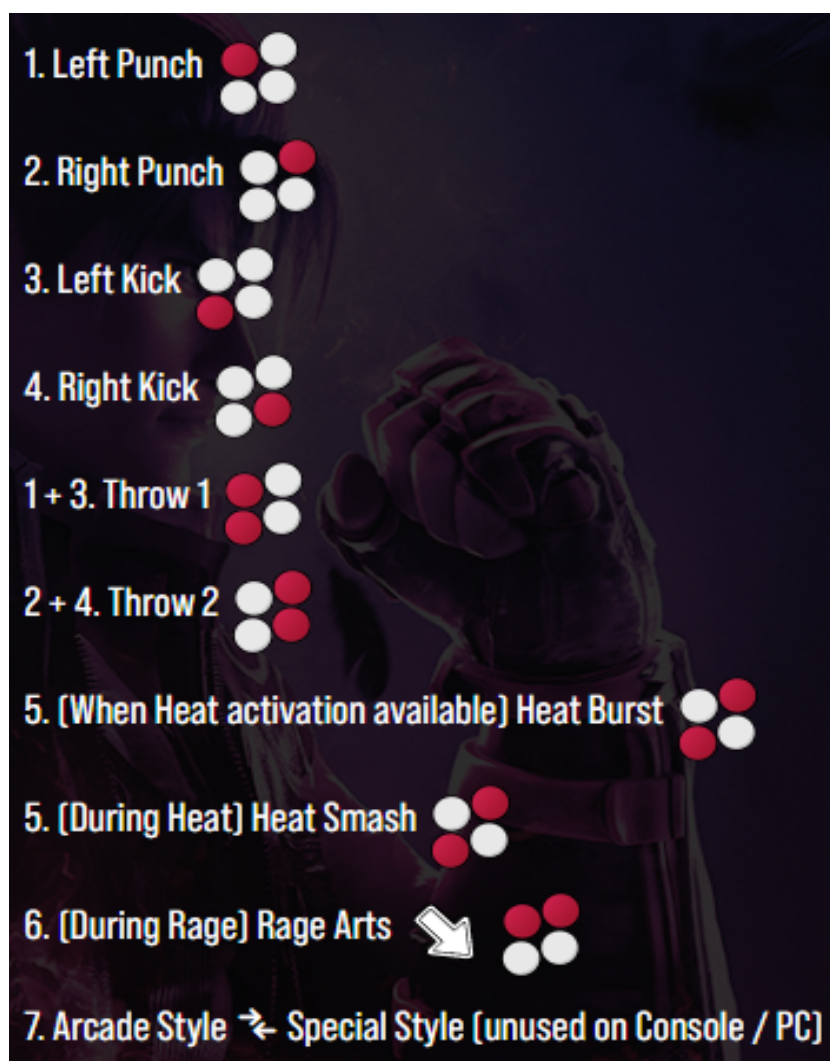
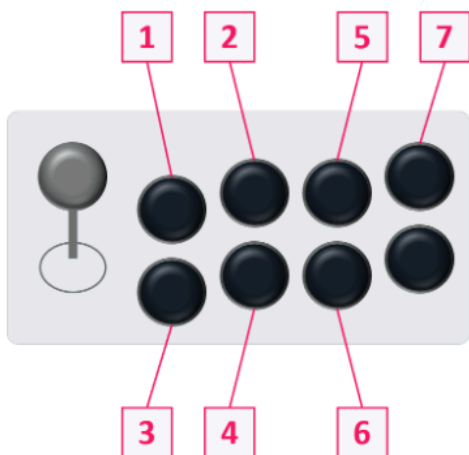
3. Number of won rounds: Whenever you win a round, you get a point. You win the match when you win the amount of rounds represented by the number of dots

4. Heat Timer: When this gauge is active, Heat related moves can be activated. You have 10 seconds when the Heat system starts to perform your moves. When it depletes, the Heat state ends.

5. Heat Energy: You can perform special moves by using your Heat Energy reserve - you have two of them.

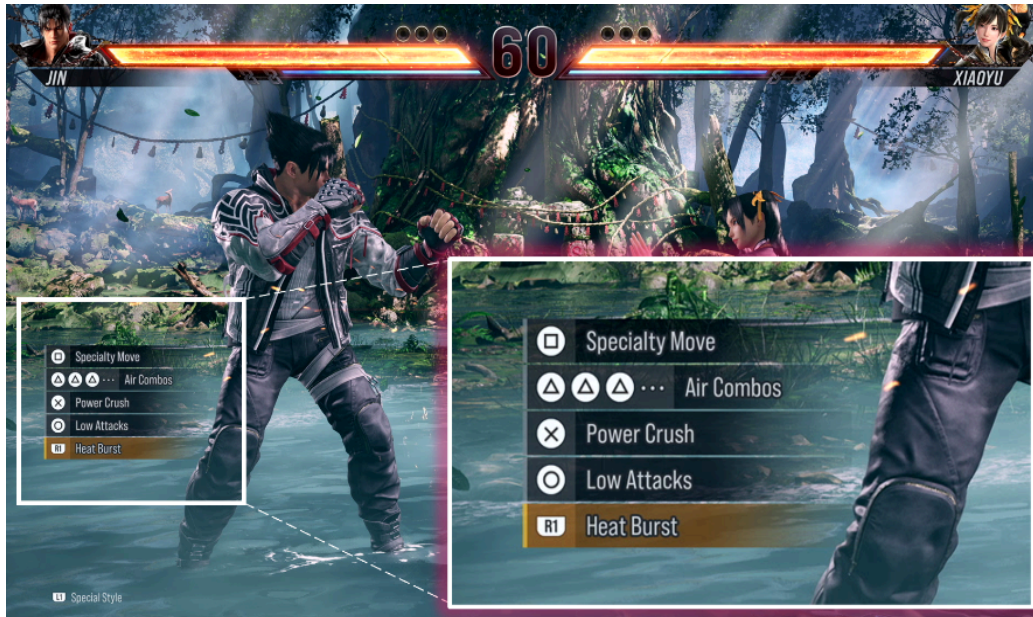
6. Recoverable Gauge: When you block some special moves or get hit by aerial combos, a part of the damage taken remains as a Recoverable Gauge.

T8 Controls



T8 Control Scheme: Arcade Style and Special Style

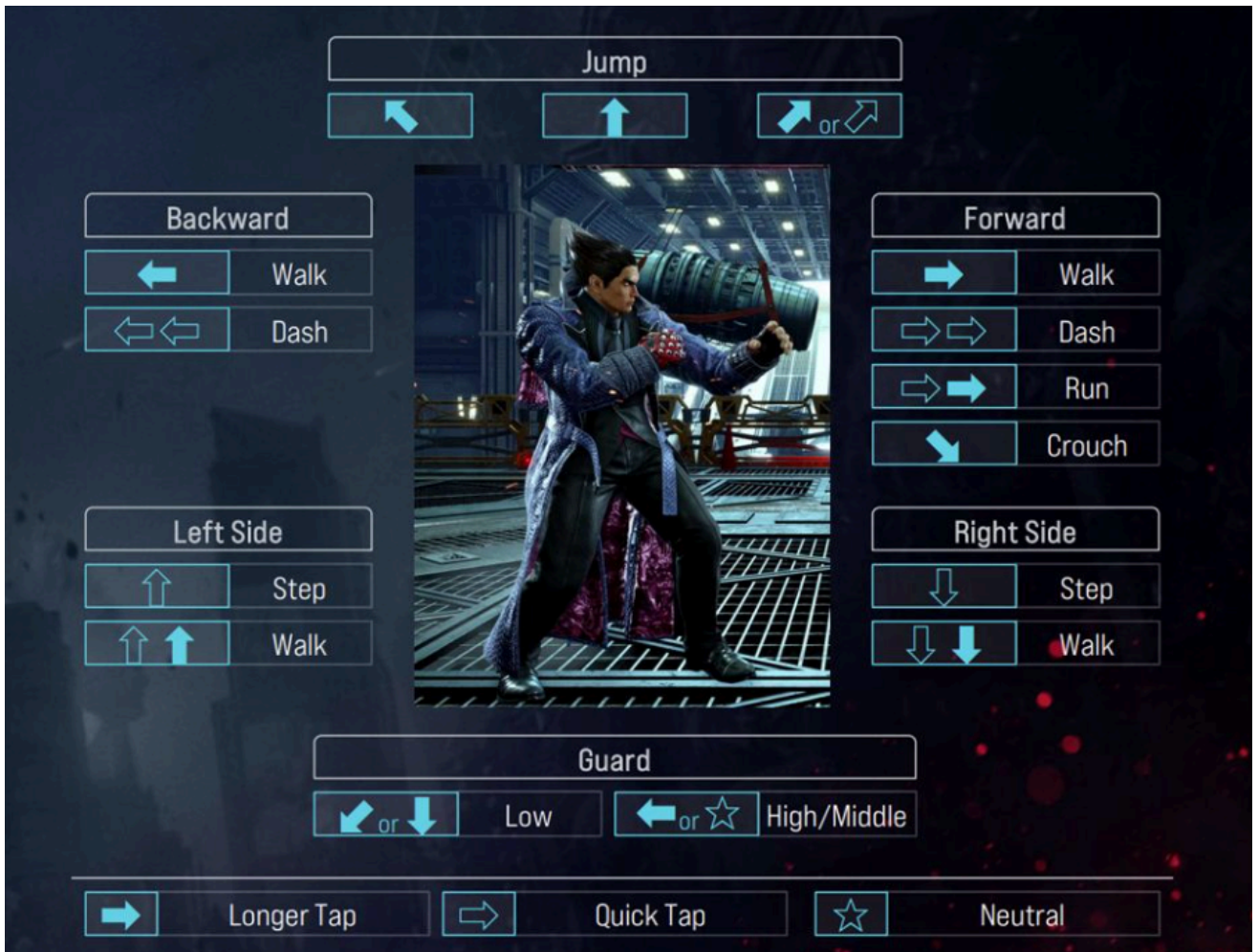
Like Tekken 7, there's 2 types of control methods. Arcade style is the common control used during all Tekken Series. There's just 4 buttons and directional control to perform all moves. Then, the new Special style designed for casual players. Moves are easier to perform with usually one smash button. There's also shortcut to perform Rage Art or Heat Burst



Each button has a recommended move and combo for each character. New controls that feel more like action games, specialized for casual play. The assigned action changes depending on the state of the character (Heat, Rage, etc.).



T8 Movement



Wake Up Options:

While launched/being knocked down
 Mash 1: Techroll (earliest option)
On the ground
 1: roll into the background
 d+1: roll into the foreground
 3: wakeup low
 4: wakeup mid
 b: wakeup stand guard
 db: wakeup crouch guard
 f: wakeup roll forward
 3+4: wakeup attack, character specific
 f+1+2: wakeup roll attack, only some characters

T8 Tips

Attack heights: High/Mid/Low. Block standing always and watch for lows. Highs can be ducked and lows can be jumped. Mids hit while crouching so block standing.

Counter attacks: Adds properties to certain moves. Interesting to see each character's counter attacks properties as it adds knockdowns, launchers, extra damage and so on. (Practice Settings – Player Counter – Counter Hit)

Wall Properties: In a 3D environment, wall bounces, wall blasts, hard walls knockdowns are part of the combo structures. Each map has different walls so sidestepping out of danger or forcing people into one is included in the game plan and can modify combos that would not connect.

Throws: Large margin of error in T8. Tech'd with 1, 2 or 1+2 depending on the arm that first reaches (King as exception). Throw as counter has little window to be tech'd. Throws when a defensive stance user (i.e Asuka) is in that stance cannot be tech'd.

Attacks: Some characters (Leeroy) have different properties embedded in their attacks such as deflecting, parrying or absorbing with the same button. Quite a cool mechanic as it adds flow to combat.

Recovering health: Grayed health can be recovered by attacking, connecting blows or blocked. Some characters (Shaheeran) have special attacks that negate the gray recoverable health so the game heavily favors aggressive playstyles.

Replays: Insane. Allows for tips on dealing with every match. Replays allow you to see both players' frame data, inputs and so on. Fundamental resource for learning of past mistakes in hard games.

“Magic Numbers” +10 and +15: 10 is the frame data for the minimum frame of a jab and 15 is the frame data for universal launchers. Crucial to identify them to punish them.

Heat Gauge: New moves, cheap damage with every hit. A highly powered-up version of your character is unlocked. Fully maximize it. You can use your Heat Attack even if the bar is at 1% so maximizing aggressive play styles and then using the Heat Attack is the best course of action.

Heat Dash: When heat dashing, the next move retains practically full damage even in a combo so after Heat Dashing, be sure to use the most damaging move in the arsenal.

T8 Terminology

- **Backdash Cancel (BDC):** Canceling your backdash with db (down back) to cut the recovery period and allowing you to perform another action. Good for creating space between yourself at the opponent quickly and to escape mixup situations. Preferable with backsway (stance) characters (Bryan, Steve, Paul and Nina)
- **Back Turned (BT):** When your character has their back towards the opponent to access a certain movelist (Feng, Raven, Xiaoyu)
- **Counter Hit (CH):** Hitting someone out of an attack. It provides attacks with new properties (CH launcher/CH knockdown)
- **Crush:** Hyper Armor. It allows you to go cleanly through attacks depending on high or low (attack height) property.
- **Heat:** T8's main mechanic. "Install" (Transformation). Each character has a unique heat mechanic for: Buffering moves, accessing new moves, increasing chip damage and accessing Heat Smashes (Finishing move while in Heat). Usable at any round.
- **Heat Burst:** One button move. Fast armored move, usually positive in frames on block (safe), that allows to enter Heat. Best used while underpressure as it is a great defensive option (Has crush property).
- **Heat Engager:** A move that when connected on hit (not block) allows the character to enter Heat. If used Heat Engager while on Heat, based on character, it turns into a launcher or knockdown.
- **Heat Smash:** One button move. Allows to exit Heat and are character specific. Can be low and plus on block.
- **High Crush:** Move that allows you to go through the opponents' high attacks using hyper armor. Damage received can break a high crush sometimes.
- **Homing Move:** Move with tracking designed to catch sidestepping opponents.
- **Hopkick:** Low crush launcher general to most characters. Can be done by inputting ↓→+3 or ↓→+4.
- **Launcher:** Combo starter. The fastest launcher is frame 15 for most characters. (Jun's launcher is 16 so she can't launch punish some moves)
- **Low Crush:** Similar to high crush moves. Hops over lows.
- **Full Crouch (FC):** When a character is full crouching and it enters an unique moveset in this state
- **Mishima:** Refers to the playstyle of Mishima characters (Heihachi, Kazuya, Devil Jin, Reina). Their trademark moves are: EWGF, Hellsweep and wave dashing.
- **Oki/Okizeme:** Mix-up on the ground.
- **Rage:** State that characters enter automatically while at 25% health indicated by a red glowing aura. Allows to enter Rage Art. Can be used at any round.
- **Rage Art:** Ultimate character's attack. Fully armored but still absorbs damage so they can be KO'd out of them. It utilizes your Rage gauge.
- **Range 0/1/2/3..:** Range 0 is point blank, Range 1 is a single backdash away and Range 2 is 2 backdashes away.
- **Power Crush:** Armored move available to all characters but done uniquely
- **Tornado Attack/Screw:** The move in Tekken that allows to spin and fly away the enemy with his feet in the air to air juggle and look for a combo ender.

- **Seeable/Reactable:** Unlike 2D games that you have to look out for overheads, in Tekken, you look out for lows. Seeable or reactable refers to these low attacks.
- **SS:** Sidestep. In notation, some attacks can be “SS1” which means Sidestep and press 1. Each character has a specific direction to sidestep in order to avoid attacks.
- **SSL:** Sidestep left
- **SSR:** Sidestep right
- **SWL:** Sidewalk left. Longer sidestep but more vulnerable. Done by tapping and holding the SSL button
- **SWR:** Sidewalk right. Longer sidestep but more vulnerable. Done by tapping and holding the SSR button
- **WS:** While standing/while rising. Refers to the state of transition going from crouching to standing up. Exclusive moveset in this state.
- **WS Punishment:** If you block a move crouching (a low) or a move that leaves you crouching, you can punish from said crouch position.
- **WR:** While running. Running can be done from at least 3 backdashes away or more.
- **Wall Carry:** Combo route designed to carry your opponent to the wall to wall splat and prolong combos. Certain characters excel at combo carry.
- **Wallsplat:** Result of a wall carry mostly. Move designed to splat the opponent against the wall for a followup combo. Tornado attacks or screws can be implemented.

T8 Rankings

Rank	Color/Division	Points Required
Beginner	Brown	0
1st Dan	Silver	400
2nd Dan	Silver	1,000
Fighter	Light Blue	1,600
Strategist	Light Blue	2,600
Combatant	Light Blue	3,400
Brawler	Green	4,200
Ranger	Green	5,400
Cavalry	Green	6,400
Warrior	Yellow	7,400
Assailant	Yellow	9,200
Dominator	Yellow	10,800
Vanquisher	Orange	12,400
Destroyer	Orange	14,700
Eliminator	Orange	16,600
Garyu	Red	18,500
Shinryu	Red	23,100
Tenryu	Red	27,300
Mighty Ruler	Ruler	31,500
Flame Ruler	Ruler	36,500
Battle Ruler	Ruler	41,100
Fujin	Blue	45,700
Raijin	Blue	52,300
Kishin	Blue	58,500
Bushin	Blue	64,700
Tekken King	Gold	70,900
Tekken Emperor	Gold	79,100
Tekken God	Gold	87,900
Tekken God Supreme	Gold	97,300
God of Destruction	-	109,700

T8 Notations

Icons	Legend	Help
	,	Break between 2 movements
	*	Hold buttons
	<	Delay input
	:	Just Frame: exact timing
	~	Just slide your finger on the buttons
(...)	[...]	Missing input but required for next move
	f,d/f,d,d/b,b,u/b,u,u/f	Directional input
	F,D/F,D,DB,B,U/B,U,U/F	Hold directional input
	N	Neutral (Leave joystick)
	1,2,3,4	In this order: Left Punch, Right Punch, Left Kick, Right Kick
	any	Any button
	1+2,2+3,3+4,1+4, 1+3, 2+4, 3+4	Press 2 buttons at the same time
	1+2+3+4	Charge mode
While Standing	WS	While standing: Getting up from crouching position
Instant While Standing	iWS	Instant while standing: Just crouch and get up early
Full Crouch	FC	Full Crouch: Stay in crouching position
Back Turned	BT	Back Turned: Back turn to your opponent
While running	WR	While running
Side Step	SS	Side Step: left or right
Side Step Left Side Step Right	SSL,SSR	Side Step Left/Right
DASH	dash	Dash: Just press forward twice
Low Parry	LP	Low Parry
Wall Splat	W!	Wall splat
Wall Break	WB!	Wall Break
Floor Break	F!	Floor Break
Balcony Break	BB!	Balcony Break
During heat	During heat	The combo must be done during Heat state
Heat Burst	Heat Burst	Press to activate Heat state
Heat Smash	Heat Smash	Press during Heat state to make a powerfull smash
Rage Art	Rage Art	Press When your life level is red to trigger Rage Art

T8 Characters: Gameplan, Specific Moveset, Top Moves and Specific Combos

☐ Alisa Bosconovitch



- Origin: Russia
- Age: Unknown
- Weight: 60 kg
- Height: 165 cm
- Likes: Her friends
- Dislikes: Mishima Zaibatsu and G Corporation
- Fighting Style: Thruster-Based High-Mobility Fighting Style
- Debut: Tekken 6
- Availability: Base roster



Gameplan

Alisa's excellent mobility makes her uniquely good at controlling space. Where other characters would be forced to try and safely approach, Alisa can simply fly in while unleashing attacks. In her normal state, she's a capable well rounder that is comfortable with poking away at her opponents, but when destroy mode is activated, she can become an offensive powerhouse, with a range of potent attacks that can mix people up or make them scared of pressing buttons.

Pros: - Strong poking game - Safe launchers - One of the best sidewalking in the game - Suffocating offense with chainsaws

Cons: - Poke game is low damage, she struggles on a life deficit - Bigger comeback tools are a bit on the slower side ie chainsaw lows

Recommended to players who like - Simple poking game - Strong movement characters - Well-rounded playstyle

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 3,2 | 1+2 | f2,1 | uf1 | DES f2,1,2
- Heat Smash: 2+3 during Heat
- DES: d1+2 or entered automatically from certain moves
- DBT: DES f3+4 or entered automatically from certain moves
- SBT: f3+4 or entered automatically from certain moves
- BCK: db1 or entered automatically from certain moves
- cc: crouch cancel, tap up to cancel animation or wait to stand
- iws: instant while standing
- (): signifies whiff or block

Top Moves

b+1 M i15 -5

- A safe mid with good tracking that leaves her in FC and can be used in combos.

db3 L i16 -13

- Fast, good range, good tracking and instant high crush that it's difficult to punish from maximum range.

4 H i13 -5

- Extremely fast and homing high that wall splats and it's safe. Used to discourage opponents from pressing buttons.

b3 M i20 -8

- Powerful, safe, damaging, homing knockdown with good range, has slight high evasion frames.

WR2 H i13~15 +5

- Fast pressure tool with a guaranteed follow-up on hit for easy massive damage. Alternate it with WR3,4 for one of her strongest, most annoying mix-ups.

WR3,4 M,M i18(21~) -7

- Safe, high damage knock down and wall splat that's used to discourage opponents from ducking her WR2.

df1 M i13 -6

- Fast mid poke with a chunky hitbox and has a high +1 on block extension with df1,1 and a mid-extension that's -11 unsafe with df1,4.

df4 M i12 -7

- Another fast mid poke with good range and admirable tracking used when pressuring opponents.

FC d1+2 L,L i23 -11

- Her best low poke that's good plus frames on hit. Can be mixed up with WS1+2 thanks to their similar animations.

ws1+2 M i20 -8

- Safe mid knockdown. Hold down 1+2 for 3 different levels of charge that become safer and more damaging the longer you hold.

f3,2 H,H i14 -14,-4

- Now her best i14 punisher and one of the few to get a 14f launcher, auto screwattack launcher. Also has a mid-option with f3,1+2.

d3 L i23 -9~-10

- Long range low-crushing low that gives her access to her db1 stance and FC mixups, more negative on block when closer to the opponent.

DES 2 M,M,M i20 -8

- Safe high evading launcher from her DES stance, hits grounded. She has a just frame DES 2:1 that takes you out of DES so you can do a normal combo that does more damage.

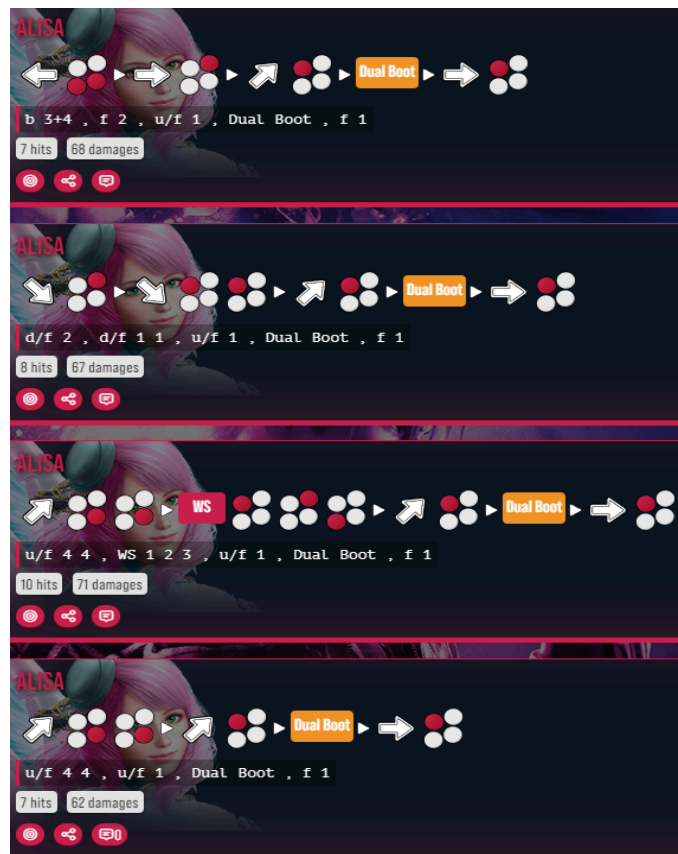
uf3,2 M,M i17~18 -52,-14

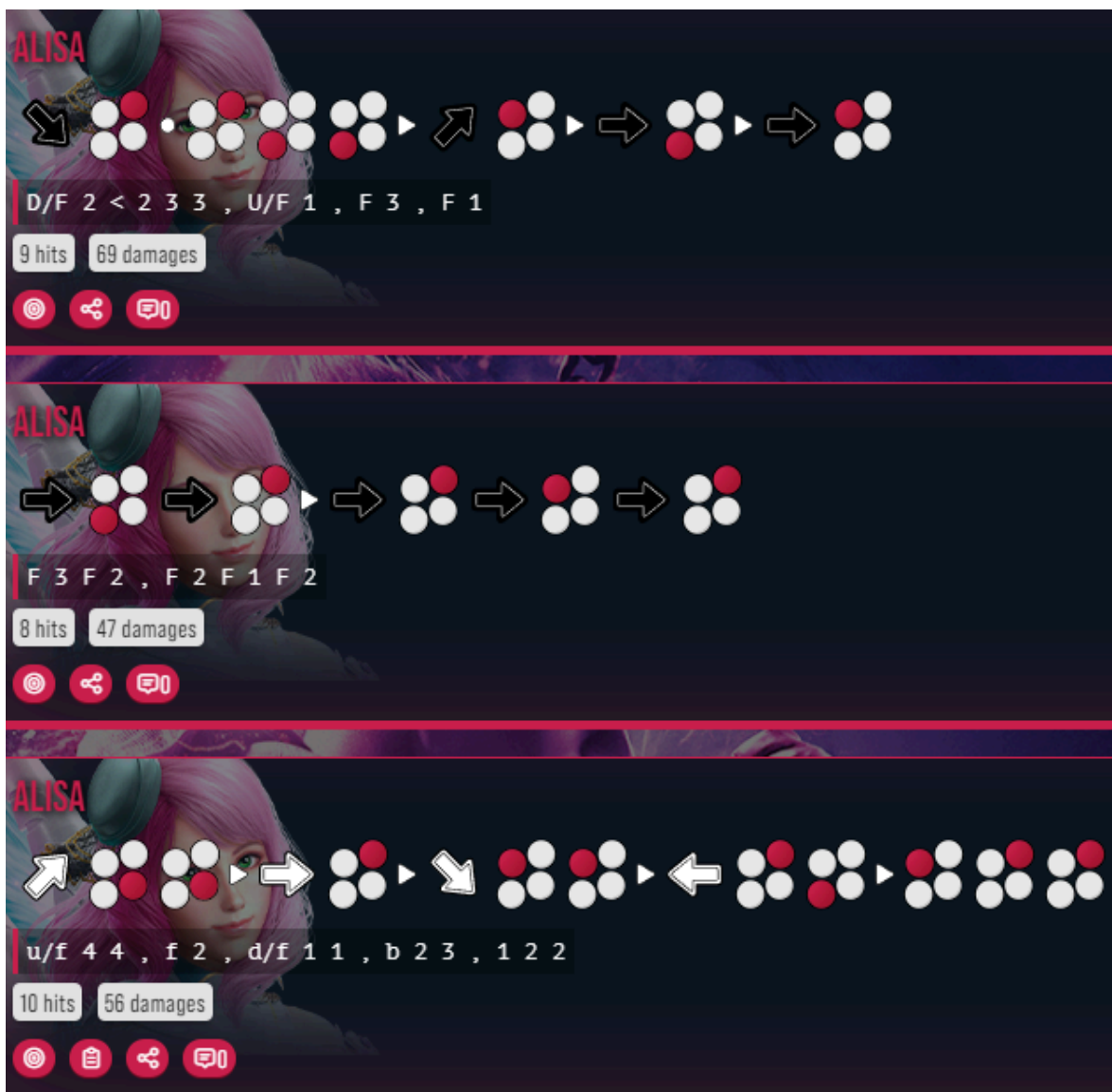
- Hit confirmable and highly damaging hopkick. Can be hit confirmable to uf+3, 3+4 that transitions into fly for mixups on block (careful with Jack, he can option select float for a juggle on block).

1,1 H,H i10 -3

- High damage 10f punisher, 2nd hit delayable that knnds on ch for guaranteed follow up, can go into DES stance by pressing 1+2 afterwards.

Alisa Bosconovitch Combos





IMPORTANT COMBOS	
df+2 uf+4,4 b+3+4 u+1+2 BKP 4	f+2 ▶ df+1,1 ▶ b+2,3 T! ▶ uf+1
DES 2,1	ws+1,2 ▶ uf+1
ws+2,3	SBT 3 ▶ ws+1,2 ▶ b+2,3 T! ▶ uf+1
(ws+1,2),3	b+3+4 T! ▶ f+2 ▶ uf+1
d+3+4 LOW PARRY	ws+1,2,3 ▶ uf+1

CH d+3	FC 1+2 ▶ df+1 ▶ b+2,3 T! ▶ uf+1
CH b+4	ws+1,2,3 ▶ b+2,3 T! ▶ uf+1
CH (1,2),d+2	
CH (b+2),1	df+1,1 ▶ f+2 ▶ b+2,3 T! ▶ uf+1
CH (b+1),1+2	b+3+4 T! ▶ f+2 ▶ uf+1

heat dash 1+2~F heat dash uf+2~F heat dash DES f+2,1,2~F	f+2 ▶ df+1,1 ▶ b+2,3 T! ▶ uf+1
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WALL COMBOS	
GENERAL	1,2 ▶ f+1+2
	ws+1,2,3 (delay last hit)
WITH TORNADO	???
	b+3+4 T! ▶ ws+1,2,3 (delay last hit)

COMBO ENDERS			
FOR DMG	uf+1	f+4,1,4	
WALL CARRY	wr+3,4	db+2,2	b+4,4
WALL BREAK	f+1+2	f,f,f+3,4	
FLOOR BREAK			
MISC	f,f+4		

df2 - df1,1 - uf1,3~f3+4 - DBT f1 || 67 dmg
 uf4,4 - df1,1 - uf1,3~f3+4 - DBT f1 || 67 dmg
 BCK 4 - df1,1 - uf1,3~f3+4 - DBT f1 || 81 dmg
 DES uf1+2,1+2 - df1,1 - uf1,3~f3+4 - DBT f1 || 78 dmg
 [^]1+2 after DES uf1+2 is to exit DES
 b4 **CH** - df1,1 - uf1,3~f3+4 - DBT f1 || 71 dmg
 (b2),1 **CH** - df1,1 - uf1,3~f3+4 - DBT f1 || 71 dmg

u1+2 - wait - df1,1 - uf1,3~f3+4 - DBT f1 || 72 dmg
 (b3+4),3+4 - wait - df1,1 - uf1,3~f3+4 - DBT f1 || 88 dmg

SBT 3 **CH** - cc - df1,1 - uf1,3~f3+4 - DBT f1 || 71 dmg

BCK 3 - RUN - df1,1 - uf1,3~f3+4 - DBT f1 || 81 dmg
 [^]very long run after launch

b3+4 - f2 - uf1,3~f3+4 - DBT f1 || 68 dmg

ws2~3+4, SBT 3 - iws1,2 - uf1,3~f3+4 - DBT f1 || 77 dmg
 1,2,d2 **CH** - iws1,2 - uf1,3~f3+4 - DBT f1 || 68 dmg

d3 **CH**~BCK 2 - ff3,4,4 || 62 dmg
 d3 **CH**~BCK 2 - dash - df1 - df1 - 1 - uf3,2 || 66 dmg

b1,1+2 **CH** - db1~BCK 2 - ff3,4,4 || 73 dmg
 b1,1+2 **CH** - db1~BCK 2 - dash - df1 - df1 - 1 - uf3,2 || 77 dmg

d3+4 - iws1,2,3 - uf1 || 61 dmg
 low parry - iws1,2,3 - uf1 || 41 dmg

DES 2:1 - dash - iws1,2 - uf1 || 57 dmg

post T! W! - ff3,4,4 || 44 base dmg
 W! - db1~BCK 2 - ff3,4,4 || 78 base dmg

□ Asuka Kazama



- Origin: Japan
- Age: 18
- Weight: 57 kg (126 lbs)
- Height: 167 cm (5' 6")
- Likes: Confrontation, Her father, Winning, Justice, Her family's dojo
- Dislikes: Cocky people, Losing, Gangs causing trouble. Lili, Feng Wei, Jin Kazama
- Fighting Style: Kazama Style Traditional Martial Arts
- Debut: Tekken 5
- Availability: Base Game



Gameplan

Asuka Kazama is a unique fighter with a play style that blends evasive and counter attacking strategies. Her agility is central to her approach, allowing her to dodge and swiftly counter enemy strikes. Asuka's ability to punish opponents is exceptional defensively. She has fast-evolving strings and launchers, and her parries and reversals allow her to use her opponents' moves against them. Asuka's proficiency in counter-hit fishing and her keep-out game makes her particularly adept at whiff punishing. Asuka benefits from the Heat System, which introduces new tactical options and moves that enhance her fighting style.

Pros: One of the best whiff punishers in the game Best arsenal of panic moves Strong keepout Big arsenal of safe mid launchers and CH launchers. Strong CH game

Cons: Worst jab punish Weak early punishment. Struggles vs defensive players

Recommended for players who like: Read heavy playstyles. Strong and unique oki Easy and effective characters Good taste in characters.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f1+2 | d2 | db1,2 | ss2 | f1+3:2
 - Heat Smash: 2+3 during Heat
 - (): signifies block or whiff

Top Moves

f2 M i17 -18

- One of the strongest whiff punishers in the game, also an extremely easy input for what it is, but almost everyone can launch and punish it on block, so be careful.

b3 M i16 -19

- Strong keepout move, can be extremely awkward to punish and it gives Asuka a combo on normal hit. You can react to b3 landing to convert to combo with b3,4,3. There are some high evasion and low crush frames during the animation.

d3+4 L,H i14 -6

- An extremely fast CH launcher which also low crushes very early. One of the best panic moves in the game. Makes the opponent hesitate using lows or pressuring at – frames vs Asuka.

SS2 M i22 -9

- An extremely evasive move that knocks down on hit. Very strong panic tool and was made safe in T7 from -12 in TTT2. Makes the opponent hesitate in pressuring Asuka.

db3 L i21 -12

- A ranged low that leaves the opponent in crouching at +4 meaning they cannot step one way. Very good to clip the opponent's movement and harass them from range.

d2 M i18 -4

- A ranged mid that complements db3. It's a CH launcher that leaves the opponent in crouching with pushback on block and on hit, extremely good to control space with Asuka.

uf3 M i20 -3~-2

- A CH ranged mid launcher that low crushes and has quick recovery. Very good as a keepout tool and interrupt the opponent's approach.

db4 L i22 -11

- A high crushing low that's 0 on hit, good to approach the opponent with and keep the pressure on up close. Option to go into FC or not afterwards by holding ~d.

f4 H i19 +3

- + on block homing high launcher. Really good to shut down people sidewalking Asuka, and to keep the advantage on block if you "guessed wrong" on their stepping.

ff3 M i20 -9

- Homing mid with tons of range, good to keep people in check at a range.

d1+2 L i20 -18

- Knockdown low that guarantees a F2 at the wall and rage drive in open.

df1 M i13 -3

- A good mid poke to keep opponents in check, has a high CH followup (df1,2) and a mid CH launcher (df1,4).

1 H i10 -2

- A jab with tons of follow ups, low follow ups, mid follows with even more follow ups after that. Good to harass the opponent up close.

WS1+2 M i21 -2

- Long range, very safe mid, can be canceled with ~d and is good for closing the gap with the opponent. No longer gives CH full launch in Tekken 8.

ff1 M i18 +9

- Hits grounded so it's guaranteed after moves like D1+2 (Very strong option) anywhere. Can be used as a damaging combo ender with RD into ff1 post screw. +4 on block without rage as ff1, still a good tool.

Asuka Kazama Combos



IMPORTANT COMBOS	
df+2 f+2 ws+3 f,f+4 FC db+1+2 (throw)	f,f+2,3 ▶ db+1,4 ▶ f,f+4 ▶ f,f+2,3
easier alternative	f,f+2,3 ▶ db+1,4 ▶ b+2,1+2,4
1+2	db+4,3 ▶ 2,1,2 ▶ ▶ f,f+4 ▶ f,f+2,3
b+3,4,3	2,1,2 ▶ uf+3 ▶ df+3
df+3+4 LOW PARRY	f,f+4 ▶ f,f+2,3 ▶ 2,1,2

CH d+3+4 CH db+3,4 CH ws+1+2 CH (df+1),4 CH (2,1),d+1+2	f,f+2,3 ▶ db+1,4 ▶ ▶ f,f+4 ▶ f,f+2,3
CH b+4 CH uf+3	db+4,3 ▶ 2,1,2 ▶ ▶ f,f+4 ▶ f,f+2,3
CH f,f+1+2	f,f+4 ▶ f,f+2,3 ▶ 2,1,2

heat dash d+2~F heat dash sidestep 2~F	f,f+2,3 ▶ db+1,4 ▶ ▶ f,f+4 ▶ f,f+2,3
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WALL COMBOS	
GENERAL	1+4,2,4 b+4,2,3,1
WITH TORNADO	db+2 ▶ 1+4,2,4 db+1,4 ▶ b+4,2,3,1

COMBO ENDERS			
FOR DMG	b+4,2,3,1	f,f+2,1+2	NGW u+1+2
WALL CARRY	db+4,3	f,f+2,3	f,f+4
WALL BREAK	f+1+2	f,f+2,1+2	wr+1+2
FLOOR BREAK	d+2	uf+1+2	...

df2 - ff2,3 - db1,4 - RUN - b4,2,3 || 62 dmg
 uf4 - ff2,3 - db1,4 - RUN - b4,2,3 || 73 dmg
 f2 - ff2,3 - db1,4 - RUN - b4,2,3 || 68 dmg
 ws3 - ff2,3 - db1,4 - RUN - b4,2,3 || 68 dmg
 FC db1+2 - ff2,3 - db1,4 - RUN - b4,2,3 || 63 dmg
 ^{^swaps sides after FC db1+2}
 d3+4 **CH** - ff2,3 - db1,4 - RUN - b4,2,3 || 74 dmg
 (df1),4 **CH** - ff2,3 - db1,4 - RUN - b4,2,3 || 74 dmg
 db4 **CH**,3 - ff2,3 - db1,4 - RUN - b4,2,3 || 85 dmg

ff4 - WR3 - 1+4 - db1,4 - RUN - b4,2,3 || 74 dmg

db2 - db1,4 - RUN - b4,2,3 || 58 dmg

1+2 - db4,3 - 2,1,2 - dash - b4,2,3 || 64 dmg
 b4 **CH** - db4,3 - 2,1,2 - dash - b4,2,3 || 63 dmg
 uf3 **CH** - db4,3 - 2,1,2 - dash - b4,2,3 || 63 dmg
 ss4 **CH** - db4,3 - 2,1,2 - dash - b4,2,3 || 64 dmg
 ^{^inconsistent on SSL, can opt for -12 dmg but}
 consistent [db4,3 - ff2,1]

□ Azucena Milagros Ortiz Castillo



- Origin: Peru
- Age: Unknown
- Weight: 61 kg (134 lbs)
- Height: 171 cm (5'7")
- Likes: Coffee
- Dislikes: Tea
- Fighting Style: Mixed Martial Arts (Striker)
- Debut: Tekken 8
- Availability: Base Game



Gameplan

Azucena's playstyle involves a balance of offensive and evasive tactics. Her moves allow for transitions between different stances, offering a variety of mixup possibilities. The character is designed to be slippery and unpredictable, employing evasive maneuvers fitting with her matador inspiration. This includes side steps and evasion tactics integrated into her moves. Additionally, Azucena's ability to shift into a back-turned stance opens up various high/low mixup potentials, making her a tricky character.

Her play style emphasizes wake-up mixups and serious counter-hit damage, offering players an evasive and hyper-offensive toolkit. This makes her capable of overwhelming opponents with constant pressure and mix-ups, all while staying elusive. Mastering her unique blend of offense and defense and leveraging her evasiveness and counter-hit capabilities is critical to utilizing Azucena effectively.

Pros: Suffocating offense with WR32 Stance mixups Best jab punish arguably.

Cons: Bad WS punishment on later frames

Recommended for players who like: Rushdown playstyle Freestyle offense with stances

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f4,4 | f1+2 | b3 | LIB 2 | d2+4 (on crouching opponent)
- Heat Smash: 2+3 during Heat
- LIB: f3+4
- BT: b3+4
- (): signifies move is blocked or whiffed
- cc: crouch cancel- wait for Azucena to stand or press up

Top Moves

WR3,2 M,H i15~19 +5

- Insane running move that leaves you +5 on block. Jails for some reason, so unduckable unless you whiff the first hit.

1,1 H,M i10 -9

- Your 10f punisher that's a natural combo and enters LIB at +8. Safe mid second hit, even on block. Not much more you can ask for from a 10f punisher.

2,1 H,M i10 -3

- Great 10f string, being -3 on block on for a string ending in mid is really good. Many options such as sidestep or otherwise turn stealing after this. Also a natural combo. Can be compared to Jin's 2,1,4- there might never be a bad time to throw this out up close.

b2 H i18 +2

- Homing high that gives plus frames. There is pushback however- you will need to use longer range moves to take advantage of the frames such as 4 or 3,2.

b3 M i22 +4

- Mid axe kick that gives plus frames. Also a Heat Engager.

3,2(~F) M,M i14 -7,-12

- Fast mid,mid that can cancel into LIB by holding forward. Second hit is delayable, and works for creating mental frames. Can also use 3,3 which ends in a safe -1 on block high, which is delayable but not as much as 3,2.

df1(4,1|4,1~2|4,1~F) M(H,H|M) i13~14 -3(-7,-5|-10|-17)

- Df1 with canned actions. While it's -3 on block (worse than average), it has a high,high safe extension df1,4,1 to dissuade pressing. Also can cancel the last hit into a mid that's barely punishable at -10, or hold forward to enter LIB.

df2 M i15~16 -13

- Generic df2 that launches crouch. A little stubby but a necessary tool.

db3 L i16 -7(BT)

- Fast low that leaves you +4 on hit into back turned, so you can start BT shenanigans. Keep in mind facing forward from BT takes 6 frames, so -7 on block means -13 if you're trying to face forward. Can continue with a risky db3,4 that ends in an unsafe -13 high that is a NCC launcher, only for hard reads.

db4 L i19 -14

- Fast, long range low with some high crush frames. Leaves you -3 on hit so you have some options afterwards.

u4/uf4 M i24~26 -8

- Orbital heel. Disjointed mid launcher that's safe.

b1,1 H,H i14 -8,+3(LIB)

- High,high that puts you into +3 in LIB on block, perfect to support LIB 1 to catch mashers. Can also complete the string into a safe -5 high. Only issue is the string does not jail.

ff3 M i15~17 -14

- Long range whiff punisher. Not a hopkick, do not use it for low crush. Quite punishable, only used for whiff punishing.

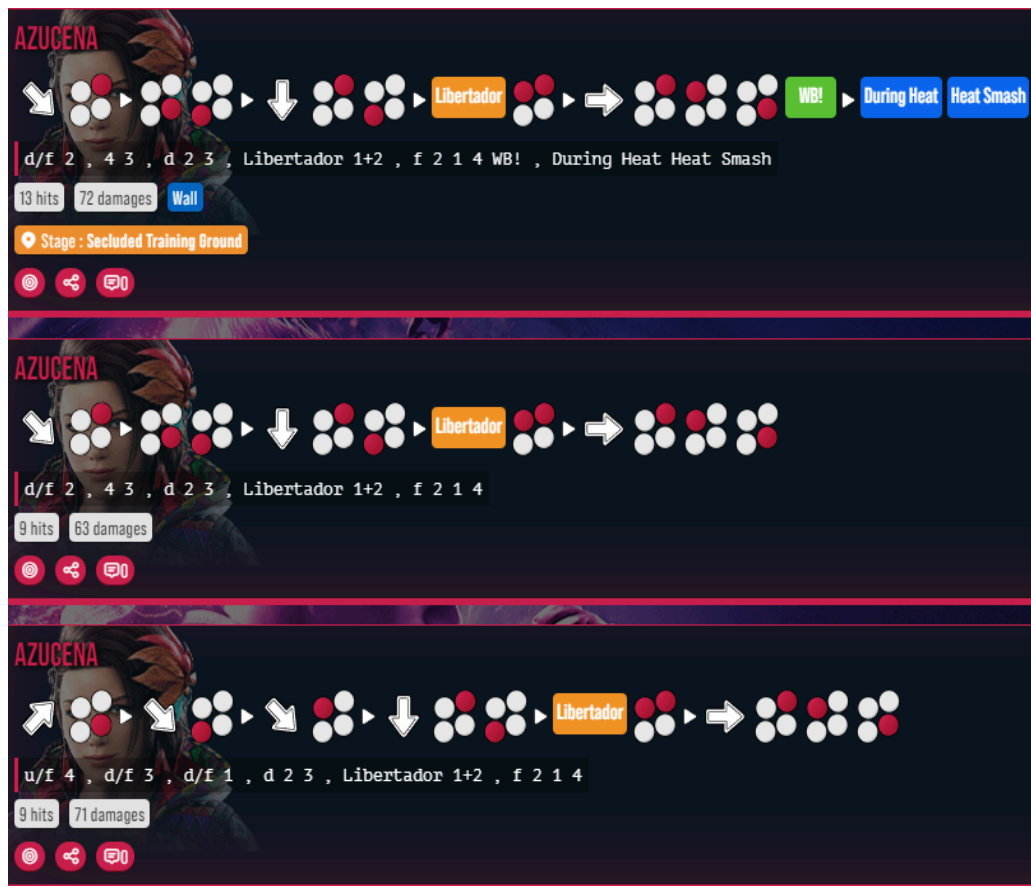
ff3+4[B] M,M i21~22 +4

- Long range mid,mid that leaves you at +4 into LIB, or BT if you hold back. A little linear and slow.

FC df3 L i18 -13

- High crushing low that leaves you +4 on hit. Can be used in conjunction with ws2 for FC mixups

Azucena Ortiz Combos



IMPORTANT COMBOS	
df+2 db+1+2 ws+2 f,f+3 LIB 1+2 uf+4 (f+4).[4~2]	d+2,3 ▶ LIB 4,1,2 T! ▶ f+2,1,4
uf+3,4	db+3,4 T! ▶ b+4,3,4,3
BT 3+4	BT 4,3 T! ▶ b+4,3,4,3
LOW PARRY	df+1 ▶ d+2,3 LIB 4,1,2

CH 1+2 CH uf+2 CH ws+1 CH df+3 CH BT 1+2	d+2,3 ▶ LIB 4,1,2 T! ▶ f+2,1,4
CH d+1	(dash) d+2,3 ▶ LIB 4,1,2 T! ▶ f+2,1,4
CH db+3,4 CH (f+4).[4~3]	df+1 ▶ d+2,3 LIB 4,1,2

heat dash b+3~F heat dash f+4,4~F heat dash LIB 2~F	d+2,3 ▶ LIB 4,1,2 T! ▶ f+2,1,4
during heat b+2~F during heat LIB 1,2~F	LIB 4,1,2 T! ▶ b+4,3,4,3

WALL COMBOS	
GENERAL	df+1,4,1~2 LIB 4,1,2 (delay last hit)
WITH TORNADO	

COMBO ENDERS			
FOR DMG	f+2,1,4		
WALL CARRY	f,f,f+3,2	df+4,1	df+3
WALL BREAK			
FLOOR BREAK	d+1	f,f+4	

df2 - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 61 dmg
 u4 - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 69-71 dmg (more damage if uf4)
 ws2 - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 63 dmg
 LIB 1+2 - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 72 dmg
 df3 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 69 dmg
 uf2 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 76 dmg
 ^only works when directly in front of opponent
 1+2 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 73 dmg
 BT 1+2 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 69 dmg
 (df1,4),1 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 73 dmg
 (d4),1~2 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 73 dmg
 (uf3),4 CH - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 69 dmg

 d1 CH - cc - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 73 dmg

 ff3 - dash - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 69 dmg
 (f4),4~2 CH - dash - df3 - df1 - d2,3~LIB 1+2 - f2,1,4 || 76 dmg

 db1+2 - d2,3~LIB 1+2 - b4,3,4,3 || 68 dmg

 BT 3+4 - BT 4,3 - dash - b4,3,4,3 || 60 dmg
 BT 3+4 - BT d2 - ws4 - d2,3~LIB 1+2 - f2,1,4 || 65 dmg

 (f4),4~3 CH - dash - df3 - b4,3,4,3 || 58 dmg
 db3 CH,4 - dash - df3 - b4,3,4,3 || 64 dmg

 uf3,4 - ff3 - dash - b4,3,4,3 || 58 dmg

low parry - df3 - df1 - d2,3~LIB,F - LIB 3,1 || 38 dmg
 ^walk slightly forward during LIB

 W! - d3,3,4 - WR3,2 || 82 base dmg
 post T! W! - f2,1,4 || 54 base dmg

➤ Bryan Fury



- Origin: USA
- Age: 32
- Weight: 87 kg (191 lbs)
- Height: 186 cm (6' 1")
- Likes: Haircuts, Solitude, Destruction
- Dislikes: Bright Sunlight
- Fighting Style: Kickboxing
- Debut: Tekken 3
- Availability: Base Game



Gameplan

Bryan's approach is all about aggression and pressure. He's good at using quick punches, strong kicks, and powerful throws to keep enemies on the defensive and focuses on being offensive, using his special abilities to deal more damage. Bryan is also skilled at punishing opponents who make mistakes. He has several moves that can quickly and forcefully respond to an enemy's mistake, notably the Mach Punch Combo Ender and the Fisherman Slam Special. Bryan can also move rapidly and control space well, using his side steps and backward sway stances to avoid enemy attacks. In summary, Bryan is a formidable opponent who requires players to be quick and aggressive.

Pros: One of the best space control i14 launcher standing (standard is i15) Damaging and relatively safe offense Strong CH game Extremely strong oki with taunt.

Cons: Not much going for huge + frames on hit

Recommended for players who like: High execution curves/flashy stuff Strong defense oriented playstyle Slow methodical playstyle.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1,2,4 | db1+2 | ff2 | ss2,1 | qcf1+2
- Heat Smash: 2+3 during Heat
- qcf: d,df,f
- qcb: d,db,b

Top Moves

ff4 H i16~19 -9~-7

- Also known as “mach kick.” Safe high damaging homing move, important to keep opponents from stepping Bryan’s linear moves all day. Does chip damage on block.

3+4 M i18 -13

- Unsafe mid CH launcher with important pushback; safe in most scenarios.

f.b2 H i14~i15 -7

- i14 launcher. Can launch moves other characters can’t. Also referred to as “Jet Upper.” You can cancel it from his taunt (1+3+4) to make it unblockable. (It’s extremely hard, so don’t shy away from canceling the taunt into faster moves instead.)

b1 M i20~21 +4

- Mid CH launcher elbow that’s + on block. Can be used to pressure opponents.

f3 M i16 0~+2

- Safe mid CH launcher knee. The move is strong to use up close but don’t get too greedy. The mid hitbox is quite “high” and while there is slight tracking, it’s not reliable.

qcb3 L i19 -13~-12

- Unseeable low with good tracking, damage and +5 on hit, allows user to continue pressuring on hit. CH gives guaranteed dash qcb+4, dash d+4, or dash d+3+4 followup.

qcb2,4 M,H i15~16 -9,-9

- A mid,high string, which has a very generous delay window between both hits. The first hit anti-airs airborne opponents and has a surprisingly long hitbox. Not actually hit-confirmable but whiff punishing is very easy by “whiff confirming.” The 2nd hit is essentially mach kick so on hit gives free dash d+4(most reliable), dash d+3+4(a little less reliable but more damage than d+4), or dash qcb+4 (least reliable but does the most damage).

u4 M i24~26 -5

- Safe mid launcher, low crush. Hard to punish on whiff. It is better to use the neutral orbital because Bryan’s hurtbox is positioned safer while abusing the disjointed hitbox, active frames, and quick recovery.

db3 L i16 -12

- Low poke with god tracking and high crush.

b4 M i16 -10

- Mid knee with pushback on block. +15 on hit, open area hit gives free f,f+2 followup but the timing is strict. At the wall, the guaranteed follow ups are JU, f,f+2 which is harder and less reliable, and the easiest followup which is f+2,1,4 which still packs a punch.

df1,1,1,1,2 M,M,M,M,M i15 -5,-10,-10,-10,-15

- Hit confirmable mid punch string.

1,2,1 H,H,M i10 -6

- Safe NCc string and the last hit is heavily delayable, leading to mind games and delay catches. It is very easy to check the opponent's offense as the string is hard to punish ending in a safe mid. The true strength in this string is when the opponent is conditioned to fear the last hit. From there, not finishing the last hit can lead to mix ups and block string pressure.

df2 M i13 -6

- Bryan's fastest mid poke. Used like a generic df+1 but worse frames on block. Df+2,1 is the mid,high extension and safe but the high is duckable. Df+2,3 is the mid, mid "mixup" and is -13 on block. Some characters cannot punish df+2,3 due to pushback.

1+2 M i17 -7

- Mid, homing move. Can float for a combo conversion.

qcb4 M i17 -12

- Launching mid that hits grounded opponents. The mixup with qcb3.

Bryan Fury Combos



IMPORTANT COMBOS	
f,b+2	f+1+2 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
ws+2:2	b+2,1,4 T! ▶ b+3~F 4,1,2
f+4,1 ws+1 u+4 qcb+4	1+2,1 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
df+3 LOW PARRY	1+2,1 ▶ 1 ▶ b+2,1~F 2,4

CH f+3	(SSR) 1+2,1 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
CH b+1 CH 3+4 CH (df+2),3	uf+3 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
CH (1,2),1 CH ws+3	db+2 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
CH ws+3,4	1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
CH qcb+1	1+2,1 ▶ 1 ▶ b+2,1~F 2,4

heat dash f,f+2~F heat dash qcf+1+2~F heat dash sidestep 2,1~F	1+2,1 ▶ 1 ▶ b+2,1~F 2,4 T! ▶ qcf+2,1
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WALL COMBOS	
GENERAL	df+2,1 ▶ uf+2,2,2,3 b+3~f+3,4 (delay last hit)
WITH TORNADO	uf+3+4 ▶ df+2,1 ▶ uf+2,2,2,3 ...

COMBO ENDERS			
FOR DMG			
WALL CARRY		qcf+2,1	db+2
WALL BREAK	db+1+2		
FLOOR BREAK	b+2~f+2,2		

u4 - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 68 *dmg*
 qcb4 - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 71 *dmg*
 f4,1 - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 68 *dmg*
 ws1 - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 68 *dmg*
 b1 **CH** - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 73 *dmg*
 f3 **CH** - 1+2,1 - 1 - b2,1,4 - RUN - b3~f2,2 || 89 *dmg*

df3 - uf3 - 1+2,1 - 1 - b3~f2,2 || 58 *dmg*

low parry - 1+2,1 - 2 - b3~f4,1,2 || 36 *dmg*

fb2 - f1+2 - 1 - b2,1,4 - RUN - b3~f2,2 || 68 *dmg*

3+4 **CH** - dash - db2 - 2 - b2,1,4 - RUN - b3~f2,2 ||
69 *dmg*

ws2f2 or ws2b2 - 1+2,1 - d3+4,2 - dash - d3,2 || 74
dmg

^side switches after launch

W! - d3+4,2 - b3~f1+2 || 81 *base dmg*
 W! - uf3+4 - 1+2,1 - uf2,2,2,3 || 83 *base dmg* + *SKE*
 post T! W! - b3~f3,4 || 50 *base dmg*

□ Claudio Serafino



- Origin: Italy
- Age: Unknown
- Weight: 80 kg (176 lbs)
- Height: 180 cm (5' 11")
- Likes: The Archers of Sirius
- Dislikes: The Mishima Zaibatsu, Demons
- Fighting Style: Sirius Exorcist Arts
- Debut: Tekken 7
- Availability: Base Game



Gameplan

Claudio utilizes his unique Sirius abilities for a well-rounded fighting style. He excels at mid-range combat, with strong whiff punishment and approach tools. A key mechanic is his Starburst power-up, granting enhanced special moves on hit. Offensively, Claudio has great counter-hit potential and Starburst pressure. He has strong tracking to deter sidestepping. His hopkick is among the best in the game - evasive with deceptive range. Defensively, he has evasive moves to avoid highs and a Power Crush mid-attack. His sidestep game is also excellent. However, Claudio has some flaws. His low attacks can be risky or lack reward. His wall game, grabs, block punishment, and okizeme are also limited. And with the smallest movelist in the game, he requires creativity. In summary, Claudio blends range, evasion, and Sirius abilities into a well-rounded fighting style, excelling at mid-range and having solid offense and defense. But mediocre lows and a limited movelist balance out his strengths. He rewards fundamentally strong play with his unique moveset.

Pros: Strong hopkick Amazing wall game One of the best homings Suffocating approach Low heat smash

Cons: Limited poking games Bad lows outside of SS4

Recommended for players who like: Unique install characters Sticky offense style.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 2,1,2 | 3,2 | b4,2 | uf2 | WR2
- Heat Smash: 2+3 during Heat
- Starburst (STB): “Charge” on right arm, received from certain moves
- cc: crouch cancel, u or manually wait to exit crouch (strict timing)
- (*) indicates Starburst is activated.
- (): signifies block or whiff

Top Moves

f3 H i18 +0

- Good range, safe, homing, wall splat, low crush, and screws. Only downside is the startup and it's high, so there's a risk.

uf4 M i15 -13

- Everything you want out of a hopkick. Primary whiff punisher. Goes under highs, lows and occasionally mids.

STB f1+2,1+2 M,M i16 -9

- Pretty much the best use for STB. Safe mid launcher. Excellent range and can punish deathfist and hei ff+2. Another good whiff punisher.

SS4 L i21 -12

- One of his primary low pokes. Has deceptive range. +3 on hit. Mixup with sidestep into mids.

b3 M i13 -4

- Fastest mid poke he's got. Just something you have to use. Has a followup via b3,3+4 which is unsafe.

df2 M i14 -13

- CH launching mid. Similar to Kaz's df+2, but more unsafe and linear. Still usable.

4,3 H,H i12 +0

- If you want to CH someone up close then this is what you press. No longer combos in Tekken 8, but still useful.

WR2 H i13~16 +6

- Superman punch. Good frames on block and gets you in, but it's a high so don't be predictable with it. Learn your iWR. Puts him into STB if it hits too.

uf3 M i23 +2

- This move and f+4 mostly function the same. f4 has 2 more frames of advantage but slightly more pushback (and a KND on CH). Other than those differences they are the goto plus on block mids.

db3 L i24 -15

- Much slower and riskier compared to his other lows, but gives a combo on CH.

b1 M i18 -5

- Wallsplating homing mid tool. Great animation and frame data as Claudio steps forward and back.

b4.2 M,M i17 -11

- NCc knD/wallsplating tool. Complementary to b+1 but also grants STB on hit.

d1.2 M,M i17 -9

- Good damage out of STB. Amazing hitbox and NC. Can't go wrong with safe mids.

d3 L i16 -17

- Long range low poke, hard to punish on shallow blocks which can create whiff opportunities.

uf2 M i21 -8

- Safe advancing, airborne mid.

Claudio Serafino Combos



IMPORTANT COMBOS	
uf+4 df+1,2	b+2 T! ▶ f,f+4 ▶ b+3 ▶ f+2 ▶ b+4,2
alternative	f,f+4 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 T! ▶ f,f,f+2
ws+2	b+3 ▶ b+3 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 ▶ f,f,f+2
f+3+4	db+1+2 T! ▶ f,f+4 ▶ b+3 ▶ f+2 ▶ b+4,2
STB f+1+2,1+2	f,f+4 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 T! ▶ f,f,f+2
LOW PARRY	f,f+4 ▶ b+3 ▶ f+2 ▶ b+4,2

CH df+2	f,f+4 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 T! ▶ f,f,f+2
CH db+3	ws+3 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 ▶ f,f,f+2
CH b+4,4	b+2 T! ▶ f,f+4 ▶ b+3 ▶ f+2 ▶ b+4,2
CH db+1+2	f,f+4 ▶ b+3 ▶ f+2 ▶ f+2 ▶ b+4,2

heat dash b+4,2~F heat dash f,f,f+2~F	b+2 T! ▶ f,f+4 ▶ b+3 ▶ f+2 ▶ b+4,2
heat dash uf+2~F heat dash (2,1),2~F	f,f+4 ▶ b+3 ▶ uf+3+4 ▶ db+1+2 T! ▶ f,f,f+2

WALL COMBOS	
GENERAL	df+3,2 ▶ d+1+2 STB b+4,3,2
WITH TORNADO	db+1+2 T! ▶ df+3,2 ▶ d+1+2

COMBO ENDERS			
FOR DMG	f,f,f+2	f,f+2,1+2	
WALL CARRY	b+4,4	uf+3+4	
WALL BREAK	wr+2		
FLOOR BREAK			

uf4 - ff4 - b3 - b3 - d1,2 - WR2* || 59 *dmg*
df1,2 - ff4 - b3 - b3 - d1,2 - WR2* || 71 *dmg*
df2 **CH** - ff4 - b3 - b3 - d1,2 - WR2* || 68 *dmg*
b4 **CH**,4 - ff4 - b3 - b3 - d1,2 - WR2* || 74 *dmg*
^ff4 has to come out fast to land

db3 **CH** - ws1 - b3 - b3 - d1,2 - WR2* || 67 *dmg*

ws2* - b3 - b3 - b3 - d1,2 - WR2* || 63 *dmg*

Opt for +1 damage but no STB gain: replace
WR2 with b4,3,2

db1+2 **CH** - ff4 - b3 - f2 - b4,2* || 57 *dmg*
low parry - ff4 - b3 - f2 - b4,2* || 33 *dmg*

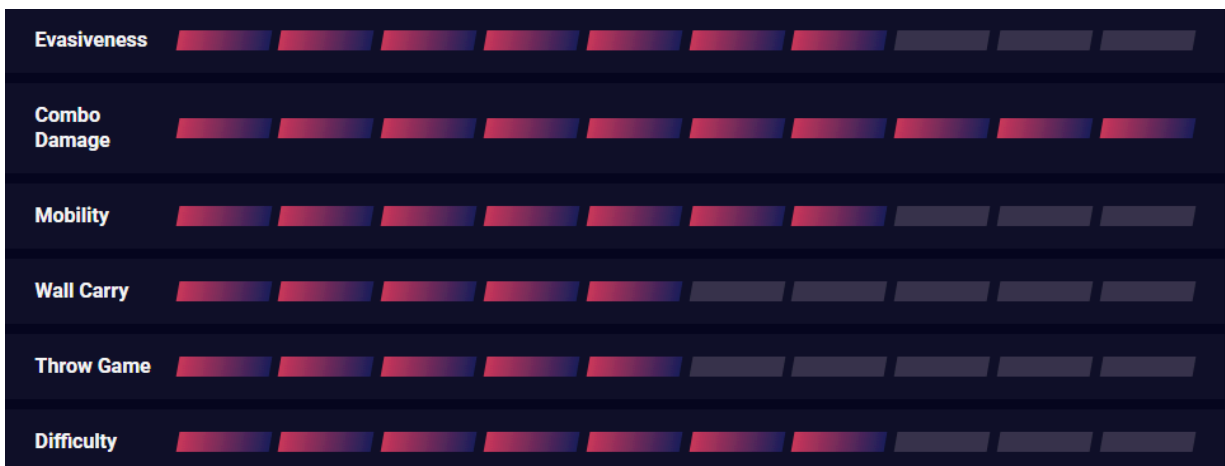
Opt for +4 damage but no STB gain: replace b4,2
with b4,3,2

W! db1+2 - df3,2 - d1+2 || 70 *base dmg*
post T! W! df3,2 - d1+2 || 50 *base dmg*

➤ Devil Jin



- Origin: Unknown
- Age: Infinite
- Weight: Unknown
- Height: Unknown
- Likes: Power, Destruction, Devil Gene, Eating people
- Dislikes: Failure, Losing, Interferences, Anything living
- Fighting Style: Advanced Mishima Style Fighting Karate combined with Kazama Style Traditional Martial Arts
- Debut: Tekken 3 (cameo), Tekken 5 (playable)
- Availability: Base Game



Gameplan

Devil Jin's fighting style shares many similarities with Jin and other so-called Mishimas in general while being much more well-rounded and versatile. He has a lot of great pressure tools and punishing moves, excelling in playing from opponent's mistakes.

Pros: Insane space control with EWGF and Heat. Great mobility with wavedash Powerful mixups Strong punishment High damage output

Cons: Generics are a bit on the poor side.

Recommended for players who like: Execution based characters Chars with mobility Edge

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: b2,3 | b3 | uf4 | ff2 | MOC 2,2
- Heat Smash: 2+3 during Heat
- cd: f,n,d,df
- WGF: f,n,d,df+2
- EWGF: f,n,d,df+2 (just-frame)
- MOC: f3 or entered automatically from certain moves
- iws: instant while standing, can shortcut this as d,db,n or d,df,n
- ^df shortcut doesn't work after a dash for DJ because of crouch dash
- (): signifies move is whiffed or blocked

Top Moves

fn,d,df2 (EWGF) H i14~15 +5

- No doubt the best launcher in the game, also one of the fastest. +5block. Great tool to use for pressure and in combos too.

1,1,2 H,H,M i10 +1,-1,-17

- Mishima staple. One of the best 10f punishers in the game. Kknocks down for good Wavedash mix-up, 1,1 is -1 on block, 2 is hit confirmable with practice.

df1,2 M,M i13 -6,-9

- A 13f mid, mid safe string which sets up the base for his poking game. Not a NC but Delaying ability on 2nd hit helps a lot in pressuring. NCc.

df2 M i15 -9

- A 15f safe mid which launches on CH, 15 Damage. One of the 2 primary CH fishing tool for DVJ because of its mentioned properties and decent range.

db2 L i22 -13

- Strong low poke with good high crush potential. Leaves both you and your opponent crouching on hit but since it gives +3 frames on hit, it's a very good move to go for because you can do ws-moves like ws4, ws1,2 or a throw after it without getting interrupted.

b1,2 H,M i12 -6,-14

- 12f Punisher with great range. Punishes get up kicks with ease and a must for punishing at wall because it wall splats. 2nd hit can be cancelled by holding 'b' which can be used to play scary mind games.

b4 M i17~18 -8

- Safe mid that is +6 on NH and nets full combo on CH. Can be easily done from a Wavedash which in turn scares those interrupting the WD. It also hits grounded thus making his ground game atrocious.

ws2 M i15 -12

- A Mid that screws on NH as well as in a combo, 20 damage. Duck highs in a string and hit WS2 to ensure a screw, 15f fast thus his WS punisher too. Learn this from a Wavedash and be the master of his Wavedash mix-up.

uf4 M i18 -8

- Good low crushing mid poke. +11 on hit. Can be done from a Wavedash for mix-up.

ff2 m i15 -8

- Quick powerful mid that knocks down on hit and pushes back on block which in turn makes it impossible to punish in the open. Can be done from a Wavedash for mix-up at wake. Great move when fishing for wall splats. Does chip damage on block.

b,f2,1,2 M,M i15~16 -9,-10,-8

- High damage 3 hit string, 1st and 2nd hit are delayable NC mid pokes and the threat of the string's delayable third hit makes opponents reluctant to punish it on block (use carefully in the open because 3rd hit can be Side stepped to left) b,f+2>1>2 (48 Damage) works great for wall pressure, you can delay all the hits which helps in fooling the opponent, it can also be used as a wall ender. b,f2,1,df2 serves great as a wall carrier as it Tornados in combos.

cd3 M i26~28 -8

- A Safe mid launcher that hits grounded. Wavedash into it works great for Oki after 1,1,2 and other knd moves. Deal chip damage on block.

WR3 OR cd~uf3 M i25~ +6

- Slash kick with low crush property and heavy advantage on block. This move can be easily executed from CD thus can be executed from point blank range. Devil Jin can also do this move from his Wavedash.

cd4,1+2 L,s.M 19~ -23

- Also known as Hellsweep, 10 Damage. Scariest low in the game which trips on NH for a Juggle. Its Unseeability leads to opponents ducking in fear and eating his mids thus vital for his Wavedash Mix-up.

WS1,2 M,M i13 -6,

- 13f mid,mid safe string that is a NC and can be delayed as well as hit confirmed. Good 13f while standing punisher.

Devil Jin Combos



IMPORTANT COMBOS	
EWGF	u+1+2 ▶ uf+1 ▶ MCR 3 T! ▶ uf+1 ▶ MCR 4,2,1+2
alternative	EWGF ▶ b+2,1 T! ▶ uf+1 ▶ MCR 4,2,1+2
ws+2	(dash closer) u+1+2 ▶ 3,1 ▶ b,f+2,1,2
d+3+4	3,1,2 T! ▶ uf+1 ▶ MCR 4,2,1+2
f,n,d,df+3	1+4,2 T! ▶ uf+1 ▶ MCR 4,2,1+2
f,n,d,df+4,1+2	uf+1 ▶ MCR 4,2,1+2
FLY 1	f+3 ▶ MCR 4,2,1+2
u+4	FLY 1 ▶ b+2,1 T! ▶ uf+1 ▶ MCR 4,2,1+2
sidestep 2	u+1+2 ▶ uf+1 ▶ MCR 3 T! ▶ uf+1 ▶ MCR 4,2,1+2
LOW PARRY	3,1 ▶ b,f+2,1,2

CH b+4	df+3,2,4 T! ▶ uf+1 ▶ MCR 4,2,1+2
CH f,f+4	
CH (f+2),4	
CH uf+3	1+4,2 T! ▶ uf+1 ▶ MCR 4,2,1+2
CH MCR 3	(dash closer) u+1+2 ▶ 3,1 ▶ b,f+2,1,2

during heat uf+4~F	df+3,2,4 T! ▶ uf+1 ▶ MCR 4,2,1+2
during heat f,f+2~F	
during heat b+2,3~F	
during heat MCR 2,2~F	uf+1 ▶ MCR 4,2,1+2
during heat [4~3],1+2	
during heat f,n,d,df+1+2,1+2	f+3 ▶ MCR 4,2,1+2

WALL COMBOS	
GENERAL	b,f+2,1,2 (delay last hit)
	b,f+1+2,2
WITH TORNADO	b,f+2,1,df+2 T! ▶ b,f+1+2,2

COMBO ENDERS			
FOR DMG	MCR 4,2,1+2		
WALL CARRY	b,f+2,1,df+2	df+3,2,4	d+3+4
WALL BREAK			
FLOOR BREAK	MCR 2,2		

EWGF - EWGF - b2,1 - uf1:4,2,1+2 || 74 dmg
EWGF - u1+2 - micro dash - b2,1 - uf1:4,2,1+2 || 76 dmg

u4~U1 - b2,1 - uf1:4,2,1+2 || 71 dmg
^can also be accessed via df3,2,4U

d3+4 - df3,2,4 - uf1:4,2,1+2 || 68 dmg
b4 **CH** - df3,2,4 - uf1:4,2,1+2 || 67 dmg
ff4 **CH** - df3,2,4 - uf1:4,2,1+2 || 69 dmg
(f2),4 **CH** - df3,2,4 - uf1:4,2,1+2 || 63 dmg

ss2 - u1+2 - dash - 3,1 - df3,2,4 - cd1~UF || 80 dmg

cd3 - 1+4 - 2 - df3,2,4 - cd1~UF || 58 dmg

low parry - dash - iws1,1:4,2,1+2 || 33 dmg
cd4,1+2 - dash - iws1,1:4,2,1+2 || 53 dmg

ws2 - dash - wait - u1+2 - 3,1 - b,f2,1,2 || 63 dmg
^wait for opponent to bounce before landing u1+2

W! - iws2 - b,f2,1,2 || 68 base dmg
post T! W! - b,f2,1,2 || 48 base dmg

Any EWGF can be replaced by WGF, but the combo will be less consistent and less dmg.

□ Feng Wei



- Origin: China
- Age: 27
- Weight: 83 kg
- Height: 190 cm
- Likes: Strong opponents, ultimate strength
- Dislikes: Weak people, Lei Wulong, Heihachi Mishima, Leroy Smith
- Fighting Style: "God Fist" Style Chinese Kenpo, Taijiquan
- Debut: Tekken 5
- Availability: Base Roster



Gameplan

Feng is a fairly defensive character that has quite good poking tools and is able to control the pace of the game and the neutral space quite well. He's lacking in some punishment options and his sidestep game is not very good, but the sheer versatility of his moveset helps him shrug off any pressure his opponents try to mount.

Pros: Amazing approach with snake dash Great selection of lows Hard to pressure due to evasion/sabakis.

Cons: Struggles with off axis combos Lackluster CH game

Recommended for players who like: Well rounded playstyles Variety of moves to use
Strong turn stealing tools

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f1+2 | b1+2 | ff2 | BT 2 | KNP 2
- Heat Smash: 2+3 during Heat
- qcf: d,df,f
- KNP: b3+4
- STC: f3+4
- cc: crouch cancel (u or wait for stand)
- (): signifies the move must whiff or be blocked

Top Moves

1,1 H,M i10 -11

- 2nd hit gives full combo on CH. Unsafe, but since it's the startup for his 10-hit it can be mixed up with f1,1,2,1 to catch ppl pressing buttons after the 1,1.

b4 M i12~13 -9

- Mid, safe, fast, practically tracks 180. Only downside is the range.

db3 L i16~17 -15

- Super good low, great range and tracks at the tip. More damage on CH.

d2 L i20~21 -12

- Another great low. -1 on hit now.

qcf1 L i22(24) -14

- Great crushing properties, even goes under certain mids. Buffed damage and frame advantage in T7, now +2 on hit. Can't be low parried. Launches on CH.

b1+2 M i13 -19

- His main whiff punishment tool, a fast mid shoulder that KNDs and wallsplats. Death on block.

df2,2 M,M i20 -6

- Safe mid,mid string that KNDs and wallsplats. It is a bit slow, but it's one of his most damaging wall splat moves.

qcf1+2 M i16 +0

- Good pressure tool, however nerfed to +0 in Tekken 8. On CH gives guaranteed d+3+4.

WS1 M i13 -3

- Fast mid, tracks slightly to his left. Best utilized if done from snakedash (d, df~n+1). Good for approaching in the neutral game.

df3 M i18 -7

- Launches on NH, mid, safe and fairly quick. Can be utilized with SS+4 for launching SS mixups, but range is short.

b1 H i10 -12

- Gives guaranteed dash up b+1+2 on CH for big damage. Difficult to punish because of how fast it is.

uf2 M i18 -10

- Evasive mid that tracks to his left (their right). Practically safe because of pushback. Be careful that you don't become predictable when using it, as it can easily be sidestepped to your right (their left). Also has no range so a single backdash will lead to you eating a launcher.

df1 M i14 0

- Tracks slightly to his left. Not as fast as a lot of other df+1s, but in return it's 0 on block. Now gives a techable stun on CH.

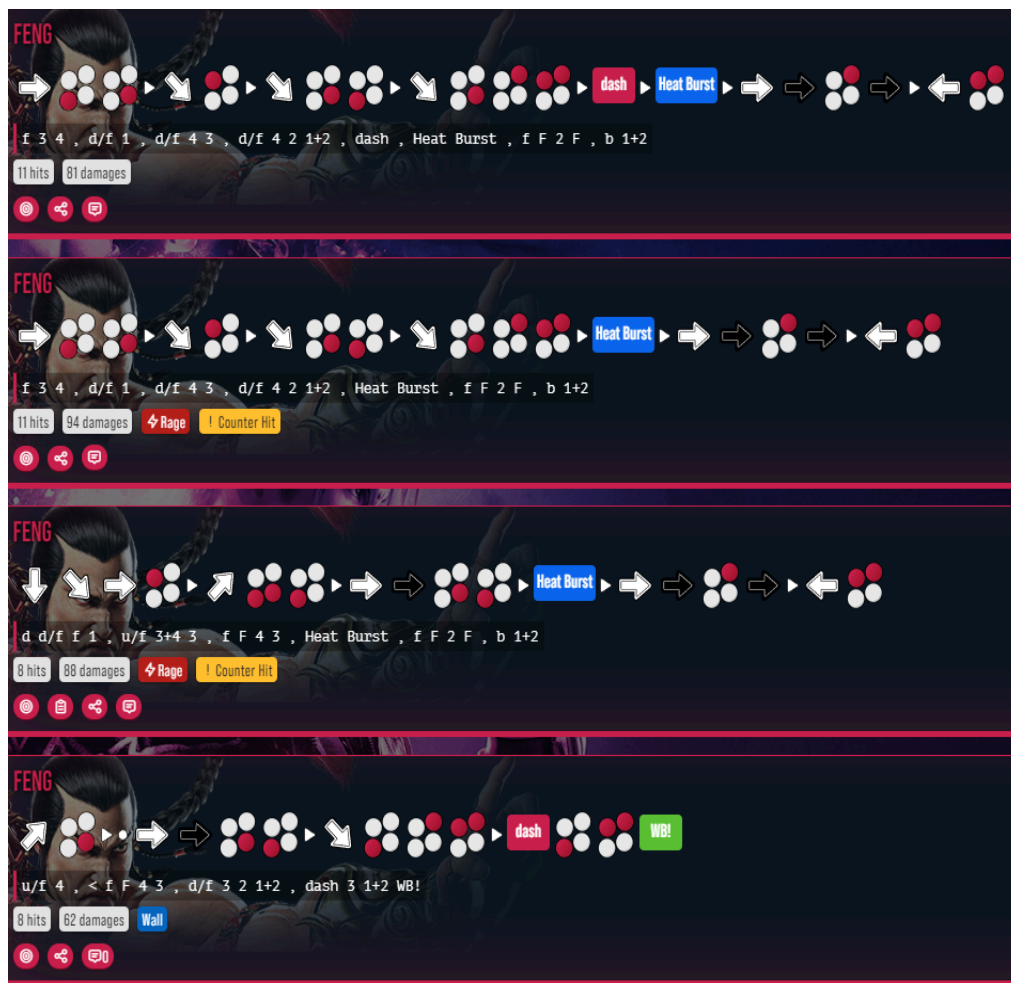
SS4 L i21 -31

- An unseeable sweep that gives full combo on clean hit (not at tip range). Tracks and high crushes. Massively unsafe, so don't get predictable with it. Use with SS 1+2, (ss) df+3 for SS mixups.

db1,4 M,H i16 -12,-2

- Fast, high evading mid with several follow ups. Wallsplats, KNDs and tailspins should catch a float with it. The second hit doesn't jail though, but can be mixed up with db+1,2 which is mid,mid (and -11 on block).

Feng Wei Combos



IMPORTANT COMBOS	
uf+4 ws+3 f+3,4	df+4,3 ▶ df+4,2,1+2 T! ▶ uf+3 ▶ 3,1+2
against Kuma/Panda	df+4,3 ▶ df+4,2,1+2 T! ▶ uf+3 ▶ f+3,4
f+4,2	(sidestep left) b+3 ▶ 1 ▶ b+3 ▶ b+1+2
qcf+2 FC df+2	b+3 ▶ 2 ▶ df+4,2,1+2 T! ▶ uf+3 ▶ 3,1+2
df+3 db+4 BKP 3 sidestep 4 LOW PARRY	uf+3 ▶ b+3 ▶ 1 ▶ b+3 ▶ b+1+2

CH (1),1 CH qcf+1	b+3 ▶ 2 ▶ df+4,2,1+2 T! ▶ uf+3 ▶ 3,1+2
CH b,f+1	df+3 T! ▶ f,f+4,3 (delay last hit) ▶ b+1+2
CH ws+2	uf+3 ▶ b+3 ▶ 1 ▶ b+3 ▶ b+1+2

heat dash f,f+2~F heat dash BT 2~F heat dash BKP 2~F	f,f+4,3 (delay last hit) ▶ df+4,2,1+2 T! ▶ uf+3 ▶ 3,1+2
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WALL COMBOS	
GENERAL	1,3 ▶ b+1+2 f+3,2 ▶ b+1+2
WITH TORNADO	df+3 ▶ f+3,2 ▶ b+1+2 f+4,2 ▶ sidestep 1+2 ▶ b+1+2

COMBO ENDERS			
FOR DMG	3,1+2		
WALL CARRY	f+3,4	df+4,3	f+4,2
WALL BREAK	b+1+2	df+2,2	
FLOOR BREAK	f,f+3		

uf4 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 60 *dmg*
ws3 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 62 *dmg*
qcf2 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 72 *dmg*
f3,4 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 72 *dmg*
ff4,3 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 72 *dmg*
(ff4),3 - df4,3 - df4,2,1+2 - dash - 3,1+2 || 68 *dmg*

ff4 - df4,3 - 1 - f4,2 - RUN - 3,1+2 || 62 *dmg*
(1),1 **CH** - df4,3 - 1 - f4,2 - RUN - 3,1+2 || 72 *dmg*

df3 - b3 - 2 - f3,4 - b1+2 || 56 *dmg*
ss4 (clean hit) - b3 - 2 - f3,4 - b1+2 || 55 *dmg*
KNP 3 - b3 - 2 - f3,4 - b1+2 || 55 *dmg*
low parry - b3 - 2 - f3,4 - b1+2 || 35 *dmg*

db4 - dash - b3 - 2 - f3,4 - b1+2 || 58 *dmg*

qcf1 **CH** - b3 - 2 - df4,2,1+2 - dash - 3,1+2 || 72 *dmg*

[3,1+2] ender is more consistent after the person
bounces from the ground

W! - f4,2 - 3,1+2 || 80 *base dmg*
post T! W! - 3,3,4 || 56 *base dmg*

□ Hwoarang



- Origin: South Korea
- Age: 22
- Weight: 80kg
- Height: 184cm
- Likes: Rock music, Street fighting, Arguing, His master, Fighting Jin Kazama
- Dislikes: Mishima Style Fighting Karate, Jin Kazama's devil form, Ogre
- Fighting Style: Taekwondo
- Debut: Tekken 3
- Availability: Base Game



Gameplan

Being a Taekwondo student, Hwoarang's arsenal is full of powerful kicks and pokes. Due to multiple combat stances available to him, Hwoarang's move list is massive, full of excellent offensive options to apply constant pressure on the opponent. Hwoarang also has a decent amount of throwing techniques despite not being a grappler, which only extends his offensive capabilities. His game plan revolves around being on the offensive as much as possible due to quite poor defensive performance.

Pros: Obscene rushdown High damage output One of the best whiff punishers

Cons: Poor crushing Poor keepout

Recommended for players who like: Pure rushdown characters Flexible and creative offense

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: df3+4 | ff4 | RFF df3 | LFS f3 | RFS b3
- Heat Smash: 2+3 during Heat
- JFSR: f,n,df+4 (launch-punishable if not just-frame)
- LFF: default stance, or 3+4 from RFF
- LFS: left flamingo stance, entered automatically from moves
- RFF: right foot forward, or 3+4 from LFF
- RFS: right flamingo stance, entered automatically from moves
- switch: 3+4 (LFF -> RFF, LFS -> RFS, vice versa)
- (): indicates a move is whiffed or blocked
- The foot being raised is the name of the flamingo stance; i.e. left foot raised = LFS

Top Moves

1,2,3 or 1,2,4 H,H i10 +3

- Your generic 1,2 jabs but with Hwoarang you can go into your left/right flamingo stance depending on what you end your string and start your mixup.

4,3 H,M i11 -6

- Good NC punisher that you can cancel the second hit to go into LFS if you want to sacrifice damage for a higher reward from a mixup.

df2 M i15 -7

- A launcher with decent range but doesn't launch crouchers.

uf3+4 M,H i14 -10

- Hwoarang hops and does two kicks in the air but be careful not to do it from far since the first hit doesn't have a lot of range and the second hit is high so it can get ducked and punished.

b+3 M i16~i17 -19~-18

- Mid launcher with a long range, mostly used for whiff punishing so should be used with consideration. More range in S3.

ws4,4 M,M i11 -4~-5

- Your go-to while standing punisher, this move gets you a good advantage on hit and puts you in RFF which has some of your best moves.

f,N,df4 (JFSR) M i16(i18) -8

- This is your best launcher since it launches your opponent really high in the air to have time to land RFF 3~4 which leads to really high damage and really good corner carry. It's also safe now, same as in Tekken 7 season 3.

df4 M i16 -8

- A good get off me move to use when you feel like you're pressured since Hwoarang doesn't have any keep out tools.

RFF 3~4 (Power crush) H i27~i28 +4

- This is always a great move to use after JFSR, it carries the risk of getting ducked and punished since it has a lot of start up.

db3 L i19 -13

- Decent high crushing low poke that leaves you neutral on hit.

d3,4 L,H i17 +8~+10

- One of Hwoarang's best pokes, it's a NC but don't use it too much since the second hit is a high and it can be ducked and punished.

b1 M i15 -14

- Built-in sidestep, quite evasive panic tool.

df3,4 M,H i14 -14

- Good NC armor move that does decent damage. Now in Season 2 can be canceled via d/f+3,f into LFS, giving an armored way to enter LFS. Lots of potential.

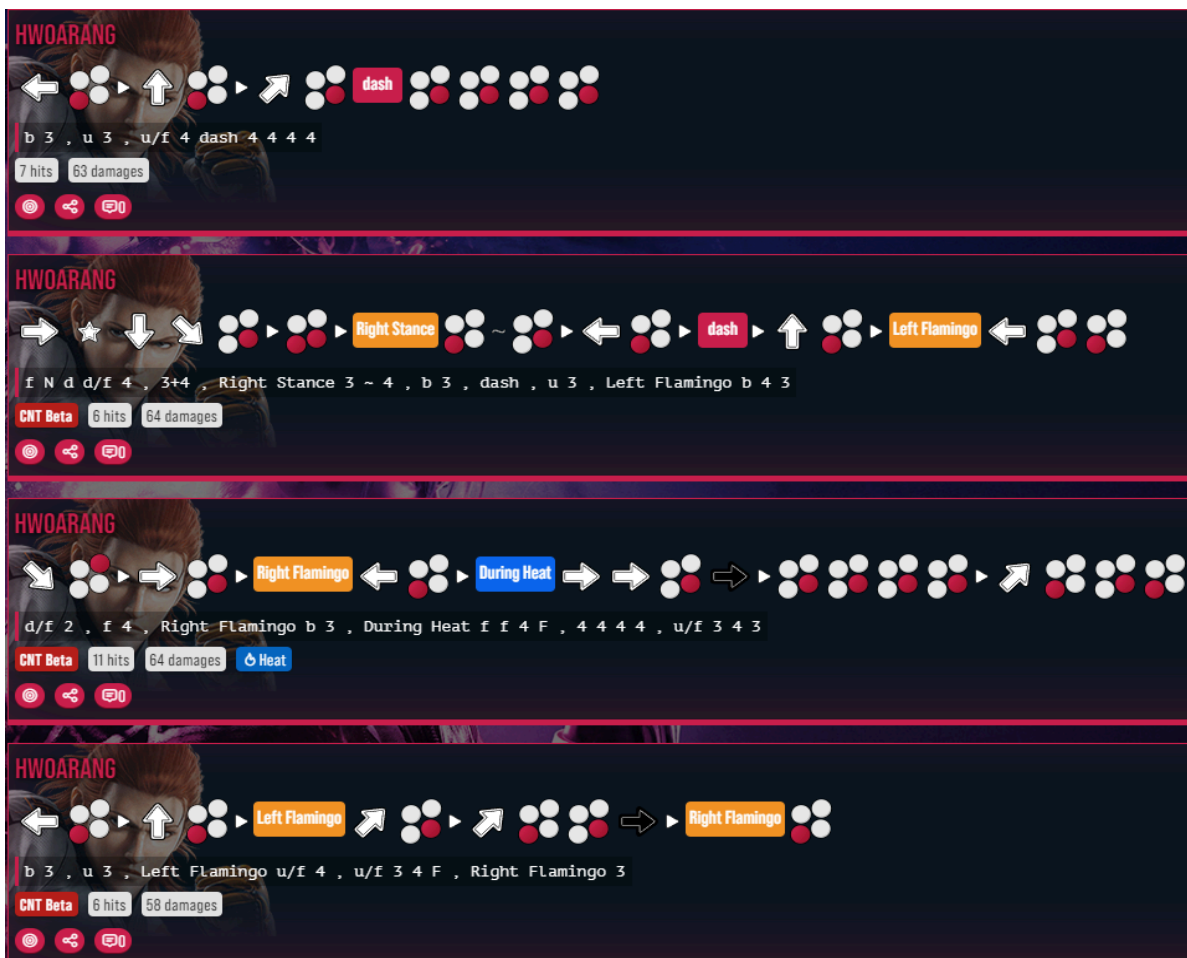
LFF f,F+3 M i22~i24 +4~+6

- Good oki tool since it hits grounded opponents and puts you in RFF.

LFS f+3 M i19 +4

- Fast mid kick that is safe and has a lot of range because Hwoarang moves slightly forward and fully extends his leg and is really hard to step

Hwoarang Combos



b3 - f4~b3 - RUN - 4,4,4,4 - dash - df3,4 || 69 dmg
df2 - f4~b3 - RUN - 4,4,4,4 - dash - df3,4 || 65 dmg
LFS uf4 - f4~b3 - RUN - 4,4,4,4 - dash - df3,4 || 72 dmg
^4,4,4,4 window is tight or will whiff when offset to the right

d4 **CH**,4 - dash - u3 - LFS 2 - RFF 3,4~b4 || 69 dmg
d4 **CH**,4 - dash - u3 - LFS 1 - u3 - LFS uf3+4~F - LFS uf3+4~F - LFS f3 || 76 dmg

ws2,3 - forward - 2 - RFF 3,4~b4 || 40 dmg
ws2,3 - (LFS 1) - u3 - LFS 1 - u3 - LFS uf3+4~F - LFS uf3+4~F - LFS f3 || 55 dmg

RFS uf4 - RFF f3~uf4 - dash - 4,4,4,4 || 63 dmg
RFS uf4 - RFF f3,1 - u3 - uf3+4~F - LFS uf4 - dash - df3,4 || 67 dmg

RFF f4~4 - RFF u3~uf4 - 4,4,4,4 || 66 dmg
RFF f4~4 - RFF 3,4~b3 - dash - b3 - switch - RFF f3 - LFS uf3,4,3 || 68 dmg

JFSR - switch - RFF 3~4 - dash - 4,4,4,4 - dash - df3,4 || 68 dmg
JFSR - switch - RFF 3~4 - dash - 4,4,4,4 - dash - switch - RFF f3 - LFS uf3,4,3 ||
77 dmg

b4 **CH** - RFF f3~uf4 - dash - 4,4,4,4 || 63 dmg

RFF b3 **CH** - d4,4 - dash - 4,4,4,4 || 54 dmg
RFF b3 **CH** - ssl - db4~f - RFS 1 - uf3+4~F - LFS uf4 - df3,4 || 57 dmg

ss4 **CH** - d4,4 - dash - 4,4,4,4 || 55 dmg
ss4 **CH** - dash - RFF 3,4 - 3~4 - uf3+4~F - LFS uf4 - dash - df3,4 || 68 dmg

low parry - u3 - LFS 2 - RFF f3 - LFS uf3,4,3 || 44 dmg
low parry - u3 - LFS 2 - RFF f3 - LFS uf3+4~F - LFS uf3+4~F - LFS f3 || 48 dmg

W! - b3 - f4~d4,3 || 65 base dmg
post T! W! - f4~d4,3 || 48 base dmg

□ Jack-8



- Origin: Unknown
- Age: Unknown
- Weight: 400 kg (882 lbs)
- Height: 225 cm (7'4")
- Likes: Jane, Dr. Bosconovitch, Akihabara Parts Center, G-Corporation
- Dislikes: Scrap-metal factories
- Fighting Style: SHEER FORCE
- Debut: Tekken-8, earlier versions appear since Tekken
- Availability: Base game



Gameplan

Jack-8 is a big, strong monster. Its strikes are powerful and deal great damage, but in return, Jack-8 might not seem very agile while also not having variable moves. So, for players, it is important to maintain great timing and be very efficient with the tools they are given. His most significant advantage is the ridiculously long range of attacks. That's why, at middle range, he is the deadliest: in close range, he might be a little clunky; at very long range, he is predictable, but between them, the opponent will have great troubles.

Pros: Huge range Good throw game Canned mixups Good space control

Cons: Poor CH game Bad sidestep

Recommended for players who like: Ranged characters Rushdown characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: b2 | b1+2 | GMH 4 | GMH 3+4 | d2+4
- Heat Smash: 2+3 during Heat
- GMH: 3+4 or entered during certain moves
- hcf: b,db,d,df,f
- EMGF: hcf~df+1 or 1+4,df+1 (small window)
- (): indicates move is blocked or whiffed
- *: indicates an input is held

Top Moves

2,1,2 H,M,M i11 +1,-3,-12

- While it's 11f startup, (1 frame slower than most jabs) it's a great jab string that offers some sweet benefits: Jack's long arms, the 1 being mid so the string can't be crouched under and punished, and the last hit offering a great value- Being an optional frame trap that launches and only -12 on block.

db1 L i12 -12

- It's a great and annoying low poke. +1 on hit. Be mindful that it doesn't have a high crush.

df1 M i14 -4

- You need a quick low mid to mix with the quick poke. Like Jack-8's jab's, it's 1 frame slower than its parallels with other characters, but it has great optional frame traps which make the opponent afraid to take turns after blocking df1, allowing Jack to attack again even when on frame disadvantage. What's even nicer is that while many moves in the game only have a single ender as a frame trap, df1 has 2 different frame trap enders, each requiring a different approach to punish. The df1,1 ender is a -11 mid, and df1,2,1,2 is a string of highs. (df1),2,1 is a launcher if it hits (you can pick up with df1 and continue a small juggle) and if you spot a block or a crouch you can mix between doing the last 2 or not, to make it harder for the opponent to punish.

FC db1 L i14 -11

- This is like an improved version of db1. Has slightly better damage, much better frame advantage on hit (+3), crushes high all the way, and safe on block. The downside, besides the slightly shorter range, is that it requires you to condition the opponents to respect you and let you get in and enter a full crouch state right in front of them.

ff1 M i15(16~) -6

- Jack only has 2 great safe mids, df1 and ff1. ff1 is the beefy option, acting like a safe launcher in terms of damage and threat. It gives you a "rush-in" move, and allows to poke from afar. It scares the opponent from reacting to forward dashes, allowing you to start doing dash->fc db1. It also serves as a long range whiff punisher in cases you are hesitant to use ff1+2 (which is unsafe if blocked).

df2 M i15 -14

- Long range mid launcher but unsafe on block. Useful for whiff punishing, and after sidestepping. Jack-8 is weak against sidesteps left up close, and this move is one of his only ways to deter opponent from doing it.

f2 H i10 -12

- Jack's fastest move and a rewarding panic button if it nails a counter hit, allowing you to combo into ff+1 or ff+4 which is a bit more damaging but also a bit harder to connect. Be wary as it's unsafe on block, so keep 2,1 in mind as a safer but less rewarding alternative for a high panic button.

d4 OR FC d4 L i16 -15

- Slowish and weak damage, but decent range and crushes highs. It also has decent tracking.

ws2,1 M,M i14 -7,-14

- As a ws 14 frame punisher, it's a natural combo that knocks down. Jack's low pokes (db1, FC db1, and d4) leave him in crouch state and with frame advantage on hit, so from there his while standing attacks are a good way to continue offense. While ws4 is the fastest, ws2 has better range, but is pretty unsafe on block.

b,db,d,df1 OR df1+4 L i24~25(34~35 if df1+4) -37

- Can be executed faster via the input db,d,df1. A big low sweep that crushes highs, has long range and high damage, but very punishable on block.

ff1+2 M i15(16~) -15

- A very long ranged launcher. You can juggle afterwards with d/f+1,1 4 b+322. Used to punish whiffs from afar, or to block punish specific moves which require a lot of pushback. It's highly unsafe when blocked, so when unsure if it will hit, use ff+1 instead.

ff3 M i26(27~) +4

- Ground hitting mid with frame advantage on block. Good for oki.

ws1 M i15 -13

- While standing launcher. Also good when you want to mix FC db1 with a more rewarding while standing mid compared to ws4 and ws2.

df3,2 OR ws3,2 M,H i16 -9,9

- Natural combo safe wall splat, beware of ducking if they block the first hit.

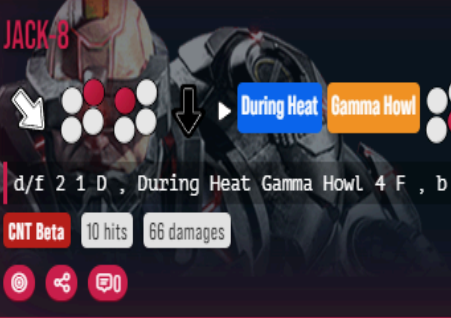
Command throws

db,f1+2 | uf1+2,d,df+2 | df2+4 | df,df2+4 | qcf1 H

- At least one command throw for each break.

Jack-8 Combos

JACK-8



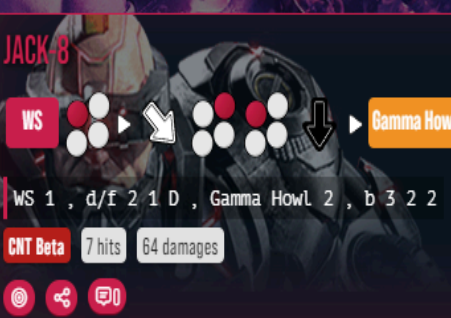
↓ → During Heat Gamma Howl → → ← → → ← ↓ → Gamma Howl

d/f 2 1 D , During Heat Gamma Howl 4 F , b 1 , f 1 2 1 , b 3 2 D , Gamma Howl 4

CNT Beta 10 hits 66 damages

🎯 🔗 💬

JACK-8



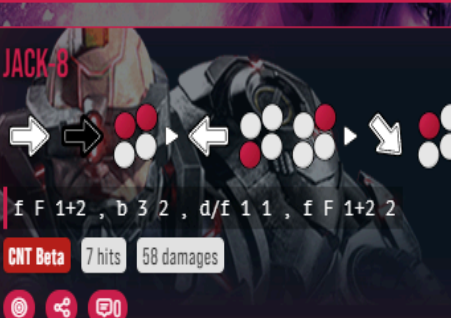
WS → ↓ → Gamma Howl → ←

WS 1 , d/f 2 1 D , Gamma Howl 2 , b 3 2 2

CNT Beta 7 hits 64 damages

🎯 🔗 💬

JACK-8



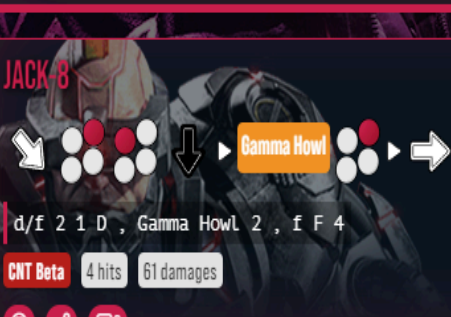
→ → → ← → ↓ → → →

f F 1+2 , b 3 2 , d/f 1 1 , f F 1+2 2

CNT Beta 7 hits 58 damages

🎯 🔗 💬

JACK-8



↓ → Gamma Howl → →

d/f 2 1 D , Gamma Howl 2 , f F 4

CNT Beta 4 hits 61 damages

🎯 🔗 💬

IMPORTANT COMBOS	
ws+1 df+2	f+4 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
df+2,1 (hold)	(run) f+4 ▶ b+1 ▶ f+1,2,1
f,f+2 f,f+2 sidestep 1	b+1 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
f,f+1+2	df+1 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
ws+1+2	2 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
(2,1),2	ws+2 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
df,df+2+4 (throw)	f,f+2 ▶ b+3,2~D GMH f+1 T! ▶ f+1,2,1
1+2	(run) f+4 ▶ b+1 ▶ f+1,2,1
GMH f+1 GMC 1 LOW PARRY	f,f+2 ▶ b+1 ▶ b+3,2~D GMH 4

CH 4	b+3,2~D GMH f+1 T! ▶ b+3,2~D GMH 4
CH (df+1),1	f,f+2 ▶ b+1 ▶ b+3,2~D GMH 4
CH df+1,2,1	df+1 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
CH FC df+2,1,2	ws+2 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
CH (b+1),2 CH (f+3),1+2	f+4 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
CH GMH 3	b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4

heat dash b+2~F heat dash GMH 4~F heat dash GMH 3+4~F	f+4 ▶ b+3,2 ▶ b+3,2~D GMH f+1 T! ▶ f+3~D GMH 4
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WALL COMBOS	
GENERAL	b+3,2~D GMH 2 (on low wallspat) db+1,1,1,2
WITH TORNADO	f,f+4 T! ▶ b+3,2~D GHM 2 df+1,1 T! ▶ f+3~D GMH 2

COMBO ENDERS			
FOR DMG	f+3~D GMH 4		
WALL CARRY	f+3,2	b+3,2	f,f+2
WALL BREAK	b+1+2		
FLOOR BREAK	f,f+1	b+1,2	

df2 - f4 - b3,2 - df1,1 - dash - ff1+2,2 || 61 dmg
ws1 - f4 - b3,2 - df1,1 - dash - ff1+2,2 || 62 dmg

d1+2 - wait - f4 - b3,2 - df1,1 - dash - ff1+2,2 || 76 dmg

df2,1 - micro dash - b3,2 - df1,1 - dash - ff1+2,2 || 63 dmg

ff1+2 - df1 - b3,2 - df1,1 - dash - ff1+2,2 || 62 dmg

df1 **CH**,2,1 - df1 - df1,1 - dash - ff1+2,2 || 55 dmg

(2,1),2 - ws2 - df1,1 - dash - ff1+2,2 || 54 dmg

ff+2 - wait - u1+2 - f4 - df1,1 - dash - ff1+2,2 || 72 dmg

df,df2+4 - b1 - df1,1 - dash - ff1+2,2 || 53 dmg
df,df2+4 - microdash - u1+2 - b1 - df1,1 - dash - ff1+2,2 || 62 dmg
^needs to be blue sparks, otherwise it's df2+4 (does not combo)

EMGF - dash - b1 - b3,2 - b3,2,2 || 72 dmg

df2,1* - dash - b3,2 - b3,2,2 || 73 dmg

1+2 - ff2 - b3,2,2 || 47 dmg

low parry - ff2 - b3,2 - b3,2,2 || 41 dmg

W! - df1,1 - uf1+2 || 65 base dmg
post T! W! - uf1+2 || 33 base dmg

□ Jin Kazama



- Origin: Japan
- Age: 22
- Weight: 87 kg (191 lbs)
- Height: 183 cm (6'0")
- Likes: His mother and her teachings, Xiaoyu, Hwoarang, Flames
- Dislikes: His father, Mishima family, Devil Gene, Ogre, Azazel, His devil form
- Fighting Style: Karate
- Debut: Tekken 3
- Availability: Base game



Gameplan

While Jin might be lacking in attack damage, his versatility and agility compensate for that really well. He can strongly punish his opponents while having lots of evasive maneuvers. Some of his movesets are similar to Devil Jin, so there are plenty of opportunities to find a key to any opponent. That leads, however, to one great downside: Jin is not the character for the beginners.

Pros: Very well rounded playstyle Great mobility due to wavedash Strong keepout game Strong CH game Strong poking game Best parry in the game

Cons: Punishment can be limited in range

Recommended for players who like: Versatile/flexible characters Poking characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1+2 | f3,1 | df4 | ff2 | CDS 2
- Heat Smash: 2+3 during Heat
- CDS: b3+4, f3+4 or transitions from strings
- cd: f,n,d,d/f
- EWHF: f,n,d,d/f+2 (2-frame window)
- WHF: cd2 (usually with entire dash length)
- CDS cancel: hold DF in CDS
- (): parentheses indicates whiff or block

Top Moves

2,1,4 H,M,M i10 0,-3,-9

- A very good blockstring and the backbone of Jin's pressure game. The last 4 being delayable means you can opt to do 2,1 followed by a low, a throw or what have you, and mix it up with the delayed 4 follow up. 2,1 by itself is +6 on hit, allowing for pressure shenanigans.

4 H i13 -9

- One of the fastest homing (sidestep tracking) moves in the game. +10 with the spin effect stun on hit, with W! near a wall. High though, so beware.

ff2 M i14~15 -8

- Fast advancing mid that's safe on block.

db4 L i20 -13

- Bread and butter low poke. +2 on hit lets you continue your pressure game. Decently fast at i20, but no longer combos on CH as of Season 3.

d4 L i16 -12

- Another bnb low. Sneaky fast, high crush, really useful as a round ender. -2 on hit however, be aware.

f3,3 M,H i12 -16,-8

- A mid, high poke with immense stopping power thanks to its speed and pushback. Can be used to get an aggressive opponent off your case, with relative safety in case it is blocked. Has mid extension with f3,1 if they start ducking.

uf2 M i15 -7

- A quick mid poke with a built in sidestep to the left. Can be used to evade and counter some linear moves, or get around to the opponent's side/back in tandem with ssl. +6 on hit, knockdown on CH.

ff3 M i23~25 -4

- The oki option amongst all oki options. Launches on normal hit. Can be used in crouch dash mixup.

f4(~F) M i16~17 -8(-1)

- De facto opener at mid/long range. Safe long range mid, with a ZEN transition that is +9 on hit and -1 on block, allowing you to do ZEN mixups. Can be mixed up with no stance transition that has pushback and leaves you at a range to bait whiff punishes, or stance cancel into block to condition opponents into attacking you so you can respond with an appropriate move. This move and the mixups stemming from it deserve its own section.

CDS 3+4 H i21~27 +9

- Super plus on block CDS move, can continue pressure with f4~F or anything really.

CDS 3 M i17~18 -9

- Safe homing mid from CDS.

cd3 OR ws3 M i16(i19) -9

- A very good safe mid from any of his stances, from crouch dash or from while standing. Homing, around +2 on hit with W! on walls nearby and a launch on counter hit makes it a good move to stop people from doing ss~move shenanigans. Also makes for a good mixup with the low when done from stance.

f.N,d.df2 (EWHF) H i11(i14) +5

- Jin's noflavor of the standard Mishima launcher. Launches on normal hit now, with very damaging combos. Paired with a slightly bigger hitbox, and good sidestep tracking to Jin's otherwise weak side, this is now an indispensable move in Jin's arsenal. Punisher, combo filler, pressure, this move does it all.

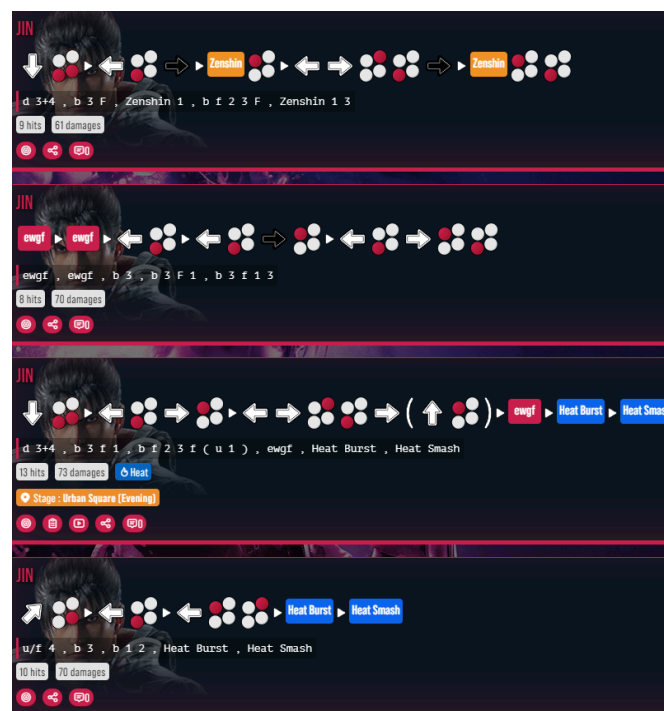
cd1 M i16 (i19) -13

- Mid launcher from crouch dash. Is basically a high-risk alternative to cd+3, with a high launch on hit and -13 on block. Animation-wise it makes for a mixup with cd+4.

cd4.2 L,M i20(i23) -31

Helsweep but slower. Makes for a mixup with cd1 animation wise. Death on block, like hell sweep

Jin Kazama Combos



IMPORTANT COMBOS	
EWHF (f,n,d,df+2)	EWHF ▶ b+3~F ZEN 1 ▶ b+3~F ZEN 1,3
uf+4 d+3+4 ws+2 f,f+3 f,n,d,df+1	b+3~F ZEN 1 ▶ b,f+2,3~F ZEN u+1 T! ▶ b+3~F ZEN 1,3
LOW PARRY	3,1~F ZEN 1 ▶ b+3~F ZEN 1,3

CH f+4 CH uf+3 CH (b,f+2),3	b+3~F ZEN 1 ▶ b,f+2,3~F ZEN u+1 T! ▶ b+3~F ZEN 1,3
CH d+2	EWHF ▶ b+3~F ZEN 1 ▶ b+3~F ZEN 1,3
CH db+2,2	b+3~F ZEN u+1 T! ▶ b+3~F ZEN 1,3

heat dash df+4~F heat dash f,f+2~F	b+3~F ZEN 1 ▶ b,f+2,3~F ZEN u+1 T! ▶ b+3~F ZEN 1,3
during heat db+1+2,1	EWHF ▶ b+3~F ZEN 1 ▶ b+3~F ZEN 1,3
during heat db+1+2,2 during heat db+1+2,3 during heat db+1+2,4	b+3~F ZEN 1 ▶ b,f+2,3~F ZEN u+1 T! ▶ b+3~F ZEN 1,3

WALL COMBOS	
GENERAL	2 ▶ db+2,2,3 b,f+2,1,df+2
WITH TORNADO	ZEN u+1 T! ▶ 2 ▶ db+2,2,3 b+1,2 T! ▶ b,f+2,1,df+2

COMBO ENDERS			
FOR DMG	ZEN 1,3		
WALL CARRY	ZEN 1,2	b+2,1	
WALL BREAK	f,f+2		
FLOOR BREAK	db+2,3	ZEN 4	

uf4 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f, CDS 1,3
|| 65 *dmg*

ws2 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f, CDS
1,3 || 66 *dmg*

ff3 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f, CDS 1,3
|| 72 *dmg*

d3+4 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f, CDS
1,3 || 72 *dmg*

cd1 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f, CDS 1,3
|| 72/74 *dmg*

(b,f2,1),df2 - b3~f, CDS 1 - b,f2,3~f, CDS u1 - dash - b3~f,
CDS 1,3 || 74 *dmg*

low parry - dash - EWHF - b3~f, CDS 1 - b3~f, CDS 1,3 ||
47 *dmg*

EWHF - dash - EWHF - b3~f, CDS 1 - b3~f, CDS 1,3 || 72
dmg

d2 **CH** - dash - EWHF - b3~f, CDS 1 - b3~f, CDS 1,3 || 73
dmg

*^any EWHF can be replaced with WHF for -5 base damage
each*

f4~f **CH** - CDS cancel - ws4 - b,f2,3~f CDS u1 - dash -
b3~f, CDS 1,3 || 70 *dmg*

W! - b1,2 - b,f2,1,2 || 80 *base dmg*
post T! W! - b,f2,1,df2 || 51 *base dmg*

□ Jun Kazama



- Origin: Japan
- Age: 44
- Weight: 57 kg (126 lbs)
- Height: 170 cm (5'7")
- Likes: Her son, Animals, Peace
- Dislikes: Devil Gene, Deception, Ogre, Violence
- Fighting Style: Kazama-Style traditional martial arts
- Debut: Tekken 2
- Availability: Base game



Gameplan

Jun is one of the technical characters who excels at defense and turning opponents' moves against them. She utilizes ki energy to damage her opponents, and her Heat state boosts her attacks

Pros: Amazing poking game Amazing pressure game Best punishment overall One of the best heat systems Strong panic moves, 2nd to Asuka One of the best whiff punishers Extremely high damage output

Cons: Can struggle to make a comeback a bit

Recommended for players who like: Strong poking game Well rounded characters
Punishing opponents mistakes hard.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engager: 1+2 | f2,1+2 | ss4 | IZU 3 | MIA 2
- Heat Smash: 2+3 during Heat
- IZU: u2 or entered automatically through certain moves
- MIA: b1+2 or entered automatically through certain moves
- GEN: f3+4, forward from MIA, or entered automatically through certain moves

Top Moves

f2 M i17 -18

- One of the strongest whiff punishers in the game, also an extremely easy input for what it is, but almost everyone can launch punish it on block, so be careful.

b3 M i16 -19

- Strong keepout move, can be extremely awkward to punish b3 alone, and it gives Jun a combo on normal hit. It has some high crush and low crush frames during the animation. You should be hit confirming b3,2 for the launch as the window is large.

d3+4 L,H i14 -6

- An extremely fast CH launcher which also low crushes very early. One of the best panic moves in the game. Makes the opponent hesitate using lows or pressuring at – frames vs Asuka.

ss4 M i18~20 +6

- Decent speed plus on block mid.

db3 L i18 -12

- Fast, decent ranged low that leaves you +2 on hit.

u2 H i23 +6

- High that leaves you at +6 on block into IZU for funny mixups.

f3,2 M,H i16 -9,+6

- A decent speed mid that goes into u2, see above.

1 H i10 +1

- A jab with tons of follow ups to mess with your opponent. 1,3 for low. 1,1 for mid. 1,2 for high, press u or d for built-in sidestep after 1,2, or continue to 1,2,2 that goes into u2. Unlike Asuka, this jab is +1 on block.

uf3 M i20 -6

- A CH ranged mid launcher that low crushes and has quick recovery. Very good as a keepout tool and interrupt the opponent's approach.

db4 L i22 -11

- A high crushing low that's 0 on hit, good to approach the opponent with and keep the pressure on upclose. Option to go into FC or not afterwards by holding ~d.

f4 H i19 +3

- Plus on block homing high. Really good to shut down people while sidewalking, and to keep the advantage on block if you "guessed wrong" on their stepping.

ff3 M i20 -9

- Homing mid with tons of range, good to keep people in check at a range.
- df1 M i13 -3
- A good mid poke to keep opponents in check, has a safe high extension df1,2 and slightly unsafe mid extension df1,1.
- ws1+2 M i21 -2
- CH launcher from crouching, can be canceled with ~d and is good for closing the gap with the opponent. On CH, she gets an unscaled f2 for a LOT of damage.
- d1+2 M i26 -9
- Hail Mary launcher, high crushes and barely safe on block. You do suffer self damage, but the opponent suffers about the same chip damage on block.

Jun Kazama Combos



IMPORTANT COMBOS	
df+2 ws+3	b+4,2 ▶ df+1 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2
f+2 FC db+1+2 (throw)	4 ▶ b+4,2 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2
df+2,1+2	f+4 ▶ b+4,2 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2
uf+4,3	(hold forward) MIA 4 ▶ b+4,2 ▶ f,f+2~F GEN 2
f+2+3	uf+2 T! ▶ b+4,2 ▶ f+3 ▶ b+2,1~F GEN 2
b+3,2 d+1+2 LOW PARRY	b+4,2 ▶ f+3 ▶ b+2,1~F GEN 2

CH df+4 CH d+3+4 CH ws+1+2 CH (b+4),2	b+4,2 ▶ df+1 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2
CH ws+2	uf+2 T! ▶ b+4,2 ▶ f+3 ▶ b+2,1~F GEN 2
CH FC df+2	ws+3 ▶ b+4,2 ▶ df+1 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2

heat dash f+2,1+2~F heat dash sidestep 4~F	4 ▶ b+4,2 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2
heat dash IZU 3~F heat dash MIA 2~F	b+4,2 ▶ df+1 ▶ f+3,2 IZU 2 T! ▶ b+2,1~F GEN 2

WALL COMBOS	
GENERAL	1+4,2,4
	f+3,2 ▶ IZU f+1+2
WITH TORNADO	uf+4,3~f T! ▶ GEN 4 ▶ 1+2
	uf+2 T! ▶ f+3,2 ▶ IZU f+1+2

COMBO ENDERS			
FOR DMG	GEN 2		
WALL CARRY	f,f+2,3	b+4,2	
WALL BREAK			
FLOOR BREAK			

df2 - b4,2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 67 *dmg*
ws3 - b4,2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 69 *dmg*
d3+4 **CH** - b4,2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 79 *dmg*

df2,1+2 - uf3 - b4,2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 80
dmg

ws3+4 - uf3 - b4,2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 81
dmg

f2 - f4 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 72 *dmg*
IZU 2 - f4 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 76 *dmg*

d2 **CH** - ws2 - f3,2 - IZM 1,1 - dash - ff2~F - GEN 2 || 67 *dmg*

uf4,3 - MIA~F - GEN 4 - b4,2 - ff2~F - GEN 2 || 71 *dmg*

uf3 **CH** - 1+4 - f3,2 - IZM 1,1 - ff2~F - GEN 2 || 63 *dmg*
df4 **CH** - 1+4 - f3,2 - IZM 1,1 - ff2~F - GEN 2 || 69 *dmg*
ws1+2 **CH** - 1+4 - f3,2 - IZM 1,1 - ff2~F - GEN 2 || 67 *dmg*

launchers: d1+2 | b3,2 | MIA 1 | uf2 **CH**

Tornado launch - dash - b4,2 - b2,1,4 || 58-60 *dmg*

Tornado launch - dash - b4,2 - ff2~F - GEN 2 || 64-66 *dmg*

Tornado launch - f3+4~GEN 4 - b4,2 - ff2~F - GEN 2 || 74-76 *dmg*

[ff2~F - GEN 2] ender results in self damage, can opt for [ff2,3] but
lose -7 combo *dmg*

W! - d1+2 - 1+4,2,4 || 74 *base dmg*

post T! W! - 1+4,2,4 || 46 *base dmg*

□



- Origin: Japan
- Age: 50
- Weight: 85 kg (187 lbs)
- Height: 181 cm (5'11¼")
- Likes: Power, His Mother, His Grandfather
- Dislikes: His father, his son, his half-brother
- Fighting Style: Mishima-style fighting karate
- Debut: Tekken
- Availability: Base game



Gameplan

Kazuya is a straightforward character. His attacks deal significant damage, and while they are kind of predictable, the main key to success for Kazuya players is patience. Because when you punish opponents, you punish them really hard. Also, his straightforwardness may be put to great use when pressuring an opponent. With the right timing, Kazuya is unstoppable.

Pros: Strong space control with EWGF Great mobility with wavedash Amazing coinflip mixups Amazing punishment

Cons: Poor poking game

Recommended for players who like: Execution based characters Mix Up intensive playstyle

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: df1,2 | db1,2 | b4 | b1+2 | ff2
- Heat Smash: 2+3
- cd: f,n,d,df (Kazuya can skip d)
- EWGF: cd2 (just-frame)
- *: signifies input is held to charge attack

Top Moves

f,N,df2 f,N,d,df2 (EWGF) H i11~12(13~14) +5

- With f,N,df2 input, it is the fastest launcher in the game at 13f. f,N,d,d/f+2 input makes it 14f. 23 damage, +5 on block. Great tool to use for pressure and in combos too.

1,1,2 H,H,M i10 +1,-1,-17

- One of the best 10f punishers in the game. 27 damage, knocks down for good Wavedash mix-up, 1,1 is -1 on block, 2 is hit conformable with practice.

f4 M i19~i20 +4

- Kazuya lock-down move. 20 damage, +4 on block and +7 on hit, forces crouch in both cases. KND on CH, f,f+4 or d+3+4 is guaranteed.

df2 M i14 -12

- Homing move, 22 damage, +5 on NH and stuns for juggle on CH, best choice for CH fishing, has a 13f standing status on stun that can be followed up with JF pewgf for a full launch (extremely hard but good reward).

cd4,1 L,M i16(18) -23,-16

- Kazuya's infamous hellsweep. Unseeable, damaging low (31 damage) that knocks down for Wavedash mix-up, death on block. In heat, can extend it by inputting f,n,d,df1~uf before 2nd hit connects, making him do a tgf+heaven's door out of CD4,1 and dealing more damage. Can opt for slightly more damage but worse oki with cd4,4.

b1,2 H,M i11~i12 -14

- 11f punisher. Knocks down and wall splats on hit. Good for punishing get up kicks + an opponent against the walls.

ws1,2 m,m i13 -12

- Fastest WS launcher in the game at 13f. Can punish -13 lows and really good for "duck and punish" highs in strings. Range is bad so use it carefully in the open.

db4 L i20~21 -12

- Kazuya "go to" low poke, 18 damage, +4 on NH and +17 on CH. Only -12.

ff4 M i17~18 -9

- Mid that is +6 on NH and stuns on CH for juggle. It also hits grounded thus making his ground game dangerous.

ff3 M i21~22 -3

- Another Kazuya lock-down move that is a launcher, can be easily used as a mix-up tool from crouch dash. Learning it from a crouch dash will fuel your mix-up.

ff2 M i16 -9

- Kazuya's new fast mid option. Works great from crouch dash. Safe, deals chip dmg on block, and heat engages on hit.

f3 M i17~18 -13

- A mid with awesome range, 22 damage, safe and tracks a little from far, +5 on hit and good frames on CH. Using it up close is not recommended.

ss3 M i23 -7

- A safe mid with good range from side step.

uf3 M i19 -9

- A low crushing safe mid that knocks down and wall splats, first choice for mix-ups at the wall.

Kazuya Mishima Combos



IMPORTANT COMBOS	
EWGF (f,n,d,df+2)	(micro dash) 3,1,4 ▶ df+1,df+2 T! ▶ b+2,2,1+2
ws+1,2	T! 3,1,4 ▶ b+2,2,1+2
ws+2	ws+1+2 ▶ b+2,2 ▶ df+1,df+2 T! ▶ b+2,2,1+2
f,f+3	b+2,2 ▶ df+1,df+2 T! ▶ b+2,2,1+2
uf,n,4	3,1,4 ▶ df+1,df+2 T! ▶ b+2,2,1+2
LOW PARRY	3,1,4 ▶ b+2,2,1+2

CH df+2 CH (1,2,4),3 CH (df+1),df+2 CH crouch dash 1+2	3,1,4 ▶ df+1,df+2 T! ▶ b+2,2,1+2
CH f,f+4	b+2,2 ▶ df+1,df+2 T! ▶ b+2,2,1+2
CH (2),2	(dash) df+1,df+2 T! ▶ df+3,2,1*
CH d+1+2	ws+1+2 ▶ b+2,2 ▶ df+1,df+2 T! ▶ b+2,2,1+2

heat dash f,f+2~F heat dash b+4~F heat dash b+1+2~F	3,1,4 ▶ df+1,df+2 T! ▶ b+2,2,1+2
during heat sidestep 2	u+1+2 ▶ (dash) df+3,2,1 T! ▶ b+2,2,1+2

WALL COMBOS	
GENERAL	df+3+4,1,2 b+2,4 ▶ df+2
WITH TORNADO	df+1,df+2 ▶ df+3+4,1,2 ...

COMBO ENDERS			
FOR DMG	3,1~df 3		
WALL CARRY	df+1,df+2	df+1,4	b+3,1
WALL BREAK	crouch dash 3		df+3,2,1
FLOOR BREAK	db+2	df+1,2	

EWGF - dash - EWGF - 3,1~df - f - df1,df2 - dash -
3,1~df3 || 73 *dmg*

WGF - dash - WGF - 3,1~df - f - df1,df2 - dash - 3,1~df3
|| 68 *dmg*

EWGF - EWGF - df1,df2 - dash - 3,1~df3 || 67 *dmg*

WGF - WGF - df1,df2 - dash - 3,1~df3 || 62 *dmg*

EWGF - dash - 3,1,4 - df1,df2 - dash - 3,1~df3 || 66 *dmg*

WGF - dash - 3,1,4 - df1,df2 - dash - 3,1~df3 || 63 *dmg*

ff3 - 3,1,4 - df1,df2 - dash - 3,1~df3 || 64 *dmg*

ws2 - 3,1,4 - df1,df2 - dash - 3,1~df3 || 68 *dmg*

df2 **CH** - 3,1,4 - df1,df2 - dash - 3,1~df3 || 69 *dmg*

ff4 **CH** - b2,4 - df1,df2 - dash - 3,1~df3 || 65 *dmg*

ss3 **CH** - dash - df3,2,1 - dash - b2,2,1+2 || 63 *dmg*

ws1,2 - dash - 3,1,4 - b2,2,1+2 || 54 *dmg*

ws1,2 - dash - b3,1 - 3,1~df4,4 || 56 *dmg*

low parry - dash - b3,1 - 3,1~df4,4 || 34 *dmg*

W! - df3+4,1,2 || 70 *base dmg*

post T! W! - df1,df2 - df3+4,1,2 || 101 *base dmg*

□ King



- Origin: Mexico
- Age: 31
- Weight: 147 kg (324 lbs)
- Height: 200 cm (6'7")
- Likes: His predecessor & former caretaker King I, Armor King I, His former enemy Craig Marduk
- Dislikes: Tears of children, Ogre
- Fighting Style: Pro Wrestling
- Debut: Tekken (King I) Tekken 3 (King II)
- Availability: Base Game



Gameplan

As you might expect, King's wrestling background is fully displayed for his playstyle, focusing on grabs, chain grabs, and combos with bombastic damage. Although he has these amazing grabs, they are not without a cost, a range cost, that is. Any player who is proficient enough at King can look incredible, but it is hard to develop a good feel for his ranges without practice, and there is the ever present threat of breaks and whiffs, which open up King to very deadly punishments.

Pros: Best throw game One of the best okizeme Strong canned mixups in heat

Cons: Poor lows Poor keepout

Recommended for players who like: Grapplers Unorthodox characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f2,1 | f2+3 | db1+2,2 | JGS 1+2 or JGS 2+4 | d2+4 against crouching opponent
- Heat Smash: 2+3 during Heat
- JGS: Jaguar Sprint, f3+4 or entered automatically through certain moves
- BT: back turned

Top Moves

1,2 and 2,1 H,H | H,M i10 +1,-3 | +1,-3

- The basic string move for almost every character in the game. Some players crouch instantly after seeing the animation of the first hit if they block (1, 2) try not to do a mixup into command throws so often. You can go for a 50/50 situation by completing the string 1,2,1,1,2,4 the last three hits (mid,mid,low) are naturals and you got around +1~2 frames on hit. 2,1 is the best i10 punisher, it doesn't jail on block but second hit cannot be sidestepped.

ff1 M i22 -5

- Good damaging homing mid.

b1,2 H,H i12 -8,-13

- Very fast CH launcher, but you have to commit to the full string. b1,4 ends in a -10 on block mid, if you're really worried about being ducked.

ff,n1+2 M i9 +0

- Quick mid that gives a lot of frame advantage on hit (0 on block). On CH guarantees f2,1 or any move that's faster than i18 and has long reach. Mix up with ff,n2.

ff,n2 L i18 -13

- Advancing fast low that gives a beefy +7 on hit, and way more damage on CH. Works well in conjunction with ff,n1+2.

f2,1 M,H i15 -9

- One of King's longest range punishers, can be very good against certain moves that are punishable but have a lot of pushback. The 1 is a high and as this move does not jail the opponent can duck it if they block the first hit. Second hit wall splats and wall breaks.

f4 M i18~20 -9

- Full homing move that low crushes.

db3 L i23 -14

- Long ranged low. Somewhat punishable on block. On regular hit it's +4, can buffer a throw like giant swing or tijuana twister to catch your opponent afterwards.

db4 L i27~29 -20~-15

- Good ranged low that knocks the opponent down on hit. Can be tricky to punish as King lies flat afterwards.

d3 L i17 -12

- Fast low that leaves you +1 on hit. Good move for oki, will beat all wake up buttons except toe tap which it trades with. Will catch them rolling away. On block the most characters can only punish it with a WS+4

d4 L i14 -15

- Generic low, these are all -15 in Tekken 8 now. But they're so fast and instantly high crush, still a very good move.

df1,2 M,M i14~15 -1,-10

- Good hurtbox makes it a good mid to cover approaches. Can delay the 2 to catch people pressing buttons after the 1.

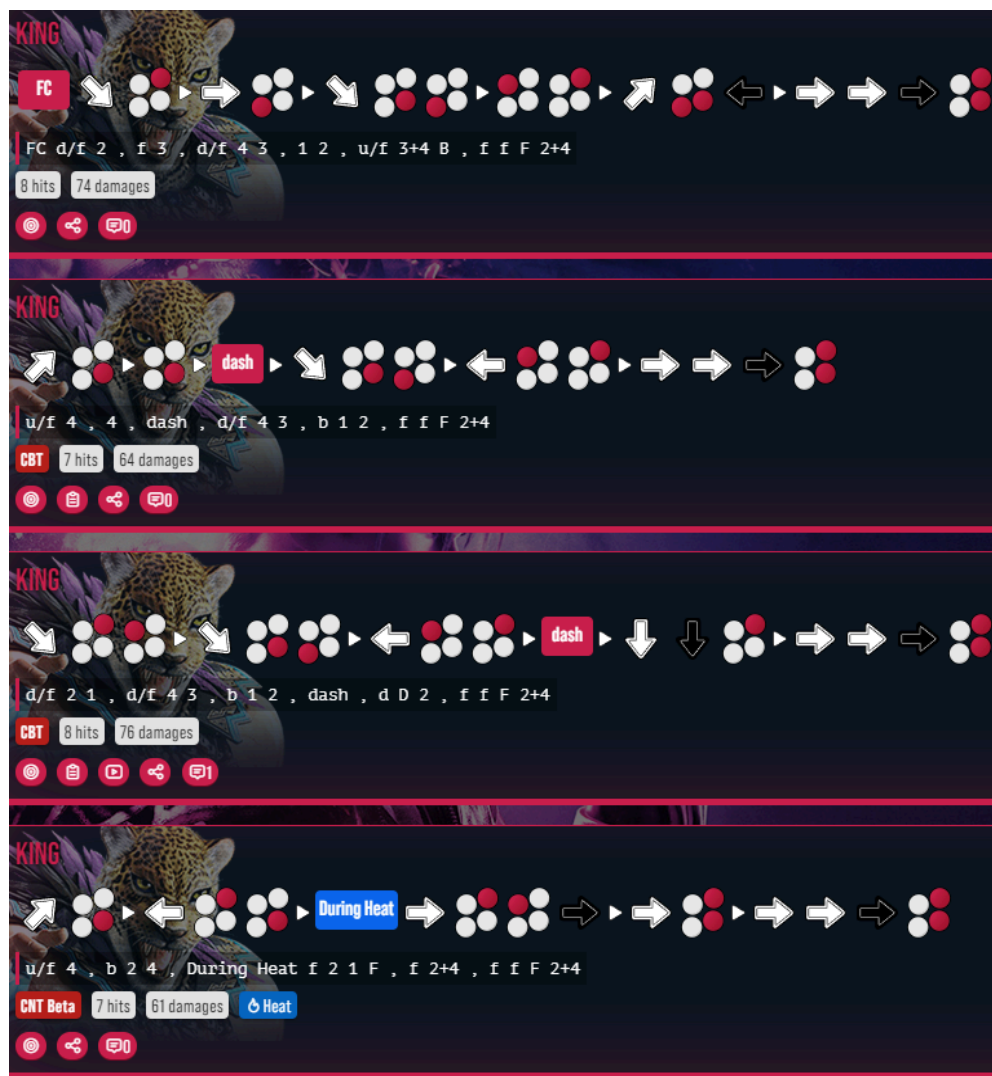
df2,1 M,H i13 -4

- Always hit confirm this. Safe string on block but duckable. In Tekken 8 only combos off a delayed second hit after a df1 counter.

FC df2 M i15 -14

- Crumples the opponent on hit, giving you a long time to start juggling them.

King Combos

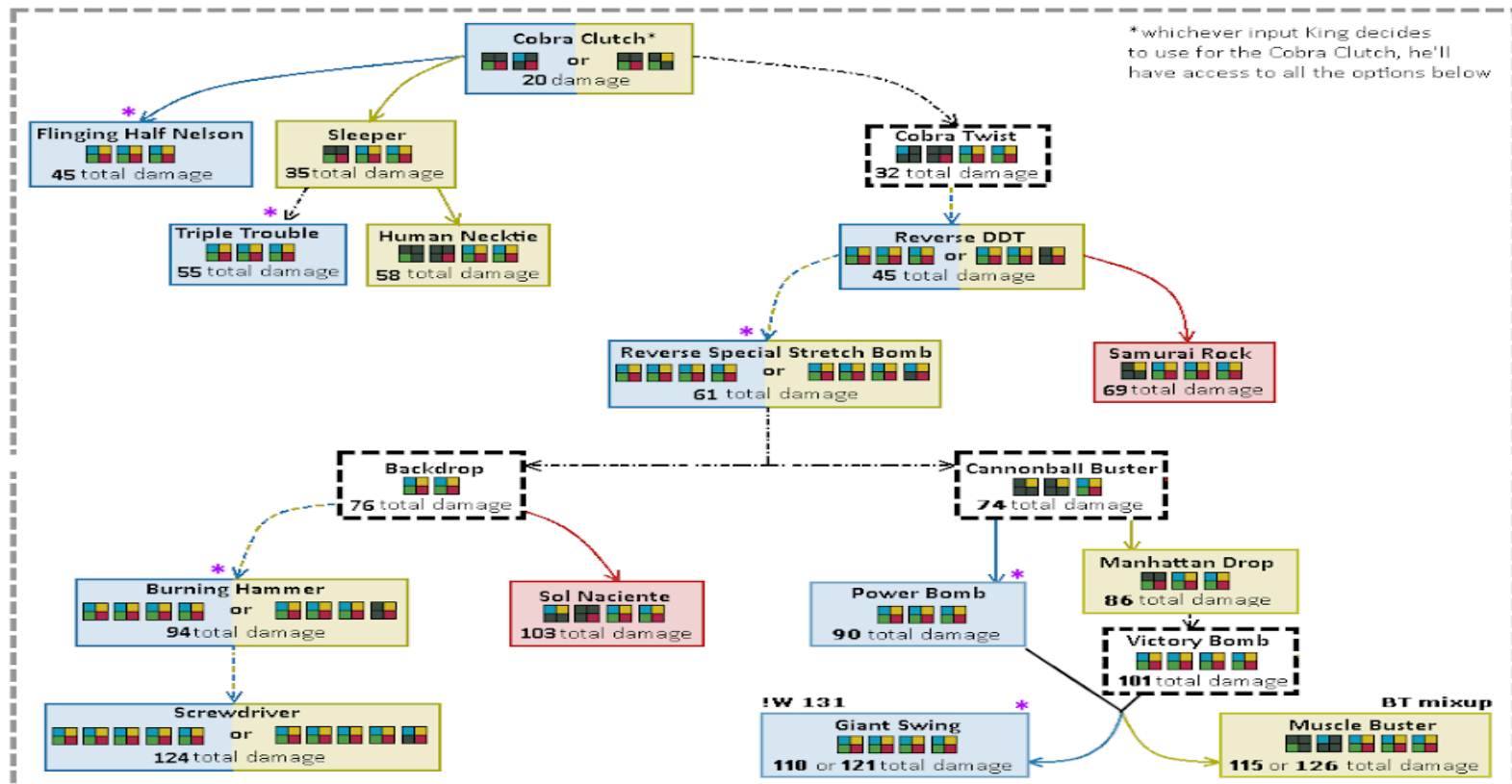
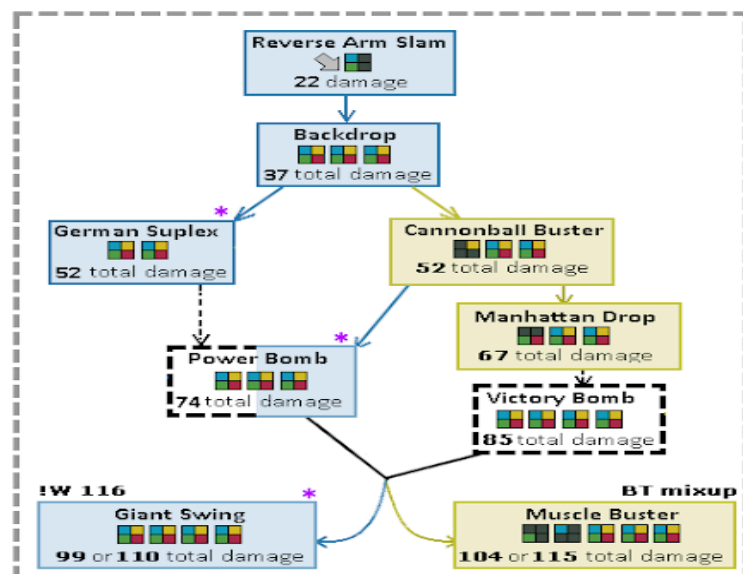
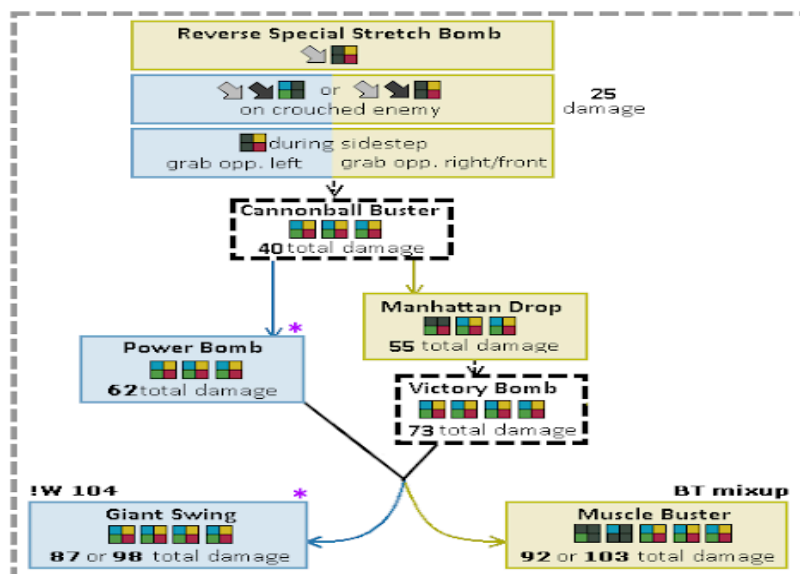
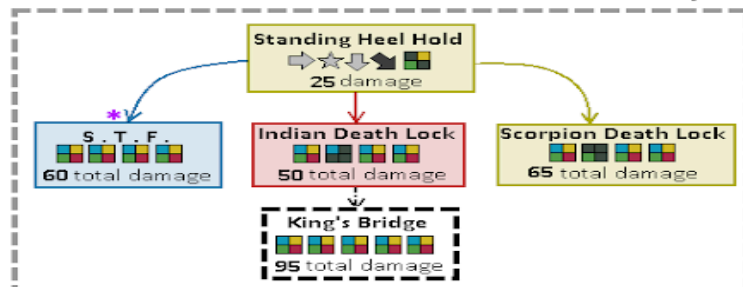
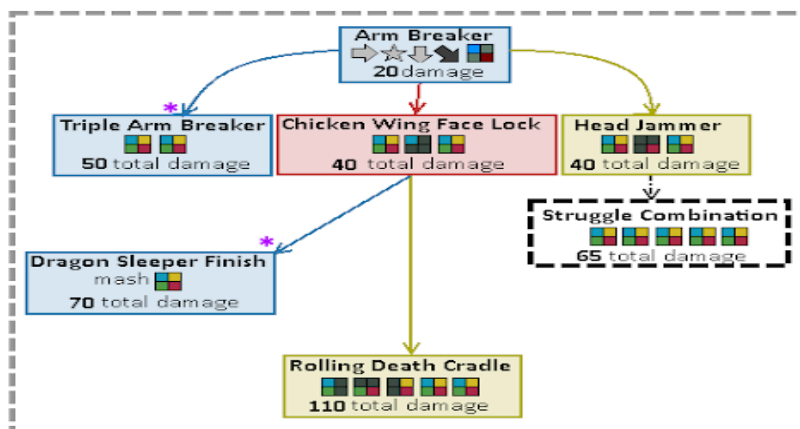


KING MULTI THROW CHART

CHART CREATED BY FIL-7
CORRECTION BY HAYATE-EIN
Mash edit by Gizmo235

1 break
2 break
1 or 2 depending on King's input
1+2 break
can't break, it's free!

* King mashing button path



IMPORTANT COMBOS	
uf+4 ws+1+2 u+1+2	f+3 ▶ df+4,3 ▶ b+1,2 T! ▶ f,f,f+2+4
hader alternative	4 ▶ (micro dash) df+4,3 ▶ 1,2 ▶ uf+3+4~B T! ▶ f,f,f+2+4
FC df+2 d+1+2	f,f+1 ▶ df+4,3 ▶ b+1,2 T! ▶ f,f,f+2+4
JAG 1	(sidestep righth) f+3 ▶ df+4,3 ▶ b+1,2 T! ▶ f,f,f+2+4
db+2	df+4,3 ▶ 2 ▶ b+1,2 T! ▶ f,f,f+2+4
FC df+1 LOW PARRY	f,f+1 ▶ df+4,3 ▶ 1 ▶ f+2,1

CH b+1,2	df+4,3 ▶ 2 ▶ f+2,1
damage alternative	f,f,f+2+4
CH f,n,d,DF+4 CH f,n,d,DF+1+2	f+3 ▶ df+4,3 ▶ b+1,2 T! ▶ f,f,f+2+4

heat dash f+2,1~F heat dash f+2+3~F heat dash db+1+2,2~F	f+3 ▶ df+4,3 ▶ b+1,2 T! ▶ f,f,f+2+4
--	-------------------------------------

WALL COMBOS	
GENERAL	1,2 ▶ f+3 df+4,3,4
WITH TORNADO	f,f+4 ▶ f,f,f+2+4 ...

COMBO ENDERS			
FOR DMG	f,f,f+2+4		
WALL CARRY	f+2,1	df+4,3	
WALL BREAK	f+2,1		
FLOOR BREAK	f,n,d,DF+1+2	f,f+2	

uf4 - 4 - df4,3 - b1,2 - WR2+4 || 64 *dmg*
FC df2 - 4 - df4,3 - b1,2 - WR2+4 || 72 *dmg*

ws1+2 - f3 - df4,3 - b1,2 - WR2+4 || 69 *dmg*

df2 **CH**,1 - df4,3 - b1,2 - f2,1 || 62 *dmg*
*^second hit of df2,1 needs to be delayed, should be
hit-confirming this anyways*

db2 - df4,3 - 1 - 1+2,3 - WR2+4 || 65 *dmg*
u1+2 - df4,3 - 1 - 1+2,3 - WR2+4 || 69 *dmg*
BT 3 **CH** - df4,3 - 1 - 1+2,3 - WR2+4 || 65
dmg

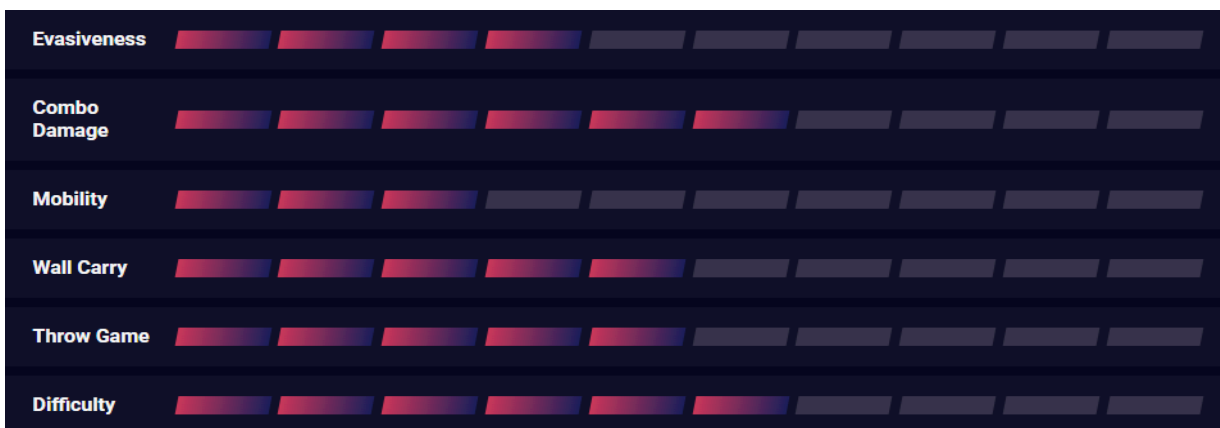
low parry - WR2+4 || 45 *dmg*
cd1 - WR2+4 || 65 *dmg*
FC df1 - WR2+4 || 65 *dmg*
b1 **CH**,2 - WR2+4 || 61 *dmg*

W! - b1,2 - WR2+4 || 73 *base dmg*
post T! W! - WR2+4 || 40 *base dmg*

□ Kuma/Panda



- Origin: Japan
- Age: 11
- Weight: 210 kg (463 lbs)
- Height: 280 cm (9'2")
- Likes: Salmon, TV shows, Panda, Heihachi
- Dislikes: Paul Phoenix, Black and White TVs
- Fighting Style: Heihachi-style Improved Kuma Shinken
- Debut: Tekken 3
- Availability: Base Game



Gameplan

Kuma is a fighter with an interesting range. His arms are longer than most meaning he can reach farther with his punches and jabs while his smaller legs means his kick ranges are poor. Kuma's body type allows him to be particularly proficient in whiff punishes which he can take advantage of when an opponent messes up. **Pros:** Good range and keepout Good mix ups stances One of the best whiff punishers Chip heavy playstyle Strong punishment

Cons: Big hitbox means bigger combos and unique starters on them and dealing with more pressure Worst backdash and sidestep

Recommended for players who like: Characters with good range

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1+2 | b1 | b1+2 | WR1+2 | HBS d1+2
- Heat Smash: 2+3 during Heat
- HBS: 3+4 (can be accessed from certain moves)
- SIT: d3+4
- (): signifies move is blocked or whiffed

Top Moves

WR1+2 M i20~24 +2~3

- Plus on block running move that transitions into Hunting Bear Stance (HBS) by holding down or inputting 3+4 afterward to apply pressure/mixups. Also knocks down on normal hit.

db3 L i18 -12

- Short range low, but only -12 and plus on hit.

f+1,1,1 H,M,M i10 +1,-15,-16

- First hit is a 10f jab that is +1 on block and +7 on hit. Full string is a 10f natural combo on CH that ends with a launcher, but is launch punishable so be careful. A “get off me” tool.

2,1 H,M i10 -3

- 10f punish and standard move for up close poking. Has a low and mid extension, both are unsafe but it can be worth at least showing these to the opponent so they hesitate to take their turn after 2,1.

db2 L i18 -15

- Long range, high crush, can apply WS and FC mixups afterwards. Can also transition into HBS by holding down or pressing 3+4.

HBS d1+2 m i16~20 -9

- Mid poke from HBS. HBS 3+4 is an armored move with similar animation if you’re worried about being interrupted.

b1+2 H,M i18 -8

- Homing safe string that deals considerable chip damage.

1+2 M i13 -13

- Good panic mid, taken straight from Heihachi’s moveset.

b1 M i22 -13

- Power crush. Wallsplats, hits grounded and knocks down standing opponents.

df2,1 M,M i15 -9,-16

- Kuma/Panda’s go to long range whiff/block punisher and launcher.

bf2 H i15~16 -5

- Long range, safe, punisher for whiff/block that deals chip damage.

df4 M i12 -4

- Short range quick mid poke with good plus frames on hit. A rare 12f mid albeit linear.

HBS 2 L i21~24 -15

- Short range low from stance, but huge plus frame window on hit allowing free mixup opportunities in stance after.

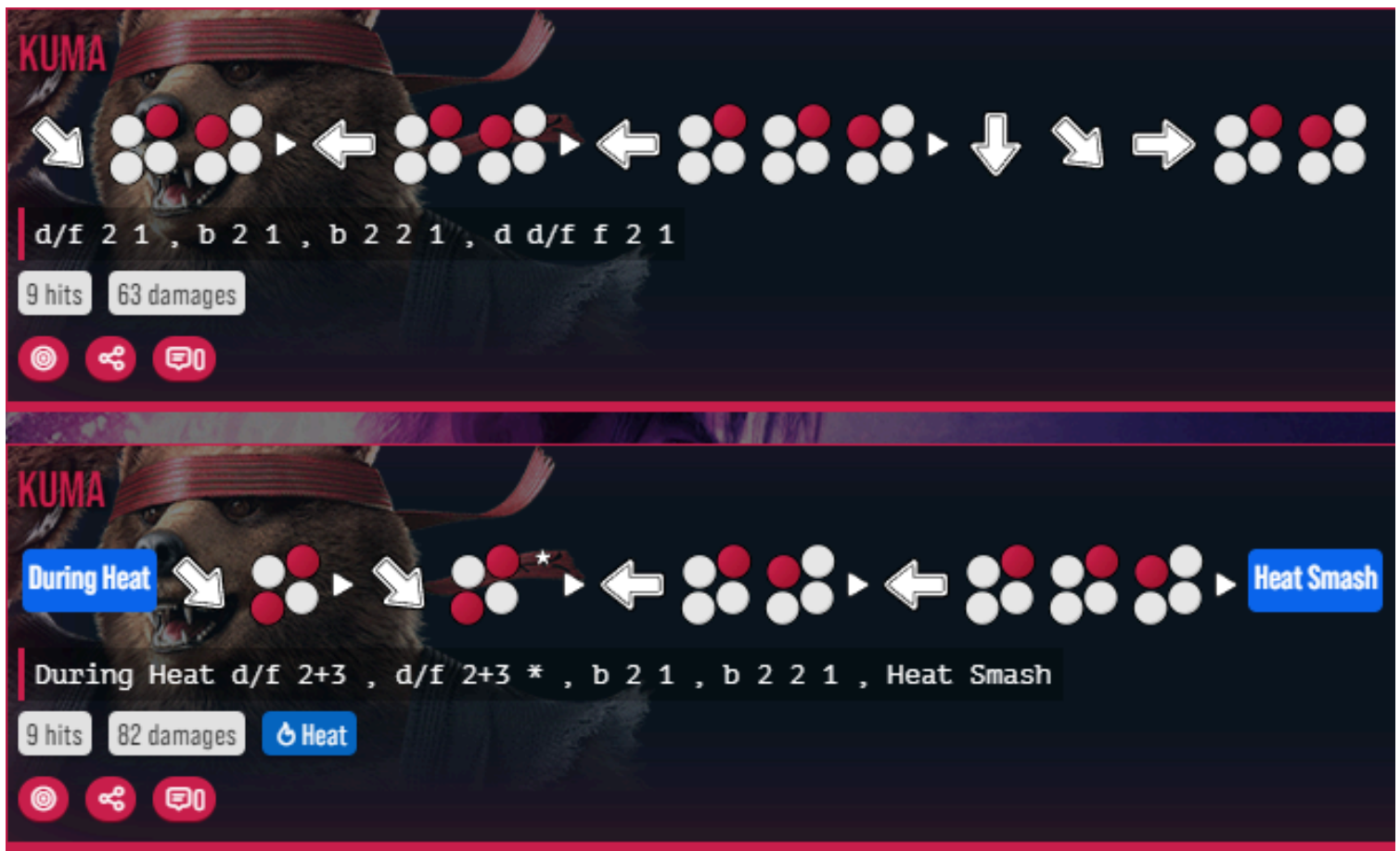
uf1+2 M i18~23 -4

- High hitting mid that allows you to go into HBS after by holding down or pressing 3+4, potentially slipping under any opponent retaliation.

ff2 M i19~21 -19

- Unsafe, but long range mid launcher and the source of Kuma/Pandas most damaging combos. Has some high crush frames so can be used in some silly ways

Kuma Combos



IMPORTANT COMBOS	
df+2,1 f,f+2 b+3+4 HBS df+2	u+1+2,3+4 ▶ HBS 1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
uf+3 ws+2 ROLL 2	b+2,1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
b+1+4~f,f ROLL 1+2	ws+1,2 T! ▶ b+2,1,3+4 HBS d+1+2 ▶ HBS 1,2
f,f+1+2	HBS d+1+2 ▶ HBS 1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
(2,1),2	ws+1,2 (hold) T! ▶ b+2,1,3+4 ▶ HBS d+1+2 ▶ HBS 1,2
HBS 1+2	(dash) u+1+2,3+4 HBS 1 ▶ b+2,2,1 T! ▶ qcf+2,1
f+1+2,1+2 LOW PARRY	b+2,1 ▶ b+2,1,3+4 ▶ HBS d+1+2 ▶ HBS 1,2

CH uf+2 CH b,f+2	u+1+2,3+4 ▶ HBS 1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
CH db+4 CH 1,1,1	u+1+2,3+4 ▶ HBS 1 ▶ b+2,1,3+4 ▶ HBS d+1+2 ▶ HBS 1

heat dash b+1+2~F heat dash wr+1+2~F heat dash HBS d+1+2~F	u+1+2,3+4 ▶ HBS 1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
easier alternative	b+2,1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1
during heat df+2+3 (or f,n,d,df+2)	u+1+2,3+4 ▶ HBS 1 ▶ b+2,2,1 T! ▶ uf+2 ▶ b+1

WALL COMBOS	
GENERAL	b+2,1 ▶ d+1+2 df+1,2,1+2 (delay last hit) ▶ d+1+2
WITH TORNADO	b+3+4 T! ▶ b+2,1 ▶ d+1+2 b+3+4 T! ▶ df+1,2,1+2 (delay last hit) ▶ d+1+2

COMBO ENDERS			
FOR DMG	uf+2 ▶ b+1	qcf+2,1	
WALL CARRY	df+2,1	f+1+2,1+2	b+2,1,1+2
WALL BREAK	wr+1+2		
FLOOR BREAK	b+1		

df2,1 - f4 - b2,2,1 - b2,1,1+2 || 69 *dmg*

(2,1),2 - ws4 - b2,2,1 - b2,1,1+2 || 68 *dmg*

HBS 1+2 - RUN - b2,2,1 - b2,1,1+2 || 65 *dmg*

uf3 - b2,1~D - HBS d1+2 - HBS df2 - dash - b2,1,1+2 || 55 *dmg*
b3+4 - b2,1~D - HBS d1+2 - HBS df2 - dash - b2,1,1+2 || 62 *dmg*
ws2 - b2,1~D - HBS d1+2 - HBS df2 - dash - b2,1,1+2 || 62 *dmg*
HBS df2 - b2,1~D - HBS d1+2 - HBS df2 - dash - b2,1,1+2 || 62
dmg

ff2 - u1+2 - b2,1~D - HBS d1+2 - HBS df2 - RUN - b2,1,1+2 || 75
dmg

ff1+2 - HBS 1 - b2,1~D - HBS d1+2 - HBS df2 - RUN - b2,1,1+2 ||
73 *dmg*

low parry - dash - u1+2~D - HBS 1 - b2,1~D - HBS d1+2 - HBS
1,2 || 44 *dmg*
db4 **CH** - dash - u1+2~D - HBS 1 - b2,1~D - HBS d1+2 - HBS 1,2
|| 68 *dmg*

1,1,1 OR f1,1,1 - dash - b2,1~D - HBS d1+2 - HBS 1,2 || 46,54,60
dmg

*^first hit counter launches entire string, 2nd and 3rd hit are NC but combos
deal less dmgs*

f1+2,1+2 - dash - b2,1~D - HBS d1+2 - HBS 1,2 || 56 *dmg*

W! - b3+4 - 2,1 - d1+2 || 74 *base dmgs*
post T! W! - b2,1 - d1+2 || 54 *base dmgs*

□ Lars Alexandersson



- Origin: Sweden
- Age: 29
- Weight: 85 kg (187 lbs)
- Height: 180 cm (5'11")
- Likes: Alisa Bosconovitch, Tougou, Lee Chaolan, Jin Kazama, Justice
- Dislikes: Nabemono, Mishima Zaibatsu, G Corporation, Heihachi Mishima, Kazuya Mishima, Azazel
- Fighting Style: Tekken Forces Martial Arts
- Debut: Tekken 6: Bloodline Rebellion
- Availability: Base Game



Gameplan

The illegitimate son of Heihachi features a lot of moves with a lot of damage behind them and good potential with his combos. Lars remains versatile and is a great choice for a first-time player because of it. For more experienced players, his stances can prove quite useful to cut down the gap to opponents and launch them up in the air for more combos and wall splats.

Pros: Strong stance mixups Good generic tools Decent selection of lows Strong punishment due to 14f launcher

Cons: Poor CH game Risky to make a comeback with.

Recommended for players who like: Rushdown stance characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1,1,1 | 3+4 | DEN 1,2 | DEN 3 | SEN 1
- Heat Smash: 2+3 during Heat
- DEN: f+3 or hold F/D during certain moves
- SEN: F during certain moves or f during DEN
- LEN: D during SEN, automatically entered by certain moves
- Transitions such as df3~d can be easier for some by just holding df instead of down.

Top Moves

db2,1 M,M i15 -8

- Mid-Mid safe poke, good range.

df1 M i13 -1

- Solid mid poke to keep the opponent in check.

b1 M i15~17 -9

- Homing move with good reach.

WS2,1 M,M i13 -8,-12

- Great ws punish that leaves the opponent crouching on hit and KND on CH.

ff4,3 L,M i21~22 -31,-16

- Very damaging low hits. Some opponents might look for this move thanks to the “ff” input in hopes of blocking it, so it’s important to not be too obvious with it.

f1+2 M i15 -13

- “Arc blast” is a great 15 frame mid launch.

u4 OR uf4 M i25~27 -8

- Orbital kick that launches on hit. Great range and safe on block gives this move low risk for a high reward.

db4 L i21 -26

- High crushing low sweep with + frames on hit and launch on CH. Also crushes highs.

f2,4 H,H i12 -6,-12

- Powerful 12 frames punish that KND and wall splats on hit.

WR3 M i20~26 +6

- Long range slash kick with plus frames on block.

db1,3 L,H i17 -12,-12

- NC low poke with high crushing frames on the first hit.

fb2,1 M,M i14 -18

- 14 frame launcher with great range. Good for whiff punishing.

FC d1+2 L,L i18 -12

- Double-hit NC low poke that requires full crouch. Usually used as a mixup combined with WS moves.

ws1 M i15 -12

- ws launcher. Hold forward on hit to go into SE-stance for a full combo.

b1+2 M,M i21~22 -9

- A little slow, but safe homing mid with good range.

Lars Alexandersson Combos

The image displays four screenshots of Lars Alexandersson combos from the game Street Fighter V. Each screenshot shows a sequence of moves represented by colored circles (white for neutral, red for active) and arrows indicating direction. The moves are labeled with their respective names: Dynamic Entry, Silent Entry, WS (Wall Slap), and W! (Wall Kick). The combos are as follows:

- Combo #308 by ItMeVyn | 01/**
u/f 4 , Dynamic Entry 2 , f 1 2 3 Dynamic Entry 1 , b 3 F 1+2 , Dynamic Entry 2 U 4
11 hits 83 damages
- Combo #307 by ItMeVyn | 01/**
d/b 4 , WS 2 , d/b 2 1 , d/f 2 Silent Entry 1+2 , Dynamic Entry 1 , b 3 F 1 , W! d/b 2 1 , f 1+4
9 hits 65 damages Wall
- Combo #306 by ItMeVyn | 01/**
f 1+2 , d/b 2 1 , d/f 2 Silent Entry 1+2 , Dynamic Entry 1 , b 3 F 1 , W! d/b 2 1 , f 1+4
8 hits 63 damages Wall
- Combo #305 by ItMeVyn | 01/**
u/f 4 , Dynamic Entry 2 , d/b 2 1 , d/f 2 Silent Entry 1+2 , Dynamic Entry 1 , b 3 F 1 , W! d/b 2 1 , f 1+4
9 hits 71 damages Wall

IMPORTANT COMBOS	
f+1+2	df+3~DF DEN 2 ▶ 2 ▶ f+2,1 SEN 1+2 ▶ f+2,1 SEN 1
uf+3	FC df+2 ▶ db+2~F SEN 1+2 ▶ f,f+4,2~F DEN 1~F SEN 1
ws+1 f,f+2	uf+3 ▶ ws+2~F SEN 1+2 T! ▶ f,f+4,2~F DEN 1~F SEN 1
ws+1~F f,f+2~F	SEN 3 ▶ df+3~DF DEN 2 ▶ f+2,1 SEN 1+2 ▶ f+2,1 SEN 1
uf+4 f,b+2,1	DEN 2 ▶ df+3~DF DEN 2 ▶ f+2,1 SEN 1+2 T! ▶ f+2,1 SEN 1
DEN 1+2 LOW PARRY	DEN 2 ▶ df+3~DF DEN 2 ▶ df+1 ▶ b+3~F SEN 1

CH db+4	ws+4 ▶ db+2,1 ▶ f+2,1 SEN 1+2 T! ▶ f+2,1 SEN 1
CH SEN 2	DEN 2 ▶ df+3~DF DEN 2 ▶ df+1 ▶ b+3~F SEN 1
CH f,f+1+2 CH FC df+2 CH (b+2),1 CH (f+2,1),3 CH DEN 2	DEN 2 ▶ df+3~DF DEN 2 ▶ f+2,1 SEN 1+2 T! ▶ f+2,1 SEN 1

heat dash 3+4~F	df+3~DF DEN 2 ▶ 2 ▶ f+2,1 SEN 1+2 ▶ f+2,1 SEN 1
heat dash SEN 1~F	
heat dash DEN 1,2~F	DEN 2 ▶ df+3~DF DEN 2 ▶ df+1 ▶ b+3~F SEN 1
during heat LEN 2	

WALL COMBOS	
GENERAL	f+4,1,2,1
	df+1 ▶ db+2,1 ▶ f+1+4
WITH TORNADO	b+2,3 T! ▶ f+4,1,2,1
	f,f+2 T! ▶ df+1 ▶ db+2,1 ▶ f+1+4

COMBO ENDERS			
FOR DMG	DEN 2~UF ▶ 4	f,f,f+2+4	
WALL CARRY	f+3,1,2	df+3,d+2	
WALL BREAK	1,2		
FLOOR BREAK	SEN 3+4		

f1+2 - df3~d, DEN 2 - 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 || 68
dmg

SEN 3 - df3~d,DEN 2 - 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 || 68
dmg

DEN 2 **CH** - df3~d,DEN 2 - 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 ||
70 dmg

FC df2 **CH** - df3~d,DEN 2 - 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 ||
70 dmg

ff2~F,SEN 3 - df3~d,DEN 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 ||
73 dmg

ws1~F,SEN 3 - df3~d,DEN 2 - df2~SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 ||
69 dmg

f,b2,1 - f3~DEN 2 - f123,DEN 1 - b3~F,SEN 1+2 - f3~DEN 1 - b3~F,SEN 1 ||
77 dmg

uf4 - f3~DEN 2 - f123,DEN 1 - b3~F,SEN 1+2 - f3~DEN 1 - b3~F,SEN 1 ||
77 dmg

ff1+2 **CH** - f3~DEN 1 - df1 - df1 - b3~F,SEN 3+4 || *56 dmg*

uf3 - ws4 - db2~F,SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 || *59 dmg*

db4 **CH** - ws4 - 2 - 2,1~LEN 2 - f3~DEN 1 - b3~F,SEN 3+4 || *66 dmg*

DEN 1+2 - f3~DEN 2 - db2,1 - df1 - b3~F,SEN 3+4 || *57 dmg*

low parry - f3~DEN 2 - db2,1 - df1 - b3~F,SEN 3+4 || *37 dmg*

ws1 - b3~F,SEN 1+2 - f3~DEN 1 - b3~F,SEN 3+4 || *51 dmg*

W! - db2,3 - df1 - f1+4 || *68 base dmg*

post T! W! - db2,1 - f1+4 || *48 base dmg*

□ Lee Chaolan



- Origin: Japan
- Age: 49
- Weight: 72 kg
- Height: 178 cm
- Likes: Technology, Luxury, Dating
- Dislikes: Mishimas
- Fighting Style: "Martial Arts"
- Debut: Tekken
- Availability: Base roster



Gameplan

Lee has always been regarded as one of the more difficult but rewarding characters. His B2 loops provide some of the best wall carry in the game, and if you can find the timing for his just frame attacks, Lee has some of the best punishment. If you can get used to his inputs and stances, Lee becomes a very well-rounded character with good mix-ups, poking, and punishment, but taking full advantage of it requires a good amount of dedication, as such, many of Lee mains are typically character loyalists.

Pros: Strong CH game Amazing wall carry One of the best keepout tools in B4 Low heat smash

Cons: Can be hard to make comebacks with Slow homing moves Stubby offense

Recommended for players who like: CH heavy playstyles Execution and flashy combos.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 4,4,4 | df4,4 | b3+4 | ff3 | HMS u3
- Heat Smash: 2+3 during Heat
- HMS: 3+4, also accessible from certain moves via 3 or 4
- HMS cancel: db in HMS
- MS: f~n
- (): signifies block or whiff

Top Moves

b+4[b+4~3(HMS)] M i22 -2~3

- Safe, mid, CH launcher, also now buffed to KND crouching opponents (FDFA). Can transition to HMS by inputting b+4~3

d/f+1 M i13 -1

- Fast mid poke to start offense and fish for CHs

FC d/f,d,D/F+3 L i16 -15

- Good low from FC, guaranteeing getup low 3, or wake up for oki options

1+2 M i21~22 -1

- Safe mid homing move.

1,3:3:3 H,H,M,H i10 -17

- Solid 10 frame punisher, good damage which gives KND and wallsplats. Practice this JF. As Lee doesn't have an i11, or i12 punisher that knocks down, this is the go to move if you want to punish them hard in the -10~12 area

f+1+2 H,H i13 -13

- 13 frame punisher (buff carried over from TR) which gives KND

WS2,3 M,M i14 -13

- 14 frame ws punisher, fewer matchups can launch punish it (compared to TTT2 when it was -16), with its former T6 properties returned (to some extent), makes this a viable FC mixup tool both in the open and by the wall

d/b+3+4 L i23~25 -13~-11

- Decent low poke, now trips on CH for guaranteed BK (flop over) or f+3+4 (oki)

FC d/f+4 _ HMS d/f+4 L i16~17 -14

- Refer to d/b+3+4, FC alternative. Can transition to HMS by inputting FC d/f+4~3, can also be done by doing d/f+4 from HMS

d+3~4 L i16 -15

- High crushes, pretty much the common low to keep opponents alert. HMS transition for guaranteed followup on CH (example HMS+4)

2,2,3 H,M,H i10 -3

- Anti buttons, NCc, good panic button, gives wallsplat on counter hit and knocks them away.

WR+3,4 _ f,f,f+3,4 M,M i17~19 +3

- Doesn't launch anymore but instead gives a backrollable KND. Should be used to initiate offense because of the plus frames.

b+1:1,2 H,M,H i15 -6

- Decent ranged whiff and block punisher, where hopkick and df+2 would whiff. Also wallsplats.

b3+4 H i20 -7

- Safe decent speed high armor move.

f,f+3 M i17~18 -9

- Completely safe in Tekken 8. Wallsplats and makes for a good whiff punisher and keep out tool.

Lee Chaolan Combos

INTERMEDIATE COMBOS	
df+2 uf+4 Mistep 3,4	4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
easier alternative	b+2,4,3 ▶ b+2~f ▶ f+4,1 T! ▶ df+3,2,3
f,f+4 b,b+4	(dash) b+3,3~f b~n ▶ ws+1,2~f ▶ f+4,1 T! f+2,1
ws u+4	ws+1,2~f ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
d,db+4	(d+4),4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
HMS 2	(dash) 4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
f+3,3,3,3,3,4 LOW PARRY	(dash) 4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+2,1
easier alternative	d+2 ▶ b+2,4,3 ▶ f,f+3

CH 4,4:4 (perfect)	(dash) b+3,3~f ▶ b+2~f ▶ f+4,1 T! ▶ f+2,1
CH b+4,3	(tap forward) d+2 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
CH (1,2),4	???
CH d+3,4 CH 1+2,3+4	b+3,3~f ▶ d+2 ▶ f+4,1 T! ▶ b+2~f ▶ f+2,1
CH f,f+2 CH HMS 4	(dash) 4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+2,1
CH (1,2),4 CH (f+4),3	(dash) b+2,4,3 ▶ b+2~f ▶ f+4,1 T! ▶ df+3,2,3

heat dash f,f+3~F heat dash HSM u+3~F during heat CH 4,4,4~F	4,u+3 ▶ b+2~f b~n ▶ ws+1,2~f ▶ f+4,1 T! ▶ f+2,1
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WALL COMBOS	
GENERAL	d+4,4,u+3 f+4,3 ▶ d+3
WITH TORNADO	

COMBO ENDERS			
FOR DMG	b+1:1+2	f,f,f+3,4	
WALL CARRY	f+2,1	df+3,2,3	b+1:1+2
WALL BREAK	f+2,1	f,f+3	
FLOOR BREAK	wr+3,4	f+4,3	

df2 - b2,4,3 - b2~f - f4,1 - WR3,4 || 56 *dmg*
uf4 - b2,4,3 - b2~f - f4,1 - WR3,4 || 58 *dmg*
MS 3,4 - b2,4,3 - b2~f - f4,1 - WR3,4 || 64 *dmg*

HMS 2 - dash - b2,4,3 - b2~f - f4,1 - WR3,4 ||
67 *dmg*
b4 **CH** - dash - b2,4,3 - b2~f - f4,1 - WR3,4 || 68
dmg

d3~4 **CH** - HMS cancel - b3,3~f - b2~f - f4,1 -
WR3,4 || 55 *dmg*

HMS 4 **CH** - dash - 4,u3 - b2~f - df3,2,3 || 59
dmg

f3,3,3,3,3,4 - dash - 4,u3 - b2~f - f2,1 || 62 *dmg*

low parry - 4,u3 - b2~f - df3,2,3 || 35 *dmg*

d,db4 - UF,n4 - d2 - f4,1 - WR3,4 || 64 *dmg*

W! - f4,1 - f4,3 - d3 || 86 *base dmg*
post T! W! - df1 - f4,3 - d3 || 58 *base dmg*

□ Leo Kliesen



- Origin: Germany
- Age: 20
- Weight: 58 kg
- Height: 178 cm
- Likes: Coffee, Exploring, Outdoors
- Dislikes: Big cities, Kazuya Mishima, G Corporation
- Fighting Style: Baji Quan
- Debut: Tekken 6
- Availability: Base roster



Gameplan

Leo is a unique but very well-rounded fighter. Their extensive toolkit allows for flexibility in play style. This comes with the typical drawbacks of being a jack of all trades. Sure, they might have an answer for almost every situation, but none of those options tend to be as strong as they would be on a more specialized character. Despite that, Leo tends to be a safe and reliable pick. Outside of being prone to sidestep, they will give you any opportunity to not just win, but to be competitive too.

Pros: Amazing whiff punishment with df2 Strong power 50/50 mix ups Strong basic tools, amazing jab Good mobility with qcf dash

Cons: Subpar low pokes Takes risks to make a comeback.

Recommended for players who like: Strong punishment on block/whiff Basic stance characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: db2,4 | b2,1+2 | ws4,1+2 | KNK 1,2 | BOK 1+2
- Heat Smash: 2+3 during Heat
- BOK: d1+2
- KNK: entered from certain moves such as f4, b3+4, b1,4
- qcf: d,df,f (automatically entered by inputting df~n from KNK)

Top Moves

b1,4 M,M i18 +9

- Mid,mid string that enters KNK at +9 on block.

df2 m i15 -13

- Good range 15f mid launcher, works on crouched but -13 on block.

df1 M i13 -1

- Safe mid poke. Great frame data considering it has a safe high extension via df1,2.

db4,1 L,M i20~22 -31,-16

- Basically a hellsweep. Unseeable, damaging, KD low that crushes highs. Death on block for both hits.

ws4,1+2 M,M i11 -12

- Arguably the best i11 WS punisher in the game.

1,4 h,h i10 -5

- i10 punisher. Safe on block and jails. Can also be used a poking tool.

BOK 2 M i20 -9

- Safe on block mid launcher with huge range, comes from evasive stance which crushes all highs and some mids, can get big punishes for impatient players.

uf4 M i15 -13

- Average hopkick, which is always good to have.

FC df3 L i21 -26

- Long-range sweep. Insane as wall oki since hitting it near the wall guarantees a second one. You can fool opponents by doing it from BOK too hold 'd' during BOK and do df+3. On hit guarantees BOK 2 on grounded.

db1+2,1 M,M i17 -9,-12

- Hit-confirmable mid-mid. Natural combo. Wallsplats and knocks down.

ub3 M i24~27 +0

- Hits grounded, goes over lows as it's a low crush. CH launches, good stuff an opponent's approach. Neutral on block.

qcf1 L i18~19 -13

- Fast, high-crushing low with good tracking. On CH, ws4,1+2 is guaranteed.

ws2 M i15 -13

- Average 15f ws launcher.

BOK 3 H i21 +5

- Plus-on-block homing move. Useful against people that try to sidestep BOK2.

df2+3 L i21~22 -12

- High-crushing low. +5 on hit, very good at the wall.

Leo Kliesen Combos

The image displays four screenshots of Leo Kliesen combos in a fighting game. Each screenshot shows a sequence of moves represented by icons (arrows, circles, and colored boxes) and a corresponding text input sequence. The combos are as follows:

- Combo #462:** d 1+2 , Fo Bu 2 , f 3 , b 1 1+2 D , Fo Bu 1 2 , dash , 3 2 3 , W! b 1 4 , Jin Ji Du Li 3 4. 13 hits, 98 damages, Wall.
- Combo #461:** d/f 2 , b 1 1+2 , 1 , f 3 D Fo Bu 1 2 , d 1+2 Fo Bu 1 2 , W! , Heat Burst , b 1+2 1+2 d d/f f 2 , WB! , Rage Art. 17 hits, 93 damages, Rage, Wall.
- Combo #459:** d 1+2 Fo Bu 2 , f 3 , 2 , f 4 Jin Ji Du Li 1 D , Fo Bu 1 2 , Heat Burst , b 1+2 1+2 d d/f f 2. 11 hits, 79 damages.
- Combo #458:** d 1+2 Fo Bu 2 , f 3 , 3 2 4 Jin Ji Du Li , 1+2 , d 1+2 Fo Bu 1 2 , W! , Heat Burst , b 1+2 1+2 d d/f f 2. 12 hits, 86 damages, Wall.

IMPORTANT COMBOS	
df+2 uf+4 ws+2 f,f+4 f,f+4,3 KNK 3	f+2 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
db+3 BOK 2	f+3 ▶ f+2 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
BOK 1,2 KNK 3,4 LOW PARRY	4 ▶ b+1,4~DF ▶ ws+3 ▶ f+4~DF 2,4

CH d+2 CH ub+3 CH KNK 2	f+2 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
CH db+4 CH f+1+2	qcf+3 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
CH df+2+3 CH KNK 4~DF	ws+3 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
CH (f,f+4,3),4	df+1 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
CH KNK 1+2	f+3 ▶ f+2 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2

heat dash db+2,4~F heat dash b+2,1+2~F heat dash KNK 1,2~F	f+2 ▶ b+1,1+2~D ▶ BOK 1,2 T! ▶ b+1+2,1+2,qcf+2
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WALL COMBOS	
GENERAL	b+1+2,1+2,qcf+2 (delay last hit) b+1,4 ▶ KNK 3,4
WITH TORNADO	b+1,4 ▶ KNK 3,4 T! ▶ ws+1,4,1 ...

COMBO ENDERS			
FOR DMG	b+1+2,1+2,qcf+2	f+4~DF 2,4	
WALL CARRY	ws+3,1,2	b+1,1+2	f,f+3,4
WALL BREAK	f,f+2	d+4,2	qcf+3+4
FLOOR BREAK	b+2,1+2	d+2	b+3,1

df2 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 62 *dmg*
 uf4 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 62 *dmg*
 ws2 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 64 *dmg*
 ff4 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 59 *dmg*
 ff4,3 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 68 *dmg*
 KNK 3 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 60 *dmg*
 d2 **CH** - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 74 *dmg*
 ub3 **CH** - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 78 *dmg*
 KNK 2 **CH** - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 71 *dmg*

db3 - f3 - b1,4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 79 *dmg*

BOK 2 - f3 - f4~KNK 3,4 - dash - b1+2,1+2,qcf2 || 75 *dmg*

qcf1 **CH** - ws4,1+2 || 37 *dmg*

FC df3 - d1+2~BOK 2 || 38 *dmg*

KNK 3,4 - dash - df2+3 - ws3 - f4~KNK - KNK df~n2,4 || 59 *dmg*

low parry - dash - df2+3 - ws3 - b1,4~KNK - KNK df~n2,4 || 39 *dmg*

f3+4 **CH** - dash - df2+3 - ws3 - b1,4~KNK - KNK df~n2,4 || 67 *dmg*

W! b1,4~KNK 3,4 - f1+2 || 86 *base dmg*
 post T! W! b1+2,1+2,qcf2 || 58 *base dmg*

□ Leroy Smith



- Origin: USA
- Age: Over 50
- Weight: 77 kg (170 lbs)
- Height: 187 cm (6'1")
- Likes: His late family, Sugar
- Dislikes: Mishima Zaibatsu, Heihachi Mishima, Kazuya Mishima
- Fighting Style: Wing Chun
- Debut: Tekken 7
- Availability: Base Game



Gameplan

Like the real-life martial art, Leroy's move set is based on. He is often focused on parry and defensive stances. But his various stances also allow him to enact pressure or transition out of tricky situations.

Because of the power of his defensive gameplay style, it can be a little easier for new players to play reactively to opponents. Yet, Leroy's true potential lies in switching stances regularly and maximizing what each has to offer alongside the HEAT system

Pros: One of the best CH launchers in the game with b1+2 Strong stance mixups Amazing at turn stealing and making them second guess their pressure

Cons: Weak tracking Often has to commit to make a comeback without CHs.

Recommended for players who likes Stance pressure and mixups Turn stealing moves and reads

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1+2,1+2,1 | f4,4 | d1+2 | db1+2 | HRM b1+2,1
- Heat Smash: 2+3 during Heat
- HRM: 3+4 (also accessed automatically via moves)
- f2+3*: cane move; only one cane move per match
- db2+3*: cane move; only one cane move per match
- (): parentheses indicates whiff or block

Top Moves

b2 parry i??

- One of the best parries in the game. Parries highs and mids that aren't elbows or shoulders. Parry continues against strings and only counterattacks when 1+2 is inputted.

1,1,1+2,1 h,m,hhhh,m i10 +1,-9,-13,-16

- Jab string that's NCC. Easily confirmable with 1,1,1+2, which is also unlikely to be punished because of the last hit.

df1 m i13? -3?

- Fast mid poke with an extension via df1,4

f4,4 m,h i16 -9,-6

- Natural combo, safe on both hits, and knocks down for oki. As people learn the Leroy matchup, they're going to duck this string, but on-hit it's fantastic. The string seems jab-punishable but it isn't, so it will catch mashers too.

db3,1+2 l,m i17 -26,-16

- The main reason to duck against Leroy is because it's 32 damage, and natural combo with knockback. However, unlike similar low sweeps, it doesn't give any oki opportunities.

uf4 m i23 -8

- An orbital heel, complete with tech-jump and NH launch.

d3,2 l,h i16 -13,-3

- Natural combo that leads to +8 HRM on hit, his best HRM transition. Any HRM move that comes out i17 or faster is uninterruptible; a simple setup would be HRM 3,4 for low, and HRM 4,1+2 for mid. Both of those HRM strings are NC and will catch anyone mashing.

b1 h i11 -6

- Very similar to Feng's b1. During a counterhit gets 45 free damage total.

b3 h i18 -6

- Tech-jump and NH screw launcher.

ff3 h i18~23 -2~0

- Another tech-jump that's a great approach move that's safe. Free uf3+4,1+2 followup on hit.

b4 m i17 -8

- Fast, mid, homing, safe.
- wt3 m i24~27 +7
- ff3's older brother, slower but more +ob.
- ss4 l ~i18 -12
- Average low on block, but great on hit and counter-hit. Standing 4,4 is guaranteed on ss4 CH for a nice chunky 47 dmg.
- 2,1,2,1 h,m,h,m i12 +0,-7,-7,-13
- 2,1 by itself is a solid high,mid poke. 2,1,2 is still safe, while 2,1,2,1 is a launch on counterhit. The last two hits are delayable, making this quite a useful string to test patience.

Leroy Smith Combos



IMPORTANT COMBOS	
df+2,1+2 ws+2 f,f+2,2 HRM f+4 f+2+3 (once per match)	qcf+2 ▶ f+3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4
uf+4 qcf+2	df+4,3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4
df+3+4 db+2+3 (once per match)	qcf+2 ▶ 2,2 ▶ uf+3+4,1+2
LOW PARRY	db+1,3 ▶ d+3,2 HRM 2,3

CH b+1+2 CH HRM b+1	qcf+2 ▶ f+3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4
CH HRM b+4 CH FC df+4,1	df+4,3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4
CH (f,f+4),2	f,f+3+4 ▶ f+3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4

heat dash d+1+2~F heat dash f+4,4~F heat dash db+1+2~F heat dash HRM 1+2,1~F	qcf+2 ▶ f+3 ▶ d+3,2 HRM 2,3 T! ▶ b+3+4
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WALL COMBOS	
GENERAL	2,1,2,1 b+3+4
WITH TORNADO	df+3+4 ▶ 2,1,2,1

COMBO ENDERS			
FOR DMG	b+3+4		
WALL CARRY	f,f+4,2	db+1,2	
WALL BREAK			
FLOOR BREAK	d+1+2	d+2	

df2,1+2 - db1,3 - 2,1,2,1 - dash - b3+4 || 69 dmg
 uf4 - db1,3 - 2,1,2,1 - dash - b3+4 || 69 dmg
 ws2 - db1,3 - 2,1,2,1 - dash - b3+4 || 68 dmg
 ff2,2 - db1,3 - 2,1,2,1 - dash - b3+4 || 68 dmg
 HRM f4 - db1,3 - 2,1,2,1 - dash - b3+4 || 68 dmg
 b1+2 **CH** - db1,3 - 2,1,2,1 - dash - b3+4 || 49 dmg
 FC df4 **CH**,1 - db1,3 - 2,1,2,1 - dash - b3+4 || 78 dmg
 HRM b1 **CH** - db1,3 - 2,1,2,1 - dash - b3+4 || 72 dmg
 HRM b4 **CH** - db1,3 - 2,1,2,1 - dash - b3+4 || 67 dmg
 (2,1,2),1 **CH** - db1,3 - 2,1,2,1 - dash - b3+4 || 72 dmg

qcf2 - df4,3 - 2,1,2,1 - dash - b3+4 || 67 dmg

(db1),3 **CH** - d3,2 - HRM 4,1+2 - dash - b3+4 || 54 dmg

HRM 1 **CH** - dash - d3,2 - HRM 4,1+2 - dash - b3+4 || 54 dmg
 (db1),1+2 **CH** - dash - d3,2 - HRM 4,1+2 - dash - b3+4 || 64 dmg

(ff4),2 **CH** - uf3 - f3 - d3,2 - HRM 4,1+2 - dash - b3+4 || 76 dmg

f2+3* - dash - wait - uf3 - f3 - d3,2 - HRM 4,1+2 - dash - b3+4 ||
 86 dmg

^uf3 must land after opponent has bounced

db2+3* - db1,3 - b3+4 || 49 dmg

ff3 - uf3+4,1+2 || 48 dmg

db4 **CH** - dash - db2,1+2 || 32 dmg

W! - df3+4 - 1+2,1+2,1 || 68 base dmg
 post T! W! - b3+4 || 46 base dmg

□ Emilie De Rochefort (Lili)



- Origin: Monaco
- Age: 17
- Weight: 66kg
- Height: 180cm
- Likes: Fashion, Winning, Fighting, Seeing her father pleased, Sweets, Tea, Pop music, Ganryu's eyebrows, Bears, Asuka Kazama, Her cat Salt
- Dislikes: Anyone who is part of the Mishima family, Losing, Seeing her father upset, Spicy food, Sweat
- Fighting Style: Gymnastics, Street Fighting, Self-Taught Style
- Debut: Tekken 5
- Availability: Base Game



Gameplan

Lili is an extremely versatile character with many easy-to-use moves and great range on her kicks, thanks to her long legs. Her mixup, combo, and wall juggling potential is great and can destroy her opponent's health bars in the blink of an eye. She can pin down her opponent from range and engage in close combat, but most of her moves are telegraphed quite obviously and could be sidestepped and punished. Her elegant fighting style involves a lot of acrobatic and dance-like moves, which fits her origin perfectly.

Pros: Best sidestep in the game Strong generic tools Excellent + frames pressure One of if not the best oki tool with qcf3 Arguably the best low heat smash in the game

Cons: Her stronger moves are a bit slow, prone to CH Weak tracking

Recommended for players who like: Strong stepping characters Applying + frames pressure Customization mode.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 3,1 | 3+4 | DEW 2,1 | BT 1,4 | FSR 2
- Heat Smash: 2+3 during heat
- DEW: qcf or hold forward during certain moves
- BT: b3+4 or entered automatically from certain moves
- FSR: b3 or b4

Top Moves

d/f+3 m i20~21 +3~+5

- Mid that forces crouch, +8~+9 on hit which allows for guaranteed pressure afterwards and a Ch launcher. Great pressure tool

f,F+4 l i22(i23~) -12

- One of her most damaging lows that allow her to go Back Turned,(BT) +4 on hit and +9 on ch which leaves the opponent in a stunned state which can guarantee a free follow up to BT1,2 if user went BT.

qcf+3+4 h,h i12 i22 (i14~) +6

- Double high that wall splats, jails, and is homing. Crushes lows and can crush some highs if done instantly out of qcf. Encourages opponents to duck which gives her access to many of her wall splatting mids. Great pressuring tool against an opponent whose back is at the wall.

qcf+1,2 m,m i15~16 (i17~) -12,-14

- One of her best long range whiff punishers. Crushes some mids, second hit can be canceled into BT, last hit is a ch launcher which will catch people that try to punish the first hit. Also wall splats.

qcf+2,1 m,m i14~15 -9,-13

- Unsafe on second hit but decent ranged homing move that lead to a knockdown.

b+1,F m i17 +1

- Great hitbox, gives Lili a safer approach to her opponent, +9 on hit if canceled into crouch dash.(cd) Good recovery on whiff.

d/f+1 m i13 -1

- Her fastest mid poke, +7 on hit, leaves you right in your opponent's face, can sidestep(ss) after it, hard to whiff punish. One of her "go to" moves in the neutral.

2,4 h,h i10 -2

- Her i10 punish, KND, wall splats, will not reach in some cases. If you aren't sure if it will connect, I'd recommend using jabs (1,2) for the punish.

1+2 m i12 -12

- One of the only 12f mids in the game, also her main i12 punish with minor pushback. Will not punish some 12f moves, for example, Face up Feet Toward(FUFT) wake up 4. In this event you can use her alternate i12 punish.(4,1) Can be used as a panic move or as a frame trap, KND, wall splats. If opponent does not roll back tech off the KND, then it gives a free f,F+4

WS4 m i11~12 -8

- Her i11 ws punish. Gives a knockdown and can combo at the wall with db1 fc df+1.

BT 1+2 m m (2 hits) i13 i19~20 -10~-9 OC

- Natural hit(NH) launcher from BT, forces the opponent in a crouch state, it only being -10~-9 means the only punish the opponent can do is downjab which makes this move abusable.

SS1+2 m 19~20 (28~) -2~-1

- Ch launcher, sometimes crushes jabs, can SS after it, also the recovery of the animation makes it look more – than it is which can trick the opponent.

u/f+3 m i15~16 -13~-12

- A hopkick. Good range, tracks her weakside well but is not recommended to be used for tracking.

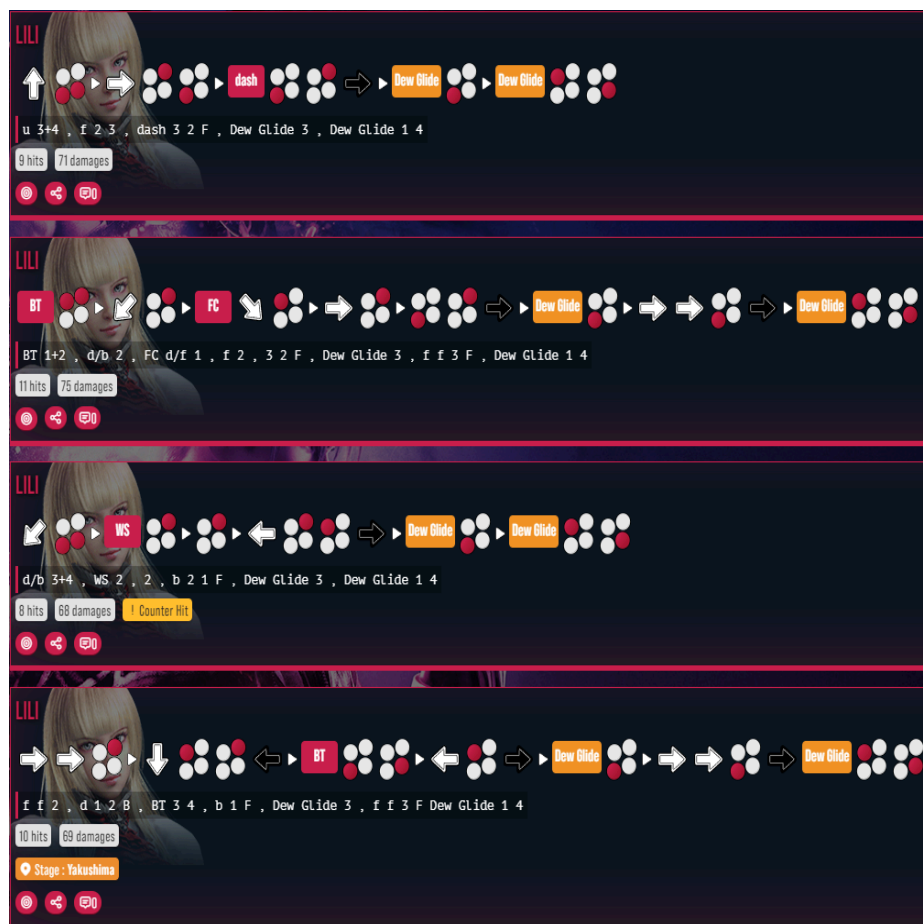
d/f+3+4 m i24~29 RBT -4~+1

- Good mid range move, can be hard to get around. Has follow ups that put the opponent and yourself into a guessing game. Crushes lows, in some circumstances it evades highs, NH launcher. Easily steppable. Not something to throw out frequently.

f+3 m i20 -3

- Lili's go to tracking move

Lili Combos



IMPORTANT COMBOS	
uf+3 df+2 ws+2 d+3+4	df+2~B ▶ BT 3,4 ▶ b+1,4 T! ▶ f,f+3~F 1,4
df+3+4	BT 3,4 ▶ b+1~F DEW 3 T! ▶ f,f+3~F 1,4
f,f+2 BT 1+2	db+1 ▶ ws+1,2 ▶ b+1,4 T! ▶ f,f+3~F 1,4
ws+3 db+4 LOW PARRY	qcf+3 ▶ 3,2 ▶ 3,2~F 1,4

CH f+4 CH (qcf+1),2	ws+2~B ▶ BT 3,4 ▶ b+1,4 T! ▶ f,f+3~F 1,4
CH db+3 CH (ws+1,2),4	df+2~B ▶ BT 3,4 ▶ b+1,4 T! ▶ f,f+3~F 1,4
CH df+3 CH FC df+3	d+1~D ▶ ws+1,2 ▶ b+1,4 T! ▶ f,f+3~F 1,4
CH db+3+4	ws+2~B ▶ BT 1,2 T! ▶ d+2,2,3

heat dash 3,1~F heat dash 3+4~F heat dash qcf+2,1~F heat dash Feisty 2~F	df+2~B ▶ BT 3,4 ▶ b+1,4 T! ▶ f,f+3~F 1,4
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WALL COMBOS	
GENERAL	ws+1,2~F DEW 3 1,2 ▶ 1+2
WITH TORNADO	qcf+3 T! ▶ ws+1,2~F DEW 3 b+1,4 T! ▶ uf+4,3

COMBO ENDERS			
FOR DMG	DEW 1,4		
WALL CARRY	b+1,4	3,2	
WALL BREAK			
FLOOR BREAK			

df2 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 || 65 *dmg*

uf3 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 || 63 *dmg*

ws2 - iws2 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 || 72 *dmg*

d3+4 - iws2 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 || 78 *dmg*

f4 **CH** - iws2 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 || 82 *dmg*

(qcf1),2 **CH** - iws2 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 1,4 ||

79 *dmg*

u3+4 - f2,3 - ff3~F - DEW 3 - b2,1~F - DEW 3 || 74 *dmg*

low parry - df3+4 - BT 3,4 - b1~F - DEW 1,4 || 39 *dmg*

db4 - df3+4 - BT 3,4 - b1~F - DEW 1,4 || 59 *dmg*

ws3 - df3+4 - BT 3,4 - b1~F - DEW 1,4 || 65 *dmg*

df3+4 - db1 - ws2 - 2 - d2,2,4 - ff3~F - DEW 1,4 || 58 *dmg*

ff2 - db1 - ws2 - 2 - d2,2,4 - ff3~F - DEW 1,4 || 64 *dmg*

BT 1+2 - db1 - ws2 - 2 - d2,2,4 - ff3~F - DEW 1,4 || 69 *dmg*

df3 **CH** - db1 - ws2 - 2 - d2,2,4 - ff3~F - DEW 1,4 || 71 *dmg*

ss1+2 **CH** - b1,4 - dash - b2,1~F - DEW 3 || 64 *dmg*

FC df3 **CH** - d1,2,4 || 42 *dmg*

*All instances of [wait] have to wait for opponent to bounce before
landing the next move*

W! - b1,4 - d2,2,4 || 88 *base dmg*

post T! W! - b2,1,1+2 || 55 *base dmg*

□ Ling Xiaoyu



- Origin: China
- Age: 19
- Weight: 49 kg (108 lbs)
- Height: 159 cm (5'2")
- Likes: Jin Kazama, Panda, Heihachi Mishima, Miharu Hirano, Chinese meat buns, Red bean buns, Shrimp shumai, Peking Duck, Takoyaki
- Dislikes: Her math teacher, the Devil Gene
- Fighting Style: Mix of Chinese Martial Arts (Baguazhang, Piguaquan, Hekki Sho, and Hika Ken)
- Debut: Tekken 3
- Availability: Base Game



Gameplan

Xiaoyu's gameplay is often centered around speed and evasion. She has plenty of tools to pressure her opponents and build up momentum for combos. Given her fast-move kit, she lacks raw damage. She is a fairly difficult character to learn, but once you do, she can be a massive threat to any opponent in her way with her evasion, knockdowns, and setups.

Pros: Some of the highest damage output Amazing okizeme AOP allows her to nullify a lot of pressure/situations Amazing mix ups with HYP stances Arguably the best usage of Heat in the game

Cons: Range is a bit limited

Recommended for players who like: Stance based characters Labbing and creativity with oki Strong poke characters.

Specific Moveset

- RA: df1+2 (also accessible in AOP)
- Heat Burst: 2+3
- Heat Engagers: db1 | b4,1 | RDS 1+2,4 | HYP 2 | AOP 2,1
- Heat Smash: 2+3 during Heat
- RDS: b3+4 (also known as BT for back-turned)
- AOP: d1+2
- HYP: db1+2 OR ub1+2 OR entered automatically from certain moves
- *: indicates the move is held down or charged

Top Moves

1,d+2 h,m i10 -3

- i10 punish for most -10 moves (that don't have ridiculous pushback). Leaves her BT, 2nd hit on ch gives a free bt b+3.

d/f+1 m i14 -2

- Generic good poke mid which high crushes and can transition into RDS.

SS4 l i18~19 -13

- Good low poke that CH launches and reaches very far with good tracking. Only -13 on block too which is not a huge punish considering the reward.

d/f+2~1 m,m i15,i22 -13

- Her i15 launcher which reaches very far and tracks both ways and hits grounded. -13 on block which people still seem to forget sometimes and try to launch it.

D+1+2 AOP

AOP 4~3 L (TC) i22 -33

AOP 2>1 m,m i13 -12

AOP u/f+3 m (TJ) i15 -17

- Art of phoenix stance. One of the most notorious stances in the series. This lowers Xiaoyu's hurtbox and crushes highs and probably more than it should mids as well. She has a number of good moves from this stance as well.

AOP 4~3: One of the best lows that Xiaoyu has. Was good in tag 2 and now has been buffed even more, this move knocks opponents down and opens up for good okizeme mixups, and on block Xiaoyu remains on the floor making the punish minimal, has to be low parried to get a good punish.

AOP 2>1: Hit confirmable natural combo. Does 30 damage and sends the opponent far.

AOP u/f+3: Think of a hopkick, that's what this is. Except it has a safe followup with AOP u/f+3,3, though it is a high and can be crouched, or AOP u/f+3,1 which is a mid but is unsafe (-4 but she remains in aop).

b+1 m i8 -12

- A good panic button as it comes out i8 when the generic fastest button for characters is i10. On hit goes into RDS as well and can enforce RDS mixups from there.

d/b+4 l i18 -12

- Generic but good low poke that's harder to react to than SS4 and on CH gets a juggle.

RDS f+3+4, 3+4 M (RDS) i25 -11 (RBT)

- This is a conditioning move. From RDS empty rookick can be used after conditioning people to block and fear pressing a button as it crushes highs and some mids. The rookick is a launcher which will hit people who crouch in fear of throws and lows that she has from RDS. Note that it is launch punishable on block as she remains back turned afterwards.

RDS 4 m i13~14 -18

- Xiaoyu's launcher from back turn.

RDS d+3,3+4 (With Rage) l,m i16 -4

- Xiaoyu's rage drive. This is argued to be the best in the game for good reason. It is a low mid launcher which jails on block and is safe.

f+1+2 m i12 -16~-15

- Her i12 punisher does good damage, knocks the opponent far away.

4 h i11 -9

- Generic standing 4 but has really good reach and can be good for getting a magic 4.

f,f+3 m i14 -5

- Good tracking mid that puts her into RDS, and reaches far. Not much else to say really? Is good in the neutral.

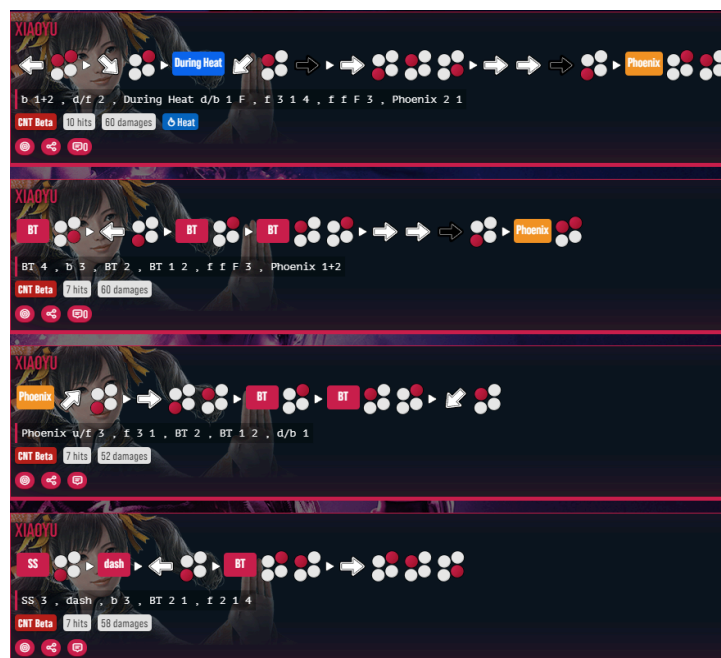
4~3 M (TJ) i23 -1 (OC)

- A tech jump mid that CH launches and is also used a lot after a tailspin for okizeme mixups.

WS2 m i13 -3

- Good ch launcher non charged or ws punish for incredibly punish blocked lows like snake edge or Xiaoyu's SS3 in a mirror match by charging the WS2 all the way.

Ling Xiaoyu Combos



IMPORTANT COMBOS	
uf+3 b+1+2 ws+2~B (hold)	df+2 ▶ f+3,1 ▶ RDS 1,2 T! ▶ wr+3 ▶ AOP 1+2
3	f,f+3 ▶ df+4 ▶ f+3,1,4 T! ▶ df+2,3
ub+3	AOP 1 ▶ ws+2 ▶ RDS 1,2 T! ▶ wr+3 ▶ AOP 1+2
RDS 4	b+3 ▶ RDS 2,1 ▶ f+3,1,4 T! ▶ wr+3 ▶ AOP 1+2
f,f,f+3	AOP 1 ▶ ws+2 ▶ RDS 1,2 T! ▶ f+2,1,4
RDS f+3+4,3+4	RDS f+3+4,3+4 ▶ 1+2 ▶ f+3,1,4 T! ▶ wr+3 ▶ AOP 1+2
f+2+3 (throw)	f+3,1,4 T! ▶ f+2 ▶ f+3,1,1+2
df+3 LOW PARRY	df+2 ▶ f+2 ▶ f+3,1 ▶ RDS 2,2 ▶ RDS 4

CH f,f+4	HYP 3+4 ▶ ub+4 T! ▶ f+2 ▶ f+2,1~b HYP 2
CH AOP 1+2	b+3 ▶ RDS 2,1 ▶ f+3,1,4 T! ▶ wr+3 ▶ AOP 1+2
CH sidestep 4	f,f+3 ▶ RDS 2 ▶ RDS 2 ▶ RDS 1,2 ▶ f+2,1,4
CH 3+4 CH uf+4 CH ws+2~B CH (f,f+1+2),1+2	df+2 ▶ f+3,1 ▶ RDS 1,2 T! ▶ wr+3 ▶ AOP 1+2

heat dash db+1~F heat dash HYP 2~F heat dash RDS 1+2,4~F	df+2 ▶ f+3,1 ▶ RDS 1,2 T! ▶ f+2,1,4
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WALL COMBOS	
GENERAL	1 ▶ db+1 f+2,1~b HYP 2
WITH TORNADO	???
	???

COMBO ENDERS			
FOR DMG	wr+3 ▶ AOP 1+2		
WALL CARRY	df+2,3	f+2,1	b+1+2
WALL BREAK	f,f+2,1		
FLOOR BREAK	f,f+1+2,1+2	d+1	

b1+2 - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 66 *dmg*
 uf3 - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 59 *dmg*
 RDS 4 - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 59 *dmg*
 ws2*~b - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 66 *dmg*
 AOP uf3 - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 60 *dmg*
 AOP d1+2 - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 67 *dmg*
 3+4 **CH** - df2 - f3,1 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 73 *dmg*

ss4 **CH** - ws2 - RDS 2 - RDS 2 - RDS 1,2 - WR3 - AOP 1+2 || 64 *dmg*

RDS f3+4,3+4 - RDS f3+4,3+4 - RDS 1,2 - dash - b2 - RDS 2,2 - RDS 4
 || 73 *dmg*

AOP uf3,4 - ub3 - AOP 2,1 || 46 *dmg*
 AOP uf3,4 - ub3 - u (AOP cancel) - f2,1,4 || 50 *dmg*

WR3 - AOP 1+2 - WR3 - AOP 1+2 || 57 *dmg*

3 - db2 - RDS d3,4 || 40 *dmg*

RDS d4 - f3,1 - RDS 2 - RDS 2,2 - RDS 4 || 51 *dmg*
 HYP 3* - f3,1 - RDS 2 - RDS 2,2 - RDS 4 || 61 *dmg*
low parry - f3,1 - RDS 2 - RDS 2,2 - RDS 4 || 44 *dmg*

W! - f3,1,4 - d/b+1 || 72 *base dmg*
 post T! W! - 1 - d/b+1 || 44 *base dmg*

□ Marshall Law



- Origin: USA
- Age: 49
- Weight: 80 kg
- Height: 179 cm
- Likes: His restaurant, his dojo, money, his wife and son, his family and best friend
- Dislikes: Bills, being broke, Baek Doo San, his son fighting outside of the dojo, rich people
- Fighting Style: Martial arts based on Jeet Kune Do
- Debut: Tekken
- Availability: Base game



Gameplan

As a Tekken character, Marshall Law is the most effective at a close range, having an impressive set of quick pokes and confusing high-low mixups. Long-range tools of his opponents and their offensive style may become problems for the fighter. Players need to use conditioning with Marshall Law to force their game and control matches.

Pros: Strong standing/crouching punishment Insane stagger pressure One of the better crouch mixups in the game

Cons: Can be hard to make a comeback with Poor keepout tools Limited range

Recommended for players who like: CH focused playstyles Rushdown playstyle Bruce Lee

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1,1,1 | b1,2,2 | uf3 | ff3 | DSS f1 | DSS f3
- Heat Smash: 2+3 during Heat
- DSS: d1+2 OR hold forward from certain moves; all combos assume just-frame (blue sparks)
- (): signifies move whiffs or is blocked

Top Moves

1,1,2 H,H,H i10 i8 +1,-8,-6

- i10 punisher, his jab strings have a lot of options to go for mids against duckers.

1,2,3 H,H,M i10 -5

- Wall splats on CH, good distance, can be a 10f punisher. Safe to throw out, but very linear.

df1 M i13 -1

- Law's main mid poke tool, good when paired with his low poke db+3. Is also the start of his 10 string and +5 on hit.

db3 L i17 -13

- Law's main low poke, good to mix up with df+1. On CH it staggers.

b2 M i16 -8

- Another good mid poke, slower startup than df+1 and has follow ups (b+2,1. b+2,2. b+2,3). It's also safe.

FC df,d,df+3 L i16~23 -23

- Law's slide, on a good mixup tool with ws2. Unseeable on fastest input.

4,3 H i13 -9,-8

- His i13 punisher has follow ups (4,3. 4,3,4). Good for catching opponents pressing buttons when you're + frames. Can go into DSS by holding forward after 4,3.

f3+4 M i25~26 -2

- Safe mid, that forces crouch on hit. On block you can side step or try to interrupt the opponent with d+1 or d+2. Also launches on CH.

WR3 M i20~23 +6~+10

- Safe mid that is plus on block, linear and seeable from a distance so try doing it at close distances for better + frames.

b4 M i14 -7

- A good homing move and 14 frame punisher with b+4,3. Holding back takes Law into back turned, and is safer at -4. On hit is +4~6.

ws4 M i11 -4

- i11 while standing punisher, +7 on hit, and can be DSS'd making it +16.

df2 M i15 -7

- A safe mid launcher that doesn't launch crouching opponents.

BT d3 L i12 -15

- Fast low out of back turn, uninterruptible after b+4 on hit.

f1+2 M i20 +3

- CH launcher, plus on block and on hit it forces crouch. Can hold down after entering a crouched state, where ws4 is uninterruptible but you have less options than standing. Mixing up between the two is key to using this move.

3+4,4 M,M,H i14 -14[-13] +7

- Strong 14f punisher, but very easy to duck. Only used for whiff or block punishment.

Marshall Law Combos

The image displays four screenshots of Marshall Law combos from a fighting game, each showing a sequence of moves, hit counts, and damage.

Combo 1: d/f 2 , 4 u 3 , During Heat u/f 3 F , f 3 1 , b 2 1 , dash , 4 3 F , Dragon Charge f 4. CNT Beta 11 hits 60 damages. Heat.

Combo 2: WS 2 , 4 u 3 , b 2 1 , dash , 4 3 F , Dragon Charge 4. CNT Beta 8 hits 66 damages.

Combo 3: f F 3+4 , U/F 4 3 , f F 4 , 2 , 1+2 4. CNT Beta 8 hits 56 damages.

Combo 4: d/f 2 , 4 u 3 , b 2 1 , f F 2 1 3. CNT Beta 8 hits 53 damages.

IMPORTANT COMBOS	
df+2 ws+2 uf+4 sidestep 3+4 f,f+1+2 (throw)	4,u+3 ▶ b+2,3,4 T! ▶ 4,3~F 4
uf+4 (hold)	uf+1 ▶ 4,u+3 ▶ b+2,1 T! ▶ 4,3~F 4
LOW PARRY	4,u+3 ▶ f,f+2,1,3

CH d+2,3 CH f+3+4 CH f+1+2	4,u+3 ▶ b+2,3,4 T! ▶ 4,3~F 4
CH f+1+2~D	uf+1 ▶ 4,u+3 ▶ b+2,1 T! ▶ 4,3~F 4
CH BT 2 CH f+[2~1]	d+1,3 ▶ b+2,3,4 T! ▶ 4,3~F 4
CH 1+2	4,u+3 ▶ f,f+2,1,3
CH 4,3,4	b+2,3,4 T! ▶ 4,3~F 4

heat dash uf+3~F heat dash 1,1,1~F heat dash b+1,2,2~F heat dash DSS f+1~F	4,u+3 ▶ b+2,3,4 T! ▶ 4,3~F 4
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WALL COMBOS	
GENERAL	4,3~f DSS f+3
	b+2,3,d+4
WITH TORNADO	4,3~f DSS 1+2 ▶ sidestep 1+2,1
	1+2 ▶ 4,3~f DSS f+3

COMBO ENDERS			
FOR DMG	4,3~f DSS f+4		
WALL CARRY	f,f+2,3	d+2,3	
WALL BREAK	4,3~f DSS f+1		
FLOOR BREAK	f+1+2		

df2 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 67
dmg

uf4 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 69
dmg

ws2 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 75
dmg

u3,4 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 ||
75 *dmg*

ff3+4 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 ||
65 *dmg*

f1+2 **CH** - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4
|| 79 *dmg*

DSS 2 **CH** - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS
f4 || 79 *dmg*

d2 **CH**,3 - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4
|| 85 *dmg*

f3+4 **CH** - 4,u3 - micro dash - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4
|| 79 *dmg*

*^[micro dash - 4,3~F, DSS1+2 - RUN] can be replaced with [b2,3,4 - dash],
easier but -2 dmgs*

UF4 - uf1 - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 66 *dmgs*
f1+2,d **CH** - uf1 - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 67 *dmgs*

(b2),3 **CH**,4 - 4,3~F, DSS 1+2 - RUN - 4,3~DSS f4 || 78 *dmgs*
^first 4,3~F needs to be slightly delayed

UF4 - dash - 4,u3 - 4,3~DSS f4 || 42 *dmgs*

W! - 4,3~F, DSS 1+2 - 4,3~DSS f3 || 108 *base dmgs*
post T! W! - 4,3~DSS f3 || 61 *base dmgs*

□ Nina Williams



- Origin: Ireland
- Age: 44 (physically 29)
- Weight: 56 kg (123 lbs)
- Height: 168 cm (5'6")
- Likes: Tom from Tom & Jerry, milk tea, scotch, her job
- Dislikes: Her younger sister and son
- Fighting Style: assassination arts based on Aikido and Koppojutsu
- Debut: Tekken
- Availability: Base game



Gameplan

Nina Williams is a pretty complicated technical character that requires input precision to be effective in Tekken fights. She has a nice range of tools, including damaging throws and even usage of pistols. Her moveset allows players to land long and totally destructive combos, but quite a lot of practice is needed to be able to do this.

Pros: Some of the best wall carry in the game Insane poke pressure and cancels Strong wall game Fastest heat engagers with a 11f db1+2

Cons: Range is limited Takes risks to make comebacks

Recommended for players who like: Pure rushdown characters Execution based characters

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f3,2 | f1+2 | db1+2 | wr1+2 | qcf2
- Heat Smash: 2+3 during Heat
- qcf: d,df,f
- qcb: d,db,b
- ws: while standing moves can be input from qcf by returning to neutral
- (): signifies move is blocked or whiffed

Top Moves

u/f+1 m i26 - 5

- Safe high damaging launch. Low crushes(not instantly) and extremely good for oki.

SS1(~b ~f) m i14 -10(+10)

- What makes this move extremely good is doing ss1~b or ss 1~f at the wall gives a heavy frame advantage forcing an instant frame trap or mixup.

1+4 m m (2 hits) i15 -5

- Safe mid, mid strings will always be op. Beats all crushing moves and leaves them in fc on hit. It creates extremely nasty oki at the wall when used as an ender in conjunction with qcf+2.

f+2 h i13 -3

- 13 frames long reaching high that's +8 on hit. Has extremely good strings after such as f+2,1,4(ends in high tailspins, -4) and f+2,1,1+2(+1 on hit,ends in a mid and leaves them in fc. -12 on block).

f+3 h,h i14 +6

- A really good + on block ch launcher. Since it's double hitting the second one can be ducked and you can be launched and punished. Use with discretion.

d/b+2 m i24 -5

- Her longest ranged homing move. It's a Ch launcher and high evades at particular ranges and startup frames.

qcf+1 h i14~16 +1

- Decent range and a great ch launcher as well as plus on block.

d/b+3 l i20 -13

- A decent low to add to your frame traps, +4 on hit and it's good for opening people up.

d/f+1 m i13 -1

- Staple move to nina's pressure game. Can go into a multitude of strings after. df+1,2/df+1,2(u/d)/df+1,2,3/ect.

d+2 l i20 -12

- Extremely hard to see low. High crushes and tracks one direction. Extension is a high that is a ch launcher(the greatest)

d/f+2 m i15 -7

- A safe fast mid launcher. Doesn't launch crouchers unless on ch.

u/f+2,1 m,m i18,i18 -10,-13

- One of nina's best launchers, hit confirmable and decent range. Second hit is a ch launcher(very delayable string). Uf2 is also a decent high-crush.

SS2 m i13~14 -14

- A sidestepping launch that evades highs. Sometimes difficult to punish.

d,d/f+4 l i20~24 -37

- A very difficult to see low that is a ch launcher. On normal hit you get a free ff+3. This move is faster when you're crouching doing it.

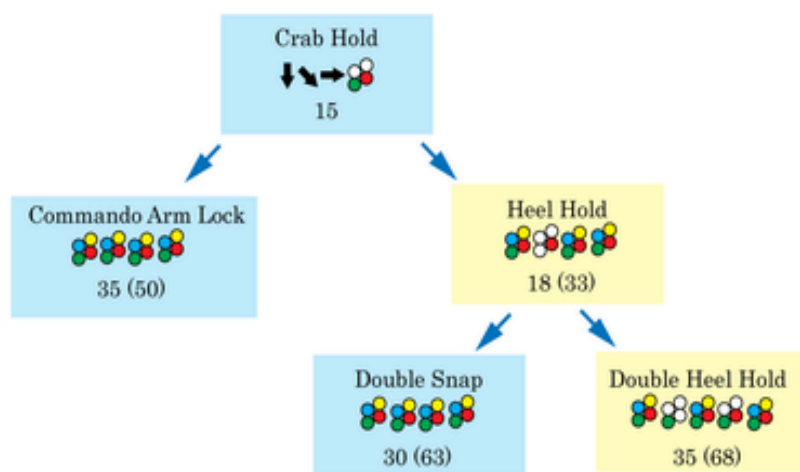
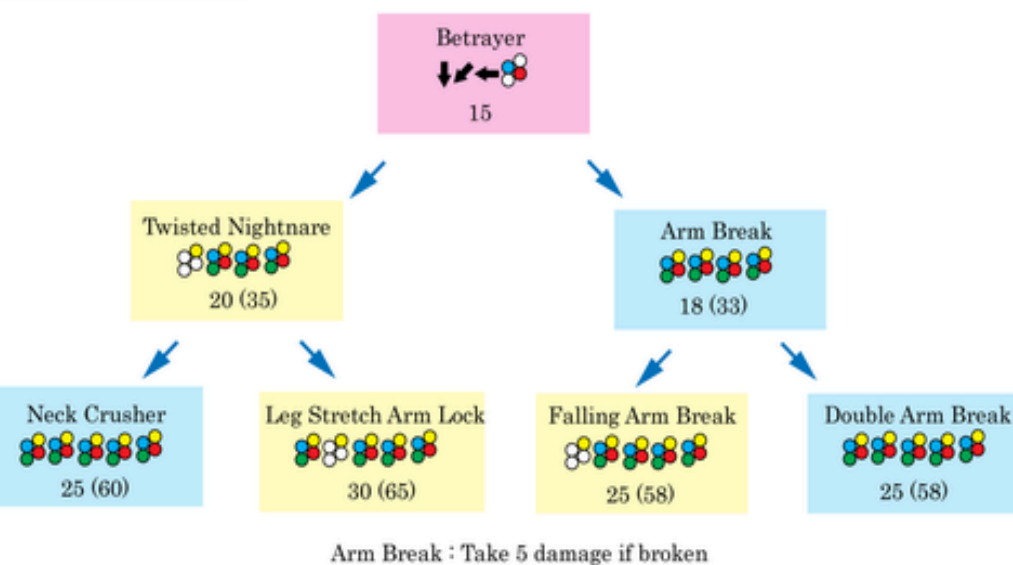
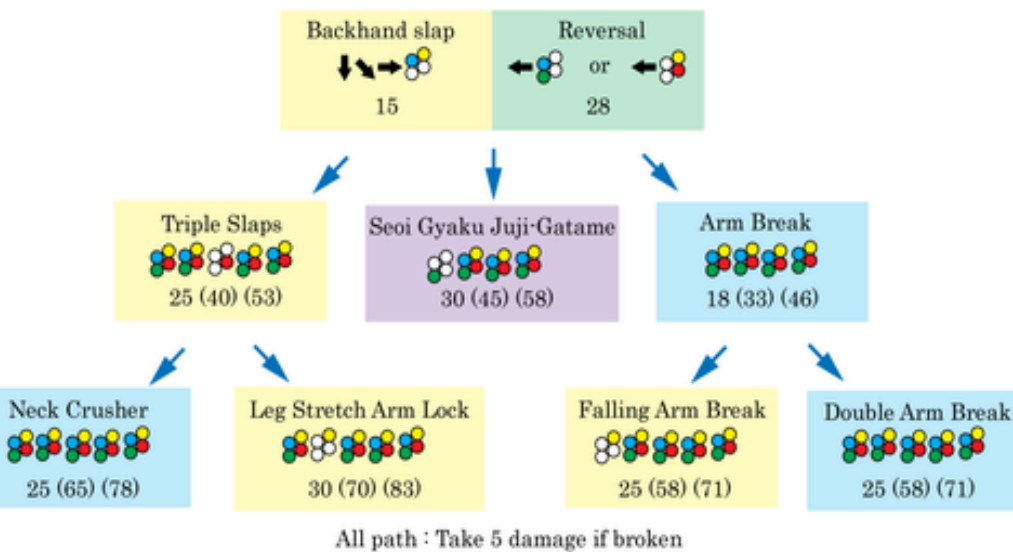
4 h i11 -9

- Basic 4 CH launcher. Has strings from it to catch whiff punishment such as 4,3,2(-13).

Nina Williams Combos

The image displays four screenshots of Nina Williams combos from the game Tekken 7. Each screenshot shows a sequence of moves represented by directional arrows and button icons, along with the resulting hit count and damage.

- Combo 1:** d/f 2 , u/f 4 , During Heat f 1+2 F , b 1 4 , dash , d d/f F 4 3 1+2. CNT Beta: 10 hits, 55 damages. Heat gauge is active.
- Combo 2:** WS 2 , d/f 3 2 3 , dash , 3+4 F , WS F 4 3 1+2. CNT Beta: 10 hits, 57 damages.
- Combo 3:** WS 2 , d/f 3 2 F , WS 1 , b 1+4 , f f F 3 4. CNT Beta: 8 hits, 50 damages.
- Combo 4:** u/f 1 , WS 1 , d 4 1 , f 2 1 3 , f f F 3 3. CNT Beta: 9 hits, 59 damages.



Just Frames

WS3 : 1+2	25
2,3 : 1+2	35
1,2,3 : 1+2	42
DF1,2,3 : 1+2	48

(None of the strings are natural combos)

Neck Crusher 25 Leg Stretch Arm Lock 30

All path : Take 5 damage if broken

Leaping Heel Hold 20 + 18 20 is guaranteed, 18 is extra if not broken

Double Snap 30 (68) Double Heel Hold 35 (73)

Leaping : Take 8 damage if broken, left in FUFT

Command throw mix ups

		
37	37	40 (45 at wall)

Mash tech to reduce damage

	1 break		1+2 break
	2 break		Unbreakable
		Chicken	

First number is the damage of the move itself
Number in brackets is the total damage
Reversal path is the second set of brackets

Most Nina players think her chain throws are garbage, use with discretion

Thanks to : Harrason, joona, Bopper.

IMPORTANT COMBOS	
df+2 b+1+4 ws+3+4 — db+3+4	uf+4 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
uf+2,1	qcf+1 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
uf+1	ws+1 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
ws+2	df+1 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
qcb+4	df+3,2 ▶ 3+4~F 4,3,1+2
sidestep 2	uf+4 ▶ d+4,1 ▶ d+2,2 T! ▶ qcf+4,3,1+2
LOW PARRY	df+3,2 ▶ 3+4~F 4,3,1+2

CH qcf+1 CH f+3 CH f,f+3 CH (1,2),4 CH (df+1,2),4	qcf+1 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
CH (b+1),4	df+3,2 ▶ 3+4~F 4,3,1+2
CH qcf+3 CH df+3+4	d+4,1 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2

heat dash f+4,2~F heat dash qcf+2~F heat dash wr+1+2~F	qcf+1 ▶ df+3,2 ▶ f+2,1,3 T! ▶ qcf+4,3,1+2
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WALL COMBOS	
GENERAL	2 ▶ df+1,2,1+2
AGAINST BEARS	df+3,2 ▶ df+1,2,1+2
WITH TORNADO	db+3+4 ▶ 2 ▶ df+1,2,1+2

COMBO ENDERS			
FOR DMG	qcf+4,3,1+2	b+3+4,1+2	
WALL CARRY		wr+3,4	qcf+1
WALL BREAK	f+1+2	f,f+1+2	
FLOOR BREAK	wr+3,3	uf+1	

df2 - uf4 - uf3 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 69 *dmg*
ws3+4 - uf4 - uf3 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 78 *dmg*
qcf1 **CH** - uf4 - uf3 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 82
dmg

uf1 - ws1 - uf3 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 72 *dmg*

ss2 - qcf1 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 62 *dmg*
db2 **CH** - qcf1 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 67 *dmg*
(b3),4 **CH** - qcf1 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 67 *dmg*

uf2,1 - dash - df1 - uf3 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 70
dmg

df3+4 **CH** OR d,df4 **CH** OR FC df4 **CH** - d4,1 - df3,2~f - ws1 - b1+4 - RUN -
qcf4,3,1+2 || 64 *dmg*
qcf3 **CH** - d4,1 - df3,2~f - ws1 - b1+4 - RUN - qcf4,3,1+2 || 60 *dmg*

b1+4 - uf3 - df3,2 - f2,1,3 - dash - qcf4,3,1+2 || 67 *dmg*
f3 **CH** - uf3 - df3,2 - f2,1,3 - dash - qcf4,3,1+2 || 81 *dmg*

low parry - dash - qcf1 - df1 - df3,2~f - ws4,3,1+2 || 41 *dmg*
qcb4 - dash - qcf1 - df1 - df3,2~f - ws4,3,1+2 || 61 *dmg*
(d2),2 **CH** - dash - qcf1 - df1 - df3,2~f - ws4,3,1+2 || 61 *dmg*

df3+4 OR d,df4 OR FC df4 - ff3 || 39 *dmg*

ff2 - f1+2 || 39 *dmg*

W! - db4,3 - df3,2 - f1+2 || 75 *base dmg*
post T! W! - df3,2 - f1+2 || 49 *base dmg*

□ Paul Phoenix



- Origin: USA
- Age: 49
- Weight: 95 kg (210 lbs)
- Height: 187 cm (6'1⁵/₈")
- Likes: Pizza, smell of gasoline, money, Law Family, Steve Fox, proving that he is the best in the universe
- Dislikes: Freeways in Japan, traffic jams, Kuma, losing, people calling him dumb
- Fighting Style: Integrated martial arts based on Judo
- Debut: Tekken
- Availability: Base game



Gameplan

Paul has extremely damaging hits, and he is very effective in offense. His punches can easily break an opponent's defense to let the player start wall combos or juggling. The strength may come at the cost of speed, so Paul should properly time his defense and feel moments for unleashing his attacks.

Pros: Damaging 50/50s High damage output Strong heat mixups One of the best punishment

Cons: Lows are on the weaker side Poke game is a bit weak with a slower df1 than norm

Recommended for players who like: Powerhouse 50/50 characters High damage output characters.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f2 | f4 | uf2 | qcf2 | qcb2
- Heat Smash: 2+3 during Heat
- qcf: d,df,f
- qcb/SWY: d,db,b or entered from holding back from certain moves
- (): signifies move is blocked or whiffed

Top Moves

qcf+2 m i13(15~) -17

- Whiff punisher, high damage, pushback on block so majority of cast has trouble punishing. Linear and steppable.

d+4:2:1+2 l,m,m i15 -31(Stagger),-18,-17

- Use with qcf+2 for high risk/reward damaging 50/50s. Can also be used as a combo and wall ender. Unsafe with heavy pushback if the last hit is blocked. First hit staggers on block, KND only on clean hit.

qcb+4 h i15(~17) +1

- A Homing high, knocks down on NH and a CH launcher that is +1 on block and screws in a combo. Good range, can be done out of df+1,b for pressure

SS3 l i19(29~) -12

- Only -12 on block,+4 on hit, +12 on visually confirmable CH with guaranteed follow ups (d+1+2 or b+1,2). Dangerous at the wall.

b+3 h i14 -6

- i14 NH launcher knee. No range, can only punish moves with no pushback. Safe so can be used as a frame trap but be careful with range and because it's a high too.

qcf+3 l i18(20~) -14

- CH launcher, high crushes, can be done out of qcf.

d/f+1 m i14 -2

- Mid poke that can transition into his backsway stance (df+1,b)

f,f+2->follow ups m i15(16~) -17

- f,f+2 can also be done from full crouch via d/f+2. f,f+2:1('1' needs to be hit right when f,f+2 hits) is NC that knocks down and Wall Splats, safe on block at -4 but 2nd hit can be crouched under.
- f,f+2,1 is mid mid string that is a natural combo on counter hit, but -12 on block. You might execute this accidentally trying to do f,f+2:1. This string is that it can be canceled by holding 'b' which you can use to your advantage. Between both hits there is a 10 frame gap so you might eat 10f punishers if you abuse it.

- f,f+2>2 is a mid low string, the low on it is a launcher and is -19 but thanks to a huge pushback, lots of launchers can't reach it to punish. The second hit can be delayed as well as canceled by holding 'b'. Use this for those who interrupt your f,f+2,1 cancels because the 2nd hit crushes highs.

f+1+2 m i20 +3 OC

- Paul's Lockdown move, 20f mid which is +3 on block and +8 on hit, forces crouch in both conditions, on CH it knockdowns which can't be tech rolled.

b+2,1/1* m,m i18 -9 OC -12/+8 OC

- A new addition to his arsenal in T7. 18f uber damaging safe mid mid string, both hits are safe on block, 2nd hit can be charged which gives +8 on block and forces crouch, uber pressuring, charged 2nd hit also hits grounded because of which the string works greatly as a combo ender, 1st hit will spike and charged 2nd hit will hit grounded, if they try to get up, there is always a threat of quick '2' which will hit them.

u/b+2 m i21 -9

- A safe homing mid that knocks down, wall splats and stuns on CH for combo, enough said already. The stun has 13f standing status thus d+1+2 is guaranteed which leads to damaging wall combos.

qcb+1 m i18~20 +0

- A Lockdown mid form his backsway that +0 on block. On hit, it knocks down in FDFA position for a guaranteed db+2. On CH, it launches for a beefy juggle. Can be done from df+1~b for pressure.

d/f+2 m i15 -8

- Safe launcher. Doesn't launch crouchers.

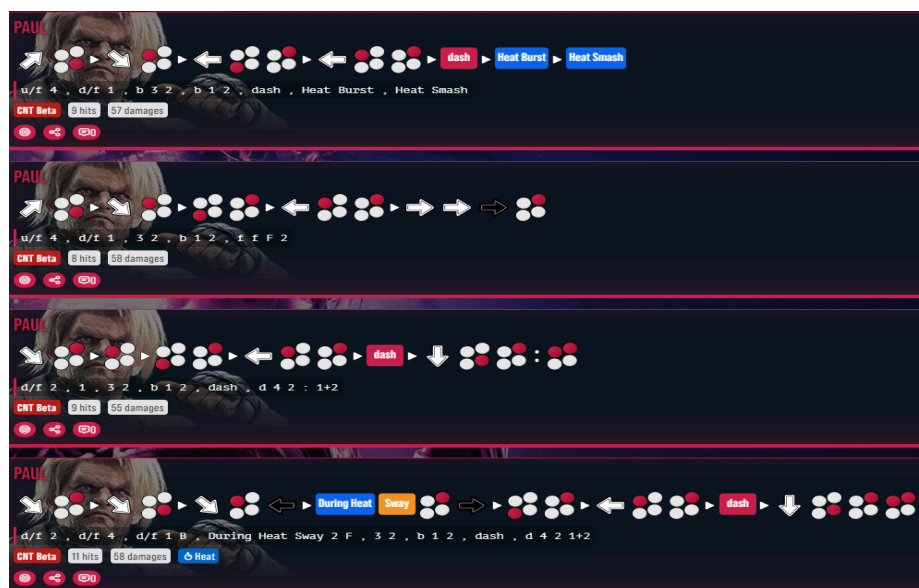
d/b+2 m i19 -11

- Grants a juggle on CH and evades under highs during the startup.

f,f+4 m i26~33 -2~+4

- Slow and linear but hits grounded and good to chase opponents after a knockdown

Paul Phoenix Combos



IMPORTANT COMBOS	
df+2 uf+4 uf+3,4 qcf+1	4 ▶ df+4 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
b+3 ws+2	3,2 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
f,f+4	ws+3 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
qcb+1+2 LOW PARRY	df+4 ▶ 3,2 ▶ b+1,2

CH db+2 CH qcb+1 CH (b+2),1	4 ▶ df+4 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
CH qcb+4 CH qcb+1+2 CH (ws+3),2	qcf+1 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
CH qcf+3+4	df+4 ▶ 3,2 ▶ b+1,2

heat dash f+2~F heat dash uf+2~F heat dash qcf+2~F heat dash qcb+2~F	df+4 ▶ 3,2~b 1+2 T! ▶ d+4:2:1+2
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WALL COMBOS	
GENERAL	3,2 ▶ d+1+2 1 ▶ qcf+2
WITH TORNADO	db+2 T! ▶ ws+1,2~b 2 b+1,2 T! ▶ 1 ▶ qcf+2

COMBO ENDERS			
FOR DMG	d+4:2:1+2	qcf+2	wr+2
WALL CARRY	qcf+1	b+1,2	f,f+2:1
WALL BREAK	qcf+2	d+1+2	
FLOOR BREAK	f+1+2	d+1	

df2 - b3 - df4 - 3,2~b - SWY 1+2 - WR2 || 64 *dmg*
uf4 - b3 - df4 - 3,2~b - SWY 1+2 - WR2 || 64 *dmg*
qcf1 - b3 - df4 - 3,2~b - SWY 1+2 - WR2 || 72 *dmg*

uf3,4 - df4 - 3,2~b - SWY 1+2 - WR2 || 65 *dmg*

b3 - 3,2 - 3,2~b - SWY 1+2 - WR2 || 65 *dmg*
ws2 - 3,2 - 3,2~b - SWY 1+2 - WR2 || 69 *dmg*
db2 - 3,2 - 3,2~b - SWY 1+2 - WR2 || 74 *dmg*
(ff2),2 - 3,2 - 3,2~b - SWY 1+2 - WR2 || 70 *dmg*
qcb4 **CH** - 3,2 - 3,2~b - SWY 1+2 - WR2 || 73 *dmg*

ff3,4 - 3,2 - b1,2 - WR2 || 65 *dmg*

low parry - WR2 || 37 *dmg*
qcf1+2 - WR2 || 57 *dmg*

ff4 - ws4 - df4 - 3,2~b - SWY 1+2 - WR2 || 72 *dmg*

qcf3 **CH** - d4,2:1+2 || 51 *dmg*

ss3 **CH** - d1+2 || 50 *dmg*

W! - qcf3+4 - WR2 || 77 *base dmg*
post T! W! - WR2 || 55 *base dmg*

□ Raven



- Origin: Unknown
- Age: Unknown
- Weight: 79 kg (174 lbs)
- Height: 184 cm (6'0½")
- Likes: Justice, discretion
- Dislikes: Detection, criminals, Sergei Dragunov, the Mishima clan
- Fighting Style: Ninjutsu
- Debut: Tekken 5
- Availability: Base game



Gameplan

Raven is ready to demonstrate results of his intense training in the matches of Tekken 8. He follows the path of ninjutsu and uses this fighting style to defeat opponents. The fighter is super quick, with effective close range tools and some impressive teleportation tricks.

Pros: Strong approach with snake dash Strong FC mixup with amazing oki afterwards High damage and wall carry output

Cons: Low pokes are a bit on the weaker side No 15f launcher Has to take risks vs patient players

Recommended for players who like: Characters with good mobility 50/50 characters
Unique options for pressure.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1+2 | f1+2 | ws3+4 | BT 4 | HAZ 2
- Heat Smash: 2+3 during Heat
- BT (Labyrinth): back turned (b3+4 or accessed in certain moves)
- HAZ (Soulzone): 3+4

Top Moves

d/f+1 m i14~15 -1~0

- Fully tracks to Raven's left, has great range and is +7 on hit.

2,4 h,h i10 -12

- 10 frames punisher, wallsplats. Only drawback is that it doesn't always reach.

4,1 h,h i12 -2

- 12 frames punish that allows for BT mixups. Good range and reaches most -12 moves. Can use 4 by itself as a CH launcher

WS2 m i13 -8

- CH launcher that can be done from crouch or CD, very good tool to make people afraid of CD.

d/b+4 l i23~24 -14~-13

- Chunky low that gives free uf3 or RA on CH. Encourages people to duck. +4~+5 on hit. Be careful with this move vs chars with quick vs launchers, however can be hard to punish when from max range.

FC d/f+3+4 l i18 -23r

- High risk, high reward low that can be done from crouch or CD. has a high damaging followup and CH launches if only the first hit is done. Staggers on block.

d/b+2 m i13~14 -4~-3

- Raven's quickest mid. Leaves her BT, +5~+6 on hit which allows for BT mixups. Good tracking. Has a high followup with db+2,1 that will interrupt any buttons.

u/f+4 m i19~22 -5~-2

- Low crushing mid that gives KND or W!. Insanely quick recovery and a lot of active frames. Has a pseudo hitconfirmable followup in uf+4,4.

qcf+4 m i21 -14 (RBT)

- Keepout launcher. Leaves Raven BT and takes a large flip backwards making it hard to whiffpunish. Should be spaced so it whiffs or hits, never blocked.

BT b+2,4 m,h i13 -9

- NC that jails on block. Good for mixing up opponents from BT. First hit can go under jabs at times.

BT f+4,3 l,h i16 -11

- NC low, high that does a decent amount. Raven's main threatening low from BT to make people duck. 2nd hit can be ducked on block and launched.

BT f+2 m i17 -5

- Another mid from BT, this one having the best tracking out of them. +6 on hit. Has an NC high followup in BT f+2,4 and an NCC safe mid followup with BT f+2,3

f+2,3 m,m i15 -10

NC with long range. Good whiffpunisher for ending rounds or punishing certain moves with a - lot of pushback. 0~+1 OC on hit.

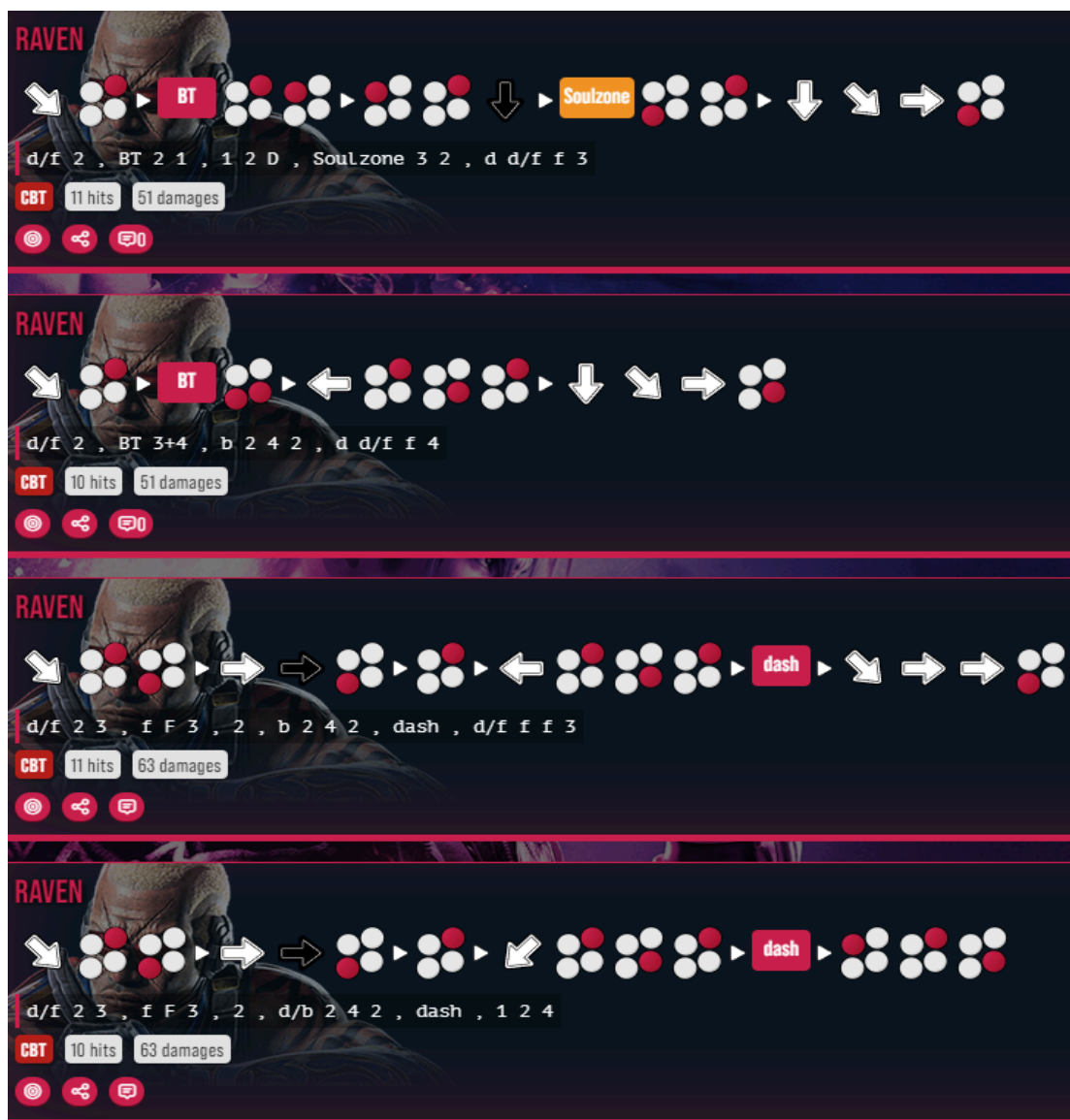
3,3 m,h i14~15 -8

- NC and jails on block. Good range and a solid poke. First hit tracks left, second right. 0~+1 on hit.

d+3 l i14~15 -12~-11

- Quick low. Good round ender end less of a commitment than db+4. 0~+1 on hit.

Raven Combos



IMPORTANT COMBOS	
df+2 qcf+4 [3~4]	BT 3 ▶ db+2,1 ▶ b+2,4,2 T! ▶ b+2,4,2
f,f+3 ws+1	f,f+4 ▶ db+2,1 ▶ b+2,4,2 T! ▶ b+2,4,2
uf+3 [4~3] BT f,f+3+4 (far)	df+1 ▶ db+2,1 ▶ b+2,4,2 T! ▶ b+2,4,2
BT f,f+3+4 (close)	BT f+2,4,2 T! b+2,4,2
ws+3,2 BT d+3 LOW PARRY	f,f+3 ▶ db+2,1 ▶ b+2,4,2

CH df+3 CH ws+2	f,f+4 ▶ db+2,1 ▶ b+2,4,2 T! ▶ b+2,4,2
CH SZN 4	ws+4 ▶ db+2,1 ▶ b+2,4,2 T! ▶ b+2,4,2
CH (3,3),4	f,f+3 ▶ db+2,1 ▶ b+2,4,2
CH (b+2,2),3	4,1 ▶ BT 1 ▶ b+2,4,2 T! ▶ b+2,4,2
CH qcf+1,3~4	SZN 3,2 T! ▶ db+2,1 ▶ b+2,4,2

heat dash BT 4~F heat dash SZN 2~F heat dash ws+3+4~F during heat f,f,f+3,4	f,f+4 ▶ db+2,1,3+4 ▶ SZN 3,2 T! ▶ b+2,4,2 b+3+4 ▶ f,f+3 ▶ db+2,1 ▶ b+2,4,2
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WALL COMBOS	
GENERAL	db+2,1 ▶ 1+2 BT 3+4 ▶ uf+3+4,4,2
WITH TORNADO	???

COMBO ENDERS			
FOR DMG	...		
WALL CARRY	4,1	qcf+1,2	
WALL BREAK	b+1		
FLOOR BREAK			

ff3 - ff4 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 67 *dmg*
ws1 - ff4 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 61 *dmg*
4~3 - ff4 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 65 *dmg*
4~3,3 - ff4 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 71 *dmg*
ws2 **CH** - ff4 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 67
dmg

df2,3 - ff3 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 67 *dmg*
df3 **CH** - ff3 - db2 - BT 2 - BT f2,4,2 - dash - df1,4 || 67
dmg
[^]*delay ff3 based on height*

df2 - BT b2,3 - ff3 - 1 - b2,4,2 - dash - qcf1,2 || 63 *dmg*
qcf4 - BT b2,3 - ff3 - 1 - b2,4,2 - dash - qcf1,2 || 63 *dmg*
[^]*delay ff3 based on height*

BT d3 (clean hit) - ff3 - ff4 - db2 - BT 3,4,4 || 63 *dmg*
(BT b1),4 **CH** - ff3 - ff4 - db2 - BT 3,4,4 || 70 *dmg*
low parry - ff3 - ff4 - db2 - BT 3,4,4 || 43 *dmg*

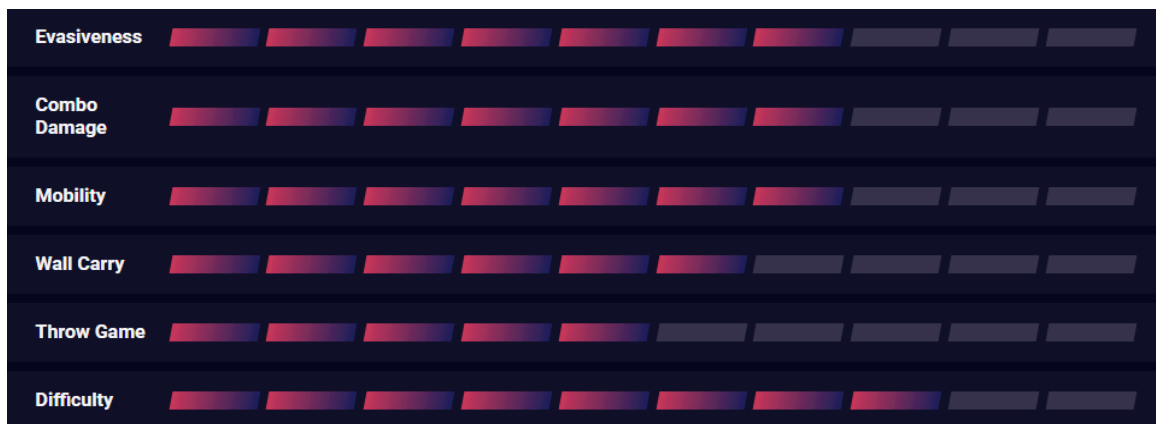
3~4 - BT f4,1 - dash - db2 - BT 3,4,4 || 58 *dmg*

W! - qcf1,2 - b2,2,3 || 69 *base dmg*
post T! W! - uf3+4,4,2 || 33 *base dmg*

□ Reina



- Origin: Unclear (most likely Japan)
- Age: Unknown
- Weight: 51 kg
- Height: 162 cm
- Likes: Unknown
- Dislikes: Unknown
- Fighting Style: Mishima Style Karate, Taicho
- Debut: Tekken 8
- Availability: Base Roster



Gameplan

Reina is a Mishima, so she has most of the usual traits – a wavedash, a hellsweep, and an electric. In addition to this, she has a lot of stances that she could utilize according to any given situation. She's not an easy character to learn, and the level of execution required to master her isn't low either, but she has all the tools to be a fearsome character in the right hands.

Pros: Great mobility with wavedash Strong poking game Strong stance mixups

Cons: Struggles to stop stepping, poor homing moves Subpar lows

Recommended for players who like: Execution based characters Stance based characters.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: df1,2 | ff3 | SAI 3 | UNS 4 | HVW 2
- Heat Smash: 2+3 during Heat
- SAI: f3 or entered automatically from certain moves
- UNS: d3 or entered automatically from certain moves
- HWV: d1+2 or entered automatically from certain moves
- cd: f,n,d,df
- EWGF: f,n,d,df+2 (just-frame)
- WNS: f,n
- *: signifies move is held down
- (): signifies block or whiff

Top Moves

EWGF H i11~12 +5

- Staple Mishima electric. Fast, big plus on block launcher. Duckable but quite hard to punish. With input delay it's typically i15 or slower.

1,1,2 H,H,M i10 -17

- The Mishima 10f punisher. Hit confirm the 1,1 into the 2 otherwise you will get launched. Additionally on hit puts Reina into SAI at +11.

1+2 M i12 -10

- Taken straight from Heihachi's arsenal. Fast panic mid that knocks the opponent back, barely punishable.

d2 M i15 +0

- Fast mid that forces crouch on block. Also completely neutral on block, leaving you plenty of options.

b2 M i16~17 -9

- Safe homing mid with good range.

ff2(~F) M i12 -9,(+2)

- Must be a Mishima staple now since all of them have it. Fast safe advancing mid that can enter SAI by holding forward at good frames even on block.

f4 M i19~20 +2

- Axe kick mid that leaves you plus on block.

df1,1 H,M i18 -3,-4

- Generic df1 with slightly worse frames on block but a natural combo extension. Can even enter SAI via df1~F. Has a mid extension via df1,2 that's punishable, but useful if the opponent ducks too much.

WR3 M i24~27 +6

- Running mid plus on block, always good to have. Great range, albeit linear.

f2,3(~F) H,M i13 -9,-9(-2)

- Fast string that puts you into SAI at decent frames even on block. Decent for approaching.

f3+4 M i43/i67 -14,+10

- Super evasive rolling move that, while slow, can charge to guard break. On guard break, guarantees 1,1,2 or any other 10f move. On counter hit (charged or uncharged), crumple stun launches the opponent.

3+4,4 M,M i18 -8,-14

- Long range mid, mid. First hit is safe. The 2nd hit launches on CH.

WNS 3 M i16~17 -6

- Long poking mid kick that CH launches.

cd3 M i15~17 -13(-9 if electric)

- The mid in Reina's crouch dash mixup. Great tool if electric just-framed, as it's safe. CH launches. Reina's cd4 hellsweep is less rewarding than others, but cd3 gives a good reason for opponents to stop ducking.

cd4 L i18~20 -23

- Subpar hellsweep but you still need to use it. It's still a good low overall, decent speed and some high crush. cd4,4 puts you at +2 on hit, while cd4,2 does more damage but leaves you at -1. Unlike Heihachi, this move is a natural combo.

Reina Combos



IMPORTANT COMBOS	
EWGF (f,n,d,df+2)	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1+2 T! ▶ WRA df 1,4
df+2	b+4 T! ▶ f,f+3+4 ▶ df+1 ▶ f+2,3~F SEN 1,2
FC df+3 FC df+4 f+3+4 (hold)	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1+2 T! ▶ WRA df 1,4
easier alternative (all above)	b+4 T! ▶ f,f+3+4 ▶ df+1 ▶ f+2,3~F SEN 1,2
uf+4 LOW PARRY	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1,2

CH b+4 CH 3,2	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1,2
easier alternative	f,f+3+4 ▶ df+1 ▶ f+2,3~F SEN 1,2
CH (3),4 CH (3+4),4 CH (d+3+4),4	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1+2 T! ▶ WRA df 1,4
CH f,f+3+4	b+4 T! ▶ f,f+3+4 ▶ df+1 ▶ f+2,3~F SEN 1,2
CH f,n,d,df+3	ws+3 ▶ df+1,1 ▶ f+2,3~F SEN 1+2 T! ▶ WRA df 1,4
CH (f,n,d,df+4),4	ws+1 ▶ df+1,1 ▶ f+2,3~F SEN 1+2 T! ▶ WRA df 1,4

heat dash f,f+3~F heat dash UNS 4~F heat dash HWS 2~F	EWGF ▶ df+2 ▶ df+1 ▶ f+2,3~F SEN 1+2 T! ▶ df 1,4
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WALL COMBOS	
GENERAL	df+1,1 ▶ 1+2 WRA 4,2,2,qcf+1+2
WITH TORNADO	b+4 T! ▶ df+1,1 ▶ 1+2 3,2 T! ▶ 1 ▶ d+4:1+2

COMBO ENDERS			
FOR DMG	SEN 1,qcf+2	f,n,d,df+1,4	
WALL CARRY	SEN 3+4	ws+3,4	df+1,1
WALL BREAK	SEN 1,2	1+2	
FLOOR BREAK	SEN 4	f+4	

EWGF - EWGF - f2,3~F - df1 - f2,3~F - SAI 1+2 - HVW 3,4 || 76
dmg

^works with WGF but window is much tighter

df2 - df4 - f2,3~F - df1 - f2,3~F - SAI 1+2 - HVW 3,4 || 59 *dmg*
EWGF - df4 - f2,3~F - df1 - f2,3~F - SAI 1+2 - HVW 3,4 || 69 *dmg*
WNS 3 **CH** - df4 - f2,3~F - df1 - f2,3~F - SAI 1+2 - HVW 3,4 || 66
dmg

(3+4),4 **CH** - df4 - f2,3~F - SAI 1+2 - HVW 3,4 || 64 *dmg*

FC df3 - dash - df4 - f2,3~F - df1 - f2,3~F - SAI 1+2 - HVW 3,4 ||
71 *dmg*

ff3+4 **CH** - dash - df4 - f2,3~F - SAI 1+2 - HVW 3,4 || 64 *dmg*

low parry - dash - df4 - f2,3~F - df1 - f2,3~F - SAI 1,qcf2 || 39
dmg

uf4 - dash - df4 - f2,3~F - df1 - f2,3~F - SAI 1,qcf2 || 54 *dmg*
b4 **CH** - dash - df4 - f2,3~F - df1 - f2,3~F - SAI 1,qcf2 || 63 *dmg*
^SAI 1,qcf2 can be subbed for SAI 1,2 sacrificing -2 damage

cd3 **CH** - ws3 - df1 - f2,3~F - SAI 1+2 - HVW 3,4 || 64-71 *dmg*

FC df4 - df4 - df1 - 2,2,2,1 - cd1,4 || 61 *dmg*
f3+4* - df4 - df1 - 2,2,2,1 - cd1,4 || 71 *dmg*
f3+4 **CH** - df4 - df1 - 2,2,2,1 - cd1,4 || 71 *dmg*

W! - df4,2,3 - dash - d4,1 || 71 *base dmg*
post T! W! - 1 - d4,1 || 33 *base dmg*

□ Sergei Dragunov



- Origin: Russia
- Age: 27
- Weight: 98 kg (216 lbs)
- Height: 192 cm (6'3⁵/₈"")
- Likes: Orders, Sbiten, Trains
- Dislikes: Talking, Interferences
- Fighting Style: Commando Sambo
- Debut: Tekken 5
- Availability: Base Game



Gameplan

Dragunov is a powerful character who hits and hits hard. This makes him very good offensively. Interestingly, he also has really good defense and has a reversal even while crouching. He also has a plethora of grappling moves that cause his opponents to think really hard before defending against something as they don't know which move he will be looking to use.

Pros: Super strong approach with WR2 Relentless + frames pressure Solid poking game Strong throw game

Cons: Can struggle to make a comeback vs patient players

Recommended for players who like: Strong pokes Rushdown characters Relentless + frames

Specific Moveset

- Heat Burst: 2+3
- Heat Engagers: 3,2 | 1+2 | f2,1 | uf1 | DES f2,1,2
- Heat Smash: 2+3 during Heat
- qcf: d,df,f
- qcb: d,db,b
- SNK: Sneak (d,df or df after certain moves)
- SC: SNK Cancel (u after SNK)
- iWR: instant while-running

Top Moves

WR2 M i15~17 +6

- Main pressure tool, + on block CH launcher. Used with d+2 for mix-up. Tracks, hard to punish if Side Stepped by the opponent.

d2 L i18 -13

- High crushes, Tracking invisible low with good damage and neutral on hit, +13 on CH. No longer forces opponent crouch on hit in S2. Longer range in S3.

qcf3 L i17~18 -16

- Invisible low that ATs on CH. Goes under some mids, airborne during parts of animation so he can't get full combo'd out of it.

df2 M i15 -12

- Generic crouch launching df2. Unsafe on block.

1,2,1 H,M,M i10 -14

- i10 NCC, CH confirmable, first two hits are safe. KND/Wallsplats.

b1+2 M i22~23 +6

- +6 on block, gives free stomp on hit. Short range, use with caution if not at wall and in open ground.

b1,2 m,m i17 -12

- High evades, +3 on hit. Knocks down on normal hit.

b4,2,1 M,M,H i15 -4,-7,+1

- Delayable string that ends in a plus on block high. If they duck on reaction to a delay string, can use db2,1,2 instead as it's also a delay string but it ends in an unsafe mid.

b4,3 M,H i15 -9

- NCC, CH confirmable. Last hit does not jail. Tons of damage on CH. Wallsplat tool, non-jailing, good damage, second hit tracks well. Safe on block, mixup with b+4,2 to keep people from ducking.

uf4 M i22~23 -9~-8

- Safe low crushing mid with good tracking to both sides(?), gives mini combo with d+4,1,3 on hit. Launches if wall is to dragunov's right, pickup with iWS4 or d+2.

b3 H i14 -9

- i14 homing high punisher, gives tailspin on NH and W! if opp back is to wall. Reaches all the way from earth to pluto. Be wary about using as poke/punisher as it's high.

4,1 H,H i12 -4

- i12 punisher, +8 on hit and jails.

df4 M i12 -9

- Great keepout poke with lots of range. Extremely linear, use with caution against steppers.

df1 M i13 -2

- Standard i13 mid poke that tracks to Dragunov's left. Has a high extension (d/f+1,4) that's NCC; causes knockdown/wallsplat on hit.

qcf1 H i15(17~) -3

- NH launcher, whiff punisher. Done out of his qcf so 1 can be delayed for extra range. Only -3 on block, allowing for SS shenanigans on block.

qcf2 M i18(20~) -14

- Qcf+2 is a mid NH launcher, you can mix this up if they start to duck qcf+1 out of snakedash. -14, so use with caution.

uf1+2 H i12

- Command grab, broken with 1+2. Drag has a full suite of throw mixups.

f2+3 or f1+4 H i11

- Command grab. f1+4 is broken with 1 and f2+3 is broken with 2.

Sergei Dragunov Combos



IMPORTANT COMBOS	
df+2 ws+2 uf+2 qcf+2 (1,3),2	4,4 ▶ FC df+1,4 ▶ SNK 2 T! ▶ 3,1~DF SNK 2
(db+2,1),2	d+2 ▶ ws+4 ▶ b+1,2 T! ▶ 3,1~DF SNK 2
qcf+1	(sidestep left to realign) qcf+3+4 ▶ 4,4 ▶ FC df+1,4 ▶ SNK 2 T! ▶ 3,1~DF SNK 2
db+3 qcb+2 LOW PARRY	df+3+4 ▶ qcf+3+4 ▶ 4,4 ▶ FC df+1,4 ▶ SNK 2

CH f,f,f+2 CH ub+2 CH (df+1),4	qcf+3+4 ▶ 4,4 ▶ FC df+1,4 ▶ SNK 2 T! ▶ 3,1~DF SNK 2
CH (f+2),4	d+2 ▶ ws+4 ▶ b+1,2 T! ▶ 3,1~DF SNK 2

heat dash qcf+4 heat dash b+4,3 heat dash f+3,+1+2	df+3+4 ▶ 4,4 ▶ FC df+1,4 ▶ SNK 2 T! ▶ 3,1~DF SNK 2
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WALL COMBOS	
GENERAL	d+3,2,1+2 4,4 ▶ ws+1+2
WITH TORNADO	f,f,f+4 T! ▶ d+3,2,1+2 qcf+2 T! ▶ 4,4 ▶ ws+1+2

COMBO ENDERS			
FOR DMG	3,1~DF 2		
WALL CARRY	b+4,3	4,1	qcf+3+4
WALL BREAK	f+1+2		
FLOOR BREAK	qcf+4	f,f,f+2	





Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: db2,1 | b1 | b3+4 | uf1 | SNK 1+2
- Heat Smash: 2+3 during Heat
- SNK: df3+4 OR entered by holding df during certain moves

Top Moves

4,1 H,H i13 -10,-5

- 13 frames CH launcher but you have to commit to 4,1.

uf4 M i15~17 -13

- Hopkick, big hitbox, good whiff punish

df4 M i14 -7

- Mid poke, good pushback useful for keepout. Linear.

d4 L i19 -12

- Low poke which is +1 on hit allowing further pressure.

4,4 H,M i13 -13

- Since shaheen's 4,1 does not jail anymore, this is the move to mix it up with. 2nd hit KND for guaranteed b+4 after.

df3 M i17 -9

- Homing, tail spin, good range.

FC df,d,df3 L i13 -23

- Automatically enters SNK and guarantees SNK 2 on hit, or oki options. Slides are now low parryable so keep that in mind.

df1 M i13 -1

- Good mid poke to start offense. Tracks to his left.

df2 M i15 -7

- Standard d/f2 launcher. Doesn't launch crouchers.

db2,1 M,H i14 -10,-11

- Mid high string, nc. 2nd hit duckable on block. Wall splat and KND. Can cancel into SNK with db2~f.

u3 OR uf3 M i25 -7

- Shaheens orbital. Primarily used out of a slide mixup but can be thrown out too.

ws2 M i16 -17

- Like Kazuya's WS 2, this move is high risk high reward. Should again be used as mixup with slide.

ff3 M i17~18 -12

- Can be done with ff+3/wr+3 or out of SNK stance. Mid 2hit launcher that on hit flips them to the other side.

Shaheen Combos

SHAHEEN

combo #279 by HDPixel | 01/18/2024

u/f 4 , d 2 , 4 1 , d/f 4 1 D/F , Stealth Step WS 3 3 , dash , f F 3

10 hits 65 damages

SHAHEEN

combo #240 by Kage | 12/20/2023

u/f 4 , 3 D/F , Stealth Step 2 , During Heat d/b 2 1 F , d/b 3 4 , dash , d/f 4 1 3

10 hits 59 damages

SHAHEEN

combo #239 by Kage | 12/20/2023

During Heat u/f 1 F , f 2 3 , f F 3

5 hits 47 damages

SHAHEEN

combo #238 by Kage | 12/20/2023

WS 2 , 3 D/F , Stealth Step 2 , d/f 4 1 D/F , Stealth Step d/f 1 2 , dash , f F 3

9 hits 68 damages

IMPORTANT COMBOS	
uf+4 df+2 ws+2	3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
db+4 uf+3	d+2 ▶ d+2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
f,f+3 — SNK 3 LOW PARRY	d+2 ▶ db+2~DF 1 ▶ df+4,1~DF SNK 3

CH 4,1	d+2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH f+3	d+3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH b+4 CH (1,2),2	d+2 ▶ d+2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH (4),3 CH FC (df+4),1	(dash) 3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH db+3,4	d+2 ▶ db+2~DF 1 ▶ df+4,1~DF SNK 3
CH (f+2),4	d+3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH (f+2),4,4	db+2~DF 1 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
CH (f+2,4),4	(dash) 3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3

heat dash b+1~F heat dash uf+1~F heat dash SNK 1+2~F	3~DF 2 ▶ db+2~DF 1 ▶ f+2,3 T! ▶ db+2~DF SNK 3
during heat (hold down) u+2	d+2 ▶ db+2~DF 1 ▶ df+4,1~DF SNK 3

WALL COMBOS	
GENERAL	df+4,1,3 (delay last hit) 4,1 ▶ b+4
WITH TORNADO	???

COMBO ENDERS			
FOR DMG	SNK 3		
WALL CARRY	db+3,4	???	d+2
WALL BREAK	f,f,f+2	???	
FLOOR BREAK	b+1	b+3	

df2 - 3~df2 - df4,1~df1,2 - RUN - db2~df3 ||
63 dmg

uf4 - 3~df2 - df4,1~df1,2 - RUN - db2~df3 ||
63 dmg

ws2 - 3~df2 - df4,1~df1,2 - RUN - db2~df3 ||
71 dmg

uf3 - db2~df2 - df4,1~df1,2 - RUN - db2~df3 ||
67 dmg

4,1 **CH** - 3~df2 - db2~df1,2 - RUN - db2~df3 ||
68 dmg

low parry - dash - 3~df2 - df4,1~df3 || *40*
dmg

SNK 3 OR ff3 - dash - 3~df2 - df4,1~df3 || *63*
dmg

post T! W! - df4,1,3 || *51 base dmg*

W! - db3,4 - df3+4 - SNK df1,3 || *72 base dmg*

□ Steve Fox



- Origin: United Kingdom
- Age: 22
- Weight: 72 kg (158 lbs)
- Height: 184 cm (6'0½")
- Likes: Boxing, Good sportsmanship, Lei, Paul, Law
- Dislikes: Cheating, Heihachi, Mishima Zaibatsu
- Fighting Style: Boxing
- Debut: Tekken 4
- Availability: Base Game



Gameplan

Steve is a character who relies solely on his punches. His style is relatively simple and he seeks to evade attacks while landing plenty of his own. His evasive maneuvers are impressive but could be blown up if misused.

Pros: Best CH game all around Strong early punishment High damage output

Cons: Certain moves can be exploited on him due to weaker later punishment Unrewarding whiff punishes

Recommended for players who like: CH oriented characters Stance based characters Creativity with offense

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: 1+2 | qcf1 | WR2 | ALB 2 | LIH 1
- Heat Smash: 2+3 during Heat
- ALB: 3+4 or entered automatically during certain moves
- LIH: ub3 or entered automatically during certain moves
- FLK: b3+4 or hold B during certain moves
- PAB: f3+4 or hold F during certain moves
- SWY: b3 or b4
- DCK: f3 or f4; can be entered during certain moves
- EXT_DCK: F3 or F4 (hold F and button)
- : signifies move is blocked or whiffed

Top Moves

b1~B H i13 -1

- One of Steves main counter hit tools. Safe on block so long as you hold back to enter FLK, very + on hit and gives a combo on CH.

1,2,1 H,H,H i10 -3

- Three-hit NCc string that jails and can be canceled into Flicker (FLK) stance at -1 on block or into Peekaboo (PAB) at -2 on block.

f2 M i21~22 -6

- Slow, but good range mid with some extensions. f2,1 is a mid,high NC that can enter FLK or PAB by holding back or forward respectively. f2,2 is a mid,mid NC that automatically enters LIH.

ALB 2 M i23~24 -3

- Long range mid that's very safe on block.

PAB d1 OR FC df1 L i15 -12

- Good low poke that leaves him in PAB stance afterwards.

1+2 M,M i14 -12

- Also known as 'Sonic Fang'. Insane range and one of Steves best whiff punishers.

DCK 2 M i19~21 -14

- Long range launcher with good high crush potential thanks to the duck stance.

qcf1~B M i16 -3

- Steves "deathfist". Deceptive range. Cancels into FLK afterwards. This move is usually used when his opponent has their back to the wall to fish for a wall splat.

db3,2 L,H i16 -7

- Sneaky fast low,high NC string that puts you into LIH at +7 on hit. This makes LIH 1 and LIH 2 uninterruptible.

f1+2,2 M,H,M i15 -13

- Primary punish for -15. KND on hit.

b2 M i17~18 -13

- WR2
- M i20~24 +6

- d1 L i16 -13

- d2,1~f3 L,M i17 -4

- ws1,2 M,M i11 -13

- ## Steve Fox Combos



IMPORTANT COMBOS	
uf+2 EXT DCK 2 EXT DCK f+2	f+3,1 ▶ df+1,[2~1] ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 ▶ LNH 2
FC df+2 DCK 2 PAB uf+2	ub+2 ▶ f+3,1 ▶ df+1 ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 ▶ LNH 2
PAB df+2	PAB f+1+2 ▶ df+1 ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 ▶ LNH 2
LNH 2 LOW PARRY	EXT DKC 1 ▶ df+1,[2~1] ▶ f+2,2 ▶ LNH 2

CH b+1 CH ub+[2~1] CH FLK 2 CH PAB 2 CH PAB (1,2),1	f+3,1 ▶ df+1,[2~1] ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 LNH 2
CH PAB d+2	ws+1 ▶ df+1,[2~1] ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 LNH 2
CH (df+1),[2~1]	3,1,1 ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 LNH 2
CH DCK 1	ub+2 ▶ f+3,1 ▶ df+1 ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 LNH 2

heat dash wr+2~F heat dash 3+4,2~F heat dash qcf+1~F	f+3,1 ▶ df+1,[2~1] ▶ f+2,2 ▶ LNH 2 T! ▶ 3,1,2 LNH 2
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WALL COMBOS	
GENERAL	f+2,2,1+2
	f+2,1~b+3 ▶ SWY 1
WITH TORNADO	PAB uf+2 T! ▶ 2,1~B SWY 1
	2,2 T! ▶ DCK 1+2,1+2,1+2,1+2

COMBO ENDERS			
FOR DMG	3,1,2 ▶ LNH 2		
WALL CARRY	3,1,2 ▶ f+3,1	f+2,1	1+2
WALL BREAK	wr+2	qcf+1	
FLOOR BREAK	wr+2	f,f+2	uf+1

b1~B **CH** - F3~EXT_DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 ||
65 dmg

^can substitute (F3~EXT_DCK 1) for (f3~DCK1) but -3 damage

uf2 - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 70 dmg
EXT_DCK f2 - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 ||
78 dmg

b1 **CH** - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 62 dmg
uf4 **CH** - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 74 dmg
PAB 2 **CH** - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 72
dmg

(d2,1),2 **CH** - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 70
dmg

DCK 2 - b2 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 68 dmg
PAB uf2 - b2 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 76 dmg

PAB d2 **CH** - ws1 - df1,2~1 - f2,2~LIH 2 - dash - f3+4~PAB f2,1 || 77 dmg

FC df2 - ub2~f3 - DCK 1 - 2,2 - f3+4~PAB f2,1 || 60 dmg

PAB df2 - PAB f1+2 - f2,2~LIH 2 - f3+4~PAB f2,1 || 61 dmg

df2~f3 **CH** - DCK 1+2,1+2,1+2,1+2 || 42 dmg

low parry - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 || 38 dmg
LIH 2 - f3~DCK 1 - df1,2~1 - f2,2~LIH 2 || 60 dmg

b2 - 1+2 || 48 dmg

b2 - 2,2 || 49 dmg

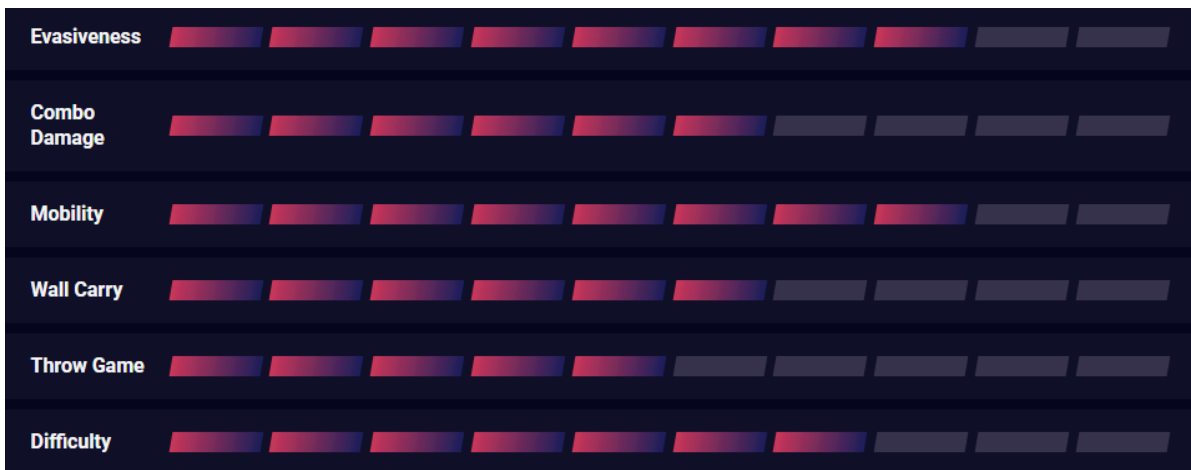
^2,2 whiffs at max range

W! - 2,2 - f2,2,1+2 || 88 base dmg
post T! W! - f2,2,1+2 || 59 base dmg

□ Victor Chevalier



- Origin: France
- Age: Unknown
- Weight: 82 kg
- Height: 188 cm
- Likes: Unknown
- Dislikes: Unknown
- Fighting Style: Super Spy CQB
- Debut: Tekken 8
- Availability: Base Roster



Gameplan

Victor's moves are reminiscent of Raven, Noctis, Kunimitsu, and even Lars. And while he's neither first nor last to be assembled in such a way, it's still sad that the developers didn't go for something more grounded and realistic. It's understandable that they probably wanted to retain some of Noctis's style from the previous game, but it also looks like he got some of Kunimitsu's moves and strings as well. He has lots of mobility, a strong counterhit game, lots of evasive moves, and quite potent strings and mixups. He's especially dangerous in Heat mode.

Pros: Strong CH game Evasiveness Scary Strings/Stance mixups, especially in heat

Cons: Lows are on the weaker end High commitment in neutral, lacking in reward Quick pokes can be easily SWR'ed

Recommended for players who like: CH orientated gameplay John Wick.

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f4,1 | f1+2 | d2 | b1+2 | PER 3
- Heat Smash: 2+3 during Heat
- PER: f3 or entered from certain moves
- IAI: 3+4 or entered from certain moves
- cc: crouch cancel, return to neutral or press u
- (): signifies move whiffs or is blocked

Top Moves

WR2 M i16~17 +5

- Fast mid that's very plus on block. Don't tell Bamco about this move.

1+2 M i15 -8

- Safe mid CH launcher, complements WR2 on block.

d4 L i16 -14

- Fast low that gives extra damage on counter hit. Works really well in conjunction with WR2's plus frames and 1+2's mid CH coverage.

d2 M i18 +0

- Fast mid that leaves you neutral on block, and does chip damage.

b2 H i12 +2

- Interesting anti pressure tool, works similar to Yoshi flash. It will deflect any move that extends hurtbox into you, but only works against a standing opponent (high crush beats it).

df2 M i15 -14

- Fastest standing launcher, decent range and works on crouched albeit very punishable.

df1,(1) M,(H) i13~14 -2,-4

- Slightly below average df1 but the extension can be useful to deter mashing.

db4 M i20~21 -26

- High crushing low that's +4 on hit and launches on counter hit.

uf2 M i19~20 -9

- Decent speed and range, mid homing move.

b1+2 H i15 -9

- Fast, safe, and decent range armor move. Follow-up on hit with dash into df3+4. Only downside is that it's high.

u1+2 M i31~32 -20

- The ninja tool. Extremely evasive, great damage, but death on block. Can be really cheeky to steal turns with. Force crouch, can be really good depending on the matchup- if the opponent doesn't have a good WS launcher.

uf1+2 H i12 -3 on break

- ff2 M i18~20 -16

IMPORTANT COMBOS	
df+2 ws+1 f,f+2	df+4,2 ▶ IAI 1,1 T! ▶ df+4,2 ▶ IAI 1,2,2
uf+4 LOW PARRY	df+3,4 ▶ db+1,1 ▶ PRF 2,2 ▶ IAI 1,2,2

CH 1+2 CH ws+2 CH db+4 CH IAI (4),2 CH PRF (1,2),2	df+4,2 ▶ IAI 1,1 T! ▶ df+4,2 ▶ IAI 1,2,2
CH db+3 CH f,f,f+2 CH (1,2),1	df+3,4 ▶ db+1,1 ▶ PRF 2,2 ▶ IAI 1,2,2

heat dash d+2~F heat dash f+1+2~F heat dash PRF 3	df+4,2 ▶ IAI 1,1 T! ▶ df+4,2 ▶ IAI 1,2,2
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WALL COMBOS	
GENERAL	4,3,2 (delay last hit) f+2,2,1,1
WITH TORNADO	

COMBO ENDERS	
FOR DMG	IAI 1,2,2
WALL CARRY	df+4,2 IAI 1,1
WALL BREAK	
FLOOR BREAK	

□ Yoshimitsu



- Origin: None (formerly Japan)
- Age: Unknown
- Weight: 67 kg
- Height: 178 cm
- Likes: Video games, Dr. Bosconovitch
- Dislikes: Bryan Fury, Corruption
- Fighting Style: Advanced Manji Ninjutsu
- Debut: Tekken
- Availability: Base Roster



Gameplan

Trickster to the bone. Yoshimitsu's core identity is all about being unpredictable and deceptive. With one of the largest movelists in the game, not even Yoshimitsu players might be aware of what they'll pull next, and the strongest Yoshi mains take advantage of this fact by taking you on a ride to the land of matchup knowledge. Despite the infinite antics, unusual stances, and vast array of specialized tools, Yoshimitsu can also be played in an exceptionally fundamental way.

Pros: The best sets of unblockables in the game One of the best okizeme Strong turn-stealing tools

Cons: Poor basics Combo damage on the lower end

Recommended for players who like: Unorthodox characters. Creative oki characters. Freestyling offense.

Recommended for players who like: Unorthodox characters Creative oki characters Freestyling offense

Specific Moveset

- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: XX | XX | XX | XX | XX
- Heat Smash: 2+3 during Heat
- cd: f,n,d,df
- KIN: 1+2 (can be accessed from certain moves)
- FLE: d1+2 (can be accessed from certain moves)
- DGF: u1+2 (can be accessed from certain moves)
- MED: 3+4 (can be accessed from certain moves)
- IND: d3+4 (can be accessed from certain moves)
- NSS: b3+4 (can be accessed from certain moves)
- BT: backturned (enters automatically from certain moves)

Top Moves

1+4 OR ws1+2 M i6 -15

- Fastest move in the game, can punish “safe” moves and interrupt some strings. In Tekken 8, only gives full combo in NSS stance.

FC df1 L i25~26 !

- Unblockable low sweep that leads to a full combo. Scary at the wall or as a FC mixup.

u3+4 M i39~42 +1

- Teleports up to dodge attacks and lands with a safe mid that launches on hit.

3~4 M,M i17~18 -6

- Good approaching move, TJ and can transition into DGF by pressing “u”.

ff4 M i15~16 -6

- High damage mid launcher, good range and can lead to BT mixups

df2 M i15~16 -7

- Generic uppercut launcher, doesn’t launch crouching opponents. On block you can duck into ws+1+4 if opponent is jab happy

cd1 m i17~18 -17

- Long range launcher, pretty safe from max range and can transition into KIN with 1+2 to evade highs(with kin f+2) or evade some mids(with kin b+1+2)

db3,3 L,L i18~19 -18

- Fast low string(TC),can followup with ‘4’ for a safe mid or continue with ‘3’ for more lows. (only the first 2 hits are NC)

df1 N i13 -4

- Safe mid poke, decent range and has a high extension with 2 or mid with 4 (mid extension is -12)

b2,2 M,H i14 -9,-13

- His best non launching punisher, KND on hit and has good pushback on block.

ss1 M i17~18 -9

- Safe mid CH launcher, has a wide hitbox, some high evasion and pushback.

ss4 OR KIN 4 H i16~17 0

- Homing, CH launcher and can transition into KIN with 1+2 or MED with 3+4

BT d1 L i17 -13

- Quick low poke with good range , TC and +3 on hit

FC df4 L i18 -26

- CH launching low, decent tracking and + on hit. Can also be done with d,df4

NSS FC df3 L i20~21 -26

- NH low sweep launcher (only available in NSS).

Yoshimitsu Combos

YOSHIMITSU

combo #353 by [Todd Clear](#) | 01/29/20

During Heat

Manji Dragonfly

Heat Smash

Manji Dragonfly

dash

Rage Art

During Heat 4 ~ 3 , 3 ~ 4 U Manji Dragonfly , 2 F Heat Smash , 3 1 Manji Dragonfly , 2 4 , dash , d/f 1+2 Rage Art

16 hits 90 damages Heat Rage Counter Hit

YOSHIMITSU

combo #338 by [Drebion](#) | 01/28/20

Manji Dragonfly

Mutou No Kiwami

WB!

Heat Smash

Manji Dragonfly

During Heat

Heat Burst

Flea

4 ~ 3 u/f 4 3 1 Manji Dragonfly 2 4 B Mutou No Kiwami 3 2 1+2 WB! 2+3 Heat Smash u 1+2 Manji Dragonfly During Heat 4 Heat Burst f 3+4 Flea f f f f

20 hits 103 damages Wall

YOSHIMITSU

combo #330 by [Finalfan190](#) | 01/28/20

Manji Dragonfly

During Heat

4 ~ 3 , 3 1 , Manji Dragonfly 2 4 B , f 3+4 , During Heat , 3 2 1+2

10 hits 75 damages Heat

YOSHIMITSU

combo #288 by [Drebion](#) | 01/26/20

W!

Mutou No Kiwami

d/b 1+2 W! 2 2 Mutou No Kiwami 3 2 1+2

6 hits 67 damages Wall

YOSHIMITSU

f d d/f 1 3 1 Manji Dragonfly 2 4 B Mutou No Kiwami 3 2 1+2

8 hits 70 damages

YOSHIMITSU

1+2 Kincho b 2 1 3 2 Manji Dragonfly 2 4 B Mutou No Kiwami 3 2 1+2

9 hits 82 damages

YOSHIMITSU

During Heat d/f 2 , 3 1 , Manji Dragonfly 4 F , 3 1 , Manji Dragonfly 2 4 B , dash , 3 2 1+2

11 hits 65 damages

YOSHIMITSU

WS 2 1 , Manji Dragonfly 2 4 , dash , 3 1 , Manji Dragonfly f 1+2

9 hits 70 damages

df2 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 62 dmg
 uf3 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 64 dmg
 u3+4 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 71 dmg
 cd1 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 71 dmg
 KIN 2 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 64 dmg
 KIN b2,1 - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 71 dmg
 ss1 **CH** - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 74 dmg
 ssr4 **CH** - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 76 dmg
 NSS 1+4 **CH** - d2,2~B - df1 - d2,2,2 - dash - 3,2,1+2 || 61 dmg
^can launch without CH, but most of the time it is a CH

ssl4 **CH** - ssr - d2,2,2 - dash - 3,2,1+2 || 64 dmg

cd2 **CH** - dash - 3~4~U - DGF 2,4 - dash - 3,2,1+2 || 65 dmg

KIN 4 **CH** - KIN 4~1+2 - KIN b2,1 - dash - 3,2,1+2 || 71 dmg
 ss4~1+2 **CH** - KIN 4~1+2 - KIN b2,1 - dash - 3,2,1+2 || 71 dmg
^works for both sidestep left and right

FC df4 **CH** - ws4~B - b2,1~1+2 - KIN b2,1 - dash - 3,2,1+2 || 65
dmg

FC df1 - dash - f2,1 - 3~4~U - DGF f1+2 || 54 dmg
 DGF 2,4 - dash - f2,1 - 3~4~U - DGF f1+2 || 66 dmg

4~3 - wait - 4~3 - dash - f2,1 - 3~4~U - DGF f1+2 || 78 dmg

low parry - f2,1 - 3~4~U - DGF f1+2 || 42 dmg

For all [3,2,1+2] enders, delay until a little after opponent bounces

W! - 4~3 - 1 - 3~4~U - DGF 4 || 84 base dmg
 post T! W! - 1 - 3~4~U - DGF 4 || 59 base dmg

□ Zafina



- Origin: Unknown
- Age: 24
- Weight: 54 kg
- Height: 169 cm
- Likes: Her tribe, her guru
- Dislikes: Azazel, her left hand injury
- Fighting Style: Ancient Assassination Arts
- Debut: Tekken 6
- Availability: Base Roster

Gameplan

Zafina is a very fast and pressure-heavy character with what might be the best sidestep in the game. Her tools allow her to create space and force the opponents into unfavorable situations which she can promptly capitalize on. When the game isn't on her terms, however, she could struggle with punishment somewhat, and her stances could be complicated to fully master.

Pros: Suffocating stance pressure, especially SCR Excellent poke game Scary heat mixups

Cons: Weak punishment No standing 15f launch

Specific Moveset

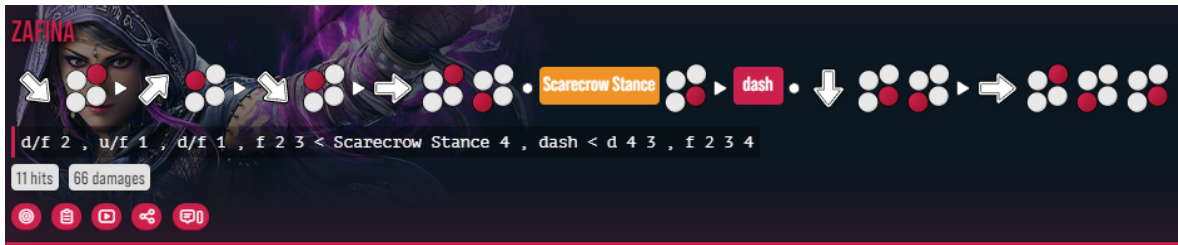
- RA: df1+2
- Heat Burst: 2+3
- Heat Engagers: f1+2 | df4,2 | SCR 2,1 | TRT df1 | MNT df1
- Heat Smash: 2+3 during Heat
- TRT: d1+2 or automatically entered from certain moves
- MNT: d3+4 or automatically entered from certain moves
- SCR: 3+4 or automatically entered from certain moves
- (): signifies move whiffs or gets blocked

Top Moves

1+2,4,4 M,M,M i16 -12,-10,-11

- On paper it looks really mediocre. Tracks well, first is a CH launcher and second hit CH guarantees the last hit launches.
- ff3 M i20~22 +4
- Decent speed, mid counter-hit launcher that goes into SCR and + on block.
- df+2 M i16~17 -12
- One of the best, if not the best generic crouch-launching df2 in the game. You can escape a lot of situations on accident with df2.
- SCR b1+2 L i16 -17
- Long range, obnoxiously evasive, high-crushing low. It's -2 on hit but otherwise it's a godlike low.
- ff2 H i15~16 +1
- Homing, fast high that's + on block. Not only does it have decent range that comes from a ff input, it's fast as well.
- 1,3[~b] H,H i10 -2,[-8]
- Zafina's safest entry to SCR. Use 1,3~b to make the opponent believe you won't enter SCR, then 1,3 to catch them off guard. Jails.
- 1,4 H,M i10 -5
- Similar to above but leads into TRT. However, can't be canceled right away.
- d3[~d] L i22 -15,[-13]
- Low poke that can enter MNT. Similar strategy to above, use d3 normally, then d3~d to start MNT shenanigans when they don't expect it.
- b3 M i24~26 -14
- Mid armor moves in the game. Not too slow (although it is a little slow).
- uf1 H i19 +4
- Decent speed, + on block high with a deceptive ~2.3 range.
- SCR 1+2 m i17~19 +6
- + on block mid CH launcher from SCR stance. Good speed.
- SCR 4 M i14~15 -18
- Death on block, but a great tool to stop people from interrupting your SCR pressure as it's an armored launcher that comes out really fast.
- db3[~b] L i18 -8,[-11]
- Decent speed low that goes into SCR with +3 on hit.
- db2 M i13~14 -9
- Safe mid that's nearly homing with it's amazing tracking. Sets up for oki on CH.
- ff4 M i17~19 -8
- Good range mid homing move that's also safe. Great to balance Zafina's linear moves.

Zafina Combos



IMPORTANT COMBOS	
df+2	uf+1 ▶ df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
uf+4	df+2 ▶ df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
ws+2	
TRT 2	
alternative	
ws+1,2	df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
db+1+2	MNT 3,1 ▶ MNT 4,3 T! ▶ MNT 1 ▶ b+1:1+2
f+3~B	f,f+2 ▶ df+1 ▶ f+2,3~B ▶ SCR df+1 T! ▶ b+1:1+2
SCR 4	f,f+2 ▶ df+1 ▶ f+2,3~B ▶ b+1:1+2
SCR df+3,3	
LOW PARRY	df+2 ▶ df+1 ▶ f+2,3~B ▶ b+1:1+2

CH db+4,2	f,f+2 ▶ df+1 ▶ f+2,3~B ▶ b+1:1+2
CH SCR d+3,3~B	
CH (d+1,1)	3~B ▶ df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
CH 1+2	
CH 1+2,4	df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
CH d+3	ws+3 ▶ SCR 4 T! ▶ 2,1,3
CH d+3~D	MNT 3,1 ▶ MNT 4,3 T! ▶ MNT df+1
CH (1),4	MNT df+2 T! ▶ uf+1 ▶ f+2,3~B ▶ b+1:1+2
CH MNT 2	MNT 1 ▶ df+1 ▶ f+2,3 ▶ SCR 4 T! ▶ uf+1 ▶ b+1:1+2
CH d+4,3	uf+1 ▶ df+1 ▶ f+2,3 ▶ SCR 4 T! ▶ uf+1 ▶ b+1:1+2

heat dash f+1+2~F	df+2 ▶ df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2
heat dash df+4,1~F	
heat dash MNT df+1~F	uf+1 ▶ df+1 ▶ f+2,3 ▶ SCR df+1 T! ▶ b+1:1+2

WALL COMBOS	
GENERAL	uf+1 ▶ df+1,2,1
	f+2,3 ▶ SCR 3 (follow with SCR 1+2 for pressure)
WITH TORNADO	3 ▶ SCR df+1 T! ▶ df+1,2,1

COMBO ENDERS			
FOR DMG	f,f,f+1+2 ▶ df+1	b+1,1+2	
WALL CARRY	f,f+3+4~D	b+4,4	df+4,2
WALL BREAK	f,f+3+4		
FLOOR BREAK			

df2 - uf1 - df1 - df4,2 - dash - f2,3,4 || 57 dmg
TRT 2 - uf1 - df1 - df4,2 - dash - f2,3,4 || 68 dmg

ws1,2 - uf1 - df4,2 - dash - f2,3,4 || 56 dmg

uf4 - df2 - uf1 - df4,2 - dash - f2,3,4 || 58 dmg
ws2 - df2 - uf1 - df4,2 - dash - f2,3,4 || 60 dmg

1+2 **CH** - df1 - df1 - df4,2 - dash - f2,3,4 || 58 dmg
(TRT 4),3 - df1 - df1 - df4,2 - dash - f2,3,4 || 48 dmg
^last hit guaranteed on TRT 4 CH, can also be accessed via d2,4,3

MNT 2 **CH** - MNT 1 - df1 - df4,2 - dash - f2,3,4 || 61 dmg

(1+2,4),4 - db3~b - df1 - df4,2 - dash - f2,3,4 || 60 dmg
^last hit guaranteed if 2nd hit is CH

MNT df2 - df4,2 - dash - uf1 - f2,3,4 || 51 dmg

db1+2 - MNT 3,1 - MNT 4,3 - MNT 1+2 || 43 dmg
d3~d **CH** - MNT 3,1 - MNT 4,3 - MNT 1+2 || 49 dmg
MNT d3 **CH**,1 - MNT 3,1 - MNT 4,3 - MNT 1+2 || 63 dmg

low parry - dash - uf1 - df1 - f2,3 - SCR 3+4 || 36 dmg
SCR 4 - dash - uf1 - df1 - f2,3 - SCR 3+4 || 56 dmg
SCR df3,3 - dash - uf1 - df1 - f2,3 - SCR 3+4 || 56 dmg
db4 **CH**,2 - dash - uf1 - df1 - f2,3 - SCR 3+4 || 69 dmg
SCR d3 **CH**,3~b - dash - uf1 - df1 - f2,3 - SCR 3+4 || 76 dmg
^if didn't hold back after SCR d3,3 combo still works by exiting stance holding db

db1+2,1+2 - dash - uf1 - df1 - f2,3,4 || 52 dmg

(1),4 **CH** - TRT 2 - dash - uf1 - df1 - f2,3,4 || 64 dmg

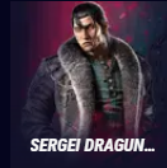
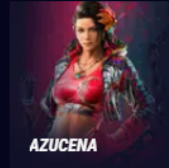
df3,4 - db4,2 || 49 dmg
f4 - db4,2 || 30 dmg

W! - iws2 - uf1 - df1,2,1 || 85 base dmg
post T! W! - uf1 - df1,2,1 || 65 base dmg

T8 TIERLIST (31/01/24)

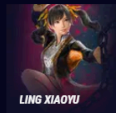
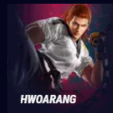
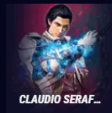
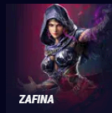
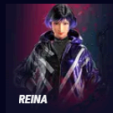
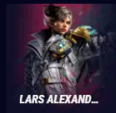
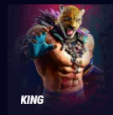
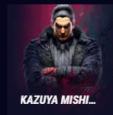
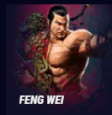
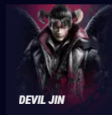
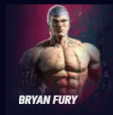
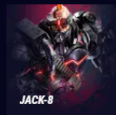
S TIER

Exceptional for now



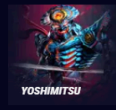
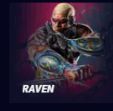
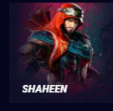
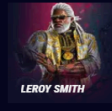
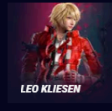
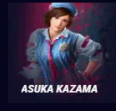
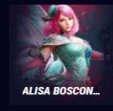
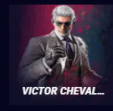
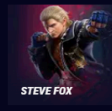
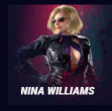
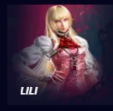
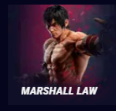
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Very Good



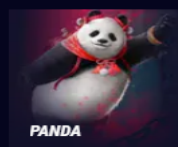
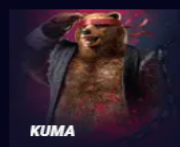
B TIER

Quite Good



C TIER

Uphill Struggle



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