

Tekken 3

Introduction:

Tekken 3 was an arcade sensation and one of the flagship titles for the Playstation 3. It advanced the storyline significantly by moving it years into the future, removing many characters (most controversially Kazuya) and either aging them or replacing them with younger versions, or not including them at all. Many "inheritor" characters were not similar to their predecessors at all, with Bryan and Hwoarang being quite different to Bruce and Baek respectively, and Jin was something of a cross between his parents, with both Kazama and Mishima moves. It was the first game to fully step into THE THIRD DIMENSION with a functional sidestep (as opposed to Tekken 2's defined sidestep moves) and represented a giant graphical upgrade from Tekken 2.

Mechanics overview:

- There was no sidewalk, only a large sidestep
- Backdash and backdash cancel covered a tremendous amount of space
- Hitboxes and hurtboxes were in general much smaller than later games. Punching through people's hitboxes happened a lot (Jin 1(1)2)
- The ground game was made more dynamic. Techrolling was introduced in this game, but were impossible from the face down position. Many key juggles involved flipping the opponent over for this reason.
- Techrolling had a frame of vulnerability where you were unable to block. Due to the comparatively small hit and hurtboxes it was difficult to align fast enough to connect guaranteed techroll catches in T3, however.
- Get up kicks knocked down on normal / clean hit, but were far more punishable on block than they would be later at around -18 apiece for the standard (FUFT 3/4) ones.
- Backrolling had a huge vulnerable window where the opponent was stuck in crouch at the end of it.
- You could be floated out of the backroll animation, which had juggle scaling applied.
- Juggles were strict and had weird scaling. Air pushback was large and the height at which people could techroll off the ground was relatively high - 3x ewgf was a somewhat challenging combo, for example.
- Throws were extremely hard to break on reaction as the animation difference was very subtle.
- Size differentiation extended to mechanical properties as well as the actual size of the characters. Jack-type characters (including Kuma) were invulnerable to certain stuns (King OC df+1 etc) and could not be launched by certain moves. The Orges were their own unique size, and so reduced certain class 1 launches like Hwoarang's skyrocket to uselessness but could still be launched by generic df+2s, for example

- There was an odd glitch where nosebleed stuns would be "forced upright" by moves which hit close to the ground at the right point, regardless of whether fall escaping was performed (or even possible as per Eddy df+2 which is a nosebleed with "auto fall escape").
- Jab speeds were differentiated between characters: quick characters generally had jabs which clocked in at 8 frames, whereas slower, more powerful characters had 10 frame jabs. This wasn't a hard and fast rule, however, as Kuma's f+1 was 8 frames.
- Universal low parries did not exist, however some characters had manual low parries. These provided enormous frame advantage (+20 and up on kicks, and at least +16 on punches)
- Chickens were added to reversals, which were previously unbreakable. They were quite bugged though.
- Command throws became (mostly) breakable

The Top 5

Jin

Jin was the best character in Tekken 3. He was the first character to embody the wavedash and electric game which has become the core of the mishimas. He was also full of other wacky stuff. generic running 3s gave 17 frames of true advantage in this game (with the exception of Law), which meant that Jin got a wholly free dash electric on block. This was in fairness quite hard, unless Jin was playing against a small character (eg Julia, Xiaoyu, Heihachi *yes for some reason Hei is considered small in this game go with it*) where the hurtbox interactions meant that he didn't need to dash at all. His ws+2 was 14 frames, launched real high and was almost impossible to punish on block for most characters, the first hit of his laser scraper stun gave an inescapable CH stun (CH bf+2, ewgf, tgf 3), his hellsweep had no block stun which meant you had to guess to punish it. He also had b+1, which was a 10 frame jab which comboed into itself. Only weird T3 hitboxes made this not as bad as it sounds. The arcade version of Tekken 3 Jin had the df+1,2~ff glitch, which is one of the most busted moves in Tekken history, as it was a 13 frame move with insane frame advantage which combod into launchers and, er, itself on hit. Even without this he remained the best character, with the strongest space control and whiff punishing, with his only weakness compared to later iterations being the lack of his beloved demon steel pedal to hit people on the ground.

Orge

While he wasn't quite as good as Jin, Orge required far, far less work to win with, utilizing a few simple and insanely cheap tools with great synergy. His waning moon is first up: a throw which led to guaranteed hits, and was completely unbreakable. Secondly was his hunting hawk, which

provided 16 or 17 frames of inescapable blockstun. Combine these two for good times!

(uf+3,4,3 on block into df,df+2+4 into uf+3,4,3 as a combo)

His infinity kicks were a 10 frame WS move which were guaranteed for the first four hits dependent on spacing, for huge damage, and on slower recovering lows and highs, he had his WS+2, with an inescapable stun on clean hit which led to... well (Clean hit ws+2, waning moon, run up uf+3,4,3)

He did have some flaws. Due to characters being able to techroll higher off the ground, his ffn+2 unblockable was less damaging than it was in Tekken Tag Tournament. Like Jin he lacked his primary ground hitting move from later games in ss+4 (f,f+1+2 did a lot of damage but was not guaranteed in very many practical situations), and his hunting hawk had some problems, primarily that you could reduce the damage by eating it and holding forward after the first hit on block and it was pretty inconsistent on small characters. This led Orge to some struggles with his toughest matchup

Xiaoyu

Lacking in the nutty mixup capabilities of Jin and Orge, Xiaoyu made up for it in evasiveness. Her X marks the spot was extremely damaging and only -2 on block, covering her traditional weakness in closing range. Her 1,d+2 actually combod into itself (although it pushed out so that only two loops were available). Her df+1 variants gave free hits on CH, and she had various combos on natural hit (FC df+4,4) or counterhit (CH RDS 214_FC df+3,2,1,4) which would later be removed. Most of these strengths were held through to her Tekken Tag iteration, but what made T3 Xiaoyu truly scary was her ws+2, which was a 13 frame normal hit launcher which led to powerful combos (although due to counterhits causing characters to be "pulled" into realignment, these were actually different on CH and normal hit in a game where optimal combos often required flipping the opponent over - ws+2, ss 2 (flip), 2, f+3+4,3+4,ff+3 or whatever then CH ws+2 where the combo doesn't work). ws+2 could be combined with stuff like her df+2 and exploited the nosebleed glitch, making for fully guaranteed combos from the side. As throws were harder to see and had outrageous okizeme, and Xiaoyu had access to her NC FC df+4,4 (which you will note, can't be low parried by the other top tiers save Lei) and the powerful generic T3 d+4 (safe on block and plus on hit), she was harder to turtle against than she would be in any subsequent game.

Heihachi

Heihachi had a true mid godfist (but no electric). Due to no electric and stricter juggle system, his combos were not quite as strong or versatile as later iterations.f,f+2 was still f,f+2. He had a powerful slash kick followup in his deathfist (or wgf against small characters). His hellsweep series had no block stun, although at non-clean hit ranges the opponent would "auto guard" the first hit for chip damage. He also had an incredibly bizarre auto reversal against some right kicks if he held d,df,f,uf,u, or ub. It's super weird and Tekken 3 was sort of full of this kind of stuff? The main mark against him was the cry that rings down throughout the Tekken series whenever anyone plays a Mishima. Namely, "Why don't you just pick whatever incarnation of Devil Jin is in

this game instead?" This was exacerbated by the way that Jin held the "small character = easy slash kick into ewgf" advantage over his grandad in the head to head.

Lei

Lei was simpler than he was in later games, but some of his tools were very strong. His slash kick wasn't as nasty as some other characters, but gave him a free fn+1,[2],1 into panther guess, made even stronger by the lack of universal low parries and the fact that neither panther option was punishable on block (with PNT 1 being the main low, although notable that PNT 1~2 was only really punishable by machbreaker type moves). Similarly, his rave sweep was not merely safe, but dangerous to punish (db+4~ss against Jin ws+2 on block). His play dead mid launcher was safe, and play dead itself was more evasive than it would be from Tekken 6 onwards. his back turned d+1 launched on normal hit. His combos were decent, if nothing amazing (uf+4, ssr 1, fn+12124 (flip) ssr CRN 4), and his Tiger stance was terrifying to duck against, as Tiger 1 gave advantage on block and a kneel stun into free hopkick on crouching opponents (**no it didn't wasn't this Tekken Tag only?**). As with many jabs, the b+1 version was particularly powerful as it allowed a free (if frame perfect) f,n+4,1 into standing 2 (**can you loop b+1,fn+41, b+1,fn+41 on any chars? Test Ling and JOrge**)

Honourable mentions:

The drop-off between the top 4 characters in Tekken 3 and the rest is relatively severe, and there were a number of potential candidates for Lei's 5 spot, including Julia (cheap Julia stuff, but elbow isn't as good as it would be), King (outrageous looping b+2,1 and df+1 OC kneel stun into df+3, but weak space control with squiffy hitboxes on future staple moves such as 1+2,1, crappy hopkick juggles, and over-reliance on b+2,1), Law (3,4 whiff punisher and b+1,2 are good, but mixup potential was poor, especially due to the lack of ws+2) and Jorge (smaller hitboxes on his moves compared to TTT, and being big was kind of a death sentence in Tekken 3).

Most overrated award:

Nina. The development of the "competitive Tekken meta" has been a bit of a loop, prioritizing certain things like pokes, rushdown and panic moves at the beginning, before moving to safe, space controlling neutral later on, then coming back to the pokes with Tekken "the one with all the df+1s" 7. This was reasonably developed in Tekken 3, where if you look back at a lot of (now ancient) tier lists people tended to be high on characters like Yoshi, Law and, of course, Nina. While she had some OK stuff (df+1,2 being +1, safe divine cannon, damaging df,df+1 throw) it is simply laughable compared to the monstrously cheap garbage which Jin, Orge etc. brought to the table. Law had a similar case, where people mostly rated his 3,4 whiff punisher and his ability to use it off a punch parry quite highly. These would be removed in subsequent games.

Imagine Law having a 14 frame launcher, or having a character being able to do launch damage off parries. We can't have that, said Namco.

Bottom of the barrel:

Doctor Boskonovitch may not have actually been the worst character in Tekken 3, as Gon was also pretty bad, but the good Doctor was almost certainly the most bizarre character to ever hit a Tekken roster. He was, and let us reiterate for those who might have played him later, *multiple times more weird* than he would be in Tag 2. Whether it was having to constantly sidestep in order to stay upright, or resort to manual low parries to hit combos, his weird rush punch... thing, the ability to bounce juggle himself as combined defense and offense, the way he could control Jack with his remote control (CH ff+2 etc), or the fact that ducking highs briefly swapped his *entire movelist with Heihachi's*, he was surpassingly strange. Not very good, but a triumph for off-the-wall fighting game character design.

In summary:

Tekken 3 is the daddy. It is insanely broken by modern standards, but is one of those games with no real predecessors, which somehow took a quantum leap in nailing a complex way of playing almost right off the bat (other examples include Street Fighter 2, Devil May Cry, and the original Doom). It is recognizably the game we play nowadays, in a way that games like Tekken 2 and Tekken 1 are recognizably not. The movement, ground attack, punishment and juggle system all came together to make something magical.

The graphics were incredible for their time and retain a clean, functional simplicity, the soundtrack was great and even the storyline was fine from the limited perspective of the series. From a competitive standpoint, it never reached a particularly evolved state: it was a complex game which sprang forth fully formed, and it would take years for people to figure the mechanics out properly. There simply wasn't much of a coherent competitive scene, and information transmission was limited to forums and FAQs.

Tekken Tag Tournament

Introduction

Tekken Tag was the first "greatest hits" iteration of the series which brought back the old lost characters of Tekken 2 and paired them with the Tekken 3 newcomers, including a new boss character in Unknown.

Mechanics overview:

From a mechanics perspective, Tekken Tag was largely similar to its predecessor but with a few key changes.

- Techrolling was now possible from the face down position
- Techrolling could be disabled by hitting face down opponents close to the floor for a ground shake "temblor" effect (AK cd+2, 1, late cd+2, d+1+2 combo)
- Techroll height was lowered, and pushback in juggles was decreased, making combos a bit easier - 3xewgf, Orge ffn+2 db+4, FC33 combo
- While it had been possible to punish backrolls with a launch in Tekken 3, TTT increased this dynamic with
- Hitboxes were embiggened a bit so that moves such as Mishima 1,1,2 missed less. This overall embiggening meant that tech catches were a bit more frequent in this game. Jorge df+1+2, u+3+4, df+1,2, dash df+1+2
- Tagging was now possible, although the tag system was somewhat bugged in that P2 would tag in closer than P1, making for more consistent and damaging tag juggles on P2 side (kaz wgf~5 to Jin laser scraper on P2, wgf~5 to 1+4,2 on P1)
- Tagging was slower than it would be in Tag 2, but characters were able to cancel their tag in to block with an u~ub~b jump cancel, unless they had a backflip. Some had special tag cancel options such as Xiaoyu's taunt.
- Characters were given differing health bars, sometimes in quite puzzling ways. Heihachi "can take a huge explosion to the face" Mishima had pitiful stamina. Devil for some bafflingly stupid reason had the highest stamina in the game with a full 20% more health than Hei.
- Tag rage, or netsu, was introduced. Like Tag 2, characters would get mad when their partner was beaten up and would have their damage increased. Certain evil characters would not get netsu for any reason, such as Devil or Orge. They had some exceptions to this rule, namely Green Ling (available through random select, console only I think) and Gold Tetsujin (rack up 10 wins in a row and pick Tetsujin), which were the only characters beloved enough to arouse rage in anyone, even the Mexica God of War.
- Combo damage followed far more consistent scaling
- Low parries were now universalized. They forced opponents into crouch for +10(?) on punches and +16 on kicks.
- It's one of the games where there was a genuine difference between the arcade mode and the console. This meant that hitboxes were a bit smaller on console.

The Top 5

Jin

Jin pops up again. It's not going to be the last time. While much of his insanity from Tekken 3 was gone, the core gameplay of the character who would become Devil Jin is extremely strong

in every game that it is present in. He's hard to turtle against with any form of movement and hits like a truck, and 112 and ewgf are hard to get in on. ws+2 was still unpunishable or near-unpunishable by most characters (including Jin himself). b+4 made its first appearance, and he had extremely high damage and stable juggles (ewgf, bf+212, dash df+44). His tag buffered special mid ewgf was perhaps the best move in the game, as it had a fat enough hitbox to techroll catch (**ewgf ewgf run up 1+4, dash ewgf~5 techroll catch**) and was perfectly safe on block. Its only downside was that the teams who typically paired with devil jin (namely devil or kazuya) had weak tag juggles, particularly from P1.

Kazuya / Devil

Kazuya and Devil typically occupied the same spot on the team, as they would not realistically be paired together due to an agonizingly slow tagging animation (Angel was basically just whack Devil, so we'll ignore her). Both had the mishima godfist which was -10 but had so much pushback that only the Devil himself could punish it with any reliability, hellsweep and 112. Kazuya's advantages were in his ability to punish ducked highs and blocked lows with his safe(!) 10 frame(!) twin pistons, his +7(!) safe on block(!) db+4 which synergized very well with his f+4 (OC f+4, wgf), his b+1 which he had stolen from Tekken 3 Jin, and his superior sidestep. Devil's strengths were in his safe 13 frame standing twin pistons launcher (mostly safe - bruce db+4 after blocking first hit), his very safe df+2 which provided a semi-free wgf or a completely free "JF hellsweep" juggle if you were a badman, thanks to the nosebleed glitch **df+2 dash cd+4:4 cdws+4, jab, wgf or something**. It is very worth noting that you likely did not play Devil in order to be a badman though. You played him because you were, frankly, scum. He also had better reach, a useful straight up hopkick, and higher stamina. All being said, Devil was probably a little more reliable, in part because of his incredible ease of use. He was notably a bit stronger in the arcade than he was in the console version, in that he had a cheap free f+4 into f+112 on Jorge. Kazuya's mist step wgf nominally seemed like an advantage for him over Devil, but Devil could for some reason perform a 13 frame wgf with f,n,df+2 anyway (**block punish Kaz df+2 with f,n,df+2**). No-one ever figured out why?

Julia / Michelle

The Changs were fairly similar. Both had outrageous 10 frame counterhit 4s, their counterhit 1,1,1 which was 8 frames and launched on CH, their 121 which did much the same thing and actually largely made 1,1,1 obsolete (121 it wasn't even punishable if you stopped on the second hit, and to add insult to injury you could do 124 to CH people who tried to press after it on block), a df+2,1 where the second hit wouldn't come out on block (making it a perfectly safe mid launcher and a devastating tool for punishing ducks or even punishing some techrolls), and powerful generic throws with dangerous okizeme afterwards. the 4 followup to elbow had pushback making it tricky for many characters (eg Jin) to punish and was a full launcher. Julia was the stable option: she had slightly more stamina, a better throw game (which meant for a lot in a game where throws were genuinely extremely hard to break), and a tag cancel. Michelle was the more unstable but more powerful hitter: her elbow and shotgun properties were swapped, so that she had a CH launching elbow (CH ff+1,4), and her shotgun knocked

down and did a shocking 18 points of damage, making it the most powerful juggle filler of any of the cast **Michelle CH 121 dash d,df+1, d,df+1x3, ff+1, ff+1,4** but her weaker throws, lower diversity, smaller stamina and (most of all) lack of an easily applicable tag cancel hurt her

Orge

Like Jin, Orge was toned down from Tekken 3 while still remaining one of the best characters. His ss+4 was a low mini launcher (ss+4, ws+4, d+4,4) which tremendously complemented his powerful ground game and mixed well with his new, devastating f+4 which gave him free followups like hopkick, f+2 or even ff+2 (**OC f+4, ff+2, FC df+33,n+3**) on crouch hit. While waning moon was now breakable, its followups were improved as Orge could hit a tagged blazing kick into tag dive as an optimal combo with good wakeups (**df,df+2+4, run up d,db+4~5, ffn+1+2 then buffer waning moon again as the opponent techrolls**). This also helpfully incentivized people not to pick the horrible team of Devil-Orge, as Devil couldn't perform the tag dive. Orge's f,f,n+2 unblockable was more powerful as he could now combo off it effectively (**ffn+2, db+4, FC df+3,3**). His stamina was high, his sidestep was the second best in the game (after Armor King), and he had a rich, deep movelist with tons of tricks.

Bruce

Tekken Tag Bruce was perhaps his most powerful iteration. While he lacked black 2, the move which would become his signature, and his crouddash mixups, he had a number of nasty tools. One of these was long reaching, powerful jab strings. While his 1,2 jab wasn't actually guaranteed on hit, it gave such huge advantage on CH that it guaranteed f+2,4 (**CH 1,2, f+2,4**) which was also pretty much the only good 12 frame punisher in Tekken Tag (**block punish Jin's ws+2 with f+2,4**). His 1212 was also 8 frames and guaranteed on CH, which was particularly nasty against big characters (**Bruce vs Jorge CH 1212 run up b+4,3, b+4,3, bf+4 or something**). His f+2,d+4 couldn't be blocked if you blocked the jab, and his df+1,2 was extremely safe on block at -2 and gave a huge launch on hit. His big knee b,f+4, u+4 and df+2 were all very powerful, and were all basically safe and df+2 was even unparriable, for the most part anyway (**Bruce does df+2 over and over at range and Jorge crouch walks into him until the df+2 connects :P**). 3,2,1 was a safe 14 frame CH launcher for ridiculous damage, and his b,b+4 and df+3 were both also safe. His throws and okizeme were not incredible as he didn't have a 1+2 break, and he couldn't punish range whiffs as well as Orge's (4) or Mishimas (godfist), however.

Honourable mentions:

Jorge was a much more fun character than Orge with his techroll catch horns and big range mixups, but his lack of sidestep and the abuse he got from certain characters such as Bruce (Bruce CH 1212, run up b+4,3, b+4,3, b+4,3,4), Yoshi (**Yoshi runs up to Jorge and flashes him while an overlay comes up saying that flash is unblockable in Tag**), Changs (f,f+1 into f,f+1 as a combo), Arcade Devil (f+4 on block into 112) etc made him far less reliable. Heihachi had special mid ewgf, ws+2 and the f+4, ewgf combo (or again even ff+2) for punishing crouch

commitments, but he was heavily reliant on throws for his mixups, and his low stamina was a major deterrent. Armor King had dark upper, but didn't have a great mid to attack with.

Most overrated award:

While his tag buffered b+1 was a whopping +6 on block, orbital heel was 0, and his f,f+4 was only -5, Bryan had terrible tracking (successfully sidestepping ff+4 to the right), and almost no ability to hit opponents on the floor. His throws were correspondingly weak, and his chains of misery grab did not have the same shortcuts it would have in later games. This is also the only game where his taunt didn't give free hits, which is extra baffling considering how completely impossible it is to even land in a game where a single backdash puts you three light years away from the opponent. He'd often be paired with Bruce, who did most of the heavy lifting in the matchup, which helped with Bryan being overrated. This is a frequent dynamic with Tag games, where players will misremember the strength of certain characters because they paired them with partners who were actually good. For example of this phenomenon see those who paired Jin (who was good) with Hwoarang (who was bad) or Julia (who was good) with Anna (who was bad) in Tekken Tag 2. You know who you are.

Bottom of the barrel:

P-Jack was big, slow and where other Jacks had great throw games, he didn't even have a 1 break option. Big abuse was rife on him (he was even very slightly larger than the other Jacks) and there really just wasn't much of a reason to pick him. His hilarious side throws and funny class 1 launcher combos (ssr+1 class 1 launch into ssl+2) aside, he was one of the worst characters in Tekken history.

In summary:

Tekken Tag Tournament is one of the most beloved iterations in the series. While less broken than Tekken 3, it is probably even more unbalanced: the gap between the top (Jin) and the bottom of the cast (P Jack) is absolutely colossal, and even the gap between top and mid tier characters is vastly bigger than the distance between the bottom and top of the entire roster in recent games. It is hard not to argue that the game wouldn't flat out be a better competitive experience if Devil didn't exist.

The criticisms do not stop there: many characters are insubstantial shadows of what they would become: not merely weak, but often so limited as to be boring. Chasing down a determined backdash canceller who has a life lead on you while using a weaker character is often near impossible.

However, despite this, Tekken Tag Tournament deserves its reputation as a classic. Movement is difficult but rewarding, movelists are short and can be quickly understood, and wacky

launchers that carve through everything are rare. Combos were weaker than they would be in virtually every game afterwards - it was the last Tekken without any remotely practical death combos (although there are some, they typically involve unblockables, or weird Devil laser loops on Jacks). While combos were short, the okizeme game was complex and punishing, with significant risks involved in both backrolling and techrolling. Timing and spacing were paramount in the neutral. While it was unbalanced, the dominant teams (namely Mishimas and Orges) were both extremely fun to play, in very different ways. If you are a TTT head, then everything else will feel watered down or filled with superfluous fluff: it is the "whisky no chaser" of the series, defined by its clean simplicity.

Random stuff for credit roll

- Low parrying Kuma b+1+2 (into Yoshi flash?)
- Armor King handcuffs glitch (cd+1, ground throw ground throw ground throw ground throw) into u+2+4
- King b+1+2,2+4 run up db+1+3 teleport ground throw into BT 3
- Wang waning moon into Kuma uf+1+2, back throw
- Arcade version Mokujin as a Chang paired with an actual Chang, 2~b~5, tag Mokujin in and out until you get Jack while the opponent is frozen, 5x windup punch,

Tekken 4

Introduction:

After the domination of mishimas and backdash cancel, Tekken 4 was retuned by popular demand to be more up-close and aggressive. The story was once again moved on significantly from Tekken 3. A lot of the magical or supernatural elements were cleaned out of the game: there were no Orges or magical boss characters. Kuma was the only returning animal. While still an extremely over the top game, it represented an attempt at injecting some realism into the series.

Mechanics overview:

- Backdash was shortened dramatically, with consecutive backdashes being particularly weak.

- Sidestep was removed and replaced with sidewalk. This was technically less evasive than sidestep in terms of pure distance covered, but started from frame one, meaning that poke into sidestep was effective. Previously Eddy was the only character that could do this sort of thing (Eddy doing 1+2 rewind sidestep to step between the hits of Bruce's b+4,3 in TTT), as long as you weren't a cheating Italian who used the "sidestep" preset the TTT options menu showing that you can set a button to sidestep.
- Left throw was replaced with a universal wall push mechanic.
- Throws in general were made much more telegraphed and easier to break, with the exception of the wall push which had an absurdly tiny window, easily the hardest throw to break in Tekken history.
- Airborne pushback and techroll height were increased again, beyond even Tekken 3. This shortened (most) juggles greatly. Multiple ewgf combos were very hard.
- Temblor was gone.
- Scaling on combos was also increased dramatically.
- The vulnerable crouching window on techroll was removed entirely. What techroll catches existed typically involved navigating to the back using sidewalk from off-axis juggles.
- Backroll vulnerability window was shortened.
- Walls and terrain were added.
- Wall hits were all 100%(!) of their base scaling (?)
- Wall tech was included- this could be done when the opponent's feet hit the ground, and was invincible until recovery. It was not possible on back turned opponents, although they could often hold back to block.
- Low parries were buffed to provide +16 on punches and +18 on kicks.
- Juggle mechanics were universalized for big characters, with no more rockback stun on df+2s for Kuma, for example.
- In compensation, big abuse on the floor was somewhat (note: only somewhat) less vicious than it was in the previous games as stuff like generic ws+4s no longer hit grounded on bigs.
- Health was normalized between characters again, to 160 points.
- Just frame moves were touted as a "new" introduction to Tekken 4, despite the fact that things like Mist Trap or King's struggle combination totally existed in Tekken Tag Tournament. This hyping up of things which basically existed in previous games would continue in Tekken 5, with its quote unquote crush system.

The Top 5:

Jin

It's difficult to say whether Jin or Steve was the best character in Tekken 4. Jin was debatably more effective against a wider selection of characters, but Steve beat up on him for the most part. Jin's 2,1 and 1,2 were both +1 on block, and had different timings to sidewalk punish. The second hit of his 2,1 on CH guaranteed his 2,4, in case you tried to flash duck or messed up a punish. His just frame laser scraper is often misrepresented: on block it was not a guess (although terrain (getting hit going uphill vs on level ground), timings, character size (Kuma failing to sidestep the last hit of undelayed laser scraper) and neutral vs active guard could complicate matters) as both the blockable version and the unblockable could be sidewalked on block, for the most part anyway (Julia and Ling failing to sidestep the last hit of undelayed laser scraper). What it was, was a 15 frame confirmable pseudo-safe launcher which tracked well and which inflicted hideous amounts of damage in a game where juggle damage was relatively low (JFLS, 123 d+4). The first two hits were only -4, but sidewalk cancelling could actually reduce the block stun and change it to -9, allowing certain characters to punish it (**Lee ss cancel 124:4 bf+2,1, King ss cancel 1,2 vs bf+2,1**), at the risk of eating the third hit. Jin's hellsweep did not juggle, but gave a strong mixup where two d+4s were basically guaranteed, and was only -11 on block. His parry (which reportedly belonged to Hwoarang in the beta of the game) was completely unpunishable on whiff.

Steve

As impossible as it seems, Steve was actually more broken in the beta version of the game, where his db+2 gave a snake edge launch and his 1212 launched on CH. He survived these nerfs to still be unimaginably filthy. His flicker stance recovery was *completely* safe on whiff. His d+1 (old version of b+1) provided standing frames on CH, meaning that you could hit a free DCK 2 (**CH d+1~B, f+3~4,2, ssl 2,1~b, 1~b, 1,f+1, iFLK 2**). FLK 1,f+1 was +3 OC on block. His df+1 and FLK 1 were unparriable for some reason. He had a f+1 mid jab (which wasn't as good as it sounds as it was quite weak on block and was still deleted by high crush moves but was still alright). Albatross low did not knock down but was safe. Albatross 2 stunned on counterhit. Sonic fang and DCK 2 were -10, making them basically safe against everyone but Lee (f+4 punish). His main flaws were that his sway cancels were slower and less evasive than they were in later games, that a lot of his cancels and stances were slower and more limited in general, and his lows were crap, seeing as he lacked peekaboo, db+3,2, d+1 or his d+2,1 cancels. This barely mattered because he could mash virtually everyone to death and/or just run away. 1,2,1 mixed up with sidestep 1,2,1 and d+1~b was tremendously hard for many characters to deal with.

Nina

Nina was relatively unique in that she was one of the only characters with significant backwards evasion, thanks to her hayashida step. This was the technique of cancelling sidestep up into qcb which was originally named after a Japanese Paul and Yoshimitsu player in TTT, back when it was actually difficult to do (shakes old man stick at cloud). Her ivory cutter was introduced in this game, and it was not very well designed, in that it gave +1 on block and forced crouch, and tracked almost perfectly to her right. Being on P1 against Nina could thus stick you in terrible ivory cutter frame advantage loops. It was also +15 of fake advantage on hit. Her ss+1~b gave

12 frames of true advantage on block, meaning that this particular whack-ass sequence was near-guaranteed on most characters (**1+4 on hit, ss+1~b, d+4**). Her punishment, combo damage and wall game weren't top tier (although ss+1 into "guaranteed" wall push was pretty irritating), but she was notably strong against characters like Steve, who struggled to make his mashing work against her evasion.

Law

After a significant gap, the rest of the cast comes in. Tekken 4 saw the introduction of Law's DSS stance, buffing his combos and offense. His auto parry was particularly powerful in T4, as it led to a juggling one inch punch. His regular parry was also at its most powerful as it enabled a free DSS f+1 into ground hit or even one inch punch (?). Numerous of his key moves had silly properties: 123 was 8 frames and a hideous -1 on block, his ws+2 was only -14 making it borderline safe against some characters, and his flipkick was only -12. His wall push game and lows were not phenomenal, however, with db+3 from later games being a notable loss.

Heihachi

Both the mishimas were dramatically retuned in Tekken 4. Whereas Kazuya was changed to have more of a focus on his WS+2 and was frankly made fairly weak, Heihachi's changes made for a more functional tradeoff. his D+1 knocked down on CH and hit fully grounded, making it a powerful neutral space control and okizeme tool (**CH D+1 cc d+1 etc**). His qcf+2 recovered fully in crouch and was -15, which was good against some characters, although it opened up some interesting specific punishments (**Hei does qcf+2, Kaz sidesteps it to the right and does f+4 (OC stun), iws+2(restun), iws+2 (restun), f+1 (restun), uf,n+4 launch - hard**). His "just frame" hellsweeps were safe but could be fuzzy guarded more effectively than in later games. His b+2 provided 14 standing frames on CH, enabling a free twin pistons launch, and his cd+4,4,1 could not be techrolled. On certain angles, this led to some disgusting juggles. **CH ws+2, cd+441, cd+441, d+1, d+1 (NOTE: HARD)**

Honourable mentions:

Lee and Ling were dangerous to jab against in a game where people jabbed a lot, but were still somewhat weak at breaking turtles. Xiaoyu had her 4~3 which was an decent if linear space closing tool at +1 on block, and was itself a powerful guaranteed followup to her untechable ws+4 knockdown. By walls or after techrolls she had her signature...? taunt... game...? with taunt into an unblockable power mid **2+3+4 db+1** or launcher **2+3+4 into df+2~1** which is obviously what you think of when you think "Xiaoyu"

Lee's 1,3:3:3 was not guaranteed on normal hit what the fuck! Where does this come from you absolute loonies. Do any of you ever watch Tekken 4 matches where Lee was playing and

wonder why no-one ever does ss+2~f,13:3:3 or anything like that for a free fucking launch on an evasive, near-impossible to whiff punish starter? IT'S BECAUSE IT WASN'T GUARANTEED ON NORMAL HIT.

Most overrated award:

Paul was very strong with side wall push into d+1+2, safe demo man (safe-ish what with 1 frame active sidewalk meaning that you could sidewalk it on block more practically), jailing ff+2:1 and d+1, but was slightly outclassed by Heihachi for the stuff that he was good at: Hei could pretty much just out-D+1 him and whiff punish more effectively. In addition, ff+2:1 fully jailing was a bit less good than it sounds because the first hit had a tendency to whiff.

Bryan was a somewhat interesting case with his safe NC 4,3 (safe-ish as you can swl the second hit thanks to 1 frame sidewalk again!), weird snake edge, and his *insanely* ugly untechable db+2 combos. He also had a bufferable version of taunt which allowed him to hit (otherwise difficult) moves like f,f+2 with ease, at the cost of making the taunt non-cancellable. His lows and punishment were not top tier, however.

Bottom of the barrel:

Lei and King sucked in this game. Almost all of their key moves were toned down from previous incarnations. With Lei, rush punch did less damage and all stance guesses were weaker, and they would never return to their Tekken Tag or Tekken 3 glory days. King's d+1,n+2 was wrecked, and he was given frankly terrible versions of Armor King moves. Both characters had atrocious combo damage (Lei uf+4, fn+4,1, f+3 next to Eddy f+4,3+4, RLX 1443+4,d+3 combo) with the bizarre exception of when King low parried Bryan's d+4 which gave him one of Tekken's only open ground infinites King vs Bryan in airport stage, King low parries Bryan d+4 and does hopkick, f+12, df+1,2 df+1,2 df+1,2 df+1,2 df+1,2 df+1,2 df+1,2 df+1,2

Summary

Tekken 4 is a strange game. It is not really very good in many important ways: the plodding movement, the ugly combos and the unfortunate fact that poke into sidewalk mixed with poke into another poke is just not a particularly deep or fun way of playing. However, it was brave. The whole game feels incredibly different; the jazzy soundtrack and pastel palette, and the feeling that fights were taking place in real environments.

While the game was built to be more realistic in its setting, Tekken 4 was genuinely courageous in the crazy choices it took with character balancing. A character with only punches? No whiff recovery? Jin's parry? A character with a tackle which could hit you from half screen? It was

experimental and while these things ended up being understandably polarized, in that Jin and Steve were super good and Marduk was super whack, it is one of those games which made big bets and committed to them.

There appeared to be a philosophically understandable but ultimately flawed balance choice made: with the removal of throws, characters that were seen to have strong mixup potential were nerfed, in some cases into near-uselessness (notably King and Lei, but also Kazuya who mostly managed to avoid their fate thanks to 1,1,2 and wall push into 1,1,2). This perhaps reflects a wider point in fighting games in general: "50-50s" and guessing games are what catches the eye and frustrates a lot of players ([Zero incoming mixup in UMVC3](#)), but in many games dominating neutral and space control options are typically favoured to win out ([Morrigan fireballs in UMVC3](#)). This was definitely the case in Tekken 4. Lei might have more mixup potential than Steve but he never really gets to play in this game.

Elements like terrain were fairly broken, with a huge advantage being to the person on the *lower* ground (Obi Wan shocked face) who could duck mids, re-juggle off ground spikes ([Hei launch, d+1 spike, db+1 cc going uphill on Jungle stage](#)), and even hit infinite combos ([Capos launch qcf+3 qcf+3 qcf+3 qcf+3 going uphill or df+2 df+2 df+2 df+2 df+2 going uphill in the corner](#)). The rest of the unique environmental elements were less weird, but pillar infinities in the parking lot, getting behind the phonebooth and playing running shoulder chicken with the life lead etc were all somewhat bonkers.

Tournament standard was therefore mandated as the arena stage... which as it turned out opened up completely match practical infinite combos for most of the cast. Due to the way that

In general Tekken 4 is an interesting look at an alternate version of the game, and an intriguing "what-if" for the direction of the series. It's genuinely fascinating to revisit, and a small number of matchups (primarily Paul vs Mishimas) are still super entertaining to play as you battle over wall position. In general, though, it remains

Tekken 5.0

Introduction:

Fighting games are at their heart still a niche entertainment product, reliant on the good graces of a limited audience. Tekken 4 had not been popular, and therefore Tekken 5 could be seen as a direct rebuttal of many of the steps it had taken. Tekken 4 was more realistic? Tekken 5 is the most insane entry of the series thus far, with Jinpachi and Devil Jin! Juggle damage lowered? Juggle damage is back, and then some.

Tekken 4 had been controversial, the first real game in the series which had split the competitive community in half. Many Tekken Tag enthusiasts were driven away by its movement and feel, and so elected to stick with Tag. Tekken 5 went some way to bringing the two halves of the community back together. Old favourite playstyles like mishima wavedash and launching electrics would compete with the Tekken 4 newcomers like Steve, in a mix of walled and infinite arenas, and new characters would be introduced with bonkers new properties (which were nonetheless and notably still less "rulebreaking" than characters like Jin, Marduk and Steve and more just... kind of cheap). Wall combos were back and more damaging than ever.

It would be also be pretty much the last game to have significant presence in the arcades in the west, and as

Mechanics overview:

- Techroll vulnerability was back. There's a popular misconception that the window was longer than it was in Tekken Tag, but it was still 1 frame: the difference was that Tekken 5 moves almost universally have bigger hitboxes and (far) more active frames than their Tag counterparts so timing around the 1 frame is just much easier. (Bryan uf+4, d+3,2, jab jab d+3,2, dash snake edge vs techroll)
- To this point, hitboxes had been embiggened again for more of a beefy feel to the game
- Backdash was increased in distance, albeit not to the crazy levels of Tekken Tag
- Sidewalk was now double tap up or down, and sidestep (u,n or d,n) was back.
- Neutral jumping was possible again, hooray(?)
- Juggle pushback was decreased and techroll height was lowered for the easiest juggles yet.
- The nosebleed glitch finally disappeared (**Eddy df+2, 3~3 (have to time this), RLX 1443+4, d+3 by the wall in T4, same thing not working in T5**)
- Wall tech was removed, and characters would slump forward on the ground into a face first position.
- Wall damage scaling now existed to make hitting the wall not mean instant death which it basically would have done if Tekken 4 damage scaling had been retained (notably it was still sometimes instant death). This included a low wall hit, where hits connected for 100% of their base damage (Lee 4,3,4 or whatever it is is the best example of this)
- The "crush system" was introduced to small fanfare, despite the fact that tech crouch and tech jump moves totally existed in previous games (**Lei gets crouch grabbed out of b+1+2 in Tekken 3, Eddy does uf+4 over a d+4 in Tekken 3**). What Tekken 5 actually did was distribute these properties more widely (for example low jabs now high crushed, but could also be low crushed). The primary effect of this on the competitive side was that a lot of (primarily American) players would bleat about how "the crush system" was

robbing them of wins and dumbing the game down, when in fact the practical effects were rooted in boosted juggle damage and the comparative size of hitboxes. Tekken Tag straight up hopkick generally shat on its Tekken 5 equivalent from a usability standpoint seeing as it was unpunishable by everyone but Bruce and prog stick Devil, but also didn't lead to 70%+ combos if it landed.

- Generic 1+3 throws were reintroduced. Wall push became a Steve-only (sway only) mechanic.
- Long range throws were introduced. These were easy to break but covered a much longer distance.
- Air throws were introduced.

The Top 5

Steve

One of the more infamous characters in Tekken history, and for good reason. The Tekken 4 version of the character had ridiculous safety but some weaknesses in whiff punishment and mixups, and received a minor nerf in the first category but inexplicable buffs almost everywhere else. Many top tier fighting game characters rise to their status over time, but Tekken 5 Steve is one of the few who was hailed as the undisputed #1 right from the get-go, and never even slightly budged from that spot, only becoming more powerful as more things were discovered. The 121 frames are slightly worse? no problem, here's 121~b into albatross 2, which can't be interrupted by jabs and CH launches. His df+2 addition remained one of the more puzzling additions, where it didn't just launch on normal hit but had a guard break animation which made trying to pressure afterwards very tough (this was presumably done to cause his df+2~2 crouch launcher to be punishable (**df+22 launching crouch, df+22 missing on standing opponents**), but just sort of ended up making him even more impossible to get in on (**df+2, opponent presses a button, gets df+2ed**). His b+1 led to guaranteed hits (b+1, FLK b+2 on hit, and b+1,2 into f+2,1~b FLK 2 by the wall). his lows were buffed with d+1 and db+3,2, and if he got to your back or side you were either mostly dead (OB 1212, df+121~b,1, 1~b alb 2 / OB b+1~b, FLK 1112, db+2), or all dead (OS #311, dash #311 1212 etc etc). His ws+2 launched crouching opponents. DCK 2 and sonic fang were -13, which was great for some characters (Hei, Bryan) but virtually unpunishable for others like Raven. The evasion on his sways was heavily buffed. His minor losses included that flicker could now be punished on whiff (with extreme difficulty), that his b+1 now no longer gave full relaunch combos on counterhit, and that moves like FLK 1,f+1 lost their absurd plus frames.

Nina

Her df+1,2 string was not only +1 on block, but her JF spider knee was -14 but had outrageous pushback, making it practically unpunishable by everyone bar Feng (for those eagle eyed folk who might suggest Steve, one of his few actual improvements from 5 to DR was in the effective

range of his sonic fang), so pressing buttons or moving much after df+1,2 was tremendously disincentivized. uf+1 was both a tremendous distance closing move and one of the most ferocious okizeme moves and juggle enders in tekken history, as it locked the opponent into a near-guaranteed d+3+4 stomp or got them reset into another combo (which ended with uf+1 and probably ended the round). Her f+3 was actually a launcher on normal hit, making it the game's most damaging 14 frame block punisher in open space (f+3, FC df+4,1, df+1, uf+1, b~d~df+2). Divine cannon was safe on block as long as you did the d,db+3 version (and why wouldn't you). Her main problem was that her lows were somewhat mediocre, as her db+3 did not become the threat that it would be until later, and that she was not fantastic at closing distance.

Ganryu

Ganryu was, somewhat surprisingly, a crushingly powerful character in Tekken 5.0, and one who slid under the radar a bit at the start until Tarechichi Tran popularized him. His df+2 was very safe on block and reasonably evasive, and his ws+2 was only -9, making it basically unpunishable by 10 frame characters. His okizeme was disgustingly powerful: his 1+2 hit grounded, and was fully safe. In combos, it guaranteed a free f+2. Ganryu could therefore get half life combos from his high crushing df+2+3 thunder palm, or his f,f+1+2. He had good pokes with his jabs, df+4>1 hit confirm, df+1 and his df+3 low sweep, which was technically more unsafe than in later games at a whopping -15 on clean block (? 5.0 or DR), but had outrageous pushback. His inability to punish -10 with any degree of power or reliability did hurt him against some characters, however.

Bryan

Many moves were introduced in Tekken 5 which would become cornerstones of Bryan's game, including his jet upper, which initially clocked in at 13 frames. Given that his taunt was +17, this made taunt jet upper the easiest that it would be, with two whole frames of slop. Beyond this, Bryan still had b+1 launching on normal hit. He was also one of the greatest beneficiaries of the techroll system: his df+3 tracked in both directions and had tons of active frames, meaning that he had easy tech catches in both wall situations and open ground, and similarly easy resets if the opponent attempted to backroll away in the open. Other cheap stuff included his 3+4 being 16 frames and tracking to his right, 1,2 being false +10 on hit, meaning that 3+4 was largely unavoidable afterwards (and making for this "mixup" here), and CH [1],433 and side hit 1433 being guaranteed. He did miss out on some later moves and properties, however, including the usable CH stuns on his f+3 and ws+3, and both his mid and low soccer kicks.

Devil Jin

It's Devil Jin. More than that it's Devil Jin with a hit confirmable launching mid which tracks to both sides, making it a practical techroll trap. He also had a powerful spike combo with disgusting followups.

Honourable mentions:

There is nothing particularly close to a real top 5 in 5.0, because there are many vile characters with wildly disparate strengths. A better way of thinking of it is "Steve, then a large group of very very cheap folk who are nonetheless not as cheap as Steve." Law had CH db+3, his 4,3 DSS, and other Law stuff like b+1,2,2, but struggled against some matchups like Feng. Heihachi had 2,2,1 which was a safe(ish) i10 punisher for comical damage, but as Tekken 7 Lee could tell you, having a great 10 frame punish is nice but a little overrated and Hei still wasn't great at beating turtles or fighting Steve. Raven was very cheap but a little too unsafe. Marduk's +6 crouch forcing d+1 was ridiculous but he could not effectively compete with the poking dominance of the top tiers. Roger had one of the most comedically lethal counterhit jab strings in the history of the game (CH f+1212 ufn+4, 1+2, f+123?) and a devastating low sweep (someone blocking db+3 and failing to launch), but he wasn't particularly well rounded.

Most overrated award:

Feng is undoubtedly the most controversial omission from the Top 5, so he gets a spotlight here. He had numerous outrageous moves including no trip stagger on his ss+4, making it -14 to -11 on block depending on distance, a safe 8 frame b+1 and ridiculous oki including a VERY safe stomp, but had the same old Feng problems with covering distance which have always stopped him from dominating. In general he is a character where people have rated him very highly in some games such as 5.0 and DR, and as a relative mid tier in others such as Tekken 6.0 and Bloodline Rebellion, but his actual top level and tournament success has been relatively consistently defined - he does well in the early competitive life of the game due to his strong defensive options which allow him to escape unfamiliar pressure, but falls off as neutral, defense and timing are exploited more heavily. It also speaks to the point mentioned in the Tekken 4 video about powerful defensive options being less useful than having dominating moves in neutral that cover wide swathes of ground in front of the character. Feng is also a character who has been built on quite a bit in successive games, so several key moves were lacking in this iteration, including ub+2, f+4~b, f+3,4, f+1+2, and most of his kenpo stuff.

Bottom of the barrel:

Kuma and Lei had almost nothing to make their case against the grotesquely powerful characters at the top, and in many cases had dire matchup problems. For example, Kuma's large hitbox meant that Law's (huge window) punch parry allowed him consistent launchers, which would be gone in the next game. Imagine being able to do launch damage off a parry, said the Namco team. Stop it, Law. You're not allowed that. No.

In summary:

5.0 is a hilarious mess of a game. It is probably the first real Tekken which took steps towards being balanced- indeed, one of the more fun experiences of the early going of the game was in realizing how many good, practical moves had been rained down on almost the entire cast, where this has previously been confined to a few developer favourites. Characters like Hwoarang were improved out of sight from their previous iterations. They were still, as it turned out, largely outclassed by the actually good characters in the game. It is illuminating to look back at these old games and think about how people genuinely thought that Hwoarang (for example) was a potential candidate for top tier or even upper mid tier when the game first came out, when this is transparently not true in retrospect, and really reveals just how unbalanced prior games are. However, it should also serve to provide people with a sense of just how lucky they are to be playing in the modern environment, where you can pick whoever you like and be sure that your character can compete.

Tekken 5 DR

The retirement home favourite

Introduction

Tekken 5: Dark Resurrection introduced what would be the general trend of Tekken games in the times to come: make a super cheap version of the game, then bring out a rebalanced and largely toned down update. It has seemingly been a requirement to have a name which was as challenging as it could feasibly be for Japanese people to pronounce. It's like there was a competition to get as many Ls and Rs into these games as possible?

Dark Resurrection was technically Tekken 5.2, as there was an interim, arcade-only game called Tekken 5.1. However, this had a very limited release and so no-one outside of select asian markets played it and was not really very good- it did not add moves, and mostly just nerfed the 5.0 top tiers without bringing anything new to the table. Anna and DJ were reportedly good?

Mechanics overview:

- Mechanically it was basically 5.0
- The techroll vulnerability window was gone again, and apparently this time for good. People could still get around this by navigating to the side / back as in Tekken 4 (Anna df+124 as a wall combo, then ss one way d+3,2 catches tech in one direction, ssing the other and doing df+123 for the other)

- Grounded hits in wall combos now did 70% damage meaning that wall damage was merely "very very high" rather than "insane"

The Top 5

Devil Jin

Most of the characters in Tekken 5.0 were heavily toned down in Dark Resurrection. Devil Jin escaped relatively unscathed, losing his b+1 into df+2 but gaining a bunch of useful new tools. His End of Dreams throw was 10 frames, hard to break and gave outrageous okizeme, including a completely free db+2, where attempting to mitigate damage often got you refloated (cdws+4, dash 1+4, df+1,2~ff into the same old free hellsweep / refloat). His uf+4 was a new and decent addition. Beyond this his juggle damage was amongst the highest in the game, his ws+2 was still 14 frames, and his laser cannon was safe on the first two hits. Things still missing from later games included his b+1,2 and u+4 so he had some small flaws in punishment and panic moves.

Heihachi

Like Devil Jin, Heihachi only really lost one or two stupid things in the DR transition, namely his bf+22 into d+4 stomp wall combo, his FC df+4(?) and his 2,2,1 (which most people thought was a glitch anyway, and no-one expected to survive. Imagine doing this kind of damage off a normal hit jab string Akuma Lee etc). He could still control space extremely safely with his d+1, safe 1+2 and b+2, he had a 13 frame launcher with twin pistons, and a "just frame" (in honesty probably just another glitch) variant of df+1:f+1 which couldn't be ducked on block. His combos were very reliable (twin pistons, f+1, cd+441, microstep forward D+1), with good wakeups and he hit like a truck by the wall (cd+441 as wall travel, f+4 into d+4). As in other games, however, his ability to mix up effectively was fairly constrained: his db+2 did terrible damage, his weird low throw move df+2+3 was somewhat slow and seeable, and his FC df+4 could be techrolled(?). However this was a game which didn't generally have super powerful lows and lifebars were pretty small so getting hit by d+4s and d+3s were a bit more meaningful. In addition movement was strong so this generally mattered less.

Julia

While she'd been out of the top tiers for a couple of games, DR Julia was one where she'd start to make her presence felt again. Her wall stunning FC df+4,3 and normal hit elbow made for a filthy mixup near the wall, her f,f+3 was challenging for many characters to punish, being only -10 (**Ganryu missing b+1+2 vs f,f+3**), and her uf+4,3,1 series was genuinely irritating to deal with for some due to the last hit having some high evasion (**uf+4,3,1 vs say, Raven jabs or King jabs or something**), as well as having both of the kicks as launchers, making punishing it a bit awkward. This was also the game which introduced her infamous 4~[2],1 wardrums which could

be spaced to be a natural hit wall splatting low. Finally, while they weren't as devastating as in Tag, she still somehow had her 8 frame CH 111 and 121. Weaknesses were that she did not have either her poke low d+3 or her crouch killing df+1 (?), making her mixups more committal than later games while she was in open ground.

Bryan

How would Bryan survive without normal hit launching b+1 and his snake edge wall combo? How would he possibly win when his taunt became only +16? He'd still do pretty well as it turned out. Bryan's new CH launching properties on f+3 and ws+3 were great, and his soccer kick controlled space perhaps even more effectively than normal hit b+1 had in a game where qcb+4 pushed back a lot, and ranged i12 punishers were thin on the ground (DJ missing 112 on blocked qcb+4). 16 frame quick recovering 3+4 was still extremely good, both as a taunt followup and as a move which tracked to the opposite direction to his f+3 (which had a far bigger hitbox than later games), taunt jet upper was still totally doable with a whole extra frame of leniency which wasn't present in Tekken 6 onwards thanks to jet upper still being 13 frames, and he was still a murderer by the wall.

Kazuya

There is debatably a drop-off after the top 4, and Kazuya probably has to go here. Ganryu was a little easier and more tournament stable than Kazuya but got smoked by Julia, making it almost impossible that anyone would lose a long set to Ganryu while they were playing Julia. Kazuya still had his OC f+4 into df+1,4 launch, db+4 was still safe, f+4 into stomp was a big damage wall combo, 112 still wall stunned (albeit not enough to get the f+4, stomp combo as you could stand block it so 112 df+44 and suchlike). He wasn't as well-rounded a punisher as he'd be in later games, as he lacked b+1,2 and f,f+2, and his df+2 was a weird mixture of safe up close and more punishable from further away (getting jet uppered / twin pistoned on blocked df+2), due to its clean hit block stun. He wasn't particularly good at fighting some of the other top tiers like Heihachi and Julia, and in general was more work than the characters in the Honourable Mentions tier which meant that they typically had more tournament presence than him.

Honourable mentions:

Marduk, Feng, Steve, Ganryu

Between Tekken 4 and 5, Marduk became a shockingly agile character with his db+3+4 cornered beast allowing him to escape pressure and then surge back into range with a mount mixup. His 1+2 was 13 frames and tracked to both sides, making for a strong synergy with his ss+1+2, which had much more plus frames than in later games (ss+1+2 on block into CH 1+2, ff+2), and his db+4, which had better okizeme. He did lack the rich movelist of later games, however, lacking later key moves such as db+2, uf+3, qcf+2 and d+3, and as usual, he didn't

really do great against Julia because he didn't have a solid answer to her doing elbow over and over.

Steve was absolutely hammered from 5.0 to DR, losing his normal hit df+2, his b+1 followups, his infinite etc. He was also indirectly nerfed with the addition of his fb+1121 string, which made it impossible to easily dash into b+1. The compensation was that qcf+1~b was improved and that his sways were given the ability to transition into each other much quicker (4 into DCK etc), and he got given a few more DCK transitions, including his d+2,1~DCK and DCK f+2 (a much more consistent combo starter than in later games). Sonic fang was also given its current huge range, and ffn+2 was changed to knock down on every hit. This as it turns out... was enough? Even lacking peekaboo and tons of other properties from later games like CH FLK jabs and his normal hit left weaves, DR Steve was very competitive just as a hit and run character with good movement, and honestly one of the most flexible, fun versions of a very fun and flexible character.

Ganryu was also hit fairly badly, with his df+1,4 string being nerfed to -15 and actually OS-able with many df+button strings, which would convert into crouch jabs if he finished df+1,4,1 without a delay (Jack df~2 punish on df+1,4 side by side with df+1,4,1 getting FC 2ed). However, he still had his safe df+2 (albeit a little more sluggish to recover), a strong knockdown and ground hitting move in d+1 near the wall, and good combos.

Most overrated award: Kazuya simultaneously belongs in the upper tiers and in the overrated tier. People would generally over-praise him as a functional tournament character, grouping him together with DJ and Hei where he didn't really belong. Similarly, Feng kind of wandered around doing Feng things, being popular in the early game, beating up on other evasiony kung fu characters like Xiao Lei and Asuka, and falling off towards the end a bit when people learned how to block and run away better.

Bottom of the barrel:

How to balance new characters is an interesting question, and often tends towards extremes: they are often either very good because the design team hasn't fully explored the consequences of their strengths, or very bad because the design team aren't willing to risk big changes. The Dark Resurrection entrants (Lili, Dragunov and Armor King) all tended towards the "very bad" end of the spectrum, with none more notable than Dragunov. Let us all laugh at his uf+4 combo into d+4,4, d+4,4 and how arthritic and pitiful he looks. Hopefully no-one overcompensates and gives him a WR 2 which launches on normal hit in the next game.

In summary

Dark Resurrection, together with Tag 1, is perhaps the most fondly remembered competitive Tekken for old people. Characters have unique strengths, movement is powerful, movelists are not too big, and it is more balanced than earlier games.

This does *not* mean that it was balanced by modern standards. If you want to play some of the cast, you are going to be in for a rough time. If you really like Jin, it's hard to be enthused by a version of him with an ewhf that doesn't even launch on counterhit, no b+2, 1, a different df+1,4, no CH f+4, no CH launching standing 4, no db+4, a -16 d+4 and only 14 frame can-cans (punish raven ws+1) and a guaranteed follow up to his 2,4 to compensate.

Anyone who seriously complains about basically any modern character likely has almost no idea of what corresponds to an actually bad character by the standards of older Tekkens or what it took to play them competitively.

Regardless, T5:DR remains one of the games in which there is a strong mixture of balance and uniqueness to the characters. Marduk, for example, has a more limited movelist than his later iterations, but his gameplan is more focused around a few key tools which define him, like his VTS backdash and his 1+2 shove. Bryan's taunt and 3+4 are extremely powerful, yet come at the cost of strong mixup lows and pokes from later games. Devil Jin is the best character in the game, but had not yet truly embraced the lucky chloe within (t8 b+3 and u+4), and his uf+4 is not nearly as good as it would become, and thus he lives and dies more on his wavedash and electric game. The extremely powerful universal movement was a strong balancing tool in the favour of players who had worked on the game system. In later iterations, "quiz tekken" where you simply throw a list of decent to ok things at the opponent under the understanding that they might not remember the exact counter in time is undeniably more prevalent at pretty much all levels of play.

DR generally lacked both broad-purpose defensive crutches like launchers that go through everything (Lars uf+3), and offensive crutches, like quick running moves with beefy hitboxes (Geese running 2 / Claudio running 2 / Alisa running 2), or stances which close distance for you with the push of a button (Kunimitsu SET / Eliza moonglide / Clive moonglide). Wall combos are extremely powerful, yet are quicker to resolve, and harder to carry and convert off, for both ranged and up close conversions (sweep bang wall hit df44 needs perfect spacing, is easy to convert in later games).

It is not a perfect game by any means, but Dark Resurrection lives at an intersection point of the strengths of earlier Tekkens, such as powerful movement and comprehensible and defined archetypes, and the balance and complexity of later iterations. as such, is the game that you will often hear being praised by rambling old men when you walk into the retirement home. "I remember before those anime kids came in with their chainsaw arms and there's something about mary hairdos" sure you do grandpa, sure you do, now let's get you to bed.

Tekken 6.0: MODERN TEKKEN

Introduction:

Mechanics overview

- Bound was introduced, which bounced opponents off the floor to extend combos
- Rage now occurred when a character had low health. It didn't affect throws or air throws. It wasn't very interesting.
- Homing moves were introduced, albeit somewhat cautiously, as most of them weren't very good (Bryan does 1,2 into df+4 against Feng who just uf+2s him out of it). This is a commonality in Late Era Bamco balancing, where new move properties are rolled out quietly, in places where they don't initially make that much impact and are later built on (for a more modern example, most of the more dominating power crushes and wall bounces in Tekken 7 were late game additions).
- Low parries now provided a float animation which could be extended with bound. This was a good choice, working to balance out low parries much more effectively, as they were no longer dominated by characters who had beefy enough crouch hitting options (Julia in every game launching a low parry with df+2,1, hwo getting f+1+2 on a low parried low jab) and made it just have less busy work. .
- The wall combo system was changed- no longer did characters slump face quickly first off the wall, but instead they slid down it much more slowly and ended up in a face up, feet towards position. This basic framework would be the one for games moving forward.
- Characters would have a slow slide, and then a quick fall off the wall which would start after three hits (spikes or bounds did not count towards the count, and neither did grounded hits, or those which landed before the opponents feet hit the ground).
- Tech rolling after wall situations was given its own specific animation: one which covered less ground than a "normal" tech roll, but which could be delayed for a short period of time.
- Hitboxes were buffed again
- Juggle pushback was increased and techroll height was decreased, again, for easier combos.
- Both sidewalk and backdash distance was toned down.
- Kara jump cancelling to hide grab animations was removed for all the characters who could do it (Lei Jack uf~1+2 etc). as far as I know Jin could never do it with uf~1+2, because he is a bum.
- Breakable floors and walls were introduced, albeit with more caution than later versions as per Bamco balancing priorities of this era: lower air time after the break, and throw into floorbreak typically disabled combo followups.

- The differentiation between 8 and 10 frame jabs was removed. All characters now had 10 frame jabs, with the exceptions of Ganryu and Jack.
- This had a few knock on effects for other pokes and suchlike: a lot of df+1s went to neutral or -1 from +1, mishima 1 became +1 and 1,1 became -1 instead of +3 and +1 respectively, etc etc.
- Get up kicks became much safer, at the cost of having less reward.
- The punishable window on backrolls was made shorter.

Bob

The original version of Tekken 6 Bob was a mistake. He had one of the best generic df+2s of all time: safe high evasion range launch on normal hit, and could launch punish moves like hei's f,f+2 with his belly via uf+1+2,1. He also still had his normal hit cd+1 godfist, a superior version of the mishima hellsweep, a ss+1+2 which was even better than it would be later, and was basically just big toilet bum head loser who made the game worse by being alive.

Dragunov

Normal hit WR+2 wheeeeeee, he had some other stuff as well, can't even remember.

Devil Jin

cd+44 wheeeeeee

Jin

b+2,1 wheeeeeee hellsweep facing the correct way yaayyy

Law

why is df+2 14 frames?

Honourable mentions: Kazuya, Armor King. Tekken 6.0 has mostly been cleansed from my memory and I was not sad to see it go.

Bottom of the barrel: Zafina

Zafina has a reasonable amount of good moves in Tekken 7. These are almost just *not there* in Tekken 6.0. ws+1,2? Only the first hit, and ws+1 is launch punishable for some reason! df+1 strings? Only the mid, and it's launch punishable again! At least she has her lows like d+3 and d+4 into SCR, right? Well, no. After DR, she was really the last newcomer who came into the Tekken series that was really, genuinely and truly, straight up hot stinking trash.

In summary

The initial incarnation of Tekken 6 was... eh. It is unrealistic to look back at Dark Resurrection as being a game with zero flaws, but most of these had tended to center around the idea that wall carry into combos was too frequent and too rewarding, that certain characters were too cheap. It was then a bit of a shock to find the Bamco team doubling down. Movement was weakened, characters were given dial-a-combo strings seemingly built entirely for wall carry, and the increased time spent on the wall meant that combo conversions were easier all around.

Characters started to pick up generic tools such as 12 frame punishers, and dial-a-combo juggle filler strings at the cost of unique strengths. For example, the traditional weaknesses of Bryan were that he lacked a fast mid and a power low... so he was given a fast mid (df+2,1) and a power low (hatchet), at the expense of old differentiating moves such as jet upper, f+3 and 3+4. The addition of a new combo extender mechanic, the new extremely lenient wall combo system, and a ton of launching sweeps in the game made for a not-great combination. DJ's launching sweep in DR needed him to be close, and did not have strong wall carry. DJ's T6 sweep had neither of these problems (for more of this exciting choice to remove the skill expression from spacing games around powerful lows see also: tekken 8 anna and uhhhh tekken 8 devil jin again). New characters like Bob and Leo were introduced as a rather unimaginative collection of "things which are in Tekken", like df+2s, more hellsweeps and hopkicks. On the other end of the spectrum Zafina was barely even a usable character.

The bright spots were that Tekken 6 pioneered what would be hands-down the best customization to hit the game, and that the reanimation of some characters looked very nice. This was balanced out a bit by the way they loaded in way more muscles, making characters like Law perhaps unnecessarily blonx (overlay: translation- hench, tonk, wham). This was a weird industry wide trend where seemingly every single fighting game character would go on massive amounts of steroids from this point onwards. (guilty gear chipp)

6.0 is a bit of a low point in the series. It's not even really like Tekken 5 or 3, where the insane brokenness is fun to go back to and screw around with, or Tekken 4 which is interesting because it is so different. It is not that much different to later games, but is outclassed by them.

Tekken 6 BR

Introduction:

Mechanics overview

- Low parry was changed to an automatic bound animation, meaning that it was impossible to get bound extensions from the low parry. This was a mistake, KANE FROM CALIFORNIA. Yes it WAS. **YES IT WAS.**
- Quick fall started after two hits instead of three, making wall combos marginally less absurd (Law 4,3,4 DSS f+3 becomes 4,3 DSS f+3)
- Long range throws now tracked sidewalk 100% (was this BR)
- Movement was slightly improved (? felt like it, difficult to know for sure tho)

The Top 5

Steve

Steve in 6.0 was merely OK, retaining most of the core of his game (b+1, ws+1,2, sonic fang etc) but without much to really differentiate him from the rest of the cast, with the introduction of peekaboo stance and not much else. df+2 had initially had a CH launchable stuns (like Kaz df+2) in 6.0, but was reverted to a slumping knockdown which could not be combod from without a wall relatively early on in the patch lifecycle of 6.0. Bamco decided that it should be a launcher again, but did so in a super weird way, by making ff+2 hit fully grounded. This had a lot of side effects, like: launching punch parry and launching DCK 1. FLK strings were now guaranteed on CH, and so CH FLK 1d+1 ff+2 was now a combo too. His b+2 didn't do much on normal hit, but was safe and hit grounded in some situations (eg flk 11f+1 as a wall combo, b+2 hits them on the floor). His weaknesses compared to later games are a little difficult to spot, as he is extremely complete, but 112 121 and ws+1,2 are not as strong. This doesn't seem like much until you remember that 92.7% of high level steve in every game is people being scared enough of the rest of his kit that you just hit these 3 moves over and over and over. ooo he's so technical look at me I'm a steve player.

Bob

Bob was toned down in BR from his original monstrous incarnation into a much less horrible character that was still extremely horrible. df+2 and uf+1+2,1 were no longer launchers, but in turn he got d+1, a disgustingly spammable mid chop that was zero on block. uf+1+2 was hit or at least twitch confirmable and the first hit was safe. uf+1+2 evading jabs after d+1 was also

annoying. Issues were that he didn't have a bespoke 12 frame punisher at this point (f+2,3 was i13), and that he didn't have a singular big mid to cover range for him like his tekken 7 but mostly it was just d+1 d+1 d+1 d+1. Hooray.

Jack

Jack was a major recipient of hitbox buffs and property changes going from T5 to T6. His ff+1 jackhammer became his go-to mid in 6.0, and the massive increase on the hitbox of his FC db+1 suddenly made everyone realize how good it was: +9 on hit meant uninterruptable ff+1 or CH FC DF+1,2,df+1, and -1 on block meant that you couldn't even really attack it much on block because he just did backdash df+2. He had a safe mid homing move in 1+2, and b+3,2 being included as of BR suddenly meant that his combo options went through the roof, with stuff like FC F+1,2,1 (windmills) being a safe, massively damaging launcher that he could just throw out at range. 2,1 had weird frame data, being -1 so you could just do 2,1 then 2,1 again against mids or go into full crouch if they jabbed. you could actually make the frames weaker by step cancelling after 2,1 (a la jin t4 laser scraper) but i don't think many people knew this? Anyhoo, weaknesses were that he didn't really have a strong CH game up close (don't think CH f+2 was a thing in this game...?) so repetitive mid pokes could be an issue, nina julia even miguel etc.

Essentially there was a bit of a three way dynamic going on here where bob did not have the high evasion to deal with steve b+1, steve didn't have the power mids to keep jack out of full crouch, and jack couldn't keep bob (and other characters with strong poke mids) off him. Steve probably had the smoothest matchup chart but was the hardest to play by a very big margin, jack had the most problematic matchups but was the easiest to play, bob was in the middle.

Law: Despite being brutally nerfed by his df+2 going back to not being 14 frames any more (such a weird change), Law was still very strong in this game. His DSS autoparry was the strongest it had been since Tekken 4. Most particularly, this allowed him to make his single flipkick "safe" against a lot of punishers, as Law could autoparry the followups. Dragon hammer having a knockdown was great, especially by the wall (f+1+2 ws+4~dss 2 bound, ws+3 dss f+3 or something). 4,3 still jailed, making his ability to combine pressure with counterhits quite strong. He was debatably the weakest of the top 5, as Steve and Jack could climb the life lead more effectively against him with their superior high crushing lows, and Bryan outranged him, leaving his only strong matchup being against Bob. In general his changes make him a quite interesting character to look back on in comparison to many others, who often function as toned down versions of their Tekken 7 iterations. Speaking of which...

Bryan: Bryan is really quite similar to his T7 version, albeit with a few numbers swapped around. The main thing is df+1 - like jack's ff+1 and FC db+1, the hitbox changes for this move absolutely transformed it, and it because his go-to mid, taking a lot of slack from his old f+3, which was nerfed a fair amount. Being -10 on every hit including the last was nice. Other stuff included jailing df+2,1, 3+4 being CH launcher now at the cost of being slightly slower, and

being -8 rather than -13 in later games. the 1+2 series was a mixture of better and worse, being i14 (making it a practical taunt followup) but unsafe on the first hit. He did miss f+4,1 and delayable qcb+2,4 as long range whiff punishers at long range from later games tho. In negative changes, his hatchet kick was nerfed from -12 (!) in 6.0 to a much more sensible -14.

Most overrated: Lars. Seems odd to put him here outside of the top 5, but it was hard to find a place for him. He is a sort of interesting because he is so boring. It's just like: jabs, df+1, df+2, block punishment, whiff punish, that's it. Long range, semi-homing jabs and a good df+1 and whiff punisher and wall combo were nice, but his ability to break turtles was a little constrained. As such he actually had a surprisingly muted tournament presence. He couldn't really go head to head with Law or Steve's quick CH options, Bob and Jack beat him out on mixups, and Bryan was somewhere between the two. A difficult character to place, where he's sort of like T8 dragunov, albeit without the ability to enforce repeated plus frames? Like... mostly if you play well, control neutral etc, you'll do well. Definitely had much weaker tournament placements than (for example) Bob throughout T6, despite being regarded in the same overall tier.

Honourable mentions: Nina, Julia, Bruce, Roger Jr?

Most overrated award: Lee and Lili

Bottom of the barrel:

Zafina -

In summary

Modern Tekken, But For Babies and Cowards.

If DR is the last game before Modern Tekken, then BR is perhaps the gentlest version of the Modern Tekken design philosophy. As such, it tends to be the favoured game for people whose defining trait is their cowardice: those who got into games like Tekken 7, Tag 2 or 8, and found that while they enjoyed the game, they just found it too much, and that it made them burst into tears. Each one of those is a more stressful experience than BR for its own reasons: systemic

complexity, character roster, character strength etc. For the people who find them simply overwhelming, Tekken 6 Bloodline Rebellion is here for you, you big giant baby.

Does it really distinguish itself from those games in terms of character identity or tone, or even mechanics? Aside from better movement, not really, there isn't much to make it jump out. But if you essentially like these games but are a wuss who poos themselves at the thought of having more than two characters on screen or of seeing akuma in your precious tekken, then this is the game for you. Aww did widdle baby get hit by a heat engager? did he have to block for a few seconds? Ok would baby like some Dark Resurrection? No? "movement too good?" "combos too hard?" "where's the neutral skip offense and panic buttons"? Oh ok, you want the stuff you're used to but just a bit less scary? OK, OK, here you go. Have a nice, lukewarm bottle of Tekken 6: Bloodline Rebellion. There there. Yeah, there you go.

There are also those who love BR because it's their first tekken, and I want to stress that that is OK. Everyone loves their first Tekken. Good customizations and soundtrack tho.

Tekken Tag Tournament 2

Introduction

Mechanics overview

Tagging

Wall tag

Ground tag

Tag combos

Tag assault

Netsu

Tag crash

Balcony break

Input delay

The Top 5

Devil Jin

Bob: OK we've nerfed bob again. Did it work? No.

Lars

Lars was simultaneously somewhat overrated in TTT2 and one of the best characters in the game. His weaknesses from later games (sidewalk right and "weak lows") were still present, and frankly even more pronounced in many ways (f,f+4,3 was negative on hit, db+4 had a back turned launch on CH, b+1 did not do anything on CH and so on). However, his df+2 made him more threatening to jab against and there were a bunch of other nerfs going on in comparison to his Tekken 7 iteration, perhaps most under the radar being that he went from having good relative movement to having not great relative movement. What really made him shine was very consistent punishment on a number of key moves, and incredible combo synergy with every single character. No matter what the juggle requirement was, whether it was attacking low tags (eg anna FC df+2 d+3,2~5) flipping over (capo ws+1,3~5 into uf+3, ws+2 etc), hitting tag fillers, wall enders, wall fillers, open ground enders for carry or damage, Lars literally had it all. His straightforwardly dull playstyle meant that you didn't have to expend too much mental energy on what you were doing with him in a highly complex game, and universally good synergy made for an invaluable character in the back. He was basically the Marvel 3 Dr Doom of TTT2.

Eddy

Jinpachi

Honourable mentions:

Julia, Heihachi, Amore King, Marduk

Most overrated award:

Kazuya

Bottom of the barrel

Angel

Doctor Boskonovitch

In summary

A weird thing about the two Tag games is that they occupy completely different ends of the spectrum. With the exception of roster size (most of which were limited to a few usable moves),

Tag 1 was about as clean and minimalist as it gets, whereas Tag 2 was bursting at the seams with endless characters and combo optimizations and weird stuff to learn.

The way damage was distributed dictated some of the balance in the game. Tag assault combos were so damaging and carried so far, and lifebars were so comparatively big, that the game naturally tilted towards powerful launcher characters, and away from those which did poke damage, essentially towards the good mishimas not kazuya and away from characters like Jacks and Steve. Jack had to rack up absurd amounts of db+1s to make up the damage of a single ewgf combo, and thus much of his offense was easier to simply ignore over the course of a round as you figured out a way to land one big launcher.

This dynamic was, if not balanced out, then complicated by the huge grounded scaling. The other characters who did well were those which could land standing hits and strings which were high damage enough to receive big benefits from the heavy standing scaling, particularly when combined with rage. Sparking lows were at a premium. The primary example is obviously Marduk (d+3 / d+2,4), but other examples included Jinpachi (ch 1,b+2), Bryan (qcb+2,4, into qcb+4 hatchet), Bruce and Capos.

There is no Tekken which it is "wrong" to love, except 6.0, 5.1 and the original Tekken 7. Those games are garbage.

Tekken 7.0

Introduction:

it looked like complete garbage and brought nothing to the table apart from rage arts which sucked. It was so bad that many of us were genuinely concerned for the Namco team who appeared to be simply recycling assets. However, unlike regular recycling this operated in reverse, converting usable goods into hot stinking trash. Look heres a snow stage which is both boring and actually has worse snow than the stage in BR?!?

Mechanics overview

- I think the funniest / saddest bit was when someone hacked screw followups into the PSP version of Tekken 6 and Haroun said: oh look, mechanics so shallow that they can be hacked into the game looooool.
- An insane amount of input delay loooooool

The Top 5

Shaheen

Kazumi

Oh my god this game was bad. was akuma in the game yet?

So bad!

Bottom of the barrel

Anyone who played this game

Most overrated award

The people who made this game and escaped the widespread derision the poor SFV designers got. At least the Capcom guys redesigned their characters!

In summary

laughing crying face emoji, sad emoji, crying emoji, crying emoji, crying emoji

Tekken 7:FR Season 1

Geese

Kazumi

Akuma

Most overrated award:

There's no-one else it could plausibly be but Xiaoyu. What was everyone thinking when they pronounced that this character was top tier? Top *three*? Her space closing tools are largely a shadow of her old XMTS or ff+3, and the universalizing of BT throw breaks crippled her RDS

mixup (which wasn't even that good anyway!) outside of rage. She largely tracks like garbage, has minimal effective lockdown offense where you can't just backdash away from it, and pitiful lows, with the exception of her AOP 4~3 which is a worse version of Marduk's db+4 in almost every single way, a -13 sidestep ss+4 which is negative on hit, and a rage drive which you need to be almost dead to land. Whether tournaments or deathmatches or anything, there is (and was) literally zero evidence of this character being anything better than mid tier. She just wasn't (and isn't) very good and if you disagree then you are wrong. W-R-O-N-G.

Wrong.

Also King smokes her what the absolute fuck are you people *talking* about. It's not a hard matchup at *all*. ff+3:1+2? db+2? f,f+1? df+1 with a modicum of timing? d+3? Hello? Characters like Lee and Hwo would kill for this stuff! Are you literally just doing 1,2 jabs into giant swing or hopkick and then complaining when you die? I hate you people sometimes.

Leo also loooool, yes this character is definitely better than S1 Geese and Kazumi etc, 100%, absolutely.