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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
• This compact disc is for use only with the PlayStation™ game console.
• Do not bend it, crush it, or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
One day, fifteen years after “The King of Iron Fist Tournament 2,” a communiqué was sent to Heihachi Mishima, the leader of the Mishima Financial Empire. The report brought the ominous news that his “Tekken Forces” had been obliterated after encountering a mysterious being called “Ogre.”

Soon after receiving this news, martial arts masters from around the world began disappearing. In the midst of Heihachi’s concerns about the missing fighters and Ogre, a young man appeared before him.

His name was Jin Kazama. He claimed to be the son of Kazuya Mishima, whom Heihachi himself had taken to the grave during the last Tournament. In a more startling revelation, Jin said that his mother, Jun Kazama, had been attacked by Ogre and vanished.

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

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

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

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

General control information can be found below. For more detailed explanations on specialty moves, see Game Controls and Introducing the Characters.

**DEFAULT SETTINGS**

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tekken 3 disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

**Directional Buttons**
Used for menu selections, moving the characters.

**Start Button**
Starts or Pauses Game

**Select Button**
Pressing the Select and Start Buttons at the same time will return you to the Title Screen.

**L1/L2 Buttons R1/R2 Buttons**
Not used. (They can be enabled in Option Mode)
HOW TO READ THE SCREEN

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

CHARACTER NAME

CONSECUTIVE WINS
Displays the number of consecutive wins you have racked up.

PLAY TIME
Displays elapsed time since you started playing.

ROUND COUNTER
Earn the set number of points to win the match.

TIMER
When the counter reaches 0, Time Up. Player with most health remaining wins.

THE PAUSE MENU
Pressing the Start Button while playing in Arcade Mode, VS. Mode, or Team Battle Mode will call up the Pause Menu. Make selections with the Directional Buttons and push a selection button (□, ×, □, or △) to enter your selection.

CANCEL
Cancels the Pause Menu and returns to game.

COMMAND
Shows the command list for the character you are using. Press any button to return to Pause Menu.

RESET
Cancels game and returns you to the Title Screen.

RULES

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

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

DRAWS
In the case of a double knock-out, or if the players' health meters are the same level when Time Up is called, the match is a Draw. Both players are awarded points in a draw. If you draw in the final round in Arcade Mode, Game Over will be called for 1 Player games, the first player will be declared the winner in 2 Player games, and the match will end in VS. Mode.

CONTINUE
In a 1 Player Arcade Mode game, it is Game Over when you lose, but if you press the Start Button on the Continue Screen you may continue play on the level at which you lost. Also, if you change the settings in the Option Mode, you may change characters when continuing.
GETTING STARTED

MODE SELECTION

Pressing the Start Button on the Title Screen will bring you to the Mode Selection Screen. Select the mode you want to play with the Directional Buttons, then press the Start Button or the © Button to enter selection.

**ARCADE MODE**

One player against the computer. Defeat all the opponents the computer throws at you and you win the game. There is no limit to how many times you can continue. If the Player 2 Start Button is pressed, Arcade Mode will end and Versus (VS.) Mode will begin.

**VS MODE**

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

**TEAM BATTLE MODE**

A battle mode where you can form teams. The team to crush all the other team players wins. First, choose the number of team members and the characters to be used. Pressing the Player 2 Start Button on the Character Selection Screen will begin a two player match.

**SURVIVAL MODE**

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

TIME ATTACK MODE
In this mode, you compete against the clock until you complete all the stages and beat the game. Degree of difficulty settings, time limit, and the number of rounds cannot be changed. Also, you do not have the option to change characters when continuing or having Player 2 join in.

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

PRACTICE MODE
This is where you can perfect your technique. You may choose both your character and your opponent. If you press the Start Button in this mode, the Practice Menu will appear. Pressing it again will return you to the game.

OPTION MODE
Use this mode to change game settings. Select items with the Directional Buttons, then press the Select Button. Select EXIT to leave Option Mode.

CHARACTER SELECTION
Select a character with the Directional Buttons, then enter selection with a Punch Button (D) or a Kick Button (X or C). Selecting character with a Punch Button will give you the Player 1 costume, while selecting with a Kick Button will give you the Player 2 costume.

GAME OPTION
Set game difficulty and match rules. Select items with the Up and Down Directional Buttons, then change them with the Left and Right. Select EXIT to finalize your choices.

KEY CONFIGURATION
Choose your controller settings. To alter the settings for one of the buttons, press and hold down the button to open up a window, then change the setting with the Directional Buttons. Selecting DEFAULT will return the settings to their original settings. Select EXIT to finalize your choices.

RECORDS
Use the Directional Buttons to view the Records. Press a selection key to exit.

MEMORY CARD
Use the Memory Card to save and load game settings and records. Use the Directional Buttons to select an item, then press the Select Button. Select EXIT to leave.
In Tekken 3, you can move characters by pressing the Directional Buttons and the Buttons in various ways. Here is an explanation of moves that are common to all characters.

### BASIC MOVES

- **Advance**
- **Retreat**
- **Crouch**
- **Crouching Advance**
- **Crouching Retreat**
- **Jump Up**
- **Jump Forward**
- **Jump Backward**
- **Small Jump Forward**

### ABOUT THE SYMBOLS

- ⚫ indicates applying a quick tap of the Directional Buttons, while ⚫ ⚫ indicates a longer press. ⭐ indicates putting the Directional Buttons in a neutral position.
- "⚫ ⚫ ⚫" means press the listed buttons in sequence.
- "⚫ + ⚫ ⚫" means press the listed buttons at the same time.

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

### STEP-IN/STEP-OUT

Advance ⚫ ⚫ or retreat ⚫ ⚫ quickly.
Indispensable for setting up your own moves and for avoiding the enemy.

### RUN

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

### MOVE SIDEWAYS

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

Left Punch  Right Punch  
Left Kick   Right Kick   

In Tekken 3, these buttons correspond to the character's four limbs; use these for the most basic attacks.

Combine these buttons in different combinations with the Directional Buttons for more varied attacks.

TYPES OF ATTACKS

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

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

Mid Range Attacks.........Hits both standing and crouching enemies. Cannot be blocked unless performing standing guard.

Low Range Attacks.........Hits both standing and crouching enemies. Can be blocked by crouching guard, or avoided by jumping over them.

Utilizing these attacks in response to your enemy's position is the secret to winning. The attack technique used by each character is different, so watch out!

DASH ATTACKS

Tackle — Run into the enemy after 3 or more steps.
Knock the enemy over with your weight and then sit on them – while punching, of course.

Running Cross Arm — \(\text{D + A}\) After running 3 or more steps.
Fly into your enemy with a mid-level cross-chop.

Sliding Dash — \(\text{D}\) After running 3 or more steps.
Slides right into your enemy's legs. When Yoshimitsu or King performs this move, it becomes a killer technique.

Unblockable Tackle — Run into the enemy after 4 or more steps.
Performs a shoulder tackle that cannot be blocked and cannot be counter-attacked.

Super Charger —\(\text{D + A + X + O}\)
Holding down all four attack buttons at once temporarily gives your character extra attack power. All attacks performed from this state cause extra damage against even a guarded enemy. However, you are left defenseless during the power up.
GUARDING

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

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

AUTO GUARD

Your character will guard after being attacked using the standing guard if the Directional Buttons are not being pressed and crouching guard if they are pressed down. However, auto-guard is not effective against repeat attacks and some kinds of throws.

UKEMI (QUICK ROLL)

Into the background □ or □ into the foreground ▼ or ▼

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

THROWS

Basic Throw
□ + ▼ or □ + ▼

In general, throws are attacks carried out while holding onto the enemy. Throws leave you vulnerable momentarily but they cannot be guarded against and cause great damage. Learn to use them well for skillful playing.

There are 3 throws which all characters share: the front throw, the left/right throw, and the back throw, all depending on where you are in relation to the enemy. If the enemy is crouching or on the ground, he cannot be thrown. Individual characters are capable of special throws, too.

ESCAPES

Basic Avoid Throw
□ or □

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

Against a front □ + ▼ throw use □, and against a □ + ▼ throw use □ to escape from a throw. To avoid left/right throws, use the punch command for the direction from which you’re being grabbed to avoid the throw. You cannot get out of a back throw once the enemy has you. The way to get out of special character technique throws differs with each technique.
GAME CONTROLS

WHEN THE ENEMY IS ON THE GROUND

Ground Attack
Jump up and use all of your mass to inflict massive damage to your enemy while he's on the ground.

Trample Attack—Run into the enemy after 4 or more steps.
A type of dash attack, use it to trample your opponent into the dirt.

SETTING UP WHEN YOU'RE DOWN

Rise Up in Place
Rise up right where you are. The fastest way to get up from the ground.

Roll Forward → Roll Back ←
Roll as you roll toward or away from your enemy.

Roll Sideways (when you're lying flat on the ground) ▼ or Roll Sideways While Down. ▼ + ▼
From this move you can perform a roll forward, roll back, or rise up in place into a kick.

Quick Recovery
Hit the ▲ Button repeatedly before you hit the ground.

WHEN YOU'RE DOWN - RISING UP INTO A KICK

Rise Up Into Low Range Kick
Recover from being on the ground and perform a low range kick, all in one motion.

Rising Mid-Range Kick
Recover from being on the ground and perform a mid-range kick, all in one motion.

Ankle Kick (when face up on the ground with legs facing opponent)

WHEN YOU'RE DOWN - RISING UP INTO AN ATTACK

Forward Roll Rising Cross-Chop
(Only for: Jin, Eddy, Law, Paul, King, Nina, Yoshimitsu) After rolling forward, character flies toward enemy while performing a cross-chop

Reverse Roll Rising Cross-Chop
(Only for: Jin, Eddy, Law, Paul, King, Nina, Yoshimitsu) After rolling backwards, character flies toward enemy while performing a cross-chop

Spring Kick
(Only for: Jin, Eddy, Law, King, Nina)
Spring Cross-Chop (Only for: Paul, Yoshimitsu)
Perform a flying kick or a cross-chop in the middle of a backwards roll.
INTRODUCING THE CHARACTERS

JIN KAZAMA

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

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

Age: 19  
Height: 180cm  
Weight: 75kg  
Blood Type: AB  
Occupation: Martial artist  
Hobby: Walks in the forest  
Likes: Mother's teachings  
Dislikes: Deception

LING XIAOYU

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

Country of Origin: China  
Fighting Style: Hakke Sho and Hika Ken-based Chinese martial arts style.

Age: 16  
Height: 157cm  
Weight: 42kg  
Blood Type: A  
Occupation: Student, Panda caretaker  
Hobby: Traveling, visiting amusement parks worldwide  
Likes: Chinese steamed buns, shrimp dumplings, Peking duck, etc.  
Dislikes: Math teachers

Demon Paw  
1-2 Knee Kick  
Tooth Fairy (when moving to the side)  
3-Ring Circus  
Rising Uppercut

Art of Phoenix  
Hydrangeà (double fan forward)  
Front Layout  
Rain Dance  
Mistrust (facing away from enemy)
INTRODUCING THE CHARACTERS

HWOARANG

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

Country of Origin: Korea  
Fighting Style: Tae Kwon Do  
Age: 19  
Height: 181cm  
Weight: 68kg  
Blood Type: O  
Occupation: Street thug leader  
Hobby: Yachting (good at all sports)  
Likes: Rock music, street fighting, arguing  
Dislikes: Mishima Style Fighting Karate, Jin Kazama

EDDY GORDO

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

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

Bird Hunter  
Flying Eagle (when in left stance)  
Crippler  
Motion Switch  
Hunting Hawk

Satellite Moon  
Barbed Wire (Rainmaker)  
Boomerang  
Handstand  
Handstand to Helicopter (during a handstand)
INTRODUCING THE CHARACTERS

FOREST LAW

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

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

PAUL PHOENIX

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

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

Poison Arrow
Junkyard Kick
Dragon Storm
Frogman
Dragons Tail

Hammer of the Gods
Shoulder Tackle
God Hammer Punch
Rapid Fire to Phoenix Smasher
Phoenix Smasher
**INTRODUCING THE CHARACTERS**

**LEI WULONG**

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

**Country of Origin:** China

**Fighting Style:** Five-Style Chinese Martial Arts

**Age:** 45

**Height:** 175cm

**Weight:** 65kg

**Blood Type:** A

**Occupation:** Policeman

**Hobby:** Movies, naps

**Likes:** Electronics

**Dislikes:** Crime and criminals

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**KING**

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

**Country of Origin:** Mexico

**Fighting Style:** Wrestling

**Age:** 28

**Height:** 200cm

**Weight:** 90kg

**Blood Type:** B

**Occupation:** Pro-wrestler, manager of an orphanage

**Hobby:** Helping orphaned children

**Likes:** Celebrating victory with Armor King

**Dislikes:** Tears of children

---

**Drunk Master**

- 2X+O

**Falling Tree**

- or

**Art of Snake**

- O+ or A+x

**Snakebite**

- A A A

**Rave Spin**

- O O O

---

**Head Spinner**

- O+ A

**Leg Breaker**

- O+ A

**Deadly Boomerang**

- O+ A

**Winding Nut**

- O+ A

**Capital Punishment**

- O+ O
INTRODUCING THE CHARACTERS

NINA WILLIAMS

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

| Country of Origin: | Ireland |
| Fighting Style:    | Assassination Martial Arts based on Bone Martial Arts and Aikido |
| Age:               | 22 |
| Height:            | 161cm |
| Weight:            | 49kg |
| Blood Type:        | A (but changed during cryosleep) |
| Occupation:        | To assassinate Jin Kazama (Ogre may be manipulating her) |
| Likes:             | Doesn't remember (maybe milk tea) |
| Dislikes:          | Doesn't remember (maybe Anna) |

YOSHIMITSU

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

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

Bad Habit
Lift Shot (when side stepping)
Assassin Dagger
Slap
Backhand Slap (when close to enemy)

Moonsault Slayer
Yoshimitsu Flash
Yoshimitsu Blade
Energy Charge
Kangaroo Kick
Don’t throw away your Tekken 3 registration card!

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