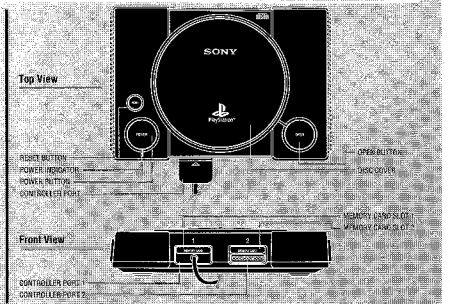

PlayStation
NTSC U/C
PlayStation
TEEN
AGES 13+
CONTENT RATED BY ESRB
SLUS-00606
DEAD OR ALIVE
Martial Arts Fighter
TECMO

TABLE OF CONTENTS

SECTION		PAGE
1	GETTING STARTED	1
2	HOW TO USE THE CONTROLLER	1
3	BASIC BUTTON FUNCTION	3
4	GAME MODES	4
5	RULES	6
6	MODE SELECT & OPTIONS	7
7	BASIC BATTLE KNOWLEDGE	8
8	DANGER ZONE SYSTEM	9
9	CHARACTERS	11
10	CREDITS	27

GETTING-STARTED

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc. Insert the DEAD or ALIVE™ disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.



HOW-TO-USE-THE-CONTROLLER



CONTROLLER
L2 = P+K
L1 = H+P
R2 = H+K
R1 = H+P+K
▣ - H (Hold)
△ - P (Punch)
○ - K (Kick) / select or execute
✕ - P (punch) / Cancel

Note:
You can reset your game at any time by pressing and holding L1+L2+R1+R2+▣+△+○+✕+START then hitting SELECT.

Directional Buttons
- To move a character. Able to make them jump, sit (squat), or guard.
- To move a cursor. To make a change on the list

Select
Not used.

START
- To PAUSE during game play
- To START the game

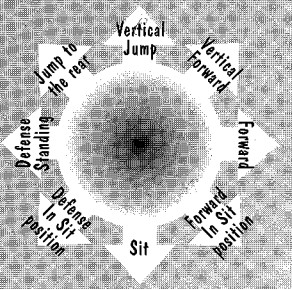
CAMERA OPERATION
You can change the camera angle during your character's victory pose.

ATTENTION
- *Above settings are default setting. To change default settings go to BUTTON CONFIG in the Options screen.*
- *Pressing START during game play PAUSES the game.*
- *Pressing SELECT + START takes you back to the title screen.*

To Control the Camera Directional Buttons:
↑ - Sky Cam
↓ - Low camera angle
← - Dolly around from the left (clock wise)
→ - Dolly around from the right (counter clock wise)
R1 button - Zoom in
R2 button - Zoom out

CHARACTER MOVES
(All instructions are based on the assumption that the player character is facing to the right)
(See character section for specific character moves.)
This game is for One or Two players.

DIRECTIONAL BUTTONS



Lunge forward: R1 + R2
Lunge backward: L1+ L2
Run: →, press and hold →
Guard: Press and hold ←

ATTENTION
→ or ← *arrows indicate that the user should press the button for a short length of time.* ⇢ ⇠ *arrows indicate that the user should press and hold the button.*

DOWN
When your character is down, use the directional buttons to get up. If you want to get up quickly, continue pressing P several times along with a directional key. Certain combinations of directional buttons and K will enable your character to attack as he/she stands back up.

ATTACK
When the enemy is down, you can still give him/her an additional attack. P and K functions depend upon which enemy you're fighting. Some characters also have a special KO attack technique.

When the character falls toward the background: (Z-axis backward)
Press ← and Press H several times.

To perform a low kick as the character gets up:
Press ← and K several times as the character is getting up.

When the character falls toward the foreground: (Z-axis forward)
Press → and H several times.

To perform a mid-kick as the character gets up:
Press K several times as the character is getting up.

To reduce the down time:
Press (square) several times.

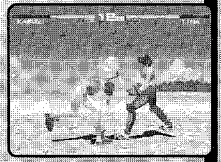
She felt darkness rather than a sacred light

BASIC BUTTON FUNCTION

■+▲: Throw
Each character has their own special 'throw'. When you are thrown by your opponent, press the UP command to avoid falling.



■+▲+●: Escaping Combination Throw
After using either 'Throw' or 'Offensive Hold', some characters will immediately attack with a 'Throw'. When you are about to be thrown into the DANGER ZONE, press ■+▲+● to defend yourself and rebound.



■ button: Defensive hold toward high and mid attacks.
Low ■ button: Defensive hold toward low attacks.
With this command you can reverse your opponent's attack and put him or her on the defensive.



GAME MODES

There are a number of different game modes. An additional controller is required for 2 player modes.



TOURNAMENT MODE (1- 2 players)
In this mode you play against the computer (COM). There is no limit to the number of matches you can play. Another player can also join in the battle. Once the battle is over, the winner will remains to fight the next COM opponent.

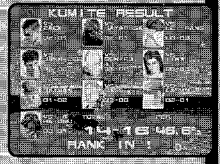
TIME ATTACK MODE (1 player)
In this mode you must battle against both the COM and the clock. (All preset options return to default settings in this mode.)

DANGER ZONE MODE
The entire ring becomes a DANGER ZONE. (See pg. 11)
In Character Select mode, press ◀+▶ button to enter this mode. There is no limit to the number of matches you can play.

V.S. MODE (2 players)
In this 2 players mode there is no limit to the number of matches you can play.

SURVIVAL MODE (1 player)

A fight to the death (of your energy). You continue fighting until your energy (on the energy gauge) is depleted. Your opponent is the COM. The level of the battle and number of sets are set in default. Winning battles restore some of your energy.

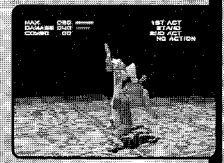


KUMITE MODE (1 player)

It's you against 100 COM opponents. The object of this mode is to win high points in the winning rate and to gain a fast Clear Time. When you move onto the next battle your energy is restored.

TEAM BATTLE MODE (1 - 2 players)

Team up 5 of your favorite fighters against 5 of your friends' favorite fighters in this mode. Fighters are eliminated in one on one battles until the last fighter left standing is champion.



TRAINING MODE

Just as is sounds, in this mode you train and develop your fighting skills. Lucky you, your COM opponent will not attack back, so hone up and be fearless. TRAINING MODE has no time limitation, nor any KO. A menu window will pop up when you press the Start button in this mode. Use the directional buttons and start button to select from the menu.

Exit Mode:	Finish the Training mode
COM Type Select:	To change the computer's "Move Type"
Stage Change:	To change the arena
Command List:	To bring up the display of the current character's attack moves
To Character Select:	To go back to the Character Select Screen
Exit:	Exit the menu and return to the Training mode

RULES FOR WINNING AND LOSING

You will win in any of the following cases:
KO: Deplete your opponent's energy.
Ring Out: Throw opponent into the DANGER ZONE.
Time Out: Exceed the designated time with a higher energy level than your opponent's.

DRAW and SUDDEN DEATH

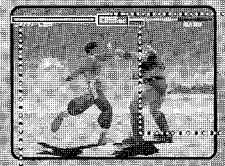
In the case of a Time Out, if you and your opponent's energy levels are equal the battle will end in a tie. This rule also applies on Double KO and Double Ring Out.

If both fighters win an equal number of matches a 'Sudden Death Match' will determine the winner. In Sudden Death your energy level will be lower than normal. If the Sudden Death match ends in a tie, the champion will be declared the winner.

CONTINUE

Even you lose a battle, you can try again by continuing. However, you must press the Start button within designated time. You can also change your character.

SCREEN: Type 1



TIME: When the counter shows 0, your time is up. The fighter with the higher energy level will be the winner.

SET COUNT: This shows how many rounds you must fight to win. When you win a set one dot will be highlighted. When you win the entire match all dots will be highlighted.

ENERGY GAUGE: You will lose if your energy falls to 0.

SCREEN: Type 2



COM TYPE: shows what Move Type the character has.

DAMAGE GAUGE: shows how much damage you inflicted upon your COM opponent.

MAXIMUM DAMAGE: shows the greatest damage you inflicted upon your COM opponent.

MODE-SELECT-&-OPTIONS

MODE SELECT

Press START at the Title Screen to display the MODE SELECT screen.

Use the directional buttons to select Game Mode, and press ⊗ button to enter.



CHARACTER SELECT

Scroll through the characters by using Right and Left directional buttons. Select your character with the ⊗ button.



Select OPTIONS in the Mode Select screen to modify the environment settings or to access the memory card options.

You may load or save a game by selecting MEMORY CARD from the list of options and following on-screen prompts.

Note:

Never insert or remove a memory card when loading or saving files.

⊗ button:	Enter / go to the next screen
△ button:	Go back to the former screen
Directional buttons (Up and Down):	Scroll through the list
Directional buttons (Right and Left):	Change the contents of the list

1. GAME CONFIG: sets the level of battle, time limit, etc.

LEVEL (Easy/Normal/Hard/Very Hard): Adjusts the level of CPU opponent.

1P LIFE GAUGE (Smallest/Smaller/Normal/Larger/Largest/No limit): Player 1's life gauge adjustment.

2P LIFE GAUGE (Smallest/Smaller/Normal/Larger/Largest/No limit): Player 2's life gauge adjustment.

SET TIME (10/20/30/60/No limit): Sets the time limit per battle.

MATCH POINT (1/2/3/4/5): Changes the conditions for winning.

QUICK SELECT (On/Off): Turns Character Setting Screen "On" or "Off".

SELECT AT CONTINUE (On/Off): In "On" you may changes your character when you "continue." In "Off" you will skip the character select screen and directly go to battle.

BOUNCING BREAST (On/Off)

BUTTON CONFIG: Sets button functions. Use the UP/DOWN directional buttons to cycle through the buttons.

2. AUDIO CONFIG: sets sound.

SPEAKER OUT (Stereo/Mono): Sets the sound at Stereo or Mono.

BGM VOLUME (1/2/3/4/5): Sets the music volume during battles.

SE VOLUME (1/2/3/4/5): Sets sound effect volume.

BGM TEST: Allows you to sample the music options available. Press ■ or ● button to hear the sample.

VOICE TEST: Allows you to sample voices. Press ■ or ● button to hear the sample.

SYSTEM VOICE TEST: Allows you to sample the system voice. Press ■ or ● button to hear the sample.

SE TEST: Allows you to sample the sound effects. Press ■ or ● button to hear the sample.

3. RECORDS: displays the ranking of each Mode battle. Use directional button to change the screen.

TOURNAMENT MODE RANKING: Shows the top 10 Cleared Time records in Tournament Mode.

TOURNAMENT CHARACTER RANKING: Shows each character's own Best time/ entry name ranking.

DANGER ZONE MODE RANKING: Shows top 10 Cleared time records in DANGER ZONE Mode.

NORMAL TIME ATTACK MODE RANKING: Shows Top 10 Cleared Time records in Time Attack Mode.

NORMAL TIME ATTACK MODE CHARACTER RANKING: Shows each character's own Best time/entry name in Time Attack Mode.

DANGER ZONE TIME ATTACK MODE RANKING: Shows Top 10 Cleared Time records in the DANGER ZONE Time Attack Mode.

DANGER ZONE TIME ATTACK MODE CHARACTER RANKING: Shows each character's own Best time/entry name in the DANGER ZONE Time Attack Mode.

NORMAL SURVIVAL MODE RANKING: Shows numbers of matches you won/entry name in Survival Mode Ranking.

DANGER ZONE SURVIVAL MODE RANKING: Shows a number of opponents you defeated/entry name in DANGER ZONE Survival Mode.

NORMAL KUMITE MODE RANKING: Shows number of matches you won/entry name in Kumite Mode.

DANGER ZONE KUMITE MODE RANKING: Shows number of matches you won/entry name in DANGER ZONE Kumite Mode.

VERSUS DATA: Shows battle record of each character you used in the game.

CHARACTER PERCENTAGE: Shows how often you use the selected characters in the battle.

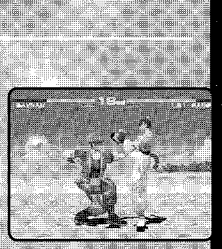
TIPS TO HELP YOU THROUGH BATTLE

Understanding the Hold System and DANGER ZONE System is essential for victory. Players can fight by skillfully managing only three moves: PUNCH, THROW, and HOLD. Punch is superior to throw, throw is superior to hold and hold is superior to punch.



HOLD SYSTEM: Usually fighting games have only two basic types of attack: Punch and Throw. In Dead or Alive, you have an additional category called HOLD.

There are two kinds of Holds; a Offensive Hold (OH) and a Defensive Hold (DH).

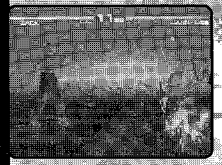


OFFENSIVE HOLD
This is best to use when you want to aggressively attack the opponent. The main command key is ■. Depending upon which skill you use, the command will differ. (For details see the character moves lists.)

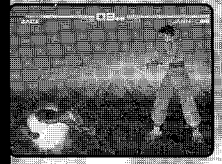
DEFENSIVE HOLD
Use this when the opponent aggressively attacks you. By pressing ■ button, you can hold your opponent's arm or leg and turn his attack against himself with a throw. All characters share the following commands. Defend against high/mid attacks with the ■ button and against low crouching attacks with the ■ button.
Some characters have additional Defensive Holds moves.



DANGER ZONE SYSTEM

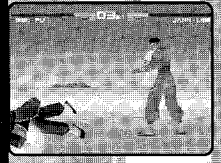


The DANGER ZONE is the rim of the fighting ring. A character falling into this Zone will create an explosion which causing him/her massive damage. The character will also be bounced around in the explosion. This is when your opponent is vulnerable, so strike quickly. (Mid-air combos work well.)



If you're thrown into the DANGER ZONE you can avoid bouncing by pressing ■+▲+● buttons simultaneously before the explosion begins. This will put you into the Ukemi position. Even if you are able to avoid bouncing with this maneuver, you will still incur damage from the Danger Zone, but you will avoid damage from the explosion.



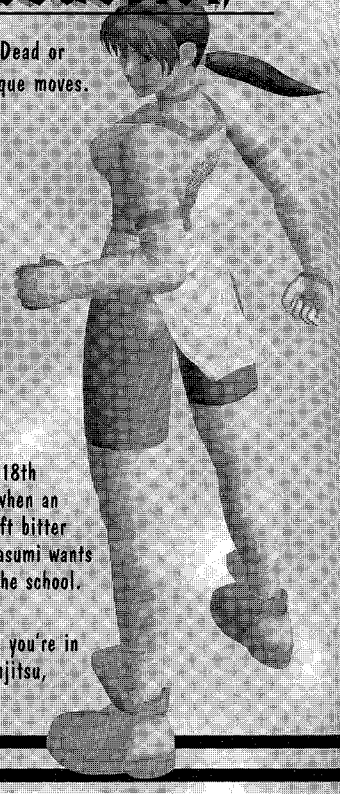


DANGER ZONE MODE
The entire ring becomes a DANGER ZONE. To select DANGER ZONE MODE Press the directional buttons ◀or▶ when you select your character and start the game. In Sudden Death battles the game will automatically enter DANGER ZONE MODE.

CHARACTER-INTRODUCTION

The following is a list of some of the chief characters in Dead or Alive, along with a list of some (but not all) of their unique moves.

KASUMI



Nationality: Japanese
DOB: Feb 23
Height/weight: 5'5"/106 LB
Measurements: 34-20-35
Lethal Fighting Style: Mugen Tenjin (Ninjistu Assassin)
Favorite food: Strawberry Mille-Feuilles
Hobby: Fortune telling

Kasumi's brother, Hayate, was next in line to succeed as the 18th master of the Mugen Tenjin Academy...until one fateful day when an assassin attacked and crippled him. Her father Shiden was left bitter and refuses to mention the details surrounding the attack. Kasumi wants revenge; and she's determined to succeed as 18th master of the school.

Watch out for Kasumi -if you think she's quiet and kittenish, you're in for an ugly surprise. Kasumi's expertise is Assassin-style Ninjitsu, and like a cat, you never see her coming until its too late.

MOVE LIST

Shadow Sword →→△
Silver Flamingo →←○
Float Sword ↑△
Air's Kick Combo △△△○
Round Sword ←△
Ground Tornado Combo △△△↓○
Illusion Sword ↘↘△
Double Tornado Combo △△○○
Deep Mist ↘△△
Moon Flash Combo △△↖○
Wind Fang ↘△○
Lightening Spin Combo △△→△↓○
Rising Cutter ↑○
Lightening Dirk Combo △△→△○○
Heaven's Arrow ↗○
Ground Tornado ↓□+○
Moonsault Kick ↖○
Windmill Kick ↘□+○
Dash Tornado →→○
Double Tornado □+○ . □+○
Ground Lance ↓↘→○
Kasumi Cyclone □+△+○
Heaven's Kick ○○
Whirlwind △+○
Air's Kick ○↘○
Rising Swallow →→△+○
Earth's Kick ○↓○
Moon Darkness (Kasumi's back to enemy) ↑○
Rainbow Throw □+△
Roundabout ↓↘→△
Go To Heaven ←△
Shadow Swallow (enemy in crouch) ↓□+△
Hawk's Phantom ↓↙←□+○
Broken Wings (to enemy's back) □+△
Misty Moon ↘↘△+○
Give-You-Cherry →□
Flaming Candle →→□
Flying Swallow →→□+○
Thorny Path (In Flaming Candle) ↓○
Falling Swallow (In Flying Swallow) ←□
Spinning Fall ↓↘→□
Pick-Up-Cherry (Enemy in crouch) ↘□
Angel Wheel ↖△
Cherry's Dream
→←→□+△+○ OR ↔←□+△+○

JANN LEE

Nationality: Chinese
DOB: Nov 27
Height/weight: 5'8"/165 LB
Measurements: 38-31-36
Lethal Fighting Style: Ji Kun Do (JKD)
Occupation: BodyGuard
Favorite food: Hamburger, Grapefruits
Hobby: Watching action movies

Jann Lee's parents escaped from China's Maoist regime when the boy was a child, then left him an orphan, alone to fend for himself. He threw himself into the study of Ji Kun Do soon after. At first he fought to replace what he had lost when his parents died, but eventually Jann fought just for the sake of fighting.

Jann Lee, one of the youngest Dead or Alive fighters, is a well-established master of Ji Kun Do (JKD). He uses this art almost daily in his work as a professional bodyguard, where he protects highly secretive, controversial political figures. Jann may look like an unwary target, but every ounce of Jann Lee is lethal...especially if you try to mess with him on a bad day.



MOVES LIST

Dragon Blow ↓↘→△
Sonic Uppercut △↓△△
Dragon Knuckle ↓←→△
Combo Low Spin Kick △↓△↓○
Sekkan-chop ←△
Body Uppercut →△△
Upper Knuckle →△
Body Low Spin Kick →△↓○
Rear High Kick ↑○
Flash Spin Kick →→△○
High Shin-Knee Kick ↖○
Flash Low Spin Kick →→△↓○
Dragon Kick ↓↘→○ (unable to guard when standing)
Flash Turn Knuckle ←←△
Dragon Rush △△△○
Blind Knuckle (Jann's back to opponent) ↙△
Dragon Canon △△△→△
Blind Elbow (Jann's back to opponent) △+○
Sonic Spin Kick △→△○
High Spin Kick ○○
Sonic Low Spin Kick △→△↓○
Double Hook Kick ←○○
Double Upper Kick ↖○○

Snap Spin Kick →○→○
Middle Spin Kick ↘○→○
Dragon Elbow △+○
Thrust Middle Spin Kick ↙○→○
Shin-Knee Kick □+○
Thrust Low Spin Kick ↙○↓○
Low Spin Kick ↓□+○
Hell Drive □+△
Fireman's carry ↓↙←△
Side Buster ←□+△+○
Hell Crash (to enemy's back) □+△
Counter Knuckle →□
Bulldogging head lock (In head lock) ←←□
Front Face Lock →→□
Rear Counter Knuckle (to enemy's back) →□
Low Front Face Lock (enemy in crouch) ↘□
Sekkan Punch (to enemy's back) →→□
Head Lock ↓↘→□
Low Sekkan Punch (enemy in crouch, from behind) ↘□
Enter the Dragon (enemy down) ↑□+△+○
Shout →←→□+△+○
OR →←→←□+△+○

LEI FANG



Nationality: Chinese

DOB: April 23.

Height/weight: 5'5"/110 LB

Measurements: 34-21-33

Lethal Fighting Style: Tai Chi (Tai Kyoku Ken)

Occupation: Student

Favorite food: Almond Jelly

Hobby: Karaoke

Lei Fang is an impulsive, yet determined prodigy of Tai Kyoku Ken. Don't let her sweet smile fool you....she may look like an angel, but she's got a devilish determination to prove herself. You'd better keep your eyes on her at all times.

Her confidence has been shaken just once, several years ago. Lei was challenged by a gang of street fighters. She was prepared to take them on single-handedly, but a boy named Gi, wearing a dragon emblem, suddenly jumped to her rescue. If there's one thing Lei hates, it's someone assuming that she can't handle things on her own. The incident left her determined to find and defeat Gi...and anyone standing in her way.

MOVES LIST

Shotei ↗△

Double Fist (blackD) →△

Upper Elbow ↑△

Double Smash Kick ○○

Palm Attack ↖△

Front Screw Kick ○↓○

Lei's Attack ←△

Rolling Sobat ↖○

Upper Palm Smash ←△△

Low Joint Kick ↙○

Back Fist ↙△

Swirling Face Kick ←○

Back Fist Punch ↙△△

Chiki Screw Back Kick ←○○

Palm Spring Kick →△○

Triple Screw Kick ←○○↓○

Double Hands →→△

Double Jump Kick ↗○○

Knuckle Part →←△

Split Kick ↓↓○

Shoulder Bash ←→△

Fair Lady Attack △△→△

Phoenix Combo △△→△○

Defending Palm △↘△△

Taiqi Combo △△←△△

Knee Attack △+○

Palm Split Kick △△↓○

Palm Splash □+△+○

Palm and Fist △↘△

Arm Bar Throw ↓↙←△

Chest Hold Bash □+△

Atomic Punch →←△

Reverse Parallel Chop ←□+△+○

Lotus Throw (to enemy's back) □+△

Sannei →□

Knee Grab Attack (Enemy in crouch) ↘□

Front Kick Bomb →→□

Jaw Crusher (to enemy's back) →□

Stomach Hold Punch ↓↘→□

Shoulder Thrust (to enemy's back) →→□

Back Spine Elbow (During Stomach Hold Punch) ↘↓↙←□+△

Reverse Karate Chop (Enemy in crouch, from behind) ↘□

Neck Lariat (During Back Spine Elbow) →→□+△+○

Taunt →←→□+△+○

OR ←→←□+△+○

The fiery fight to accurately control numbers of death to other another has begun

BAYMAN



Nationality: Russia

DOB : Oct 10.

Height/weight: 6'6"/231 LB

Measurements: 47-38-40

Fighting Style: Russian Commando

Occupation : Assassin

Favorite food: Beef Stew

Hobby: Collecting fire arms, Chess

As a child, Bayman witnessed the assassination of his parents, carried out under martial order. He was later trained by the Russian military in commando-style fighting, and served as a special agent for years. Until the day he made one fatal mistake involving the Kremlin's favorite daughter. He was banished from the Special Forces forever, and exiled to Brighton Beach, New York.

He now works as a professional assassin. Bayman is posing as a participant of the DOA tournament, but his true assignment is to find and exterminate Fame Douglas, the notorious leader of DOATEC (Dead or Alive Tournament Execution Committee).

MOVES LIST

Spinning Back Knuckle ←△

Leg Spike ↙○

Smash △

Sliding kick ↓□+○

Palm Arrow ↖△

Reverse Double Hammer →→△△

Smash Hook ↑△

Storm Hook △△△

Shoulder Tackle ↔△

Storm Back Knuckle △△←△

Knee Lift →○

Storm Sabot △△○

Heel Hammer ←○

Rush Sabot △→△○

Javelin Kick ↑○

Crash Leg Spike →△△↓○

Drop Kick ↘○

Trap Heel Hammer ○○

Thrust Kick (while standing up) ○

Trap Reverse Hammer ○△△

Rolling Sobat □+○

Head But △+○

Giant Uppercut ↓↙←△

Belly to Belly □+△

Neck Hanging Tree ←□+△

Ghost Buster (enemy in crouch) ↓□+△

Quebradora Congiro ←↙↓↘→△

Flying Arm Bar (To enemy's back) □+△

Victor Cross Hold ↓↘→□+○

Swing Hold →□

Choke Slam →←□

Jumping Elbow Crush →↘↓□

Standing Arm Lock →→□

Side Arm Lock (enemy in crouch) ↘□

Standing Neck Lock (In Standing Arm Lock) →↘↓↙←□

Arm Bar (In side arm lock) ↓↙←□

DDT (In Standing Neck Lock) ↓↙←△

Sleeper Hold (To enemy's back) ↓↘→□

Leg Trip ↓↘→□

Swing Neck Hold (In Sleeper hold) →↘↓↙←□

Achilles Hold (In Leg Trip) →↘↓↙←□

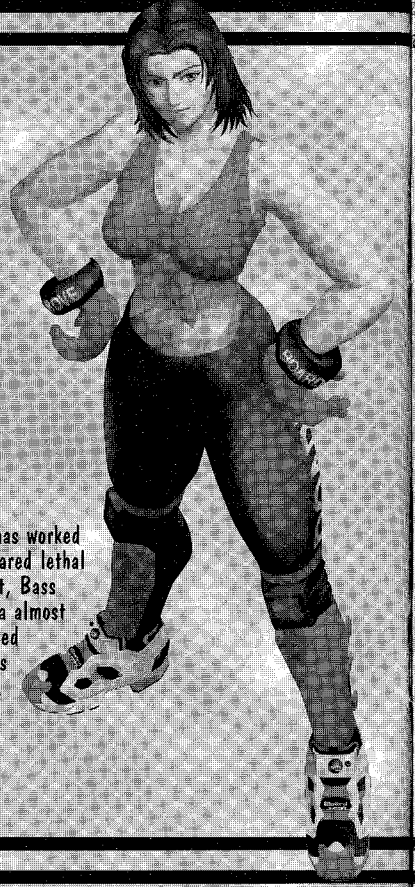
Catching Cross Hold (against enemy's mid kick) ↓↙←□

Half Boston Crab (during Achilles Hold) ←↙↓○

Posing →↔□+△+○ OR ↔←□+△+○

The girl closed her eyes

TINA



Nationality: American

DOB: Dec 6.

Height/weight: 5'5"/26 LB

Measurements: 35-22-35

Fighting Style: Professional Wrestling

Occupation: Wrestler

Favorite food: Seafood

Hobby: Outdoor sports, laser tag

Tina has been a pro wrestler since high school, and has worked her way up to become one of Dead or Alive's most feared lethal competitors. (Tina's father, trainer, and chief support, Bass Armstrong, also joins the tournament this time.) Tina almost "threw in the gloves" last year until her father stepped in again and convinced her to take on the world. Bass thinks Tina is in it for the glory of winning the DOA championship tournament, but her real aim is to be discovered in Hollywood.

MOVES LIST

Double Hammer ←△

Double Uppercut →→△△

Low Spin Knuckle ↙△

Vertical Chop Hammer △←△

Knuckle Arrow ↘△

Jumping Hip Attack □+△+○

Elbow Smash ↑△

Machine Gun Kick △△○

Shoulder Tackle ←→△

Machine Gun Rush △△△

Lariat →□+△

Ultimate Combo →△△○

Neck Cut Kick ↑○

Spin Knuckle Combo →△△↙△

Kenka Kick →→○

Knee Hammer →○←△

Rolling Sobat □+○

Combo Rolling Sobat ↓○○

Low Spin Kick ↓□+○

Double Low Kick ↓○↓○

Death Valley Bomb □+△

Body Slam □+△+○

Fisherman's Buster ←↙↓↘→△

Frankensteiner ↓↘→□+○

J O Cyclone ↓→△+○

Bass Bomb (enemy in crouch) ↓□+△

Flying Major ↓↙←△+○

J O B (enemy in crouch) ↘□+△+○

Surf Board Stretch (In Flying Major) ←→□+△

German Suplex (To enemy's back) □+△

JOS (In Surf Board Stretch) ↓↑□+△

German Suplex Whip (To enemy's back) □+△+○

Hammer Throw →□

Giant Swing (During Tackle) ←↙↓↘→□

JOS (In Hammer Throw) ↓↑□+△

Knee Bomber (Enemy in crouch) ↘□

Reverse Wing Lock ↓↘→□

Full Nelson (To enemy's back) →□

Dragon Suplex (In Full Nelson) →↗↑↖←□+△

Tackle →↘↓□

Dragon Screw (against enemy's mid kick) ↓↙←□

Rolling Forward ↓△+○

Guts Pose →←→□+△+○

OR ←→←□+△+○

Sega of America, Inc.

RYU HAYABUSA

Nationality: Japanese
DOB: June 15.
Height/weight: 5'9"/154 LB
Measurements: 41-32-36
Fighting Style: Hayabusa Ninjitsu
Occupation: Antique Shop Owner
Favorite food: Sushi
Hobby: Mountain climbing, fishing

A dark figure approaches and hands Ryu a piece of paper stained with something red. Then, without a word, the figure slips away. Welcome to Dead or Alive - from Fame Douglas.

Ryu bears a name "Hayabusa" an honor bestowed upon only the most distinguished of Ninja's coming from the Hayabusa School. His life had been a continuous fight until he met his love, Aileen, and found satisfaction in peace. But his thirst for challenge returned when he learned that his best friend's sister, Kasumi, had disappeared.

The invitation in his hand beckoned and winked like an old lover. Another seduction from the dark. Once again, Ryu became a shadow of darkness.



MOVES LIST

Shadow Blade ↖△
Short Slide Kick ↓□+○
Rising Palm ↑△
Wind Blade △+○
Low Spin Blade ↙△
Rapid Blade △△←△
Slash Kick ←△○
Shower Bows △△←△→△
Double Spin Blade ↙△ (hold)
Triple Impact △△○
Palm Straight →→△
Sonic Bomb ←△→△
Upper Knee →○
Bullet Kick →→○
Moon Sault Kick ↖○
Ground Cutter ↙↙○
Rising Axe ↑○
Ground Stake ↙↙○↓○
Rainbow Kick ↗○
Trick Heel →←○
Upper Spin Kick □+○
Rising Dragon Kick ↓←○
Cross Arm Suplex □+△

Demon Buster →→←△+○
Northern Lights Suplex ←□+△+○
Falcon Wing ↓↘→△
Swing DDT ↓↙←△+○
Neck Breaker (enemy in crouch) ↓□+△
Skyward Shot ←↙↓↘→□+△+○
Ura - Nage (to enemy's back) □+△
Dive Bomber (during Skyward Shot) ↓↘→↗↑□+△
Reverse DDT (to enemy's back) □+△+○
Izuna Drop (during Dive Bomber) ←↖↑→→↘↓□+○
Shadow Hunting →□
Mirage →→□
Thunder Bolt (to enemy's back) →→□
Shooting Star ↓↘→□
Demon Strike (enemy in crouch) ↘□
Vision (enemy in crouch) ↘□
Captured (against mid kick) ↓↙←□
Evil Hunting (to enemy's back) →□
Hand Stand ↘△+○
Fake Rainbow ↗△
Taunt →←→□+△+○ or ←→←□+△+○

ZACK



Nationality: American

DOB: April 3.

Height/weight: 6'/172 LB

Measurements: 41-33-37

Fighting Style: Muetai

Occupation: DJ

Favorite food: Ice cream

Hobby: Pool bar

Reporter: We're here with Mr. Zack, who is about to participate in the DOA championship. Mr. Zack...

Zack: Where's the camera? Are you sure you've got my best side?

Reporter: Mr. Zack, uh, that's a little too close to the camera. Great. So I understand that you studied the ancient martial art Muetai...

Zack: Hey man, sorry-you know what I mean? Gotta Go. Thanks for your support. It's gonna be a cool night. The prize is mine.

Reporter: Sir, I ...

Zack: Sorry, man. Be cool. This tournament rocks!

MOVES LIST

Down Elbow ←△

Spinning Kick □+○

Hell Needle ↑△

Half Spin High Kick ←○

Upper Elbow →→△

Half Spin Rolling Elbow ←○△

Sway Blow ↖△

Half Spin Heel Kick ←○○

Devil's Upper Cut ↘↘△

Double Kick ○○

Rolling Elbow ↓↘→△

Gatling Knee →○○

Double Impact ↓↘→△△

Double Low Spin Kick ↙○↓○

Double Elbow →△△

Volcanic Elbow △△△

Rising Heel Kick ↑○

Volcanic Mid- Kick △△○

Rising Knee →→○

Dancing Rush △△○○

Heel Kick ↓↘→○

Volcanic Knee △△→○

Devil's Rush △△→△△

Twister Uppercut ↓↘→□+△+○

Genocide Rush △△→△○

Flying Knee Kick →→△+○

Low Spin Rush △△↓○ ○

Turn Rolling Elbow (Zack's back to enemy) ←△

Inferno Rush →△○○○

Turn Heel Kick (Zack's back to enemy) ←○

Heaven Smash ↘△ △ △

Wild Throw □+△

Knee Storm →←△+○

Neck Hunting (To enemy's back) □+△

Beast Fang ↘ △+○

Knee Strike →□

Forward Trap →→□

Hook Elbow (To enemy's back) →□

Backward Trap →←□

Head Crash (To enemy's back) →→□

Lift Nape (enemy in crouch) ↘□

Burst Elbow (To crouching enemy's back) ↘□

Fake Rolling ↓↘→□

Wave →←→□+△+○

OR ←→←□+△+○

GEN FU

Nationality: Chinese
DOB: Jan 5.
Height/weight: 5'5"/ 35 LB
Measurements: 37-40-38
Fighting Style: Shin-I Rokugo Ken
Occupation: Used bookstore Owner
Favorite food: Mabo Tofu
Hobby: Chinese painting

Gen Fu left his native China in 1976. He barely made his escape before his cohorts were caught and imprisoned under the misnomer "gang of Four."

No one knows the real reason Gen Fu recently came out of retirement. No one would guess about the dream that haunts Gen Fu nightly. Only his closest enemies suspect that something profound must have caused the old man to come out of his retirement. (Could it have anything to do with the tragedy surrounding his granddaughter Mei Linn?)

Gen Fu may appear to be just a feeble shop owner, but this master of Shin-I Rokugo Ken is no one to patronize... he never misses an opportunity to test his lethal acumen.



MOVES LIST

Qi-Gong Palm →→△
Phoenix Punch →△△
Sweeping Chop ↘△
Qi-Gong Kick →○
Short Palm Jab ↑△
Cat Smash ↖○
Tiger Elbow ↗△
Blade Kick ↗○
Tiger Claw ↘↘△
Flying Reverse Kick ↑○
Falcon Hammer →←△
Gen Fu Special Kick ↑○↓○
Bull Horn ↙→△
Snake Attack ↘○△
Falcon Hammer Special ←△△
Rooster Knee →○
Gen Fu Special ←△→△ , △+○
Jumping Blade Kick →○○
Silent Kiaing ↘△△
Iron Toe ↙○
Kiaing Combo △△→△
Iron BullHorn ↙○ , ↙→△
God's Step →→□△
Rooster Special ↓△+○ , ←→△
Tiger Head Bat △+○
Rabbit Kick □+○
God's Hand Push →△+○
God's Sweep ↓□+○
Double Bomber ↓△+○
Wind Blast □+△+○
Spine Attack □+△
God's Hand ↓→□+△+○
Stomach Shock ←□+△
Tiger Tail (to enemy's back) □+△
King's Punch ←↓↙△
Palm Attack →□
Peacock Sweep →←□
Monkey Hands (Enemy in crouch) ↘□
Monkey Hold ↓↘→□
Shoulder Tackle (Against mid kick) ↓↙←□
Monkey (During Monkey Hold) ↓↘→△
Gen Fu Shield →→□
Side Turn ↖△
Taunt →←→□+△+○
OR ←→←□+△+○

Tekken 3 ™ & © 1997 Namco Ltd. All rights reserved.