
PlayStation
NTSC U/C
PlayStation
鉄拳
TEKKEN 2
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00213
namco®

**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 intended 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.

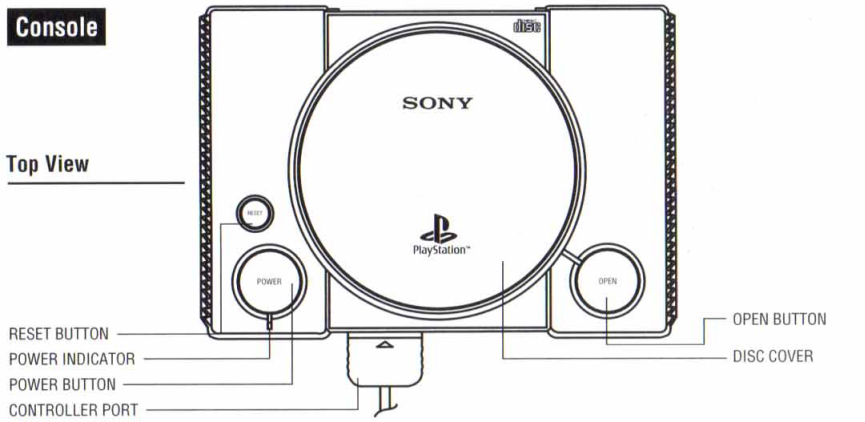
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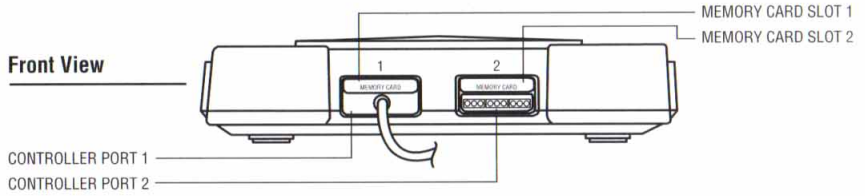
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tekken 2™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

## Console

### Top View



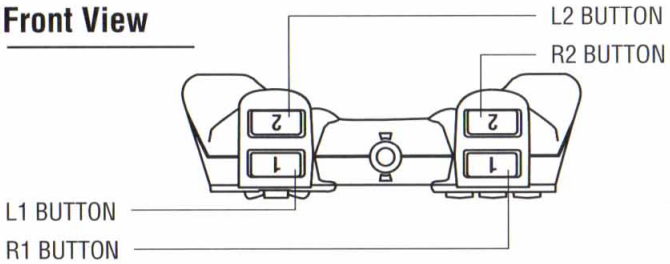

### Front View



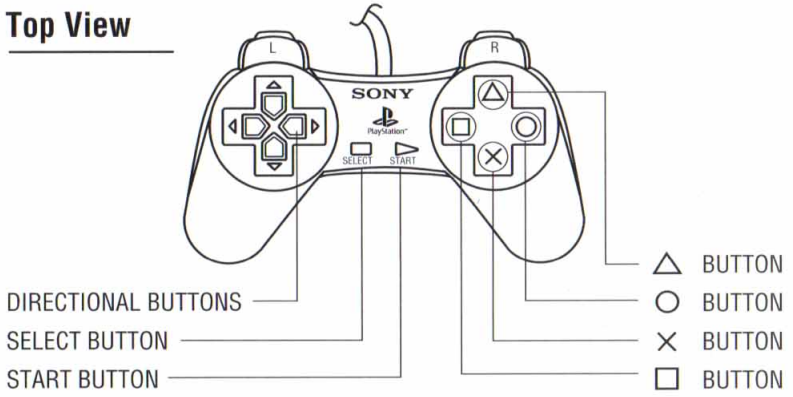



## Controller

### Front View




### Top View



## STORY OF TEKKEN 2: THE IRON FIST

Two years have passed since Kazuya Mishima won the first "King of the Iron Fists" tournament. With the mysterious disappearance of Heihachi Mishima, Kazuya Mishima - the new head of the Mishima Zaibatsu organization - is holding the tournament a second time. Once again, the best fighters from around the world have gathered to compete for the coveted title "The King of the Iron Fists." There is a rumor that Kazuya has made a deal with the Devil. So enter the tournament at your own risk!

## GETTING STARTED

1. Set up your Sony PlayStation, following the instructions in your PlayStation system instruction manual. Note: For 2-player games, a second controller is necessary. For 1-player games, plug the controller in port №1.
2. Make sure the console's power switch is turned off.
3. Insert the TEKKEN 2 game disc, then close the CD door.
4. Turn the power switch ON. The character cinematic will cycle. Press Start to advance to the Title screen. When the Title screen with the Game Selection Menu appears, press the Directional button up or down to make a selection, then press Start.

Important: Always make sure your PlayStation's power is off before inserting or removing the game disc.



## CONTROLS

1. **The Standard Controller PRESET 1** settings are as follows:
   - ▲ Button -- right punch (RP)
   - O Button -- right kick (RK)
   - X Button -- left kick (LK)
   - ■ Button -- left punch (LP)




2. **The neGcon PRESET 1** settings are as follows:
   - B button -- right punch (RP)
   - A button -- right kick (RK)
   - II button -- left punch (LP)
   - I button -- left kick (LK)




3. **Directional Buttons**: On the Selection screens, use these to choose the mode and characters. During the game, use them for character movement.
4. **Select Button**: Use this button to quickly exit the Menus in the Option Mode or to cancel a selection of characters in the Vs., Practice, and Team Battle Modes. **Note**: When using the neGcon, pressing the L and R buttons at the same time will give the same effect as the Select button.
5. **Start Button**: Use this to start a game or to select all commands in the Option Mode. During play, press the Start button to pause or unpause. In the Vs., Arcade, and Team Battle modes, this button will bring up a menu where you can select the command option to see some of your character's moves. **Note**: The Time Attack and Survival modes cannot be paused.

6. **Controller Reset:** During the game, press and hold the Start button, then press the Select button to return to the Title screen. To reset when using the neGcon, press and hold the Start button, then press both the L and R buttons at the same time.

## THE MOVEMENT SYMBOLS

⇨ -- Press the Direction key in that direction for a short time.
**Note:** In the game, on the command list this arrow is black with a yellow outline.

➔ -- Press the direction key in that direction and hold for a certain amount of time.
**Note:** In the game, on the command list this arrow is solid yellow.

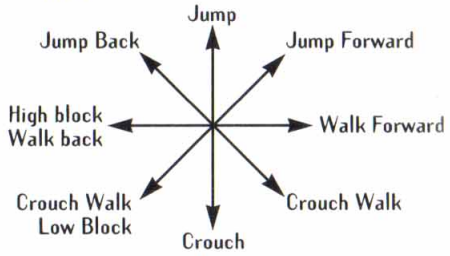
△ ○ ○ ○ -- Press the specified button.
**Note:** In the game, on the command list the pressed buttons are color coded the same as the buttons on a standard controller.

**+** -- This means to do the moves at the same time.

**N** -- Return the Direction key to the neutral position.

## BASIC MOVES

The controls shown below are for a character facing to the right. Reverse these if your character is facing to the left.






1. **Blocking:** High blocks will block high attacks that are above the belt, and low blocks will block low attacks below the belt. Blocking while standing will also block attacks to the mid section. Auto blocking blocks all mid and high attacks when your character is standing idle. This feature cannot be turned off.
**Note:** Charging power moves are unblockable.

2. **Throws:** To throw your opponent, get beside them then press **RP+RK** or **LP+LK** buttons simultaneously. Throws cannot be high blocked.

3. **Short Dash:** You can dash forward or backward by double tapping the Directional button to the right or left (⇨⇨ or ⇦⇦). Use this tactic to fake out your opponent, then surprise them with an attack.
**Note:** This only works when you are at a close range to your opponent.

4. **Running:** If you are very far from your opponent, you can start a running attack by double tapping the Directional button in the direction of your opponent (⇨⇨). Use this move, with either a punch or kick, to vary your attack.
**Note:** If you are at a close range to your opponent, you must triple tap to run (⇨⇨⇨)

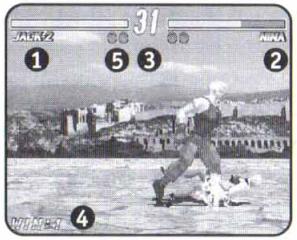
5. **Ground Hits:** Use this attack after knocking down an opponent: ⇧ + **RP** or ↑+**RP**.

6. **Get up Kicks:** When getting up from a knockdown, try pressing any of these button combinations to attack with a kick: **LK** or **RK** / (⇩+**LK** or ⇩ + **RK**)

7. **Side Kicks:** Use these kicks when you are close to an opponent: ⇘+**LK** / ⇘ +**RK**.

## EXPLANATION OF THE GAME SCREEN:

This is what the game screen looks like during play. In addition, depending on the game mode, the number of victories and the number of team members can be indicated around the health meter.




1. Health meter for player 1 and name of character in use.
2. Health meter for player 2 and name of character in use.
3. The remaining time in the round.
4. Number of successive fight victories.
5. Winning point. This keeps track of the rounds you have won.

## GAME PROGRESSION AND RULES

1. **Matches:** When a character is attacked, his or her health meter goes down. A character whose meter has disappeared loses by a knock-out and the opponent is given one win. At the initial setting, one match has a maximum of three rounds. The player who wins the two rounds by knock-out or decision wins the match.

2. **Time Limit:** At the initial setting, the time limit for each round is 40 seconds. If the time runs out and there is still no decisive victor, the character with the greater health amount left on his or her health meter is the winner. Also, when



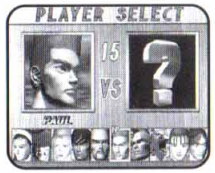
the remaining health for both characters is exactly the same, a draw will be declared. **Note:** The time limit can be changed in the Option Mode.

3. **In the Case of a Draw:** When the final round ends in a draw, the match will be decided by the number of winning points.

   If the number of winning points is the same for both characters and you are playing against the computer, the computer will get the win and the game will end. When a second player joins in the Arcade Mode, the one who was playing against the computer first will be the winner. In the 2-player Vs. mode, a draw will be declared and the match will end. In the case of a double knockout, both players are given a winning point.

4. **Continuing the Game:** When one player is playing against the computer, the game will end after two rounds have been won by the computer opponent. You can restart the game from the beginning of that match by pressing the Start button while the Continue screen is counting down.

## GAME MODES

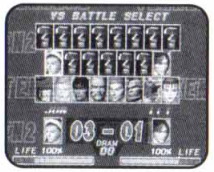



1. **Arcade Mode:** One player against the computer. First you must choose a character with the Left and Right Directional buttons, then select it with a punch or kick button. Each character has 2 outfits. When selecting a character, press a punch button to get one outfit or press a kick button to get the other.

In this mode, if you press the Start button on player two's controller, the game against the computer will be interrupted and it will be switched into 2-player mode. Then the character who wins the match will continue to play against the computer.

The game ends when you lose to the computer. But you can continue the match from that stage by pressing the Start button from the Continue screen.

2. **Two-Player Vs. Mode**:Two players compete against each other. Refer to the Arcade Mode section for selecting a character's outfit.




After each player selects a character, a Handicap Selection screen will come up. Each player can adjust their handicap settings by pressing the Left or Right Directional buttons on their controllers. The larger the health meter, the less damage your character will take. After making your selection, press the punch or kick button to start the match.

After the first match, the Character Select screen comes up and displays the total number of wins and draws for each player.

3. **Team Battle Mode**: You begin the contest after choosing the number of team members and the characters to be used. The game is a competition where the victor is decided after each round. When playing against the computer, a second player join-in is also possible.




Decide the number of team members from 1 to 8. The same character cannot be used again on the same team. When one of your characters is beaten on your team, your next choice character starts the next round. The winning character is awarded a little energy for the next battle.

4. **Survival Mode**: You compete to see how many computer opponents you can defeat before your health meter runs






out. You cannot change the degree of difficulty, the time limit, or the number of rounds. No option for 2P join-in battle. The pause feature does not work in this mode.

Each battle is one round. The game is over when your health meter runs out. When you defeat a computer opponent, your character is awarded a little energy for the next battle.

5. **Time Attack Mode**: In this mode, you compete against the clock until you complete all the stages and beat the game. The settings for the degree of difficulty, time limit and number of rounds cannot be changed. Also, when you continue you do not have options to change characters or have the 2-player join-in battle. Furthermore, you cannot pause in this mode.

6. **Practice Mode**: In this mode you can practice moves and combos against a character who acts like a punching bag. First, with the Direction key, select the character that you will use, then select your practice partner. Various information about the current attack is displayed near the top left hand side of the screen.

Press the Start button to enter or exit the Practice menu. Press the Direction key up or down to make your selection, then change the contents with the Left and Right buttons.

**Attack Data** -- Turn the attack data on or off at the top of the game screen.
**Counter Attacks** -- Allow you to do counter hit damage to your practice partner.
**Replay Settings** -- Use this feature to automatically replay your 4-6 hit combos, or set it on manual replay to replay them yourself with the Select button.
**Key Display** -- Switch it on or off at the bottom of the game screen. This option is also used to select your character's available combos for practice, as well as the computer partner's combos. With Player or Com. highlighted, press

down on the Direction key, then make your selection by pressing the Left and Right buttons. Press the Select button on the game screen to activate the autocombo feature.

**Command List** -- Use this option to see a listing of some of your character's moves. Press the Direction key up or down to cycle the list.
**Player Select** -- Choose this option to select a different character. Press any Punch or Kick button to select.
**Reset** -- Select this option to reset to the Title screen.

**7. Option Mode:** In the Option Mode, you can select the settings by using the Up and Down Directional buttons, then change the contents with the Left and right buttons. Press the Select button to exit.

**Difficulty Level** -- This is the strength of the computer. Choose the level (which ranges from Easy to Hard) that best suites your ability.
**Fight Count** -- You can change the number of rounds in a match from one to four.
**Round Time** -- The time limit for rounds ranges from 20 seconds to no limit.
**Speaker Out** -- This changes the sound output between Stereo and Mono.
**BGM Select** -- This changes the background music: Original, Arrange, or Silent.

**Vs. Game Wins Shown By** -- The number of wins can be displayed by fruit (as a picture) or by number (as a numeral).
**Character Change at Continue** -- When you continue in Arcade Mode, the character can be changed or selected.
**Key Config.** -- You can select either the two preset controller configurations or the free setting in which you can configure each button as you wish. In the free setting, press and hold one of the highlighted buttons, then press the Directional button left or right to change the action of that button.
**Quick Select** -- This allows the player to change the Character Selection screen, so all the available characters are displayed at once.



**Guard Damage** -- This makes your character take some damage when blocking attacks.

**8. Records:** To view the current records, use the Left or Right Directional button.
**Time Attack Data** -- This screen holds the top 10 fastest completion times. It also shows the players' initials and the characters used to complete the game. This data can be saved to a memory card. **Note:** Memory cards are sold separately.

**Greatest Survivor's Data** -- This screen holds the top 10 records for the most wins of the Survival Mode. It's similar to the Time Attack Data screen.
**Characters Data** -- This screen keeps track of the amount each character is played. The data can be saved to a memory card and updated later.
**Winning Average Data** -- This screen holds the top 10 continuous win records for the characters that won the most matches. This option only works when 2 players are fighting against each other in the Arcade, Vs., and Team Battle modes.

**9. The Memory Card:** Use it to save or load data. In the Option Mode screen, select the Memory Card selection, then press Start. Now select either Card Load or Card Save, then press Start twice. **Note:** Memory cards are sold separately.

**Card Save** -- To save the latest data to the memory card.

**Card Load** -- To load the data that has been saved on the memory card.

**Auto Save** -- Set this to "Yes", and the data will be saved automatically to the memory card.

**Note:**
- When you power on TEKKEN 2 with a memory card inserted that contains saved data, the data will be automatically loaded.
- Data will not be saved unless you choose the Auto Save or Card Save options. If the power is shut off, any data not recorded on the memory card will be lost.

# THE CHARACTERS





**Special Moves:** The commands shown are for characters facing to the right.



**Heihachi Mishima:**
Beaten by Kazuya in the previous tournament, in an instant he lost both his fame and family. Having spent his previous time indulging in deviant acts instead of training, he vows to regain all he has lost.

### Vital Statistics

**Fighting style:** Mishima Style Fighting Karate.

**Height/Weight:** 180 cm / 82 kg.

**Age/Blood type:** 54 / B.

**Likes:** Peace of the world.

**Hobby:** Collecting the Geta.

**Work:** Study.

## HEIHACHI

1. **Demon Slayer**

2. **Flash Punch Combo**

3. **Demon Uppercut**

4. **Leaping Side Kick**

5. **Demon Scissors**

6. **Tsunami Kick ***

7. **"Geta" Stomping ****

8. **Twin Pistons**


* While getting up from a crouch

** When your opponent is down

**Paul Phoenix:**



Fascinated as a child by "Bear Killer Willy Williams", Paul grew up to be one of the world's renowned fighters. He lost the final round of the last tournament and enters once again with extreme desires to be the champion.

### Vital Statistics

**Fighting style:** Judo and an unknown style.

**Height/Weight:** 187cm / 81kg.

**Age/Blood type:** 25 / O.

**Likes:** Pizza.

**Hobby:** Motorcycles.

**Work:** unemployed (when he runs out of money he works as a bodyguard or street fighter to make some).

## PAUL

1. Hammer Punch to Power Punch



2. Bone Breaker



3. Hang Over



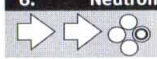
4. Triple Kick Combo




5. Jab-Sweep



6. Neutron Bomb



7. Down Strike *



8. Gut Buster



* When your opponent is down



**Nina Williams:**



A master of Aikido and Koppo techniques, she is an assassin for the people of Ireland. Although Nina's mission is to assassinate Kazuya, her personal agenda is to finally settle the long battle with her sister, Anna.

### Vital Statistics

**Fighting Style:** Koppo techniques & aikido.

**Height / Weight:** 161 cm / 49 kg.

**Age / Blood Type:** 20 / A.

**Likes:** Tom of "Tom and Jerry," tea with milk, and scotch.

**Hobby:** Traveling.

**Work:** Assassination.

## NINA

1. Blonde Bomb




2. Flash Kicks



3. Creeping Snake



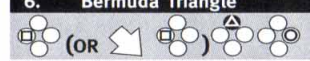
4. Left Backhand Body Blow



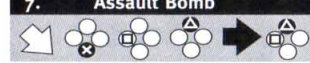
5. Can Opener



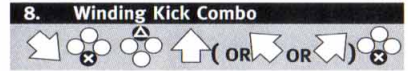
6. Bermuda Triangle



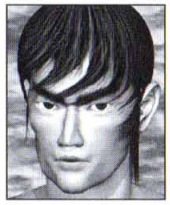

7. Assault Bomb



8. Winding Kick Combo



## Marshall Law:



Law runs his own martial arts dojo. Unfortunately, his students were attacked and severely injured by a villain who is participating in the next tournament. Law decides to enter the tournament to avenge his students and to restore the reputation of his gym.

### Vital Statistics

**Fighting Style**: Martial arts.

**Height / Weight**: 179 cm / 69 kg.

**Age / Blood Type**: 25 / B.

**Likes**: Money.

**Hobby**: Fishing.

**Work**: While working at a Chinese restaurant he also works as an assistant instructor at a martial arts school.

## LAW

1. **Machinegun Arrow**
2. **Knee Lift ***
3. **Triple Head Kick**
4. **Shaolin Spin Kick**
5. **Running Side Kick**
6. **Catapult Kick Low** ( OR OR )
7. **Rainbow Kick** ( OR OR )
8. **Slide Kick**

*Stand close to opponent



## King:



King helps orphans by managing an orphanage with money he earns from Pro Wrestling. Unfortunately, the orphanage is running out of money and King has turned to heavy drinking. He decides to participate in the tournament to regain the children's hearts and to pull his life together.

### Vital Statistics

**Fighting Style**: Professional wrestling.

**Height / Weight**: 190 cm / 85 kg.

**Age / Blood Type**: 30 / A.

**Likes**: Jaguars (the animal).

**Hobby**: Watching the smiling faces of children.

**Work**: Except for professional wrestling, it is a mystery.

## KING

1. **Two Jab Uppercut**
2. **Exploder** ( OR )
3. **Stagger Kick** (OR )
4. **Stomach Smash** N
5. **Hi-jack Back Breaker (1)**
6. **Moonsault Body Press**
7. **Pile Driver (2)**
8. **Boston Club (3)**

(1) Counter hit opponent with stomach smash first (2) Stand close to opponent (3) Press during Pile Driver after 10 frames

## Jack - 2:



An android working for the military, Jack - 2 is an improvement over the old Jack from the previous tournament. With a new computer chip, he has the ability to learn from his mistakes. Jack wants to save his creator from Kazuya so that he can become more human.

### Vital Statistics

**Fighting Style:** Power fighter of sheer force.

**Height / Weight:** 235 cm / 168 kg.

**Age / Blood Type:** 3 / Plutonium.

**Likes:** Parts centers in Akihabara.

**Hobby:** Overhauling himself.

**Work:** Normally works at a scrap metal factory.

## JACK-2

1. Jack Hammer
2. Double Hammer *
3. Cross Cutsaw
4. Cutsaw Blast
5. Double Axe
6. Killing Uppercut *
7. Debugger
8. One Two Blast

*While getting up from a crouch



## Michelle Chang:



Kazuya wants the pendant that Michelle wears around her neck since it carries the secret to a great treasure. Michelle's mother has now been kidnapped by Kazuya's men to ensure Michelle's participation in the tournament. Michelle vows to rescue her mother at all costs.

### Vital Statistics

**Fighting Style:** All types of Chinese fighting arts.

**Height / Weight:** 163 cm / 53 kg.

**Age / Blood Type:** 18 / B.

**Likes:** Buffalo.

**Hobby:** Hunting.

**Work:** Unemployed. She continues to wander around seeking revenge.

## MICHELLE

1. Twin Arrow
2. Party Crasher
3. Body Elbow
4. Razor's Edge
5. Sweep to Head Kick
6. Tequila Sunrise to Slash Uppercut *
7. Double Low Slash Uppercut
8. Spin & Kick

*While getting up from a crouch

**Yoshimitsu:**



The leader of the "Manji Group", a group of notorious thieves. The scientist named Vasconovich, who once saved his life, has been abducted by Kazuya. Yoshimitsu will stop at nothing to rescue Vasconovich. To do so, he has entered the tournament.

### Vital Statistics

**Fighting Style:** Manji style jujitsu.

**Height / Weight:** 178 cm / 63 kg.

**Age /Blood Type:** ? / O.

**Likes:** TV games.

**Hobby:** Watching sumo matches.

**Work:** Head of the theft ring, the Manji Group.

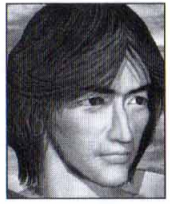
## YOSHIMITSU

1. Stone Fist
2. Crouching Spin Kicks
3. Three Kick Combo
4. Knee Bash
5. Shark Attack Blow
6. Knee Cap
7. Indian Style
8. Meditation (1)

(1) During Indian Style



**Lei Wu-Long:**



He is the №1 detective of the Hong Kong International Police Force. Lei's partner was killed by the International Mafia. He finds information linking Kazuya to this Mafia and enters the tournament to try to bust Kazuya and crush his organization.

### Vital Statistics

**Fighting Style:** Kenpo.

**Height / Weight:** 175 cm / 65 kg.

**Age /Blood type:** 26 / A.

**Likes:** Sony's products.

**Hobby:** Watching movies.

**Work:** Policeman.

## LEI

1. Play Dead ( OR )
2. Leaping Double Slicer (1)
3. Turn Around ( OR )
4. Hook & Spinning Back Blow
5. Low Back Spin (2) ( OR )
6. Flit-Flip-Flop (2)
7. Hop Up (1)
8. Tornado Kick

(1) Your opponent must be standing near your head when you are down (2) While turning your back

**Jun Kazama:**
Jun is an officer of the WWWC, a wildlife protection organization. She is highly psychic and can sense a mysterious power surrounding Kazuya. Besides her duty to arrest Kazuya who smuggles protected animals, she wants to free Kazuya of his evil power during the tournament.



### Vital Statistics

**Fighting Style:** Kazama style traditional martial arts.

**Height / Weight:** 170 cm / 54 kg.

**Age /Blood Type:** 22 / AB.

**Likes:** Basking in the woods.

**Hobby:** Birdwatching.

**Work:** Member of a wildlife protection organization.

## JUN

1. Whiplash



2. Spinning Low Kick



3. Triple Spin Kick



4. Scissors Spin Kick



5. Back Spin Kick



6. Three-ring Circus



7. Three-Ring Circus Combo



8. Screw Body Blow





# ADVANCED TRAINING

The following tips should help you fight a smart fight and become a **TEKKEN 2** master:

**1. Blocking and Countering Attacks** -- Try to predict your opponent's moves by blocking their attacks in advance. If your opponent misses his attack on your character, throw him when he stalls, or counter his attack.

**2. Evading Throws** -- To avoid being thrown by your opponent, try to crouch down quickly. To cancel out the throw, you can also try to throw your opponent at the same time he or she is trying to throw you.

**3. Fake out Opponent** -- Do this by dashing forwards and backwards quickly, by double tapping to the right or left on the Directional buttons. This method can also be used to avoid attacks. ⇨⇨ or ⇦⇦.

**4. Ground Hits** -- After knocking down an opponent, you can attack them while they are still on the ground by pressing ⇧ + RP or ↑ + RP.

**5. Get up Strategies** -- If your opponent knocks you down, you can get up with a surprising attack. Get up spring kick: ⇦⇦ LK + RK. Get up roll to forward leap: ⇨⇨ RP + LP.

**6. Tackling:** If your opponent is far away and blocking, run into them to tackle them to the ground, then rapidly press your right and left punch buttons to hit your opponent while he or she is down. If your opponent is at the farthest distance when you start running, your character will take them down with a head butt.

**7. Get up from Crouch Attacks** -- When going from a crouching to a standing position, if you press certain punch or kick buttons in the transition, you can achieve powerful attacks. **Note:** This only works with certain characters.

8. Each character has more moves and throws than the ones shown, try to find them all. Make your own list, and write down new moves or throws that you discover.

**9. Get up by Rolling to the Side** -- While down, rapidly press the left punch button. This is a good way to avoid an attack from above. After rolling to the side, you can perform the forward leap or spring kick.

**10. Counter Hits** -- Some special moves only work after you perform a counter hit on your opponent. To perform a counter hit, you must hit your opponent with a move as he or she is trying to attack you with his or her move.

## SECRETS

Try beating the Arcade Mode with each of the ten characters, then you will release the bosses. If you can achieve this, it can be saved to the memory card.

## OTHER COOL MOVES

**Stuns** -- Some moves can temporarily stun your opponent. Can you find them?

**Multiple Hit Combos** -- Each character has one, but you must practice them in the Practice Mode to perfect your skills.



**Juggle Combos** -- Use moves that pop your opponent up in the air, then chain on other moves to try to juggle them as long as possible for major damage.

**Counter Attacks** -- Some characters can grab your opponents mid or high attacks and throw them to the ground, but it must be timed precisely. The most common way to do this is by pressing: ← RP + RK or ← LP + LK.
Note: This only works with certain characters.

## CREDITS

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