



Virtua
EVOLUTION
VIRTUA FIGHTER 4
Fighter 4

TM



SEGA[®]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

Thank you for purchasing Virtua Fighter™ 4 Evolution. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter™ 4 Evolution.

Contents

Starting Up	2
Basic Controls	3
Getting Started	7
How to Play the Game	8
Character Profile and Command List	21



One year has passed since the "Worldwide Martial Arts Championship," The Virtua Fighter 4 national tournament... Now, the date has been set for a new national tournament, the "Worldwide Martial Arts Championship II."

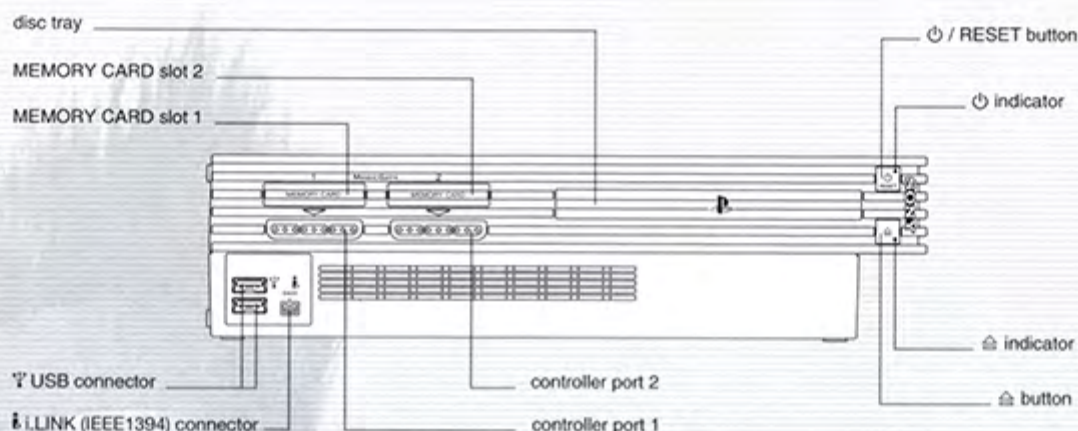
To qualify for the "Worldwide Martial Arts Championship II" tournament, you must fight your way through all of the arcades in the city, and make a name for yourself in the local tournaments.

The entire city stands before you in your quest to become the number one Virtua Fighter player...

And to emerge victorious from the "Worldwide Martial Arts Championship II."

STARTING UP

PlayStation®2 [front panel]



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ /RESET button. When the ⏻ /indicator lights up, press the ⏻ button and the disc tray will open. Place the Virtua Fighter™ 4 Evolution disc on the disc tray with the label side facing up. Press the ⏻ button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

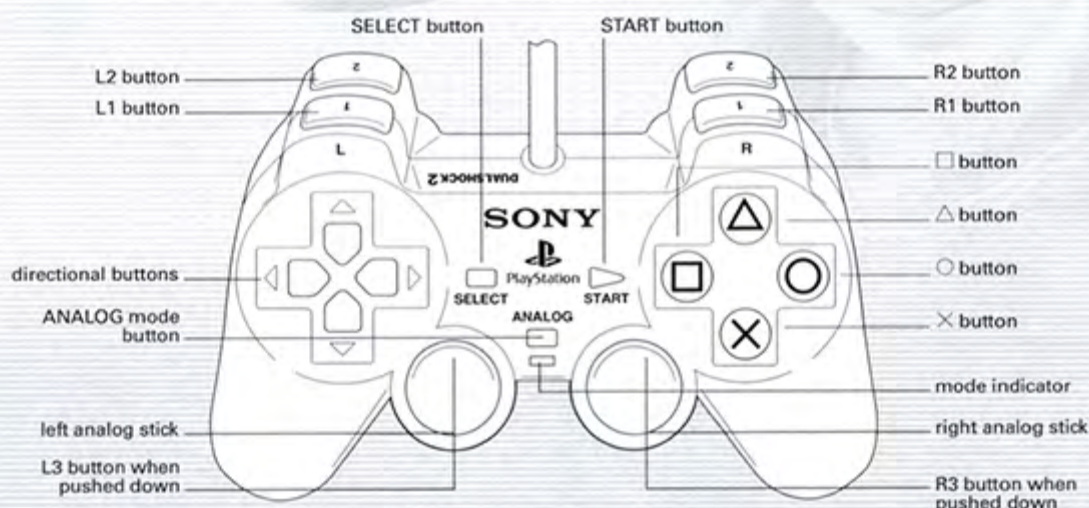
Virtua Fighter™ 4 Evolution is a memory card (8MB) (for PlayStation®2) compatible game. When you play Virtua Fighter™ 4 Evolution for the first time, if a memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1, a system file will be created to save settings and records. A minimum of 167KB is required to create a System File. Do not switch the power to off or remove the memory card (8MB) (for PlayStation®2) while saving.

EVO
VIR T U

CONTROLLER

Virtua Fighter™ 4 Evolution is a one to two player game, and compatible with both the DUALSHOCK® analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the controller to controller port 1. When playing a 2P game, connect the controller for the 2nd player to controller port 2.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Buttons to use	Menu/Select Screen	During Match
Directional buttons	Move cursors	Control character
⊙ Button	Enter	Kick (Ⓚ)
ⓧ Button	Enter	Punch (Ⓟ)
△ Button	Cancel	Punch (Ⓟ)
Ⓞ Button	Cancel	Guard (Ⓞ)
START Button	Change color during character selection	Display Pause menu
SELECT Button	Display Player Data Select screen during character selection	Display Pause menu

Special Options During TRAINING Mode (see p.13)

L3 Button (push down left analog stick)	Reset Damage Combo Count
R3 Button (push down right analog stick)	Reset character positions

❖ The button settings described in this instruction manual are default settings which can be modified in **OPTIONS:SETTINGS:CONTROL** (see p.18) and assume you are using the DUALSHOCK®2 analog controller.

Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press.

- ➡ Hold the directional button in the direction indicated.
- ⇨ Tap the directional button in the direction indicated.
- Ⓐ Press to punch.
- Ⓚ Press to kick.
- Ⓔ Press to guard.
- + Press two or more buttons at the same time.

COMMON COMMAND TECHNIQUES

Basic Controls

With the directional buttons, a character can advance, step back, crouch or ARM. Use Ⓐ (△ or × buttons) to punch, Ⓚ (⊙ Button) to kick and Ⓔ (Ⓚ button) to guard. Also, a character can combine the directional buttons with Ⓐ Ⓚ Ⓔ to perform a wide variety of moves.

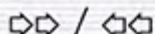
RUNNING



A character runs forward. If you let go of the directional button, the character stops running.



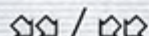
DASH/BACK-DASH



A character can dash a short distance forward or backward.



CROUCHING DASH/ CROUCHING BACK-DASH



A character can dash a short distance crouching forward or backward.



JUMP

Press and hold ⇨+Ⓐ (or Ⓚ)

A character can jump.



ARM (ALL RANGE MOVE)

Walk any direction (except ⇨) and move in any direction you like.

If you press and hold any directional button except ⇨, your character will begin walking. To command your character to walk downward, press ⇨, and immediately press and hold ⇨ again.



ACTIONS

As well as the basic commands mentioned on the previous page, each character can perform a variety of actions by combining the directional buttons with **P**, **K** and **G**. Below are the basic action combinations for attacking and guarding.

THROW

P+G

When your opponent is close, you can perform a throw with **P+G**. There are also additional throw commands individual to each character.



DOWN ATTACK

↓P (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



GETTING UP

P or **G** (while currently down)

When your character is knocked down, you can make him/her get up faster.



EVADING

↵ or **↶** (set back to neutral after pressing)

You can dodge an attack from your opponent by moving to the right or left.



THROW ESCAPES

P+G

With a throw escape, you can evade your opponent's throw. For other throws that use **P+G** and a direction, enter the last direction of a command simultaneously.



CHANGE DIRECTION

G or appropriate directional button

When your back is turned to your opponent, you can switch direction rapidly by pressing **G** or the appropriate directional button.



RISING ATTACKS

K or **↵K** (while knocked down)

When getting up, you can make your character perform middle/low attacks.



EVADE ESCAPES

P+K+G (during evade)

After evading attacks from your opponent, you can perform counterattacks. Moves vary depending on the character.



RECOVERY

P+K+G (when you are about to fall)

When you are just about to hit the ground, press **P+K+G** to spring back up, and evade a Down Attack from your opponent.



OTHER ACTIONS

Some actions can only be performed by specific characters. A sample can be found in the Character Profile and Command List section on p.21.

REVERSALS

High Attack **↵P+K**

Mid Attack **↗P+K**

Low Attack **↘P+K**

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of the attacks i.e. High/Middle/Low Attacks.



DEFLECTING

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.



CHARGE ATTACK

Push down on the last button you pressed

By holding down on the last button you pressed, you will be able to make a strong charged move.



ATTACKING BY THE WALLS

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting them against the wall.



CREATING/LOADING THE SYSTEM FILE

When you play Virtua Fighter™ 4 Evolution for the first time, a System File will be created automatically to save the settings and records.

To create a System File, free space of 167KB is required. When starting the game, any previous Virtua Fighter 4 Evolution data found on the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 will be loaded automatically.



MAIN MENU

The **MAIN MENU** is displayed when you press the START button at the Title Screen. Make a selection using the directional buttons ↑ ↓ and press ○ or × buttons to enter. Pressing △ or □ buttons cancels the selection.



MAIN MENU ITEMS

ARCADE P.8	Play against characters operated by the CPU through 11 stages. Unlimited Continues are possible in this mode.
VS P.11	Compete against a human opponent. A second DUALSHOCK®2 analog controller is required for this mode.
QUEST P.11	Fight your way through rival opponents at virtual arcades to become the top VF player.
TRAINING P.13	Train your character and improve your fighting skills and techniques.
REPLAY P.16	View replays of previously fought matches.
OPTIONS P.17	Adjust various settings, and save/load your System File.

HOW TO PLAY THE GAME

There are six items in the **MAIN MENU**. The following describes each item in detail as well as how to play the game.



ARCADE

Fight against CPU-controlled opponents.

When this item is selected, the **CHARACTER SELECT** screen is displayed. If **ROUTE** is set to **SELECT** in **OPTIONS:SETTINGS:GAME**, you will be asked to choose a route before selecting a character. Select a route with the directional buttons **↑ ↓** and press **○** or **×** buttons to enter.

CHARACTER SELECT Screen ⇨ Also applies to **VS**, **QUEST** and **TRAINING**

Select a character with the directional buttons **← → ↑ ↓** and press **○** or **×** buttons to enter. Holding down **START** button lets you change the style of your character's outfit, and **SELECT** button displays the Player Data Select screen. When **VS STAGE** is set to **SELECT** in **OPTIONS: SETTINGS:GAME**, you can also choose the stage in **VS** mode.



Player Data Select ⇨ Also applies to **VS**, **QUEST** and **TRAINING**

By selecting **Switch Player Data** and pressing **○** or **×** buttons, you can choose one of two sets of Player Data for the highlighted character.



Player Data for each character contains a record of match results, proficiency level and character customization. In **QUEST** mode, Player Data can be edited by changing the ring name or purchasing equipment.

Loading Player Data

Player data is included in the System File stored on the memory card (8MB) (for PlayStation®2) inserted in **MEMORY CARD** slot 1, and is loaded automatically at startup. The System File contains a total of 30 sets of unique Player Data comprising two sets for each character.



GAME SCREEN ⇨ ALSO APPLIES TO VS AND QUEST

During gameplay in **ARCADE**, **VS** and **QUEST**, the game screen appears as below. Some information may vary depending on the mode selected.



① Time Remaining

When this reaches zero, the round is over and the player with the highest remaining Energy wins.

② Match Credits

Displays how many rounds have been won by each player. One lamp lights up in yellow each time a round is won.

③ Selected Character

The name and face of your selected

④ Energy Remaining

This decreases as your character takes damage. If it reaches zero it's a K.O.

⑤ Ring Name

The ring name of the player is displayed here (only when Player Data is in use).

⑥ Stagger Mark

When staggering, the Stagger Mark is displayed on your player's side. Press the directional buttons and other buttons in quick succession to speed your character's recovery.

⑦ Total Time Elapsed and Stage Count

Displays the total time elapsed since the game began and the stage you are presently at (**ARCADE** mode only).

PAUSE Menu ⇨ Also applies to VS

If you press **START** or **SELECT** buttons during a round, the game will pause and the **PAUSE** menu will be displayed. Press **○** or **×** buttons and select **YES** to return to the **MAIN MENU**, or press **START** or **SELECT** buttons again to continue the game.



Save Replay ⇨ Also applies to VS and QUEST

By pressing **SELECT** button during the winning or losing animation, you can save a replay of the entire match onto the memory card (8MB) (for PlayStation®2) inserted in **MEMORY CARD** slot 1. Replay Files require a minimum of 34KB and can be viewed in **REPLAY** (see p.16).



WHAT'S A MISSION?

During **ARCADE** mode you are sometimes presented with missions. If you complete the mission, you will be awarded with Items or Fight Money, regardless of the outcome of the match. Items and Fight Money obtained here can be used in **QUEST** mode.



Winning a Round ⇨ Also applies to VS and QUEST

There are three different ways a round can be won. When either player completes the requirements to win, the round will end. In the event that the Energy of both players reaches zero at the same time, or both players have the same Energy remaining when **Time Up** is called, the round will be a Draw and each player will receive one Match Credit.

THREE WAYS TO WIN

K.O.



Knock out your opponent by reducing their Energy to zero. If your opponent is knocked out and you sustain no damage the win becomes **Excellent**.

RING OUT



Regardless of Energy remaining, if your opponent leaves or is knocked out of the ring, you will win the round.

TIME UP



If the time reaches zero, the player with the highest Energy remaining wins the round.

SUDDEN DEATH

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Energy remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU or player that started the round wins.



Game Over and Continue

When you lose a match in **ARCADE** mode, the game will end and the **Continue** screen will appear. Press **START** button to restart from Round 1 of the previous match before the countdown reaches zero. There is no limit to the amount of times you can **Continue**.



Join In During Gameplay

During gameplay in **ARCADE** mode, a second player can join the game. Connect a second controller to controller port 2 and press **START** button. **Challenger Comes** will be displayed on the screen and the game will begin after Player 2 has selected a character. It is also possible to win prizes that can be used in **QUEST** mode.



VS

Duel against another player

In **OPTIONS: SETTINGS:GAME** you can make changes to the **VS** mode play environment such as the length of each round and the match count. The match begins when both players have selected their characters. It is also possible to win prizes that can be used in **QUEST** mode.

QUEST

Fight your way through arcades to become the top VF player

Battle against different rivals at the arcades to win the local tournaments and get your chance to compete in the national tournament. By winning the tournaments and completing the Quest Orders, you can receive Items and Fight Money (that can be used in the shop to purchase Items) allowing you to customize your character.

TYPICAL QUEST MODE GAMEFLOW



Character Select

First select a character. If you wish to change the Player Data, press **SELECT** button to display the Player Data Select screen and choose the Player Data you wish to use.



Battle at the Arcades

Various arcades are marked on the map. Use the directional buttons **← →** to select a location and **⊙** or **⊗** buttons to enter. At the arcade, you can take part in tournaments as well as see the arcade rank distribution.



Purchase Items and Customize your Character

You can purchase a variety of Items at the **SHOP** using Fight Money awarded. Select **EDIT** in the **QUEST MENU** to customize your character by purchasing Items or color coordinating their outfit.



Enter the Tournament

By completing the entry requirements, you can enter the arcade's tournament. There are many kinds of tournaments, and many opportunities to win prizes of Items and Fight Money.



Move on to the next level to challenge more powerful opponents!

VIEWING THE MAP

The various levels in **QUEST** mode are navigated using the Map. Use the directional buttons $\leftarrow \rightarrow$ to select an arcade and press $\odot$ or $\otimes$ buttons to open the arcade menu.



1 Arcade Icon

Shows the presently selected arcade.

2 Calendar

Total time elapsed in **QUEST** mode.

3 Personal Data

Player Data relating to the presently selected character. Data includes the ring name, rank, match history, win ratio and outfit. (Press **L1** or **L2** buttons to switch between outfits).

4 Arcade Data

Shows information relating to the currently highlighted arcade.

5 Controls

Shows the controls for navigating the Map.

Arcade Menu

Select an arcade and press $\odot$ or $\otimes$ buttons to open the arcade menu. Choose a menu item using the directional buttons and press $\odot$ or $\otimes$ buttons to proceed to one of the following.

Begin match

Fight against a variety of opponents.

Select Quest Order

Select a Quest Order to attempt. By completing a Quest Order you can win a prize. You can also check which quest order is currently selected.

Arcade Data

See Arcade Data such as the rank

distribution data for players at that arcade, the longest winning streak and completion rating.

Enter Tournament

Enter the tournament for the selected arcade. This menu item is only visible when the entry conditions have been completed.

QUEST MENU

Press **START** or **SELECT** buttons to see the **QUEST MENU**. Choose a menu item using the directional buttons and press $\odot$ or $\otimes$ buttons to proceed to one of the following.

EDIT

Manage Items, customize character, edit ring name and set difficulty. Change viewpoint using left and right analog sticks or **L1** / **L2** / **R1** / **R2** buttons.

SHOP

Use Fight Money won to purchase various Items. Equip Items in **EDIT**.

STATUS

View character statistics.

ADVICE

View advice and strategies.

PLAYER LIST

See a list of previous opponents.

TRAINING

Improve your fighting skills and techniques

Select from one of the three **TRAINING** modes detailed below to develop your fighting skills.

- ✱ During each **TRAINING** mode, L3 button resets damage and combo counts, and R3 button resets the player positions (see **BASIC CONTROLS** on p.4).



COMMAND

Practice commands

Practice different fighting skills according to commands displayed. By correctly entering the command, you can progress to the next technique. There are no limits on time or Energy. Press START or SELECT buttons at any time to bring up the Pause menu.

HOW TO VIEW THE COMMAND MODE SCREEN



① Technique

The name of the command presently being drilled.

② Command

The button combination required.

③ Lock Mark

Displayed when a specific command has been fixed for repeated practice.

④ Command Information

Displays button presses and frame count in real time.

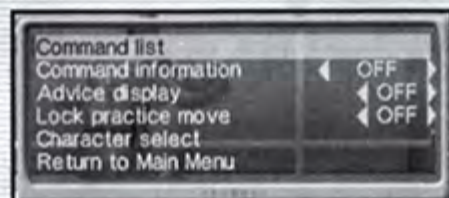
⑤ Command Attributes

Shows the damage attributes of the command.

⑥ Advice

Advice concerning the command input.

PAUSE MENU



Commands

Shows a list of commands available to the selected character.

Command information

Choose how command information is to be displayed.

Advice Display

Set command input advice display to **ON/OFF**.

Lock Practice Move

Set to **ON** to continue practicing the same move.

Character Select

Return to the **Character Select** screen.

Return to Main Menu

Finish and return to the **MAIN MENU**.

- ✱ Command names and selections listed may differ from those detailed in the **CHARACTER PROFILE AND COMMAND LISTS** (see p.21).

FREE

Adjust settings to practice for any situation

In **FREE** mode you can practice any command. Press **START** or **SELECT** buttons to bring up the Pause Menu and change environmental settings.

HOW TO VIEW THE FREE MODE SCREEN



1 Damage Information

Displays the quantity of damage induced by most recent attack or combo, and the record damage for the session.

2 Combo

Shows the Combo count and record count for the session.

3 Throw Decision Timer

Flashes to help you time throws.

4 Command Information

Displays key presses and frame count in real time.

5 Motion Information

Meter showing the delivery of the move counted in frames.



6 Damage Meter

Meter showing hit damage.

7 Evasion Display

Shows which direction to evade to prevent further attacks.

8 Stagger Mark

Time your opponent's recovery.

9 Recovery Timer

Helps you time your own recovery maneuver.

10 Throw Evasion Command Display

Shows the command needed to escape a throw.

11 Command Attributes

Damage attributes of the attack.

PAUSE MENU

CPU Settings

Adjust the behavior of the CPU.

⇨ States

Select the CPU's state and stance.

⇨ Reactions

Select the CPU's reactions to attacks.

⇨ Actions

Select the CPU's actions when States is set to "Fight."

⇨ Counterattacks

Adjust the CPU's counterattacks after guarding.

⇨ Details

Adjust detailed settings for the CPU.

Command List

View a list of all commands available to the selected character.

Speed Settings

Set the display speed for different types of movement.

Display Settings

Choose information to display on-screen.

Position Settings

Adjust character positions.

Ring Settings

Adjust wall settings.

Record

Control the CPU and record your motions into an Action File.

Playback

Play back the recorded CPU motions.

Character Select

Return to the Character Select screen.

Return to main menu

Finish and return to the **MAIN MENU**.

- ★ Action Files require a minimum of 30KB of free space on the memory card (8MB) (for PlayStation®2).

TRIAL

Practice with exercises for specific situations

TRIAL mode allows formal training in the complete range of skills from the most basic moves to advanced techniques and combos. Choose from one of the four modes below and select a character to begin your training. Progress is stored in the Player Data.



TRIAL MENU

TUTORIAL

Learn about and practice the basic fighting techniques. Suitable for beginners.

TACTICS ADVICE

Practice mid-air combo moves and attack series. Suitable for intermediate players.

CHALLENGE

Practice with more advanced fighting techniques. Suitable for advanced players.

MISSION PRACTICE

Practice the missions that appear in **ARCADE** mode.



HOW TO VIEW THE TRIAL MODE SCREEN



① Quota and Success Rate

Shows the required quota and success rate of the present technique. Aim to clear the quota in the time provided.

② Time Remaining

If this reaches zero before the quota is cleared, you will fail the test.

GUIDE

View explanations of Virtua Fighter™ terminology

See an explanation of the various terminology used in Virtua Fighter™ 4 Evolution. Select a category or vocabulary item using the directional buttons $\uparrow$ $\downarrow$ and press $\odot$ or $\otimes$ buttons for an explanation. Pressing $\triangle$ or $\square$ buttons cancels the selection and returns to the previous screen.



REPLAY

View replays of previous matches

Fight replays that have been stored on a memory card (8MB) (for PlayStation®2) or the Game Disc can be viewed here. During playback, the following controls can be used.



REPLAY CONTROLS

- $\triangle$ button Choose the player command input display.
- $\square$ button Pause playback. Press once more to continue playback.
- $\otimes$ button Show or hide controls.
- R1** button Advance 1 frame at a time.
- START** button Display **PAUSE** menu.

SEE ADVANCED PLAYERS IN ACTION!

A series of match replays fought by advanced players participating in actual tournaments are included on the Game Disc. These provide an excellent source of reference when developing your own techniques.



OPTIONS

Adjust various game settings and save/load the System File

In **OPTIONS** you can make various changes to the game settings, manage the System File and check the results of previous fights. Choose a menu item using the directional buttons and press **○** or **×** buttons to proceed to one of the following.

SETTINGS

Make changes to the game environment

Make adjustments to the gameplay environment. Choose an item using the directional buttons and press **○** or **×** buttons to proceed to one of the following.



GAME

Adjust game settings

This allows you to make a variety of changes to gameplay settings in **ARCADE** and **VS** modes. Make a selection using the directional buttons **↑ ↓** and use **← →** to make changes. Pressing **SELECT** button returns all settings to default.



DIFFICULTY

Choose from 5 levels of difficulty.

MATCH COUNT

Choose how many match credits are required to win.

ROUND TIME

Set the time limit per round.

ENERGY MAX -1P- / -2P-

Set the Energy level for each player.

ROUTE

Choose whether or not the **ARCADE** mode route can be selected.

VS STAGE

Choose whether or not the **VS** mode stage can be selected.

EXIT

Return to the previous screen.

SOUNDS

Adjust sound settings

This allows you to make changes to the sound and music. Make a selection using the directional buttons **↑ ↓** and use **← →** to make changes. Pressing **SELECT** button returns all settings to default.

AUDIO

Choose either **STEREO** or **MONAURAL** output.

SE/VOLUME

Listen to the sound effects used in the game and adjust the volume.

BGM/VOLUME

Listen to the background music used in the game and adjust the volume.

EXIT

Return to the previous screen.

CONTROLS

Adjust controller settings

Make changes to the controller button configurations for each player. Use the directional buttons $\leftarrow \rightarrow$ to select a configuration type and then **EXIT** to return. You can also edit each button function separately using the directional buttons $\uparrow \downarrow$ to select and $\leftarrow \rightarrow$ to make changes.



SCREEN

Adjust screen settings

Make adjustments to the screen **BRIGHTNESS** and **POSITION**. Make a selection using the directional buttons $\uparrow \downarrow$ and use $\leftarrow \rightarrow$ to make changes. Finally select **EXIT** to save the settings. Pressing **SELECT** button returns all settings to default.



WALLPAPER

Change your wallpaper

Set the wallpaper for the **MAIN MENU**. Use the directional buttons and **L1** **R1** to choose a design and $\odot$ or $\otimes$ buttons to select. Press **SELECT** button to see the currently selected wallpaper and $\triangle$ or $\square$ buttons to save and exit.



SYSTEM FILE

Save/load the System File

Save or load the System File stored on the memory card (8MB) (for PlayStation®2) inserted into **MEMORY CARD** slot 1.



THREE KINDS OF DATA FILES

As well as the System File, Action Files containing CPU move data recorded in **TRAINING** and Replay Files containing recordings of previous matches can also be stored on the memory card (8MB) (for PlayStation®2) inserted into **MEMORY CARD** slot 1.



RECORDS

View statistics

View character results and **ARCADE** mode statistics. Use the directional buttons $\leftarrow \rightarrow$ to select a rank type and $\uparrow \downarrow$ to scroll through the results. When viewing **LEAGUE**, select a character with $\odot$ or $\otimes$ buttons to see their individual results.



EXPLANATION OF RANKS

LEAGUE

Shows the results of battles in **VS** mode.

CLEAR TIME

Shows the top 50 clear times in **ARCADE** mode.

CHARACTER USAGE

Shows the frequency each character is played.

VICTORY STREAK

Shows the records of continuous wins.

INITIALIZE PLAYER DATA

Delete Player Data for individual characters

Use the directional buttons $\uparrow \downarrow$ to choose a Player Data to initialize and $\odot$ or $\otimes$ buttons to enter. On the confirmation screen, select **YES** to delete or **NO** to cancel.



EXIT

Return to the previous screen

Save changes and return to the **MAIN MENU**.



Character Profile & Command List

Akira	22
Pai	24
Lau	26
Wolf	28
Jeffry	30
Kage	32
Sarah	34
Jacky	36
Shun	38
Lion	40
Aoi	42
Lei	44
Vanessa	46
Goh	48
Brad	50

❖ Commands listed are examples only. Selections may differ from those displayed in TRAINING mode (see p.14).



Akira Yuki

After losing the Third World Fighting Tournament, Akira isolated himself in a mountainside retreat to atone for his lack of ability. Whilst reflecting on the nature of true strength, Akira was surprised to discover a number of devastating new moves. As he continued to improve, Akira felt his soul strengthening, and resolved to fight in the tournament once again.

- Country: Japan • Birthday: 1968.09.23 • Sex: Male • Blood: Type O
- Hobby: Kung-Fu • Stature: 180 cm • B/W/H: 115/90/94 • Weight: 79 kg
- Occupation: Kung-Fu Teacher • Fighting Style: Hakkyoku-Ken

TECHNIQUE	COMMAND
ATTACKS	
Housui	↓P
Koboku	↓↘↙P
Hachimon Kaida	PP
Kansuitai	PK
Shousui - Tanheitou	↘P↙
Rimon Chouchu	↘↘P
Yakuho Chouchu	↘↘↘P
Mouko Kouhazan - Kakuda Chouchu	↓↘↘PP (↓↘P during hit/guard)
Jouho Senshou	↘↘P
Byakko Soushouda	↓↘↘P
Fukko	↘↘P
Youhou	↘↘P
Shoutai	K
Fujinkyaku	↓K
Youzentai	↓K
Renkantai	↘↘KK
Sokutai	↘K
Maho Shoukou	↓↘P+K
Chouzan Housui	↘↘P+K (charges)
Tetsuzankou	↘↘↘P+K
Souka Housui	↘P+K
Zanshu	K+G
Youshi Saiken	K+GP
Gekiho Honko	↓P+K+G
Kaiko	↘P+K+G
Tenzankou	P+K+G (during Evade)
Tsutenhou - Mouko Kouhazan	↘P+K+G↘P
Soutoushou	↘↘P+K+G
Gaimon Chouchu	↘P+K+GP
Teiroukanpo - Choushinchu	↘P+K+GP
Teiroukanpo - Fujinkyaku	↘P+K+GK
Teishitsu Dantai	K+G (release G after 1 frame)

TECHNIQUE	COMMAND
ATTACKS	
Teiroukanpo - Honshin Shouten - Shouten Housui	↙P+K+G↘P+K↙P
Hougeki Unshin Soukoshou	P+K+G↙↙P+G↙ / ↙P
Shura Ha'ou Koukazan	↙K+G↙P↙↙↙P+K
Kyoho	↙K+G↙P↙ / ↙ (back turned)
Fujin Shoushitsu Fukkogeiki	↙K+G↙K↙↙P
THROWS	
Toushin Soutai	P+G
Shishi Hougetsu	↙P+G
Shishi Hougetsu	↙P+G (against a wall)
Shinporiko	↙P+G
Shin'iha	↙↙P+G↘P+K
Kouzanheki	↙↙P+G↙↙P+K
Daiden Housui	↙↙P+G
Youshi Senrin	↙↙P+G
Shin'iha	↙↙P+G
Junho Honko	↙↙P+G
Kyuhou Chouchu	P+G (beside enemy)
Daisekkou	P+G (behind enemy)
REVERSALS	
Gaimon Chouchu	↙P+K
Tan'yokuchou	↙P+K
Honshin Tanda	↙P+K
JUMP ATTACKS	
Rakuho Shasui	P
Choushitai	K
DOWN ATTACKS	
Soukahou	↙P
Gekihousui	↙P
BACK TURNED ATTACKS	
Hairakuheki	↙P
Haitai	K
Chisentai	↙K
Tetsuzankou	P+K
WALL ATTACKS	
Hekiyakutai	↙P+K+G (against a wall)
RISING ATTACKS	
Katsumen Sentai	KKK
Chisoukyaku	↙KKK



Pai Chan

After her defeat in the Third World Tournament, Pai realized that her fighting skills closely matched those of her father. While training, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor, Pai plans to enter the tournament to defeat him.

- Country: Hong Kong • Birthday: 1975.05.17 • Sex: Female
- Blood Type: O • Hobby: Dancing • Stature: 166 cm • B/W/H: 85/54/88
- Weight: 49 kg • Occupation: Action Star • Fighting Style: Ensei-Ken

TECHNIQUE

ATTACKS

Renkan Tenshinkyaku
 Renkan Tenshin Soukyaku
 Renkan Haitenkyaku
 Renken Toukyaku
 Renken Toukikyaku
 Renkentai
 Souchuken
 Senchuken
 Ensei Kosouha
 Hi'en Dantai
 Ensei Souchou
 Ensei Souchouheki
 Ensei Raigekiken
 Souka Senpukyaku
 Souka Rensuishou
 Rensui Toukikyaku
 Soukasui - Bokutai
 Rikensui
 Koushu Kasui Senpukyaku
 Ko'en Senkyaku
 Taitou Risenkyaku
 Ensei Katai - Turn
 Renkasentai
 Ensei Toukikyaku
 Honshin Choutankyaku
 Koutankyaku
 Ensei Haikyaku - Bokutai
 Ensei Haijinkyaku
 Senkyaku Chuken
 Rensen Haitenkyaku
 Hi'en Rekkyaku
 Ensei Katanheki
 Hien Tenshinshou
 Ensei Katai
 Kasuishou
 Ensei Senpukyaku
 Zensoutai
 Enbu Renkyaku
 Ensei Touku Haikyaku
 Enjin Senpukyaku
 Honshin Soukyaku
 Enshu Haiten Renkyaku
 Sokushin Senpuga

COMMAND

PPPK
 PPP↓K
 PPP□ / □K
 PPK
 PPKK
 PK
 ↓P
 □P
 ↓□P
 □□PK
 □□PP
 □P
 ↓□P
 □PK
 □PP□P
 □PPKK
 □P□ (goes to Bokutai stance)
 □P
 KPK
 KK
 K (while rising from a crouch)
 ↓K□ (turns back to opponent)
 ↓KK
 □KK
 →K (while running)
 □□K
 □K↓ (goes to Bokutai stance)
 ↓□K
 □KP
 □K□K
 □KK
 P+K
 P+K (while rising from a crouch, turns)
 ↓ / □P+K
 □□□P+K
 K+G (turns back to opponent)
 ↓K+G
 □K+G
 □□K+G (turns back to opponent)
 □K+G
 □K+G
 □K+GK
 P+K+G (during Evade)

TECHNIQUE

COMMAND

BOKUTAI STANCE ATTACKS

Zensoutai	K
Zensou Taitoukyaku	KK
Kinkei	P+K
Kousoutai	K+G
Kousou Soushougeki	K+GP

MEISHOUHO ATTACKS

Meishouho	△P+K+G
Meishouho Gekiryuha	PPP
Meiho Zensoutai	K
Meishougei Enshi Renshou Soukyaku	K+GPK

THROWS

Toushin Housoukyaku	P+G
Raishin Nyurin	△P+G
Raishin Nyurin	△P+G (against a wall)
Hi'en Honko	△P+G
Kuretsu Tenhou	↓△P+G
Toushin Inshou	△△P+G
Honshin Haisetsukou	△△P+G
Ensei Houshin Katai	△△P+G
Ensei Monka	△△P+G
Sei'en Katou	△△P+G
Senpu Enka	△△△ / △△△P+G
Haishin Choushou	P+G (beside opponent)
Shun'en Katou	P+G (behind opponent)
Hi'en Tenshin Shoukyaku	△P+K+G (opponent crouching)
Enfu Rinshou	△P+K+G (opponent crouching)
Ensei Shoutai	△△P+K+G (opponent crouching)
Haishin Choushou	△/△P+K+G (beside crouching opponent)
Shun'en Katou	△/△P+K+G (behind crouching opponent)

REVERSALS

High Punch/Kick/Elbow Parry	△P+K
Mid Punch/Kick/Elbow Parry	△P+K
High Punch/Kick/Elbow Reversal	△P+K
Mid Punch/Kick/Elbow Reversal	△P+K
Honshin Rasen Anshou	P+G (Pai vs Pai K reversal-reversal)

JUMP ATTACKS

Toudan Kensui	P
Sokushutai	K

DOWN ATTACKS

Rai'in Shouda	△P
Enshu Raigeki	△P

BACK TURNED ATTACKS

Koushutai	K
Zaban Soushou	P+K
Haishin Kasui	△P
Zaka Sentai	△K
Meishouho	P+K+G

WALL ATTACKS

Hekika Haishu	△P+K+G
Hekika Haiten	△P+K+G

RISING ATTACKS

Zensentai	KKK
Zensou Sentai	↓KKK



Lau Chan

After losing against Kage-Maru in the third tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them a chance to master his powerful martial arts style.

- Country: China • Birthday: 1940.10.02 • Sex: Male • Blood Type: B
- Hobby: Chinese Poem • Stature: 172 cm • B/W/H: 99/90/93
- Weight: 77 kg • Occupation: Cook • Fighting Style: Koen-Ken

TECHNIQUE

ATTACKS

Renkan Tenshinkyaku

Renkan Tenshin Soukyaku

Renkan Haitenkyaku

Souken Senputai

Tenshin Soukoshou

Renkentai

Souchuken

Hou'ou Souchou - Kokei

Ko'en Souyokushu

Kosoushou

Fukko Sougeki

Hi'en Renshou

Hi'en Soukyaku

Hi'en Senpukyaku

Renshou Tenshinkyaku

Renshou Haitenkyaku

Renshou Tenshin Soukyaku

Renshou Senputai

Shajou Chusui - Kokei

Renkan Ko'enshou

Junho Renshou - Kokei

Renshu Senpu

Taitou Risenkyaku

Ko'en Kasou Renshou

Tenshin Risenkyaku

Chisoutai

Senkyaku Renkan Koshou

Senkyaku Chushou - Kokei

Kokyaku Haiten

Touku Kosenkyaku

Enshishou

Ko'en Souken

Tenshin Senchugeki

Souko Sensou

Ko'en Tenshin Utanchu

Sakosoushou

COMMAND

PPPK

PPP↓K

PPP↙ / ↘K

PPK

P↙PP

PK

↓P

↙PPP+K+G (goes to Kokei stance)

↙PP

↙↙P

↓↙↙P

↙↙P↓P

↙↙P↓K

↙↙PK+G

↙PPPK

↙PPP↘K

↙PPP↓K

↙PPK

↓↙PPP+K+G (goes to Kokei stance)

↓↙P↙P+K

↙↙PPP+K+G (goes to Kokei stance)

KK

K (while rising from a crouch)

↓KP

↓KK

↙↙K

↙KPP

↙KPP+K+G (goes to Kokei stance)

↙K

↙K

P+K

↓P+K

↙P+K

↙↙P+K (turns back to opponent)

↙P+KP

↙P+K

TECHNIQUE	COMMAND
ATTACKS	
Souko Reppa	⇨P+K
Honshin Hekiken	⇨P+K
Senpuga - Kokei	K+G (goes to Kokei stance)
Ensenshu	⇨K+G
Koryu Tenshinkyaku	⇨K+G
Enjin Senpukyaku	⇨K+G (back turned)
Kukokyaku	⇨K+G
Kousokuhi Ko'enshou	P+K+G (during Evade)
KOKEI STANCE	
Senshin Shajou Sougeki	PPP+K
Kokyaku Haiten	K
Kosou Gekishou	P+K
THROWS	
Kensha Touraku	P+G
Raishin Nyurin	⇨P+G
Raishin Nyurin	⇨P+G (against a wall)
Honshin Soukosoushou	⇨⇨P+G
Ryusha Senten	⇨P+G
Ryusha Senten	⇨P+G (against a wall)
Tenshin Ha'inshou	⇨⇨P+G
Daichi Touseu	⇨⇨P+G
Ryushu Katou	⇨⇨P+G
Ko'en Renbu	⇨⇨P+G
Tenshin Souhashou	P+G (beside enemy)
Mouko Haishu	P+G (behind enemy)
JUMP ATTACKS	
Touku Chuken	P
Rekka Kosenkyaku	K
Tenshin Soutai	⇨K
DOWN ATTACKS	
Toushugeki	⇨K
Kosou Raishu	⇨P
BACK TURNED ATTACKS	
Haigo Shakashou	⇨P
Zaka Sentai	⇨K
Touku Haishou	⇨K+G
Gekihochu	P+K
WALL ATTACKS	
Hekika Haishu	⇨P+K+G
Hekika Haiten	⇨P+K+G
RISING ATTACKS	
Zensentai	KKK
Zensou Sentai	⇨KKK



Wolf Hawkfield

Wolf fought in the Third World Tournament due to a recurring nightmare of the apocalypse. Although these nightmares ceased when the tournament ended, they soon returned. The shaman of his settlement told Wolf that the tournament organizers planned to turn his nightmare into reality. Wolf resolved to enter the next tournament and prevent such a thing from happening.

- Country: Canada • Birthday: 1966.02.08 • Sex: Male • Blood Type: O
- Hobby: Karaoke • Stature: 181 cm • B/W/H: 123/93/98 • Weight: 101 kg
- Occupation: Woodman • Fighting Style: Pro Wrestling

TECHNIQUE

ATTACKS

One Two Upper

Combo Double Arm Suplex

Hammer Kick

Low Hammer

Dragonfish Blow

Reverse Sledgehammer

Axe Lariat

Screw Lariat

Elbow Butt

Shoulder Attack

Shoulder Feint

Arrow Knuckle Real

Arrow Knuckle

Vertical Smash

Comet Hook

Flying Meyer

Double High Kick

Standing Low Kick

Low Smash

Knee Lift

Low Drop Kick

Face Lift Kick

Drop Kick

Level Back Crush

Running Shoulder Attack

Push Up

Short Shoulder

Grizzly Lariat

Neck Cut Kick

Rolling Savate

Tornado Savate

Toe Kick Stunner

Toe Kick Side

Front Roll Kick

Thrust Kick

Flying Zero

Reject Wall - Level Back Chop

Reject Wall - Low drop kick

Reject Wall - Catch

Reject Wall - Reject Wall

COMMAND

PPP

PPPPPP+K+G

PK

PP

PPP

PPPP

PPPP

PPPPPPPP

PP

PPPP

PPPPPP

PPPP

PP

PPPP

PP

PPPPPP+G

KK

KK

KK

KK

KK

KK

KK

PP+K

PP+K (while running)

PP+K

PPPP+K

PPPP+K

K+G (falls down)

KK+G

PPPP+K+G

KK+GPP+G

KK+GK

PPPP+K+G (falls down)

PPPP+G (turns back to opponent)

PPPP+G (falls down)

PP+K+GP

PP+K+GK

PP+K+GPP+G (goes to Catch)

PP+K+GPP+K+G

TECHNIQUE

COMMAND

ATTACKS

Side Step Catch

P+K+G (during Evade)

Jumping Lariat

➡P+K+G (while running)

THROWS

Face Crush Chop

P+G

Giant Swing

↺↻↺↻↺↻ P+G

KS

↻↻↻↻ / ↻↻↻↻ P+G

Pendulum Lariat

↺↻↺↻↺↻ P+G P+G

DDT

↺P+G

Smash Down Bottom

↺↻P+G

Excalibur

↺P+G

Wall Body Slam

↺P+G (against wall)

Jackhammer

↺↻P+G P+G

Swing Through

↺P+G

Arm Whip

↺↻P+G

Frankensteiner

↺P+G

Low Sway Tackle

↺↻P+G

Double German

↺P+G↺P+G↺P+G

Sliding Leg Scissors

P+G (beside opponent)

Cyclone Whip

↺↻ / ↺↻P+G (beside opponent)

German Suplex

P+G (behind opponent)

Dragon Suplex

↺P+G (behind opponent)

Frankensteiner

↺P+G (behind opponent)

Side Suplex

↺P+K+G (opponent crouching)

Reverse Tiger Driver

↺P+K+G (opponent crouching)

Big Bridge Bomb

↺↻P+K+G (opponent crouching)

Double Arm Suplex

↺P+K+G (opponent crouching)

Cross Armbreaker

↺/↻/↺P+K+G (beside crouching oppnt.)

German Suplex

P+K+G (behind crouching opponent)

REVERSALS

Captured

↺P+K

Dragon Screw

↺P+K

Low Punch Cut

↺P+K

Shining Wizard

↺P+K↺P+G

JUMP ATTACKS

Step Hammer

P

Toe Crush

K

DOWN ATTACKS

Elbow Drop

↺P

Elbow

↺P

Piercing Elbow

↺P+K

Double Claw

↺P+G

Stomping

↺P+G

BACK TURNED ATTACKS

Back Low Hammer

↺P

Back Drop Kick

↺K

WALL ATTACKS

Jumping Knee

↺P+K+G

RISING ATTACKS

Rolling Clear

KKK

Low Clear

↺KKK



Jeffry McWild

With the prize money he received from the last tournament, Jeffry completed the construction of his ship. Unfortunately, when he returned to sea, 'Devil Shark' was nowhere to be found. To find it, Jeffry would need to utilize a fishing research vehicle - a costly purchase he couldn't afford. Tempted by the prize money, Jeffry jumped at the chance to enter the fourth tournament.

• Country: Australia • Birthday: 1957.02.20 • Sex: Male • Blood Type: A
 • Hobby: Reggae Music • Stature: 183 cm • B/W/H: 121/93/97
 • Weight: 111 kg • Occupation: Fisherman • Fighting Style: Pancratium

TECHNIQUE

ATTACKS

Body Blow - Threat Stance

Combo Pile Bunker

Low Knuckle

Elbow Hammer

Dash Elbow Upper

Bottle Cut Chop

Double Impact

Kenka Hook

Tornado Punch

Rising Hammer

Double Upper

Full Swing Upper

Vertical Upper

Killing Toe Kick Splash Mountain

Killing Tow Kick Hammer

Toe Kick Hammer

Toe Kick Splash Mountain

Vertical Kick

Knee Attack

Kenka Kick

Knee Push Bottle Cut

Side Kick

Heavy Low Kick

Double Stab

Hell Dunk Elbow

Middle Hell Stab

Running Body Press

Choke Slam

Stomach Destroyer

Heavy Back Knuckle - Threat Stance

Megaton Knuckle

Head Attack

Full Swing Double Hammer

Megaton Body Blow

Megaton Fist Drop

Ducking Low

Heel Drop

Running Hip Attack

COMMAND

PPP+K+G (goes to Threat stance)

PKP

↓P

⇨P⇨P

⇨⇨PP

⇨⇨P

⇨PP

⇨⇨P

⇨⇨⇨P

⇨⇨PP

⇨PP

⇨⇨P

↓⇨P

KK⇨⇨⇨P+G

KKP

⇨KP

⇨K⇨⇨⇨P+G

↓K

⇨K

⇨⇨K

⇨KP

⇨K

⇨K

P+KP

⇨P+K

⇨P+K

➡P+K (while running)

⇨⇨P+KP+G

⇨P+KK

⇨P+KP+K+G (goes to Threat stance)

⇨⇨P+K

⇨⇨P+K

⇨⇨⇨P+K

⇨P+KPP

⇨P+K

⇨K+G

⇨K+G

➡K+G (while running / falls down)

TECHNIQUE

COMMAND

ATTACKS

Heel Scythe Kick

⇨K+G

Rolling Heel Attack

⇨K+G

Side Step Elbow

P+K+G (during Evade)

THREAT STANCE ATTACKS

Threat Stance

P+K+G

Heavy Knee Strike

P⇨P+G

Counter Side Kick

K

Spear Straight

P+K

THROWS

Knee Smash

P+G

Power Slam

⇨P+G

Body Lift

⇨P+G

Spine Buster

⇨P+G

Back Flip

⇨P+G

Wall Back Flip

⇨P+G (against a wall)

Back Throw

⇨P+G

Triple Head Butt

⇨⇨P+G⇨P+G⇨P+G

Head Crush

⇨⇨P+G⇨P+G⇨P+G

Head Crush

⇨⇨P+G⇨P+G

Tackle

⇨⇨P+G

Machine Gun Tackle

⇨⇨P+G (against a wall)

Machine Gun Hammer

⇨⇨P+G

Front Backbreaker

⇨⇨⇨P+G

Splash Mountain

⇨⇨P+G

Coconut Crush

P+G (beside enemy)

Armbreaker

⇨⇨ / ⇨⇨P+G (beside enemy)

Backbreaker

P+G (behind enemy)

Choke Sweeper Swing

⇨P+G (behind enemy)

Power Bomb

⇨P+K+G (enemy crouching)

Iron Claw

⇨P+K+G (enemy crouching)

Machine Gun Knee Lift

⇨⇨P+K+G (enemy crouching)

Corkscrew Knuckle

⇨P+K+G (beside enemy crouching)

Backbreaker

P+K+G (behind enemy crouching)

JUMP ATTACKS

Hammer Down

P

Step Kick

K

DOWN ATTACKS

Stomping

⇨K

Body Press

⇨P

Devil Reverse Claw

⇨ / ⇨P+G

BACK TURNED ATTACKS

Back Double Hammer

⇨P

Back Heel Kick

⇨K

WALL ATTACKS

Jumping Knee

⇨P+K+G

RISING ATTACKS

Spinning Up Kick

KKK

Spinning Low Kick

⇨KKK



Kage-Maru

Kage took part in the third tournament to defeat Dural and obtain new parts to help save his mother. Sadly, his mother's condition worsened and she became Dural completely. On infiltrating the organization he found a new Dural which contained the secret to saving his mother. With that, he pledged to enter the fourth tournament.

- Country: Japan • Birthday: 1970.06.06 • Sex: Male • Blood Type: B
- Hobby: Mah-Jong • Stature: 178 cm • B/W/H: 101/89/90
- Weight: 66 kg • Occupation: Ninja • Fighting Style: Hagakure Style

TECHNIQUE

ATTACKS

Sandan Urageri

Sandan Fujinkyaku

Sandan Rasen Urageri

Resshou Rasengeki

Resshoukyaku

Hagasane

Jizuridan

Hijiuchi

Rasen Urageri

Fusenjin

Yougeki

Sokudangasane

Tsukikaeshigeri

Jisuberibashiri

Surigeri

Ryugakuha

Ryueikyaku

Fu'ei Renkyaku

Fushin Hizageri

Tenshin Agokudaki

Kuruwageri

Nakageri

Jibashiri

Senpugeri

Bosatsushou

Fujin Urasuisha

Rakusenjin Gaeshi

Kasumi Yaiba

Naraku Otoshi

Rasen Souryujin

Tsumujigeri

Fusen Renkyaku

Hagaryu

Gen'you

Urasuisha

Suishageri

Engetsuger

Hagakure Senjin

Rairyu Hishoukyaku

Sokuten

Naraku Otoshi

Ryugakuha

Shinsodan Zenten

COMMAND

PPPK

PPPK / K

PPPK

PPPK (hold P to enter Jumonji stance)

PPK

PK

PK

PK (hold P to enter Jumonji stance)

PK

PK

PK

PK

K

K (during Run)

K

K

K

K

K

K

K

K

K

K

P+K (goes to Jumonji stance)

P+KK

P+KK

P+K (into Jumonji stance)

P+KK

P+KK

K+GPP

K+G

K+G

K+G

K+G

K+G

K+G

P+K+G (during Evade)

P+K+G

P+K+G

PK (during Roll)

K+G (during Roll)

PK

TECHNIQUE

COMMAND

JUMONJI STANCE

Enter Jumonji Stance	P+K+G (goes to Jumonji stance)
Kama'itachi	PKK (stays in Jumonji stance)
Kusabi'uchi	□P (stays in Jumonji stance)
Suigetsugeru	K (stays in Jumonji stance)
Suimengeri	↓K
Dounuki	□K (hold K to return to normal stance)
Suigetsuhou	P+K (hold P+K for normal stance)
Hi'en	K+G (hold K+G for normal stance)
Ryu'eiten	↑ / ↓
Jumonjibashiri	□□ (stays in Jumonji stance)
Kabutowari	K (during Jumonji Run, stays in Jumonji stance)

THROWS

Taitou	P+G
Jungyaku Jizai	□P+G
Ko'enraku	□P+G
Izuna Otoshi	□P+G↑P+G
Katanagasumi	□P+G
Fushin Randangeki	□P+G
Kagegasumi	□□P+G
Fugasumi	□↓P+G
Shiranui	□↓P+G (against a wall)
Kirigasumi	P+G (beside opponent)
Ha'uragasumi	P+G (behind opponent)
Ha'uragasumi	P+K+G (behind opponent)
Fushin Randangeki	P+G (from Jumonji stance)

REVERSALS

Kotegaeshi	□ / □P+K
Chiryu	P+K+G (from Jumonji stance)

JUMP ATTACKS

Shutou	P
Tobi Maegeri	K

DOWN ATTACKS

Kakato Otoshi	□K
Hishougeki/Asuka/Hi'endan	□P

BACK TURNED ATTACKS

Urashutou	↓P
Hangetsugeru	↓K
Hairyusou	↑K
Shin'youshu	P+KK
Raimeizan	P+GP
Ura'ate	P (from Jumonji stance)
Ura Minamogiri	↓K (from Jumonji stance)

TURN AWAY ATTACKS

Rakujingaeri	□□P
Ura Tsumujigeri	□□K
Ryubisen	□□K+G

WALL ATTACKS

Kaimon Kousui	□P+K
Boukeshu	□P+K+G

RISING ATTACKS

Tatsumakigeri	KKK
Tatsumaki Surigiri	↓KKK



Sarah Bryant

After regaining her memory and returning home, Sarah's desire to defeat Jacky was still overwhelming. Before long, she received a call from her brother informing her that he planned to enter the fourth tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

• Country: America • Birthday: 1973.07.04 • Sex: Female • Blood Type: AB
 • Hobby: Sky Diving • Stature: 173 cm • B/W/H: 90/57/90 • Weight: 55 kg
 • Occupation: College Student • Fighting Style: Martial Arts

TECHNIQUE

ATTACKS

Combo Rising Knee

Combo Somersault Kick

Combo Scarecrow

Double Punch Snap Kick

Punch High Kick

Punch Side Kick

Squat Straight

Double Joint Butt

Elbow Side Chop

Setup Combination

Moonsault

High Kick Straight

Double Thrust Kick

Jackknife Middle Kick

Quick Knee

Dash Knee

Switch Kick

Feather Scarecrow

Heel Kick Moonsault

Mirage Kick

Dragon Smash Cannon

Somersault Kick

Low Kick

Hide Side Kick

Serpent Smash Cannon

Storm Combination

Double Rise Kick

Spinning Scarecrow

Crush Tornado

Running Knee

Leg Slicer

Spin Heel Sword

Rising Knee Double

Rising Knee Combo

Crescent Heel

Round Kick

Low Spin Kick

Valkyrie Sword

Venom Smash

Right/Left Side Kick

COMMAND

PPPK

PPP△ / △K

PPP△K (goes to Flamingo stance)

PPK

PK

P△K

△P

△PK

△PP

△PK (goes to Flamingo stance)

△P

KK

KK

△KK

△K

△△K

△K (goes to Flamingo stance)

△K (goes to Flamingo stance)

△KP

△KK (goes to Flamingo stance)

△△K

△K / △K+G

△K

P+K (goes to Flamingo stance)

△P+KK

△P+KPK (G cancels, goes to Flamingo)

△P+K (goes to Flamingo stance)

K+G (goes to Flamingo stance)

K+G (while rising from a crouch)

K+G (while running)

△K+G

△K+G

△△K+G

△△K+G, K

△K+G

△K+G

△K+G

△K+GK (goes to Flamingo stance)

△K+G

P+K+G (during Evade)

TECHNIQUE

COMMAND

FLAMINGO STANCE

Step-in Menace	⇨ (stays in Flamingo stance)
Backroll Escape	⇨
Cut-in Punch	P
Cut-in Chop	⇨P
Moonsault	⇨P (stays in Flamingo stance)
Side Kick Combination	KKK (stays in Flamingo stance)
Low Cut Combination	KK⇨K (stays in Flamingo stance)
Cannon Combination	KKK+G (stays in Flamingo stance)
Hand Hold Neck Cut	⇨KP+G
Guard Crush Sword	⇨K (stays in Flamingo stance)
Cut-in Middle	⇨K (stays in Flamingo stance)
Somersault Kick	⇨K
Fake	P+K (stays in Flamingo stance)
Side Neck Cut Sword	⇨ / ⇨P+K (stays in Flamingo stance)
Neck Cut Slash	K+G+P+G
Low Spin Kick	⇨K+G (stays in Flamingo stance)
Heel Sword Slash	⇨K+G

THROWS

Front Suplex	P+G
Mermaid Phalanx	⇨P+G
Lightning Knee Smash	⇨P+G (against a wall)
Rolling Face Crush	⇨P+G
Neckbreaker Drop	⇨⇨P+G
Leg Hold Throw	⇨⇨P+G
Sweet Pain	⇨⇨⇨⇨ / ⇨⇨⇨⇨P+G
Falling Angel Throw	⇨⇨P+G
Shell Break Elbow	P+G (beside opponent)
Backdrop	P+G (behind opponent)
Backdrop	P+K+G (behind opponent)
Leg Hook Throw	P+G (from Flamingo)
Gatling Kick Beat	⇨⇨⇨⇨ / ⇨⇨⇨⇨P+G (from Flamingo)

JUMP ATTACKS

Elbow	P
Step Hook Kick	K

DOWN ATTACKS

Soccerball Kick	⇨K
Jumping Knee Stamp	⇨P

BACK TURNED ATTACKS

Turn Low Straight	⇨P
Turn Low Spin Kick	⇨K
Dragon Kick	⇨K
Turn Rising Kick	⇨K

TURN AWAY ATTACKS

Back Knuckle Turn	⇨⇨P
Back Spin Kick Turn	⇨⇨K
Spin Turn Kick	⇨⇨K
Double Spin Kick	⇨⇨KKK

WALL ATTACKS

React Round Kick	⇨P+K+G
Wall Back Roll	⇨P+K+G

RISING ATTACKS

Vertical Spin Kick	KKK
Low Spin Kick	⇨KKK



Jacky Bryant

With Sarah back and the third tournament behind him, Jacky was anxious to return to racing, but 3 months before his first comeback race, Jacky's sponsors were mysteriously attacked. That same week, Jacky received a letter ordering him to enter the fourth tournament if he wanted the attacks to stop. This threat was more than enough to convince Jacky to enter the tournament once again.

- Country: America • Birthday: 1970.08.28 • Sex: Male • Blood Type: A
- Hobby: Training • Stature: 182 cm • B/W/H: 110/87/92 • Weight: 75 kg
- Occupation: Indy Car Racing • Fighting Style: Jeet Kune Do

TECHNIQUE

ATTACKS

Flash Piston Punch

Double Punch Groin Kick

Combo Smash Sword

Combo Smash Back Knuckle Spin

Combo Smash Back Knuckle Low Spin

Combo Back Knuckle Spin

Double Punch Low Spin Kick

Jab Double Straight

Punch Spin Kick

Punch Side Kick

Punch Low Spin Kick

Punch High Kick

Squat Straight

Middle Back Knuckle Spin

Middle Back Knuckle Low Spin

Middle Smash Sword

Double Back Knuckle

Spinning Slant Back Knuckle

Spinning Arm Kick

Spinning Back Knuckle Low

Lightning Back Knuckle

Smash Back Knuckle

Smash Upper

Slant Low Spin Kick

Combo Knuckle Spin Kick

Combo Knuckle Low

Double Spinning Kick

Smash Low Kick

Fake Elbow Back Knuckle

Groin Kick

Step-in Middle Kick - Turn

Standing Knee Kick Combo

Middle Kick

High Angle Upper Kick

Somersault Kick

Low Kick

Beat & Back Knuckle

Beat Spin Kick

Chopping Left Combo

COMMAND

PPP

PPK

PP⇨PK

PP⇨PPK

PP⇨PP⇨K

PP⇨PK

PP⇨K

PP⇨P

PK (parallel foot position)

PK (reverse foot position)

P⇨K

⇨PK

⇨P

⇨PPK

⇨PP⇨K

⇨PK

⇨PP

⇨P⇨P

⇨PK

⇨P⇨K

⇨PPP

⇨PPP+K

⇨⇨P

⇨PK

KPK

KP⇨K

KK

⇨K

⇨KPP

⇨K

⇨⇨K⇨

⇨KK

⇨K

⇨⇨K

⇨K

⇨K

P+KPP

P+KK

⇨P+KPP

TECHNIQUE

COMMAND

Sway Hook	↩P+K
Bil Jee	↩↩P+K
Lightning Kick 5	↩P+KKKKK
Kiss of the Dragon	↩P+KP+G
Lightning Combination 5	↩P+KPPPK
Lightning Low	↩P+KPPPK↩K
Spinning Kick Low Spin Kick	K+G↩K+G
Spinning Kick	K+G
Spin Leg Slicer	↩K+GK
Spin Heel Sword	↩K+G
Middle Spin Kick	↩↩K+G
Jumping Savate	↩K+G
Head Hook Kick	↩K+G
Switch Spin Kick	P+K+GP
Heavy Body	↩P+K+G↩↩P
Step-in Sword	↩P+K+GK
Step-in Low Slash High	↩P+K+G↩KK
Barrier Kick	P+K+G (during Evade)

THROWS

One-Inch Blow	P+G
Northern Light Bomb	↩P+G
Dragon Fist	↩↩P+G
Wall Face Crush	↩↩P+G (against a wall)
Knee Strike	↩↩P+G
Sadistic Hanging Knee	↩↩P+G
Neck Slashing	P+G (beside opponent)
Face Crusher	P+G (behind opponent)

REVERSALS

Pak Sao	Standing Neutral
Pak Sao Knuckle	Pak Sao P

JUMP ATTACKS

Elbow/Step Straight	P
Step Hook Kick/Step Heel Kick	K

DOWN ATTACKS

Soccerball Kick	↩K
Jumping Knee Stamp	↩P

BACK TURNED ATTACKS

Turn Slant Low Spin Kick	↩PK
Turn Kick	K
Turn Low Spin Kick	↩K
Blind Back Knuckle	P+K
Step Back Bil Jee	P+K+GP
Step Back Side Kick	P+K+GK

TURN AWAY ATTACKS

Side Hook Turn	↩↩P
Spinning Kick Turn	↩↩K

WALL ATTACKS

React Round Kick	↩P+K+G
Wall Back Roll	↩P+K+G

RISING ATTACKS

Vertical Spin Kick	KKK
Low Spin Kick	↓KKK



Shun-Di

Although he joined the tournament to look for his pupil, Shun could not find him. Returning home, Shun found a letter from his pupil explaining that he would need to help rescue him if he failed to escape the Organization. Months passed and the pupil did not return, so Shun resolved to enter the fourth tournament, infiltrate the Organization, and rescue his pupil by force.

- Country: China • Birthday: 1912.01.02 • Sex: Male • Blood Type: O
- Hobby: Drinking • Stature: 164 cm • B/W/H: 88/86/89 • Weight: 63 kg
- Occupation: Herbal Doctor • Fighting Style: Drunken Kung-Fu

TECHNIQUE

ATTACKS

Saishu Renkangeki	PPP
Rengeki Koukashutai	PP↓KK (after 6 Drinks)
Chougeki Rigoutai - Turn	PK△
Fukuchougeki	↓P
Chouwan Saishu	↓△↓PP (after 6 Drinks)
Kasenko	↓PPP
Ousougeki	△P
Rengeki Gakushu	△↓PPP
Shinpo Suikoushu	△△P
Gyou'in Renkan Tankyaku - Suisen Touritsu	△PPKKP+K+G (after 8 Drinks)
Getsuga Saigeki	↓△P
Haisenchi Kaikakyaku	△PK
Renshu Kaishu	KKP
Renshu Haikaryukaku	KK↓PK (after 16 Drinks)
Gyousentai	↓K
Sokutan Senshu	△K
Chubu Soutenkyaku	△△K
Getsuga Chougeki	△KP
Toushin Soutanshu	△KK (falls down)
Kouhi Sentai	↓△K
Sokutankyaku	△K
Koushu Rentai	△KK
Suisen Renkyaku - Suisen Touritsu	P+KKKP+K+G
Tenshin Souchushou	△P+K (+3 Drinks)
Tenshin Getsuga Chougeki	△P+K (after 10 Drinks)
Gekizan Senchu	△P+K
Kanshoushi	△P+KP
Ousoushu	K+GP
Tanhi Chougeki	K+G
Renkan Zensen Soutai	↓K+GKK (after 7 Drinks)
Senpu Soutai	↓ / △K+G
Toukyaku	△K+G
Honshin Rensenkyaku	△K+G
Ryubikyaku	△K+G
Haitou Rensenkyaku	△K+G
Gyou'inshu	P+K+G (+1 Drink)
Shasoku Renkyaku	P+K+G (during Evade)
Kasen Renchugeki	↓ / △P+K+GPP
Koushinhi Futsushu	△P+K+GP
Kousoku Zenhi	△ / △P+K+G
Kousoku Kouhi Futsushu	△ / △P+K+GP
Kousoku Koushi Soushu	△ / △P+K+GP+K

COMMAND

TECHNIQUE

COMMAND

ZABANTETSU STANCE (SITTING)

Zabantetsu	↘P+K
Chubu Rakusenkyaku	K
Saieikyaku	↘K
Za'inshu	P+K+G (+3 Drinks)

TENTOURITSU STANCE (HANDSTAND)

Tentouritsu	⇨⇨⇨⇨⇨P+K
Toushin Renkyaku	K
Tenshin Suishukou	P+K
Tenshin Suishukou - Oushin	P+K+G
Soushoutai	K+G

USHIN STANCE (LYING DOWN)

Oushin	⇨⇨⇨⇨⇨P+K
Gyoushin Toutai	KPK
Nehan Rengekikatai	KP↘KK (after 10 Drinks)
Nehan Soukyaku	↘K
Oushin Inshu	P+K+G (+3 Drinks)

CHOUKAROU STANCE

Chousuiho	⇨ / ↘
Ousou Sengeki	P
Sokutan Senshu	K
Zensen Soutai	K+G
Getsuga Chougeki	P+KKP
Toushin Soutanshu	P+KKK
Shinpo Suikoushu	⇨P+K+GP
Suisen Rensoutai	⇨P+K+GK

THROWS

Suiho Tenshinchu	P+G (+4 Drinks)
Rengeki Tenshin Ousoushu	⇨⇨⇨P+G (after 3 Drinks)
Toushu Richu	⇨P+G
Toushu Richu	⇨P+G (against wall, +5 Drinks)
Gouhai Senbu	↘⇨⇨⇨⇨⇨P+G (10 Drinks, +4 Drinks)
Tenshin Souko	⇨P+G
Tenshin Soukeikyaku	⇨⇨P+G (after 6 Drinks)
Tenshin Souchu Richu	P+G (beside opponent)
Kanshouri	P+G (behind opponent, +5 Drinks)
Haitou Richu	P+G (after 5 Drinks, back turned)

JUMP ATTACKS

Touchi Hanshouso/Rakuho Chougeki	P
Saikatai/Jigentai	K
Hiten Hougeki	⇨P

DOWN ATTACKS

Rasen Suichu	⇨P
Tenchu Rakukyaku	⇨P

BACK TURNED ATTACKS

Sentankyaku	P+KK
Teitoukyaku	↘K
Koushi Renkyaku	K+G
Haisui Renkoushu	P+K+GPP
Haisui Renkoushu, Auto Throw	P+K+GPP (after 10 Drinks)

TURN AWAY ATTACKS

Chougeki Haiten	⇨⇨P
Asen Kaikyaku	⇨⇨K

RISING ATTACKS

Kinkousen	KKK
Gyousentai	↓KKK



Lion Rafale

After two defeats at previous tournaments, Lion returned home doubting his own abilities. Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the fourth tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

- Country: France • Birthday: 1979.12.24 • Sex: Male • Blood Type: AB
- Hobby: Collecting Knives • Stature: 171 cm • B/W/H: 90/84/88
- Weight: 63 kg • Occupation: Student • Fighting Style: Tourou-Ken

TECHNIQUE

ATTACKS

Renkan Senshou	PPP
Rensui Mabanshu	PP□P
Rensui Soushu	PP↓P
Rensuitai	PK
Katousui	↓P
Ryusei Koushugeki	↓□□P
Banchu Renkanshu	□PP
Shippo Shousenshu	↓□P
Senshippo	□□P
Ni In'you	□PP
Shinpo Tourou Soushu	□□P
Rakugekishou	□PP
Rensou Koushu	↓□PP
Tougeki Rensui	□PP
Touku Gekishou	□P
Rensentai	KK
Zensoutai	↓KK
Tousentai	↓KK+G
Koushu Teishitsu	□K
Fujin Rentankyaku	□□KK
Katoutai	□KK
Dantai	□K
Senkyutai	□K
Senten Kukyaku	□K
Souji Senpu	P+K
Touho Soushu - Turn	↓P+K□
Tenshin Touho Soushu	□P+K□
Tenshin Touho Soushukyaku	□P+KK
Takuhi Houshinshou	↓□P+K
Tourou Youzan	□□P+KP
Rensansui Banchu	□□P+KPP
Taizan Soukoushu	□P+K
Kouho Hachihonsui	□□P+K
Juchou Senshou	□P+K
Honsui	□P+K
Shaho Shasousui	□P+K
Kousoutai	↓K+G
Tenshin Ryou'inkyaku	□K+G
Senpu Haisoushu	□□K+G↓P

COMMAND

TECHNIQUE	COMMAND
ATTACKS	
Senpu Shoukyaku	⇐⇐K+G⇐⇐K
Shicchi Soutai	⇐K+G
Zensou Tenshinkyaku	⇐K+G
Mabanshu	P+K+G (during Evade)
Shazenko - Honsui	⇐ / ⇐P+K+GP
Shazenko - Shasousui	⇐ / ⇐P+K+GP+K
Shakouho	⇐P+K+G
THROWS	
Hatoushu Shutai	P+G
Shichisei Tenbunchu	⇐P+G
Haika Senten	⇐P+G
Tourou Chouhi Soukoushu	⇐⇐P+G
Tozan Honshakyaku	⇐⇐P+G
Saishu Houkou	⇐⇐P+G
Hiten Soukukyaku	⇐⇐P+G
Bokuho	⇐⇐P+G
Yokushin	⇐⇐P+G⇐ / ⇐
Renkan Sakusui 1	⇐⇐P+GP
Renkan Sakusui 2	⇐⇐P+GPP
Renkan Sakusui 3	⇐⇐P+GPPP
Rakushu Dantai	⇐⇐P+G⇐P+G
Rakushu Soushu	⇐⇐P+G⇐P+G
Tenshin Soukoushu	⇐⇐⇐⇐⇐P+G
Goda Renkanheki	⇐⇐⇐⇐⇐P+G
Honshin Teishitsu	P+G (beside opponent)
Renkoushu Haishu	P+G (behind opponent)
JUMP ATTACKS	
Touku Haigekishou/Rakuho Tousui	P
Touku Gekishou	⇐P
Chisou Shoukyaku	K (before landing)
Touku Shoukyaku	K
DOWN ATTACKS	
Rakusenshu	⇐P
Hiten Rakutai	⇐P
BACK TURNED ATTACKS	
Haiho Soushu	⇐P
Kaikakyaku	⇐K
Haishin Senshou	P+K (during Turn Away Attack)
Haishin Sakusui	P+K
TURN AWAY ATTACKS	
Senshou Haiten	⇐⇐P
Koushutai	⇐⇐K
Kasentai Haiten	⇐⇐K+G
WALL ATTACKS	
Suishou Koukyaku	⇐P+K+G
Hekikai Honkyaku	⇐P+K+G
RISING ATTACKS	
Tousenkyaku	KKK
Shicchi Sentai	⇐KKKK



Aoi Umenokoji

Aoi realized what a small world she was in after losing the third tournament. Returning home, she tried hard not only to learn Aikido and Kobujutsu, but also to improve her knowledge of other martial arts. She is anxious to enter the fourth tournament so that she can demonstrate her enhanced repertoire of moves.

- Country: Japan • Birthday: 1979.03.14 • Sex: Female • Blood Type: A
- Hobby: Ikebana • Stature: 162 cm • B/W/H: 83/53/86 • Weight: 46 kg
- Occupation: Student • Fighting Style: Aiki Ju-Jutsu

TECHNIQUE

ATTACKS

Rentotsu Kodachi	PPPK
Rentotsu Kusanagi	PPP↓K
Rentotsu Kusanagi - Tenchi In'you	PPP↓KP+K+G (to Tenchi In'you)
Nirentotsu Ouda	PP↓P
Rentotsu Kinuguruma	PP↓PP
Nirentotsu Kugikyaku	PPK
Shougerigasane	PK
Gedan Shouda	↓P
Tsumujisakura	↓PP
Koromoguruma	↓↓P
Joudan no Ate	↓↓P
Kagetsurou - Tenchi In'you	↓PP+K+G (to Tenchi In'you stance)
Tenkai	↓↓PP+G
Ryoushi	↓↓P
Shodeshinken - Tenchi In'you	↓PP+K+G (to Tenchi In'you stance)
Musouha - Sodeguruma	↓↓P (counter hit) ↓P+G
Sunekudaki	↓P
Uegeri	K
Raijinha - Tenchi In'you	↓KP+K+G (to Tenchi In'you stance)
Kumogeri	↓KK
Kasumigiri	↓K
Gedan Keri'ate	↓K
Maegeri	↓K
Gedan Keri'ate	↓K
Hirate 3	P+KPP
Tengu Otoshi	P+K (while rising from a crouch)
Oushu Hiji'ate	↓P+KP
Ouka	↓↓P+KP
Shinchuzuki	↓↓↓P+K
Jousei Ryusenshou	↓↓P+K
Soushouda	↓↓P+K
Inshou	↓↓P+K
Hou'oushu	↓P+K
Shigure	K+G
Kusanagi	↓K+G
Kusanagi - Tenchi In'you	↓K+GP+K+G (to Tenchi In'you stance)
Suigetsutotsu	↓K+GP

COMMAND

TECHNIQUE

COMMAND

ATTACKS

Ogamigeri	⇐K+G
Mikawashi Hiji'ate	P+K+G (during Evade)
Tenchi In'you	⇐P+K+G
Ryusui	⇐ / ⇐ (stays in Tenchi In'you stance)
Ryusen	⇐ / ⇐P (stays in Tenchi In'you stance)

THROWS

Ko'ate	P+G
Hikichigai	P+G⇐ / ⇐ / ⇐ / ⇐
Morotobiki	⇐⇐P+G
Konoha Otoshi	⇐P+G
Oboroguruma	⇐⇐P+G
Hangetsuha	⇐P+G
Aikinage	⇐⇐P+G
Okurite Mawashi	⇐⇐P+G
Chougarami - Yumigatame - Ebi'ori	⇐⇐⇐⇐⇐P+G⇐⇐⇐P+G⇐⇐P+G
Kiri'e Otoshi	⇐⇐⇐⇐ / ⇐⇐⇐⇐P+G
Taiboku Kudaki	⇐⇐⇐⇐ / ⇐⇐⇐⇐P+G⇐⇐⇐⇐K+G
Samidare	P+G (beside opponent, right)
Ayatetori	P+G (beside opponent, left)
Sugi Taoshi	P+G (behind opponent)
Tekime Toushin	⇐P+K+G
Shin no Kurai	⇐P+K+G
Samidare / Ayatetori	⇐ / ⇐P+K+G (beside crouching opponent)

REVERSALS

Tenshin Nyushin	⇐P+K (vs right HP)
Uzuneru	⇐P+K (vs left HP)
Urakotegaeshi	⇐P+K (back turned)
Senryu	⇐P+K (vs LP)
Edasaki	⇐P+K (vs right MK)

JUMP ATTACKS

Tobi Shutou	P
Tobi Maegeri / Tobi Kakatogeri	K

DOWN ATTACKS

Tateshutou	⇐P
Kusei Komashutou	⇐P
Edakudaki	⇐P+G

BACK TURNED ATTACKS

Sokutougeri	K
Mawari Shutou	⇐P
Mawari Sunegeri	⇐K

TURN AWAY ATTACKS

Uzumaki Shutou	⇐⇐P
Ogamigeri	⇐K+G

RISING ATTACKS

Kasumigiri	KKK
Mizugiri	⇐KKK

Lei-Fei

At times in Chinese history, there emerged martial arts styles too powerful for the military to suppress. It thus fell to a group of experts to eliminate the forbidden styles and their practitioners. Lei Fei, a young monk with outstanding abilities, was charged with the elimination of Koen-Ken, but as he prepares for the tournament, he secretly plans to make its legendary power his own.

- Country: China • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Praying • Stature: 175 cm • B/W/H: 98/85/83 • Weight: 63 kg
- Occupation: Monk • Fighting Style: Shaolin-Ken

TECHNIQUE

ATTACKS

Rengeki Soushouha

Fukusoushou

Kakushu Suirengeki

Toutenshou

Toushou

Rakengeki

Souyokugeki

Uryu Banda

Shaten Renshou

Haisenkyaku

Fujinkyaku

Rigoutai

Toukyaku

Tenshin Senputai

Bunkyaku

Nikibunkyaku

Kongou Renshinhou

Haishin Chugeki

Kochouheki

Mahosui

Zaban Hekishou

Kyuhou Soufuku

Sousuigeki

Haisetsukou

Sokutankyaku

Zensoutai

Hansenpu

Senpukyaku

Soushouhi Kousoutai

Touku Tenshinkyaku

Chisen Choukyaku 2

Toushin Choukyukyaku

Toushin Sen'enkyaku

Souhikyaku

Teishitsu Sokushou

HAI SHIKI STANCE ATTACKS

Hai Shiki

Housui Rengeki

Housui Shouheki

Koudantai

Hai Shiki Zensoutai

Senpukyaku

Senshippo

COMMAND

PPP (goes to Hai Shiki stance)

↓P

⇨PP

⇩⇨P

⇨⇨P

⇨PP

⇨⇨P

⇨⇨P (goes to Hai Shiki stance)

⇨⇨PP

K (goes to Hai Shiki stance)

⇨K

⇨K (goes to Koko Shiki stance)

⇨⇨K

⇨KK

⇨K

⇨K

P+KPP

⇨P+KP

⇨⇨P+K

⇨P+K

⇨⇨P+K

⇨⇨P+K

⇨P+K

⇨ / ⇨P+KP (goes to Koko Shiki stance)

K+G (goes to Dokuritsu Shiki stance)

⇨K+G

⇨K+G

⇨⇨K+G (goes to Koko Shiki stance)

⇨K+GK⇨K

⇨K+G

⇨K+GK

⇨⇨K+GK

⇨⇨K+GK+G

⇨K+G

P+K+GP (during Evade)

⇨P+K+G

PP (goes to Dokuritsu Shiki stance)

PP+K

K (goes to Dokuritsu Shiki stance)

⇨K

K+G (stays in Hai Shiki stance)

P+K

TECHNIQUE

COMMAND

BOKUTAI STANCE ATTACKS

Bokutai	↵ (from Hai Shiki stance)
Shinpo Senshinken	P P
Tenshin Ryouso	↵ P
Fukushin Koushitai	K
Hanshouda	P+K
Toku Tenshinkyaku	K+G

DOKURITSU SHIKI STANCE ATTACKS

Dokuritsu Shiki	↵ P+K+G
Senshin Tousei	P (goes to Hai Shiki stance)
Nikikyaku	K K
Fukushintai	↵ K (goes to Hai Shiki stance)
Soushouhi Kousoutai	↵ K K ↵ K
Shinpo Bunkiyaku	K+G
Sokushin Kousoutai	↵ K+G
Sokushin Zensoutai	↵ K+G

NEHAN SHIKI STANCE ATTACKS

Nehan Shiki	↵ P+K+G
Sokushinkyaku	P K (goes to Dokuritsu Shiki stance)
Hi'en Senpukyaku	K (goes to Koko Shiki stance)
Zensoutai	↵ K
Renkan Honshin Mahosui	P+K P P

KOKO SHIKI STANCE ATTACKS

Renkan Sousui	P
Koushitai	K
Haishin Kasoushou	↵ K
Kasou Rensen Housui	↵ K P P

THROWS

Raishin Senbu	P+G
Haizan Toukai	↵ P+G
Kyusen Shouheki	↵ ↵ P+G
Haikyaku Soutou	↵ ↵ P+G
Bokutai Nentou	P+G (beside enemy right)
Ryou'in Senshu	P+G (beside enemy left)
Toushin Soukasui	P+G (behind enemy)

REVERSALS

Dokuritsu Senshou	Neutral during Dokuritsu Shiki stance
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JUMP ATTACKS

Chouhosui / Choudansui	P
Choutotsushu / Chouhototsushu	K

DOWN ATTACKS

Toushingeiki	↵ K
Rakugeki Houka	↵ P

BACK TURNED ATTACKS

Haichugeki	↵ P
Koushitai	K
Zasenshu	↵ K
Haishin Chugeki	P+K (goes to Koko Shiki stance)
Haishin Sentai	K+G (goes to Hai Shiki stance)

WALL ATTACKS

Hekika Haishu	↵ P+K+G
Hekika Haiten	↵ P+K+G

RISING ATTACKS

Zensentai	K K K
Zensou Sentai	↵ K K K



Vanessa Lewis

Vanessa was adopted by a special forces officer named Lewis, but he was later murdered by terrorists. Learning that the terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father's killer. Years later, Vanessa learned that a woman named Sarah Bryant was being targeted, so she entered the fourth tournament to protect Sarah from harm.

- Country: Unknown • Birthday: Unknown • Sex: Female • Blood Type: AB
- Hobby: Singing • Stature: 175 cm • B/W/H: 93/57/93 • Weight: 55 kg
- Occupation: Security Guard • Fighting Style: Vale Tudo

TECHNIQUE

DEFENSIVE STYLE ATTACKS

Shadow Combo High Kick
Crush Jaw
Back Knuckle Stream
Ducking Body Smash
Cut Upper
Defensive Elbow
Half Moon Kick
Stopping Low Combo
Sit Down Low Kick
Cut-in Knee Kick - Front Sleeper
Shadow Slicer
Counter Strike
Parrying Combination
Bone Crush Middle
Heavy Hook Combo
Bomber Strike
Cut-In
Boomerang Hook
Low Spin Slicer
Heel Kick
Back Charge Set-up
Leg Bomber
Stomach Crush - Front Sleeper
Intercept Body Blow

OFFENSIVE STYLE ATTACKS

Set-up (from Defensive Style)
Combination Middle
Fake Lancer
Smash Upper
Stride Combination
Long Barrel Blow
Assault Combination
Intrude Combo
High Kick - Intercept
Fake Lancer
High Kick
Cluster Knee
Stopping Low Smash
Low Kick
Knee - Kick - Jab - Hook
Crimson Lancer
Stopping Toe - Second Impact

COMMAND

PPP
P (while rising from a crouch)
□PKK
□□PP
△P
△P
K (while rising from a crouch)
↓KP
↓K
□K (counter hit) □P+G
□□K
△K
△□KP
△K
P+KP
↓P+K
△□P+K
△P+K
↓K+G
□K+G
△□K+G (hit) □P+G
↓P (while G is held down)
P+K+G (switches to Offensive Style)
PPP
PK□P+K
P (while rising from a crouch)
□PPP
□□P
△□PPPK
△PP
KP
K□P+K
→K
K (while rising from a crouch)
↓KPP
↓K
□KKPP
□□K (counter hit) □P+K
△KK

TECHNIQUE

COMMAND

OFFENSIVE STYLE ATTACKS

Chopping Hook - Body Smash	P+K P
Pile Bunker	⇨ P+K
Lightning Lancer Tackle	⇨⇨ P+K
Upper Heel Sword	⇨ P+K K
Low Spin Slicer	⇨ K+G
Heel Kick	⇨ K+G
Leg Cut Low - Takedown	⇨⇨ K+G (hit) ⇨ P+G
Back Charge Set-up	⇨⇨ K+G ⇨ (into Defensive Style)
Leg Bomber	⇨ K+G
Barrier Kick	P+K+G (during Evade)

THROWS

Canyon Dive	P+G (Def.)
Elbow Rush	⇨ P+G (Def.)
Hell's Gate	⇨⇨ P+G (Def.)
Heaven's Gate	⇨⇨⇨ / ⇨⇨⇨ P+G (Def.)
Judgement: Guilty	⇨⇨ P+G⇨ P+G (Def.)
Takedown Blow	P+G (beside opponent, right) (Def.)
Rock Crush Throw	P+G (behind opponent) (Def.)
Rib Crush Knee	⇨ P+K+G (Def.)
Leg Breaker	⇨⇨⇨ / ⇨⇨⇨ P+G (Off.)
Styx Hole	⇨⇨⇨ P+G (Off.)
Arm Crush Low	⇨⇨ P+G (Off.)
Chinook Strike	P+G (beside opponent, right) (Off.)
Deep Sweeper	P+G (behind opponent) (Off.)
Hellhound	⇨ P+K+G (Off.)
Hammer Knuckle	P (during Takedown)
Body Punch	⇨ P (during Takedown)
Heavy Hammer Knuckle	P+K (during Takedown)
Mount Elbow	P+G (during Takedown)

DEFENSIVE STYLE REVERSALS

Set-up (from Offensive Style)	P+K+G (into Defensive Style)
Right/Left Hand Hold	Neutral against High/Mid Punch
Hold High Kick	K (during Hand Hold)
Hold Shin Kick	⇨ K (during Hand Hold)
Right Armbreaker	P+G (during Right Hand Hold)
Prison Armlock	⇨ P+K
Leg Hold Throw	⇨ P+K

JUMP ATTACKS

Double Knuckle/Elbow/Step Straight	P
Step Hook Kick/Heel Kick	K

DOWN ATTACKS

Soccerball Kick	⇨ K
Rolling Leg Drop	⇨ P (Defensive Style)
Bryants' Knee Stamp	⇨ P (Offensive Style)

BACK TURNED ATTACKS

Stopping Foul Kick	⇨ K
Turn Low Spin Slicer	⇨ K+G

WALL ATTACKS

React Round Kick	⇨ P+K+G
Wall Back Roll	⇨ P+K+G

RISING ATTACKS

Vertical Spin Kick	K K K
Low Spin Kick	⇨ K K K



Goh Hinogami

After his father was murdered by a jealous friend, Goh was taken in by the Organization and trained in the assassination arts. Although he was taken in to instigate the extermination of traitors, orders have come from above that he is to appear in the fourth tournament and send the other participants into a dark oblivion...

- Country: Japan • Birthday: Unknown • Sex: Male • Blood Type: AB
- Hobby: Collecting Silver Accessories • Stature: 175 cm • B/W/H: 93/57/93
- Weight: 66 kg • Occupation: Assassin • Fighting Style: Judo

TECHNIQUE

ATTACKS

Tsurane Shouda	PP
Sune'uchi	↓P
Rengoku	↻PP
Abara Kudaki - Yomi'okuri	↻↻P (counter hit) ↻P+G
Tettsui	↻P
Soukyu	↻↻P
Sune Kudaki	↻↻P
Raika	↻P
Inazuma (Migi Hibara) Geri	K
Uchikurubushigeri	↓K
Tsukikage	↻K
Kyousengeri	↻↻K
Ura Inazuma (Migi Hibara) Geri	↻K
Senryukeri	↻K
Kumiteharai - Tsukami	P+K+P+G
Minamobarai	↻ / ↻P+K
Jun'you	↻P+KP
Goukitotsu	↓↻P+K
Fudousatsu	↻↻P+K
Karura	↻P+K
Kotetsu	↻P+K (maximum charge)
Yoroidoshi	↻↻P+K
Yamibarai - Tsukami	↻↻P+K (hit) ↻P+G
Gohou Yuri'ori	↻P+K
Ikaruga	K+GP
De'ashibarai	↻ / ↻K+G
Murakumo	↻↻K+G (guard or hit) ↻P+G
Ni'oudaoshi - Ni'ousatsu	↻K+G (counter hit) ↻P+G
Orochinagi	↻K+G
Suigetsugeri	P+K+G (during Evade)
THROWS	
Makikomi	P+G
Uchimata	↻↻P+G
Tsuyuharai - Todome	↻↻↻↻P+G
Tachidori - Todome	↻↻↻↻P+G

COMMAND

TECHNIQUE

COMMAND

THROWS

Tsuchigumo	⇨⇨P+G
Gansek Otoshi	⇨P+G
Naraku Otoshi	⇨⇨P+G
Hiza'ate - Oguruma	⇨⇨⇨ / ⇨⇨⇨P+G
Enma	⇨P+G
Gourai	⇨⇨P+G
Hiji'ate - Kuchiki'ori	P+G (beside opponent)
Kegon Otoshi	P+G (behind opponent)
Kuchikitae	⇨P+K+G (opponent crouching)
Orochi	⇨P+K+G (opponent crouching)
Hiji'ate - Kuchiki'ori	⇨ / ⇨P+K+G (beside crouching oppnt.)
Kegon Otoshi	⇨ / ⇨P+K+G (behind crouching oppnt.)

TSUKAMI ATTACKS

Tsukitobashi	P+G
Osotoguruma	⇨⇨P+G
Yashaguruma	⇨⇨P+G
Okuri'ashibarai Gou - Todome	⇨⇨P+G
Ashibarai Gou - Todome	⇨⇨P+G

JUMP ATTACKS

Tobitsuki	P
Tobigeri	K

DOWN ATTACKS

Todome	⇨P
Hayate	⇨P
Matasaki	⇨ / ⇨P+G

BACK TURNED ATTACKS

Tettsui	⇨P
Sunegeri	⇨K

RISING ATTACKS

Kasumibarai	KKK
Minamogiri	⇨KKK





Brad Burns

Despite his charming personality and many girlfriends, Brad is a formidable opponent in the ring overwhelming opponents with sharp attacks. After becoming the undefeated champion in the regional tournaments, Brad set his sights on the next stage. Anticipating the thrill of an especially heated fight, he was determined to enter the fourth tournament.

- Country: Italy • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Thrill Seeking • Stature: 178 cm • B/W/H: 105/78/88 • Weight: 66 kg
- Occupation: Kick Boxing • Fighting Style: Kick Boxing (Muay Thai)

TECHNIQUE

ATTACKS

Jab - Spin Kick	PK
Combination Low	PPK
Jab Straight - Ducking	PP◇
Gliding Knee - Catch	P◇PKP+G
Combination Upper	PPP
Sit Jab	↓P
Elbow Hook - Screw High Kick	◇PK
Elbow Hook - Ducking	◇P◇
Lumpini Combination - Catch	◇PK (counter hit) P+G
Spine Whip - Ducking	◇P◇
Lumpini Combination - Ducking	◇PK◇
Dtee Sawk Combination	◇PP
Rising Upper	↓◇P
Teep Combination - Catch	KKK (counter hit) P+G
Stopping - Mobility Jab	KK◇
Cutting Low	◇K
Double Strike	↓KK
Knee Upper - Ducking	◇K◇
Kao Loy	◇◇K
Flare Kick	↓◇K
Step Change Knee	◇◇K
Middle Kick - Catch	◇K (counter hit) P+G
Dtee Sawk Bon	P+K
Shovel Hook Triple - Last Shot	↓P+KPP◇P
Sawk Klab	◇P+K
Dtee Sawk Lang	◇P+KP
Jaguar Tail	↓K+G
Pap Sawk Kao	◇◇K+G
Over Step Middle	P+K+G (during Evade)

SPECIAL ACTIONS

Ducking	◇P+K+G
Cross Upper	PP (during Ducking)
Ducking Knee Upper - Catch	K (counter hit) P+G (during Ducking)
Middle Spin Kick	K+G (during Ducking)

COMMAND

TECHNIQUE	COMMAND
SPECIAL ACTIONS	
Sway Back	⇐ P+K+G
Sway Back Jab	P (during Sway Back)
Sway Back Jab - Ducking	P⇐ (during Sway Back)
Sway Back Middle Kick	K (during Sway Back)
Slipping Right/Left	⇐ / ⇑ P+K+G
Smash Hook	P (during Slipping Right)
Hunting Middle Kick - Catch	K P+G (during Slipping Right)
Body Break	P (during Slipping Left)
Piercing Knee	K (during Slipping Left)
THROWS	
Elbow Slash	P+G
Body Knee Crush	⇐⇐ P+G
Neck Slash	⇐ P+G
Face Fang	⇐⇐ P+G
Change	⇐ P+G
Pap Sawk Kao	P+G (beside enemy right)
Rehw Impact	P+G (beside enemy left)
Power Gradation	P+G (behind enemy)
REVERSALS	
Death Trap	⇐ P+K
CATCH	
Elbow Slash	P
Gohk Kor Dtae Kao	K
Position Change	⇐
Back Through	⇐ (during Position Change)
JUMP ATTACKS	
Jump Knuckle	P
Jump Toe Kick	K
DOWN ATTACKS	
Gambit	⇐ K
Hell Dive	⇐ P
BACK TURNED ATTACKS	
Jutting Elbow	⇐ P
Needle Kick	K
Wai Kru Turn	⇐ K
Face Crush Elbow	P+K
WALL ATTACKS	
Jumping Knee	⇐ E P+K+G
RISING ATTACKS	
Vertical Spin Kick	K K K
Low Spin Kick	⇓ K K K

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