



Tekken 6 Guide

Tekken 6 is a fast and furious fighting game filled to the brim with challenging foes. Foes that sometimes can be a bit too challenging. If there's one thing that Tekken 6 isn't, it's friendly to gamers new to the franchise. Learning the skills necessary to win can be tough, but we've got your back. We've played through Tekken 6 and have compiled a few tips to help turn from zero to a slugfest hero. As the game box says, "This Fight is Yours." There's no reason to show up to it unprepared.

In this Tekken 6 strategy guide, you'll find:

- **BASICS** // Myriad tips and strategies for defense and offense.
- **SCENARIO CAMPAIGN** // Info on enemies, bosses and the weapons of Scenario Campaign.
- **CHARACTERS GUIDE** // Tips for playing each of the game's 40 fighters.

Guide by: Stewart Shearer

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Tekken 6 Basics

«	Defense & Attack Levels	Strikes & Combos	»
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Blocking

Blocking is your most rudimentary defense against attack in Tekken 6. After all, your opponent could pull off the most gloriously cool move in the book and it will do them about a fart's worth of good if you can block it. Blocking in Tekken 6 is pretty simple. The most basic way to block is to do nothing. Just standing without pushing any buttons will keep you in a defensive stance. Moving backwards will also keep you on the defense. Blocking while standing will defend you against high and mid-level attacks. Blocking while crouching will protect you from low attacks. To block while crouching simply hold down or move backwards while crouching. Blocking doesn't all the time, so it's best not to rely on it too exclusively. Some attacks are too strong to be blocked all the time and others are simply unblockable.

Dodging

If you'd rather not block an attack you can always try to avoid it. Tekken 6 offers several movement options. Most basically, one can walk. This type of movement however can be slow and cumbersome, especially while in the midst of combat. To move a bit speedier one can run. Running is initiated in two ways. If you want to travel a long distance, tap the corresponding directional button twice, holding it down on the second push. To run to something close by, push it three times while holding on the third button push. Running can be a useful attack move as well. If you can see an opponent from afar, simply run into them without pushing any attack buttons and you'll knock them over with a powerful and unblockable tackle.

The game also has several techniques that will help you move away from your foes if you need some breathing room. The Back Dash for instance (performed by pushing Back, Back in quick succession) will make your character move quickly away from your opponent. This is useful if your character has good long range attacks, your foe is a powerful close range fighter, or, if you just generally could use some space. The side step will move you slightly around your foe. This can be used to dodge linear attacks. Additionally, moves like the wall jump (performed by pushing Back, Back, Forward-Up) can be helpful in getting yourself out of a corner should your enemy back you against a wall.

Most essentially, one should master how to use simple avoidance moves. Crouching will evade high and mid-level attacks while jumping will avoid low attacks. Mastering how to crouch and jump at the right time will render many basic attacks useless.

On the Floor

Should you be knocked down in Tekken 6, you'll be rendered all but defenseless. You can't attack and your foe is all but free to pummel you until you can make it back to your feet. As such mastering floor techniques is essential for victory in Tekken 6.

Probably your best friend in such situations will be the Quick Roll. Easy to perform, it will move you away (or toward) your opponent and even allow you to launch a quick retaliatory attack if you choose one of its more aggressive forms. There are several kinds of the Quick Rolls. The first, is executed by pushing Back right as you hit the ground. This will send you into a backwards roll that will end with you on your feet. Pushing Forward when you hit the ground will make your character hop back to their feet and perform a mid-level kick. Pressing one of the attack buttons as your character hits the ground to roll sideways out of the way. The only thing to be careful with when using quick rolls is that they're so common that your opponent is likely to expect them and may often launch an attack to counter that kind of move. It's also important to note that your on the floor options change depending on how you land on the ground. If you're laying on your stomach as compared to your back you might have to vary what you do in response. Take some time to experiment with all the possible variables.

On the Attack

Tekken 6 is a fighting game so it goes to figure we should discuss how you actually go about smacking people around. Each character obviously has their own set of moves and attacks, but we can still take some time to explain a few things that every character shares.

Attack Levels

Attacks are broken into four different categories: High, Middle, Low and Special Middle.



High Attacks

Though it always depends on the character you're using, high attacks are generally going to be the speediest moves you've got. That said, high attacks are useless against characters in a crouching position. High attacks are also easily countered by high crush moves.

Middle Attacks

Middle attacks are often the most important in your arsenal. Your opponent must be standing to guard them, which makes them vulnerable to follow up low attacks and throws. Middle attacks can also hurt crouching opponent. Essentially, Middle Attacks are good for delivering fast, balanced hits with a wide variety of uses.



Low Attacks

Low attacks are good for hitting standing opponents, but often also leave you vulnerable due to their slow speed. They're also easy to counter. Middle attacks are good counters to them and every character has access to a low parry. That said, because there's a considerable upside to using them. Most opponents won't be guarding against them as much, making low attacks useful for jabbing and prodding your opponents when they least expect it.



Special Middle Attacks

Special middle attacks (Down, Left Punch) are most useful as a quick means of interrupting your opponent's movements and keeping them pinned down in one place. Though easy to block, their speed means they can be performed rapidly. As such if your opponent is pulling off some fancy pattern attack or if you're trying to keep them cornered, this jab is often ideal.

«	Defense & Attack Levels	Strikes & Combos	»
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Strikes

Most of the attacks in Tekken 6 fall under the strike category. Kicks and punches are all classified as strikes. Strikes can often be executed in predetermined orders together form a combo. Strikes can be guarded based on which attack level they fall under. There are a number of different kinds of strikes.

Launch Attacks

Launch attacks are strikes that send your foe into the air and leave them vulnerable to juggling. While there are other variations, most commonly launch attacks are performed with a down-right, triangle or up-right, circle button combination.

Homing Attacks

Homing attacks are used to hit opponents while they're sidestepping. They can be spotted by the white trail they leave when executed.

Sweep Attacks

Sweep attacks are low level attacks that knock your opponent over. Many sweeps need an additional counter hit to effectively knock an enemy down. Others will work successfully with out additional attacks and can even prevent your opponent from quick rolling.

Unblockable Attacks

As their name suggests, if an unblockable connects there's no way to stop it. Unfortunately, unblockable attacks often take time to initiate, time that can't often be spared if your opponent is even remotely competent. That said, if you find yourself with an opportunity these are worth trying to pull off.

Normal Hits vs. Counter Hits

Hitting someone with the same attack twice won't always yield the same results. For instance, whether or not your opponent is already is on the offensive themselves can make a difference in how much damage you do. A normal hit—an attack performed on an opponent in a neutral stance for instance, will cause less damage than if you manage to pull off a counter. A counter hit, occurs when you opponent is attacking you and you interrupt their assault with your own strike. Counter attacks can often also lead into combos and possess other advantages that normal hits don't. In other words, learn how to counter.

Combos

While it's possible to complete a lot of the scenario campaign with strikes alone, you're always going to be at a disadvantage if you don't learn how to perform combos. There are two kinds of combos, string and juggle. String combos are combos wherein the first hit allows for several attacks afterward to hit with almost guaranteed success. String combos can sometimes be escaped by opponents.

Juggling combos are combos in which the opponent is propelled into the air and then successfully kept their by a series of strikes and string combos. Juggling combos are brutally effective if used successfully. They work to both consistently damage your opponent while removing their capacity to attack. That said, the longer you keep a juggling combo going, the less effective it will be. It's also possible while juggling to perform an attack that will bash your opponent into the ground, leaving them temporarily incapacitated for a time. This can only be done once per juggle combo.

Wall Shove

In walled stages, it's possible to hit your opponent so that they slam into a wall. The impact will leave them vulnerable for a few seconds to further attack. In stages with breakable walls, shoving your opponent into a wall might actually shatter it, causing extra damage and leaving them open to further attack for even longer.

Throws

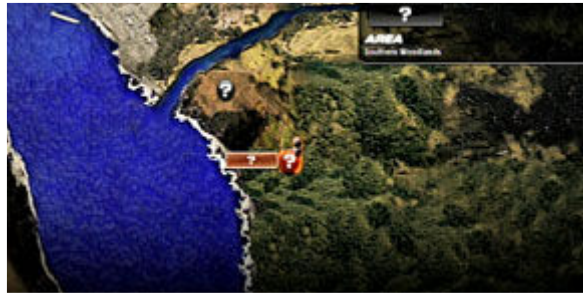
Throws are unblockable attacks wherein one character tosses another to cause damage. Throws are generally performed against standing opponents, though several characters can throw foes while they're crouching. Throws will often prevent the use of quick rolls, making them useful for flooring an opponent. Throws are generally performed while facing an opponent but side and back throws are possible if you find yourself in a position to perform them. Every character has throws. It is possible to escape a throw. By pressing the corresponding button depending on the type of throw, it will be rendered ineffective. A left arm throw can be escaped by pressing Left Punch. A right arm throw can be broken by pressing Right Right Punch. A throw using both arms can be avoided by pushing Left or Right Kick.

Tekken 6 Scenario Campaign

«	Enemies	Bosses & Secret Stages	Weapons	»
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Scenario Campaign

Like the other games that came before it, Tekken 6 features a story that is continued in the game's scenario campaign. This campaign plays over over thirty-eight stages, including two unlockable secret stages. All of these stages follow a very basic set up, "head from point A to point b and fight a boss." The simplicity of it all aside, there are a few trouble spots that can be hard to deal with and as such we've provided some advice for getting through the scenario campaign as painlessly as possible.



Enemies

You'll face a number of different foes of varying strength and difficulty throughout the course of the scenario campaign.

Thugs

These are your most basic grunts, and though they come in many different forms (gangsters, soldiers, etc.) for the most part they all fight exactly the same way. Alone, your common thug is little threat. That said, you'll rarely encounter thugs by themselves. They'll either travel in groups or accompanying a larger, more powerful enemy. In numbers they can often get in a few shots, and if they manage to corner you they can cause you some trouble. That said, a few good blows will generally drop them and throws are particularly effective, often knocking them over like bowling pins.



Slightly Better Thugs

For lack of a better name, this category of foes is more difficult than your common thug but still not much of a threat by themselves. These guys take many forms from claw equipped ninjas, to weird mime look-alikes. They generally have more health and act more aggressively than their lowlier friends. That said, in terms of fighting capability you can probably button mash your way through them without much issue.



Armored Foe

These big guys are a pain in butt mostly because you'll often encounter them with other enemies backing them up. They block your attacks really well and are pretty durable. Moreover, while they're generally cumbersome, their attacks back a punch and will take a chunk out of your health should they connect. The key to taking these guys down is generally to off their support first. It's a lot easier to focus on them when they don't have a slew of thugs surrounding them.



Robotic Foes

You'll encounter robots in two main forms. The first are basically larger, more durable thugs dishing out more damage than their fleshy counterparts but still remaining relatively easy to dispatch. Similarly, the larger more formidable robots fight much like supered up versions of the armored foe. They're slow, but powerful and durable. Taking them down often requires a bit of work because they're experts at blocking your attacks. As with the armored foes take out any baddies fighting alongside them first and then go after them.



Sumos

These guys only show up in one stage and thank god for that! Out of all the opponents you face in the scenario campaign, the sumos are easily the most annoying. Their ability to block your attacks is nearly unparalleled when it comes to the generic enemies and their attacks pack a wicked wallop. Worse, they generally attack in pairs, meaning that while you're trying to break the defenses of one sumo, the other will likely be creeping up on you. Just try to keep your distance as best you can from these guys and try to practice hit and run tactics.



Animals

PETA members beware, you're going to be hurting a lot of animals in Tekken 6. Well, bears and kangaroos to be precise. Both the bears and kangaroos are relatively easy to take down, bring nothing all too special to the table, but you'll never encounter one by itself. They always travel in packs, and in a tight space they can overwhelm if you let them. So, just don't let them. Stay on the offensive and they should go down with relative ease.



Armed Thugs

Not much different than your average thug when it comes to defense, you'll eventually encounter some enemies armed with weapons. These come in two varieties. The first, are equipped with stun batons. Honestly, you'll barely notice these guys even when you encounter them because they aren't very aggressive and you'll probably knock them out before they get any chance to hurt you. More dangerous are the thugs armed with assault rifles. These fellows will drop in with a group of regular enemies and then stand off the side shooting at you. The danger with the gunners is that they can be hard to notice at first. You'll be fighting a group of melee fighters and suddenly get knocked over by a burst of gunfire. You can then either try to ignore them and finish fighting the baddies you're already pummeling, or you can charge forward and knock them off, potentially be shot several more times as you approach. On the plus side, gunners have really poor defense. A single kick to the head is usually enough to put them down.



Aliens

These gray chaps pop up throughout the scenario campaign. You'll find them hiding in crates, or more often at seemingly random spots during levels. Wherever you find them, take them out as quickly as you can. They only take one hit, but they bounce like mad around the screen and can be hard to pin down. They won't ever harm you, but if you're persistent enough to knock out all ten of them you'll earn a trophy.



«	Enemies	Bosses & Secret Stages	Weapons	»
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Bosses

Most every stage in the scenario campaign features a boss battle. The bosses are made up of the Tekken 6 cast and after you defeat one they'll generally be unlocked for you to play as yourself. Very few of the bosses in the scenario campaign pose much of a challenge by themselves. That said, almost all of them bring along lackeys to help fend you off. To make matters worse, these goons will often respawn if the fight goes on long enough guaranteeing that you'll rarely be able to devote all of your attention to the boss alone. There are a few strategies that you can generally apply to most every boss in the game:

Try ignoring the bosses' lackeys. Many of the bosses in the game on the normal difficulty setting, are easy enough to beat quickly. If you can just get in there and start pummeling the stage's boss, you may be able to knock them out before their allies can interfere too much.



If however you find yourself becoming overwhelmed it may be wise to, in the least, just pick off a few of the generic enemies aiding the boss. They'll respawn, but even just thinning your foes out a bit can often give you enough breathing room to beat the boss into submission.

Finally, if you just yourself battered, beaten and without hope, try bringing a weapon to the fight. Many levels feature weapons that you can carry with you. Rather than using them right away, save them for the boss fight at the end. Even the toughest bosses stand little chance when you enter the fray armed.

Though these strategies will get you through much of the game with little trouble, there are several bosses, especially toward the end that up the difficulty curve dramatically. Because of this, it's important that you make sure to develop your skills throughout the scenario campaign. The general ease most of the stages can make it easy, especially for newcomers to the franchise, to simply button mash their way through. Don't fall into this trap or you'll eventually find you outclassed by foes that simply can be beaten by randomly hammering on the attack buttons.

Secret Stages

There are two secret stages in Tekken 6 that require special action to unlock: Kigan Island and Subterranean Pavilion.

Kigan Island: To unlock Kigan Island enter the stage Abyss Gate stage on hard. At the very start there will be a crate. Bump off the ninja that appears and he'll drop a scroll. Pick it up and quit out of the level. Kigan Island will now be accessible.

Subterranean Pavilion: To unlock this stage beat the 16th Archaeologist Expedition Excavation a second time after completing Azaziel's Chamber, Central Corridor.

«	Enemies	Bosses & Secret Stages	Weapons	»
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Weapons

As mentioned, the scenario campaign features several weapons that can be found in many stages. If you try to perform any normal attack or are hit by an enemy while holding a weapon, you'll drop it and will have to pick it up again. Available weapons include the chaingun, flamethrower, and pipe.

Chaingun

The chaingun's greatest strength is its sheer range. That said, in some ways it still comes out as the least effective of the weapons you can find in Tekken 6. While you can use it to attack enemies at long distances, it can take time to rev up before it will actually fire. In this time span it's easy for opponents to charge you down. Moreover, it doesn't have that great of a spread, firing mainly a straight line. So while it can do a lot of damage to tightly grouped enemies, if they're spread out its effectiveness is severely limited. Finally, the chaingun doesn't really have much ammo.



Flamethrower

The flamethrower is probably the best out of the three weapons. It's powerful, fires quickly, has a great spread and enough ammo to wipe out several waves of enemies. It's only real limitation is that it lacks long range abilities. Where the chaingun can take out enemies from across the room, the flamethrower is only useful against close to mid-range opponents. Even so, that's rarely ever a problem. When your foes are hit by the flamethrower it knocks them flat on their backs, leaving them totally vulnerable to attack.



Pipe

While not quite as useful as the flamethrower, the pipe still oddly manages to be a better weapon than the chaingun. The pipe is purely a melee weapon. That said, it lengthens your attack range at least two times and in addition to taking a chunk out of your opponent's health will leave on the ground, waiting for more. It's great limitation is that you can only use it twenty times and in the heat of combat with enemies bearing down on you, it's easy to waste it.



Alisa

Unless you're playing as her, throughout the scenario campaign you'll be accompanied by Alisa Bosconovitch. You have no control over her actions, but don't take this as an excuse to ignore her. She's an adept fighter and will often distract enemies and bosses, allowing you to focus your attention elsewhere if need be. If you let her die, suddenly all the enemies that were paying attention to her will be paying attention to you, making things literally about twice as hard. Since she follows you pretty closely, try guiding her to healing items if her health is getting low and assist her if she's getting ganged up on. It might seem a pain at the time, but you won't regret the extra help when the time comes that you really need it.



Items

Outside of weapons you'll find many items throughout Tekken 6's scenario campaign. These consist of poultry, power ups, money, treasure chests and score multipliers. The main sources of these items will be defeated enemies and the crates that you'll find throughout the game. Poultry items serve simply to restore your health. An egg will give you a slight boost. A baby chick a medium sized booth and a chicken will all but refill your health bar. Power ups will boost your character's attack power temporarily. Treasure chests grant new wardrobe items, while score multipliers briefly boost how many points you get while fighting. Generally speaking after each successful engagement there's going to be a ton of junk laying around. There's never any reason to leave any of it behind, so don't.



Tekken 6 Characters Guide

Tekken 6 has a ton of a great and diverse characters to play as and honestly, choosing just one can be daunting. So as a courtesy to you fine people we took a spin with all of them to help give you some incite into their pros and cons. Moreover, we've picked some of the moves that we liked from their considerable arsenals to give you a bit of a starting point so that whoever you choose to fight with, you're not alone.

Character Select	
<input type="radio"/>	Alisa Bosconovitch
<input type="radio"/>	Anna Williams
<input type="radio"/>	Armor King
<input type="radio"/>	Asuka Kazama
<input type="radio"/>	Baek Doo San
<input type="radio"/>	Bob
<input type="radio"/>	Bruce Irvin
<input type="radio"/>	Bryan Fury
<input type="radio"/>	Christie Monteiro
<input type="radio"/>	Craig Marduk
<input type="radio"/>	Devil Jin
<input type="radio"/>	Eddy Gordo
<input type="radio"/>	Feng Wei
<input type="radio"/>	Ganryu
<input type="radio"/>	Heihachi Mishima
<input type="radio"/>	Hwoarang
<input type="radio"/>	Jack-6
<input type="radio"/>	Jin Kazama
<input type="radio"/>	Julia Chang

<input type="radio"/>	Kazuya Mishima
<input type="radio"/>	King
<input type="radio"/>	Kuma/Panda
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<input type="radio"/>	Lee Chaolan
<input type="radio"/>	Lei Wulong
<input type="radio"/>	Leo
<input type="radio"/>	Lili Rochefort
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<input type="radio"/>	Nina Williams
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<input type="radio"/>	Sergei Dragunov
<input type="radio"/>	Steve Fox
<input type="radio"/>	Wang Jinrei
<input type="radio"/>	Yoshimitsu
<input type="radio"/>	Zafina

Alisa Bosconovitch

Profile

Alisa's main strength are her powerful jab attacks. She has a number of short, quick attacks that nonetheless do considerable damage for their attack type. This makes her an ideal short to mid range fighter. Additionally, she has some nice, easy to learn combos that make her a good character to start off with if you're new to Tekken. That said, outside of her jabbing attacks she can be a bit on the weak side and her destructive form is a bit underpowered.



Useful Attacks

Deep Link

DOWN-BACK, LEFT PUNCH

Stop Bit

LEFT PUNCH, LEFT PUNCH

Inbound Kick

UP-FORWARD, RIGHT KICK, RIGHT KICK

Deep Web

DOWN-LEFT, RIGHT KICK

Linear Knuckle


RIGHT PUNCH WHILE RUNNING

Linear Drop Kick

LEFT PUNCH, LEFT KICK WHILE RUNNING

Pick Up	DOWN-FORWARD, RIGHT PUNCH
Gigaton Hammer	LEFT PUNCH, RIGHT PUNCH

Anna Williams

<p>Profile</p> <p>Anna is a bit of a risky character to use. She has a strong set of moves in the crouch position that can throw off opponents, but at the same time she's still vulnerable in the crouch position making it something of a double edged sword. That said, outside of her crouched skill set Anna is still equipped with a strong arsenal of more standard attacks making her a strong fighter all around. Just watch out for opponents sidestepping as many of her moves are vulnerable to that.</p>	
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Useful Attacks	
Uppercut Jab	DOWN-FORWARD, LEFT PUNCH, RIGHT PUNCH
Right Handed Sweep	WHILE CROUCHING, DOWN-FORWARD, RIGHT PUNCH
Step-In Uppercut	DOWN-FORWARD, RIGHT PUNCH
Wine Opener	DOWN-FORWARD, RIGHT KICK

Blonde Bomb	RIGHT, LEFT PUNCH-RIGHT KICK
Rising Palm	WHILE RISING, RIGHT PUNCH
Dominatrix Heel	UP-FORWARD, RIGHT PUNCH
Executioner	FORWARD, FORWARD, RIGHT PUNCH

Armor King

Profile

Armor King is a strong, well-rounded fighter but overall he doesn't excel in enough area to make him stand out. His low attacks are pretty good, but as often is the case on the risky side making him a bit less appealing than other more glamorous fighters.



Useful Attacks

Jap Uppercut	RIGHT PUNCH, LEFT PUNCH
Dark Elbow Hook	FORWARD, RIGHT PUNCH, LEFT PUNCH

Frankensteiner	DOWN-FORWARD, RIGHT KICK-LEFT KICK
Brawler Kick	FORWARD, FORWARD, RIGHT KICK
Stomp	DOWN, LEFT KICK
Taurus Cutter	DOWN, RIGHT KICK-LEFT KICK
Foot Sweep	DOWN-BACK, LEFT KICK
Brilliant Brawler Kick	FORWARD, FORWARD, FORWARD, RIGHT KICK

Asuka Kazama

Profile

Asuka's strength is mainly as a defensive player. She has more crush attacks than you'll know what to do with. Asuka also has several safe to use launch and ranged attacks to help keep your foes at bay. Asuka is however, a bit weak in the jab area and her counterattacks aren't the best. That said, if you're a less aggressive player, Asuka is a good choice.



Useful Attacks

Dragon Wheel Kick	BACK, LEFT KICK
Demon Slayer	FORWARD, RIGHT PUNCH
Inner Strength	LEFT PUNCH-RIGHT PUNCH
Rising Palm	DOWN-FORWARD, RIGHT PUNCH
Back Spin Kick	RIGHT, RIGHT KICK
Tsuwabuki	BACK, RIGHT KICK, RIGHT PUNCH
Leg Cutter	DOWN-BACK, RIGHT KICK, RIGHT KICK) (DOWN-BACK, RIGHT KICK, RIGHT KICK, RIGHT KICK
Matoi Hiragi	FORWARD, FORWARD, LEFT KICK

Baek Doo San

Profile

Baek's greatest strength lies in his unique Flamingo Stance which gives him a wider sidestep and access to a number of strong attacks. Additionally, he has strong juggling combos that will eat away at an opponent's health. That said, Baek lacks an effective jab attack and his moves can be easy to get around if you're up against an enemy with the patience to get around them.





Useful Attacks	
Flamingo Stance	BACK, LEFT KICK
Flamingo Jaw Breaker	FORWARD-UP, LEFT KICK
Flaming Rocket	FORWARD, LEFT KICK
Lightning Halberd	LEFT KICK-RIGHT KICK
Baek's Rush	DOWN, RIGH KICK, LEFT KICK, LEFT KICK, LEFT KICK
Spinning Hook Kick	FORWARD, LEFT KICK-RIGHT KICK
Left Heel Drop	FORWARD, FORWARD, LEFT KICK
Sandstorm	DOWN, LEFT KICK, LEFT KICK

Bob

Profile

A good fighter for beginners, Bob is easy to learn but also equipped with enough agility and power to make him a good choice no matter your skill level. Bob's has some of the best middle range launch attacks in the game and has many powerful mid-range attacks. Unfortunately, his positives come at a price. His low attacks are cumbersome, leaving him vulnerable in that area and several of his launch attacks are risky.



Useful Attacks

Slash Darne

DOWN-FORWARD, RIGHT PUNCH

Coupe Chop

DOWN, LEFT PUNCH

Cracker Jacker

UP-FORWARD, LEFT PUNCH-RIGHT PUNCH, LEFT PUNCH-RIGHT PUNCH

Circle Whopper

FORWARD, RIGHT PUNCH, LEFT KICK

Flying Cask

FORWARD, FORWARD, LEFT PUNCH-RIGHT PUNCH

Double Chapati

FORWARD, FRONT, RIGHT KICK, RIGHT KICK

Faisan Crow	UP-FORWARD, RIGHT KICK, RIGHT KICK
Hot Cross Bun	BACK, FORWARD, LEFT PUNCH

Bruce Irvin

Profile

Bruce is one of the better characters in the game. His juggling combos are incredibly powerful. There are few in Tekken 6 that can juggle characters to the wall like Bruce. That said, his power comes with the downside that a lot of his moves leave him open to attack. Bruce is a risky character, but the rewards of mastering him are great.



Useful Attacks

Ti Sok Ran	DOWN-FORWARD, RIGHT PUNCH
Southern Cross Combination	LEFT PUNCH, RIGHT KICK, LEFT KICK
Ducking Low Kick	FORWARD, DOWN, DOWN-FORWARD, LEFT KICK
Shotgun Slug	LEFT KICK, RIGHT PUNCH

Northern Lights	RIGHT PUNCH, LEFT KICK
Sniper Slash	FORWARD, FORWARD, FORWARD, LEFT KICK
Double Tomahawk	WHILE RISING, RIGHT PUNCH, LEFT PUNCH
Dtee Sawk Kao	BACK, RIGHT PUNCH

Bryan Fury

Profile

In the hands of an experienced player, Bryan is one of the most dangerous characters in Tekken 6. He has a massive potential for damage and against a wall he is particularly effective. That said, he's a hard character to use if you're a beginner. Mastering him can be hard. Moreover, he can be a bit on the slow side.



Useful Attacks

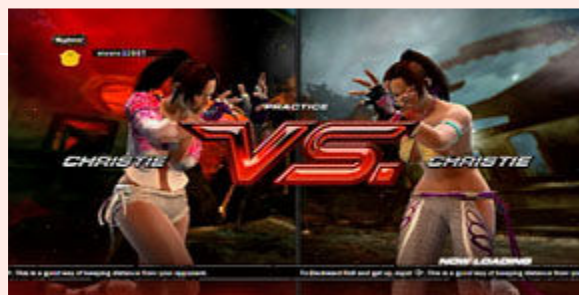
Double Spin Tomahawk	RIGHT KICK, LEFT KICK, RIGHT KICK
Chopping Elbow	BACK, LEFT PUNCH
Wolf Call	BACK, RIGHT , RIGHT KICK

Hands of Doom	BACK, RIGHT PUNCH, LEFT PUNCH, RIGHT PUNCH
Kickoff	DOWN, DOWN-BACK, BACK, RIGHT KICK
Vulcan Cannon	DOWN-FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Mach Kick	FORWARD, FORWARD, RIGHT KICK
Sweeper Kick	DOWN-BACK, LEFT KICK

Christie Monteiro

Profile

Christie's fighting can seem a bit weird but there is some method to her madness. Her multiple stances give varying attack options and her erratic style can really throw off foes due to the unpredictable aura she gives off. Christie's strength lays in her strong close range attacks. She also has strong evasive qualities that make her valuable. That said, Christie can be an odd fighter to use and fans of more straightforward styles may want to stick with more standard characters.



Useful Attacks

Shin Cutter Combo	FORWARD, RIGHT PUNCH, LEFT PUNCH, RIGHT KICK
One Two Elbows	LEFT PUNCH, RIGHT PUNCH
Twister Marage	DOWN-BACK, RIGHT PUNCH, LEFT KICK
Leg Whip Mars Attack Flip	BACK, RIGHT KICK, RIGHT KICK, LEFT PUNCH-RIGHT KICK
Reversao	FORWARD, RIGHT KICK-LEFT KICK
Jumping Jacks Evil Stinger	UP-FORWARD, LEFT KICK, RIGHT KICK-LEFT KICK
Martelo	WHILE RISING, LEFT KICK
Back Summy to Firekick	FORWARD, FORWARD, RIGHT KICK, LEFT KICK

Craig Marduk

Profile

Craig is another powerful fighter built around a strong and unique stance. Craig's Vale Tudo stance offers a number of good tackles and attacks. Furthermore, most of his attacks are strong in general. That said, he's on the cumbersome side and lacks any swift middle range attacks,





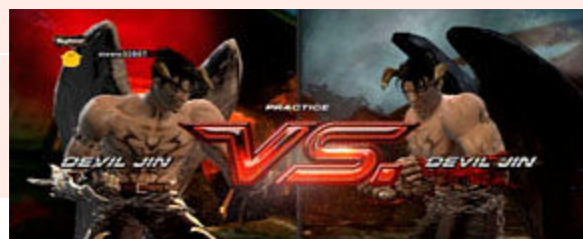
Useful Attacks

Knee Slicer	DOWN, RIGHT KICK
Spinning Backfist	BACK, RIGHT PUNCH
Cannonball	FORWARD-DOWN, LEFT PUNCH, RIGHT PUNCH
Quick Bazooka	BACK, RIGHT KICK
Air Lift Uppercut	FORWARD-DOWN, LEFT PUNCH
Knee Sling	FORWARD-UP, LEFT KICK
Bicycle Kick	FORWARD, FORWARD, FORWARD, LEFT KICK

Devil Jin

Profile

Playing much like normal Jin, devil Jin comes with the advantage of increased damage potential. He also sports some of the best launch attacks in the game. Overall, he's a balanced and powerful character. That said, Devil Jin is a bit scant when it comes to low



attacks and he also doesn't have many tracking moves.



Useful Attacks

Demon's Paw	FORWARD, FORWARD, RIGHT PUNCH
Twisted Samsara	FORWARD, RIGHT KICK, LEFT KICK
Amara	RIGHT PUNCH-LEFT KICK, LEFT KICK
Rengoku	DOWN-FORWARD, LEFT KICK, RIGHT PUNCH, RIGHT KICK
Laser Cannon	BACK, FORWARD, RIGHT PUNCH, LEFT PUNCH, LEFT PUNCH
Twin Lancer	DOWN-FORWARD, LEFT PUNCH, LEFT PUNCH
Demon Steel Pedal	BACK, RIGHT KICK
Tsunami Kick	DOWN-FORWARD, RIGHT KICK, RIGHT KICK

Eddy Gordo

Profile

Eddy shares an almost identical fighting style to Christie Monteiro, though his range is longer and he's less evasive. While his attacks can seem a bit erratic, his jabbing skills are quite effective. Additionally, he has a number of good low attacks. That said, he lacks a sidwalk ability and can be one of the trickier characters to master.



Useful Attacks

Au de Sol	FORWARD, RIGHT KICK, LEFT KICK, RIGHT KICK-LEFT KICK
Mirage	DOWN-FORWARD, RIGHT KICK-LEFT KICK
Bared Wire	BACK-DOWN, RIGHT KICK, RIGHT KICK, RIGHT KICK...
Asifxiante	BACK, LEFT PUNCH
Armada to Maccaco to Negativa	BACK, RIGHT KICK, RIGHT KICK, DOWN
Twister Mirage	BACK-DOWN, LEFT PUNCH, LEFT KICK

Double Arm Stinger	BACK-DOWN, LEFT PUNCH-LEFT PUNCH
Rasteila Chibata	BACK-DOWN, LEFT KICK, LEFT KICK

Feng Wei

Profile

Feng Wei's greatest strength comes from his strong middle attacks which if used properly can make your opponent vulnerable to lows and throwing attacks. Feng Wei is a well rounded character, but his long range attacks are a bit too specialized relying on too much on whiff damage. That said, one could do worse.



Useful Attacks

Boar's Tusk	FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Climbing Dragon	FORWARD, LEFT KICK, RIGHT KICK
Tornado Sweep	FORWARD, RIGHT KICK, RIGHT KICK
Death Palm	BACK-UP, LEFT PUNCH-LEFT PUNCH
Nian Zhang Mie Ba	FORWARD, FORWARD, LEFT PUNCH-LEFT PUNCH

Falcon's Beak	BACK, FORWARD, LEFT PUNCH
Iron Shield	LEFT PUNCH-LEFT PUNCH
Silent Arrow	WHILE CROUCHING FORWARD-DOWN, LEFT PUNCH

Ganryu

Profile

As you likely guessed from his appearance and occupation, Ganryu is a bit on the durable side, which is always a plus. Beyond that he's just plainly a powerful guy, equipped with a number of speedy lows and flexible high attacks. In the scenario campaign Ganryu is one of the biggest pains you'll fight, so his potential for power should be plain to you if you've taken the time to beat him there.



Useful Attacks

Enma Harite	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Sit Thrust	RIGHT KICK-LEFT KICK, LEFT PUNCH
Kick & Pull	FORWARD-DOWN, LEFT KICK

Rock Cleaving Palm	DOWN, LEFT PUNCH
Headbutt	BACK, LEFT PUNCH-LEFT PUNCH
Sumo Hammer	BACK, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Oni Tsukkake	BACK-DOWN, LEFT PUNCH-LEFT PUNCH, LEFT PUNCH-LEFT PUNCH
Sumo Tackle	BACK-DOWN, LEFT PUNCH-LEFT PUNCH

Heihachi Mishima

Profile

Heihachi's strengths lie with the power of his mid-range attacks, many of which are faster and have longer range than your normal mid attack. Furthermore, like other Mishima style characters he has some of the best launchers in the game. That said, he is a bit weak in low attack category; few of his moves in this range are very fast and a majority of them leave him vulnerable to attack..



Useful Attacks

Rising Uppercut	FORWARD, DOWN, FORWARD-DOWN, LEFT PUNCH
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Tenma Destroyer	BACK, FORWARD, LEFT PUNCH, LEFT PUNCH
Lightning Crush	FORWARD, LEFT KICK
Flash Punch Combo	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Shingetsusen	BACK, RIGHT KICK
Right Splits Kick	FORWARD, RIGHT KICK
Deity Slayer	BACK, BACK, LEFT PUNCH-LEFT PUNCH
Demon's Wing	FORWARD-DOWN, LEFT PUNCH-LEFT PUNCH

Hwoarang

Profile

Hwoarang is at his best when he's using his multiple stance options to his advantage. By changing stances he can keep an opponent from becoming too comfortable. That said, learning to play as Hwoarang can be exceedingly difficult, moreover his move set can be somewhat limited. His main strength comes from his jabs and his mid-range options can be a bit lacking.



Useful Attacks	
Right Kicks to Right Stance	RIGHT KICK, FORWARD, RIGHT KICK
Left Kicks to Left Flamingo	LEFT KICK, LEFT KICK, FORWARD
Left Kick Combo Low to Right Hook Kick	LEFT KICK, LEFT KICK, DOWN, LEFT KICK, RIGHT KICK
Left Plasma Blade	BACK, LEFT KICK
Middle Claymore	BACK, RIGHT KICK
Firecracker	DOWN, RIGHT KICK, RIGHT KICK
Double Thrust	BACK, BACK, RIGHT KICK, LEFT KICK
Flying Nerichagi	FORWARD, FORWARD, FORWARD, LEFT KICK

Jack-6

Profile

While many juggling is still one of the best ways to do damage in Tekken 6 Jack-6 is a character boasting a ton of moves that on their own are damaging. He still maintains strong juggling abilities, but if you're a person having trouble with that, Jack-6 is a good option. That said, Jack-6 is lacking when it comes to attacks with crush properties. Moreover, he doesn't have any quick, mid-level jabs. Overall, he's one of the easier character's to learn though, which makes him good for beginners.





Useful Attacks	
Jackhammer	FORWARD, FORWARD, LEFT PUNCH
Jab Elbow Smash	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Combine Harvester	FORWARD-DOWN, LEFT KICK, LEFT PUNCH
Granite Stomping	FORWARD, FORWARD, LEFT KICK
Atomic Hook	BACK, FORWARD, LEFT PUNCH
Rocket Kick	FORWARD, FORWARD, RIGHT KICK
Rocket Uppercut	FORWARD, FORWARD, LEFT PUNCH
Patriot Fist	UP, LEFT PUNCH-LEFT PUNCH

Jin Kazama

Profile

Jin benefits from a number of revamps from the previous Tekken game. He's received some new mid-attacks and several low attacks that fall more on the safe side than in previous move sets. Additionally, Jin is an effective jabber and sports a number of good counterattacks. On the downside, Jin's damage output is generally lower than most other characters, something reflected in his subpar juggling damage.



Useful Attacks

Shun Masatsu

BACK, LEFT PUNCH, LEFT PUNCH

Demon's Paw

FORWARD, FORWARD, LEFT PUNCH

Evil Intent

BACK, FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH

Switch Blade

LEFT PUNCH, RIGHT KICK

Right Sweep

DOWN, RIGHT KICK

Left Axe Kick

FORWARD, FORWARD, RIGHT KICK

Tensho Rakufu	BACK-DOWN, LEFT PUNCH, LEFT KICK
Median Line Destruction	LEFT PUNCH-LEFT PUNCH

Julia Chang

Profile

Julia is a strong character, boasting many powerful mid-level attacks that have returned from, and in some cases been upgraded from previous Tekken's. In addition to that she is easily one of the swiftest characters in the game, allowing for lightning fast attacks and combos. That said, her low attacks are sub par, leaving her at a disadvantage in that area.



Useful Attacks

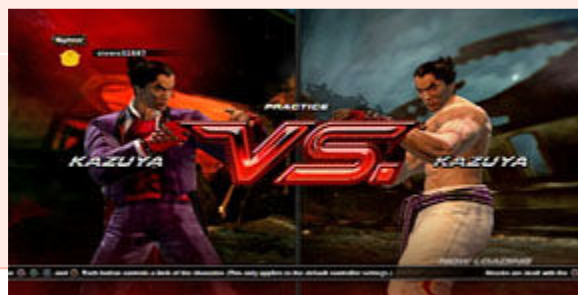
G-Clef Cannon	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Lift Kick	FORWARD, FORWARD, LEFT KICK
Low Blow	FORWARD-DOWN, LEFT PUNCH
Rapid Counter Attack	DOWN, FORWARD-DOWN, LEFT PUNCH

Heaven Shatter Kick	BACK, RIGHT KICK
Double Lift Kick	FORWARD-UP, RIGHT KICK, LEFT KICK
Flaming Arrow	FORWARD, FORWARD, FORWARD, LEFT PUNCH
Double Palm Push	FORWARD, FORWARD, LEFT PUNCH-LEFT PUNCH

Kazuya Mishima

Profile

Kazuya, like the other Mishima fighters has access to some of the best launchers in the game. Kazuya also has a lot of good low attacks in addition to his general skills which in general are powerful. That said, using Kazuya to his full potential is a bit of a learning process and many of his mid-level attacks are unsafe, leaving him vulnerable.



Useful Attacks

Flash Punch Combo	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Abolishing Fist	FORWARD-DOWN, LEFT PUNCH
Twin Pistons	WHILE RISING, LEFT PUNCH, LEFT PUNCH

Stature Smash	BACK-DOWN, RIGHT KICK
Tsunami Kick	FORWARD-DOWN, RIGHT KICK, RIGHT KICK
Oni Front Kick	FORWARD, LEFT KICK
Left Splits Kick	FORWARD, FORWARD, LEFT KICK
Leaping Sidekick	FORWARD, FORWARD, FORWARD, LEFT KICK

King

Profile

King's biggest strength lies in his powerful throws. In other words, if you enjoy tossing your opponents around, then King is the man to choose. In addition to this strength he has a lot of strong counterattack options. On the downside King doesn't have many launchers to his name and his lows are a bit weak.



Useful Attacks

Giant Swing	FORWARD, BACK, BACK-DOWN, DOWN, FRONT-DOWN, FRONT, LEFT PUNCH-RIGHT KICK
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Elbow Sting	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH
Rolling Sobat	FORWARD, RIGHT KICK
Tomahawk	FORWARD, FORWARD, FORWARD, LEFT PUNCH-RIGHT KICK
Exploder	FORWARD, RIGHT KICK-LEFT KICK
Jaguar Hook	FORWARD, FORWARD, LEFT PUNCH
Capital Punishment	FORWARD-UP, LEFT PUNCH-LEFT PUNCH
Toll Kick	BACK, LEFT KICK

Kuma/Panda

Profile

Kuma and Panda share the same move set. Their attacks are define by power and risk. The bears don't really have many safe attacks, leaving them vulnerable. That said, if their attacks connect they do a lot of damage. Overall, they have their pros and cons, that said, you really just can't beat playing as a sentient bear can you?



Useful Attacks	
G-Clef Cannon	FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Kuma Musou	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH
Sit	DOWN, RIGHT KICK-LEFT KICK
Trout Sweep	LEFT PUNCH
Trout Smash	LEFT PUNCH
High Jink	BACK, RIGHT KICK-LEFT KICK
Leaping Side Kick	FORWARD, FORWARD, FORWARD, LEFT KICK
Rapid Bear	FORWARD, FORWARD, LEFT PUNCH-LEFT PUNCH

Lars Alexandersson

Profile

Lars is one of the more flexible fighters in Tekken 6 equipped with a number of moves that are useful in a variety of situations and against a variety of fighters. He has some good launchers and many of his moves are of a long range. Many of his low attacks are sub par however, and his combos can be difficult to pull off.





Useful Attacks	
Double Tap	BACK-DOWN, LEFT PUNCH, LEFT PUNCH
Storm Axle	FORWARD-UP, RIGHT KICK
Shadow Cutter	BACK-DOWN, RIGHT KICK
Chevron Slash	BACK, LEFT PUNCH
Lightning Screw	FORWARD-UP, LEFT KICK
Flash Bang	FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT KICK
Ark Blast	FORWARD, LEFT PUNCH-LEFT PUNCH
Elbow Corona	FORWARD, FORWARD, LEFT PUNCH-LEFT PUNCH

Lee Chaolan

Profile

Lee has the best use of Okizeme in the game, often giving you direct control over what your opponent can do after you complete a juggle. Fancy grounding them again? Have at it! Lee's weakness is that outside of his Okizeme techniques Lee's attacks only have average reach and damage. In other words, unless you can master his ability to manipulate an opponent he's there are better characters to use.




Useful Attacks

Double Mazurek	FORWARD-UP, LEFT KICK, RIGHT KICK
Silver Sting	FORWARD-UP, RIGHT KICK, LEFT KICK
Rocket Heel	WHILE RISING, LEFT PUNCH, LEFT KICK
Deadly Arc	FORWARD, RIGHT KICK, LEFT KICK
Silver Low	DOWN, LEFT KICK
Triple Fang	BACK, RIGHT KICK, RIGHT KICK, LEFT PUNCH

Double Signal	FORWARD, LEFT PUNCH, LEFT PUNCH
Silver Cyclone	DOWN, RIGHT KICK, LEFT KICK

Lei Wulong

<p>Profile</p> <p>Lei Wulong has five different stances, making him one of the most versatile characters in Tekken 6. Chances are, no matter your situation, he'll have a stance to help you cope with it. That said, Lei's moves tend to deliver sup bar damage and the complexity of his technique makes him a tad unaccessible to Tekken newcomers.</p>	
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Useful Attacks	
Right Uppercut	FORWARD-DOWN, LEFT PUNCH
Mauling Dragon	FORWARD, FORWARD, LEFT PUNCH
Dragon's Whip	FORWARD, FORWARD, RIGHT KICK-LEFT KICK
Dancing Cobra	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH

Comet Kick	FORWARD-UP, RIGHT KICK-LEFT KICK, RIGHT KICK
Spinning Side Kick	FORWARD-DOWN, LEFT KICK
Jumping Kick	FORWARD, FORWARD, FORWARD, LEFT KICK
Yue Ya Lian Tui	LEFT PUNCH, LEFT PUNCH, RIGHT KICK-LEFT KICK

Leo

Profile

Leo is a Tekken 6 character defined by her balanced gameplay. While she excels in little, she is good at just about everything. This can be both a strength and a weakness. She'll rarely go into a fight unprepared, but at the same time some of the more specialized characters may be able to give her trouble.



Useful Attacks


Sheng Pao	FORWARD-DOWN, LEFT PUNCH
Chuan Pao	FORWARD-DOWN, LEFT KICK
Heng Da Er Lang Dan	FORWARD, LEFT PUNCH, LEFT PUNCH

Shan	
Huo Da Ding Zhou	WHILE RISING, LEFT PUNCH, RIGHT KICK, LEFT PUNCH
Lei Zhang	DOWN, FORWARD-DOWN, FORWARD, LEFT PUNCH
Tiao Shan Jiang Jiao	FORWARD, FORWARD, FORWARD, LEFT KICK
Wu Dang Xuan Feng Jiao	LEFT KICK, LEFT PUNCH, RIGHT KICK
Xiang Long Shi Ling Zhou	LEFT PUNCH, LEFT PUNCH

Lili Rochefort

Profile

Lili's game is all about causing excessive amounts of pain. She might not look it, but Lili has a pretty substantial damage output. Her counterattacks, juggling and wall fighting will all eat away at your opponent's health. That said, she's a bit lacking in the low attack department and many of her crush attacks will leave her vulnerable.




Useful Attacks	
Direct Persuasion	FORWARD-DOWN, LEFT PUNCH

Orleans Sword	FORWARD-DOWN, LEFT PUNCH
Root of Evil	FORWARD, FORWARD, RIGHT KICK
Circle Knee	FORWARD, LEFT KICK
Edelweiss	BACK-DOWN, RIGHT KICK
Matterhorn Ascension	DOWN, RIGHT KICK-LEFT KICK
Alstroemeria	FORWARD, FORWARD, LEFT KICK, RIGHT KICK-LEFT KICK
Piercing Thorn	FORWARD, FORWARD, RIGHT KICK-LEFT KICK

Ling Xiaoyu

Profile

Ling's effectiveness comes from her speed and evasiveness. She's one of the fastest character's in Tekken 6 and if used properly will do circles around most opponents. That said, her actual attacks are rather lacking. While she has a number of safe attacks at her disposal most of the damage she dishes out will probably be from jabs you slip in between her evasive maneuvers.





Useful Attacks	
Clouded Peak	FORWARD, LEFT PUNCH, LEFT PUNCH
Bolting Rabbit	FORWARD-UP, LEFT KICK
Belly Chop	FORWARD-DOWN, RIGHT KICK
April Showers	LEFT PUNCH, LEFT PUNCH
Raccoon Swing	FORWARD, FORWARD, LEFT KICK
Fortune Cookie	FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Eclipsing Moon	FORWARD, FORWARD, LEFT PUNCH, RIGHT KICK
Tiao Tui Bai Ji	FORWARD-DOWN, LEFT KICK, RIGHT KICK

Marshall Law

Profile

Marshall is easily one of the best character's in the game, ably equipped for most every situation you're going to come across. He has a ton of juggling options, his counterattacks are great and the majority of his wall combos are easy to pick up. Overall, Law doesn't have many flaws to speak of making him a good character to focus some attention on.



Useful Attacks

Left Right Blazing Fist Combo	LEFT PUNCH, LEFT PUNCH, FORWARD, LEFT PUNCH, LEFT PUNCH-LEFT PUNCH
Dragon Hammer	FORWARD, LEFT PUNCH-LEFT PUNCH
Junkyard Kick	BACK, LEFT PUNCH, LEFT KICK, RIGHT KICK
Dragon Dagger	FORWARD, FORWARD, LEFT PUNCH, LEFT KICK
Shin Crusher	BACK-DOWN, LEFT KICK
Dragon Uppercut	WHILE RISING, LEFT PUNCH

Rave War Combo	FORWARD, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Low Kick to Somersault	DOWN, RIGHT KICK-LEFT KICK, LEFT KICK

Miguel Caballero Rojo

Profile

Miguel is very straightforward, so if you're in the market for a fighter not built around trickery and tricks, he's a choice. He has a number of strengths. Several of his low attacks can lead into juggles which is a bit on the unconventional side. Moreover, many of his attacks will transition him into the Savage Stance which has good potential for extra damage. That said, his Savage Stance is also weighed down by a lot of unsafe moves and overall Miguel's wall game is pretty weak.



Useful Attacks

Martillo	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH-LEFT PUNCH
Campeon	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH
Megawatt Uppercut	FORWARD, FORWARD, LEFT PUNCH, LEFT PUNCH
Taconeo	FORWARD, FORWARD, FORWARD, LEFT KICK

Ciclón	FORWARD, RIGHT KICK, LEFT PUNCH
Rompeolas	DOWN, LEFT PUNCH-LEFT PUNCH
Cabriola	WHILE RISING, LEFT KICK
Burla	FORWARD, RIGHT KICK-LEFT KICK, FORWARD

Mokujin

Profile

Mokujin is unique in that he doesn't have a move set of his own. Rather he randomly takes on the moves of another character from the game. This makes him unpredictable but also very difficult to use because effectively playing as Mokujin requires working knowledge of every character in the game. Only for true masters of Tekken 6.



Nina Williams

Profile

Nina is another character whose swiftness and strong jabbing abilities make her perfect for evading and annoying your opponent. Her agility will allow you to work circles around your enemies while her above average strength will still allow you to dish out substantial damage. Unfortunately, Nina's dependence on jabbing means you'll have to be in close range whenever you fight, leaving you open to attack.



Useful Attacks

Blonde to Right Uppercut

RIGHT KICK, LEFT KICK, LEFT PUNCH

Uppercut to Jab

FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH

Stiletto Heel

BACK-DOWN, LEFT KICK

Ivory Cutter

LEFT PUNCH, RIGHT KICK

Ray Hands

FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH

Geyser Cannon Combo

BACK-DOWN, RIGHT KICK, LEFT KICK

Siren's Kiss	FORWARD, LEFT KICK
Sweeper Combo	FORWARD, RIGHT KICK, LEFT KICK, LEFT KICK

Paul Phoenix

Profile

Paul is one of the most devastating characters in the game. His juggles will brutalize opponents and he has one of the best low attacks in Tekken 6. Furthermore, his wall game is very powerful. That said, Paul requires a lot of risk leaving you out in the open for attack.



Useful Attacks

Phoenix Smasher	DOWN, FORWARD-DOWN, FORWARD
Shoulder Smash	DOWN, LEFT PUNCH-LEFT PUNCH
Burning Fist	BACK, BACK, LEFT PUNCH-LEFT PUNCH
Neutron Bomb	FORWARD, FORWARD, RIGHT KICK

The Boot	FORWARD-DOWN, RIGHT KICK
Juggernaut	FORWARD, FORWARD, LEFT PUNCH, LEFT PUNCH
Lion's Roar	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Bone Breaker	DOWN, RIGHT KICK, LEFT PUNCH

Raven

Profile

Raven is a bit of a mixed bag. His juggle attacks are good and Shadow Stance has some mix ups to offer but many of his attacks are really unsafe. Compared to the rest of the game's cast he has almost no counter attacks and many of his attacks are very short ranged.



Useful Attacks

Crescent Kick	FORWARD, LEFT KICK
Meat Hook	FORWARD-DOWN, LEFT PUNCH, LEFT KICK
Shadow Scythe	FORWARD-UP, LEFT KICK

Shadow Spear	FORWARD, FORWARD, LEFT PUNCH
Sudden Strike	FORWARD, FORWARD, LEFT KICK
Iron Maul	FORWARD, FORWARD, RIGHT KICK
War Hound	BACK, BACK, LEFT PUNCH
Pendulum Shadow	FORWARD-DOWN, RIGHT KICK, RIGHT KICK, LEFT KICK

Roger Jr.

Profile

Roger Jr. long range attacks are a bit on the limited side. He only has a few to his name making him primarily a short range fighter. Up close he boasts a number of moves with crush abilities. His evasive nature also makes him great at dodging attacks.



Useful Attacks

Wind Up Punch	LEFT PUNCH, RIGHT KICK
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Ayer's Rock	FORWARD, RIGHT KICK, LEFT KICK, LEFT PUNCH
Sliding Hook	FORWARD, FORWARD, LEFT PUNCH
Konvict Kick	FORWARD, FORWARD, RIGHT KICK
Baime's Spear	FORWARD, FORWARD, FORWARD, LEFT KICK
Double Spin Animal Sweep	LEFT PUNCH-LEFT PUNCH, RIGHT KICK
Exploder	FORWARD, RIGHT KICK-LEFT KICK
Capital Punishment	FORWARD-UP, LEFT PUNCH-LEFT PUNCH

Sergei Dragunov

Profile

Dragunov is a good fighter for beginners. Most of his attacks are powerful and relatively easy to pull off making him easy to learn. They also tend to launch and stun your opponents with relative ease. That said, many of his attacks are also very linear leaving them a bit predictable and risky.



Useful Attacks	
Russian Assault	FORWARD, FORWARD, FORWARD, LEFT PUNCH
Razer	DOWN, LEFT PUNCH
Salvo	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Scimitar	FORWARD-DOWN, LEFT PUNCH
Spetnaz Assault	FORWARD, FORWARD, FORWARD, RIGHT KICK
Slicing Sabot	FORWARD-UP, RIGHT KICK
Serrated Edge	BACK, LEFT KICK
Kamov Avalanche	RIGHT KICK, RIGHT KICK

Steve Fox

Profile

Steve is all around one of the most powerful fighters in Tekken 6. His juggles are the most damaging the game. His wall game is brutal and overall just about everything he does packs a wallop. He doesn't have a great standing launcher, but honestly, it's a minor complaint considering how strong Steve is otherwise.





Useful Attacks	
Beat Down	FORWARD, FORWARD, LEFT PUNCH
Quick Hook	BACK, RIGHT KICK
Frigate Combo	BACK, RIGHT KICK, LEFT PUNCH, RIGHT KICK
Sky High	FORWARD-UP, LEFT PUNCH
Eraser	FORWARD, FORWARD, FORWARD, LEFT PUNCH
Lightning Combo	LEFT PUNCH, LEFT PUNCH, LEFT PUNCH
Double Stinger	LEFT KICK, LEFT PUNCH, LEFT PUNCH
Wildman Combo 1	DOWN, LEFT PUNCH, LEFT PUNCH, LEFT PUNCH

Wang Jinrei

Profile

Wang like every character has his ups and downs, but he's nevertheless a solid character with many good moves. That said, many of them come with an inherent risk that is difficult to avoid. If one learns to use him properly, it's possible to manipulate your foe so the riskiness of your attacks is produced.



Useful Attacks

Lung Zhu Lian Pao

LEFT PUNCH, LEFT PUNCH, LEFT PUNCH

Triple Spin Razor

RIGHT KICK, RIGHT KICK, LEFT PUNCH

Dal Shou

FORWARD, LEFT PUNCH, LEFT PUNCH

Tian Shan Jiao

FORWARD, LEFT KICK

Giant Slayer

DOW, LEFT KICK, RIGHT KICK

Ma Xing Duan Pao

BACK-DOWN, LEFT PUNCH, RIGHT KICK, LEFT PUNCH

Cobra Fang	BACK-DOWN, RIGHT KICK
Leaping Side Kick	FORWARD, FORWARD, FORWARD, LEFT KICK

Yoshimitsu

Profile

Yoshimitsu is one of the more odd characters in Tekken 6, but whoever said that odd was bad? His fighting style can be really hard to pick up, but its complexity can leave your foes downright muddled. That said, his actual damage output is pretty low and as mentioned he's really hard to learn.



Useful Attacks

Fubuki	FORWARD, FORWARD, RIGHT KICK
Seiken Douharai	LEFT PUNCH, RIGHT KICK
Avoiding the Puddle	FORWARD-UP, RIGHT KICK
Kasani Wakzashi	FORWARD-DOWN, LEFT PUNCH, LEFT PUNCH
Omage Hosen	BACK, LEFT PUNCH, RIGHT KICK

Nade Kujaku	BACK-DOWN, RIGHT KICK, RIGHT KICK
Kurama Itto	FORWARD-UP, LEFT PUNCH

Zafina

Profile

Another weird character, Zafina has three stances that she can use to confuse opponents. Her attacks are genuinely unpredictable, making her another character whose strength lies not so much in her sheer power but in her less tangible elements. This is good because her more obvious elements are a bit lacking. Her attacks are slow and overall her move set is incredibly unsafe.



Useful Attacks

Ettimu	FORWARD, LEFT PUNCH, LEFT KICK, RIGHT KICK
Ningishzida	DOWN, RIGHT KICK, RIGHT KICK
Poison Rosette	DOWN, LEFT PUNCH, RIGHT KICK, LEFT KICK
Arali	FORWARD-UP, LEFT KICK

Leaping Side Kick	FORWARD, FORWARD, FORWARD, LEFT KICK
Mikku	FORWARD-DOWN, RIGHT KICK, LEFT KICK
Lamastu Claw	FORWARD-DOWN, LEFT PUNCH
Aqrabuamelu	FORWARD, RIGHT KICK