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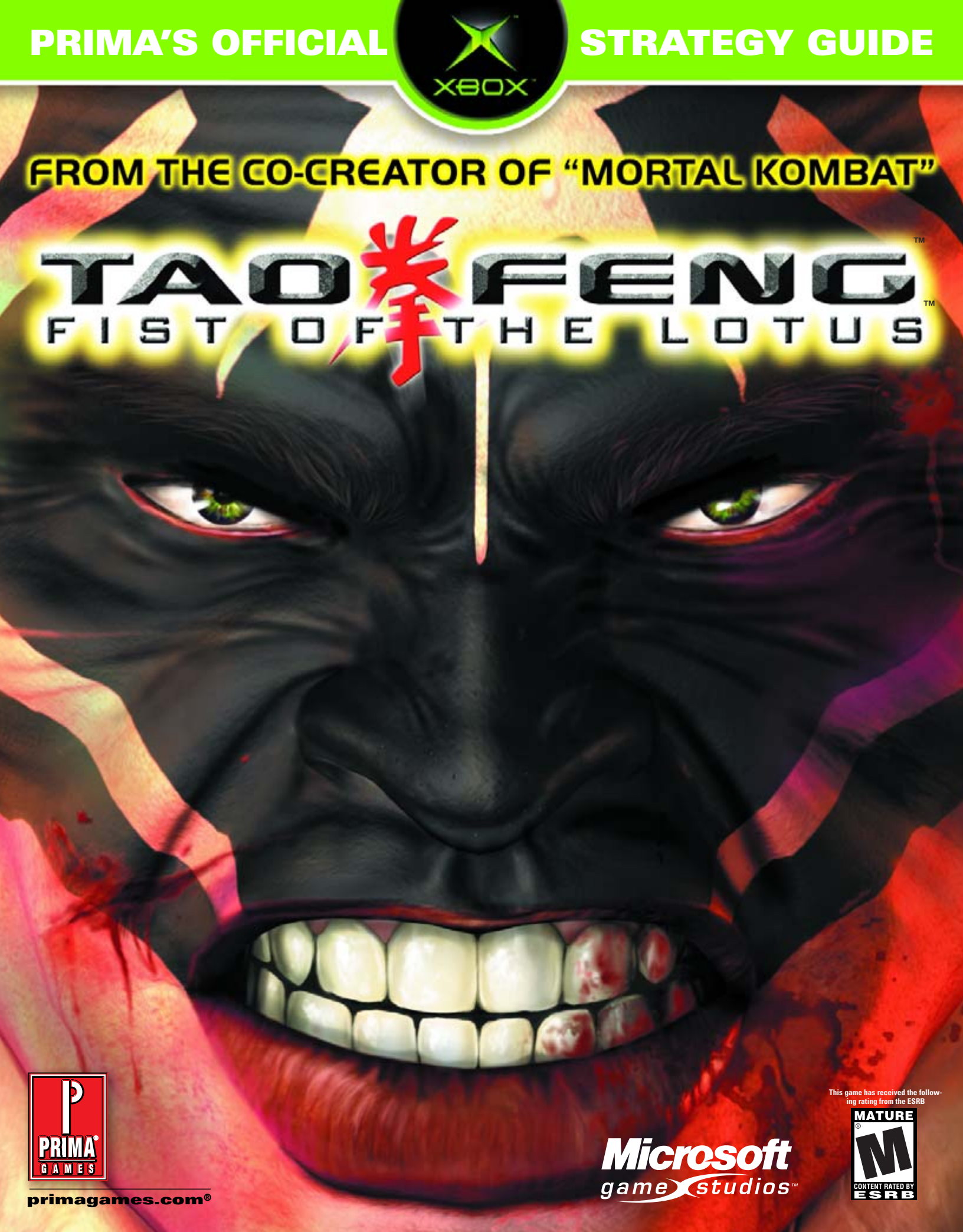


STRATEGY GUIDE

FROM THE CO-CREATOR OF "MORTAL KOMBAT"

# TAO FENG

FIST OF THE LOTUS



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# TAO FENG™

## FIST OF THE LOTUS™

Eric Mylonas Prima's Official Strategy Guide

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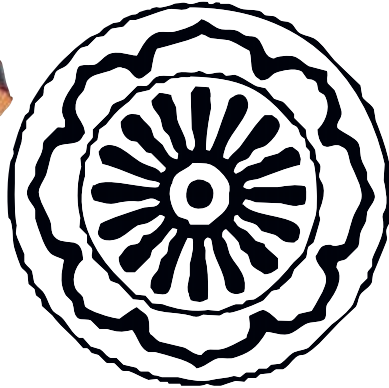
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# THE ESSENTIALS



## Welcome to Metro-China

### An Alternate World History

Around 1820, while the young United States of America pushed westward across North America, large numbers of Chinese from Hong Kong, Canton, and other Cantonese-speaking regions were emigrating to the North American west coast. They immediately formed an alliance with a Mexican state in what we now know as California, which in time deterred the U.S. settlers from gaining a foothold.

The Mexican-Spanish population of California began to decline as more and more Chinese settled the West Coast, where they industriously established themselves. Then in the 1840's, the Chinese settlers in this new world discovered gold, but were very careful to keep the knowledge as quiet as possible until they could consolidate their hold upon the land. They established trade relations with the United States to the east, using gold and the promise of access to Western sea ports as bargaining chips. New China declared its independence from China in 1851.

New China now occupies what we know in our world as the U.S. states of California, Oregon, Washington, Nevada, and part of Idaho. It maintains close ties with the U.S.—the two nations trade extensively, share railroad lines, and the United States enjoys access to New China's Pacific seaports. Consequently, English is an accepted second language, with Spanish a close third. New China also has treaties with Canada and Mexico, giving it stable borders on all sides.

The capitol of New China is Dai Fou (our San Francisco) at the Harbor of Dragon's Breath (Lühng Hei Wa-an). However, the rest of North America has come to refer to Dai Fou as "Metro-China" and this has become the popular, if not correct, name for the huge city.

### NOTE

*Throughout the first part of this book, you are privy to all the details of the war between the Pale Lotus and Black Mantis clans and the full story behind the formation of Metro-China.*

## Using This Guide

This book is broken down into the following sections:

### The Essentials



In this section, we go over the bare basics that make *Tao Feng* tick. We get into the history of the Pale Lotus and Black Mantis clans and delve into the most basic attacks and movements that are the fundamental building blocks in creating any bone-breaking champ.

## Advanced Training



In the “Advanced Training” section, we get into the nuts and bolts of how combos work and how best to build your own as you gradually master the ins and outs of *Tao*

*Feng*’s extensive fighting system. This section goes over the damage tables in Ways of the Pale Lotus and Black Mantis.

## The Way of the Pale Lotus



“The Way of the Pale Lotus” section finds us face to face with the Pale Lotus clan (the good guys): Master Sage and company are a fierce band of fighters, and they do everything in their power to stop the vile machinations of the Black Mantis. Find sample combos, character

bios, basic strategy, and custom combos you won’t find in the manual.

## The Way of the Black Mantis



Following the Pale Lotus clan, we find ourselves among the more darkly oriented Black Mantis clan. Wulong Goth and his menagerie of mutants and misanthropes is eager to try to coax you along their shadier path. As with the previous section, find selected combos, character backgrounds, and basic strategy.

## The Arenas

The cast of martial artists behind us, take a look at each of the arenas in which the myriad fights take place, scattered throughout the alternate history that is Metro-China. Unlike most fighting games, however, these locales can be just as deadly as the warriors themselves. We point out all the hot spots (and what to avoid).

## Gameplay Modes

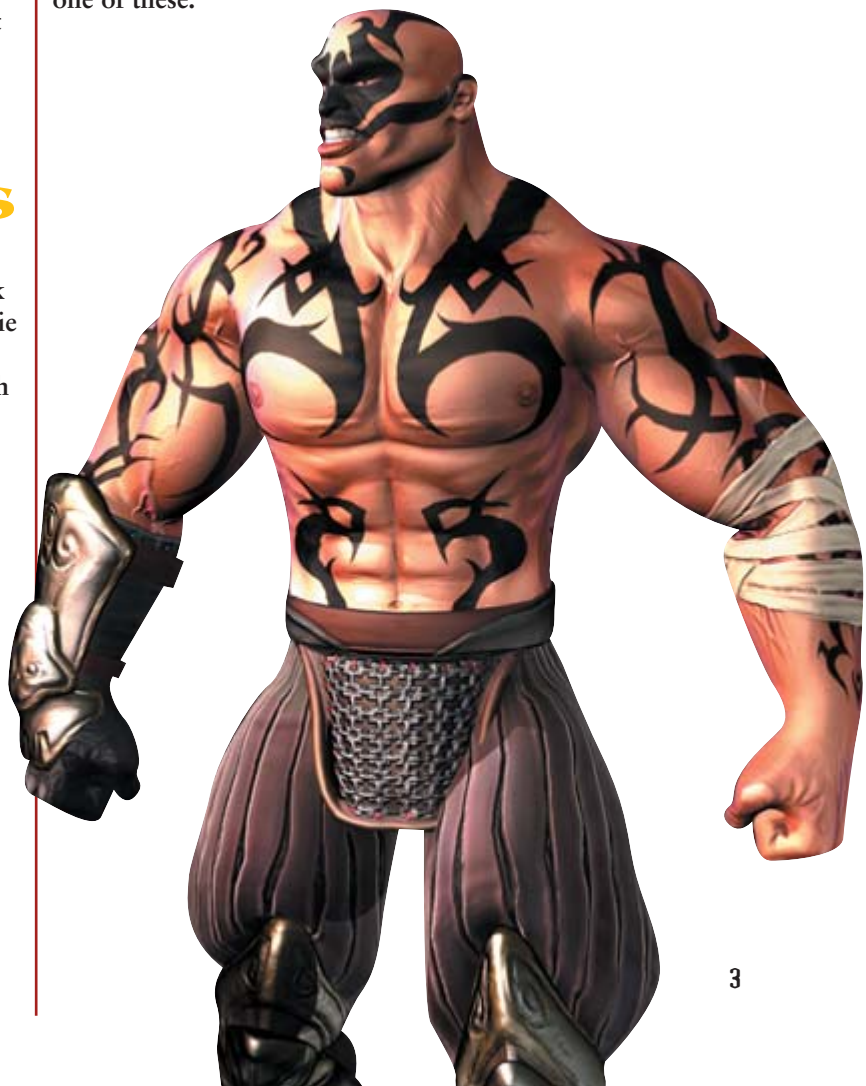
In the “Gameplay Modes” section, we peek at the various game modes in the offing and offer some salient advice for conquering each. Hopefully, though, with the training you received to that point, you won’t need too much help.

## Secrets

The final section includes two or three interesting items, the first being an interview with *Tao Feng* developers; the other(s) being, well, that would be telling....

## Notes and Tips from the Team

Scattered throughout the book are helpful bits of info straight from the team behind *Tao Feng*. These are the goods straight from the source, so pay rapt attention when you see one of these.



# The Bare Essentials

## Controller



X Lead Kick	A Trailing Kick
Y Lead Punch	B Trailing Punch
WHY Chi attacks	BLK Taunts
⬆ Jump	⬅ Move left
➡ Move right	⬇ Crouch
L Deflect Throw/Heal Limb Damage	
R Attack off Object (with d-pad)	

**NOTE**  
 All moves in this guide are performed from the assumption that you are on the left side of the screen (P1). Keep this in mind if a particular move doesn't quite work out.

## Leading and Trailing

Tao Feng's combat system is split into two basic components: leading and trailing blows.

Each character has a leading punch and kick and a trailing punch and kick. What's the difference, you ask?



Master Sage: leading kicks and punches

Leading punches are the set-up punches and are the faster (albeit weaker) of the two. Use these blows to set up a foe for a flurry of trailing blows.

Press X for a lead kick and Y for lead punch.



Master Sage: trailing kicks and punches

Trailing blows, on the other hand, always do more damage, but they are a bit slower to come into play. In general, start with leading blows and transition into trailing blows.

Kick with X and punch with Y.

## NOTE

Think of leading and trailing blows the way a boxer would: he sets up his opponent with a jab (the leading blow), then flattens him with a vicious uppercut (the trailing blow).

## Throw Down

What would a fighting game be without plenty of bone-shattering, neck-snapping throws? No fighting game you'd want to play, right? Well, Tao Feng doesn't disappoint in this department and features three varieties of throws:



Exile: Quick Reach Throw

The Quick Reach Throw (as you might imagine) is a rapid grab that catches your foe off-guard. The only trick is that your opponent better be close or you end up eating his fists.

Execute the Quick Reach Throw by hitting away +Y+B.





*Exile: Throw*

The standard Throw is a jack-of-all-trades-type grapple. Use it when your opponent gets too close for comfort.

Execute the Standard Throw by hitting +**Ⓧ**.



*Exile: Long Reach Throw*

The Long Reach Throw is great for enemies that like to stand just beyond the range of your fists. Time it right and whip out and grab him by the neck. However, it's slow, and there's every chance that an astute player will deflect it.

Hit toward +**Ⓧ**+**Ⓧ** to execute the Long Reach Throw.

**NOTE**

Each variety of throws does a specific amount of damage depending upon its distance. For example, close range throws (which feature the greatest risk) do the most damage while long reach throws do the least.

# The History of the Pale Lotus and Black Mantis Sects

For hundreds of years in ancient China, a small sect of Taoist practitioners known as the Pale Lotus have dedicated themselves to achieving harmony, defending the helpless, promoting justice, and seeking the inner path to immortality known as *neidan* (inner alchemy). Members of the Pale Lotus sect seek to reach transcendence by perfecting the *Chi*, the inner spirit and life energy. For generations, the leader of the Pale Lotus has been known as the Master Sage, who instructs the brethren in the fighting arts and preserves the knowledge and sacred treasures of Tai He Gong (The Perfect Harmony Temple).

As the Pale Lotus tried to achieve harmony, the treacherous and evil Black Mantis sect also opposed them. The Black Mantis seek immortality by *waidan* (outside alchemy), searching for a magic elixir or other physical means to outwit death and using dark sorceries to force control of the Chi. One known as Wulong Goth has always led the Black Mantis. The title, powers, and even ancestral memories of each Wulong Goth passes to the next in line upon death. One vicious warlord after another has held this title, and each of them has hated and envied the Pale Lotus.



# Alternating Stances

Each fighter in *Tao Feng* has two alternate stances that lead to bigger and better combos—the only problem being that your opponent can see you entering those stances from a mile away.



**Fiery Phoenix:**  
Alternate Stance 1

Each alternate stance affords you a slightly different punch and kick that, uh, kicks off some pretty intense preset combos.

Activate Alternate Stance 1 by hitting **◁+X+Y**.



**Fiery Phoenix:**  
Alternate Stance 2

Engage Alternate Stance 2 by pressing **◁+A+B**.

# Feeling (Little) Pain

Many people try to tell you that a good offense is the best defense (and this certainly applies in spades in *Tao Feng*), but it's always good not to let yourself become a punching bag for your opponent.



**Jade Dragon:**  
Standing Block

There are two different blocks in *Tao Feng*: a regular Standing Block absorbs all high- and medium-level attacks.

Access this block simply by pressing and/or holding **◁**.

## NOTE

*Remember: this guide assumes you are on the left side of the screen—make adjustments accordingly.*



**Jade Dragon:**  
Crouching Block

For those times when your opponent decides to go low, execute a Crouching Block to avoid a nasty break to your shins.

Hold **Ⓢ** to avoid this very painful predicament.



**Jade Dragon:** Deflect Throw

So, you're sick of being thrown around like a rag doll in fighting games, and you wish you could do something about it—in *Tao Feng*, you can.

Just as an enemy reaches for your character, pull **Ⓢ** to execute the Deflect Throw move. This prevents you from being tossed *and* gives the enemy something to remember you by.



**Jade Dragon:** Sidestep

When you're in danger of entering a Limb Damaged state (see later in this section), you may want to Sidestep rather than block—this is handy for avoiding all manner of unpleasantness.

Tap **Ⓢ** or **Ⓡ** to Sidestep away from or toward the screen.



## TIPS FROM TEAM TAO FENG

*“This is a 3-D fighter; learn to sidestep early and use it often. You can evade attack off walls and poles and the beginning of most combos to allow you to quickly counter-attack while your opponent is recovering.” —Cyche*



*Jade Dragon: Get-Up Attack*

After being knocked unceremoniously on your back, you might itch for some revenge, and you can get it fairly quickly by attempting a Get-Up Attack. Keep in mind, however, that a foe that sees this coming *will* block it and punish you accordingly.



To pull off a Get-Up Attack, consult the moves list for the character in question.

## The Conflicts

Over the centuries, many conflicts have occurred between the members of the Pale Lotus and Black Mantis sects. The Black Mantis stopped at nothing to achieve their ends, from bribery of court officials to outright banditry. The Pale Lotus opposed them whenever and wherever they could, but this was a dangerous life and not an easy path to follow. For this reason, the numbers of the Pale Lotus always remained small, while the Black Mantis, appealing to the worst in those who joined it, gained power.

Dynasties rose and fell. Each new Master Sage contested each new Wulong Goth, with neither side entirely victorious. This changed in the 1800s as Great Britain, Japan, and France began to meddle in the affairs of China, forcing their spheres of influence on the country during that bloody, chaotic century. The Pale Lotus sect suffered heavily during their attempts to drive out the foreigners.

The Black Mantis took full advantage of the chaos, deepening and broadening their power base. They allied themselves with foreigners when it served their purpose but switched sides with the flick of a blade.

Eventually, the Pale Lotus retreated to their sanctuary, the Perfect Harmony Temple, high in the mountains. The Master Sage watched China fall to pieces, but he did not have the numbers to stand against the forces that swept across the country.

The time seemed ripe for the Black Mantis finally to eliminate their ancient enemy. In 1912, on the very eve of the first major revolution and downfall of the last dynasty, the reigning Wulong Goth laid his plans.



## The World Is Against You

It's bad enough that you must worry about being pummeled into the next world by some deranged brute with a particularly large chip on his shoulder (hi there, Wulong Goth!), but it's even worse when the environment itself works against you.

The good news, though, is that it can also work *for* you.



*Fierce Tiger: Pole Attack*

Scattered throughout each fighting area, find poles from which to launch aerial attacks. These are usually very painful and do solid damage for the little work required to pull one off.

When near a pole, press the D-pad in the pole's direction while pulling (R).



### NOTE

*See the “Gameplay Modes” section for more information on where the poles are located in each level.*





*Fierce Tiger: Wall Attack*

As if launching an attack from a well-placed pole wasn't helpful (or harmful) enough, you can also fly from walls and strike your opponents with much the same deadly effect as poles.



Execute a Wall Attack by pressing the D-pad in the wall's direction while pulling (B).

## TIPS FROM TEAM TAO FENG

*"Wall and pole attacks will beat any counterattacks, except certain Chi attacks. Wall and pole attacks also will do partial damage to your opponent if he/she is blocking."*  
 —Todd Foster

## Defending against Pole and Wall Attacks

Defending against Pole and Wall Attacks can be tricky, but the following tips will help you circumvent some nasty blows to the brain box:

- After a character performs a Wall or Pole Attack, they are open for attack. Sidestep or lunge away and then attack before the opponent recovers from the environmental attack. You can also sometimes attack the opponent after blocking the environmental attack but you must counter before he recovers from his environmental attack.
- When a character is in the environmental attack animation, they are practically invulnerable. Use a Chi attack to counter in the middle of the environmental attack—Chi attacks are the **ONLY** attack that will cancel out and counter an environmental attack during the actual attack motion.

- If you are near a wall when your opponent starts his Wall Attack, immediately start your own Wall Attack because the one who started the Wall Attack second will usually cancel out the person who wall attacked first. This strategy requires precise timing and a player can find himself on the receiving end of a Wall Attack if they aren't careful. Knowing the timing and speed of your opponent's Wall Attack is critical.



## Would You Like Some Chi with That?

Chi attacks are rough business: they can be deadly in the right hands and they're unblockable. You gradually build up the meter (just under the life bar) by landing successful blows against enemies. When it's full, let 'em rip by pressing **W+R** or **W+L**.

Certain Chi attacks will "launch" the opponent in the air, at which point you can juggle them before they hit the ground. Also, there are Chi attacks that stun the opponent so the player will know if he can add a combo after his Chi attack connects. Chi attacks that cause stun or juggle reaction do less damage than ones that simply knock the opponent down. However, advanced players will find it advantageous to use Chi attacks that stun or juggle the opponent—they can string together a combo after their unblockable Chi attack (see Chapter 2 for more info on Launchers and Juggle combos).

### TIP

*Stun Chi attacks won't stun the opponent when they're in the air. When you hit an opponent out of the air with a Chi attack that stuns, it only knocks them to the ground; the Chi won't stun the opponent. Wait until your opponent is in the standing position before using a Chi attack that causes stun so you can exploit the stun reaction with a combo.*

### TIP

*Advanced players should take the opportunity of a stunned opponent to quickly perform an Alternate Stance Combo so you can fill up your Chi meter and do a lot of damage in the process. A complete successful Alternate Stance Combo will put you one hit away from getting your Chi meter filled again.*

# THE ESSENTIALS



*Divine Fist:  
Divine Double Fist*



*Divine Fist:  
Divine Fist Technique*



*Divine Fist: Divine Force*



## TIPS FROM TEAM TAO FENG

*"If your opponent has Chi attacks which are difficult to avoid, consider reserving your own Chi to negate his, since simultaneous Chi attacks negate one another."*

*—Todd Foster*

## Who's da Man (or Woman)?

For those of you who aren't content with simply knowing that you're the better fighter, there's always a handy taunt or two available to remind the enemy in a less-than-flattering way. Better yet, a successful taunt (one that doesn't end with you taking a punch to the chops) increases the Chi bar.



*Geist: Taunt 1*



*Geist: Taunt 2*

## TIPS FROM TEAM TAO FENG

*"At the end of each round, there's a second or two for the standing player to make a move. Taunting here will get you some free Chi while rubbing your opponent's face in your victory."* —Josh L.

*"Use taunts to help fill your Chi meter more quickly. A good time to do this is if a combo you are executing depletes the opponents life bar before it is finished. Execute the taunt right after your combo is finished for an extra Chi boost."* —Seth Elder

# Nothing's Going to Break M—Ow!!

One thing that sets *Tao Feng* far apart from its fighting game peers is the implementation of Limb Damage.

Implemented as a way to combat turtling and keep the flow of the game decidedly offensive-minded, if you're character blocks too often, he gradually takes Limb Damage.



After the first few (successful) blocks, you get this warning.



A few more blocks and you reach this state—get knocked down in this state and suffer Limb Damage that reduces the effectiveness of your attacks by 50 percent (either arms or legs depending on which is damaged).



*Abhhhh!*

All, however, is not lost if you do manage to sustain damage. Repair all Limb Damage by pulling (D) with a full Chi meter. Of course, it's *that much harder* to do when you're injured, but at least you can hang on to that slim hope of survival.

## The Destruction of Pale Lotus

Master Sage recently married, and his wife bore him a son, Lo Shu, who was not even a year old. The birth of his son renewed Master Sage's desire to bring harmony to the country so all children could live in peace.

Master Sage called to his side his most trusted friend and most powerful fighter, Shihao, known as Master Flying Fist. He sent Shihao on a secret mission to find Sun Yatsen, the famous doctor who inspired the revolution now sweeping China, and judge whether he was a man whose cause they should serve.

Disguised as a common peasant, Shihao began his mission. He had not gone far when he came across a band of brigands led by one of Wulong Goth's most vile commanders, known as Iron Monk. They were destroying a village that refused to cooperate with the sect's demands.

In a monumental battle, Shihao drew on all his skills to drive away the brigands and battle Iron Monk. For hours Shihao and Iron Monk fought, each coming to the very brink of death. In the end, Iron Monk broke off and ran. But as he ran, he called back a final taunt—that Shihao was alone and they would hunt him down like a wounded dog.

What did he mean? Filled with a terrible fear, Shihao abandoned his mission and returned as quickly as his injuries would allow to the Pale Lotus temple.

When he arrived it was worse than he imagined. The temple was in ruins. Every last one of the Pale Lotus lay dead after a Black Mantis assault. Shihao found Master Sage, the last to fall, lying beside his wife. Stunned by the devastation, Shihao realized he truly was alone, the last of the Pale Lotus to survive, and that the full power of the Black Mantis would be bent to finding and destroying him.

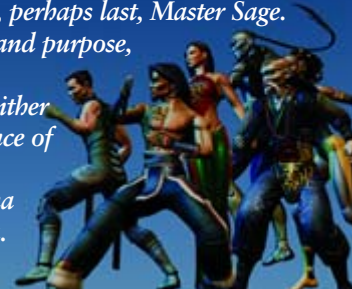
Shihao felt his grief turn to cold rage. If he was to die, he would die with honor and would destroy as much of the Black Mantis as he could before he met his end. But even as he turned to go, Master Sage stirred. With his last breath, Master Sage imparted a final secret and a final obligation—to save his infant son, Lo Shu.

Master Sage told Shihao about a chamber beneath the temple known to no one else. There Shihao found Lo Shu and the twelve sacred objects of the Perfect Harmony Temple, safely hidden during the assault.

Though Shihao burned to revenge himself on Wulong Goth, he could not set aside his master's dying wish. He had to save Lo Shu and raise him to be the next, perhaps last, Master Sage.

With a renewed sense of hope and purpose, Shihao considered where to go.

Nowhere in China was safe for either him or the child. Their only chance of survival was to leave China and reach the free lands of New China on the western shores of America.



# ADVANCED TRAINING

## New Life in New China

Though burdened with a baby and a pack of sacred treasures, by much cunning and sacrifice, Shihao managed to journey to New China. Along the way, many friends aided him, including the Eastern Sun sect (Shaolin monks turned Buddhist), many of whom also emigrated to New China. In New China, Shihao made himself as obscure as possible. He traveled constantly, taking whatever menial jobs he could find.

Eventually, Lo Shu reached an age at which Shihao realized they must settle down so the boy could receive a proper education. Shihao chose the largest city, Metro-China, where he worked as a produce packer.

Lo Shu went to school during the day, but his true education also began at home with Shihao in utmost secrecy. Shihao taught the boy everything he knew: the Tao concepts of feng shui, the deadly and powerful fighting techniques of Flying Fist, the full history of the Pale Lotus, the war with the Black Mantis, the battle with Iron Monk, the fate of Lo Shu's parents, and the responsibility that faced him as the last of the line of Master Sages.

Shihao impressed on his charge how vitally important it was to keep these secrets safe, never to reveal who he really was or let others discover his skills. If Wulong Goth or the Black Mantis should ever hear of them, they would not rest until they exterminated the last remnant of the Pale Lotus.

In Lo Shu, Shihao found a kindred spirit, one who learned quickly and excelled in everything Flying Fist showed him. Lo Shu grew into a strong, wise young man, seemingly safe an ocean away from their enemies.

Life followed a placid path. Shihao almost allowed himself to relax as Lo Shu finally fell in love, married, and had a daughter, Jian. Lo Shu considered teaching his daughter the way of the Pale Lotus, but he found she didn't have the temperament for it.



## Combos

### CAUTION

Many combos throughout *Tao Feng* require skillful mixing of standing and crouching blocks to avoid getting mauled. Practice makes perfect, though, so don't automatically assume if you've blocked the first hit, that you can block them all by making like a statue.



*Fiery Phoenix: Lead Kick Short Form Combo*

This is an example of a combination (any series of unblockable moves that result in someone taking damage); combos are the building blocks in most successful fighting games, with *Tao Feng* being no exception.



*The Fatalist: Trailing Kick Short Form Combo*

In fact, *Tao Feng* probably has one of the most open and deepest combo systems going. This section will give you a solid understanding of how to build successful combos and, therefore, lead to the utter domination of man or machine (for example, your friend Billy or the evil, evil CPU in the Xbox).



## Warm Up

First things first: you must familiarize yourself with some basic combo concepts.

*Tao Feng's* combo system allows players to chain individual hits together for pre-programmed combos that range in size from three to eleven hits or mid-air juggle combos from two to twelve hits.



*Fiery Phoenix's Lead Punch Short Form (Chain) Combo*

This combo is an example of a simple chain combo created by quickly tapping **V, V, A**.

Create larger combos in *Tao Feng* via simple chaining. For example:



*Fiery Phoenix's Lead Punch Long Form (Chain) Combo*

It looks a lot more amazing, but it's only slightly more difficult to pull off than the simpler, shorter combo.

To pull off these moves in *Tao Feng*, you must come to grips with two things—timing and buffering.

Timing is pretty straightforward. Many of the combos in this game require very precise timing. For example:



*The Fatalist: A well-timed juggle combo*

For this combo, you must wait till precisely the right instant to hit the next button (**←+B, X, B, V, A, A**). Hit it too soon and you miss altogether; hit it too late and you might catch your foe but wreck the rest of the combo.

Check this out:

In this case, you hit **X** too soon (for the second hit) and stuffed the move before he was even done with **←+B**.



## ADVANCED TRAINING



In this case, you hit **X** too late and pushed the enemy out of range, making it impossible for the third hit (**B**) to connect and continue the bludgeoning.

Unfortunately, there's no magic way to get the timing down perfectly outside of practice, practice, practice, because each character (and each combo) is different. Needless to say (and it is somewhat trite), "Practice makes perfect."



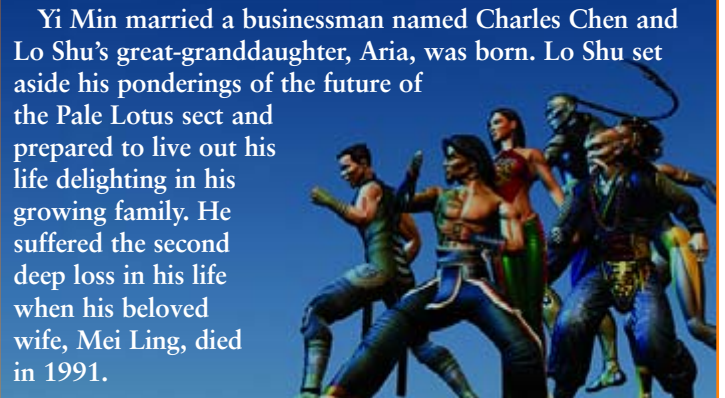
## Succession

Shortly after the Second World War, and knowing he was now of an age when he must act or it would be too late, the long-repressed desire to avenge the Master Sage he once served resurfaced in Shihao. With Lo Shu happily settled and taking care of a family, Shihao quietly disappeared.

There was only one sign from Shihao after he left. A member of the Eastern Sun sect arrived at Lo Shu's private retreat, his Neidan Sanctuary, only to collapse at the threshold. Before he died, Ong Yai Zhen gave Lo Shu a tablet that Shihao entrusted to him to deliver to Lo Shu. It was one of two tablets on which Shihao had engraved cryptic riddles that only a feng shui master could decode. The six riddles on each tablet contained the hiding place of the twelve treasures from the Pale Lotus temple. On the way there, Ong Yai Zhen was attacked by gangsters who managed to get away with the Yin Tablet. Ong Yai Zhen breathed his last, leaving Lo Shu in possession of the Yang Tablet. Decades later, Lo Shu learned that the Yin Tablet fell into the hands of a Black Mantis member: Divinity.

Lo Shu's daughter, Jian, married young and had a daughter whom she named Yi Min. Lo Shu saw his hopes for a son to carry on in his place fade away, and with Shihao gone for so long, Lo Shu began to feel the weight of his legacy. If anything happened to him, the entire history and knowledge of the Pale Lotus sect would be lost. Lo Shu spent long evenings in his Neidan Sanctuary writing down every detail he could remember. He still keeps this history, the *Book of the Pale Lotus*, carefully hidden within the sanctuary.

Many times, Lo Shu pondered what it meant to be the last Master Sage of a lost sect. What was the worth of his knowledge if he did nothing with it? Yet, taking action meant putting his wife and daughter at risk.



Yi Min married a businessman named Charles Chen and Lo Shu's great-granddaughter, Aria, was born. Lo Shu set aside his ponderings of the future of the Pale Lotus sect and prepared to live out his life delighting in his growing family. He suffered the second deep loss in his life when his beloved wife, Mei Ling, died in 1991.

Now that you have some rudimentary conception of the importance of timing, let's throw in a little curveball that, in a way, makes a mockery out of the concept of "timing is everything" (consistency is overrated, after all).

The idea behind buffering, essentially, is to input the button presses for a given combo as rapidly as possible while still maintaining a sort of rhythm to the mashing. In fact, many of the long form combos (among others) in this game won't work without serious buffering.

Let's look at Fiery Phoenix's Lead Punch Long Form Combo once more:



Impressive? Yes. Easy to pull off? That depends.

To successfully implement combos such as this, you must get very familiar with buffering moves—you actually must input the move faster than it appears on screen, so you actually enter the

button presses and then, almost on remote control, watch your character finish the combo on his or her own.

So when you madly mash in **V, V, B, V, V, A**, you still must hit the buttons with a very fast staccato *rhythm*. Simply getting medieval on the buttons only leads to stuffing the combo and watching as the opponent tears your avatar limb from limb.

Again, practice makes perfect and make sure to spend plenty of time in training getting it down.

## The Short Form Combo



The short form combo (as noted previously) is the most simple and basic combo a fighter in *Tao Feng* can execute. It requires little-to-no timing and zero buffering. Just tap, tap, tap and away you go.



## The Long Form Combo



The long form combo is simply a more complex short form combo; however, you actually must time and/or buffer your moves accordingly.

## Tips from Team Tao Feng

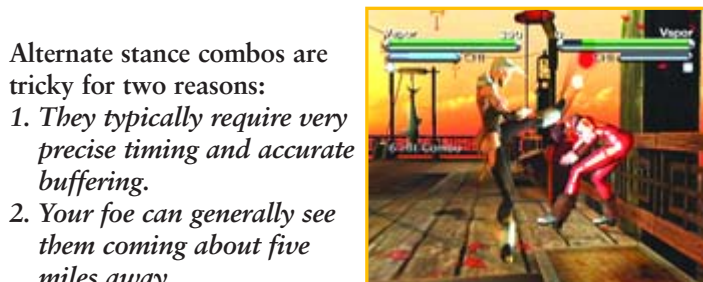
"One of the most useful things you can learn in Tao Feng's combo system is what we call "cued" up directional-pad (d-pad) presses within combos. For example, Divine Fist's Trail Punch Long Form Combo is (A, A, A+D, B, B, C+D). Rather than tapping the d-pad individually toward [the opponent] for the third and last hit, immediately hold down the d-pad in the direction you need to press and not let go for the duration of the combo. It won't mess up the other presses in the combo even though they don't require a d-pad press. This makes d-pad presses within certain long form combos much easier to execute. Any combo that has d-pad presses in Tao Feng can take advantage of this feature.

Keep in mind, though, that if a combo has different d-pad directions within it, you are still required to press the d-pad in the direction necessary for that part of the combo. Fiery Phoenix's Trail Kick Long Form Combo for example (A, C+D, C+D, C+D, C+D, C+D, C+D) will require each d-pad to be pressed in succession because the direction constantly changes."

## NOTE

Remember: each fighter and/or combo is different and may require significant buffering and precision timing to execute.

## The Alternate Stance Combo



Alternate stance combos are tricky for two reasons:

1. They typically require very precise timing and accurate buffering.
2. Your foe can generally see them coming about five miles away.

Executing an alternate stance combo forces your character to adopt a secondary stance (which is very apparent), then requires bridging (via a punch or kick) into a full-blown, long form combo.

For example, to execute the alternate stance combo pictured at the start of this section, first hit C+D+A+B to enter Fiery Phoenix's Alternate Stance 2:



Alternate Stance 2

From there, execute the Alternate Stance 2 Kick:







*Alternate Stance 2 Kick*

Then follow that up with the rest of the combo:



*Long form combo*

Alternate stance combos give you lots of Chi power and do more damage than regular combo hits. A complete successful alternate stance combo will almost fill your Chi meter so it's advantageous to perform this combo on a stunned opponent (which fills your Chi power). Also, if your alternate stance combo is blocked, it will still give twice as much Chi as a normal blocked hit. Skilled players can pick and choose their moments to use an alternate stance combo.



## An Old Enemy Grows Closer

Eventually, Wulong Goth turned his attention toward New China as a new source of power and money. At first he sent a powerful trio of enforcers—Exile, Vapor, and the Fatalist—to “organize” the numerous triads operating in Metro-China. No ordinary gangster or criminal could stand against this dark force. Masterminded by Wulong Goth, the enforcers formed a front company known as the Yan-Lo Corporation and used this front to commit a variety of crimes, everything from common burglary to drug running to high-tech smuggling and political bribery.

Unfortunately, Charles Chen’s profitable insurance company was absorbed by Yan-Lo. Gradually, Charles came to realize that Yan-Lo was using his company as part of a money-laundering ring. Fearing for his family and not sure what to do, Charles went to Lo Shu for advice, showing him a symbol he saw associated with the underworld elements at Yan-Lo.

Lo Shu recognized it as the symbol of the Black Mantis, but because he swore secrecy to Shihao, he could not explain it to Charles. But neither could he ignore this grave danger to his family. Lo Shu contacted some old friends, the Fengs, and through them learned about a fearless young detective on the Metro-China police force. The detective was none other than Shen Zhen, the descendent of Ong Yai Zhen, who brought Shihao’s Yang Tablet to Lo Shu so many years ago.

Shen Zhen was astounded that Lo Shu contacted him, for he knew about Lo Shu and the legend of the Pale Lotus from his family. However, Lo Shu came across as a mostly harmless old man who feared for his grandson-in-law and family. Like many others, Shen Zhen wrote off the notion of a “Master Sage” as no more than a dusty myth.

Shen Zhen took personal charge of protecting the Chen family while working with Charles to gather the evidence they needed to expose the operation. In this way, Shen came to know the Chens well, including young Aria.

Shen eventually succeeded in bringing down the money-laundering ring, but the Black Mantis merely reorganized and began again with another company. Charles regained control of his own company, but lives in constant fear of reprisal.



# The Juggle Combo



*Exile goes ballistic.*



*Fierce Tiger and a ball of bloody yarn*

While *Tao Feng* seems decidedly weighted toward standard chain combos at the low end of play, those that aspire to the pinnacle of *Tao Fengdom* must master the juggle combo.

Very simply, a juggle combo is any combo that launches a foe into the air and prevents him from hitting the ground throughout the duration of the combo.

The main component of a juggle combo is the Launcher, which launches an enemy into the air so you can keep bobbing him along from foot to fist, or fist to foot, and so on.

Take a look at Exile's juggle combo again. The first hit is the Launcher:



*The Launcher:* ◀+X

Now that the hapless enemy is airborne, proceed to tack on another hit, such as this:

*Ouch:* Y  
*or this:*



*Ouch:* ◀+Y

Then follow ◀+Y with this:



*Nighty-night:* B,B,B,B

One thing you must understand with juggle combos, however, is that timing (generally not buffering) is everything. You must hit the foe at precisely the right point in the combo to keep him from falling back to earth and prematurely ending the combo.

Practice enough and you'll do combos such as this one, courtesy of Ben Cearlock, *Tao Feng* Master:



*Utter devastation*

**TIP**

*In addition to each character having a few different standard launchers, both Master Sage and The Fatalist have Chi attacks that can be used to initiate juggle combos with proper timing:*

- Master Sage (Chi Attack 1)
- The Fatalist (Chi Attack 1)

*These are tricky, timing-wise, but well worth the buckets of blood they can spill in the end.*

# Countering

One of the greatest assets in any *Tao Feng* warrior's arsenal is the basic counter. If you get hit by the first hit of a combo, you lose control of your character and must ride out the remainder of the combo. However, if you block the first hit of an opponent's combo, you can either ride out the combo out and retaliate before your foe can recover or . . .



*Stuffed!*

. . . or you can sneak in a blow after the blocked hit and turn the combo back on your foe. Be warned, however, that this is very, very tricky!



*Back at ya!*

It's up to you to find openings in combos where characters are vulnerable. Some combos are easier to counter than others.



## The Struggle Begins Anew

A year after Lo Shu contacted Shen Zhen, a terrible event changed the course of Lo Shu's life and the lives of everyone he cared about.

He went to visit the Fengs at their waterfront office, but when he arrived, the entire structure was ablaze. Ignoring the danger, Lo Shu rushed inside just in time to witness Exile murdering the Fengs one by one. Only young Jiao Feng was still alive. Lo Shu fought a short, intense battle with Exile, driving him away. He then carried the boy outside to safety.

Lo Shu took charge of the orphaned boy, becoming his patron and surrogate father as Shihao did for him. He saw in Jiao the makings of a student to carry on his legacy, a student who understood what it meant to lose a family. He quietly began training Jiao at his Neidan Sanctuary after extracting a promise of secrecy about what Jiao would learn.

What he didn't anticipate was that Aria was watching them train in secret and was outraged that he would teach Jiao without teaching her. After she confronted him, and to keep peace with his beloved great-granddaughter, Lo Shu allowed her to train along with Jiao.

Lo Shu was astonished to find that the full-strength powers of his bloodline finally showed up in this slender girl. Unknown to anyone else, even Aria or Jiao, the battle with Exile profoundly affected Lo Shu. For the first time, Lo Shu faced the evil that Shihao faced and trained him to battle. If he was the last Master Sage, it was time for him to fulfill his destiny.

Acting with utmost caution, Lo Shu began to combat the agents of Black Mantis one at a time—taking out a drug runner here or an extortionist there. In this, Shen Zhen helped him without the young man even realizing it. It took Shen years to gather the evidence he needed from Charles Chen, during which time he often spoke with Lo Shu, unaware that Lo Shu was learning far more from him than Shen intended to reveal.

During these years, Lo Shu slowly began to have an impact. Criminals began to fear the mysterious “sorcerer” whom no one could defeat, who seemed able to appear suddenly from the shadows and strike without warning. Lo Shu smiled to himself when Shen Zhen spoke of this unknown avenger with a mixture of admiration and regret: admiration for what he was doing, but regret that if he ever met up with him, he would have to arrest him as a vigilante.

Meanwhile, Wulong Goth also puzzled over the nature of this “sorcerer,” as reported to him by his agents in New China. Age-old instincts stirred in him. He suspected the truth, yet he couldn't bring himself to believe that a Master Sage still existed.



## Damage Tables

Throughout the sections on the Ways of the Pale Lotus and Black Mantis, damage tables are located at the end of each character's profile. Each table contains a wealth of information, including the move name, the button inputs for it, the number of hits in each combo, the damage percentage each combo inflicts, and even the number of points you earn for pulling one off.

This should help you gauge which are the most effective combos and place the most devastating ones at your fingertips without sifting through countless training sessions.

## Secrets Revealed

One day, Lo Shu discovered that Aria had kept a secret from him: she had a student of her own, a high-school friend named Isis. Lo Shu was furious at first, until Aria made it clear that she acted only to save Isis from destroying her life. Isis was known to be in a girl's gang at school and often got herself in trouble, until she confronted Aria one day and quickly found herself overmatched.

Unable to say no to Aria, Lo Shu agreed to let Isis join their training. He was pleasantly surprised to find that Isis, like Aria, had an inborn talent for mastering her Chi, especially the yin force. All three of his students excelled in their training.

However, Lo Shu had a secret of his own. Neither Aria, Jiao, nor Isis knew that Lo Shu had one other pupil that he took under his wing—Damon Li.

One night, a boy scaled the wall of Lo Shu's sanctuary to burglarize it but ran into something he didn't expect. Lo Shu easily overpowered him and might have just taught the boy a lesson and let him go if he did not see an amulet hanging from Damon's neck. He recognized it from Shihao's description of Iron Monk and soon deduced that this boy must be Iron Monk's direct descendent. Here was a chance to save a soul from the path of darkness. He would commit himself to turning Damon away from evil. Damon responded eagerly to the first adult who ever genuinely cared for his welfare.

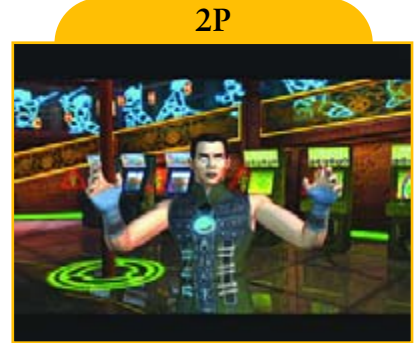
Thus, Lo Shu trained three students during the day and then trained Damon during the night, and neither side knew of the existence of the other.



# WAY OF THE PALE LOTUS

## Divine Fist

**Real Name:** Shen Zhen  
**Height:** 6'  
**Weight:** 185 lbs.  
**Age:** 34  
**Sect:** Pale Lotus



Divine Fist is something very rare in Metro-China—a dedicated, honest, utterly, incorruptible police detective. His strict upbringing in the secretive Eastern Sun sect has resulted in a sense of duty so strong that when Divinity—whom he once loved—insisted he quit the police force, he rejected her instead. He is disturbed by the power of the Black Mantis in Metro-China but, in spite of danger, refused to give up the fight for justice.



### Divine Fist Basic Strategy

**Pros:** The Lead Kick Long Form Combo is the toughest combo in the game to block, with multiple quick high/low/high strikes; Chi 1 is extremely difficult to avoid; has a super-quick juggle launch move that rivals Fiery Phoenix's; Trail Kick Long Form Combo does heavy damage; Forward Jump Punch Combo can fake out and surprise many players; his Wall Attack will often flip the opponent over and strike from behind

**Cons:** Weak Running Attack that can be easily countered; Chi 3 has extremely short range; big learning curve

Of all the characters in *Tao Feng*, Divine Fist is perhaps the most difficult to play with effectively, but once you have the hang of him, he's one of the best characters in the game. Sure, other characters have more difficult (that is, longer) combos, and it's always tricky playing the meathead in fighting games (Exile, in this case), but Divine Fist belongs to the Jin Kazama school of characters. In other words, while most of the characters' style and rhythm is fairly similar, Divine Fist is his own man, so it almost seems like he belongs in a different fighting game altogether.

This makes Divine Fist much trickier and ultimately much deadlier than most of the other characters (at advanced levels of play). You don't want to tangle with him too heavily until you're very comfortable with *Tao Feng's* play mechanics and combo system.

However, if you insist on starting out with Divine Fist, prepare for a dangerously steep learning curve riddled with frustration.





# Special Moves

## Long Form Combos

Lead Punch Long Form Combo (20% Damage) **Y,A,Y,↵+A,↵+Y**



Trailing Punch Long Form Combo (30% Damage) **B,A,↵+A,B,B,↵+Y**



Lead Kick Long Form Combo (24% Damage) **X,↵+A,A,A,A,↵+A**



Trailing Kick Long Form Combo (34% Damage) **A,A,↵+A,↵+A,↵+A,Y,Y,A,↵+A**



## Jump Combos

Jump Kick Combo (24% Damage) **↵+↵,↵+A,↵+A**



## Running Attacks (From Run)

Running Attack Combo (35% Damage) **Y** or **B, Y, B, B, B, ⬄+B**



## Alternate Stance Attacks

Stance 1 Punch Combo (40% Damage) **Y, Y, Y, Y, Y, Y, ⬄+Y**



Stance 2 Kick Combo (36% Damage) **X** or **A, A, A, A, X, A, A, A**



## Juggle Combos

Juggle Combo 1 (34% Damage) **⬄+B, ⬄+B, ⬄+B, ⬄+B**





Juggle Combo 2 (34% Damage) ◀+B, ◀+B, ◀+X, X, X



# Move Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold ◀ then use D-pad	—	—	—
Step Forward/Backward	Tap ◀ or ▶	—	—	—
Lunge/Retreat	Tap ◀, ▶ or ◀, ▶	—	—	—
Run	Hold ▶	—	—	—
Crouch	Ⓢ	—	—	—
Crouching Walk Forward	Hold ◀	—	—	—
Jump	Ⓟ	—	—	—
Jump Forward/Backward	◀ or ▶	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block	◀	—	—	—
Crouching Block	Ⓢ	—	—	—
Deflect Throw	Tap ◀	—	—	—
Sidestep	Tap ◀ or ▶	—	—	—
Get Up	Ⓢ or ▶ or ◀	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold ◀+▶ toward pole	2	12%	0
Wall Attack	Hold ◀+▶ toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch	Y	1	4%	40
In-Close Lead Punch	◀+Y	1	8%	160
Lead Punch Forward	▶+Y	1	10%	200
Trailing Punch	B	1	6%	60
In-Close Trailing Punch	◀+B	1	8%	160
Trailing Punch Forward	▶+B	1	10%	200
Lead Kick	X	1	6%	60
In-Close Lead Kick	◀+X	1	8%	160
Lead Kick Forward	▶+X	1	10%	200
Low Lead Kick	C+X	1	8%	160
Trailing Kick	A	1	8%	80
In-Close Trailing Kick	◀+A	1	8%	160
Trailing Kick Forward	▶+A	1	10%	200
Low Trailing Kick	Ⓢ+A	1	8%	160
Jump Punch (from jump)	Y or B	1	8%	80
Jump Kick (from kick)	X or A	1	8%	80
Forward Jump Punch (from forward jump)	Y or B	1	4%	40
Forward Jump Kick (from forward jump)	X or A	1	8%	80
Crouching Punch (from crouch)	Y or B	1	3%	60
Crouching Kick (from crouch)	X or A	1	3%	60



## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	20%	0
Throw	V+B	1	16%	160
Long Reach Throw	→+V+B	1	12%	60

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	RLK or ←+RLK	—	—	—
Alternate Stance 1	←+V+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	WR	1	22%	220
Divine Fist Technique (Chi Attack 2)	←+WR	1	18%	180
Divine Force (Chi Attack 3)	→+WR	1	20%	200
Heal Limb Damage	L	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	V, B, V	3	14%	280
Trailing Punch Short Form Combo	B, V, B	3	16%	320
Lead Kick Short Form Combo	X, X, →+X	3	14%	280
Trailing Kick Short Form Combo	A, X, A	3	20%	400

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V, A, V, →+A, →+V	5	20%	400
Trailing Punch Long Form Combo	B, A, →+A, B, B, →+V	6	30%	600
Lead Kick Long Form Combo	X, →+A, A, A, A, →+A	6	24%	480
Trailing Kick Long Form Combo	A, A, →+A, →+A, →+A, V, V, A, →+A	8	34%	680

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	V or B, →+V	2	16%	320
Jump Kick Combo	X or A, →+A, →+A	3	24%	480
Forward Jump Punch Combo	V or B, →+X, →+X, →+A	4	18%	360
Forward Jump Kick Combo	X or A, →+A	2	12%	240

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	V or B	1	10%	100
Running Attack Combo	V or B, V, B, B, B, →+B	6	36%	720

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	V or B	1	10%	200
Stance 1 Punch Combo	V or B, V, V, V, V, V, →+V	7	40%	800
Stance 1 Kick	X or A	1	10%	200
Stance 2 Kick	X or A	1	10%	100
Stance 2 Kick Combo	X or A, A, A, X, A, A, A	8	36%	720
Stance 2 Punch	V or B	1	10%	200

## Get-Up Attack

Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	V or B	1	10%	200

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	→+A	1	4%	80

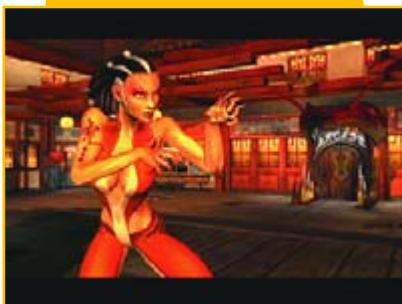


# Fierce Tiger

1P



2P



<b>Real Name:</b>	Isis Williams
<b>Height:</b>	5'7"
<b>Weight:</b>	135 lbs.
<b>Age:</b>	23
<b>Sect:</b>	Pale Lotus

Once a rebellious young hellion, Isis was won over and befriended by Aria Chen, who set her on the path of the Pale Lotus. Isis is independent, vivacious, and has a wicked sense of humor. Her moods can change quickly from aggressive to playful or vice versa. Her movements are smooth and sinuous, catlike. She is fastidious about her appearance, and maybe even a touch vain.

Taunt 1



Taunt 2



## Fierce Tiger Basic Strategy

**Pros:** Trail Punch and Lead Kick Combos are good for countering within blocked combos because of the lightning-quick first hit; has two quick high/low/high short form combos

**Cons:** Long form combos do little damage, juggle launch move is slow and has very little range; hard to master to an unbeatable level

Fierce Tiger is a good beginner character with fast, relatively easy combos to perform.

Respectable combos coupled with her above-average speed make her a tricky opponent to pin down. Fierce Tiger can stick and move, and she has some very nasty attacks thanks to her dagger-tipped fingers.

All in all, she's a great starter character that should prove to have solid longevity and a bit more depth than most combatants.



# Special Moves

## Long Form Combos

Lead Punch Long Form Combo (16% Damage) **Y, B, X, A**



Trailing Punch Long Form Combo (22% Damage) **B, B, B, ⊕+X, ⊕+X**



Lead Kick Long Form Combo (21% Damage) **X, A, A, A, ⊕+A**



Trailing Kick Long Form Combo (34% Damage) **A, X, A, Y, ⊕+A**



## Running Attacks (From Run)

Running Attack Combo (20% Damage) **X** or **A, A, ⊕+A, ⊕+B**





## Alternate Stance Attacks

Alternate Stance 2 Kick Combo (28% Damage) X or A,A,B,A,↵+A



## Juggle Combos

Juggle 1 (20% Damage) ↵+X,B,B,B,B



Juggle 2 (20% Damage) ↵+X,X,B,B,B



# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	2	20%	400
Wall Attack	Hold + toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	3%	30
In-Close Lead Punch	+	1	6%	120
Lead Punch Forward	+	1	6%	120
Trailing Punch		1	4%	40
In-Close Trailing Punch	+	1	6%	120
Trailing Punch Forward	+	1	6%	120
Lead Kick		1	6%	60
In-Close Lead Kick	+	1	10%	200
Lead Kick Forward	+	1	10%	200
Low Lead Kick	+	1	8%	160
Trailing Kick		1	8%	80
In-Close Trailing Kick	+	1	10%	200
Trailing Kick Forward	+	1	10%	200
Low Trailing Kick	+	1	8%	160
Jump Punch (from jump)	or	1	4%	40
Jump Kick (from jump)	or	1	8%	80
Forward Jump Punch (from forward jump)	or	1	8%	80
Forward Jump Kick (from forward jump)	or	3	8%	80
Crouching Punch (from crouch)	or	1	5%	100
Crouching Kick (from crouch)	or	1	5%	100



## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	20%	140
Throw	V+B	1	18%	180
Long Reach Throw	→+V+B	1	12%	120

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	RL or ←+RL	—	—	—
Alternate Stance 1	←+V+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Trailing Claws (Chi Attack 1)	WH	1	10%	100
Spiral Cage (Chi Attack 2)	←+WH	1	10%	100
Multiple Swipes (Chi Attack 3)	→+WH	1	15%	150
Heal Limb Damage	L	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	V,X,A	3	9%	180
Trailing Punch Short Form Combo	B,A,X	3	10%	210
Lead Kick Short Form Combo	X,X,V	3	13%	260
Trailing Kick Short Form Combo	A,↓+A,A	3	16%	320

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V,B,X,A	7	22%	480
Trailing Punch Long Form Combo	B,B,B,↑+X,→+X	4	14%	290
Lead Kick Long Form Combo	X,A,A,A,→+A	7	27%	550
Trailing Kick Long Form Combo	A,X,A,V,←+A	6	34%	680

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	V or B,V	2	10%	200
Jump Kick Combo	X or A,A	2	12%	240
Forward Jump Punch Combo	V or B,B,B	3	14%	280
Forward Jump Kick Combo	X or A,A	4	12%	240

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	2	8%	80
Running Attack Combo	X or A,A,→+A,→+B	5	20%	400

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	V or B	2	8%	160
Stance 1 Kick	X or A	2	10%	100
Stance 1 Kick Combo	X or A,←+A,↓+A,A	6	21%	420
Stance 2 Kick	X or A	3	15%	150
Stance 2 Kick Combo	X or A,A,B,A,↓+A	7	26%	520
Stance 2 Punch	V or B	2	8%	160

## Get-Up Attack

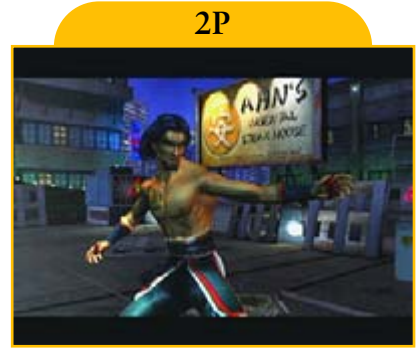
Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	V or B	1	10%	200

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	↓+X	1	8%	160

# Fiery Phoenix

**Real Name:** Jiao Feng  
**Height:** 5'11"  
**Weight:** 180 lbs.  
**Age:** 22  
**Sect:** Pale Lotus



Jiao is a fierce and competent fighter who takes reckless chances. He has a big heart and a generous nature, but he has never gotten over his parents' murder—he still thirsts for vengeance. Orphaned at a young age, Jiao has studied with Lo Shu and considers him a foster father.



## Fiery Phoenix Basic Strategy

**Pros:** Has one of the fastest mid-range juggle launcher moves in the game that can be used both as an effective counter and offensive weapon; Trail Punch Long Form Combo is a great high/low high combo; possesses two Chi attacks that stun

**Cons:** Many openings within blocked Running Attack Combo for countering; slow short form combos that are easily countered

Fiery Phoenix will probably be one of the first characters you reach for when you initially boot the game: he looks cool, has flashy moves, and is very beginner friendly. Most of his repertoire revolves around a series of deadly kick combos that are simple to execute, and he does a fair amount of damage in the process. This makes him wonderful as a base-level character so you can get the hang of *Tao Feng's* combat and combo system.

Fiery Phoenix has many strengths for the novice, and advanced players can enjoy his incredible array of juggle combos. If you can master the intricacies of his many juggle combos, he is a rewarding warrior with much perseverance.



# Special Moves

## Long Form Combos

Lead Punch Long Form Combo (22% Damage) **Y, Y, B, Y, Y, A**



Trailing Punch Long Form Combo (14% Damage) **B, B, B, A**



Lead Kick Long Form Combo (27% Damage) **X, A, A, A, A, A, A, +A**





**Trailing Kick Long Form Combo (34% Damage) A, ←+X, ↘+A, ←+X, ↘+A**



**Running Attacks (From Run)**

**Running Attack Combo (20% Damage) X or A, A, X, ↘+A**



**Alternate Stance Attacks**

**Stance 1 Kick Combo (21% Damage) X or A, X, A, ↘+A, ↘+A**





# Juggle Combos

Juggle 1 (32% Damage) ◀+X, Y, Y, B, B



Juggle 2 (34% Damage) ◀+X, Y, Y, A, A



Juggle 3 (38% Damage) ◀+Y, ◀+B, A, ◀+Y, ◀+A, ◀+Y, ◀+A



Juggle 4 (30% Damage) ◀+Y, ◀+Y, ◀+B, ◀+B, ◀+B



Juggle 5 (28% Damage) ◀+Y, ◀+Y, ◀+B, ◀+Y, B



# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold  toward Pole	2	20%	400
Wall Attack	Hold  toward Wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	3%	30
In-Close Lead Punch		1	6%	120
Lead Punch Forward		1	6%	120
Trailing Punch		1	4%	40
In-Close Trailing Punch		1	6%	120
Trailing Punch Forward		1	6%	120
Lead Kick		1	60%	160
In-Close Lead Kick		1	10%	200
Lead Kick Forward		1	10%	200
Low Lead Kick		1	8%	160
Trailing Kick		1	8%	80
In-Close Trailing Kick		1	10%	200
Trailing Kick Forward		1	10%	200
Low Trailing Kick		1	8%	160
Jump Punch (from jump)	or	1	4%	40
Jump Kick (from kick)	or	1	8%	80
Forward Jump Punch (from forward jump)	or	1	8%	80
Forward Jump Kick (from forward jump)	or	3	8%	80
Crouching Punch (from crouch)	or	1	5%	100
Crouching Kick (from crouch)	or	1	5%	100



## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+Y+B	1	20%	140
Throw	Y+B	1	18%	180
Long Reach Throw	→+Y+B	1	12%	120

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	Ⓜ or ←+Ⓜ	—	—	—
Alternate Stance 1	←+Y+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	Ⓜ	1	10%	100
Divine Fist Technique (Chi Attack 2)	←+Ⓜ	1	10%	100
Divine Force (Chi Attack 3)	→+Ⓜ	1	15%	150
Heal Limb Damage	Ⓛ	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	Y,Y,A	3	9%	180
Trailing Punch Short Form Combo	B,B,A	3	10%	210
Lead Kick Short Form Combo	X,X,A	3	13%	260
Trailing Kick Short Form Combo	A,A,↻+A,A	3	16%	320

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	Y,Y,B,Y,Y,A	7	22%	480
Trailing Punch Long Form Combo	B,B,B,A	4	14%	290
Lead Kick Long Form Combo	X,A,A,A,A,A,↻+A	7	27%	550
Trailing Kick Long Form Combo	A,←+X,↻+A,←+X,↻+A	6	34%	680

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	Y or B,Y	2	10%	200
Jump Kick Combo	X or A,A	2	12%	240
Forward Jump Punch Combo	Y or B,B	3	14%	280
Forward Jump Kick Combo	X or A,↻+A	4	12%	240

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	2	8%	80
Running Attack Combo	X or A,A,X,↻+A	5	20%	400

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	Y or B	2	8%	160
Stance 1 Kick	X or A	2	10%	100
Stance 1 Kick Combo	X or A,X,A,↻+A,↻+A	6	21%	420
Stance 2 Kick	X or A	3	15%	150
Stance 2 Kick Combo	X or A,↻+X,↻+A,A,A	7	26%	520
Stance 2 Punch	Y or B	2	8%	160

## Get-Up Attack

Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	X or A	1	10%	200

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	↻+X	1	8%	160

# Iron Monk

**Real Name:** Damon Li  
**Height:** 5'11"  
**Weight:** 190 lbs.  
**Age:** 22  
**Sect:** Pale Lotus

Captured as a child and sold by a Black Mantis slave trader, Damon is a silent type, accustomed to keeping his mouth shut and his secrets hidden. A life of petty crime on the streets of Metro-China has made him wary and slow to trust others. Rescued and then trained by Lo Shu, Damon astonished them both when he spontaneously transformed into the Iron Monk while learning to focus his Chi.



## Iron Monk Basic Strategy

**Pros:** Best Running Attack in the game, countering a wide variety of moves (its speed is unmatched and catches many opponents off guard, allowing you to continue into the full Running Attack Combo); Lead Punch Long Form combo has an extremely quick first hit and can counter a wide variety of moves; Long Form Lead and Trail Punch Combos especially effective when countering in openings within blocked combos. His two Long Form Punch Combos provide very little openings for counter attacking from your opponent; Long Form Kick Combos both have low/high combo hits that are difficult to block

**Cons:** Slow Chi attacks (especially Chi 1) that require perfect timing to successfully execute; juggle launch move is slow and difficult to use effectively in a match

Iron Monk is a force with which to be reckoned. His unorthodox fighting style makes him incredibly difficult to track (and devastate) in the hands of an elite player. What might start out as small combos will soon develop into a whirling dervish of fists, feet, and iron-willed energy. Make no mistake, he is a deadly force in the proper hands.

Combine his fairly quick speed (watch the lag on some of his combos) with a series of unrelenting, high/low assaults, and you'll be hard-pressed to find space to breathe when the fighting becomes intense and up close and personal (and when isn't it?). With in-depth training and lots of patience, you can make a solid go of it. Remember that while he is the Iron Monk, he travels a road as long and difficult as that of his Monastery-bound brothers.

## Special Moves

### Long Form Combos

Lead Punch Long Form Combo (25% Damage) **Y, B, Y, ⊕ + B, ⊕ + B**





Trailing Punch Long Form Combo (36% Damage) **B, Y, Y, ⊕ + B, ⊕ + B, ⊕ + B**



Lead Kick Long Form Combo (21% Damage) **X, A, A, X, A**



Trailing Kick Long Form Combo (25% Damage) **A, X, A, X, X**



## Alternate Stance Attacks

Alternate Stance 1 Kick Combo (30% Damage) **X** or **A, ⊕ + A, A, A, A, A, ⊕ + A**



## Juggle Combos

Juggle 1 (33% Damage) **⊕ + X, X, Y, Y, Y, Y**



**Juggle 2 (25% Damage) ◀+X,A,X,A**



**Juggle 3 (30% Damage) ◀+X,B,Y,Y,◀+B,◀+B,◀+B**



# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold ◀ then use D-pad	—	—	—
Step Forward/Backward	Tap	—	—	—
Lunge/Retreat	Tap ◀,▶ or ◀,◀,◀	—	—	—
Run	Hold ▶	—	—	—
Crouch	◊	—	—	—
Crouching Walk Forward	Hold ◊	—	—	—
Jump	⊙	—	—	—
Jump Forward/Backward	◀ or ▶	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block	◀	—	—	—
Crouching Block	◊	—	—	—
Deflect Throw	Tap ◊	—	—	—
Sidestep	Tap ◊ or ◊	—	—	—
Get Up	◊ or ▶ or ◀	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold ◊+▶ toward pole	2	20%	400
Wall Attack	Hold ◊+▶ toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch	Y	1	5%	50
In-Close Lead Punch	◀+Y	1	10%	200
Lead Punch Forward	▶+Y	1	10%	200
Trailing Punch	B	1	8%	80



## Basic Attacks con't

In-Close Trailing Punch	←+B	1	10%	200
Trailing Punch Forward	→+B	1	10%	200
Lead Kick	X	1	6%	60
In-Close Lead Kick	←+X	1	10%	200
Lead Kick Forward	→+X	1	10%	200
Low Lead Kick	↘+X	1	8%	160
Trailing Kick	A	1	6%	60
In-Close Trailing Kick	←+A	1	6%	120
Trailing Kick Forward	→+A	1	10%	200
Low Trailing Kick	↘+A	1	8%	160
Jump Punch (from jump)	Y or B	1	8%	80
Jump Kick (from jump)	X or A	1	8%	80
Forward Jump Punch (from forward jump)	Y or B	2	12%	120
Forward Jump Kick (from forward jump)	X or A	1	6%	60
Crouching Punch (from crouch)	Y or B	1	6%	120
Crouching Kick (from crouch)	X or A	1	6%	120

## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	20%	140
Throw	V+B	1	16%	0
Long Reach Throw	→+V+B	1	12%	0

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	↻ or ←+↻	—	—	—
Alternate Stance 1	←+V+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Vertical Tornado Whip (Chi Attack 1)	↻	1	25%	250
Tornado Whip (Chi Attack 2)	←+↻	1	18%	180
Divine Force (Chi Attack 3)	→+↻	2	20%	400
Heal Limb Damage	L	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	V,V,X	6	21%	420
Trailing Punch Short Form Combo	B,A,X	3	20%	400
Lead Kick Short Form Combo	X,X,A	3	16%	320
Trailing Kick Short Form Combo	A,A,Y	3	21%	420

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V,B,V,←+B,↻+B	11	25%	536
Trailing Punch Long Form Combo	B,V,Y,↻+B,→+B,↻+B	10	36%	720
Lead Kick Long Form Combo	X,A,A,X,A	4	18%	360
Trailing Kick Long Form Combo	A,X,A,X,X	6	25%	500

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	V or B,V	2	16%	320
Jump Kick Combo	X or A,A	2	16%	320
Forward Jump Punch Combo	Y or B,X	4	18%	360
Forward Jump Kick Combo	X or A,A	3	20%	400



## Damage Tables con't

### Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	V or B	1	6%	60
Running Attack Combo	V or B, C+X, C+A, C+X, C+A	6	26%	520

### Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	V or B	1	8%	60
Stance 1 Kick	X or A	1	6%	60
Stance 1 Kick Combo	X or A, C+A, A, A, A, C+A	8	30%	600
Stance 2 Kick	X or A	1	8%	80
Stance 2 Kick Combo	X or A, A	2	16%	320
Stance 2 Punch	V or B	2	16%	320

### Get-Up Attack

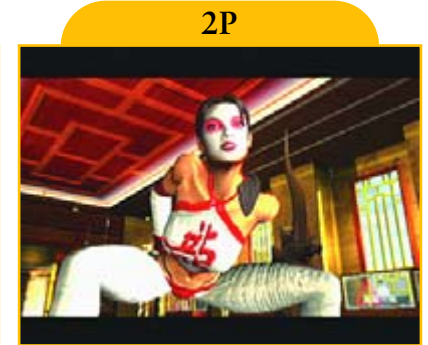
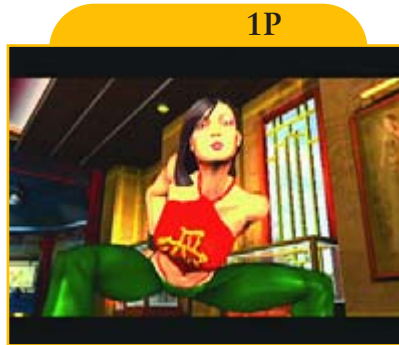
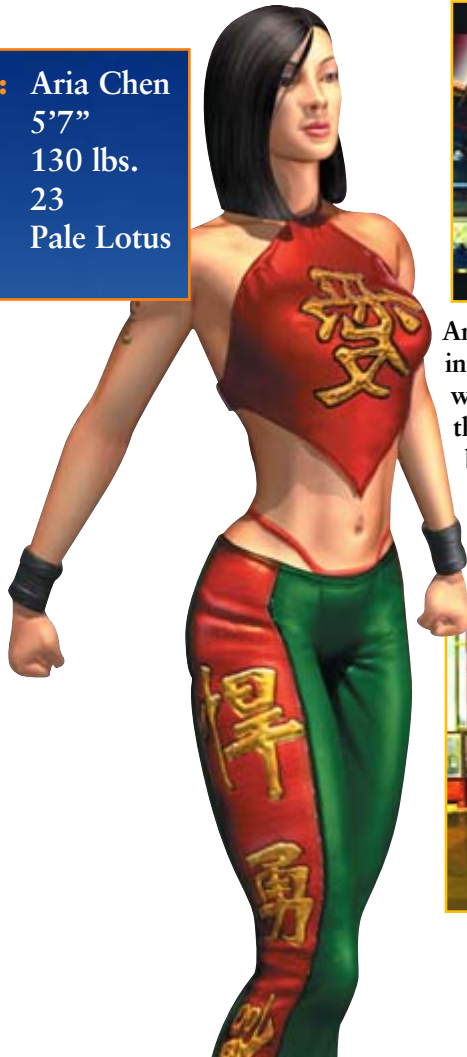
Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	V or B	1	10%	200

### Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	C+B	1	4%	80

# Jade Dragon

**Real Name:** Aria Chen  
**Height:** 5'7"  
**Weight:** 130 lbs.  
**Age:** 23  
**Sect:** Pale Lotus



Aria is a direct descendent of a line of Master Sages, whose power is alive in her. More serious than most women her age, she is not concerned with what she considers the trivial matters of life. Lo Shu is considering her as the next Master Sage, breaking the tradition that a Master Sage can only be succeeded by his son. Years of training with Lo Shu have made her a formidable fighter and she has learned to harness her yang energy, expressed in the form of a dragon.





# Jade Dragon Basic Strategy

**Pros:** Fast first hit to her long Running Attack Combo catches opponents off guard; very few openings within her combos for countering; good high/low hit Lead Kick Combo; long attack range on her Trail Kick Long Form Combo

**Cons:** Very slow alternate stance combos; Chi 2 and 3 require precise timing to connect; low damage combos

Jade Dragon is next in line for the title of Master Sage, and she's the fastest character in the game. Her raw speed can be daunting, if not on the edge of uncontrollable.

If you're into breakneck, blinding speed, Jade Dragon is the character for you. She moves at scandalous speeds, and she can slap a foe silly in short order.

Go one of two routes: either keep the pressure up the entire time (and avoid getting hit), or play hit and run throughout the match. One thing is certain, however: you must play Jade Dragon aggressively whenever you're on the attack. Simple short form combos do not carry the day, and you must concentrate on building large, nasty juggle combos to get out of matches quickly.

With enough practice, maybe you can even make Master Sage....



## Special Moves

### Long Form Combos

Lead Punch Long Form Combo (18% Damage) **Y, B, Y**



Trailing Punch Long Form Combo (20% Damage) **B, Y, B, Y**



Lead Kick Long Form Combo (22% Damage) **X, A, +, +A, +, +X**



Trailing Kick Long Form Combo (24% Damage) **A, A, A, ↵+A**



**Running Attacks (From Run)**

Running Attack Combo (22% Combo) **X** or **A, ↵+A, ↵+A, ↵+A, ↵+A, ↵+X**



**Alternate Stance Attacks**

Alternate Stance 2 Kick Combo (22% Damage) **X** or **A, ↵+X, ↵+X, ↵+X, ↵+X**



**Juggle Combos**

Juggle 1 (26% Damage) **↵+Y, X, Y, B**



Juggle 2 (22% Damage) **↵+Y, ↵+A, X, B, B, B**





# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	2	20%	400
Wall Attack	Hold + toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	2%	8
In-Close Lead Punch	+	2	6%	120
Lead Punch Forward	+	2	6%	120
Trailing Punch		2	6%	60
In-Close Trailing Punch	+	2	8%	160
Trailing Punch Forward	+	2	8%	160
Lead Kick		2	8%	80
In-Close Lead Kick	+	2	8%	160
Lead Kick Forward	+	2	8%	160
Low Lead Kick	+	1	3%	60
Trailing Kick		2	8%	80
In-Close Trailing Kick	+	2	8%	160
Trailing Kick Forward	+	2	8%	160
Low Trailing Kick	+	2	6%	120
Jump Punch (from jump)	or	1	4%	40
Jump Kick (from kick)	or	2	6%	60
Forward Jump Punch (from forward jump)	or	1	2%	20
Forward Jump Kick (from forward jump)	or	1	4%	40
Crouching Punch (from crouch)	or	1	2%	40
Crouching Kick (from crouch)	or	2	6%	120

## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	20%	0
Throw	V+B	1	18%	0
Long Reach Throw	→+V+B	1	12%	80

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	BULK or ←+B+BULK	—	—	—
Alternate Stance 1	←+V+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	WRT	1	18%	180
Divine Fist Technique (Chi Attack 2)	←+WRT	1	20%	200
Divine Force (Chi Attack 3)	→+WRT	1	22%	220
Heal Limb Damage	L	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	V,A,X	4	18%	360
Trailing Punch Short Form Combo	B,A,A	4	12%	240
Lead Kick Short Form Combo	X,X,A	6	20%	400
Trailing Kick Short Form Combo	A,X,V	6	22%	440

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V,B,V	6	18%	360
Trailing Punch Long Form Combo	B,V,B,V	8	22%	440
Lead Kick Long Form Combo	X,A,A,→+X	8	22%	440
Trailing Kick Long Form Combo	A,A,A,↑+A	8	24%	480

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	V or B,X	3	8%	160
Jump Kick Combo	X or A,A	4	12%	240
Forward Jump Punch Combo	V or B,B	2	8%	160
Forward Jump Kick Combo	X or A,A	4	12%	240

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	2	6%	60
Running Attack Combo	X or A,→+A,→+A,→+A,→+A,→+X	9	22%	440

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	V or B	2	6%	120
Stance 1 Kick	X or A	2	6%	60
Stance 1 Kick Combo	X or A,→+X,→+A	5	14%	280
Stance 2 Kick	X or A	2	8%	80
Stance 2 Kick Combo	X or A,→+X,→+X,↑+X,→+X	7	22%	440
Stance 2 Punch	V or B	2	6%	120

## Get-Up Attack

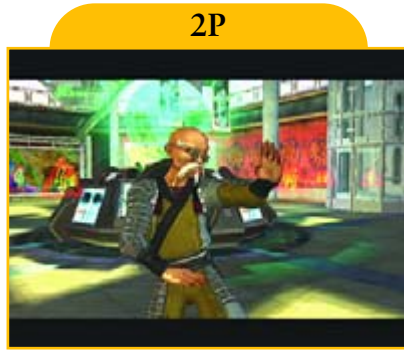
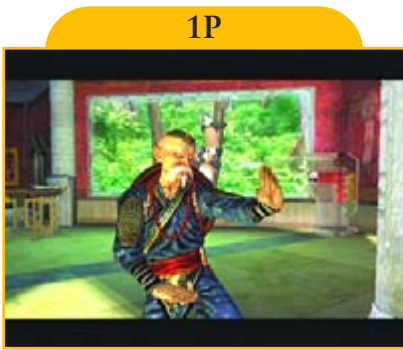
Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	V or B	1	4%	80

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
44 Ground Attack (enemy on ground)	↓+X	2	8%	160

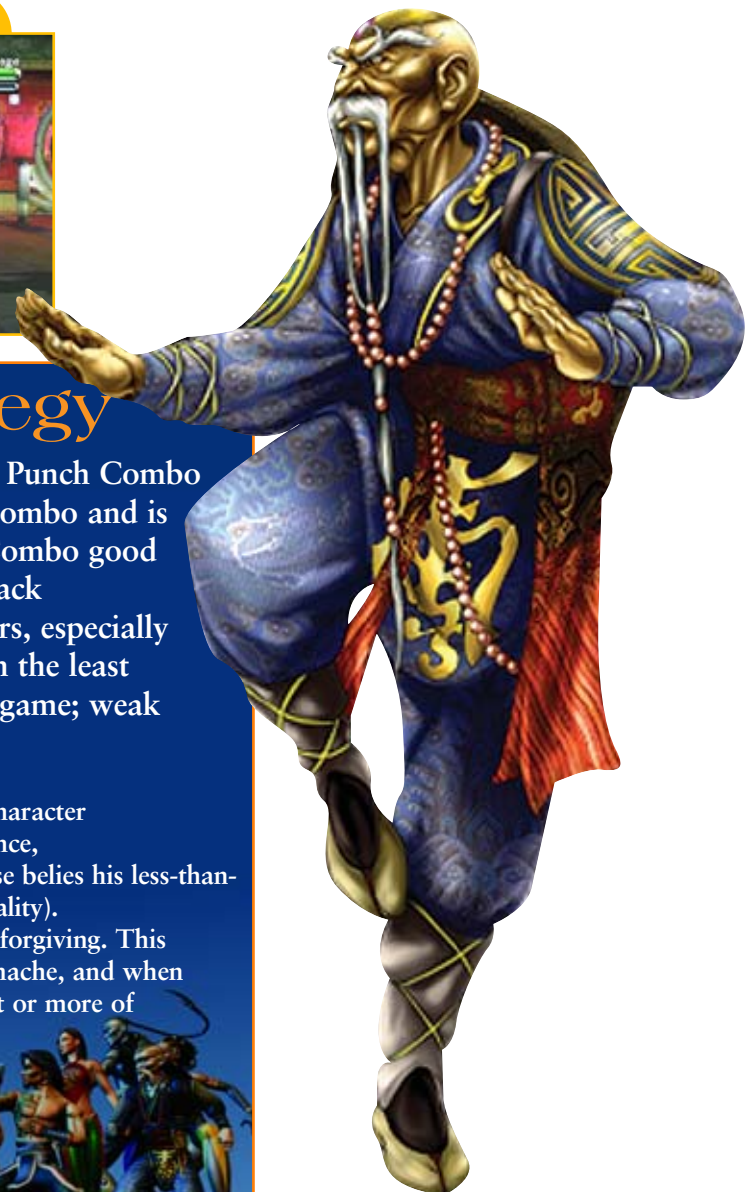


# Master Sage



<b>Real Name:</b>	Lo Shu
<b>Height:</b>	5'7"
<b>Weight:</b>	135 lbs.
<b>Age:</b>	23
<b>Sect:</b>	Pale Lotus

Lo Shu is an aged feng shui consultant in Metro-China and the son of the Pale Lotus' previous Master Sage. He is the first Master Sage to grow up in a new country and never experience China. He has had only one mentor, Shihao. Although Shihao did his best to pass along his knowledge, inevitably some has been lost. After witnessing the oppression and crimes being committed in his new homeland by the Black Mantis, Lo Shu began training a new generation of the Pale Lotus sect.



## Master Sage Basic Strategy

**Pros:** Strong Wall Attack; highly effective Forward Jump Punch Combo that uses an effective hit-and-retreat method within the combo and is extremely difficult to counter; Lead Punch Short Form Combo good for countering within blocked combos; fast Running Attack

**Cons:** Many slow combos that have openings for counters, especially after the combo finisher hit; short legs and arms give him the least amount of standing-attack range of any character in the game; weak preset combos

Every fighting game has to have a grizzled (and wizened) old sage character archetype, and Lo Shu amply fills that role in *Tao Feng*. At first glance, he looks about as threatening as your grandfather, but his ease of use belies his less-than-fearsome exterior (his secondary taunt only adds to the sense of triviality).

Master Sage is fast, and the timing on most of his combos is very forgiving. This allows you to execute his swath of preset combos with style and panache, and when building juggles, you can create strings that quickly drain 60 percent or more of a foe's life. Due to his high agility, he can launch a foe and dash in to repeatedly relaunch them, pushing them straight into the numerous hazards scattered about the levels for an easy start on the road to limb damage.

But be wary: while he can build some very nasty combos, he also has a longer-than-average recovery time on his moves, which leaves him open for some nasty abuse.



# Special Moves

## Long Form Combos

Lead Punch Long Form Combo (18% Damage) **Y, Y, ⊕ + Y**



Trailing Punch Long Form Combo (23% Damage) **B, B, B, Y, ⊕ + B**



Lead Kick Long Form Combo (24% Damage) **X, B, A, ⊕ + X**



Trailing Kick Long Form Combo (38% Damage) **A, X, A, ⊕ + B, ⊕ + A**





## Running Attacks (From Run)

Running Attack Combo (31% Damage) X or A, + A, + A, A, + A



## Alternate Stance Attacks

Stance 1 Punch Combo (40% Damage) Y or B, + Y, Y, + Y, + B



## Juggle Combos

Juggle 1 (50% Damage)

+ B, + , + B, , + B, , + B, , + B, + B, + B, + B



Juggle 2 (30% Damage) + B, , , + B, X, X, Y, B





# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	3	20%	400
Wall Attack	Hold + toward wall	3	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	6%	60
In-Close Lead Punch	+	1	8%	160
Lead Punch Forward	+	1	8%	160
Trailing Punch		1	6%	60
In-Close Trailing Punch	+	1	6%	120
Trailing Punch Forward	+	1	8%	160
Lead Kick		1	8%	80
In-Close Lead Kick	+	1	7%	140
Lead Kick Forward	+	1	8%	160
Low Lead Kick	+	1	8%	160
Trailing Kick		1	8%	80
In-Close Trailing Kick	+	1	8%	160
Trailing Kick Forward	+	2	14%	280
Low Trailing Kick	+	1	8%	160
Jump Punch (from jump)	or	1	5%	50
Jump Kick (from kick)	or	2	16%	160
Forward Jump Punch (from forward jump)	or	1	3%	30
Forward Jump Kick (from forward jump)	or	1	8%	80
Crouching Punch (from crouch)	or	1	6%	120
Crouching Kick (from crouch)	or	1	6%	120

**Throws**

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+Y+B	1	20%	200
Throw	Y+B	1	18%	180
Long Reach Throw	↵+Y+B	1	12%	120

**Special Moves**

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	↻ or ←+↻	—	—	—
Alternate Stance 1	←+Y+X	—	—	—
Alternate Stance 2	←+2+A	—	—	—

**Chi**

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	↻	1	15%	150
Divine Fist Technique (Chi Attack 2)	←+↻	1	18%	180
Divine Force (Chi Attack 3)	↵+↻	1	22%	220
Heal Limb Damage	□	—	—	—

**Short Form Combos**

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	Y,B,A	6	20%	400
Trailing Punch Short Form Combo	B,X,A	3	20%	400
Lead Kick Short Form Combo	X,X,A	3	20%	400
Trailing Kick Short Form Combo	A,B,A	3	20%	400

**Long Form Combos**

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	Y,Y,↵+Y	4	18%	360
Trailing Punch Long Form Combo	B,B,B,Y,↵+B	5	23%	460
Lead Kick Long Form Combo	X,B,A,←+X	4	24%	480
Trailing Kick Long Form Combo	A,X,A,↵+B,↵+A	7	38%	760

**Jump Combos (From Jump)**

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	Y or B,Y,↵+Y	3	15%	300
Jump Kick Combo	X or A,↵+A	3	24%	480
Forward Jump Punch Combo	Y or B,B,↵+B	3	10%	200
Forward Jump Kick Combo	X or A,A	2	12%	240

**Running Attacks (From Run)**

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	2	8%	80
Running Attack Combo	X or A,↵+A,↵+A,A,←+A	9	31%	620

**Alternate Stance Attacks**

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Kick	X or A	1	8%	160
Stance 1 Punch	Y or B	1	8%	80
Stance 1 Punch Combo	Y or B,↵+Y,Y,↵+Y,↵+B	8	40%	800
Stance 2 Kick	X or A	1	8%	80
Stance 2 Kick Combo	X or A,A,A,↵+A	4	24%	480
Stance 2 Punch	Y or B	1	5%	100

**Get-Up Attack**

Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	Y or X	1	3%	30

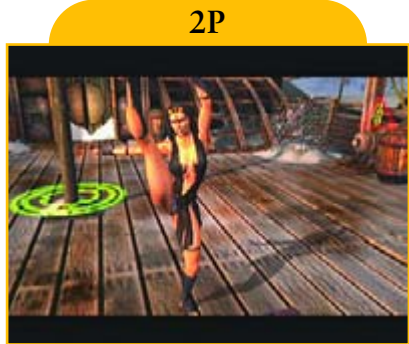
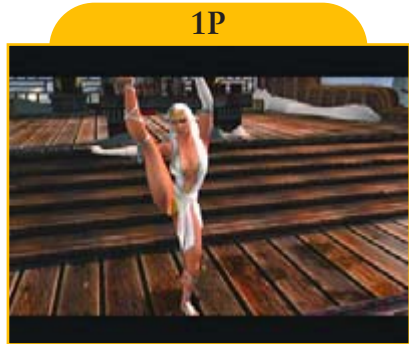
**Ground Attack**

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	↵+X	1	8%	160

# WAY OF THE BLACK MANTIS

## Divinity

**Real Name:** Savitri Bindra  
**Height:** 5'7"  
**Weight:** 130 lbs.  
**Age:** 27  
**Sect:** Black Mantis



Divinity is beautiful, sensual, and filled with the heat of passion. She has a mind well-suited to the intricate plots Wulong Goth concocts. When someone crosses her she holds a grudge. She once loved Divine Fist, but when he rejected her ultimatum that he quit the police force, she took it very personally and committed herself to Wulong Goth and the Black Mantis sect from that time forward.



### Divinity Basic Strategy

- Pros:** Great Running Attack; full Running Attack Combo has few openings to counter; only character with all three Chi attacks causing stun reaction; good Wall Attack that hits twice with a delay between, which fakes out opponents to let off their block
- Cons:** One of the worst juggle moves; lots of openings within her combos to counter; overmatched against stronger characters

Divinity is probably the weakest character in the game and is one of the more difficult characters to master—her bizarre mishmash of martial arts moves and her *Solid Gold* dance skills make for a visually stimulating, if semipuzzling, fighting style.

As she pirouettes, spins, and leaps to and fro, foes must get past this dazzling display to figure out precisely from where her next kick or punch will come. On the flipside, though, the same goes for anyone who plays as her.

She's fairly quick, which aids her enigmatic movements, and she has some shattering preset combos. However, it is difficult to string together juggle combos simply because many of her dance moves don't keep an intruding foe aloft.

If you like a challenge, Divinity might be the girl for you (and after that Divine Fist thing, she's very available).





# Special Moves

## Short Form Combos

Trailing Kick Short Form Combo (18% Damage) **A, Y, X**



## Long Form Combos

Lead Punch Long Form Combo (18% Damage) **Y, A, X, A**



Trailing Punch Long Form Combo (29% Damage) **B, A, B, B, Y, A, X**



Lead Kick Long Form Combo (26% Damage) **X, A, B, A, +, +, X**



**Trailing Kick Long Form Combo (26% Damage) A, ←+A, B, B, X, ↘+A**



**Running Attacks (From Run)**

**Running Attack Combo (22% Damage) X or A, A, A, ↘+A**



**Alternate Stance Attacks**

**Alternate Stance 1 Kick Combo (32% Damage) X or A, A, X, A, ↘+A**



**Alternate Stance 2 Kick Combo (28% damage) A, A, X, ↘+A**



**Jump Combos**

**Jump Kick Combo (20% Damage) ↘+A, ↘+A**





# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	1	12%	120
Wall Attack	Hold + toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	6%	60
In-Close Lead Punch	+	1	8%	160
Lead Punch Forward	+	1	4%	80
Trailing Punch		1	6%	60
In-Close Trailing Punch	+	1	8%	160
Trailing Punch Forward	+	1	6%	120
Lead Kick		1	6%	60
In-Close Lead Kick	+	1	8%	160
Lead Kick Forward	+	1	8%	160
Low Lead Kick	+	1	8%	160
Trailing Kick		1	6%	60
In-Close Trailing Kick	+	1	8%	160
Trailing Kick Forward	+	1	8%	160
Low Trailing Kick	+	1	8%	160
Jump Punch (from jump)	or	1	8%	80
Jump Kick (from jump)	or	1	8%	80
Forward Jump Punch (from forward jump)	or	1	6%	60
Forward Jump Kick (from forward jump)	or	1	6%	60
Crouching Punch (from crouch)	or	1	8%	120
Crouching Kick (from crouch)	or	2	6%	120

### Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+Y+B	1	20%	0
Throw	Y+B	1	16%	0
Long Reach Throw	→+Y+B	1	12%	0

### Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	Ⓜ or ←+Ⓜ	—	—	—
Alternate Stance 1	←+Y+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

### Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	Ⓜ	1	15%	150
Divine Fist Technique (Chi Attack 2)	←+Ⓜ	1	12%	125
Divine Force (Chi Attack 3)	→+Ⓜ	1	10%	100
Heal Limb Damage	Ⓜ	—	—	—

### Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	Y, X, A	3	15%	300
Trailing Punch Short Form Combo	B, X, →+X	3	18%	360
Lead Kick Short Form Combo	X, X, →+A	4	18%	360
Trailing Kick Short Form Combo	A, Y, X	3	18%	360

### Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	Y, A, X, A	4	18%	360
Trailing Punch Long Form Combo	B, A, B, B, Y, A, X	7	29%	580
Lead Kick Long Form Combo	X, A, B, A, →+X	6	26%	520
Trailing Kick Long Form Combo	A, ←+A, B, B, X, →+A	6	26%	520

### Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	Y or B, →+B	2	16%	320
Jump Kick Combo	X or A, →+A	3	20%	400
Forward Jump Punch Combo	Y or B, →+X	2	9%	180
Forward Jump Kick Combo	X or A, →+A	3	17%	340

### Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	2	8%	80
Running Attack Combo	X or A, A, A, →+A	6	22%	440

### Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Punch	Y or B	1	6%	160
Stance 1 Kick	X or A	1	8%	80
Stance 1 Kick Combo	X or A, A, X, A, →+A	6	32%	640
Stance 2 Punch	Y or B	1	8%	160
Stance 2 Kick	X or A	1	8%	80
Stance 2 Kick Combo	X or A, A, X, →+A	5	28%	560

### Get-Up Attack

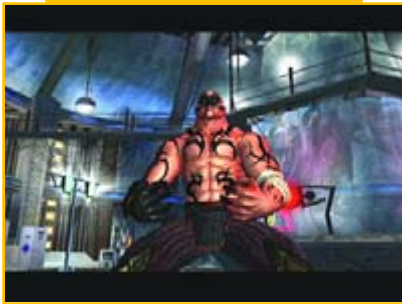
Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	Y or B	1	6%	120

### Ground Attack

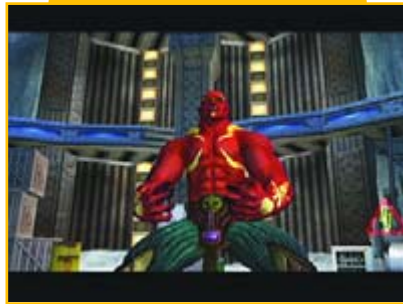
Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	→+X	1	8%	160



1P



2P



**Real Name:** Unknown  
**Height:** 6'8"  
**Weight:** 300 lbs.  
**Age:** 39  
**Sect:** Black Mantis

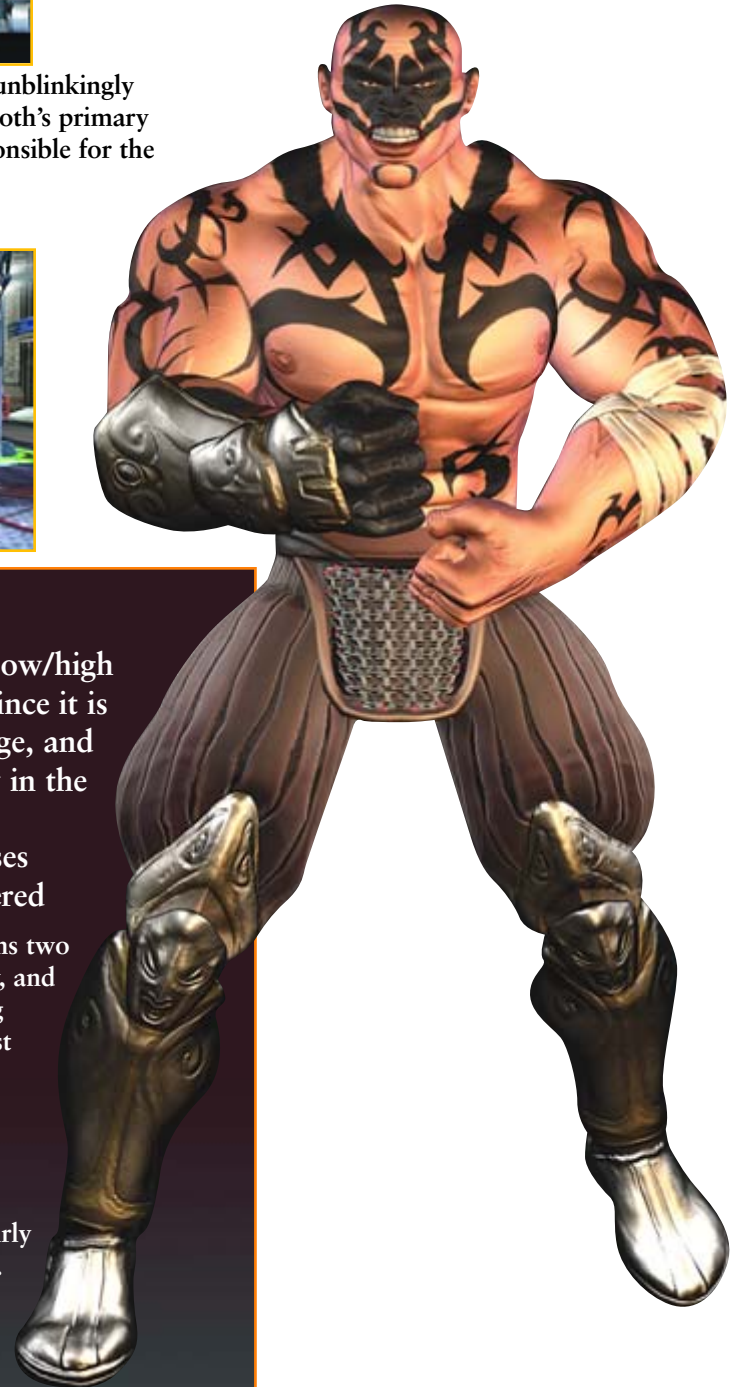
# Exile

Exile is the embodiment of brute force. He is massively powerful and unblinkingly vicious. Without conscience and unquestionably loyal, he is Wulong Goth's primary enforcer. Sent by his master to Metro-China years ago, Exile was responsible for the brutal execution of Jiao Feng's (a.k.a. Fiery Phoenix) parents.

Taunt 1



Taunt 2



## Exile Basic Strategy

**Pros:** Great Lead Kick Long Form Combo that is a great low/high combo because the first hit often surprises the opponent since it is low; Head-butt (lead punch BWD) is quick, has good range, and causes stun; In-close Throw is the most devastating throw in the game at 26% damage

**Cons:** Juggle launcher has a lot of recovery time if he misses where he is open for attack; Running Attack easily countered

Exile is the prototypical huge, fighting-game, wrestler type. This means two things: he's extraordinarily powerful, in a raw brute-force sort of way, and he's just as slow as you'd imagine. However, Exile's Lead Punch Long Form Combo and many of his short form combos are surprisingly fast and can catch opponents off guard.

From an unfettered power point of view, no other character in the game is as flat-out devastating, on a blow-for-blow basis, as Exile. However, power isn't much without control, and this is where Exile falters a few dozen steps.

Sure, he can lay waste to all but the most powerful characters in fairly short order, but he must be able to catch them first.

When fighting ultra-speedy foes such as Master Sage, Jade Dragon, and so on, it becomes imperative that you make every blow count. Too many missed opportunities, and even his considerable hide will be worn down to fleshy shavings.

However, as with all massive fighters (or so it seems), Exile can be amazingly destructive in the right hands—there's nothing like a 49 percent damage juggle combo to ruin someone's day.





# Special Moves

## Long Form Combos

Lead Punch Long Form Combo (16% Damage) **Y, Y, ⊕ + Y**



Trailing Punch Long Form Combo (40% Damage) **B, B, Y, B, Y, X, ⊕ + Y**



Lead Kick Long Form Combo (24% Damage) **X, A, ⊕ + A, ⊕ + A**



Trailing Kick Long Form Combo (27% Damage) **A, X, A, ⊕ + X**





Running Attack Combo (38% Damage) **Y** or **B, Y, B, Y, B, Y, ↵+B**



## Alternate Stance Attacks

Alternate Stance 1 Punch Combo (36% Damage) **Y** or **B, ↵+B, ↵+B, ↵+B**



## Juggle Combos

Juggle 1 (38% Damage) **↵+X, Y, B, B, A**



Juggle 2 (49% Damage) **↵+X, ↵+Y, B, B, B, B**



Secret Combo (72% Damage!) **B, B, Y, B, Y, X** into Running Attack **Y, Y, B, Y, B, Y, ↵+B**



# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	2	20%	200
Wall Attack	Hold + toward wall	1	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	5%	50
In-Close Lead Punch	+	1	10%	200
Lead Punch Forward	+	1	10%	200
Trailing Punch		1	8%	80
In-Close Trailing Punch	+	1	11%	220
Trailing Punch Forward	+	1	10%	200
Lead Kick		1	8%	80
In-Close Lead Kick	+	1	11%	220
Lead Kick Forward	+	1	8%	160
Low Lead Kick	+	1	8%	160
Trailing Kick		1	8%	80
In-Close Trailing Kick	+	1	8%	160
Trailing Kick Forward	+	1	8%	160
Low Trailing Kick	+	1	8%	160
Jump Punch (from jump)	or	1	10%	100
Jump Kick (from jump)	or	1	8%	80
Forward Jump Punch (from forward jump)	or	1	12%	120
Forward Jump Kick (from forward jump)	or	1	8%	80
Crouching Punch (from crouch)	or	1	7%	140
Crouching Kick (from crouch)	or	1	5%	100



## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+Y+B	1	26%	0
Throw	Y+B	1	22%	0
Long Reach Throw	↵+Y+B	1	16%	0

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	↻ or ←+↻	—	—	—
Alternate Stance 1	←+Y+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	WRIT	1	22%	220
Divine Fist Technique (Chi Attack 2)	←+WRIT	1	18%	180
Divine Force (Chi Attack 3)	↵+WRIT	1	10%	100
Heal Limb Damage	CL	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	Y,B,Y	3	18%	360
Trailing Punch Short Form Combo	B,Y,X	3	22%	440
Lead Kick Short Form Combo	X,Y,B	4	26%	520
Trailing Kick Short Form Combo	A,Y,B	3	18%	360

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	Y,Y,↵+Y	4	16%	320
Trailing Punch Long Form Combo	B,B,Y,B,Y,A,↵+Y	7	40%	800
Lead Kick Long Form Combo	X,A,↵+A,↵+A	4	24%	480
Trailing Kick Long Form Combo	A,X,A,↵+X	4	27%	540

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	Y or B,B	2	20%	400
Jump Kick Combo	X or A,A	2	16%	320
Forward Jump Punch Combo	Y or B,Y	2	24%	480
Forward Jump Kick Combo	X or A,A,A,↵+A	4	26%	520

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	Y or B	1	10%	100
Running Attack Combo	Y or B,Y,B,Y,B,Y,↵+B	10	36%	720

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Kick	X or A	1	10%	200
Stance 1 Punch	Y or B	1	10%	100
Stance 1 Punch Combo	Y or B,↵+B,↵+B,↵+B	6	36%	720
Stance 2 Kick	X or A	1	10%	200
Stance 2 Kick Combo	X or A,↵+X,↵+A	3	22%	440
Stance 2 Punch	Y or B	1	10%	200

## Get-Up Attack

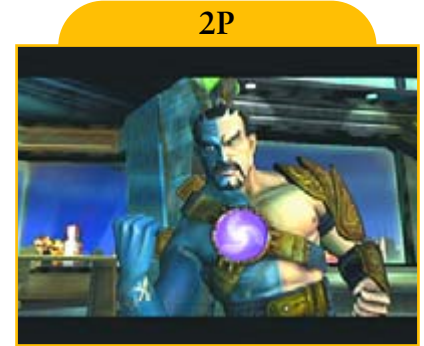
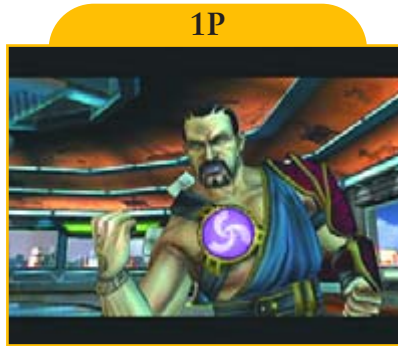
Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	Y or B	1	10%	200

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	↵+B	1	8%	160

# The Fatalist

**Real Name:** Unknown  
**Height:** 6'3"  
**Weight:** 225 lbs.  
**Age:** Unknown  
**Sect:** Black Mantis



This strange Germanic mercenary is known for his ferocity and brutality. He is unmatched as a tracker of men or beasts and when on the trail he is tenacious. Though he has undergone Black Mantis training, he retains most of his previous unrefined European fighting techniques. However, he does use his Black Mantis training to channel the energy he draws from a set of supernatural Runes that rule his life.

Taunt 1



Taunt 2



## The Fatalist Basic Strategy

**Pros:** Trail Kick Long Form Combo and Trail Punch Short Form combo are lightning fast and have few openings for counter attacking; Chi 1 juggles the opponent into the air; relatively few openings in The Fatalist's Long Form Combos for countering

**Cons:** Very few high/low/high combos; Running Attack has a long lag at the end where The Fatalist is open for attack

The Black Mantis master of arms is a force with which to be reckoned: he's resilient, has a fairly balanced ratio of single blows to combo damage, and he has a good selection of preset combos. The Fatalist has above-average Chi attacks and fast combos with few openings to counter.

However, his more devastating attacks (particularly some of his long form combos) can be extremely tricky due to their reliance on directional presses scattered about the standard buttons. The good news, though, is that the Fatalist's timing seems fairly forgiving and isn't necessarily machine-gun quick like certain other characters.

His ability to take punishment is also a plus, allowing him to weather the attacks of the more powerful characters (which is an even bigger plus in Quest mode because the Black Mantis clan enjoys the edge in this category).

Although he isn't the fastest character, his various and sundry strengths make up for any shortcomings in this area. All in all, the Fatalist is a very well-balanced fighter.





# Special Moves

Lead Punch Long Form Combo (21% Damage) **Y, B, Y, ←+A, →+Y**



Trailing Punch Long Form Combo (32% Damage) **B, →+B, B, B, B, →+A**



Lead Kick Long Form Combo (28% Damage) **X, ←+X, ←+A, →+X, →+1**



Trailing Kick Long Form Combo (30% Damage) **A, X, →+A, →+A, →+A**



## Running Attacks (From Run)

Running Attack Combo (20% Damage) X or A, ↵+A, ↵+A



## Alternate Stance Attacks

Stance 1 Punch Combo (32% Damage) Y or B, B, ↵+A, ↵+A



## Juggle Combos

Juggle 1 (23% Damage) ↵+B, A, X, B, Y



Juggle 2 (31% Damage) ↵+B, X, B, Y, A, A





# Damage Tables

## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap ,  or ,	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Environmental Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold + toward pole	1	12%	120
Wall Attack	Hold + toward wall	2	16%	320

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	6%	60
Lead Punch		1	4%	40
In-Close Lead Punch	+	1	8%	160
Lead Punch Forward	+	1	8%	160
Trailing Punch		1	4%	40
In-Close Trailing Punch	+	1	8%	160
Trailing Punch Forward	+	1	8%	160
Lead Kick		1	4%	40
In-Close Lead Kick	+	1	8%	160
Lead Kick Forward	+	1	8%	160
Low Lead Kick	+	1	8%	160
Trailing Kick		1	4%	40
In-Close Trailing Kick	+	1	8%	160
Trailing Kick Forward	+	1	8%	160
Low Trailing Kick	+	1	8%	160
Jump Punch (from jump)	or	1	8%	80
Jump Kick (from jump)	or	1	8%	80
Forward Jump Punch (from forward jump)	or	1	12%	120
Forward Jump Kick (from forward jump)	or	1	8%	80
Crouching Punch (from crouch)	or	1	4%	80
Crouching Kick (from crouch)	or	1	4%	80



## Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	20%	0
Throw	V+B	1	16%	160
Long Reach Throw	→+V+B	1	12%	0

## Special Moves

Move Name	Command	# of Hits	% Damage	# of Points
Taunts	Ⓜ or ←+Ⓜ	—	—	—
Alternate Stance 1	←+V+X	—	—	—
Alternate Stance 2	←+B+A	—	—	—

## Chi

Move Name	Command	# of Hits	% Damage	# of Points
Divine Double Fist (Chi Attack 1)	Ⓜ	1	20%	200
Divine Fist Technique (Chi Attack 2)	←+Ⓜ	1	16%	160
Divine Force (Chi Attack 3)	→+Ⓜ	1	18%	180
Heal Limb Damage	Ⓛ	—	—	—

## Short Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Short Form Combo	V, A, A	3	13%	260
Trailing Punch Short Form Combo	B, V, X	3	15%	300
Lead Kick Short Form Combo	X, A, B	4	24%	480
Trailing Kick Short Form Combo	A, A, A	3	14%	280

## Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V, B, V, ←+A, →+V	5	21%	420
Trailing Punch Long Form Combo	B, →+B, B, B, B, ↓+A	7	32%	640
Lead Kick Long Form Combo	X, ←+X, ←+X, →+X, →+A	6	28%	560
Trailing Kick Long Form Combo	A, X, →+A, →+A, →+A	7	30%	600

## Jump Combos (From Jump)

Move Name	Command	# of Hits	% Damage	# of Points
Jump Punch Combo	V or B, V	3	24%	480
Jump Kick Combo	X or A, A	3	24%	180
Forward Jump Punch Combo	V or B, V	4	20%	400
Forward Jump Kick Combo	X or A, A	2	16%	320

## Running Attacks (From Run)

Move Name	Command	# of Hits	% Damage	# of Points
Running Attack	X or A	1	8%	80
Running Attack Combo	X or A, →+A, →+A	3	20%	400

## Alternate Stance Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Stance 1 Kick	X or A	1	8%	160
Stance 1 Punch	V or B	1	8%	80
Stance 1 Punch Combo	V or B, ↓+V, V, →+V, →+B	8	40%	800
Stance 2 Kick	X or A	1	8%	80
Stance 2 Kick Combo	X or A, A, A, →+A	4	24%	480
Stance 2 Punch	V or B	1	5%	100

## Get-Up Attack

Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	X or A	1	8%	160

## Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	→+X	1	8%	160

# THE LOCALES

## Metro-China Pier: Boardwalk

The Boardwalk on the Metro-China Pier might be someplace you'd like to take your children on the weekend, replete with fun, games, and sport fishing; however, today would be an exceedingly bad day for that as members of the Pale Lotus and Black Mantis clans lurk in the area.



### Wall Attack Points

The Boardwalk features ample opportunities to launch airborne assaults as Master Sage demonstrates, much to Wulong Goth's considerable chagrin. Use everything from the park benches to the hammerhead hangin' nearby to hammer a headstrong enemy.



### Pole Attack Points

Only one Pole Attack is available on the Boardwalk, situated directly across from the hammerhead shark proudly on display. Grab hold and make an opponent's life extra difficult.



### Corner Traps

A set of cul-de-sacs exist on the Boardwalk that give you the chance to relentlessly pummel an unwary foe. Back an enemy into one of the two corners, and let loose with an ugly juggle combo—score extra hits while they try to get their backs out from against the wall.



### NOTE

*You can always escape from any corner "trap" situation by using a Wall Attack.*

### Miscellaneous Background Items

Gather around to have your fortune read. Or if the mood strikes you, slam your opponent into it headlong for a nasty push along the Limb Damage express. I predict the foe will soon journey among the stars... ringing his or her head.



# Metro-China Pier: Arcade

The flashing lights and assorted bells and whistles of the large Arcade just off the Boardwalk allows for ample bruising and bloodletting if the mood strikes you—as it generally does when the Pale Lotus and Black Mantis clans come together to play their own interactive “games.”



## Wall Attack Points

The Arcade’s walls and surfaces are made for launching aerial attacks. This allows ample attempts to make use of the warriors’ gymnastic side to bust skulls and coat walls with a little local color.



## Pole Attack Points

Four sturdy wooden beams support the Arcade. They’ve been well sanded to avoid any nasty splinters that may result from swinging to and fro while delivering a kick to the soon-to-be soft and squishy head of an unwary enemy.



## Corner Traps

While the Boardwalk had much easier-to-use corner traps, the Arcade isn’t without its own charms in this department—it just may take you a bit longer to maneuver a luckless combatant over to the restrooms to deliver a blistering array of juggle attacks.



## Miscellaneous Background Items

All the latest arcade games, as well as a few scattered novelty machines and even a vending machine or two, make for an electrifying experience for anyone unceremoniously thrown, kicked, or punched into them. The piece de resistance, however, is the small boat located in the Arcade—it just begs for you to smash it to splinters.



# Metro-China Peking Palace: Rooftop

Leaving the bright lights and warm breezes of the Boardwalk and Arcade behind, you arrive atop the roof of the Metro-China Peking Palace. Thankfully, nobody will witness the raw brutality you're about to visit on one (and in time, many more) unlucky foe. A soft drizzle might accompany a fight to wash away the nasty bloodstains left in a hurricanelike wake.



## Wall Attack Points

As it's a Rooftop, you wouldn't imagine finding many places from which to engineer a wall-based beating—but you'd be wrong. Thanks to some artfully placed wooden palettes, the water tower in the corner, and some handy A/C units scattered about, you'll soon attack walls like the seasoned pro that you are.



## Pole Attack Points

Only one place exists on the Rooftop from which to launch a blistering pole attack, and it's located dead center on the stage.



## Corner Traps

The best places to lay waste to someone on the rooftop is the rickety water tower in one corner and a very large air-conditioning unit in another. Back a foe into one of these, and let loose with a flurry of hits. You find the enemy so desperate for egress, he makes plenty of foolish mistakes. Punish him for it.



## Miscellaneous Background Items

Those wooden palettes and A/C units mentioned earlier, as well as the very large neon sign, make for excellent places to inflict rapid Limb Damage on foes great and small. A couple of



82 particularly violent strikes, and they lose the use of their legs and arms in record time.

# Metro-China Peking Palace: Street

The streets of Metro-China aren't exactly renowned for their high level of safety, and they're about to get a lot less friendly when the Lotus and Mantis clans barrel down its broadways and byways. As a deafening subway crashes overhead, raining sparks on the warriors who battle before a burning truck, someone was heard to say, "Can't we all just get along?" shortly before retreating with a few of his teeth in hand....



## Wall Attack Points

While the Street itself is, surprisingly, mostly obstruction-free, we can't say the same of the sidewalks lurking nearby. Plenty of walls, columns, phone booths, and dumpsters await your agile aerobatics as you deliver high-flying fisticuffs to a blinkered baddie.



## Pole Attack Points

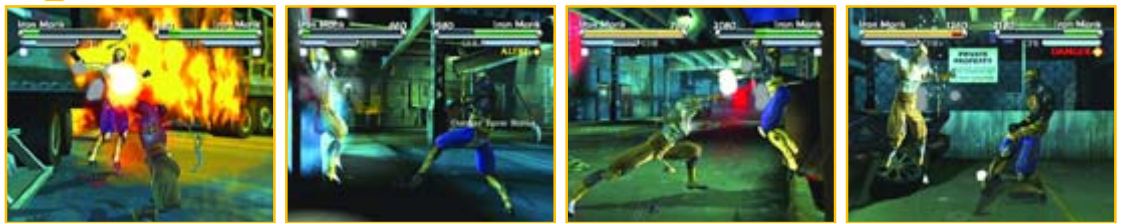
The Street isn't the place to go to look for somewhere to practice your club dancing maneuvers, but one spot, located near dead center of the level, exists for your spin-kicking pleasure. Grab hold, spin 'round, and raise hell.



## Corner Traps

An excellent place to bully your opponent into is the flaming truck in the background. Pin him up against the truck's cab and pummel him mercilessly, and if he happens to slip to the side, you can light up his life.

There's also a few dumpster-choked corners in which you can practice the sweet science.



## Miscellaneous Background Items

See that big truck burning away in the background? Need we say more? We do! Okay: bum rush the opponent, driving him backward, hard-like, into the flaming hulk. Once he comes into contact with this twisted collection of raging heat and molten metal, he quickly realizes he came to the wrong part of town.

If that's not enough, there's some dumpsters, phone booths, and subway supports to get the message across.



# Museum of Natural History: Arms and Armor Hall

What better place to go to war than a “temple” devoted to the martial arts. The Arms and Armor Hall of the Museum of Natural History is, well, a natural place for two skilled combatants to test their limits among the shadows of warriors from the past.



## Wall Attack Points

Ample opportunities occur to visit wall-based mayhem on your foes here: trophy cases, wall hangings—you can even use various stonework sculptures in your quest to render an antagonist utterly inert after a high-flying kick or punch.



## Pole Attack Points

A series of poles scattered about the Armor Hall handily support the roof of the museum. Grab hold and show Genghis Khan and his ilk how well you learned from him in the history books.



## Corner Traps

As trophy cases and the like riddle the Armor Hall, you can trap a foe up against them and rain hellfire down on his or her unwilling crown.



## Miscellaneous Background Items

Those trophy cases you keep hearing about? They shatter—into shards of razor-sharp glass. Getting the picture? If that’s not enough to get the blood pumping—out of your foe—there’s also the ancient statues that litter the hall. Don’t sweat their destruction too much—it’s a reasonable bet that the museum is fully insured.



# Museum of Natural History: Main Lobby

Traveling from the dawn of recorded warfare, you might just appear in the museum's Main Lobby, where the ghosts of antiquity meet the wonders of the modern age. This tightly packed arena features little room to run, so be on the offense when you arrive.



## Wall Attack Points

Opportunities to inflict mass pain and bloodletting on foes from various wall-based attacks riddle the Main Lobby. Launch yourself from the display cases, the holographic globe, and even the stone columns ringing the arena.



## Pole Attack Points

There is but one way to deliver a Pole Attack in the lobby: the large display terminal that shows the temperature (a balmy 76 degrees). You probably won't get many chances to use it, so make them count.



## Corner Traps

The Main Lobby is particularly tricky for trapping and punishing foes, because the room really doesn't have any corners. However, the gong located along one of the walls makes a possible place to pin a foe (until you summarily destroy it).



## Miscellaneous Background Items

Oh, the wonders you can behold in the Main Lobby: pandas frolicking in glass cases (the stuffed variety), a large prehistoric boarlike critter ensconced in a glass "coffin," the central holographic projector, and even the large brass gong. All are treasures in their own right, so it's almost a shame to use them to cripple, maim, and brutalize your opponents.



# South Pole: Shipwreck

The cold will be the least of your (and your foe's) problems in the permanently frozen realm of the South Pole. Fortunately for the live monkeys caged around the area, their fur coats can keep them warm ... at least for a time.



## Wall Attack Points

Wall attacks are a bit trickier on the Shipwreck, because not many walls exist from which to bound. However, you can launch an assault from the monkeys' cages and what used to lead below decks when this was still a mundane seafaring ship.



## Pole Attack Points

Smack in the middle of the deck lays a Pole Attack point. If you're fast enough, just as the round starts, make a beeline for it, and start the round off right with a swift flying kick to the cranium. A quick concussion shouldn't hurt your chances.



## Corner Traps

Plenty of places exist to hem in an enemy on the ship's deck. Back them into any of the various corners or even the shrine located just up the steps at the front of the ship (ensconced between two statues), and let loose with a long form combo to ruin someone's day.



## Miscellaneous Background Items

It's really a shame that the monkeys' wrought-iron cages make the perfect surface to bludgeon a foe against. Even sadder is that those cages aren't nearly as sturdy as they look. Any guesses as to



what happens when you deliver a rather powerful blow to a foe pinned against one? Well, what do you think about monkey stew?



## THE LOCALES

# South Pole: Archaeological Dig

Moving in from the cold (with a belly full of monkey stew), you see the wonder that is the Archaeological Dig with a massive, ice-encrusted artifact taking center stage. This locale features fairly spacious areas in which to fight, but it's a safe bet that you'll shortly find your back to a wall.



## Wall Attack Points

The walls ringing the entire dig are excellent for launching aerial assaults and the focal point of the dig and its massive block of ice. A quick tap or two of rapidly moves you into a position to launch a quick Wall Attack.



## Pole Attack Points

A series of high-powered halogen light racks ring the area. These sturdily built poles are very useful for not only shedding some light on the unearthly display, but also delivering a solid kick to any foe caught ogling the shiny bauble nearby.



## Corner Traps

The Archaeological Dig is another tricky stage for pinning foes down. Because no corners exist for you to actually trap a foe in, you must be satisfied with a nearby wall. Just back them in, and let loose with fists of fury.



## Miscellaneous Background Items

The large console at the center of the area makes for an excellent item to slam a wayward warrior's spine against, as do the various gasoline-filled drums ringing the outer rim. The diesel-fueled electrical generators can also deliver a nasty shock to anyone who happens to "trip" into one.



# Neidan Sanctuary: Training Room

Once used to hone the skills of intensely skilled martial artists, this well-decorated room was converted to the cause of war. Implements formerly used merely to practice the deadly arts (which will now be unleashed), they've been turned to serve a more sinister practice.



## Wall Attack Points

As this entire area is walled in, find ample (and easy) opportunities to launch a blazing air assault. If you are pinned down, a Wall Attack is a good way to escape to fight another day.



## Pole Attack Points

The second you enter the stage, the practice dummy located center stage allows you an opportunity to start the battle right: tap while holding , and you immediately score a quick hit before the foe knows what hit him.



## Corner Traps

Four alcoves radiate off the main room. What does this mean to you? Corner traps—and lots of 'em. Push your foe ever so gently into one, and never let him escape by unleashing a series of violent, fast short form combos to keep him pinned down with nary a prayer of escape.



## Miscellaneous Background Items

Ornamental armor, a mechanized training dummy, and various flaming pots all make for some intense feng shui, but they also make good places to deliver some major hurt. Remember, each successful slam into one of these items initiates, at the very least, a Limb Damage warning. Not to mention that it looks pretty cool to see an inanimate training dummy drub your foe. Also, watch out for the pit of smoking coals lurking in one of the corners—it's hot, hot, hot!



# Neidan Sanctuary: Courtyard

Amidst the serene setting of the Courtyard, a mystical globe spins and swirls at its epicenter. The area itself is lush and green, if it lacks a little in the color red. But it's a safe bet that won't be a problem for long.



## Wall Attack Points

Wall Attacks are fairly limited in the Courtyard: you'll find you can really only use the surrounding wall itself and the enigmatic spinning globe at the center as bastions from which to rule the skies.



## Pole Attack Points

A series of skeletal trees lie at the far corners of the Courtyard. In addition to contributing to the picturesque locale, they also have the handy side effect of offering their limbs and trunks as handy points from which to deliver a resounding blast to a foe's gut.



## Corner Traps

The four corners of the Courtyard provide ample opportunities to bestow massive combos on an unlucky recipient. Besides those, your options in the trap and thrash category are decidedly more limited.



## Miscellaneous Background Items

That bizarre artifact whirling 'round and 'round at the center of the Courtyard makes an excellent spot for wreaking havoc on someone's shaky constitution and, in short order, perpetrating Limb Damage. Also find the small stone statuary an excellent spot against which to cripple your foes efficacy at delivering a meaningful attack.



# Yan-Lo Tower: Penthouse

One thing is for certain: someone paid a bundle for a magnificent view of Metro-China and a pad with several rare artifacts scattered about the place. The shame of it is that someone will be able to offer it all on eBay as “RARE” and “LOOK” fodder once you get done with it (don't forget to include some Crazy Glue in those auctions).



## Wall Attack Points

Walls, walls everywhere: send your fighter flying from any surface in the tower, especially the central elevator enclosure and the windows (which are great for stunning your opponents) that surround the Penthouse floor.



## Pole Attack Points

Use a series of supports in the Penthouse to spin around and snap the neck, arms, legs, and other bones in your enemies ever-so-fragile bodies. Remember: jump, kick—it's all in the mind.



## Corner Traps

Due to the Penthouse's nature, you don't find too many opportunities to pummel a foe into blind submission. However, find a good place to start with the control panel, replete with a bank of monitors watching various other bouts.



## Miscellaneous Background Items

Note the fine gold filigree on the horse and rider statue and several rare vases from numerous ancient Chinese dynasties. Now marvel at how well they break, shatter, and imbed themselves in various preexisting and newly created holes in your foe's back, sides, and if you're really lucky, eyes.



# Yan-Lo Tower: Main Lobby

The Yan-Lo Tower Main Lobby is an architectural masterpiece, which is (was?) good for displaying some of the more important architectural advances in recent years. The centerpiece of a giant glass Black Mantis dominates the scene. Chances are, though, that it won't do so for long.



## Wall Attack Points

Display signs, security scanners, ATMs, and more exist from which to perform spectacular assaults. Use practically every surface in the Lobby to initiate bruising assaults, even the large Black Mantis situated above it all.



## Pole Attack Points

As was the case in the Courtyard, the Lobby features a few more of those skeletal trees precisely placed so the combatants might pummel one another more grievously. You must wonder, however, why they don't have any leaves given the generous areas of glass located throughout.



## Corner Traps

The four corners of the Lobby are good for annihilating your foes, because the camera has a nasty habit of swinging around and disorienting anyone on defense. So take advantage of that, and be *very* careful if you find yourself caught between a rock and a deadly martial arts master.



## Miscellaneous Background Items

The serene setting is completely shattered by the cries of victory and bloody screams of defeat; note that you destroyed signs, security systems, and other objects lurking about—not to mention the spirit, ego, and will to live of the poor sap on the receiving end of your mad dance of destruction.



# GAMEPLAY MODES

## Pale Lotus Reborn

Wulong Goth was fed up with both the unknown “sorcerer” and Detective Zhen disrupting his operations. He came to Metro-China to take charge of the operation himself and set up a trap, hoping to remove two obstacles at once. He thought he had just the right bait: the Yin Tablet of Shihao.

He let word of this tablet leak out, knowing one of Shen Zhen’s family lost the tablet, thus making it a matter of honor for Shen to recover it. Shen heard the tablet would be smuggled to a certain pier and prepared himself to get it back.

Lo Shu heard about the Yin Tablet from Damon, who unwittingly carried the rumors he heard, not understanding their true significance. Thus, on one fateful night at midnight on a ramshackle pier in the depths of Metro-China, both Lo Shu and Shen Zhen moved toward a rendezvous with the Black Mantis.

Lo Shu and Zhen fought inside separately, only to meet face to face. Only then did Shen learn that Lo Shu was the mysterious sorcerer, though he was chagrined that the obvious answer didn’t occur to him. Lo Shu’s ancient old man persona fooled him too well.

But even as the two allies clasped hands with fresh knowledge of the other, the trap was sprung. From the shadows stepped the forces of Black Mantis: Exile, Fatalist, Vapor, and Divinity. During the following monumental battle, Master Sage realized that Divine Fist held back when fighting Divinity, nearly to his ruin.

Working together, Master Sage and Zhen overcame the Black Mantis long enough to escape. Next time, they would be better prepared.

Master Sage and Divine Fist returned to the Neidan Sanctuary, where the night’s next twist awaited. Aria found the hidden *Book of the Pale Lotus* and spent the night reading it aloud to Jiao and Isis. They knew everything now—the truth about Aria’s great-grandfather and the sad fate of the Pale Lotus.

They quickly pieced together who Master Sage and Shen Zhen just faced. They would not let this rest. Either Master Sage would accept the three of them in their battle, or the students would fight alone. Lo Shu knew his students too well to think that either force or reason would sway them—especially Jiao, who craved revenge for his parents’ deaths.

Lo Shu knew what he must do—the Pale Lotus must be reborn.

In a night filled with revelations, Master Sage called for Damon and presented him to the others. Aria, Isis, and Jiao were rechristened as Jade Dragon, Fierce Tiger, and Fiery Phoenix, and Damon took his place as Iron Monk.

Shen Zhen revealed himself as Divine Fist, standing apart from the others. He was dedicated to the Eastern Sun, but though not fully one of them, he would join their cause.

The four students gave their unquestioning allegiance to Master Sage and except for Divine Fist, proclaimed themselves to be Pale Lotus from that day forward. Under Lo Shu’s guidance, they would battle evil, exterminate the Black Mantis, and restore the harmony of the Tao to Metro-China, or wherever their quest took them. The Pale Lotus lived again.



## Versus Mode



The meat and potatoes of any fighting game is a solid mano-a-mano Versus mode, and *Tao Feng* is no exception. The real longevity of the game stems from this, in which you beat and bludgeon your closest pals for fortune and glory (okay, maybe just neighborhood bragging rights).



# Quest Mode

## The Legend of the Immortal of the South Pole

A myth of great antiquity exists amongst the Pale Lotus, Black Mantis, and Eastern Sun sects. According to this myth, an immortal celestial called Shou-Hsing, or Nan-chi Lao-jen (Old Man of the South Pole) was known for setting the date of a person's death and for possessing the peach of immortality.

Many believe that if one could win through and reach Shou-Hsing at the South Pole and present him with sufficient treasures to win his favor, the God of Longevity would grant the gift of immortality.

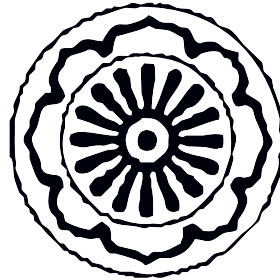
To win through to Shou-Hsing, however, means defeating his guardian warrior, Zhao Yen, who is also immortal.

Wulong Goth is particularly determined to achieve this goal, but any of his inner core of Black Mantis members would just as happily win it for themselves. They secretly fear death and crave to live forever.

Master Sage and his Pale Lotus members would also like to achieve this immortality, if only to continue their battle for justice and prevent a Black Mantis from becoming an eternal threat.



# Choose Your Destiny



Start by selecting a clan with which to champion: Pale Lotus if you'd like to play the good guys and Black Mantis if you'd prefer the bad.



*Pale Lotus clan*

*Black Mantis clan*

Your fate decided, you then receive a choice of one of six members of each clan—peruse the sections on the Ways of the Pale Lotus and Black Mantis for the best-looking option.





*The long road ahead*

With that, you receive the option of fighting against any one of six of the opposite clan's members; that is, if you pick, say, Fiery Phoenix, you have the option of battling one of the six Black Mantis members.

**NOTE**

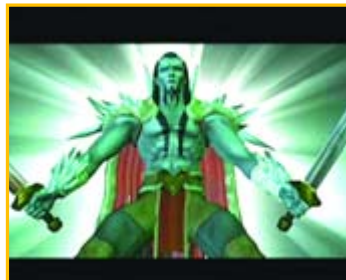
*You must fight each and every member of the opposing clan before earning the honor of facing down the final boss character. The enemies get progressively more difficult to beat from the first to the sixth enemy you choose to battle.*



Now you must go through the grueling ritual of fighting through some fearsome opponents as you collect the six pieces of a mystical artifact to gain access to Zhao Yen.

*Zhao Yen = big trouble*

Zhao Yen is the final challenge you face to conquer Quest mode. He's super-tough to beat, and you need all six clan members to whittle him down to nothing.



You must select the order you'd like to use each character before tackling Zhao Yen. From there, each new character enters mortal combat as the preceding one goes down. With some (okay, a lot) of luck, you'll defeat Zhao Yen within the allotted six characters. But what then?

# Survival Mode



Aptly named, Survival mode pits you against a string of foes, one after another, till you or they die.



The trouble, of course, comes because you can only heal yourself by knocking one of your foes into a Limb Damage area.

# Team Battle Mode



In Team Battle mode, you and a challenger (be it a friend or the computer) each pick from two to six characters for a battle royale.



Accumulate points as you bludgeon one another senseless—keep in mind that each character has a meager, single life bar.



# Tournament Mode



In Tournament mode, you set up a round robin tournament as up to eight players pair off for random matches to determine who among you is the greatest warrior.



The winner of each match retains the points earned as well as the points that the opponent earned to that point, with the ultimate winner, eventually, collecting them all.



# Training Mode



Besides Versus mode, you'll probably spend the most time in Training mode honing your skills for the next big fight. There you can try out new combos without having to worry about being pounded into jelly by your impatient opponent.

Select from a character's complete repertoire of moves and combos (from his or her preset moves), and have the computer demo them to get an idea of their timing and buffering.

This is also the place to build your own custom combos (especially those elusive juggle combos) before taking them into Versus, Quest, Survival, Team Battle, or Tournament mode(s).



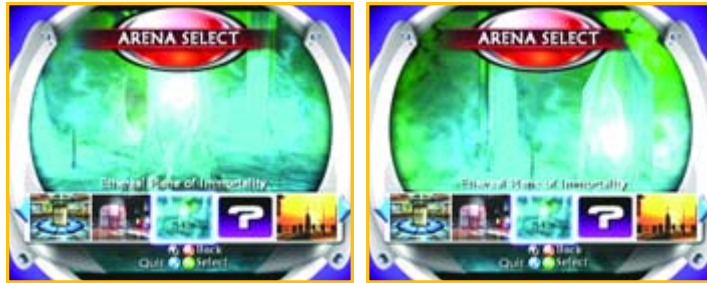
*Juggle combo*



## EXTRAS

# Ethereal Plain of Immortality

If you manage to conquer the game with either Pale Lotus or Black Mantis, you gain access to the Ethereal Plain of Immortality from the outset.



You vanquished Zhao Yen and carried the day. Now you can access his stage at will. This otherworldly plane, just to the side of normal reality, is a beautiful, crystal-strewn arena of pain.



## Wall Attack Points



Because this pocket “universe” is enclosed on all sides, the skilled warrior can amply use his or her surroundings to vault, leap, and caper about, delivering jaw-shattering strikes. Also utilize the large crystal located dead-center on the stage.

## Pole Attack Points

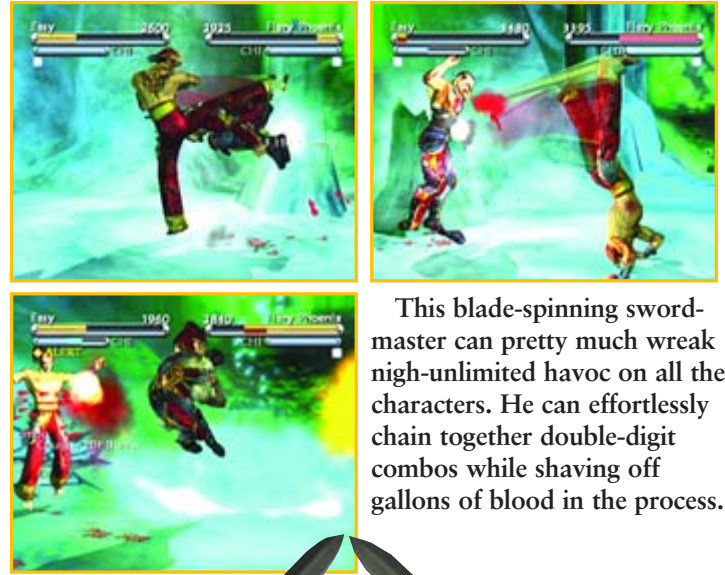


Scattered about the area, two crystalline “poles” protrude from the (temporarily) serene surface of the stage. Grab hold and whip yourself around to induce vicious hemorrhaging and severe breaks and fractures.

## Corner Traps



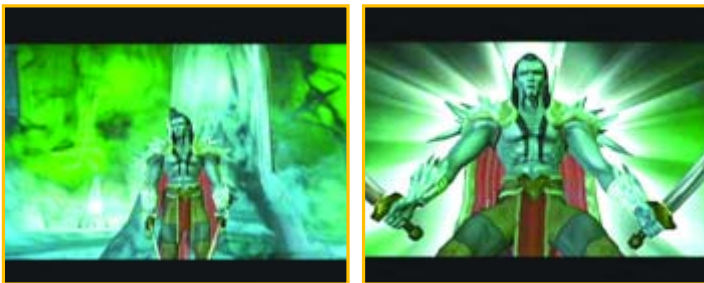
## Miscellaneous Background Items



This blade-spinning sword-master can pretty much wreak nigh-unlimited havoc on all the characters. He can effortlessly chain together double-digit combos while shaving off gallons of blood in the process.

For all its beauty, the Ethereal Plain of Immortality is stark—not much is of a bone-breaking, blood-letting nature. However, the aforementioned crystalline pillars and the large monolith in the middle make for excellent bumpers to bounce foes off of and onto.

## Zhao Yen



You mastered the game and managed to beat Zhao Yen with both the Pale Lotus and Black Mantis clans, but now what? How about taking the sword-wielding warrior Zhao Yen for a spin?



## Basic Moves

Move Name	Command	# of Hits	% Damage	# of Points
Free Walk	Hold  then use D-pad	—	—	—
Step Forward/Backward	Tap  or	—	—	—
Lunge/Retreat	Tap  or  or  or	—	—	—
Run	Hold	—	—	—
Crouch		—	—	—
Crouching Walk Forward	Hold	—	—	—
Jump		—	—	—
Jump Forward/Backward	or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Block		—	—	—
Crouching Block		—	—	—
Deflect Throw	Tap	—	—	—
Sidestep	Tap  or	—	—	—
Get Up	or  or	—	—	—

## Defensive Moves

Move Name	Command	# of Hits	% Damage	# of Points
Pole Attack	Hold  +  toward pole	3	24%	???
Wall Attack	Hold  +  toward wall	1	20%	???

## Basic Attacks

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch		1	5%	???
Lead Punch Forward	+	2	15%	???
Trailing Punch		1	6%	???
Trailing Punch Forward	+	1	12%	???
Lead Kick		1	8%	???
Trailing Kick		1	10%	???
Crouching Punch (from crouch)	or	2	10%	???
Crouching Kick (from crouch)	or	1	5%	???

## EXTRAS

### Throws

Move Name	Command	# of Hits	% Damage	# of Points
Quick Reach Throw	←+V+B	1	???	???
Throw	V+B	1	???	???
Long Reach Throw	→+V+B	1	???	???
Taunts	RL	—	—	???

### Chi

Move Name	Command	# of Hits	% Damage	# of Points
Heal Limb Damage	□	—	—	???

### Long Form Combos

Move Name	Command	# of Hits	% Damage	# of Points
Lead Punch Long Form Combo	V, B, ←+V, →+V, →+B	16	38%	???
Trailing Punch Long Form Combo	B, V, ←+B, →+V	8	42%	???
Lead Kick Long Form Combo	X, V, ←+B, V, →+B	5	31%	???
Trailing Kick Long Form Combo	A, B, X, →+B, →+V	7	45%	???

### Get-Up Attack

Move Name	Command	# of Hits	% Damage	# of Points
Get-Up Attack	V or B	1	10%	???

### Ground Attack

Move Name	Command	# of Hits	% Damage	# of Points
Ground Attack (enemy on ground)	↓+B	1	10%	???



## Tao Feng™ Interview

**Q** When was Studio Gigante formed?

**A** Winter of 2000.

**Q** How long has *Tao Feng* been in development?

**A** The prototype began in winter 2000. The final game began in April of 2001.

**Q** How many people worked on the game?

**A** The team size was twenty-four.

**Q** Who is the project lead?

**A** John Tobias.

**Q** What else has he worked on?

**A** He is the cocreator of the *Mortal Kombat* series.

**Q** Who designed the characters?

**A** John designed the characters with Dave Michicich, Andrew Kudelka, and Andrew Arconti.

**Q** What else has he worked on?

**A** Dave worked with John on *MK3* and was the art lead for *MK4*.

**Q** Why Xbox and not PS2 or GameCube?

**A** We chose the Xbox because as a fledgling company we wanted the security of working with a publisher on a “first party” title, and the Xbox was going to provide us with the most powerful system. The characters and environments look as good as they do in part because of the power of the Xbox.

**Q** What was the initial goal with *Tao Feng*: Expand the genre? Create a solid Xbox-exclusive fighter? Show off the Xbox hardware? All of the above?

**A** Actually, all of the above is what we were after, and we feel we’ve done a good job meeting our goals, but both Gigante and Microsoft have always looked at this release as potentially the first of a franchise. Now that we’ve finished the first version, we’re eager to use the foundation of *TF1* to really push the envelope with a possible *TF2*.

**Q** What does *Tao Feng* mean?

**A** It loosely translates into “Spirit Energy.”

**Q** What does *Tao Feng* bring to the genre? This one really leads into the next question. It’s been a long time in coming, but *Tao Feng* probably features the first instance in a one-on-one fighter where the environment plays more than just the part of a pretty picture (*Virtua Fighter 3* being the only other real example of such). Was this a major focus?

**A** We really wanted to make the environments more than just “pretty pictures,” and we think we’ve pulled that off. The moves off objects and the environment hits that lead to Limb Damage really add to the strategy of the gameplay. An experienced player will be able to use the environments in *Tao Feng* differently than in any other fighting game.

**Q** A lot of effort seems to have gone into the lighting effects—was this something the team really wanted to show off?

**A** Definitely. Since we knew we were only coming out on the Xbox, we really wanted to push the graphic look as far as we could.

## EXTRAS

**Q** Technically speaking, how hard is *Tao Feng* pushing the Xbox? Average poly count per character, etc.?

**A** The average character poly count is about 12K per character, but the lighting and shaders are where we've really pushed the box.

**Q** Were there ever any plans to incorporate Xbox Live support?

**A** We really had to lock down the feature set and requirements before Xbox Live was even spec'd out. Our original design document had some ideas about how to online, but now that Xbox Live is a reality, we're looking forward to really taking advantage of it.

**Q** Where did Studio Gigante find the martial artists upon which they built the motion capture?

**A** John and our lead animator, Richard Ho, worked with Group Envision in Los Angeles. The talent they provided was superb, and all the guys had extensive martial arts pedigrees.

**Q** Where did the name Studio Gigante originate?

**A** Our favorite TV show of course... *Sabado Gigante*.

**Q** What's next for Studio Gigante?

**A** We're gearing up for a potential sequel and are poking around some with some other ideas.

**Q** Anything you'd like to say to your fans?

**A** The fans make the game. We really hope to hear what aspects of the game we should enhance and what new features they're looking for.

