XBOX 360

XBOX LIVE

TEKKEN 6
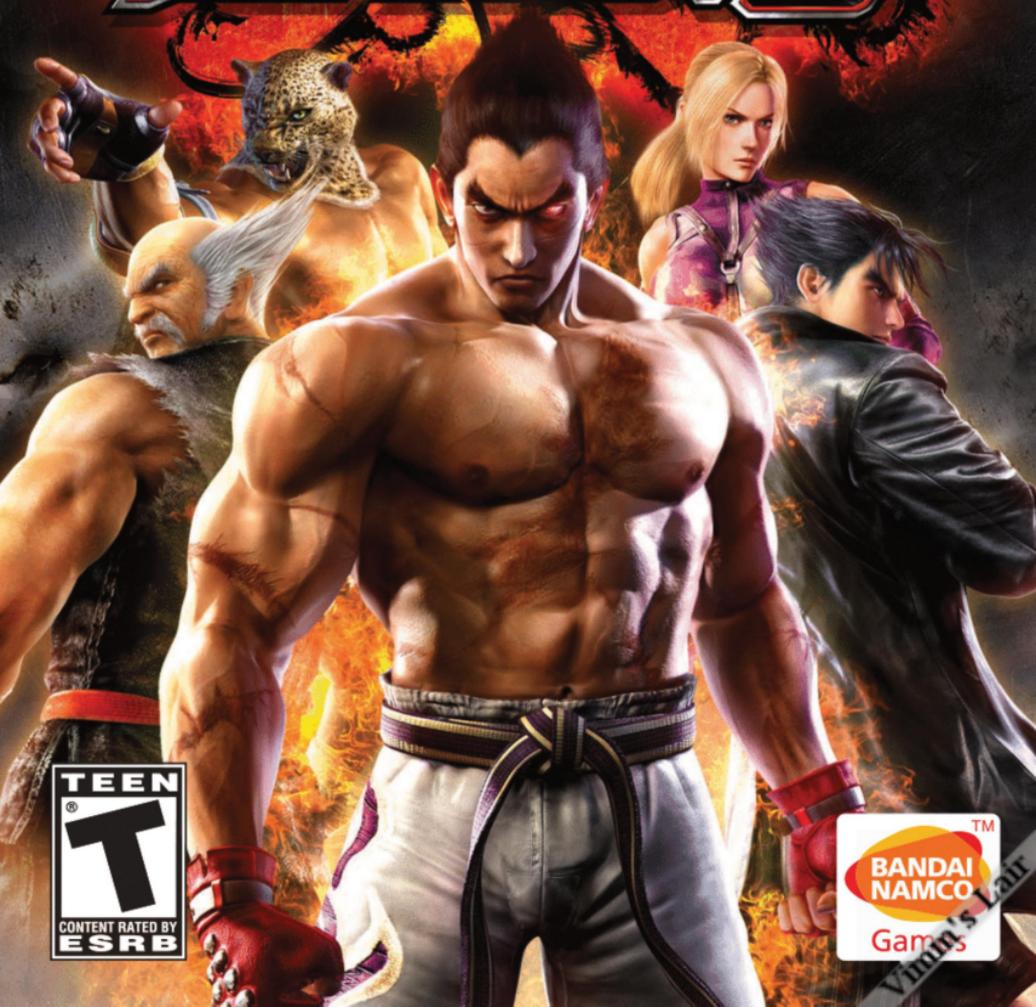
TEEN
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CONTENT RATED BY
ESRB

BANDAI NAMCO
Games™

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

ON FRONT → VIDEO GAME ← ON BACK

For more information, visit **www.ESRB.org**
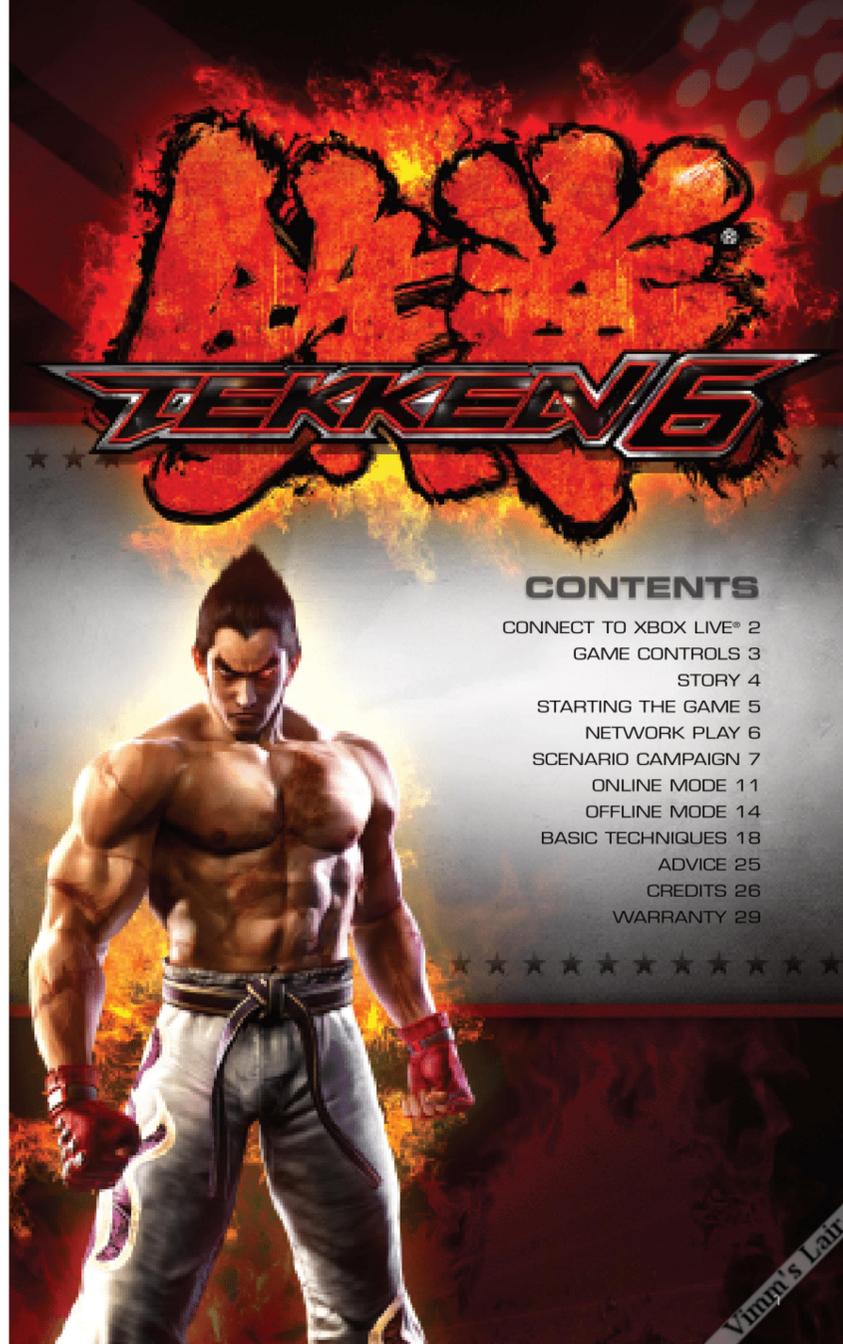
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XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE® Marketplace. Send and receive voice and video messages. Use LIVE® with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360®. LIVE® gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE®, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE® member. For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE® service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

XBOX 360® CONTROLLER

BASIC CONTROLS

Directional pad, left stick ....Character movement, item select

Ⓧ button ....Left punch

Ⓨ button ....Right punch

Ⓐ button ....Left kick, confirm

Ⓑ button ....Right kick, cancel

START button...........................Display Pause Menu

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Vimm's Lair

Shrouded in mystery, the King of Iron Fist Tournament 5 came to an end with the defeat of Jinpachi Mishima at the hands of Jin Kazama.

Jin took control of the Mishima Zaibatsu and began using the special Tekken Force unit to carry out covert disinformation and paramilitary operations. As a result of its efforts, the general public became paranoid and minor incidents around the globe soon evolved into major conflicts. Governments around the world grew increasingly impotent as chaos spread. At the peak of the carnage and confusion, the Mishima Zaibatsu arose from the darkness, flexing the full potential of its military might and declaring its dominion over all governmental rule.

The Mishima Zaibatsu took control of the world with overwhelming force. In response, G Corporation materialized in opposition to the Zaibatsu, setting-out to subdue the Mishima forces globally. Hailed as civilization's savior, The G Corporation offered a generous bounty to anyone who captures Mishima Zaibatsu's leader, Jin Kazama.

In an effort to lead the next steps in the deadly dance between organizations, the Mishima Zaibatsu set the stage for battle with its announcement of The King of Iron Fist Tournament 6.

Some seek fame. Some seek the bounty on Jin's head. Some seek sole-ly to banish their own inner demons. Each fighter has a unique agenda. **Welcome to The King of Iron Fist Tournament 6.**

PLAYER INFO

PLAYER NAME: Xbox LIVE® Gamertag and gamer picture are displayed.

PLAYER DATA: Player fight record and win percentage is displayed.

MAIN CHARACTER: Main character as set in PROFILE. This character and corresponding rank is displayed in the background of Main Menu.

FIGHT MONEY: Current fight money balance.

STATUS: Player promotion and other info and updates displayed.
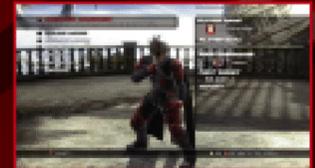
MAIN MENU

★ **SCENARIO CAMPAIGN:** Select a character and defeat an onslaught of enemies as you progress through this story-based 3D action mode.

★ **ONLINE MODE:** Fight against other players online or view online leaderboards.

★ **OFFLINE MODE:** Fight against the CPU or other players offline.

★ **GALLERY:** View in-game movies or replay data.

★ **PROFILE:** Edit player info/settings or equip items to customize your character.

★ **OPTIONS:** Change various in-game, BGM, and SE settings.

Play against other players around the world in Online Mode. You can also browse through rankings and upload or download Replay and Ghost data.

To see the requirements needed to connect to Xbox LIVE®, please visit **www.xbox.com/live**.

ABOUT PLAYER INFORMATION PRIVACY

Please be aware that your **Xbox LIVE®** gamertag, used as your Player Name in Online VS mode, as well as certain "Options" settings, will be viewable by other players. Your player name will also be used in part of the file names for replay and ghost data, as well as in the ranking data. Also, player ghost data, RANKED MATCH replays, and some Offline Mode records are automatically uploaded.

SYNOPSIS

In the Scenario Campaign mode, the world is being controlled from the shadows by the Mishima Zaibatsu and their vast military power.

The leader of the rebel army Lars Alexandersson partners with several allies to battle the sinister organization.

Players control Lars and try to complete the objectives given in each area to advance to the next stage.

Turn back the waves of enemies and defeat the boss to move on to the next area.

HOW TO PLAY

In the Scenario Campaign mode, the story progresses in intervals by area. You can check each area's objectives and hints from the area map. Pressing the Ⓐ button will select an area to play, and you will be taken into the action. During the action, players will control their character to attack the enemies and progress through the game.

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PLAYER'S HEALTH: If this drops to zero, the game will end and you will be taken back to the area map.

PARTNER'S HEALTH: If this drops to zero, your partner will retreat from the battle area.

ENEMY HEALTH: A red marker will be displayed over the health gauge of the targeted enemy.

TARGET: The health gauge of the enemy the player is attacking will be highlighted in red.

When the area objectives (such as defeating all enemies and bosses) are met, the area is cleared, and your progress will be saved before returning to the area map. Clearing areas will unlock more areas for you to tackle, so clear as many as you can to reach the head of the Mishima Zaibatsu, Jin Kazama.

HINTS:

- When you first play, there will be a tutorial that will allow you to practice the controls.

- Move commands available in other modes will also be available in Scenario Campaign mode. So you may want to first try controlling Lars in Practice or Arcade mode.

- If you find yourself surrounded by enemies, wide area attacks such as the Chevron Slash [⬅, ✖ button] are quite effective.

- Money bags and treasure chests containing customization items will appear when you defeat enemies in action. Additionally, fight money and other items may be hidden in the level, so try finding them.

- As you progress through the story, you will be able to select other characters in addition to Lars and Alisa.

- If you have the item "Emergency Kit" when a partner character is knocked out, crouching down near the downed character will allow them to recover part of their health. If they are not healed, a knocked out character will eventually disappear.

SCENARIO CAMPAIGN PAUSE MENU

★ **RETURN TO GAME PLAY**
  Resume your game.

★ **COMMAND LIST**
  Display the move command list.

★ **CONTROLLER SETUP**
  Change control settings.

★ **SKIP CINEMATIC**
  Choose to skip previously viewed demo scenes.

★ **RETURN TO WORLD MAP**
  Exit the current stage and return to the World Map.

★ **RETURN TO MAIN MENU**
  Quit game and return to the Main Menu.

In ONLINE MODE, you will be able to play against other players, view rankings, and more via the internet.

ABOUT ONLINE MODE

Read about internet connectivity in the Xbox 360® user's guide. When playing the game online, please bear in mind the following points.

- When playing online, please follow the Xbox LIVE® usage agreement.
- Online play manners
  – Please do not forcefully disconnect during play.
  – Please give yourself plenty of time to play online.
  – Please do not perform actions or say anything to aggravate your opponents.

This software requires an internet connection for online play. Therefore, please keep in mind that there may be times when network connectivity or communication errors may cause an unsatisfactory game play experience, or prevent you from playing at all.

In Player Match within the ONLINE MODE, up to a maximum of 4 people will be able to join a session.

The players within the room will take turns challenging the champion, and players not currently playing will be able to view the fight.

ONLINE MODE MENU

★ **RANKED MATCH**
RANKED MATCH results will affect online rankings. Ranks and ranking points within the ONLINE MODE will be affected depending on the match outcome.

★ **PLAYER MATCH**
Customize various match settings in this mode. Match results in this mode will not affect online rankings.

★ **INVITE PLAYER**
When an invite is received from a friend, select this to proceed to the session.

★ **DATA UPLOAD**
Upload your replay and ghost data.

★ **DOWNLOAD DATA**
Download other players' replay and ghost data.

★ **LEADERBOARD**
View rankings based on Battle Points or online battle records.

WARNING ABOUT ONLINE PLAY

Data is automatically saved before and after a match. If you turn your system's power off during a match, and an online match is unable to be completed properly, you will be penalized, so please take care not to do so. Disconnecting or lost connections during battles will also incur a loss, even if they were due to a technical difficulty.

Online Mode will be playable after applying the free title update that will automatically download after connecting to Xbox LIVE®.

ARCADE BATTLE

Recreate the arcade experience and battle the CPU (All 9 Stages).

CHARACTER SELECT SCREEN EXPLANATION

Selecting Arcade Battle will take you to the Character Select Screen. Select a character with the directional buttons and press the punch (**X** or **Y** button) or kick button (**A** or **B** button). Pressing a punch button will select a 1P color while a kick button will select a 2P color.

Additionally, you can set round time, number of rounds, starting player health and other items within the OPTIONS settings. If you have two controllers, the 2P can join in and play in a 2 Player versus match.

GHOST BATTLE

Fight a succession of ghosts in this mode. After the end of the match, select your next opponent or select EXIT to return to the OFFLINE MODE menu. Friends' ghost characters may also appear if they have been downloaded.

ABOUT 'GHOSTS'

Ghosts are CPU-controlled opponents that have individual names. They appear in Arcade Battle and Ghost Battle. The difficulty level, and the way they fight, differ depending on the Ghost.

VS BATTLE

Play against another player offline. Select a character, handicap setting, and a stage to begin the match.

TIME ATTACK

Race to see how quickly you can finish the game by defeating all opponents.

TEAM BATTLE

Pick a team of up to 8 characters and face off against the CPU or another player. Defeat an opponent and your character's health will be replenished slightly in the next round.

SURVIVAL

Defeat as many CPU-controlled opponents as you can. Your health will be slightly replenished after defeating an opponent. The game will end when your health is reduced to zero.

ABOUT OFFLINE MODE RANKS

Each character will have a rank associated with them. All will be at 'Beginner' when you start the game, but winning matches in OFFLINE MODE or ONLINE MODE will garner experience points. When you have earned enough, you will be promoted to '9th Kyu'. Once you reach '1st Kyu', the next rank will be '1st Dan'. Ranks higher than '1st Dan' can only be gained in ranked matches in ONLINE MODE.

PRACTICE

Practice various techniques and combinations for each character.

GALLERY

Watch the cut scenes and movies that appear in Tekken 6. The number of viewable items will increase as you progress throughout the game.

PROFILE

Change player information, view records, and use fight money accumulated in the game to customize your character.

PLAYER SETTINGS

★ **MAIN CHARACTER SELECT**

Set your main character. The character set as your main character will be displayed in the Main Menu and other screens.

★ **MAIN STAGE SELECT**

When you set a main stage, it will be displayed as the background screens such as the Main Menu.

CUSTOMIZE

Purchase items with fight money and equip them or customize your character with items unlocked in Scenario Campaign mode.

RECORDS

View your compiled fight record, the records for each mode and character, as well as your online match record.

RANKING

View rankings for TIME ATTACK, SURVIVAL, and other modes.

GHOST LIST

View or delete Ghost data. Select a Ghost from the list to view its details.

OPTIONS

Change game settings, control settings, or make display and sound adjustments.

BASIC TECHNIQUES

Basic controls such as moving, attacking and defending will be introduced. All the following controls are explained as if your character is facing right.

BASIC CONTROLS

★ NORMAL MOVEMENT
Walk Forward ➡
Walk Backward ⬅
➡ to move the character forward,
⬅ to move the character backward.

★ CROUCH
Crouch ↙ or ⬇
Crouch while moving forward ↘
↘ to crouch while moving forward. You are unable to crouch and move backward.

★ JUMP
Jump ↖ or ⬆ or ↗
Small Jump ↗
↗ to jump forward, ↖ to jump backward.

★ SIDESTEP
Into the Foreground ⬆ or ⬆⬆
Into the Background ⬇ or ⬇⬇
After inputting your command, hold down a directional button to continue sidestepping.

★ DASH
Dash Forward ⇨⇨
Dash Backward ⇦⇦
Quickly move forward and backward to control the distance between you and your opponent.

★ RUN
Run ⇨➡ or ⇨⇨⇨
Quickly close the distance between you and your opponent.

GETTING UP

If you perform these actions when you are knocked down, you will be able to swiftly recover and be ready for your next move. Note that there are some attacks you can not recover from.

★ UKEMI
Ⓐ or Ⓑ (into the foreground) / Ⓧ or Ⓨ (into the background)
Input this command when you hit the ground to recover and stand up.

★ UKEMI (WITH DIRECTIONAL BUTTONS)
⬅ roll backward / ➡ spring forward
Input this command when you hit the ground to roll back on your feet or quickly stand up where you are.

MASTERING GUARD AND UKEMI

USING THE TWO TYPES OF GUARDS EFFECTIVELY

- Most characters will throw High and Mid attacks, so standing guard is most effective. However, you should not just guard standing up. Read your opponent's tactics and habits to effectively mix between standing and crouching when you guard.

- Be aware of the distance between you and your opponent.

- Use Ukemi when your opponent knocks you down. If you stay down, your opponent may be able to continue their attack.

- Additionally, there are many different types of Ukemi that affect the way you stand up.

- Anticipate your opponent's next action to move in a safe direction.

★★★★ ★★★★

Vimm's Lair

WHEN YOU ARE KNOCKED DOWN

If you do not use Ukemi when you are knocked down, there are several options for you to take to stand back up.

GETTING UP WHEN YOU ARE DOWN

★ STAND UP ON THE SPOT
⬆

You will stand up where you are. It is the quickest and most direct method of waking up.

★ FORWARD AND BACKWARD SOMERSAULT
➡ (Forward) / ⬅ (Backward)

Roll forward or backward onto your feet. It is effective when you want to control the distance to your opponent.

★ SIDE ROLL
Ⓧ (into the background) /
Ⓧ + ⬇ (into the foreground)

You will roll on the ground. You can connect this with a somersault or even a wake-up kick.

Additionally, you can attack the same time as you stand up. Use it well to fend off your opponent and connect it to your next attack.

★ WAKE-UP LOW (MID) KICK
Ⓐ (Low) / Ⓑ (Mid)

Execute a Low or Mid kick while you stand up.

★ WAKE-UP TOE KICK
Press ⬇+Ⓑ or ⬇+Ⓐ when you are knocked down and facing up.

When you are knocked down and facing up, with your legs toward your opponent, you can perform this kick. It is effective against opponents closing in on you for a pursuit attack.

★ SPRING KICK
Roll backward, then Ⓐ+Ⓑ

Just as with the toe kick, if you are knocked down and facing up with your feet towards your opponent, you can perform this attack.
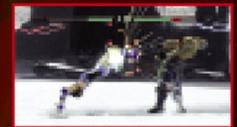
★ RISING CROSS CHOP
Somersault backward (or forward) Ⓧ+Ⓨ

You can perform this when you are knocked down and facing up with your feet towards your opponent. You will spring up towards your opponent and execute a chop.

PARRY AND REVERSALS

Time these commands with your opponent's attacks to push aside attacks and create large openings, or evade attacks and counter.

★ LOW PARRY
⬂ Button

All characters can use this move. If timed correctly, when your opponent performs a low attack, you will push the attack aside and create a large opening

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★ **HIGH AND MID PARRIES**
← X + Y / ← A + B
Only certain characters can perform this move, which pushes aside the opponent's High and Mid attacks.

★ **REVERSALS**
← + X + A / ← + Y + B
Only certain characters can perform this move, which reverses the opponent's incoming attack, and it requires exact timing. Most characters can only reverse High and Mid attacks.

DASH ATTACKS

When you have created some distance between you and your opponent, try a dash attack.

★ **TACKLE**
Run into your opponent from at least 3 steps away
Knock down your opponent and then straddle them. You can even punch them from this position.

★ **UNBLOCKABLE SHOULDER TACKLE**
Run into your opponent from at least 4 steps away
Run towards your opponent to tackle them. You have no need to worry about being blocked, and you cannot be countered. You will trample over your opponent if they are on the ground.

★ **RUN CHOP**
Run into your opponent from at least 3 steps away X + Y
Jump towards your opponent with this Mid cross chop. If successful, there is a chance that your opponent will be knocked down.

★ **DASH SLIDING**
Run into your opponent from at least 3 steps away B
Perform a sliding Low attack. King and Yoshimitsu will perform a different move with this command.

UNBLOCKABLE ATTACKS

When you perform certain commands, you will be able to execute unblockable attacks.

ITEM TECHNIQUES

Some customizable items allow a character to perform a special technique when equipped.

HOMING ATTACK

Some techniques have properties that make them effective against sidestepping opponents. Each character has them, so learn to use them effectively.

★★★★ ★★★★

RAGE

When your health is depleted to a certain amount, attack power will increase. Use Rage effectively to regain the advantage.

COUNTER HIT

Hit your opponent in the middle of an attack to deal extra damage. A successful counter hit may also knock an opponent down or cause them to stagger, making it easier to follow up with another attack.

CLEAN HIT

Landing a blow from close range is considered a clean hit, and will deal more damage than normal. However, some attacks will not register as clean hits.

ABOUT WALLS

Some stages are surrounded by walls. If knocked into a wall with great force, your character will stagger and will be vulnerable to successive attacks.

DESTRUCTIBLE WALLS & FLOORS

In some stages, an opponent can be knocked through walls or floors, altering the size of the arena.

CHAINING ATTACKS

Certain moves, when successfully landed, can sometimes allow you to execute consecutive attacks. These sequenced attacks are known as combos, and may give you the upper-hand when used effectively. Be sure to practice them in the PRACTICE mode.

AERIAL JUGGLES

Some attacks lift opponents into the air, leaving them open to successive attacks. Vary your aerial juggle depending on your opponent's position relative to walls or destructible floors.

BOUND

Certain techniques will bounce airborne enemies off of the ground, allowing you to extend your combo. Performing Bound techniques over destructible portions of the ground will break it and drop your opponent to the stage below.

MASTERING THE 10 HIT COMBO

Each character has a special, 10-hit combo string. Hit your opponent with every attack to deal a large amount of damage.

CREDITS

Produced by
NAMCO BANDAI GAMES INC.

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Developed by
TEKKEN PROJECT

PRODUCTION

DIRECTOR, JAPAN PRODUCTION
Takahiro Sasanoi

SENIOR MANAGER, JAPAN PRODUCTION
Takashi Akiyama

MANAGER, JAPAN PRODUCTION
Ryota Toyama

LOCALIZATION PRODUCER
Minako Takahashi

ASSOCIATE LOCALIZATION PRODUCER
Stephanie M. Fernandez

ASSOCIATE LOCALIZATION PRODUCER
Ted Tsung

LOCALIZATION SPECIALIST
Katherine Schilling

MARKETING & PR

DIRECTOR, MARKETING AND PUBLIC RELATIONS
Todd Thorson

BRAND MANAGER
In Joon Hwang

ASSOCIATE BRAND MANAGER
Brad Stradling

ASSOCIATE BRAND MANAGER
Kristeen Kennedy

MEDIA MANAGER
Paul Caparotta

SENIOR INTERACTIVE SERVICES MANAGER
Ryan Grissom

SENIOR PROMOTIONS MANAGER
Alain Mazer

MANAGER, CREATIVE SERVICES
Michi Wang

VIDEO EDITOR
Keisuke Kumiji

SENIOR DESIGNER
Corey Tran

SENIOR MANAGER, PUBLIC RELATIONS
Arne Cual-Pedroso

ASSOCIATE PUBLIC RELATIONS MANAGER
Tim Ng

PUBLIC RELATIONS COORDINATOR
Rob Ely

SALES

SENIOR DIRECTOR, SALES
Chris Lee

NATIONAL SALES MANAGER
Terry Carlson

MARKET RESEARCH ANALYST
Charlie Chough

PRODUCT SERVICES

DIRECTOR, OPERATIONS
Deborah Kirkham

SENIOR OPERATIONS MANAGER
Jennifer Tersigni

OPERATIONS ANALYST
Charmaine Morena

SENIOR QA MANAGER
Tad Hirabayashi

QA SUPERVISOR
Mike Peterson

PROJECT COORDINATOR
Jesse Mejia

LEAD
Jhune De La Cruz

ASSISTANT LEADS
Billy Buaron
Thomson Tan

TESTERS
Aaron Lord
Adam Casuga
Andy Levu
Andy Yi
Anthony Ehara
Bronson Tran
Jake Fair
James Cho
Jimmy Tran
John Arvay
John Roquemore
Jordan Stewart
Sean Brinkerhoff
Victor Del Rosario

LEAD QA ANALYST
Damon Bernal

QA ANALYSTS
David Moya
Greg Anderson
Ryan Dagley
Saiho Kwan

CQC TESTERS
Andrew Samoranos
Cameo Wininger

SPECIAL THANKS:
Genichi Ito
Makoto Iwai
Shuji Nakata
Dennis Lee
Zack Karlsson
Janna Smith
Martin Nguyen
John Bobeldyk
Sharan Pahal

TapouT
Castel
MarkMan
Hori

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Tomasz Lakomy
Daniel Jones
Max Smith
Ali Al-Khalaf
Francis Java
Jakub Dudkowski
joseph moore
Caleb Blackiston
Bernie Rivera
Benjamin Brandt
Alex Peirson
Curtis Edlin
Mike Callan
Abel Kidane
Jermaine Jacob

Mo Mumtaz
Ethan Hardy
Clayden Nicholson
Joseph Garcia
In Joon Hwang
Drammo Irshe
Matthew Skrok
Geary Benton
Diana Da Costa
Ibrahim Demirezen
Roman Konan
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Hakeem Senghor
Jin Kazama
Roderick Griffith
Bastien Belmans
Mark Kluft
Nicola Vaccaro
Sam Seicol
Marvin Ross
Lee Vang