PlayStation™

NTSC U/C

PlayStation™

TEEN

CONTENT RATED BY ESRB

SLUS-00402

TEKKEN 3™

namco®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Story 2

Controls 3

How to Read the Screen and Rules 4

Getting Started 6

- Arcade Mode 6
- VS. Mode 6
- Team Battle Mode 7
- Survival Mode 7
- Time Attack Mode 8
- Tekken Force Mode 8
- Practice Mode 8
- Option Mode 8

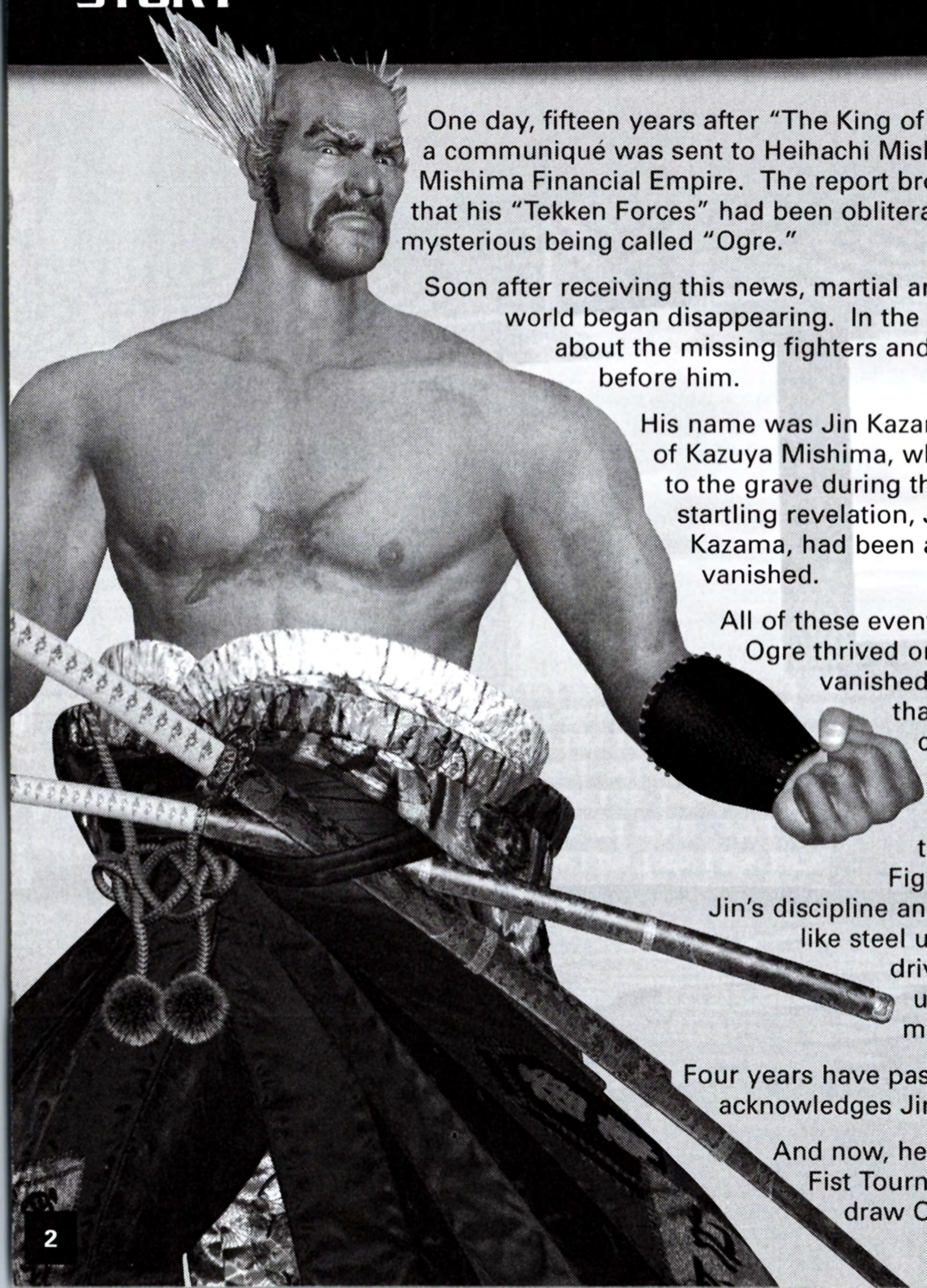
Game Controls 10

Introducing the Characters ... 18

Credits 29



STORY



One day, fifteen years after "The King of Iron Fist Tournament 2," a communiqué was sent to Heihachi Mishima, the leader of the Mishima Financial Empire. The report brought the ominous news that his "Tekken Forces" had been obliterated after encountering a mysterious being called "Ogre."

Soon after receiving this news, martial arts masters from around the world began disappearing. In the midst of Heihachi's concerns about the missing fighters and Ogre, a young man appeared before him.

His name was Jin Kazama. He claimed to be the son of Kazuya Mishima, whom Heihachi himself had taken to the grave during the last Tournament. In a more startling revelation, Jin said that his mother, Jun Kazama, had been attacked by Ogre and vanished.

All of these events convinced Heihachi that Ogre thrived on the powerful souls of the vanished masters. He also believed that harnessing Ogre's powers could bring immense strength to the Mishima empire.

And thus Heihachi taught the art of Mishima Style Fighting Karate to young Jin. Jin's discipline and abilities were strengthened like steel under the intense training, driven by the desire for revenge upon the beast that took his mother's life.

Four years have passed, and Heihachi acknowledges Jin's impressive fighting prowess.

And now, he announces "The King of Iron Fist Tournament 3" – with Jin as a lure to draw Ogre out into the open.

General control information can be found below. For more detailed explanations on specialty moves, see *Game Controls* and *Introducing the Characters*.

DEFAULT SETTINGS

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tekken 3 disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

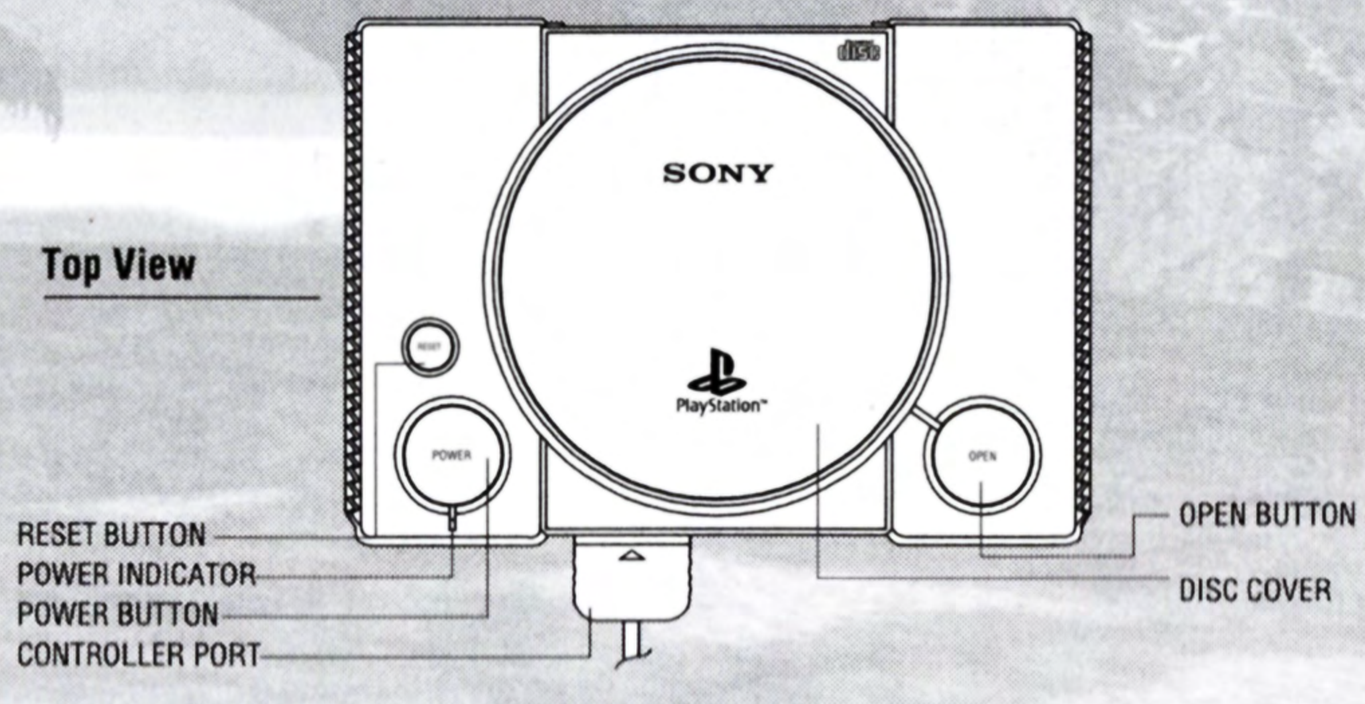
Directional Buttons
Used for menu selections, moving the characters.

Start Button
Starts or Pauses Game

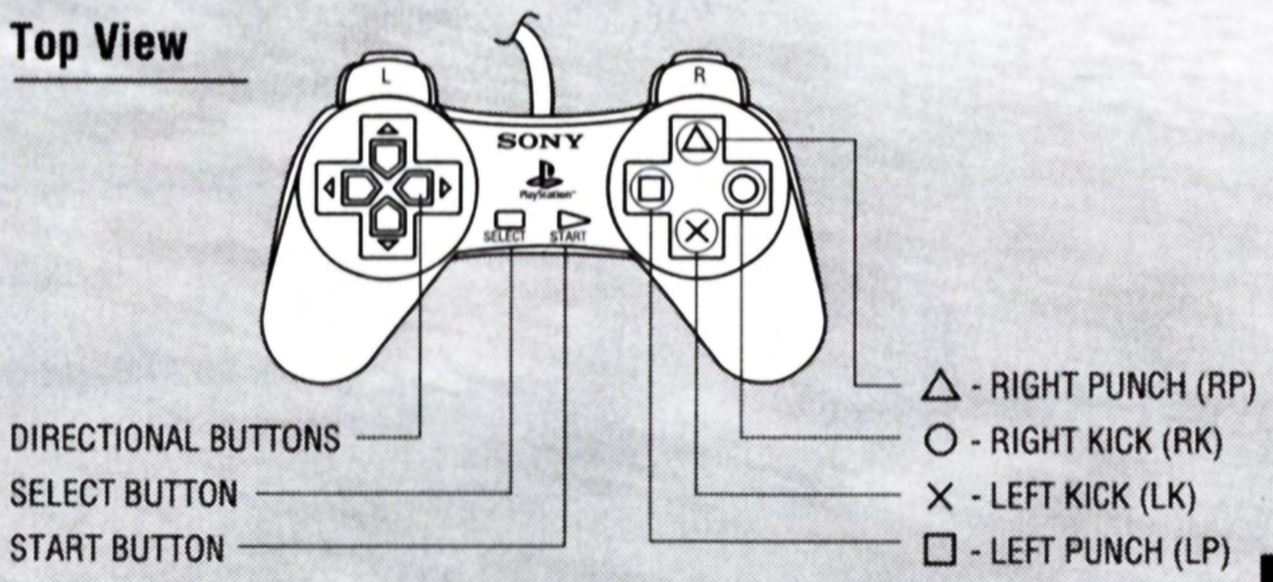
Select Button
Pressing the Select and Start Buttons at the same time will return you to the Title Screen.

L1/L2 Buttons R1/R2 Buttons
Not used. (They can be enabled in Option Mode)

Top View



Top View



HOW TO READ THE SCREEN AND RULES

HOW TO READ THE SCREEN

HEALTH METER
Shows how much of a beating your character has taken. You win when you deplete your enemy's health meter to 0.

CHARACTER NAME

CONSECUTIVE WINS
Displays the number of consecutive wins you have racked up.



PLAY TIME
Displays elapsed time since you started playing.

ROUND COUNTER
Earn the set number of points to win the match.

TIMER
When the counter reaches 0, Time Up. Player with most health remaining wins.

THE PAUSE MENU

Pressing the Start Button while playing in Arcade Mode, VS. Mode, or Team Battle Mode will call up the Pause Menu. Make selections with the Directional Buttons and push a selection button (○, ×, □, or △) to enter your selection.

CANCEL Cancels the Pause Menu and returns to game.

COMMAND Shows the command list for the character you are using. Press any button to return to Pause Menu.

RESET Cancels game and returns you to the Title Screen.

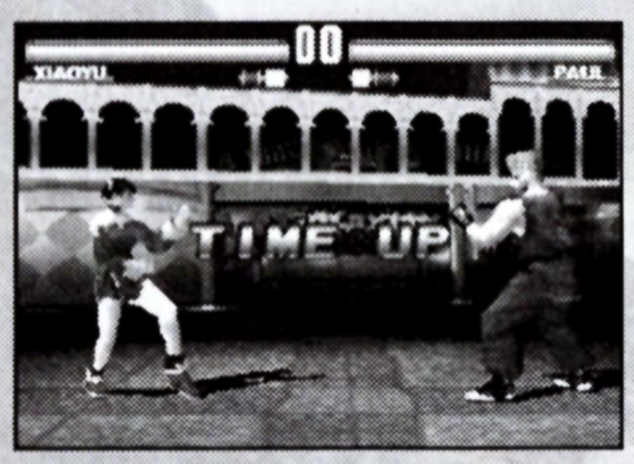
RULES

MATCHES



When a character is attacked, his or her health meter goes down. If you beat on an opponent until their health meter goes down to 0, then you win that round. You can also clear stages by earning a set number of points in a round.

TIME LIMIT



There is a time limit on each round. If this time expires, Time Up is called. At this point the player with more points in his or her health meter wins. The default time limit is 40 seconds. (You can change this setting in Options Mode.)

DRAWS



In the case of a double knock-out, or if the players' health meters are the same level when Time Up is called, the match is a Draw. Both players are awarded points in a draw. If you draw in the final round in Arcade Mode, Game Over will be called for 1 Player games, the first player will be declared the winner in 2 Player games, and the match will end in VS. Mode.

CONTINUE

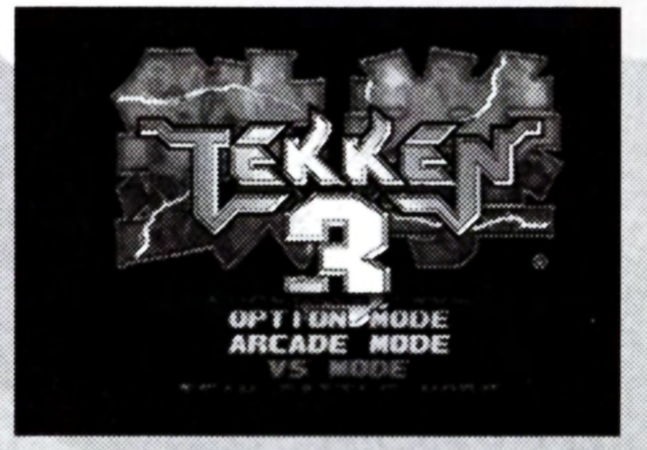


In a 1 Player Arcade Mode game, it is Game Over when you lose, but if you press the Start Button on the Continue Screen you may continue play on the level at which you lost. Also, if you change the settings in the Option Mode, you may change characters when continuing.

GETTING STARTED

MODE SELECTION

Pressing the Start Button on the Title Screen will bring you to the Mode Selection Screen. Select the mode you want to play with the Directional Buttons, then press the Start Button or the ◎ Button to enter selection.



ARCADE MODE

One player against the computer. Defeat all the opponents the computer throws at you and you win the game. There is no limit to how many times you can continue. If the Player 2 Start Button is pressed, Arcade Mode will end and Versus (VS.) Mode will begin.



VS MODE

Two players compete against each other. After character selection, you can set your character's strength with the Directional Buttons as a handicap function. After the match ends, you are returned to the Character Selection Screen, where match results are also displayed.



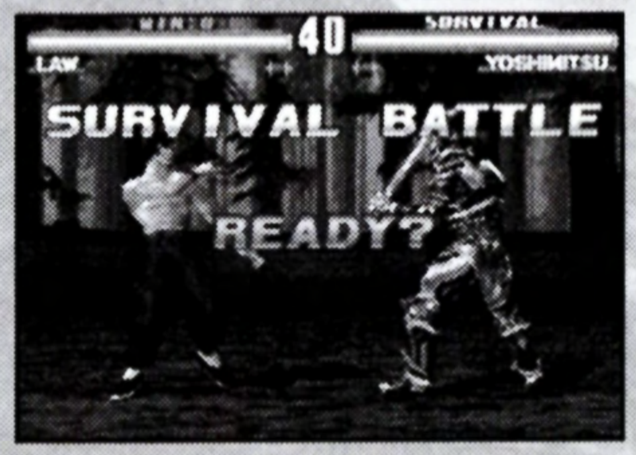
TEAM BATTLE MODE

A battle mode where you can form teams. The team to crush all the other team players wins. First, choose the number of team members and the characters to be used. Pressing the Player 2 Start Button on the Character Selection Screen will begin a two player match.



SURVIVAL MODE

You compete to see how many computer opponents you can defeat before your health meter runs out. Each battle counts as one round. The game is over when your health meter runs out. When you defeat the opponent, your character is awarded a little extra energy. You cannot change the degree of difficulty, the time limit, or the number of rounds in this mode. There is no option for Player 2 to join in during this mode.



GETTING STARTED



TIME ATTACK MODE

In this mode, you compete against the clock until you complete all the stages and beat the game. Degree of difficulty settings, time limit, and the number of rounds cannot be changed. Also, you do not have the option to change characters when continuing or having Player 2 join in.



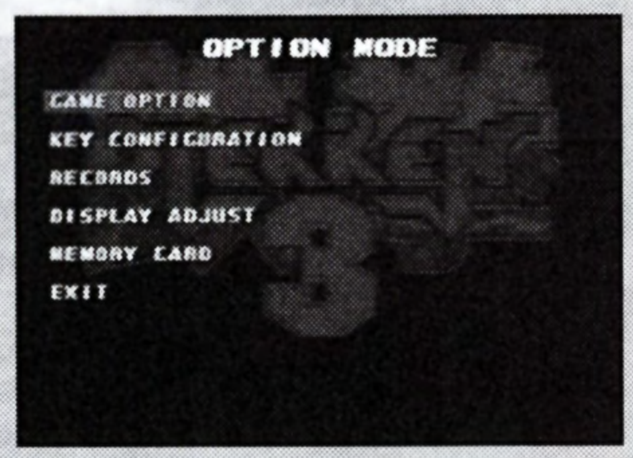
TEKKEN FORCE MODE

In this mode you fight against the "Tekken Force" as you travel through the various areas. Make progress by defeating all opponents who attack, then clear rounds by beating the Boss.



PRACTICE MODE

This is where you can perfect your technique. You may choose both your character and your opponent. If you press the Start Button in this mode, the Practice Menu will appear. Pressing it again will return you to the game.



OPTION MODE

Use this mode to change game settings. Select items with the Directional Buttons, then press the Select Button. Select EXIT to leave Option Mode.

CHARACTER SELECTION

Select a character with the Directional Buttons, then enter selection with a Punch Button (□ or △) or a Kick Button (✕ or ○). Selecting character with a Punch Button will give you the Player 1 costume, while selecting with a Kick Button will give you the Player 2 costume.

GAME OPTION

Set game difficulty and match rules. Select items with the Up and Down Directional Buttons, then change them with the Left and Right. Select EXIT to finalize your choices.

KEY CONFIGURATION

Choose your controller settings. To alter the settings for one of the buttons, press and hold down the button to open up a window, then change the setting with the Directional Buttons. Selecting DEFAULT will return the settings to their original settings. Select EXIT to finalize your choices.

RECORDS

Use the Directional Buttons to view the Records. Press a selection key to exit.

MEMORY CARD

Use the Memory Card to save and load game settings and records. Use the Directional Buttons to select an item, then press the Select Button. Select EXIT to leave.



GAME CONTROLS

In *Tekken 3,* you can move characters by pressing the Directional Buttons and the Buttons in various ways. Here is an explanation of moves that are common to all characters.

BASIC MOVES



Advance
Retreat



Crouch
Crouching Advance
Crouching Retreat



Jump Up
Jump Forward
Jump Backward
Small Jump Forward

ABOUT THE SYMBOLS

- The buttons used in this manual are based on the Standard Controller.
- ⇨ indicates applying a quick tap of the Directional Buttons, while ➡ indicates a longer press. ☆ indicates putting the Directional Buttons in a neutral position.
- "◯ ⊗" means press the listed buttons in sequence.
- "◯ + ⊗" means press the listed buttons at the same time.

The commands shown are for characters facing to the right. Just reverse them if the character is facing to the left.

STEP-IN/STEP-OUT



Advance ⇨⇨ or retreat ⇦⇦ quickly.

Indispensable for setting up your own moves and for avoiding the enemy.

RUN



⇨➡

Get close in a hurry to a far-away enemy. If you run into your opponent while running, you can deliver a *dash attack*.

MOVE SIDEWAYS



⇧ ⇩

Doing this repeatedly will allow you to circle around to your enemy's flank.

GAME CONTROLS

ATTACKING



Left Punch —— □ **Right Punch** —— △

Left Kick —— ⊗ **Right Kick** —— ○

In *Tekken 3*, these buttons correspond to the character's four limbs; use these for the most basic attacks.

Combine these buttons in different combinations with the Directional Buttons for more varied attacks.

TYPES OF ATTACKS

Attacks in this game are divided into three categories depending on what part of your enemy's body you wish to hit: high, mid, and low range.



High Range Attacks.....Hits standing enemies. Will not hit crouching enemies, and will not cause damage to enemies performing standing guard.



Mid Range Attacks.....Hits both standing and crouching enemies. Cannot be blocked unless performing standing guard.



Low Range Attacks.....Hits both standing and crouching enemies. Can be blocked by crouching guard, or avoided by jumping over them.

Utilizing these attacks in response to your enemy's position is the secret to winning. The attack technique used by each character is different, so watch out!

DASH ATTACKS



Tackle ——— Run into the enemy after 3 or more steps.

Knock the enemy over with your weight and then sit on them – while punching, of course.

Running Cross Arm — □ + △ After running 3 or more steps.

Fly into your enemy with a mid-level cross-chop.



Sliding Dash ——— ○ After running 3 or more steps.

Slides right into your enemy's legs. When Yoshimitsu or King performs this move, it becomes a killer technique.

Unblockable Tackle ——— Run into the enemy after 4 or more steps.

Performs a shoulder tackle that cannot be blocked and cannot be counter-attacked.



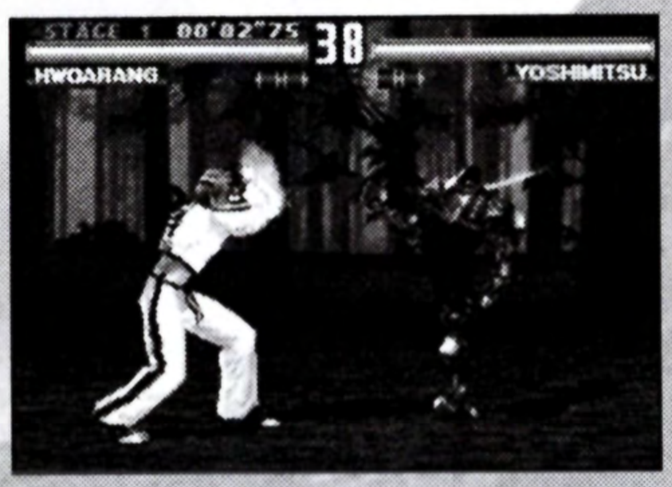
Super Charger ——— □ + △ + ✕ + ○

Holding down all four attack buttons at once temporarily gives your character extra attack power. All attacks performed from this state cause extra damage against even a guarded enemy. However, you are left defenseless during the power up.

GAME CONTROLS

GUARDING

Standing Guard ⬅



Guards against upper and mid-range attacks, but is not a defense against low range attacks and throws.

Crouching Guard ⬇



Guards against low range attacks. Also protects you from most upper range attacks and throws. Does not defend against mid-range attacks.

AUTO-GUARD

Your character will guard after being attacked using the standing guard if the Directional Buttons are not being pressed and crouching guard if they are pressed down. However, auto-guard is not effective against repeat attacks and some kinds of throws.

UKEMI (QUICK ROLL)

Into the background □ or △ Into the foreground ✕ or ○



If you perform an *ukemi* maneuver with just the right timing, you can recover and get up quickly when you are knocked down to the ground. This move will enable you to roll away from your opponent either into the background or foreground depending on the button that is pressed. Note that this move is tricky to pull off. When you are about to fall, hit the buttons repeatedly to execute the move. But, be careful, you won't be able to perform an *ukemi* move when you fall face down on the ground or get attacked by certain moves or throws.

THROWS

Basic Throw
□ + ✕ or △ + ○



In general, throws are attacks carried out while holding onto the enemy. Throws leave you vulnerable momentarily but they cannot be guarded against and cause great damage. Learn to use them well for skillful playing.

There are 3 throws which all characters share: the front throw, the left/right throw, and the back throw, all depending on where you are in relation to the enemy. If the enemy is crouching or on the ground, he cannot be thrown. Individual characters are capable of special throws, too.

ESCAPES

Basic Avoid Throw
□ or △



If you use this command at just the right moment as your enemy tries to throw you, you can slip through the enemy's hands like water.

Against a front □ + ✕ throw use □, and against a △ + ○ throw use △ to escape from a throw. To avoid left/right throws, use the punch command for the direction from which you're being grabbed to avoid the throw. You cannot get out of a back throw once the enemy has you. The way to get out of special character technique throws differs with each technique.

GAME CONTROLS

WHEN THE ENEMY IS ON THE GROUND



Ground Attack ⬆ △

Jump up and use all of your mass to inflict massive damage to your enemy while he's on the ground.

Trample Attack— Run into the enemy after 4 or more steps.

A type of dash attack, use it to trample your opponent into the dirt.

GETTING UP WHEN YOU'RE DOWN



Rise Up in Place ⬆

Rise up right where you are. The fastest way to get up from the ground.

Roll Forward ➡ **Roll Back** ⬅

Rise as you roll toward or away from your enemy.

Roll Sideways (when you're lying flat on the ground) □ or **Roll Sideways While Down.** ⬇ + □

From this move you can perform a roll forward, roll back, or rise up in place into a kick.

Quick Recovery △

Hit the △ Button repeatedly before you hit the ground.

WHEN YOU'RE DOWN - RISING UP INTO A KICK:

Rise Up Into Low Range Kick ——— ⊗

Recover from being on the ground and perform a low range kick, all in one motion.

Rising Mid-Range kick ——— ◎

Recover from being on the ground and perform a mid-range kick, all in one motion.



Ankle Kick (when face up on the ground with legs facing opponent) ——— ↓+ ◎

WHEN YOU'RE DOWN - RISING UP INTO AN ATTACK

Forward Roll Rising Cross-Chop ——— ⇨⇨ □+△
(Only for: Jin, Eddy, Law, Paul, King, Nina, Yoshimitsu) After rolling forward, character flies toward enemy while performing a cross-chop

Reverse Roll Rising Cross-Chop ——— ⇦⇨ □+△
(Only for: Jin, Eddy, Law, Paul, King, Nina, Yoshimitsu) After rolling backwards, character flies toward enemy while performing a cross-chop

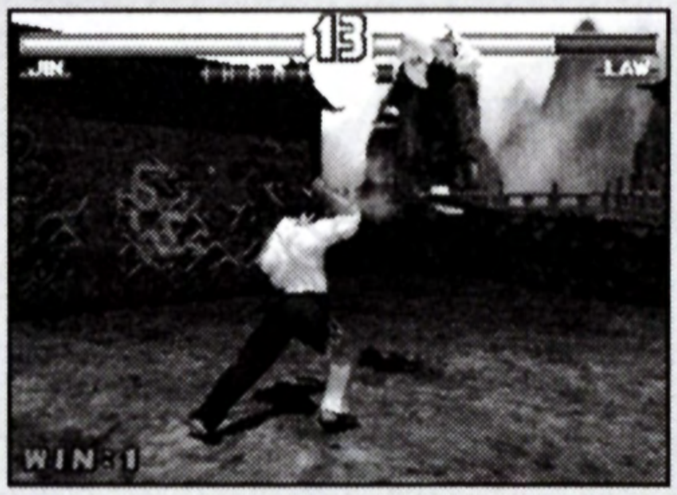
Spring Kick ——— ⇦⇦ ⊗+◎
(Only for: Jin, Eddy, Law, King, Nina)
Spring Cross-Chop (Only for: Paul, Yoshimitsu)
Perform a flying kick or a cross-chop in the middle of a backwards roll.



JIN KAZAMA

Jin is Kazuya Mishima and Jun Kazama's son. He received intense training under his grandfather Heihachi Mishima- all in an effort to avenge the loss of his mother by fighting and defeating Ogre. This Tournament is his chance to test his strength and to face his destiny.

Country of Origin:	Japan
Fighting Style:	Advanced Mishima Style Fighting Karate, Kazama Style of Self-Defense (a derivative of his mother's style)
Age:	19
Height:	180cm
Weight:	75kg
Blood Type:	AB
Occupation:	Martial artist
Hobby:	Walks in the forest
Likes:	Mother's teachings
Dislikes:	Deception



Demon Paw	⇨ ⇨ △
1-2 Knee Kick	□ △ ○
Tooth Fairy (when moving to the side)	△
3-Ring Circus	□+○ △ ○
Rising Uppercut	⇨ ☆ ⇩ ⇘ △

LING XIAOYU

Xiaoyu is a 16 year-old who loves amusement parks. Entering the Tournament is her first step in having the perfect amusement park built in China.

Country of Origin:	China
Fighting Style:	Hakke Sho and Hika Ken-based Chinese martial arts style.
Age:	16
Height:	157cm
Weight:	42kg
Blood Type:	A
Occupation:	Student, Panda caretaker
Hobby:	Traveling, visiting amusement parks worldwide
Likes:	Chinese steamed buns, shrimp dumplings, Peking duck, etc.
Dislikes:	Math teachers





Art of Phoenix	↓□+△ or ↓□+△
Hydrangea (double fan forward)	↑□+△△
Front Layout	→→✕+○
Rain Dance	←✕+○
Mistrust (facing away from enemy)	○



HWOARANG

Hwoarang entered this Tournament after Ogre attacked his mentor Baek, whom Hwoarang respects greatly. He wants to redeem himself by taking revenge against Ogre and defeating Jin Kazama (Hwoarang failed to beat Jin in a previous fight).

Country of Origin:	Korea
Fighting Style:	Tae Kwon Do
Age:	19
Height:	181cm
Weight:	68kg
Blood Type:	O
Occupation:	Street thug leader
Hobby:	Yachting (good at all sports)
Likes:	Rock music, street fighting, arguing
Dislikes:	Mishima Style Fighting Karate, Jin Kazama



Bird Hunter	↓ ○ ○
Flying Eagle (when in left stance)	✕ ○
Crippler	↙ ○
Motion Switch	✕ + ○
Hunting Hawk	↗ ✕ ○ ✕

EDDY GORDO

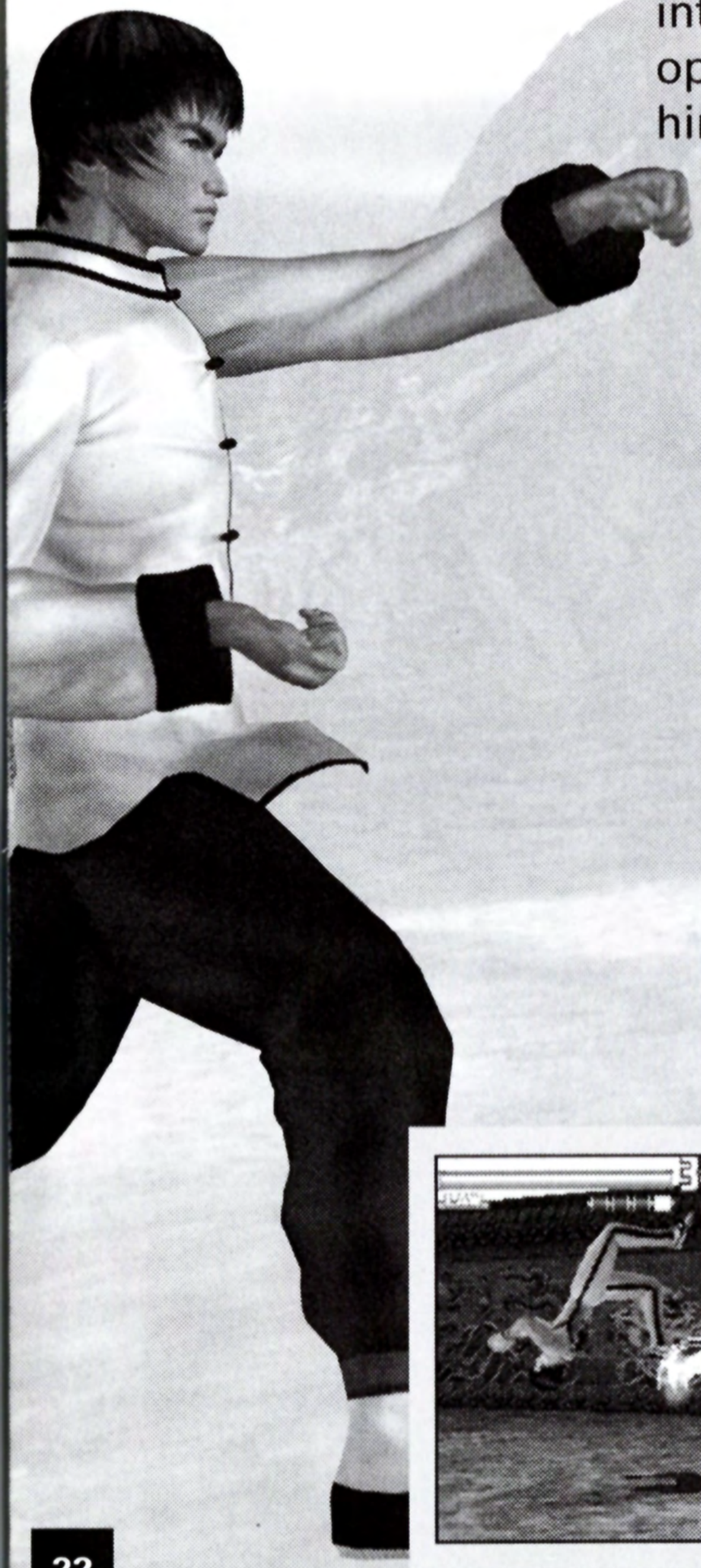
Son of a wealthy industrialist in Brazil, Eddy seeks revenge against the "Organization" that took his father's life and unjustly put him in prison. Eddy joined the Tournament with the intention of taking over the Mishima Financial Empire so that he can use its resources against the Organization.

Country of Origin:	Brazil
Fighting Style:	Capoeira
Age:	27
Height:	188cm
Weight:	75kg
Blood Type:	B
Occupation:	None
Hobby:	Leadership training
Likes:	Power
Dislikes:	Weakness





Satellite Moon	○ ✕
Barbed Wire (Rainmaker)	⇙ ○
Boomerang	⇨ ➡ ✕ + ○
Handstand	⇨ □ + △
Handstand to Helicopter (during a hand-stand)	○



FOREST LAW

Forest is Marshall Law's proud son. Paul dragged him into the Tournament, but he now feels that this is an ideal opportunity to prove his strength to his father and to himself.

Country of Origin:	USA
Fighting Style:	Martial arts
Age:	25
Height:	177cm
Weight:	66kg
Blood Type:	B
Occupation:	Marshall Dojo, Second Master (maybe)
Hobby:	Shopping
Likes:	Credit cards (paid for Paul's Tournament entrance fee and gas as well)
Dislikes:	Riding as a passenger on a motorcycle (Paul's driving scares him).



Poison Arrow	⇨ △ □
Junkyard Kick	⇦ △ ✕ ○
Dragon Storm	⇦ □ △ □
Frogman	⇩ ✕ + ○
Dragons Tail	⇙ ○

PAUL PHOENIX

Paul Phoenix is a fighter who is admired by young kids worldwide. He let victory escape him in the last Tournament, but has since renewed his training with vigor - he won't let victory slip away this time! Even at the age of 46, Paul has no weak spots!

Country of Origin:	USA
Fighting Style:	A hybrid martial arts style based on judo
Age:	46
Height:	187cm
Weight:	81kg
Blood Type:	O
Occupation:	None. Still trains with the intention of becoming the #1 fighter in the universe.
Hobby:	Motorcycles
Likes:	Pizza, smell of gasoline
Dislikes:	Freeways in Japan (he was caught in a massive traffic jam during the previous Tournament)



Hammer of the Gods	⇨ □+△
Shoulder Tackle	⇨ □+○
God Hammer Punch	⇩⇘⇦☆□
Rapid Fire to Phoenix Smasher	⇩⇘⇦☆✕△□
Phoenix Smasher	⇩⇘⇨△



LEI WULONG

Lei is a shrewd detective responsible for solving many international crimes. Lei entered the Tournament to investigate the cause behind the disappearing martial arts masters.

Country of Origin:	China
Fighting Style:	Five-Style Chinese Martial Arts
Age:	45
Height:	175cm
Weight:	65kg
Blood Type:	A
Occupation:	Policeman
Hobby:	Movies, naps
Likes:	Electronics
Dislikes:	Crime and criminals



Drunk Master (or timed with enemy attack)	⇨ ✕+○
Falling Tree	⇖ or ⇗ △
Art of Snake (when side stepping)	□+○ or ⇨ △+✕
Snakebite (during Art of Snake)	△ △ △
Rave Spin	⇙ ○ ○

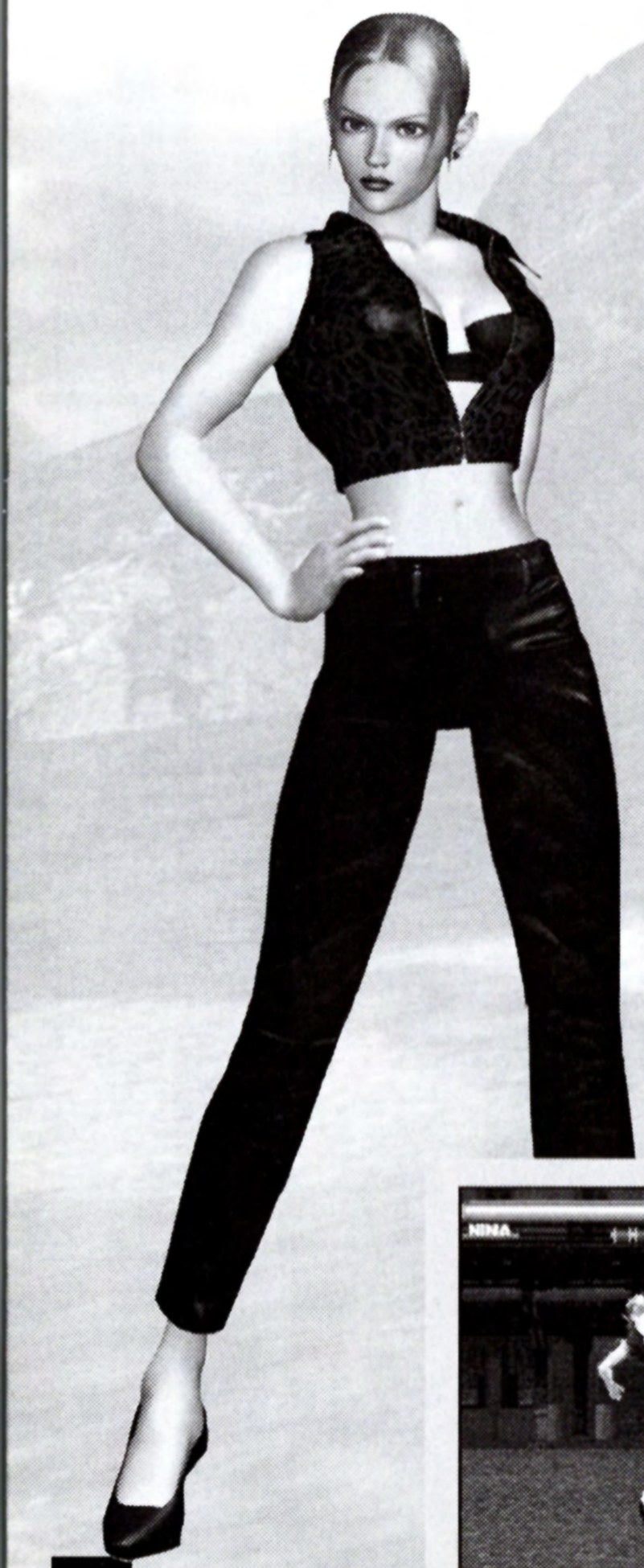
KING

King is a young man who was raised in the original King's orphanage. After being savagely attacked by Ogre, his mentor's dying wish was for King to take over the orphanage. He now fights as a pro-wrestler to support the orphanage.

Country of Origin:	Mexico
Fighting Style:	Wrestling
Age:	28
Height:	200cm
Weight:	90kg
Blood Type:	A
Occupation:	Pro-wrestler, manager of an orphanage
Hobby:	Helping orphaned children
Likes:	Celebrating victory with Armor King
Dislikes:	Tears of children



Head Spinner	□+△□
Leg Breaker	↓↘□
Deadly Boomerang (when side stepping)	✕+○
Winding Nut (when close to enemy)	□+✕
Capital Punishment	↖□+△



NINA WILLIAMS

After failing to assassinate Kazuya Mishima in the last Tournament, she was forced to become a test subject for cryogenic research. Reawakened by Ogre's powers, she is determined to eliminate Jin Kazama.

Country of Origin:	Ireland
Fighting Style:	Assassination Martial Arts based on Bone Martial Arts and Aikido
Age:	22
Height:	161cm
Weight:	49kg
Blood Type:	A (but changed during cryosleep)
Occupation:	To assassinate Jin Kazama (Ogre may be manipulating her)
Hobby:	Retracing memories
Likes:	Doesn't remember (maybe milk tea)
Dislikes:	Doesn't remember (maybe Anna)



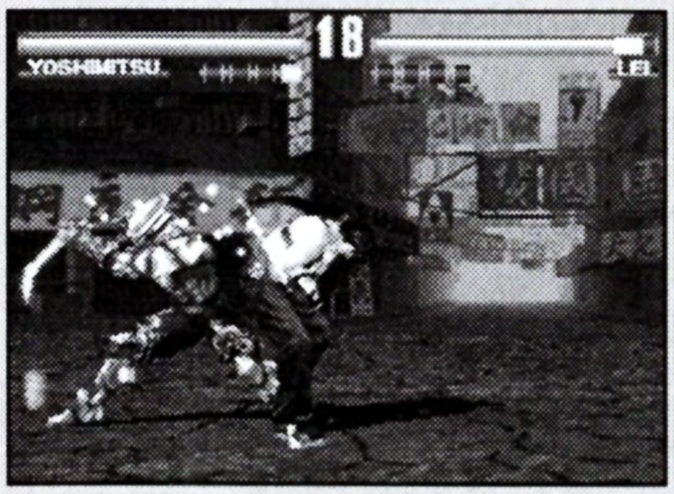
Bad Habit	⇨⇨✕ or ⇩⇘⇨✕
Lift Shot (when side stepping)	△
Assassin Dagger	⇨➡□
Slap	⬅△
Backhand Slap (when close to enemy)	⇩⇘⇨□+△

YOSHIMITSU

Yoshimitsu is the leader of the Manji Clan, a notorious gang of Robin Hood-like space thieves. He entered the Tournament upon learning that his friend Dr. Boskonovitch needs Ogre's blood to live. Yoshimitsu now fights to save the life of the man who once saved him.

Country of Origin:	None (formerly Japan)
Fighting Style:	Advanced Manji Ninja Arts
Age:	Unknown
Height:	178cm
Weight:	63kg
Blood Type:	O
Occupation:	Leader of the Manji Clan
Hobby:	Watching sumo wrestling matches, surfing the Net
Likes:	Video game arcades (especially those in Shinjuku, Japan)
Dislikes:	Villains and poor losers (in videogames)





Moonsault Slayer	↓↘→ □
Yoshimitsu Flash	← □+○
Yoshimitsu Blade	→ → △
Energy Charge (when side stepping)	✕+○
Kangaroo Kick	○ ✕

THIS IS YOUR LUCKY DAY!

YOU JUST BOUGHT TEKKEN 3!

AND...

AMERICA'S #1 PLAYSTATION MAGAZINE HAS A SPECIAL GIFT WAITING FOR YOU!

Don't throw away your Tekken 3 registration card!

Fill it out today and get your

2 FREE ISSUES!



PSM

100% independent PlayStation Magazine

UNOFFICIAL.
UNBIASED.
UNRIVALED.

CREDITS

Published by:	Namco Hometek Inc.
Designed and Developed by:	Namco Ltd.
Localization Producer:	Yas Noguchi
Localization Coordinator:	Brian "Fury" Schorr
Director of Marketing:	Mike Fischer
Marketing Coordinator:	Jennifer Fitzsimmons
Marketing Administrator:	Loan Vu
Q.A. Manager:	Brian "Fury" Schorr
Lead Analyst:	Paul Guirao
Quality Assurance:	Bruce Bailey
	Jared Jackson
	Carlos Lopez
	Giang Nguyen
Manual Development:	Brian "Fury" Schorr
	Yas Noguchi
	Jennifer Fitzsimmons
Manual Design:	Moore & Price Design Group

Special Thanks:	Mr. Homma
	Jesse Taylor
	Jeff Miller
	Tak Hyodo
	Toshiya Hara
	Robert Barrett
	Glenn Halseth
	Marcus Montgomery

For questions and information not listed on the 900 line, write to:

Namco Hometek Inc.
150 Charcot Avenue, Suite A
San Jose, CA 95131-1102

Namco Online: http://www.namco.com
Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does to apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

TEKKEN 3™

Namco Hometek Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102
TEKKEN 3™ & © 1994 1995 1996 1998 Namco Ltd. All Rights Reserved. "GON"; © 1998 Masashi Tanaka / Kodansha. Manufactured pursuant to license with Namco Holding Corp.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation™

namco®