

Tekken 8 (Japanese: 鉄拳8) is a fighting video game developed by Bandai Namco Studios and Arika and published by Bandai Namco Entertainment. The game was released for the PlayStation 5, Windows, and Xbox Series X/S on January 26, 2024. It is the eighth canon release and tenth overall entry in the *Tekken* series. The game's story mode, titled *The Dark Awakens*, takes place six months after the events of its predecessor and focuses on the final confrontation between the main characters, father Kazuya Mishima and son Jin Kazama, with the latter wishing to kill the former in order to end the chaos within their family lineage. The game's story features 32 former and new characters, each with their own narrative that contributes to the overall story.

Development of *Tekken 8* was first teased in August 2022 at Evo 2022, with an official presentation made the following month at Sony's State of Play event. Focusing on more aggressive tones, *Tekken 8* was developed using Unreal Engine 5, and it features upgraded fighting elements and systems from its predecessor. *Tekken 8* also introduces brand-new mechanics, such as the "Heat" system and "Tornado" hits. Arcade Quest was another addition to their online mode, which includes tournaments, arcade features, customisable avatars, and specialized currency that is featured throughout the game.

Game tests were held in July and October 2023 to ensure overall stability before release, and a demo was made available on consoles in December of that year. The game's first season pass, which included downloadable content and new characters, was made available during the game's pre-order period. Upon its release, *Tekken 8* received critical acclaim, with many critics praising the game's overall progression in the series as well as its aggressive gameplay.

Gameplay

Tekken 8 follows the same fighting game format as previous *Tekken* games. Katsuhiro Harada, the game's producer, stated that *Tekken 8* will be "more aggressive" than its predecessor, indicating that the system will reward players who are proactive in attacking rather than those who are defensive. To achieve this, the game introduced a new system known as "Heat". When a character unlocks the "Heat" state, they cause not only chip damage and

Tekken 8	
	
Cover art featuring <u>Kazuya Mishima</u> and <u>Jin Kazama</u>	
<u>Developer(s)</u>	<u>Bandai Namco Studios</u> <u>Arika</u>
<u>Publisher(s)</u>	<u>Bandai Namco Entertainment</u>
<u>Director(s)</u>	<u>Kohei Ikeda</u> <u>Yasuki Nakabayashi</u>
<u>Producer(s)</u>	<u>Katsuhiro Harada</u> <u>Kohei Ikeda</u> <u>Yohei Shimbori</u>
<u>Designer(s)</u>	<u>Yoshinori Takahashi</u> <u>Sakimori Numata</u> <u>Masayoshi Noda</u>
<u>Programmer(s)</u>	<u>Kei Kudo</u>
<u>Artist(s)</u>	<u>Kousuke Waki</u> <u>Shinichiro Ozawa</u> <u>Hiroshi Asai</u>
<u>Composer(s)</u>	<u>Yusuke Yamauchi</u>

additional movesets, but also changes the properties of some of their moves, such as a heavy guard break. These fighters can also dash cancel their moves while in the "Heat" state. Heat's timer can be stopped if fighters' movesets are used.^[1] Fighters will also receive chip damage when guarding against a normal state's heavy attack or Heat State characters, allowing them to regenerate their health bars. Unlike the Tag mode-only health bar regeneration system from the *Tekken Tag Tournament* games, fighters' recoverable health can only be restored by attacking their opponent.^[1]

Tekken 8 includes a number of technical updates and reworked features. The "Rage" system, which debuted in the previous entry, returns in *Tekken 8* with new changes. For example, the "Rage Drive" has been separated and reworked as "Heat Smash", a "Heat" system super move. The "Screw" mechanism was removed from *Tekken 8* and replaced with a "Tornado" extender; the system places opponents in a ground-bound state when they fall to the ground quickly. Specific stages in the game also have hazards, such as some with harder walls and floors that must be broken multiple times by fighters' harder knockout attacks, while others will cause damaged opponents to blast upward when hit by an explosive on the walls and floors.

In addition to technical improvements, *Tekken 8* includes changes to other elements. Harada stated that *Tekken 8* aims to provide a more cinematic fighting experience, with a focus on stage destructions and specific characters' reactions to them.^[2] Furthermore, all character models and voice acting are entirely new, rather than recycled content from previous entries. The online mode includes a battle lobby called "Arcade Quest", which features arcade environments, regular online battles, and tournament matches. "Arcade Quest" allows users to customize their avatars and will use a "Fight Money" currency. *Tekken 8* is powered by the next-generation Unreal Engine 5, becoming the first major fighting game to use this engine.

Tekken 8 features crossplay.^[3] Enabling PlayStation 5, Windows, and Xbox Series X/S players to play against each other for the first time in the franchise's history. Cross-Platform Play can be enabled or disabled depending on the player's preference.^[4]

The Scenario Campaign-based Tekken Force Mode from *Tekken 6* is only exclusive in the base main story's chapter 10. This mode has exclusive Heat and Rage systems features which original head to head combat scenario systems did not have, such as a Rage Burst, and a Heat gauge that can regenerate automatically and become reusable at full bar.

Plot

Six months after the death of Heihachi Mishima,^[a] Jin Kazama, alongside Lars Alexandersson and Lee Chaolan of the Yggdrasil Rebel Army, ambushes his father Kazuya Mishima in Manhattan, New York. However, as Jin is forced to watch Kazuya kill millions in the city, causing him to be haunted by a vision of Ogre killing his mother Jun Kazama,^[b] he loses control of his devil and is defeated, causing the operation to fail. Amidst the chaos, Kazuya, now openly revealing his devil form to the public, announces the King of Iron Fist Tournament, where representatives of various nations fight one another. The winning nation will be rewarded, while the losing nations will face destruction.

	<div>Akitaka Tohyama</div> <div>Shogo Nomura</div> <div>Yoshihito Yano</div> <div>Go Shiina</div> <div>Shinji Hosoe</div>
Series	<i>Tekken</i>
Engine	Unreal Engine 5
Platform(s)	PlayStation 5
	Windows
	Xbox Series X/S
Release	January 26, 2024
Genre(s)	Fighting
Mode(s)	Single-player, multiplayer

A week later, before the King of Iron Fist Tournament qualifiers starts at sixth day, Jin, recovering from his injuries, spars with Lars, while Lee analyzes their sparring, out of instinct of Jin's current condition after his recent fight against Kazuya. As Lars and Lee feared, Jin discovers that he no longer can activate his devil powers at will. After a brief talk with Alisa Bosconovitch on the third day, Jin makes up his mind and joins the qualifiers in Japan, while Alisa, originally going to replace Jin in the tournament, is enlisted to keep an eye on a possible set-up by G Corporation. There, Jin meets Reina, a student from Mishima Polytechnic, whose combat prowess resembles Heihachi, his grandfather. Jin manages to secure a spot in the main tournament, defeating Reina and his old rival Hwoarang, occasionally showing bursts of his devil powers in combat. After the battle, Reina requests to join Jin in his fight against Kazuya, keeping her true intentions hidden.

Elsewhere in Rome, Claudio Serafino, Zafina, and Ling Xiaoyu watch the tournament. Zafina reveals to Claudio the reason why Jin declared a third world war against Kazuya during his time leading Mishima Zaibatsu was to lure the demonic creature Azazel and destroy it.^[c] However, as Zafina found Azazel's weakened soul is still alive and immediately sealed it in her left arm, she discovered that Kazuya's growing avarice had been a main source behind Azazel's growing power who needs to be stopped all along, and warns Claudio that they need to seek out Jin to help him restore his full power.^[a] Meanwhile, Leo Kliesen and their father Niklas arrive at the Yggdrasil base, where the latter reveals his research on Azazel and the Devil Gene. He reveals that Azazel granted the gene to ancient man, creating devils to act as its servants, and to access its power, one must have a strong desire. The Hachijo clan, from whom Jin and Kazuya are descended through Heihachi's late wife Kazumi is one of the servants' descendant clans.

At the main tournament in Rome, Lars meets up with the UN Independent Forces leader and Raven Unit founder Victor Chevalier who agrees to support Yggdrasil in capturing Kazuya, while independently, Claudio, Zafina, and Xiaoyu infiltrate the tournament. Jin defeats Leroy Smith, the tournament's East American Coast representative, who then teaches Jin to let go of his fears and follow his heart, while also being grateful for his heroism against Kazuya's attack in Manhattan. As both Yggdrasil, UN, and Claudio's team begin their assaults, Jin and his expanded allies are too late to realize that the tournament was a set up by Kazuya to lure Zafina into his ambush. Breaking the seal on Zafina's arm, Kazuya resurrects Azazel and defeats it, absorbing it to become a True Devil. Reina, aware of the Devil Gene, battles Kazuya in this new form but is defeated. In an attempt to buy time for Jin and his allies to escape, Claudio uses his full powers and manages to injure Kazuya, seemingly at the cost of his life. Still wrestling with Azazel, Kazuya retreats.

Believing that there is a way to regain control of his Devil's powers is actually at his birthplace, Yakushima, Jin embarks on a journey to the Kazama Sanctum, deep in the forests of the island, where Jun presumably died at the hands of Ogre. It is also revealed by Emilie de Rocherfort that a main branch of the Kazama clan which Jin and Jun hails from is at an extinction level, with Jun as the only survivor left until Jin was born, who then become the only known survivor after she disappeared. Kazuya moves his remaining forces to Yakushima, intending to slow down Jin and destroy the rebel army. A coalition of Yggdrasil, the UN, and several combatants from the tournament, including Leroy and Reina, battle against G-Corporation's army, led by Nina Williams and several other tournament combatants under their payroll, while Xiaoyu single-handedly protects Jin from mass-produced Jack-7s as he falls into a deep slumber. Kazuya then appears, obliterating both sides. Lars retreats to the forest to protect Jin from Kazuya, while Reina, believing that near death would awaken some sort of power for her, lets herself be seemingly killed in the blast. However, as Reina awakens, her eyes glow red, revealing she has the Devil Gene.

Deep within his subconsciousness, Jin encounters his devil self, who then mocks Jin's previous failures and crimes.^[c] After a lengthy fight against himself, Jin finally accepts his devil side and regains full control of his powers, just in time to save Lars from Kazuya's attack. Kazuya plans to obliterate the island, but Jin stops the blast. After seeing visions of Jun encouraging him, Jin awakens his Angel form and attacks Kazuya. Kazuya and Jin fight all the way to space and the resulting blast from both sides purges each other of the Devil Gene, and also erases Azazel from existence. Landing back on Earth, Jin and Kazuya engage in a final battle between father and son, with Jin emerging victorious and sparing his father. Finally free of the Devil Gene, he thanks his mother and departs with Xiaoyu. An unconscious Kazuya is later approached by a seemingly alive Jun.

During the credits, as the world celebrates their freedom from G Corporation's tyranny, some of the tournament combatants, including ones formerly affiliated with Kazuya during the Yakushima fight, are shown opening food kitchens in Manhattan to help restore the city, Leo and Niklas continue their expedition to parts unknown, the Yggdrasil and UN celebrate their successes, and Zafina and Claudio are both shown alive in the Middle East.^[d]

In a mid-credit scene, Reina, having awakened the dormant Devil Gene in her, vows to avenge her father, Heihachi, and assumes her Devil Form.

Characters

Currently, there are a total of 33 playable characters (including 1 palette swap and 1 Heat transformation exclusive form). There were 32 announced for the base roster of *Tekken 8*. The game also has an announced first season of DLC that will add four more characters to the roster. In addition, the game has two unplayable boss characters, Azazel and Devil Kazuya in his true form, as well as an event-only playable character and one of final opponents in Arcade Mode. Harada commented that guest characters have not yet been considered,^[5] but acknowledged the demand from fans for the inclusion of Kazuma Kiryu from the *Like a Dragon* series who was previously the most requested guest character in *Tekken 7*,^[6] as well as Tifa Lockhart from *Final Fantasy*.^{[7][8]}

New characters

- Angel Jin ^a ^b: The angelic transformation of Jin Kazama and a purified form of his devil counterpart, imbued with the Kazama purification powers. He is playable only in The Dark Awakens story mode and one of the final opponents in Arcade Mode.
- Azucena Milagros Ortiz Castillo: A fearless happy-go-lucky Peruvian mixed martial artist and daughter of a coffee company owner.
- Jack-8: The latest upgrade of the G Corporation's Jack model, with a new voice and look.
- Reina: A purple-clad teenager who studies at Mishima Polytechnic. She is Heihachi Mishima's illegitimate daughter and possesses the Devil Gene. She practices Mishima Style Karate, in addition to Taidō.
- Victor Chevalier: A legendary war veteran, admiral, and United Nations super spy from a royal French knight lineage, and the founding grandmaster of Raven Unit with the codename of "Phantom Raven", though he does not use it. He is a close quarters battler who wields both knife and karambit for his default combat, and a technology which grants him a

teleportation ability, and enhances his weaponized pistol, grenades and a sheathed katana called "Take-Ikazuchi".

Returning characters

- Alisa Bosconovitch
- Asuka Kazama
- Azazel^b
- Bryan Fury
- Claudio Serafino
- Devil Jin
- Eddy Gordo^c
- Feng Wei
- Hwoarang
- Jack-7^d
- Jin Kazama
- Jun Kazama
- Kazuya Mishima / Devil Kazuya^e
- King II
- Kuma II
- Lars Alexandersson
- Lee Chaolan
- Leo Kliesen
- Leroy Smith
- Lidia Sobieska^c
- Lili De Rochefort
- Ling Xiaoyu
- Marshall Law
- Nina Williams
- Panda
- Paul Phoenix
- Raven
- Sergei Dragunov
- Shaheen
- Steve Fox
- Yoshimitsu
- Zafina

^a Playable only in The Dark Awakens.

^b Unplayable character.

^c Downloadable character.

^d Unplayable enemy and also a palette swap for Jack-8.

^e Heat State transformation.

Marketing

Pre-release content

Tekken 8 was teased in August 2022 at the EVO 2022 convention, where a live tournament of *Tekken 7* was held; the teaser featured an archival snippet of Kazuya Mishima from the series' first entry, which transitioned into a recent close-up visual of him.^[9] The game was formally announced on September 13, 2022, at Sony's *State of Play* presentation.^[10] The accompanying visual preview showed Mishima and his son, Jin Kazama, fighting on an undisclosed stage in the game. Katsuhiro Harada confirmed that *Tekken 8* will focus on the conclusion of Kazuya and Jin's ongoing conflict.^[11] Regarding the game's first set of trailers, Harada commented, "This is not footage created solely for trailer purposes, but an actual real-time rendering of what is happening on the game screen."^[12]

Following the Tekken World Tour 2022 finals, it was announced that Arika would be handling the game's ongoing development, with the exception of rollback netcode, including the recent *Tekken 7* patch.^[1] Arika, a video game company founded by former *Street Fighter* employees in 1995, responsible for the *Street Fighter EX* and *Fighting Layer* series, are handling updates for *Tekken 7* as well as some development for *Tekken 8*.^[13] Bandai Namco Entertainment released their financial report in 2022, stating that they expected

the game to be released in 2023.^[14] At The Game Awards 2022 in December 2022, Bandai Namco unveiled the first *Tekken 8* game trailer, which included new stages, mechanisms, and story details. The trailer included Mishima and Kazama, as well as recurring characters Paul Phoenix, King, Marshall Law, Lars Alexandersson, Jack-8, and Jun Kazama, who last appeared in *Tekken 2* in 1995.^[15]

Nina Williams was the game's first character trailer, released in February 2023.^[16] Due to her inclusion, Williams, along with Phoenix, has the most appearances in the *Tekken* series, having appeared in every entry. Mishima's trailer was released the same month on Bandai Namco's YouTube channel.^[17] In March 2023, character trailers for Phoenix, Law, King, Alexandersson, Jack-8, and Kazama were released.^[18] Between April and May, character trailers for Ling Xiaoyu, Leroy Smith, Asuka Kazama, Lili, Hwoarang, and Bryan Fury were released.^[19] In July 2023, Bandai Namco announced plans to conduct a closed network test. Prior to its official release, the test aimed to assess various game aspects such as balance, matchmaking, and overall stability. This closed network test was open to a limited number of players on a first-come, first-served basis.^[20]

Between July and August 2023, three character trailers launched: Claudio Serafino, Raven, and a new character, Azucena.^[21] On August 23, a special trailer premiered, featuring the majority of the game's previously announced content, as well as a release date, pre-order information, and exclusive content related to the game's features.^[22] Between September and December 2023, Bandai Namco's channel featured trailers for Feng Wei, Devil Jin, new characters Victor Chevalier and Reina, Leo, Steve Fox, Draganov and Yoshimitsu; Yoshimitsu tied Williams and Phoenix for the most entries in the *Tekken* series.^[23] A second network test was later conducted in October 2023.^[24]

On December 14, 2023, Bandai Namco released a demo of *Tekken 8* for the PlayStation 5 and December 21, 2023, for the Xbox Series X/S and Microsoft Windows platforms. It includes the first Story Mode and Arcade Quest chapter, as well as Super Ghost Battle, Versus Mode, and the Gallery. Four characters (Jin Kazama, Mishima, Phoenix, and Williams) and three stages (Urban Square (Evening), Yakushima, and Sanctum) were made available.^[25] Yohei Shimbori, who previously worked for Team Ninja on the *Dead or Alive* series, joined the project as an assistant director and producer.^[26]

In January 2024, two trailers were released: the story mode and a visual that contained exclusive content for the game's Ultimate Edition package.^[27] Over the course of the month, character trailers for Shaheen, Kuma, Panda, Alisa Bosconovitch, Zafina, Lee Chaolan, and Devil Jin were released.^[28] To conclude the game's pre-release, a final launch trailer was released on January 19, 2024.

Packaging and additional content

Tekken 8 was released on January 26, 2024, for PlayStation 5, Microsoft Windows, and Xbox Series X/S, and marks the eighth canon release and tenth overall entry in the *Tekken* series.^[29] To promote the games release, Bandai Namco Entertainment distributed the game in seven different formats.^[30] The standard edition (both digital and physical) includes a Paul Phoenix avatar set, whereas the Launch Edition includes steel-book packaging, a burning chain metal plate, and corporation stickers.^[30] The digital deluxe version includes a one-year season pass with access to downloadable content for four characters (Eddy Gordo, Lidia Sobieska, two of which are to be announced), while the ultimate edition (digital and physical versions) has the same features as the launch edition and digital deluxe version, as well as access to various character and avatar skins.^[30]

Two collectors editions were released: a standard collectors edition and a premium collectors edition.^[30] Both formats include the same content as the Ultimate Editions, as well as the game packaged in a boxset, eight glossy collector cards, two arcade tokens, a metal ring inspired by the aesthetic of character Leroy Smith, and a figurine of Jin Kazama (the premium edition includes an electrified mechanism that causes the statue to light up).^[30] Bandai Namco distributed a pin badge for video game pre-orders across Asia.^[31] Ultimately, the Paul Phoenix avatar set was included with all pre-orders for existing formats.^[30]

The first season pass was revealed during the initial promotional activity for *Tekken 8*, and it would include four downloadable characters for purchase. Eddy Gordo was the first revealed character in January 2024; and expected to be released on the first week of April 2024. Following that, each remaining character will be revealed quarterly through 2024.^[32] In February 2024, a microtransaction shop called *Tekken Shop* was added to the game. In it, players can buy cosmetic items with "Tekken Coins" which can only be purchased in bundles with real money.^[33]

Accessibility concerns

Advocates for accessibility have reported that *Tekken 8*'s options for colorblind or disabled audiences could result in moderate to severe health issues including vertigo and migraines. In an article by *Eurogamer*, Harada was portrayed as dismissing these concerns as a misunderstanding by "very few" people who were unfamiliar with the game's accessibility options or how they appear in-game.^[34] However, the article also highlighted accessibility specialist Ian Hamilton's response to Harada's apparent attempt to minimize Hamilton's concerns: "I have not 'misunderstood the accessibility options we are trying, or have only seen the video without actually trying them out in the demo play'. I understand very well, and have tried them in demo play. I'm trying to help you avoid harming players and provide a good experience."^[34] The settings were updated for the release version to avoid potential health issues.^[35]

Music

Tekken 8's theme song "Mastery" is performed by The Last Rockstars.^[36] An official soundtrack was pre-released digitally on the same day as the game's release, and was released physically in four CDs on March 13, 2024.

Reception

Reception	
Aggregate score	
Aggregator	Score
<u>Metacritic</u>	(PC) 91/100 ^[37] <div>(PS5) 90/100^[38]</div> (XSXS) 89/100 ^[39]

Review scores	
Publication	Score
<i>Digital Trends</i>	★★★★★ ^[40]
<i>Eurogamer</i>	★★★★★ ^[41]
<i>Famitsu</i>	36/40 ^[45]
<i>Game Informer</i>	8.25/10 ^[42]
<i>GameSpot</i>	8/10 ^[43]
<i>GamesRadar+</i>	★★★★★ ^[44]
<i>Hardcore Gamer</i>	★★★★★ ^[46]
<i>IGN</i>	9/10 ^[47]
<i>Jeuxvideo.com</i>	18/20 ^[48]
<i>NME</i>	★★★★★ ^[49]
<i>PC Gamer (US)</i>	89/100 ^[50]
<i>PCGamesN</i>	9/10 ^[51]
<i>Push Square</i>	★★★★★★★★★ ^[52]
<i>Shacknews</i>	10/10 ^[53]
<i>Video Games Chronicle</i>	★★★★★ ^[56]
<i>VG247</i>	★★★★★ ^[54]
<i>VideoGamer.com</i>	10/10 ^[55]

Tekken 8 received "universal acclaim" from critics for the PC and PS5 versions, while the Xbox Series X/S version received "generally favorable reviews", according to review aggregator website Metacritic.^{[37][38][39]} Several publications argued that *Tekken 8* was the best offering from the parent franchise. *GamesRadar+* rated it five stars, stating that "proves that plenty of depth makes for a vibrant fighter, justifying its current-gen exclusivity to deliver a skull-thrasher that really feels like an evolution rather than a simple update."^[44] *Hardcore Gamer* praised the game as "bold" and highlighted Bandai Namco's sense of innovation, describing it as "one of the greatest fighting games of all time."^[46] *Shacknews* compared the game to its previous entries and concluded: "*Tekken 8* is it, and looks set to carry that torch for years to come."^[53] *Video Games Chronicle* opined that *Tekken 8* is "up there with *Tekken 3* as one of the most exciting high points in the series."^[56] PC Gamer vows the game to seamlessly combine nostalgia-inducing moments into an exceptionally approachable and beginner-friendly package.^[57]

Critics praised the game's improved visuals and overall progression from previous installments. *Eurogamer* Germany wrote, "It looks great after the graphical redesign and is packed with game variants and training options as well as clever ideas."^[41] Despite praising the graphics, GamePro Germany felt that the game lacked options for "single-player fans."^[58] Despite minor "tweaks" in customization, *IGN* felt that "*Tekken 8* manages to stand out as something special."^[47] *Jeuxvideo.com* compared the game favorably to other entries in the fighting game genre, saying "Its new features in terms of gameplay are enough to stand out

from previous opuses and hold its own against its competitors".^[48] *NME* praised its visuals and cinematography, writing, "*Tekken 8* has lots to offer both new and veteran players. The cinematic, over-the-top storyline is gorgeous and ends in a thematically brilliant fight".^[49]

Minor criticism was directed at specific modes, as well as the game's overall innovation. *PC Gamer* specifically pointed out the lack of offline modes which were featured in previous games, such as Team Battle, Survival, and Time Attack.^[50] *Gamer.nl* wrote that "The new *Tekken* does not want to reinvent the wheel, but relies entirely on the rock-solid gameplay for which the series is known."^[59] *4Players.de* described the modes as the game's only weakness, while also praising the game's "high-quality fighting action."^[60] Despite praise for the game's "flashy combos and air juggles", *Game Informer* wrote that "*Tekken 8* doesn't reach the heights of recent rivals like *Street Fighter 6* and *Mortal Kombat 1*."^[42] *GLHF* of *Sports Illustrated* came to a mixed conclusion, believing it was "designed primarily to appease an existing audience, not court a new one."^[61]

Another criticism which surfaced from the community were reported by *PC Gamer* and other news outlets, that labelled the introduction of *Battle pass* system were deemed as "predatory" business model and driven by monetization of consumers with *Microtransaction* practice.^{[62][63][64]} Katsuhiro Harada, *Tekken 8* producer, released statement that the Battle pass system were necessary to support the ongoing updates of the game.^[65]

Sales

Tekken 8 topped the charts in the UK upon its initial release, outperforming the 2023 release of *Street Fighter 6*.^[66] Sales were reportedly double of the latter.^[67] Bandai Namco generated over \$13 million in the game's first 10 days on sale on Steam.^[68] On February 26, Bandai Namco announced that the game has sold over two million copies in the first month after launch.^[69]

Notes

- a. As depicted in *Tekken 7*.
- b. As depicted in *Tekken 3*.
- c. As depicted in *Tekken 6*.
- d. In an alternate ending, triggered if the player loses against Kazuya in his final phase, Kazuya defeats Jin and tosses him off a cliff into the ocean. Back at G Corp headquarters, he remarks that, even without the Devil Gene, he will keep fighting, affirming his belief that power controls everything. During the credits, some of the tournament combatants still affiliated with Kazuya during the Yakushima fight are seen via pictures destroying what's left of Manhattan and even both Yggdrasil and UN, while Nina, who resigned from G Corp during the Yakushima fight, watches the destruction from a yacht in Paris.

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External links

- Official website (<https://tekken.com/story>)
 - Official website (<https://tk8.tekken-official.jp>) (in Japanese)
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