

Street Karate

Game Specifications for Genesis

4M Cartridge

For use in Japan, U.S., and Europe.

"Double Dragon" type street karate action game.
Two player simultaneous play option.

July 16, 1990

1. Game Overview

▼ "Double Dragon" type street karate action game.

▼ Two player simultaneous play options.

▼ Key Production Goals

- ▼ The basic concept of the game is to create a product which is a balance between arcade and consumer action games.
- ▼ The product will be easy to operate, while allowing the enjoyment of abundant action. 10+ attack patterns will be included for the player's character, using the combinations of the attack and jump buttons.
- ▼ The player will be able to clear stages without resorting to the use of a "continue" feature.
- ▼ The game will be a detail-intensive product which will require the player to conquer each step of the way.

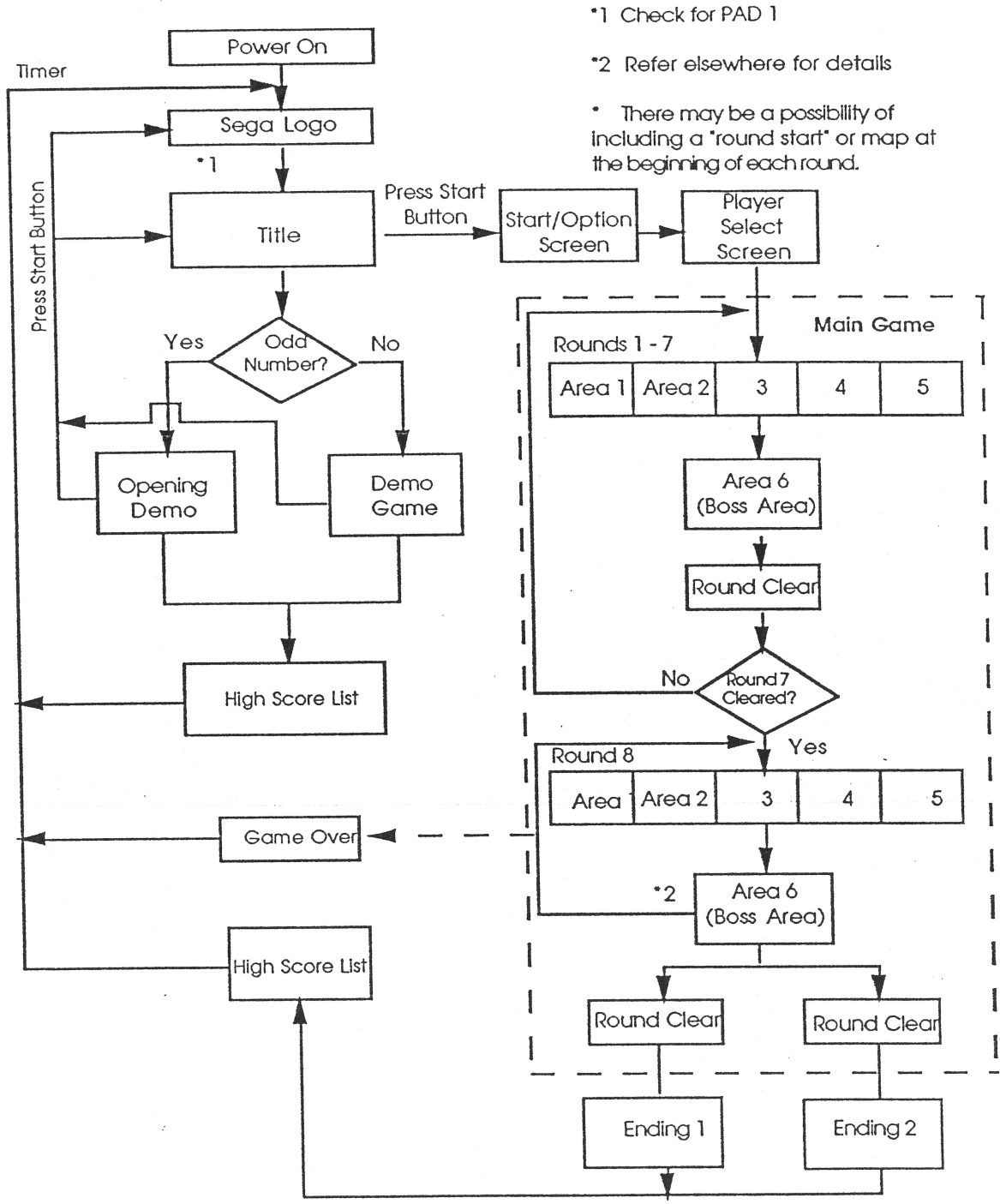
2) Story

The 21st century had fallen into an era of crime. Tokyo, New York, Los Angeles, Hong Kong, London...international cities like these had all been overrun by rampant increases in crime. This situation prompted criticism of ICPO, an organization responsible for international justice administration. To make matters worse, ICPO was completely powerless because it did not have the powers to arrest criminals.

Faced with a crisis, ICPO organized a special team to combat international crime. The mission directive of this team was to terminate criminals. However, fearful of receiving more public criticism for the creation of this team and creating a controversy over its mission directive, ICPO cut off all official ties to this team and refused to allow them to carry firearms. As a result, ICPO gave birth to a combat team whose individuals used their bodies as weapons.

As time passed, the criminal underworld came to regard the members of this team with a mixture of hatred and dread. They called the members of this team Dragon-SWAT or D-SWAT.

3) Game Sequence



*1 Check for PAD 1

*2 Refer elsewhere for details

* There may be a possibility of including a "round start" or map at the beginning of each round.

4) Game System

- ▼ The player character will have "player quantity" and "damage" attributes.
- ▼ Initial number of player characters is 3.
- ▼ The life meter shall consist of 20 units (Displayed by 10 cells).
- ▼ The life meter maximum will not increase.
- ▼ 1UP will depend upon points and items.
- ▼ Restoration of the life meter will be dependant upon:
 - 1) Items, 2)Round clear, 3)Player down.
- ▼ Each round will have a "time remaining" attribute.
- ▼ Time remaining will increase a set amount with each "player down" (The appearance of a new player.).
- ▼ Time remaining will be the equivalent of that which can be found in arcade games. Severe settings are not required.
- ▼ Player down conditions are dependent upon:
 - 1) Scrolling out by falling, 2) The life meter reaching zero, 3) Time reaches zero (Time over).
- ▼ Game over condition: 1) The number of players reaches zero.
- ▼ "Game Continues" will be limited to three.
- ▼ The four difficulty levels will determine:
 - 1) Enemy settings, 2) Player character numbers, 3) Enemy attacking power.
- ▼ Enemy setting will consist of (includes items):

Mode	1 Player	2 Player
EASY	①	①+
NORMAL	②	②+
HARD	③	③+
HARDEST	③	③+

- ▼ During two player play, contact between players will only count as a collision.
- ▼ When the player is attacked by the other player, a damage pattern will occur, however, the player being attacked will not be damaged (When there is a need for both players to fight each other, this does not apply.).
- ▼ The following is found in the option select screen:
 - 1) Sound test, 2) Controller assignment, 3) Difficulty level, 4) Other.

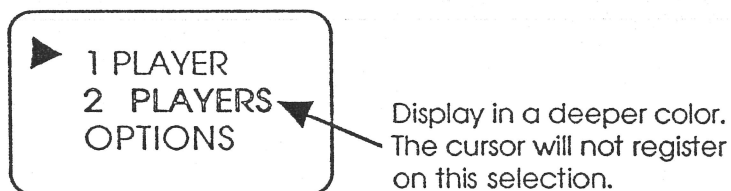
5) Two Player Game System - Miscellaneous

- ▼ This game will have a two player simultaneous play option.
- ▼ A second player may join in the game at any time by pushing the start button on the second controller.
- ▼ At that time, the second player's character will be determined depending on player one's character.
- ▼ In addition, when the second player joins in, the enemy settings from that point will be the two player enemy setting.
- ▼ Once the enemy setting has been changed to two player mode, it will not return to the one player mode even when only one player remains in the game. This also applies in the case where a two player game mode is selected from the beginning.

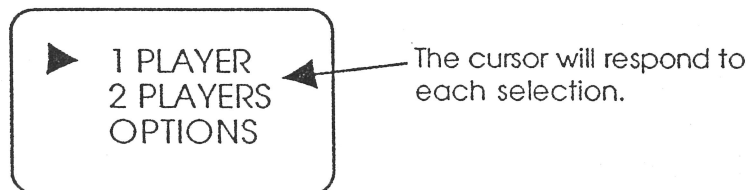
▼ Game Start Sequence

- 1) The game will not go into the start option screen if a joypad connection check during the Sega logo display determines that only the pad on the 2P side is connected.
- 2) The game will go into the start option screen from the title screen by a start button input from either 1P or 2P controllers.
- 3) Start option screen display.

- ▼ Pad only connected to 1P side.



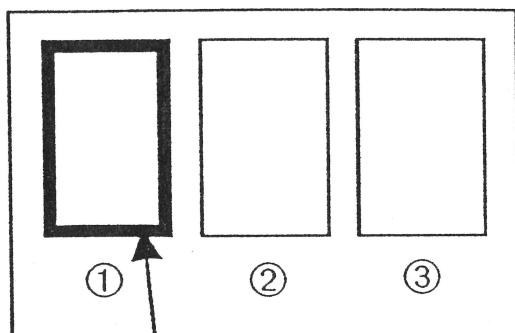
- ▼ Both pads connected.



- * The two player versus play option, as described in the original draft proposal has been eliminated. Two players will play simultaneously.

4) When start is selected, the game will go into the player select screen.

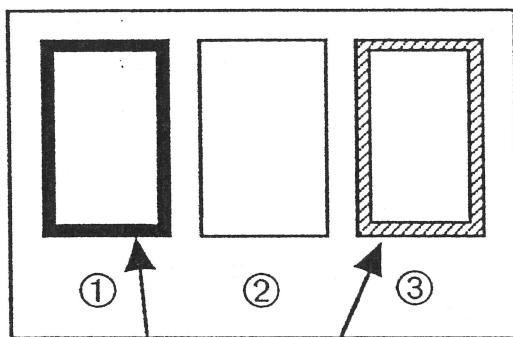
▼ One player only.



* The second player who joins in during the game will get the characters to the right of player one's.

Cursor

▼ During two player mode.



* The two cursors will not overlap.

Cursor

5) Data display during main game operation (Refer to screen format).

▼ During One Player Operation

- ▼ Number ① is the normal display. "PRESS 2UP START" is flashing in order to let players know that they may join at any time.
- ▼ When the game is over in one player mode, the high score name entry list is checked. If the player can be ranked, the game asks for name entry (Refer to number ⑥.).
- ▼ After that, the game returns to number ② and allows the player to select "continue" or "new game".
- ▼ During name entry or during number ②, the second player may not join in the game.

▼ During Two Player Operation

- ▼ Number ③ is the normal display during two player mode.
- ▼ When "game over" occurs for one of the players, the program will check the high score entry list. If the player can be ranked, name entry as in number ⑥ will occur.
- ▼ If there are "continues" left after that step, a selection display is shown as in number ④.
- ▼ If there are no more continues left, then the game over display in number ⑤ is shown.

▼ Comments Regarding the Display

- ▼ Make sure that "NEW GAME" is displayed for 1P mode and "GAME OVER" for 2P mode.
- ▼ The following will either change colors or blink.

PRESS 2UP START
NEW GAME
CONTINUE 3
GAME OVER
High score name entry characters

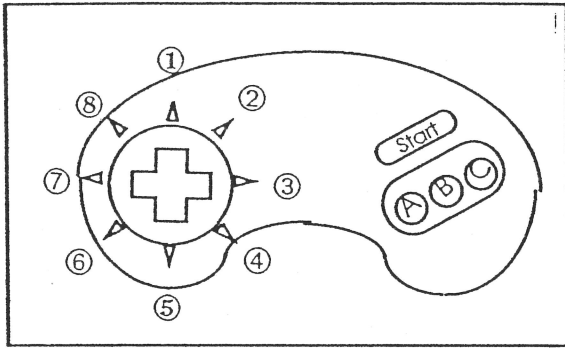
- ▼ "GAME OVER" will be displayed with sprites in the center of the screen when 1P there are no more continues. During 2P mode, it will be displayed when both players run out of continues.

"TIME OVER" will be displayed with sprites in the center of the screen when the player runs out of time.

- * High score name entry operations will have special instructions.

6) Operation

▼ Basic Operation



▼ Pad

- 1) Walk - 8 directional ①-⑧
- 2) Right/Left movements during jumps (Diagonal input possible)
 - ②, ③, ④ Right movement
 - ⑥, ⑦, ⑧ Left movement
- * Height and depth movements are not possible during jumps.

▼ Buttons

- 1) Button A Special attack.
- 2) Button B Attack or pickup weapon, item.
- 3) Button C Jump

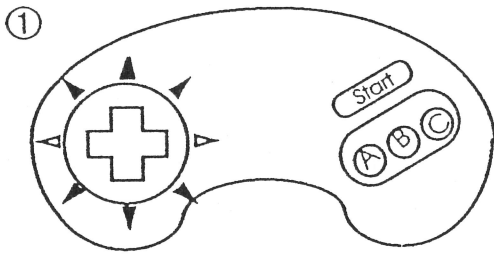
▼ Start Button

- ▼ The start button may be used during the game as a pause button.
- ▼ During pause "PAUSE" will be displayed with sprites.
- ▼ Pause may be cancelled by either player's start buttons.

▼ Other Operations (main game)

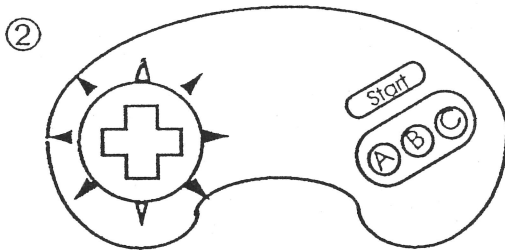
- 1) Refer to section on **Player** in this document regarding detailed movements.
- 2) In the case that the player is thrown into the air, pressing UP and button C will allow the player to land. When the player does this, his character will not be damaged.

3) Other screens.



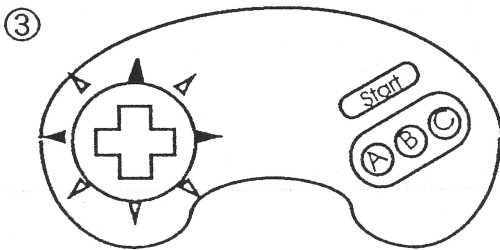
① Start/option screen
Message select

② Player select screen



①, ② Pad - cursor movement
All buttons - enter

③ Option screen
Pad - up/down cursor movement
- change entry
All buttons - select



④ Name entry screen
Pad - left/right character change
Buttons - button B; backspace
button A, C; enter
Start button - Skip name entry

* If the start button is pushed during name entry, the characters entered up to that point will be entered in.

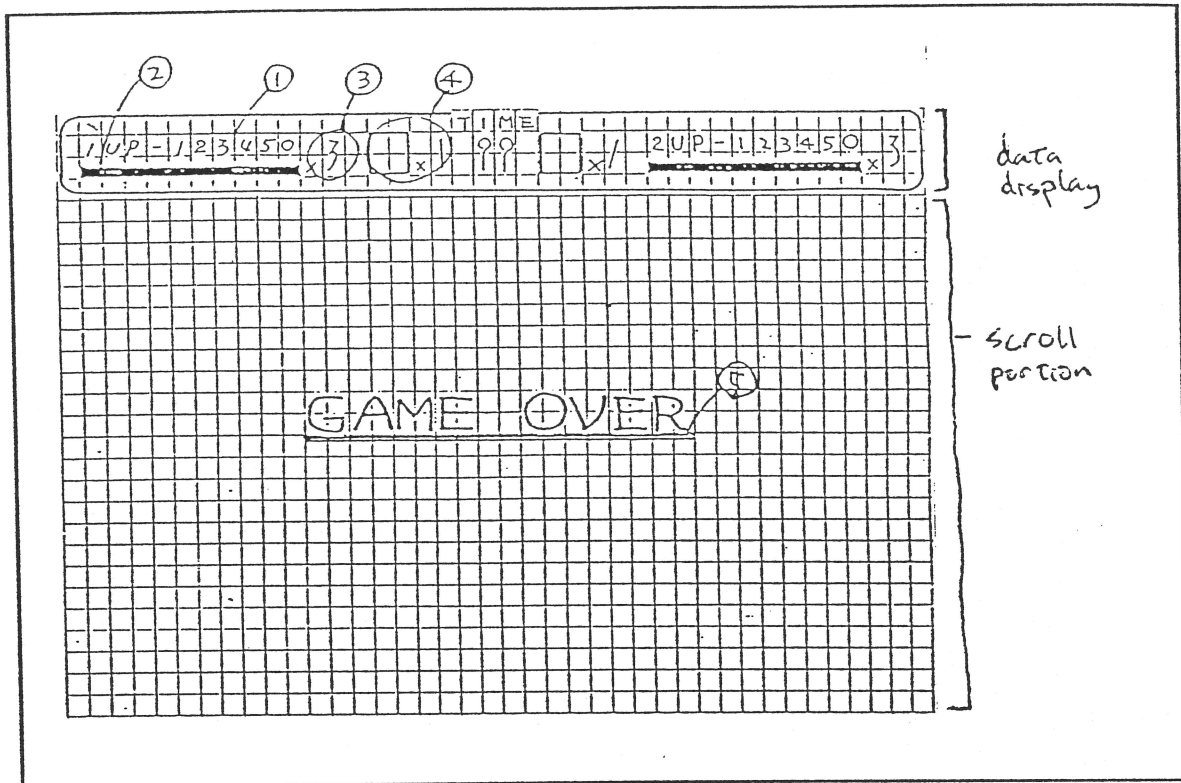
SEGA MK5 III SCREEN MAP (A)

メモ データ表示。

BASE	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000-0000	PRESS 2UP START															
0100-0180	TIME 99															
0200-0380	CONTINUE 3															
0400-0480	NEW GAME															
0500-0600	TIME 99															
0600-0700	UP - 1 2 3 4 5 0															
0700-0800	TIME 99															
0800-0900	UP - 1 2 3 4 5 0															
0900-1000	CONTINUE 3															
1000-1100	GAME OVER															
1100-1200	TIME 99															
1200-1300	UP - 1 2 3 4 5 0															
1300-1400	GAME OVER															
1400-1500	TIME 99															
1500-1600	UP - 1 2 3 4 5 0															
1600-1700	GAME OVER															
1700-1800	TIME 99															
1800-1900	UP - 1 2 3 4 5 0															
1900-2000	GAME OVER															

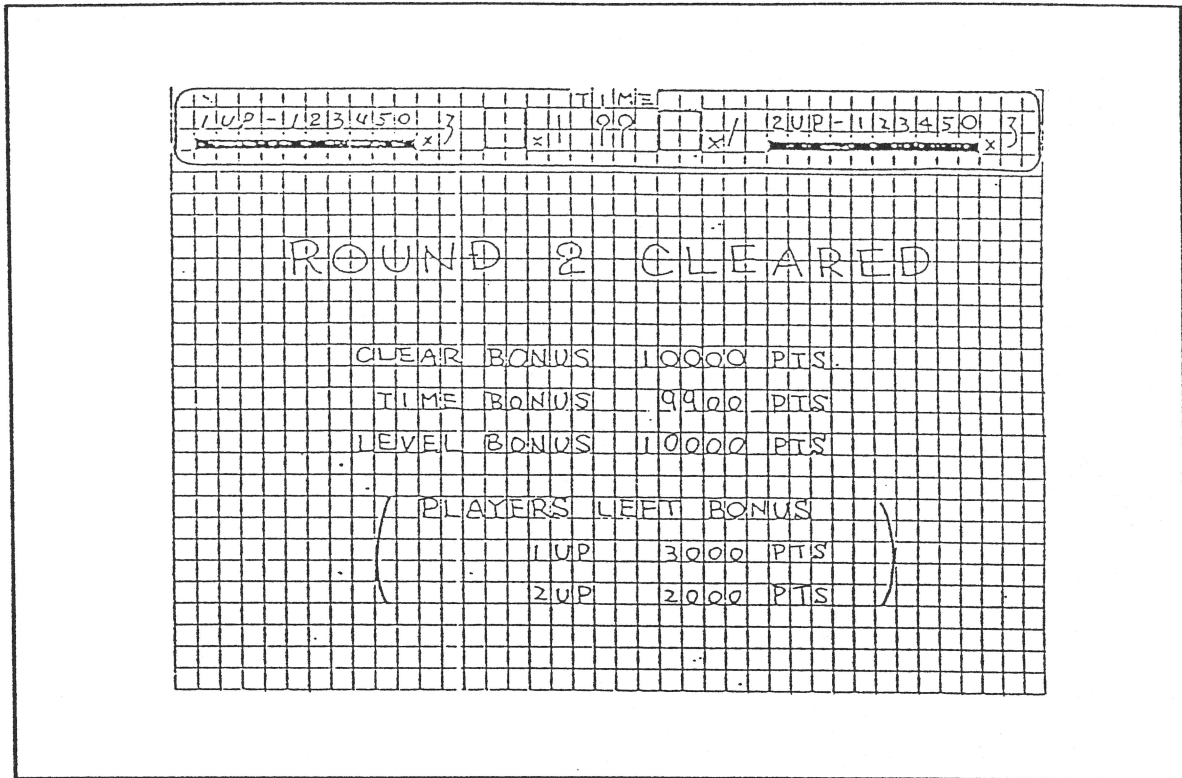
7) Screen Layout

1) Main Game



- ① Score display - six digits
 - ② Life meter - 10 cells/ 4 dots per 1 unit/ 20 total units
 - ③ Number of players
 - During the main game, display number -1
 - During bonus scenes, display remaining.
 - When the number exceeds 9, the number of players will still be registered, however, the display will remain at 9.
 - ④ Special attack - number available
- * The data display portion will be displayed above the main screen as a window (The display might be placed on the bottom the screen instead.).
- ⑤ Game over - "GAME OVER" and "TIME OVER" displays will be done with sprites.

2) Round Clear



- 1) Clear bonus 10,000 points
- 2) Time bonus 1 second x 100 points
- 3) Level bonus

EASY	0 points
NORMAL	10,000 points
HARD	20,000 points
HARDEST	30,000 points

The above three are awarded after clearing each round.

- 3) Player remaining bonus

EASY	one player x 1000 points
NORMAL	one player x 2000 points
HARD	one player x 3000 points
HARDEST	one player x 5000 points

This is displayed at the very end.

- * Bonus points for controller configurations may be included.

3) Score Ranking List

THE BEST 10 PLAYERS				
RANK	SCORE	RD	NAME	LEVEL
1ST	100,000	Z	AKN	HARDEST
2ND	90,000			
3RD	80,000			
4TH	70,000			
5TH	60,000			
6TH	50,000			
7TH	40,000			
8TH	30,000			
9TH	20,000			
10TH	10,000			

* Enable objective comparisons between players regardless of playing setup.

* Scoring based on controller configurations may be added on.

1) Initial settings

- Score In descending order from 100,000 points to 10,000 points in 10,000 point increments.
- Round Display all as 1.
- Name Arbitrary
- Level Display all as NORMAL.

2) Ranking Priority (from highest to lowest)

- 1) Score
- 2) Level
- 3) Round
- 4) Time
- 5) 1UP/2UP order

3) Other (To be determined later on.)

- 1) Player select
- 2) Start option

8) Player Specs

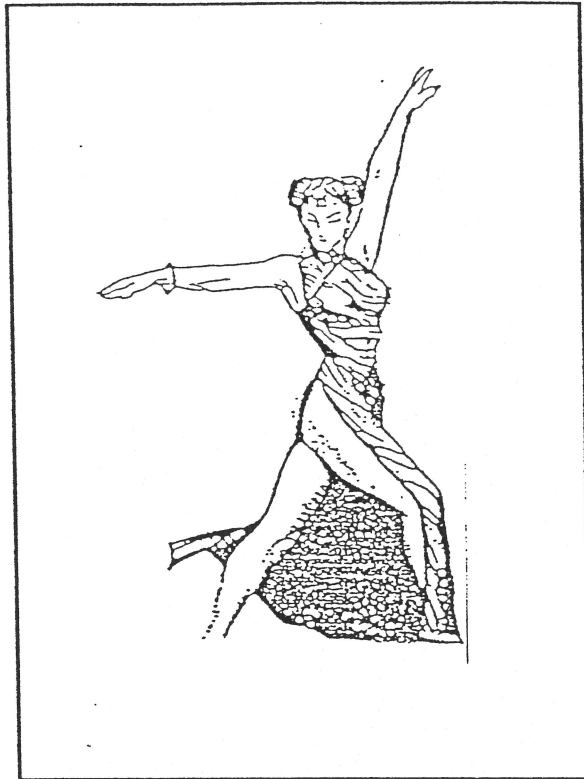
- ▼ The number of player characters are set at three.
- ▼ Identical characters may not be used during two player play.
- ▼ Collision will be registered between players' characters, however, damage will not occur.
- ▼ When the player falls down after being damaged, s/he will become invincible for a certain amount of time (*If the player's character does not fall down, damage will continue to be registered.).
- ▼ After the player's character dies, the new character will appear in an invincible state for a given time period.
- ▼ When the player has the enemy in a full nelson, s/he cannot be attacked from the front.

1) Player Select

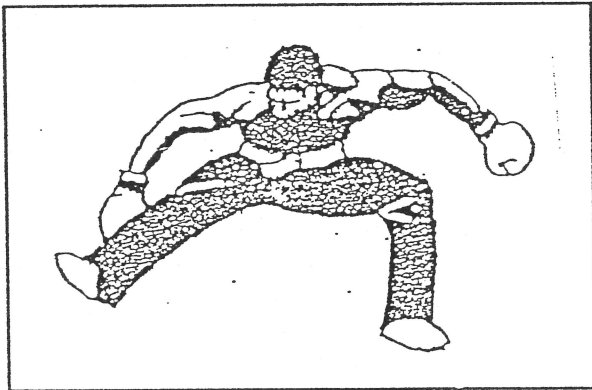
- ▼ The three characters below may be selected by the player (The designs below are tentative.).



- 1) **Code Name:** God Hand
Place of Origin: Chicago
Specialty: Karate
Race: Caucasian
Gender: Male



- 3) **Code Name:** Pink Typhoon
Place of Origin: Hong Kong
Specialty: Kung Fu
Race: Asian
Gender: Female



- 2) **Code Name:** Black Bird
Place of Origin: London
Specialty: Martial Arts
Race: Black
Gender: Male

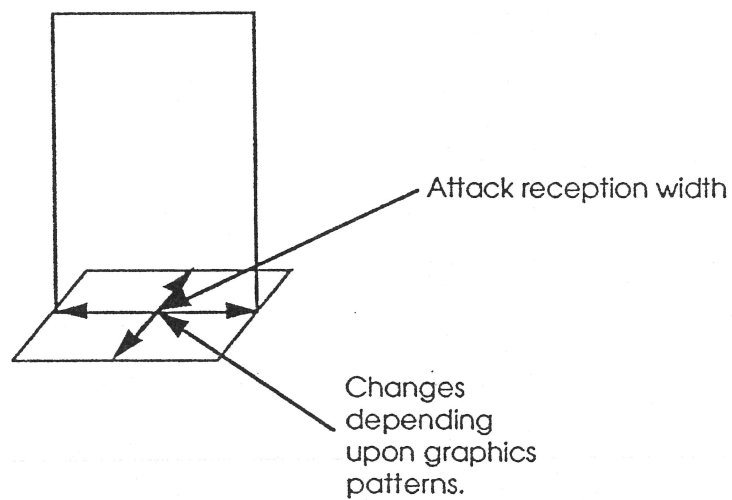
▼ The differences among the three players

	Attacking Power *1	Attacking Range *3	Grabbing Range (cells)	Damage Width (cells)	Attacking Width *2 (dots)	Speed	Jump Strength
1) God Hand	Strong	-	4	12	8	Normal	Normal
2) Black Bird	Strong	-	4	14	8	Normal	Strong
3) Pink Typhoon	Normal	-	3	8	8	Fast	Strong

*1 Depends upon the attack pattern

*2 Depends upon the attack pattern (i.e. depth). This concerns the grabbing width.

*3 Depends upon the attack pattern. Basically the same for all players.



▼ One of the distinctive features of this game is to vary the difficulty level by not fixing the damage reception width. The narrower the width is, the stronger the player.

2) Player movement

1) Stop

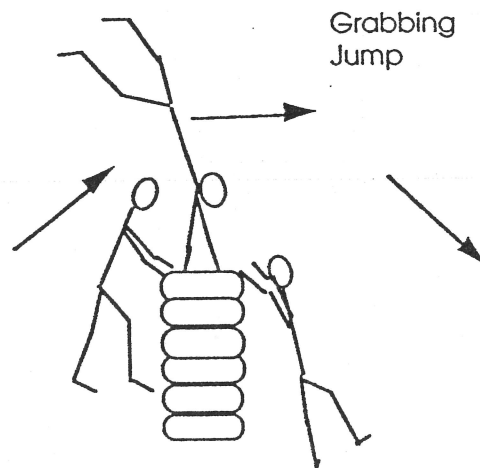
- ▼ Get basic pattern during non-input.
- ▼ Show character facing toward the screen, moving in a characteristic, habitual manner.

2) Walk

- ▼ Walk facing screen sideways. This pattern is retained even when the player goes back "deeper" into the screen. This is the same sort of disgusting thing found in *Final Fight*.

3) Jump (grabbing jump)

- ▼ Fine adjustments may be made by left/right inputs. The player may not turn backwards while jumping.
- ▼ If the player is in an attack pattern while jumping, fine adjustments may be made, however, the player may not turn backwards.
- ▼ In addition to the normal jump, there is also a grabbing jump.



- ▼ This jump may use different sprites such as signs and oil barrels. There may also be a jump using little walls (fixed).

4) Grab

- ▼ When the player is facing the enemy at close range face-to-face, s/he may grab the enemy.
- ▼ The attack powers during this time is stronger than while walking.
- ▼ It is also possible to use the grabbing jump to jump over the enemy and end up behind him/her.

5) Full nelson (wrestling hold)

- ▼ When a player is behind the enemy and in close proximity, s/he can get the enemy in a full nelson hold.
- ▼ If the other player attacks the enemy being held by the full nelson hold, the resulting damage will be doubled.
- ▼ The player can face the enemy while doing the full nelson hold by performing a "grabbing jump".
- ▼ If two players close in on one enemy from the front and back, the full nelson hold has priority.

6) Landing

- ▼ When the player's character is thrown, s/he can land safely by pushing up (diagonal allowed) + the button C.
- ▼ If the player lands using that method, his/her character will not be damaged.
- ▼ The grabbing jump pattern is used in this situation.

7) Attack - refer elsewhere for details

8) Receiving damage

- ▼ When the player's character receives damage from a repeating attack pattern, damage is counted as a standing damage. Collision will be registered, but control will be ineffective briefly.
- ▼ If the player is thrown, his/her character will stand up while blinking. Until the blinking ends, collision will not be registered.

3) Attack Patterns and Controls

Condition	Operation	Attack Patterns			Remarks
		1) God Hand	2) Black Bird	3) Pink Typhoon	
Walking	B ▼ Right punch B ▼ Left punch B ▼ Right punch B ▼ Middle kick * Actions occur with each subsequent button input.	1 Right punch 1 Left punch 1 Right punch 2 Middle kick	1 Jab 1 Jab 1 Body 2 Rear spin kick	1 Flat chop 1 Flat chop 1 Front kick 2 Flying spin kick	
Jumping	B (C → B)	3 Flying knee kick	3 Flying kick	3 Flying spin kick	2 Adjustments possible by left/right input, however, player cannot face backwards
Walking	B + C (Simultaneous input) (Attack in direction of opponent)	3 Backhand	3 Rolling rebuff	3 Rear spin kick	2 Be forgiving- allow move even if the player is inaccurate
During Grabs	B ▼ Knee kick B ▼ Knee kick B ▼ Head buff * Actions occur with each subsequent button input.	2 Knee kick 2 Knee kick 3 Head buff	2 Knee kick 2 " " 3 Elbow blow	2 Knee kick 2 " " 3 Flying spin kick	2 Pad input is toward advancing direction, up/down, or non-input
During Grabs (Includes repeated action)	B + reverse direction input	4 Back throw	4 Back throw	4 Spin throw	4
During Holds (Player Initiated)	B	5 Back drop	5 Back drop	5 Back drop	5
During Holds (Enemy Initiated)	C	3 Forward two.leg kick	3 Forward two.leg kick	3 Forward two.leg kick	2
" "	C → B	3 Neck throw	3 Neck throw	3 Neck throw	2 Make timing difficult.

4) Attacking with Weapons

1) How to pick up weapons

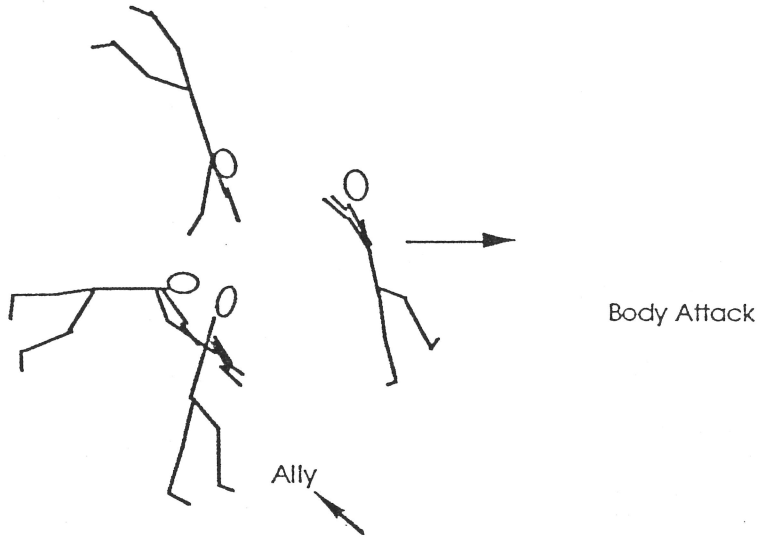
▼ Put player character over weapon and then push B.

2) Attack

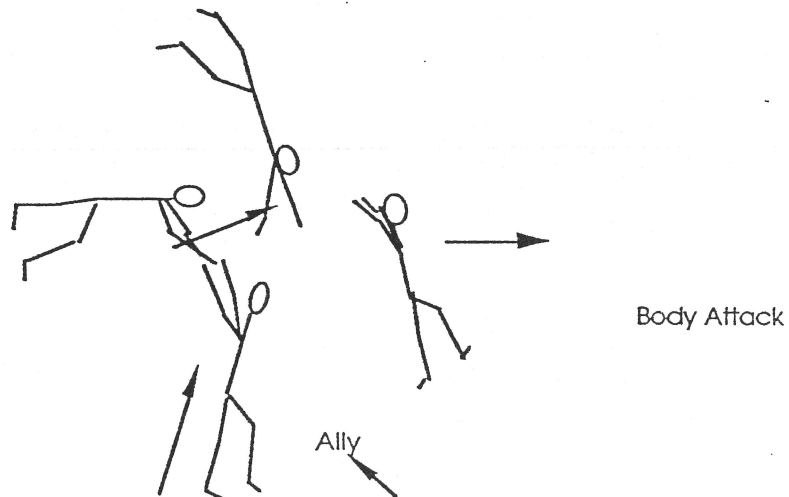
▼ Repeated attack moves will all become weapon attacks.

5) Cooperative Moves

- 1) Body attack via grabbing jump.



- 2) Body attack via throw by ally.



6) Special Attack

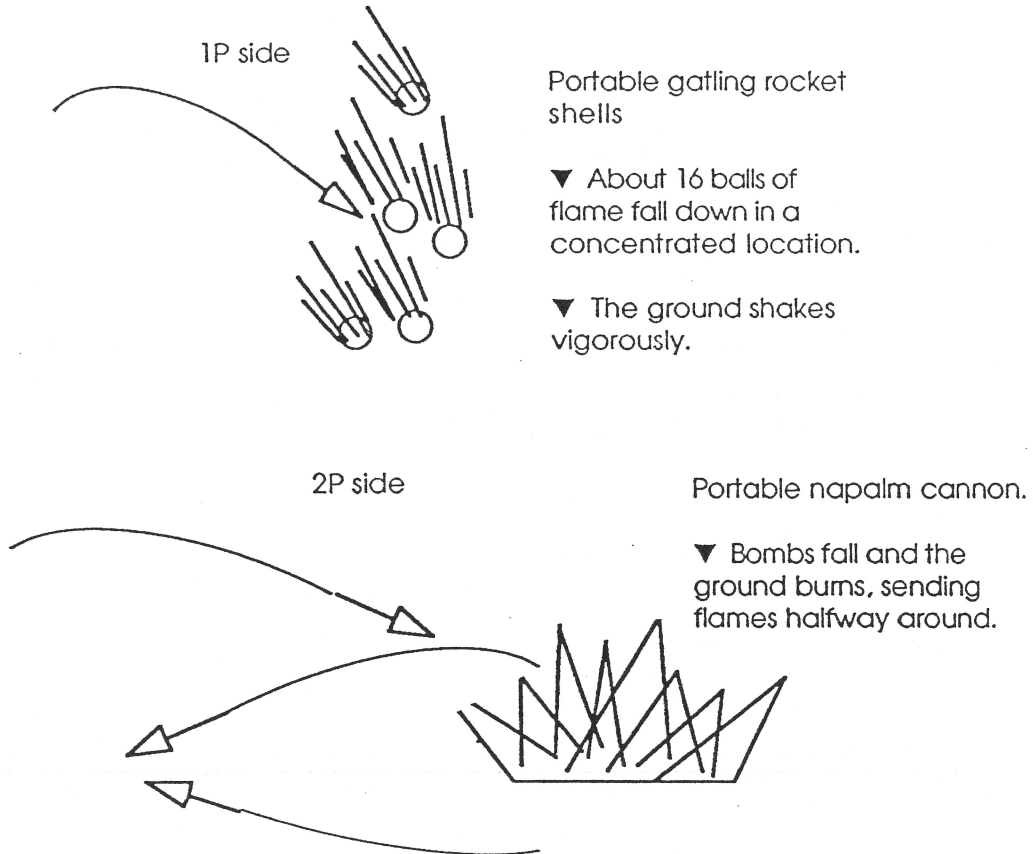
- ▼ Use is limited to once per round. It may be used after a "character down". The attack may not be used simultaneously.
- ▼ If the attack is not used, each unused attack will accumulate.

- 1) Setting the special attack

- ▼ Set two additional members in the D-SWAT team.

- ▼ These two are heavy weapons specialists and will come to the aid of the players as needed.
- ▼ One will protect 1P while the other protects 2P.

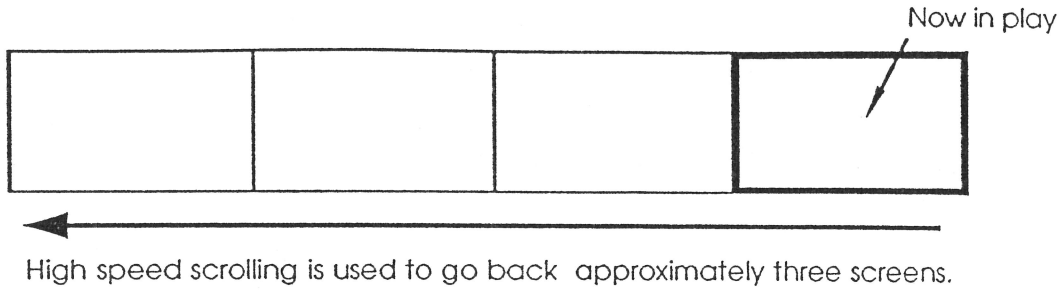
2) Setting support weaponry



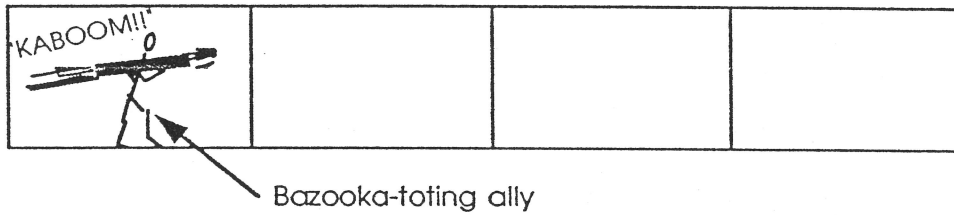
3) SP specifications

- 1) ▼ Push button A.
 - ▼ The player goes to the center and crouches (It may be good to show the player contacting someone else with a radio.).
 - ▼ All enemy movements are stopped.

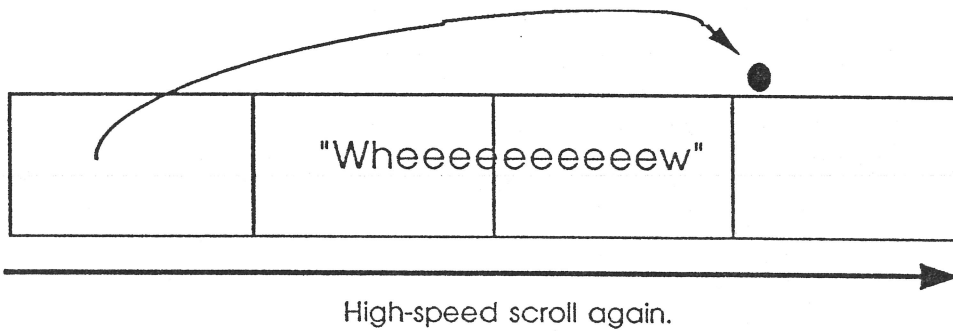
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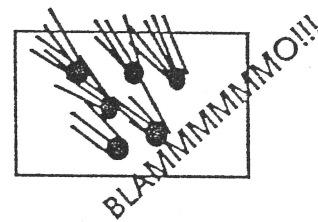
3)



4)



5)



4) Points to be Addressed

- 1) What will happen to the left side of the map at the beginning of the round?
- 2) Vertical scrolling?
- 3) Will the supporter's position be off?

- 4) Design impossibilities?
 - 5) Will the player's character be able to come to the center of the screen?
- ▼ The above are some uncertainties we can come up with at the moment. We'll have to work these things out when we get there.

9) Player Specs 2

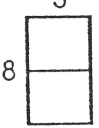
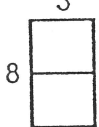
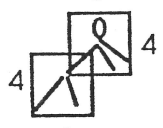
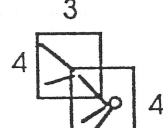
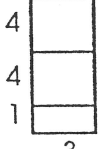
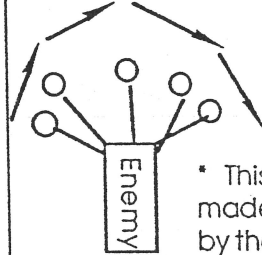
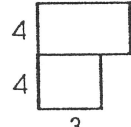
▼ Regarding cells

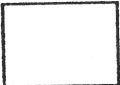
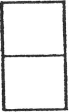
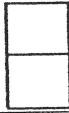
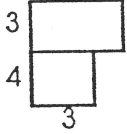
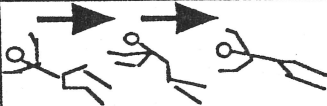
	Normal Pattern		Special Pattern		
1) God Hand	1440	+	200	=	1640
2) Black Bird	1494	+	200	=	1694
3) Pink Typhoon	1358	+	200	=	1558




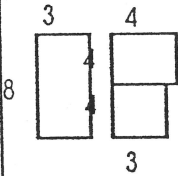
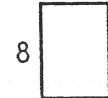
Total					4892 cells

- ▼ We will draw the 4892 cells in the space of 4500 cells.
- ▼ The graphics patterns and sizes are extremely basic, therefore we will be able to revise them within the cell ranges (We feel that the resulting artwork will be good.).
- ▼ Three characters as well as ASCII data displays, among other things, will be drawn with one palette.
- ▼ In order to prepare for disappearing player patterns, we will try as much as possible to put an emphasis on **memory** instead of the number of sprites. We will try to use the same sprites most of the time (We can allow up to about four sprite layers to be detailed. This number may be more in different situations.).
- ▼ In regards to what was written above, we should pay attention to the following patterns in particular!!
 - 1) Landing ↔ Grabbing jump
 - 2) Landing ↔ Standing up
 - 3) Pick up weapon ↔ Stand up
 - 4) Jump ↔ Jump attack
 - 5) Damage ↔ Thrown by the enemy
 - 6) The lower half of the body in each attack pattern.
- ▼ Also, pay attention to the following:
 - 1) Back throw, spin throw enemy flight patterns.
 - 2) The height of grabbing pattern.

1) God Hand

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
1	Basic Pattern	<p>3</p>  <p>8</p> <p>8 x 3</p>	2 (Moves around in a characteristic manner.)	48	<p>▼ Head 7.5 cell units. Pudgy body.</p> <p>▼ Allow character to carry knife, beer bottles (characters will walk facing forward.).</p>
2	Walk	<p>3</p>  <p>8</p> <p>8 x 3</p>	3	72	<p>▼ Same as above.</p> <p>▼ Move upper half of body up/down with one dot.</p>
3	Jump 1	<p>8 x 3</p> <p>7 x 3</p>	2 1	48 21	<p>▼ Jumping and landing pattern.</p> <p>▼ Pattern at peak of jump. This pattern goes automatically into flying knee kick.</p>
4	Jump 2 (Jump while grabbing)	<p>3</p>  <p>4</p> <p>3</p> <p>4</p>  <p>4</p> <p>3</p> <p>4</p>  <p>4</p> <p>4</p> <p>1</p> <p>3</p>	3	75	<p>▼ Uses the enemy as a base to jump over him, ending up behind his back.</p>  <p>* This is made up by the three patterns to the left.</p>
5	Grab Full nelson	<p>4</p>  <p>4</p> <p>4</p> <p>3</p>	2 (for each one)	56	<p>▼ The arm length while grabbing is 7 cells (in common).</p>
	Subtotal 1			320	

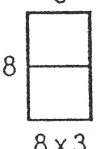

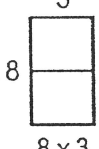
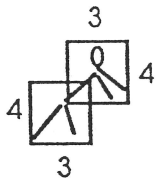
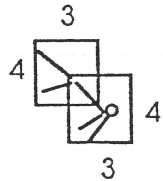
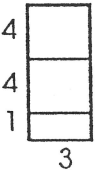
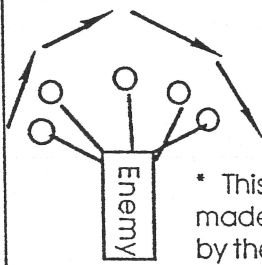
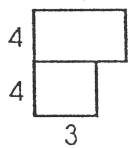
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
6	Thrown by the enemy	6 5 	2	60	▼ A linked pattern made from the back throw pattern and damage pattern.
7	Put into a full nelson hold by the enemy	3 8 	1	24	▼ Pay attention to the arm length from the side view.
8	Caught by the enemy	3 4 	1	21	
9	Standing Damage	4 3 	1	24	▼ Display by shaking the whole pattern.
	Flying Damage	about 3 x 8 size	3	72	 <p>▼ Body pattern goes from face up to face down.</p> <p>▼ This pattern is also used while being thrown during the middle of another pattern.</p>
10	Stand	5 x 4	2	40	▼ This is the middle pattern between the last damage pattern and the return back to the basic pattern.
	Subtotal 2			241	
	Total			561	


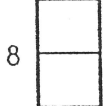
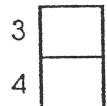
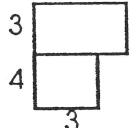

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
11	Pick up weapon	<p style="text-align: center;">4</p>  <p style="text-align: center;">4</p> 	2	44	<p>▼ Pattern with arms lowered (Not yet in possession of weapon.).</p> <p>▼ In possession of weapon and attempting to stand up (Hold weapon in both hands- this pattern will be shared by all weapon types.).</p>
12	In possession of weapon	<p style="text-align: center;">3</p> 	4	60	<p>▼ Upper half of body only.</p> <p>▼ Combine with basic pattern.</p> <p>▼ Combine with walking pattern. The knife and bat will have two patterns each.</p>
13	Attack with weapon 1) (Strike vertically)		2	52	<p>▼ Throw knife.</p> <p>▼ Slug enemy with beer bottle.</p>
14	Attack with weapon 2)	Same as above	2	52	▼ Stab with knife or bottle.
15	" " 3)	<p style="text-align: center;">4</p> 	3	96	▼ Slug with bat, pipe (swing horizontally.).
	Subtotal 3			304	
	Total			865	


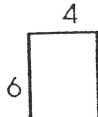
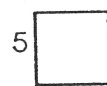
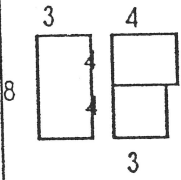

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
16	Left/right straight punch		3	84	▼ Ready stance → right blow → ready stance → left blow.
17	Middle kick		2	60	▼ Ready stance (above) → kick with two patterns.
18	Flying knee kick		1	30	▼ Go from a jump pattern into a knee kick.
19	Backhand (clothesline?)		2	56	▼ Half turn of body → backhand.
20	Knee kick		1	30	▼ Start from the grabbing pattern. ▼ Make a note about the ability to share this pattern with the sprite in number 18.
21	Cho pan (Translator's note: phonetic rendering.)		1	31	
	Subtotal4			291	
	Total			1156	

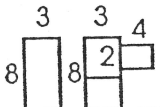
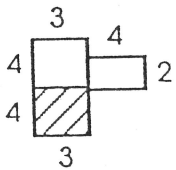
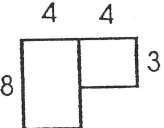
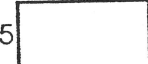
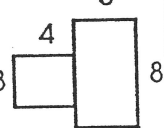
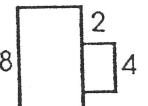
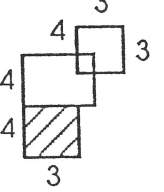
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
22	Back throw		<p>x 1</p> <p>x 2</p>	94	<p>▼ Turn around, syncing with the enemy's grabbing pattern.</p> <p>▼ The enemy will have the same pattern here.</p>
23	Backdrop		<p>1 pattern each</p> <p>3 total</p>	84	<p>▼ Crouch and grab around the waist of the enemy.</p> <p>▼ Pick enemy up while bent over.</p> <p>▼ Thrown enemy while being in a half body position.</p> <p>▼ Link with the damage pattern found in number two.</p>
24	Front two leg kick		2	48	<p>▼ The part of the body being held is used as a support two kick both legs out front.</p>
25	Neck throw		<p>x 1</p> <p>x 2</p>	58	<p>▼ Grab around the neck from the full nelson patten using hands.</p> <p>▼ Shares patterns in common with back throw.</p>
	Subtotal 5			284	
	Total			1440	

2) Black Bird

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
1	Basic Pattern	<p style="text-align: center;">3</p>  <p style="text-align: center;">8 x 3</p>	<p style="text-align: center;">2</p> <p>(Moves around in a characteristic manner.)</p>	48	<p>▼ Head 7.5 cell units. Pudgy body.</p> <p>▼ Allow character to carry knife, beer bottles (characters will walk facing forward.).</p>
2	<p>Walk</p> 	<p style="text-align: center;">3</p>  <p style="text-align: center;">8 x 3</p>	3	72	<p>▼ Same as above.</p> <p>▼ Move upper half of body up/down with one dot.</p>
3	Jump 1	<p style="text-align: center;">8 x 3</p> <p style="text-align: center;">7 x 3</p>	2 1	48 21	<p>▼ Jumping and landing pattern.</p> <p>▼ Pattern at peak of jump. This pattern goes automatically into flying knee kick.</p>
4	<p>Jump 2</p> <p>(Jump while grabbing)</p>	<p style="text-align: center;">3</p>  <p style="text-align: center;">3</p>  <p style="text-align: center;">3</p> 	3	75	 <p>* This is made up by the three patterns to the left.</p>
5	Grab Full nelson	<p style="text-align: center;">4</p> 	2 (for each one)	56	<p>▼ The arm length while grabbing is 7 cells (in common).</p>
	Subtotal 1			320	

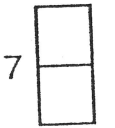
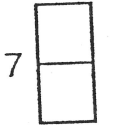
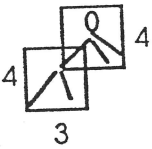
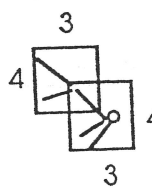
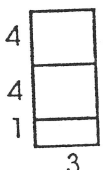
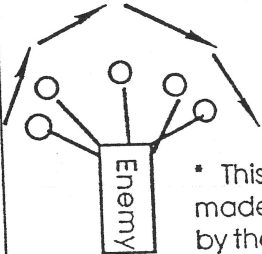
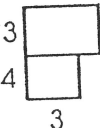
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
6	Thrown by the enemy	<p style="text-align: center;">6</p> 	2	60	▼ A linked pattern made from the back throw pattern and damage pattern.
7	Put into a full nelson hold by the enemy	<p style="text-align: center;">3</p> 	1	24	▼ Pay attention to the arm length from the side view.
8	Caught by the enemy	<p style="text-align: center;">3</p> 	1	21	
9	Standing Damage	<p style="text-align: center;">4</p> 	1	24	▼ Display by shaking the whole pattern.
	Flying Damage	about 3 x 8 size	3	72	 <p>▼ Body pattern goes from face up to face down.</p> <p>▼ This pattern is also used while being thrown during the middle of another pattern.</p>
10	Stand	5 x 4	2	40	▼ This is the middle pattern between the last damage pattern and the return back to the basic pattern.
	Subtotal 2			241	
	Total			561	


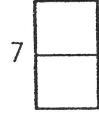
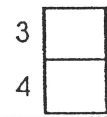
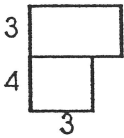
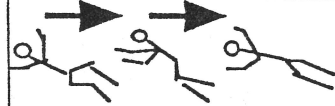
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
11	Pick up weapon	<p style="text-align: center;">4</p>  <p style="text-align: center;">4</p> 	2	44	<p>▼ Pattern with arms lowered (Not yet in possession of weapon.).</p> <p>▼ In possession of weapon and attempting to stand up (Hold weapon in both hands- this pattern will be shared by all weapon types.).</p>
12	In possession of weapon	<p style="text-align: center;">3</p> 	4	60	<p>▼ Upper half of body only.</p> <p>▼ Combine with basic pattern.</p> <p>▼ Combine with walking pattern. The knife and bat will have two patterns each.</p>
13	Attack with weapon 1) (Strike vertically)	<p style="text-align: center;">3 4</p>  <p style="text-align: center;">3</p>	2	52	<p>▼ Throw knife.</p> <p>▼ Slug enemy with beer bottle.</p>
14	Attack with weapon 2)	Same as above	2	52	▼ Stab with knife or bottle.
15	" " 3)	<p style="text-align: center;">4</p> 	3	96	▼ Slug with bat, pipe (swing horizontally.).
	Subtotal 3			304	
	Total			865	


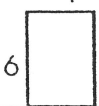
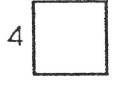
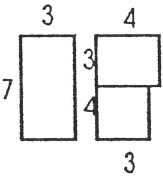
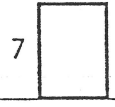
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
16	Jab		2	56	▼ Ready stance + left punch
17	Body		2	40	▼ The stance is the same as above. ▼ 2 pattern body blow with the right hand.
18	Rear spin kick		2	88	▼ The stance is the same as above.
19	Jumping kick		1	35	▼ Kick from jump crouch pattern.
20	Rolling rebutt		1	36	▼ Kick to the rear from the jump crouch or ascent pattern.
21	Knee kick		1	40	▼ Start from the grab pattern
22	Elbow blow		2	50	▼ Same as above Share with lower body grab.
	Subtotal4		11	345	
	Total			1210	

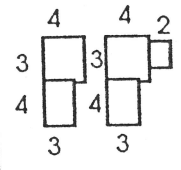
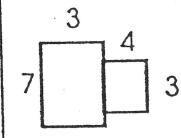
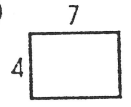
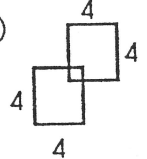
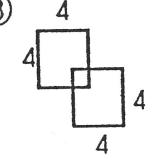
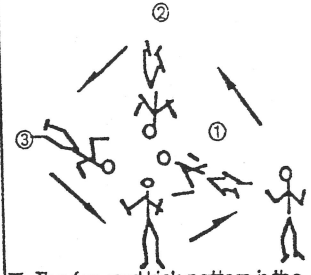
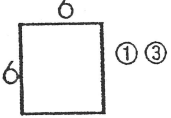
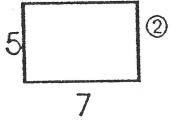
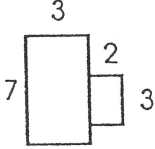
No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
22	Back throw		<p>x 1</p> <p>x 2</p>	94	<p>▼ Turn around, syncing with the enemy's grabbing pattern.</p> <p>▼ The enemy will have the same pattern here.</p>
23	Backdrop		<p>1 pattern each</p> <p>3 total</p>	84	<p>▼ Crouch and grab around the waist of the enemy.</p> <p>▼ Pick enemy up while bent over.</p> <p>▼ Thrown enemy while being in a half body position.</p> <p>▼ Link with the damage pattern found in number two.</p>
24	Front two leg kick		2	48	<p>▼ The part of the body being held is used as a support two kick both legs out front.</p>
25	Neck throw		<p>x 1</p> <p>x 2</p>	58	<p>▼ Grab around the neck from the full nelson pattern using hands.</p> <p>▼ Shares patterns in common with back throw.</p>
	Subtotal 5			284	
	Total			1494	

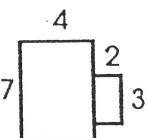
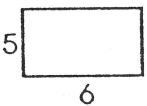
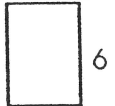
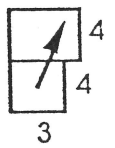
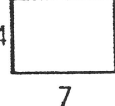

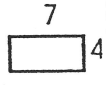

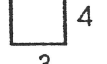
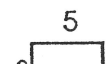
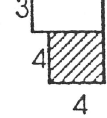
3) Pink Typhoon

No.	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
1	Basic Pattern	<p>3</p>  <p>7</p> <p>3 x 7</p>	2 (Moves around in a characteristic manner.)	42	<p>▼ Head 7.5 cell units. Pudgy body.</p> <p>▼ Allow character to carry knife, beer bottles (characters will walk facing forward.).</p>
2	Walk	<p>3</p>  <p>7</p> <p>3 x 7</p>	3	63	<p>▼ Same as above.</p> <p>▼ Move upper half of body up/down with one dot.</p>
3	Jump 1	<p>7 x 3</p> <p>6 x 3</p>	2 1	42 18	<p>▼ Jumping and landing pattern.</p> <p>▼ Pattern at peak of jump. This pattern goes automatically into flying knee kick.</p>
4	Jump 2 (Jump while grabbing)	<p>3</p>  <p>4</p> <p>3</p>  <p>4</p> <p>3</p>  <p>4</p> <p>4</p> <p>1</p> <p>3</p>	3	72	<p>▼ Uses the enemy as a base to jump over him, ending up behind his back.</p>  <p>* This is made up by the three patterns to the left.</p>
5	Grab Full nelson	<p>4</p>  <p>3</p> <p>4</p> <p>3</p>	2 (for each one)	48	<p>▼ The arm length while grabbing is 7 cells (in common).</p>
	Subtotal 1			285	

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
6	Thrown by the enemy	<p style="text-align: center;">6</p> 	2	60	▼ A linked pattern made from the back throw pattern and damage pattern.
7	Put into a full nelson hold by the enemy	<p style="text-align: center;">3</p>  <p style="text-align: center;">3x7</p>	1	21	▼ Pay attention to the arm length from the side view.
8	Caught by the enemy	<p style="text-align: center;">3</p> 	1	21	
9	Standing Damage	<p style="text-align: center;">4</p> 	1	24	▼ Display by shaking the whole pattern.
	Flying Damage	about 3 x 7 size	3	63	 <p>▼ Body pattern goes from face up to face down.</p> <p>▼ This pattern is also used while being thrown during the middle of another pattern.</p>
10	Stand	5 x 4	2	40	▼ This is the middle pattern between the last damage pattern and the return back to the basic pattern.
	Subtotal 2			229	
	Total			514	

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
11	Pick up weapon	<p style="text-align: center;">4</p>  <p style="text-align: center;">4</p> 	2	44	<p>▼ Pattern with arms lowered (Not yet in possession of weapon.).</p> <p>▼ In possession of weapon and attempting to stand up (Hold weapon in both hands- this pattern will be shared by all weapon types.).</p>
12	In possession of weapon	<p style="text-align: center;">3</p> 	4	48	<p>▼ Upper half of body only.</p> <p>▼ Combine with basic pattern.</p> <p>▼ Combine with walking pattern. The knife and bat will have two patterns each.</p>
13	Attack with weapon 1) (Strike vertically)	<p style="text-align: center;">3 4</p> 	2	45	<p>▼ Throw knife.</p> <p>▼ Slug enemy with beer bottle.</p>
14	Attack with weapon 2)	Same as above	2	45	▼ Stab with knife or bottle.
15	" " 3)	<p style="text-align: center;">4</p> 	3	84	▼ Slug with bat, pipe (swing horizontally.).
	Subtotal 3			226	
	Total			740	

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
16	Flat chop		2	50	
17	Forward kick		2	66	▼ Combine pattern during grab and upper body pattern.
18	Flying spin kick	<p>① </p> <p>② </p> <p>③ </p>	3	92	<p>▼ Do a mid-air twirl after a forward kick.</p>  <p>▼ The forward kick pattern is the same as above.</p>
19	Flying spin	<p></p> <p></p>	3 (Kick with the left heel)	107	<p>▼ After the jump ascent pattern-</p> <p>▼ Prepare half spin kick ①</p> <p>▼ Kick (impact) ②</p> <p>▼ Do another half spin while falling ③</p>
20	Knee kick		1	27	▼ Start from the grabbing pattern.
	Subtotal			342	
	Total			1082	

No	Pattern Type	Size (h x w)	# of Patterns	# of Cells	
22	Spin Throw	 	<p>x 1</p> <p>x 2</p> <p>Three patterns total</p>	94	<p>▼ Share with forward kick pattern.</p> <p>▼ This pattern also includes the kick up pattern.</p>
23	Backdrop	  	<p>1 pattern each</p> <p>3 total</p>	80	<p>▼ Crouch and grab around the waist of the enemy.</p> <p>▼ Pick enemy up while bent over.</p> <p>▼ Thrown enemy while being in a half body position.</p> <p>▼ Link with the damage pattern found in number two.</p>
24	Front two leg kick	 	2	48	<p>▼ The part of the body being held is used as a support two kick both legs out front.</p>
25	Neck throw	   	<p>x 1</p> <p>x 2</p>	54	<p>▼ Grab around the neck from the full nelson patten using hands.</p> <p>▼ Shares patterns in common with back throw.</p>
	Subtotal 5			276	
	Total			1358	

4) Special Patterns

Pattern Name	Size	Patten	Cell	
Body Attack	Within 3 x 8	2-3	200 total	per each of the three characters
Special Attack Pose	Within 8 x 3	2-3		
Special Attack Shells, Effects Lines, Etc.	Use as desired.		Each should be within 100 cells.	Allot enough for 1P, 2P play.
Two Player Team Mate Attack Pattern	Same as above.		Each should be within 200 cells.	Same as above.

5) Data Display Ascii Characters, etc.

Name	Size (h x w)	Number of Patterns	Number of Cells	Remarks
Ascii Alphabet	1 x 1	36 types	36	The characters themselves are written with 1's. The background is buried (0 is not used.).
Code	1 x 1	x - Δ E D . , ' " ? ! : ;	12	
Ascii Numbers	2 x 1	10 types	20	
Ascii	2 x 2	26 types	104	The ones held during the main game are the 9 types (36 cells) found in GAMEOVRTI .
Go Mark	3 x 4	1	12	
SP Mark	2 x 2	1	4	
Life Meter	1 x 1	6 types	6	
Window	1 x 1	3 types	3	
Shadow	2 x 4	1	2	A half revolution turn up/down/left/right is accomplished in a 1 x 2 area.
Hit Mark	3 x 3, 2 x 2	2 pattern changes	13	
Ascii Hiragana	1 x 1	58 types Includes (, , °)	58	Use during the opening/demo.
Ascii Katakana	1 x 1	56 types	56	.

* The above use player palettes.

10) Enemy Specifications

▼ There are two varieties of enemies:

Type A: Thug class
Type B: Mid-boss, boss class

▼ The palette settings are as follows:

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
-	Shared			Type A						Type B					

▼ The basic number of cells per enemy (not one per type):

Type A Within 300 cells
Type B Within 525 cells

If the cell limitation is breached, then the size must be reduced.

▼ There are 14 varieties of enemies total for both type A and type B. Each enemy has three characteristics: Attack method, strength, color type.

- ▼ Collision detection will be done three dimensionally.

H direction, V direction-
Depth-

Match with graphics patterns.
Specify according to situation.

- ▼ The depth during attack (**AT** area) is specified according to the attack method.
During defense, the (**DF** area) is specified depending on the enemy.
- ▼ The **HP** maximum is set at 40 and the **AP** maximum is set at 8.
- ▼ In total, there are 6000 ranks.

Type A	2021	→	1500
Type B	6107	→	4500

Total	8128	→	6000

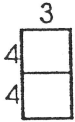


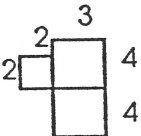
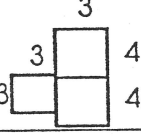
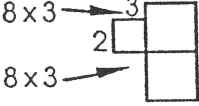

in 550!!

Attack Method	HP	AP	AT Area	DF Area	Cells	
nch, kick + ll nelson	5 8 10	1 2 2			339	
ne as #1, s to sneak und back	5 8 10	1 2 2			339	
abs with e, throws knife	7 10 12	2 2 2			330	+ knife
Attack e attack "	7 10 12	3 3 3	Wider		332	+ pipe
ty toss	5 8 10	2 2 3			324	
r toss + g Kick	7 10 12	2 2 3			348	
kick g kick	5 8 10	3 3 4	Wider for spin kicks only		369	*1
kick ump	8 12 15	3 3 4	" "		413	*1
kick	8 12 15	2 2 2	Wider for whips only		392	*1
row row ow	10 15 18	3 4 5			322	
rop row	10 15 18	5 5 5			647	*2
er <	12 16 20	5 5 5	Wide		552	
im	12 16 20	5 5 5			553	
ss	10 15 18	5 5 5			501	
ck	12 16 20	5 5 5	Wider		575	*2 1) Boss

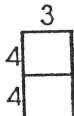


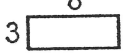
Type	Name	Number	Attack Method	HP	AP	AT Area	DF Area	Cells	
B	Ultimate Warrior	1	Lariat	24	5			855	2) Boss
		2	Body slam						*2
		3							
	17	1	Lariat	32	5			840	6) Boss
		2	Axe attack						*2
		3							
	Freddy-like clown	1	Claw attack	30	5			540	3) Boss
		2							
3									
Boomerang Man	1	Boomerang attack,	30	5			671	4) Boss	
	2	Forward kick						*2	
	3								
Flame Fatso Butcher-type	1	Flame attack	32	8			670	5) Boss	
	2							*2	
	3								
Mystic Chinese man "y"	1	Scythe attack	40	8		Narrow	419	7) Boss	
	2								
	3								
The Man in Black	1	Machine gun attack	35	5			730	8) Boss	
	2							*2	
	3								

2) Design Specifications

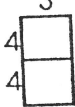


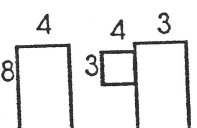
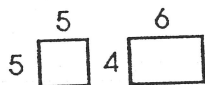
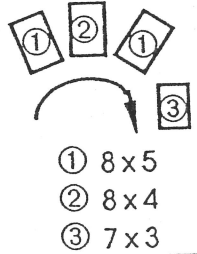
1) Thugs

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	8 x 3 	Upper/shared Lower/ 3	48	Make one dot in the upper body move up/down to allow the thug to carry a knife. Fly face down. Damage → Stand → Grab → Walk Use damage patterns efficiently
Grabbed	8 x 3 	1	24	
Standing damage	4 x 3 	Upper-same as Δ Lower only.	12	
Damage	3 x 8	2	48	
Stand	6 x 4	1	24	
In full nelson hold	8 x 3	1	24	
Thrown	4 x 6	2	48	
Back throw	8 x 3	1	24	
Subtotal			252	
Punch		1	30	
Kick		1	33	Like a low kick
Full nelson	8 x 3	1	24	
Subtotal/total			87/339	
Throw knife	8 x 3 	3 total	78	
Stab knife	8 x 3 			
Subtotal/total			78/417	
Punch (with pipe/bat)	8 x 3 8 x 4	2 1	3 total	80
Subtotal/total			80/497	

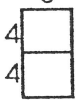


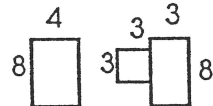
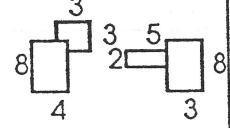
2) Punks

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	8 x 3 	Upper/shared Lower/ 3	48	
Grabbed	8 x 3 	1	24	
Standing damage	4 x 3 	Upper-same as Δ Lower only.	12	
Damage	3 x 8	2	48	Fly face down.
Stand	6 x 4	1	24	Damage → Stand → Grab → Walk
In full nelson hold	8 x 3	1	24	
Thrown	4 x 6	2	48	
Back throw	8 x 3	1	24	Use damage patterns efficiently
Subtotal			252	
Grab Throw	8 x 3 8 x 3 6 x 4	1 2	24 48	
Subtotal/total			72/324	
Sliding kick		1	24	
Subtotal/total			24/348	

3) Kung Fu



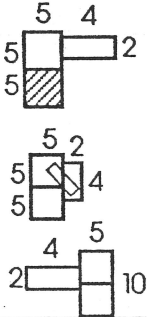
Name	Size (h x w)	Pattern	Cells	Remarks
Walk	8 x 3 	Upper/shared Lower/ 3	48	
Grabbed	8 x 3 	1 Upper-same as Δ	24	
Standing damage	4 x 3 	Lower only.	12	
Damage	3 x 8	2	48	Fly face down.
Stand	6 x 4	1	24	Damage → Stand → Grab
In full nelson hold	8 x 3	1	24	→ Walk
Thrown	4 x 6	2	48	
Back throw	8 x 3	1	24	Use damage patterns efficiently
Subtotal			252	
Spin Kick		2	68	
Flying kick		2	49	Kick after jumping
Subtotal/total			117/369	
Jump	 <p>① 8 x 5 ② 8 x 4 ③ 7 x 3</p>	3	93	Flying dragon jump
Subtotal/total			93/462	

4) SM Queen




Name	Size (h x w)	Pattern	Cells	Remarks
Walk	8 x 3 	Upper/shared Lower/ 3	48	Make one dot in the upper body move up/down to allow the thug to carry a knife.
Grabbed	8 x 3 	1	24	
Standing damage	4 x 3 	Upper-same as Δ Lower only.	12	
Damage	3 x 8	2	48	Fly face down.
Stand	6 x 4	1	24	Damage → Stand → Grab
In full nelson hold	8 x 3	1	24	→ Walk
Thrown	4 x 6	2	48	
Back throw	8 x 3	1	24	Use damage patterns efficiently
Subtotal			252	
Kick (front)		2	65	
Whip		2	75	Hold whip in air, strike
Subtotal/Total			140/392	

Remarks
Juggle three knives (knives are sprites).
Fly face down.
Damage → Stand → Grab → Walk
Use damage patterns efficiently
Throws knife in threes.
2
Spin with four patterns.
Spin with four patterns. (Palette???)
2

6) Macho Man

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	10x5 5 5 	Upper/shared Lower/3	100	
Grabbed	9x5 	1	45	
Standing damage	5x5 4x9	Upper same as Δ Lower only.	25	
Damage	8x4	1	36	Fly face down.
Stand	9x5	1	32	Damage → Stand → Grab
In full nelson hold	8x5	1	45	→ Walk
Thrown	10x4	2	80	
Back throw		1	40	Use damage patterns efficiently
Subtotal			403	
Back drop	10x5 8x6	1 1 total2	98	
Sprite throw	10x5 12x4	1 2 total3	146	Grab Lift, throw
Subtotal/total			244/647	
Hit with lumber		3	149	In possession
Subtotal/total			149/796	

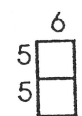
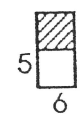

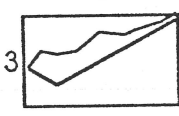
10) Freddy-like clown

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	10x5 5 5 	Upper/shared Lower/3	100	
Grabbed	9x5 	1	45	
Standing damage	5x5 4x9	Upper same as Δ Lower only.	25	
Damage	8x4	1	36	Fly face down.
Stand	9x5	1	32	Damage → Stand → Grab
In full nelson hold	8x5	1	45	→ Walk
Thrown	10x4	2	80	
Back throw		1	40	Use damage patterns efficiently
Subtotal			403	
Claw attack	10x5 5 5 	Upper/4 Lower/1	125	Repeated attack with left and right hands.
Effects lines	3x2	2	12	Three lines (motion lines)
Subtotal/Total			137/540	




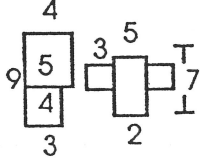
Cells	Remarks
30	Waits with boomerang. The boomerang is made of sprites. Lower half of the body is shared with Macho Man.
50	
25	
55	Fly face down.
40	Damage → Stand → Grab → Walk
50	
90	
50	Use damage patterns efficiently
390	(+75)
85	
55	
105	
245/635	
36	4 inverse patterns + 2 patterns during possession.
36/671	

Is	Remarks
0	Fly face down.
6	Damage → Stand → Grab → Walk
50	Use damage patterns efficiently
480	
120	Puffs chest out and spits flames.
20	
40/620	
50	While facing forward diagonally, use inverse. We may not use this because this eats up time.
520/670	




12) Fiery Fatso Butcher style

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	10x6 	Upper/shared Lower/3	120	
Grabbed	9x6 	1	54	
Standing damage	5x6 	Upper same as Δ Lower only	30	
Damage	5x10	1	50	Fly face down.
Stand	6x6	1	36	Damage → Stand → Grab
In full nelson hold	10x5	1	50	→ Walk
Thrown	9x5	2	90	
Back throw	10x5	1	50	Use damage patterns efficiently
Subtotal			480	
Flame attack	10x6	2	120	Puffs chest out and spits flames.
Flames	5  3 Max	1x2 2x3 3x5 One pattern each	20	
Subtotal/total			140/620	
Change direction	10x5	1	50	While facing forward diagonally, use inverse. We may not use this because this eats up time.
Subtotal/total			620/670	

13) The Mystic from China "Y"

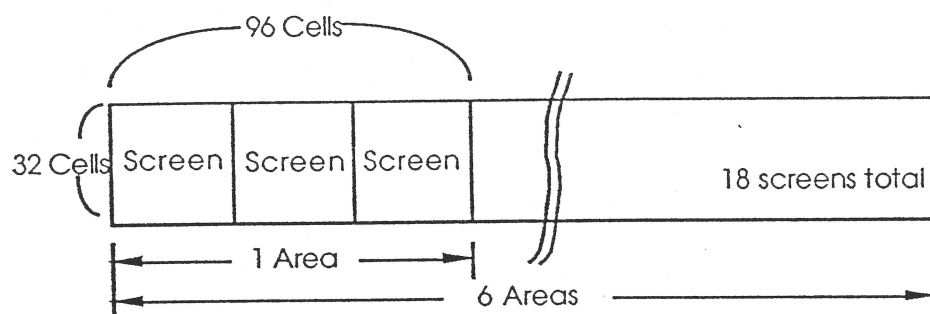
Name	Size (h x w)	Pattern	Cells	Remarks
Walk	8 x 3 	Upper/shared Lower/3	56	The basic size is the same as Type A thugs. The scythe is held with both hands while the body is turned around a little.
Grabbed	8 x 3 	1	24	The presence of the scythe is not necessary.
Standing damage	4 x 3 	Upper same as Δ Lower only	12	
Damage	3 x 8	1	24	Fly face down.
Stand	6 x 4	1	24	Damage → Stand → Grab → Walk
In full nelson hold	8 x 3	1	24	
Thrown	4 x 6	2	48	
Back throw	8 x 3	1	24	Use damage patterns efficiently
Subtotal			236	
Scythe attack		2	79	Spin halfway and sing back and forth Faces forward during the last pattern.
Subtotal/total			79/315	
Spin jump	4 x 4	2	32	Spin (4 inverse patterns)
	9 x 4	2	72	Jump and falling patterns.
Subtotal/total			104/419	

14) THE BOSS The Man in Black

Name	Size (h x w)	Pattern	Cells	Remarks
Walk	10 x 5 5 5 	Upper/shared Lower/3	100	Machinegun-toting man in black- quite young
Grabbed	9 x 5 	1	45	
Standing damage	5 x 5 4 x 9	Upper same as Δ Lower only.	25	
Damage	8 x 4	1	36	Fly face down.
Stand	9 x 5	1	32	Damage → Stand → Grab
In full nelson hold	8 x 5	1	45	→ Walk
Thrown	10 x 4	2	80	
Back throw		1	40	Use damage patterns efficiently
Subtotal			403	
Sitting with legs crossed.	8 x 5 4 4 	Upper/4 Lower/1	100	Two patterns for boss giving commands.
Stands up from chair	10 x 5	2	100	Two patterns for boss laughing.
Basic standing pattern	10 x 5	1	50	
Giving commands to underlings position	5 x 5	Upper only 1	25	
Machine gun attack	10 x ? (Translator's note: number illegible)	Upper 2/Lower 1	75	Field of machine gun fire is about 30° (Translator's note: some comments were left out due to illegibility of the source materials.)
Bullets	1 x 1	1		
Shell Casings	1 x 1	1	2	
Subtotal/total			327/730	

11) Background Specifications

- ▼ The game will have eight (8) rounds.
- ▼ Basically, the game is a horizontal scroll type where the player may not backtrack.
- ▼ One round will consist of three screen units. There will be a total of six areas, or 18 screens total.
- ▼ Scrolling is stopped in three screen (1 area) units. The player will be allowed to progress to the next area after wiping out the area's enemies.
- ▼ Basic scrolling:



- ▼ There will be screens where one section will scroll vertically (XY scroll).
- ▼ A boss will be set at the end of the final area in each round.
- ▼ Enemy, weapon item, and obstacle (sprite) settings will be varied in area units (rewriting of the character generator will occur).
- ▼ In addition, there are situations where the background is changed. During those times, screen switching will not occur. This will be handled by the character generator.
- ▼ Palettes:
 - ▼ Scroll A 1 palette
 - ▼ Scroll B 1) /Share in common with Type B enemy parts.
 - 2) Player palette
 - 3) Scroll A palette

Either the palette in 2) or 3) will be used.
- ▼ One round will be rendered with approximately 300 cells, including sprites.
- ▼ Time will pass from night to dawn.

1) Background Settings

Round	Scroll A	Scroll B	Sprite	Features
1	Shopping Mall	Items such as street lights in the foreground	Billboard	The gaudiest scenery of the game. Effects such as neon color changes are used.
2	Beach side	Amusement park	Used tires	Difficult to walk through. Color changes for the waves.
3	Park where a harbor is in sight Circus	Harbor	Garbage can	The cleanest. The last two areas are for the circus
4	Freeway construction site Bridge	Harbor (same as above)	Oil drums Construction barriers	Holes everywhere. Becomes a bridge. (Make sure that the enemies don't fall off)
5	Slums, scrap yard	Whatever	Tires Sewer pipes	Dirty, sleazy looking. Walls.
6	Factory	Nothing	Wooden crates	Compactor equipment, etc.
7	Elevator (outside)	Building lined street	Nothing	Horizontal scroll. Fall down sideways.
8	Hall, Boss' room	Nothing		Scroll left. Trap door. Showdown with the Boss.

12) Items and Weapons

- ▼ Items and weapons are contained in obstacles which can be broken.
- ▼ Weapons may also be held by the enemy.
- ▼ The item will not disappear until scroll out.
- ▼ The weapon may be used three times. After the third time, the weapon disappears.
- ▼ Possession of a weapon will not disable grabbing moves.

1) Items

▼ Types:

- | | | | | | | | |
|-----------------------|--|----|-------------|----|-------------|----|--------------|
| 1) Restore power (1) | Restores four units. | | | | | | |
| 2) " " " " (2) | Restores ten units. | | | | | | |
| 3) Special attack | Allow one use. | | | | | | |
| 4) 1UP | | | | | | | |
| 5) Points (tentative) | <table border="0"> <tr> <td>1)</td> <td>2000 points</td> </tr> <tr> <td>2)</td> <td>5000 points</td> </tr> <tr> <td>3)</td> <td>10000 points</td> </tr> </table> | 1) | 2000 points | 2) | 5000 points | 3) | 10000 points |
| 1) | 2000 points | | | | | | |
| 2) | 5000 points | | | | | | |
| 3) | 10000 points | | | | | | |

- ▼ As far as 5) is concerned, a character will be awarded if there is room for the character generator to do so.
- ▼ In addition, items are permanent characters. They will utilize the player palette.

2) Obstacles

▼ Types:

- 1) Billboard
- 2) Barrels
- 3) Oil drums, etc.

- ▼ These are set to fit the backgrounds. They are rewritten for each area.
- ▼ The obstacles will register collision for both enemies and players. ?

3) Weapons

▼ Types

- | | | | |
|-----------------------|--------------------|---|--|
| 1) Knife | Throw, stab | ▼ | Determine by distance. |
| 2) Steel pipes, bats | Swing horizontally | ▼ | Render damage to enemies in a wide field |
| 3) Beer bottles | Slug | ▼ | Breaks after one slug. Three, four attacks are possible. |
| 4) Broken beer bottle | Stab | ▼ | Weaker attack power than a knife. |
| 5) Blinder | Throw | ▼ | Stops all enemy movement in an area. |

▼ Enemies receiving damage will go into the damage pattern and will not register any further attacks.

▼ However, from 3), a player may go on to repeat attack in 4).

4) Character Specifications

1) Item

Name	Size (h x w)	Patterns	Cells	Remarks
Restore (1)	2x2	1	4	
Restore (2)	2x2	1	4	
SP item	2x2	1	4	
1UP	2x2	1	4	

* The obstacle sprites are included in the background. They are matched with the background and changed along with the screen.

2) Weapons

Name	Size (h x w)	Patterns	Cells	Remarks
Pipe	<p>① 6 2 </p> <p>② 5 3 </p> <p>③ 1 4 </p>	3 patterns	31	Spin using 3 patterns. ① is used while holding. When striking, ②, half rotated ①, and half rotated ③ are used
Bat	" "	3	31	
Club	" "	3	31	
Effects lines	2x2	3	12	Effects lines matched with the above.
Knife	<p>2 3 3 3 </p> <p>3 2 </p>	3	21	Spin using 3 patterns.
Beer bottle	Same as above		21	
Beer bottle break point	2x3	2 patterns (includes broken piece)	12	
Broken beer bottle	<p>2 3 2 </p> <p>3</p>	2	12	
Effects lines when knives fly	2x2	2 pattern change	Within 4	

13) Sound Specifications

- ▼ PSG is used for voice output.
- ▼ The Z80 will be used to output sound so that music and game play will not be stopped.
- ▼ As "TIME OVER" approaches, the BGM music will speed up.
(Maybe this will be done through a sound effects alarm sound.)
- ▼ PAL will be handled.
- ▼ During the option screen, a fade out will be included for the sound select.
- ▼ The BGM names will be limited to 14 alphabet characters.

No.	Title	Explanations
S81	Opening	
S82	Player Select	
S83	Title	
S84	Round 1 BGM	"Shopping mall." The gaudiest screen of the game. Neon glows.
S85	Round 2 BGM	"Beach side." Difficult to walk through. The waves lap the shores. An amusement park can be seen in the distance.
S86	Round 3 BGM	"From the park where the harbor can be seen to the circus." The cleanest place in the game.
S87	Round 4 BGM	"Freeway construction site, bridge." Holes can be seen in some parts where construction is unfinished. The harbor can be seen in the distance.
S88	Round 5 BGM	"From the slums to the scrap yard." Slimy and filthy.
S89	Round 6 BGM	"Factory" There are compactor equipments lying about.
S8A	Round 7 BGM	"The gigantic elevator outside the building." Go up to where the final enemy awaits. Can fall off from the sides.
S8B	Round 8 BGM	"From the hallway to the Boss' room." The screen scrolls to the left. There is a trap door here.
S8C	Boss BGM	
S8D	Final Boss BGM	
S8E	Round Clear	
S8F	Ending 1	
S90	Ending 2	
S91	GAME OVER	
S92	Score Ranking	

Sound Effects List (player)

No.	Title	Explanations	
SA0	Jump sound	"Byuun"	5
SA1	Landing sound	"Shtats"	5
SA2	Being thrown sound	Shared in common with the enemy. Sound of body cutting the air "bwuuun."	6
SA3	Damage sound	Enemy damage sound. Make it loud.	6
SA4	Damaged and falling sound	Falling enemy sound. Make it loud. "Dfat"	8
SA5	Stabbed by knife or broken beer bottle	Shared in common with enemy. "Gsats"	8
SA6	Sound of fist cutting through the air	Sharp cutting sound. "Shnn"	5
SA7	Sound of kick cutting through air	"Bttt"	5
SA8	Swinging sound of steel pipes, bats, clubs, etc.	Large wind cutting sound "Brun"	7
SA9			7
SAA	Blinder, knife throw sound	Sound shared in common with the enemy. "Shts"	7
SAB	Wall collision sound	Sound shared in common with the enemy. "Gan"	7
SAC	Portable gatling gun Rocket launcher launching sound	1P side special attack ally's rocket launcher sound.	10
SAD	Portable Napalm launcher launching sound.	2P side special attack ally's napalm launcher sound.	10
SAE	Rocket, napalm launcher falling projectile sound	Falling sound of the special attack (same for both 1P and 2P) shells.	10
SAF	Sound of ground shaking vigorously	Sound of rocket or napalm shell hitting the ground.	10
SB0	Sound of a napalm shell's ring of flame after impact with the ground	Sound of a napalm shell's ring of flame destroying the enemy after impact with the ground	10
SB1	Special attack explosion sound	Explosion sound of rocket or napalm shell impacting the ground.	10

Song List (enemy)

No.	Title	Explanations	
SB2	Damage reception sound	Shared in common with all enemy thugs and bosses.	8
SB3	Falling sound after receiving damage	Same as above.	8
SB4	Sliding kick sound	Sound of punks' sliding kick attack.	6
SB5	Sound of fire coming out of the mouth	Flame attack by Flame Fatso.	6
SB6	Boomerang sound	Sound of boomerang flying from launch to return.	6
SB7	Axe swing sound	Ultimate Warrior's axe attack sound.	6
SB8	Sword swing sound	Sound of the Mystic Chinese man swinging his scythe.	6
SB9	Whip hit sound	Sound of SM Queen cracking her whip.	6
SBA	Chain swing sound	Sound of Hockey Man swinging around his chain.	6
SBB	Ground shake sound		6
SBC	Ground shake sound	Sound of big men, bosses, etc. walking around. At the same time the ground quakes, this sound is played.	6
SBD	Machine gun sound	The sound of the man dressed in black shooting his machine gun.	6
SBE	Claw attack sound	Sound of Freddy-clown attacking with his claws.	6
SBF	Body slam	Share in common with sound SAB (wall collision sound).	6

Sound Effects List (Other)

No.	Title	Explanations	
SC0	Option, name entry, etc cursor movement sound.	Sound of cursor during option, name entry, etc when characters are being selected. "Pi."	10
SC1	Player select sound.	Sound of the player selecting the character at the beginning of the the game.	10
SC2	Character display sound	Typing sound.	10
SC3	Pause sound	"Shkeeeen"	10
SC4	1 UP sound	Sound of 1UP via points or item.	9
SC5	Item pick up sound	Sound of player picking up an item after breaking a sign, barrel, oil barrel, etc.	6
SC6	TIME OVER	When the time remaining reaches zero, the player loses a life and this sound is played.	10
SC7	Sound of bonus tally at the end of clearing a round.	Sound of bonus points being added on at the end of a round. "Paaa."	10
SC8	Sound of a sign made of glass breaking.	Items or weapons are found in there. The sign, made out of glass can be found in places such as bars.	7
SC9	Sound of barrel breaking.	Items or weapons are found in there. Splits from the middle and falls to pieces.	7
SCA	Sound of oil barrel breaking.	Items or weapons are found in there. The surface becomes crushed.	7
SCB	Sound of a beer bottle breaking.	Sound of beer bottle breaking. The bottle may be used as a weapon. The sound should be pleasant as possible.	7
SCC	Sound of window breaking.	Share in common with the glass breaking sound in SC8	7
SCD	Sound of chandelier shattering.	Surprises players by falling from above. "Gashaaaaan"	7
SCE	Sound of door, wall breaking.	Sound of player breaking doors, walls by kicking.	7
SCF	Surf sounds.	Sound of waves lapping at the shore.	6
SD0	Elevator sound.	Sound of elevator during operation.	7
SD1	Electric train sound.	Sound of train during operation.	7
SD2	Signal sound of ship departing.	Ship's steam whistle at departure. "Boooooow"	7
SD3	Sound of press machine crushing cars in the scrap heap.	"Gshan"	6
SD4	Sound to notify player that TIME OVER is coming up.	Warning signal sound close to TIME OVER. "Piiii-Piiii"	

Voice List

No.	Title	Explanations
SD5	Player attack ready sound (male)	"Toah"
SD6	" " " " (female)	"Tahhh"
SD7	Sound of player falling after being damaged. (male)	"Woa"
SD8	" " " " (female)	"Kya"
SD9	Sound of player dying after being damaged. (male)	"Wooaaaaaah"
SDA	" " " " (female)	"Kyaaaaa"
SDB	Sound of enemy falling down to the ground after being damaged. (male)	"Ow"
SDC	" " " " (female)	"An"
SDD	Enemy death sound after being damaged. (male)	"Ahhhhhhhh"
SDE	" " " " (female)	"Yeahhhh"
SDF	Final boss' laugh. (male)	"Wah, ha, ha, ha."
SEO	" " " " (female)	"Ho, ho, ho, ho, ho."