

# ULTIMATE FIGHTING GAME



GAME MANUAL

# TABLE OF CONTENTS

TABLE OF CONTENTS .....	2
INTRODUCTION .....	3
HOW TO PLAY .....	4
BUTTONS .....	6
PLAYER 1 .....	6
PLAYER 2.....	6
OBJECTIVE.....	7
CREDITS AND ROLES .....	9

# INTRODUCTION

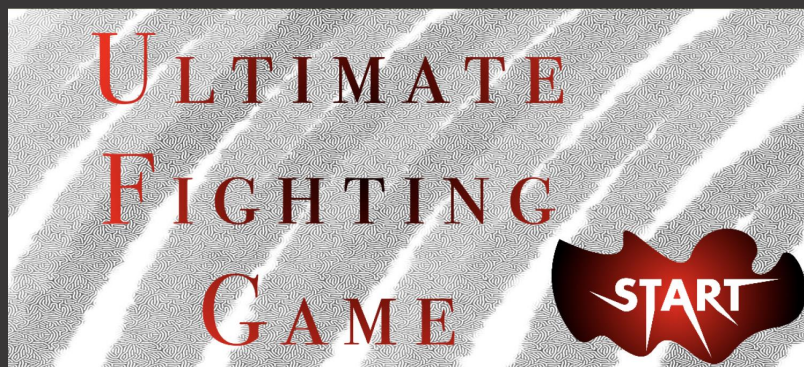
THERE USED TO BE A WORLD IN WHICH EVERYONE LIVED IN PEACE AND HARMONY. FOUR DIFFERENT SPECIES COEXISTED AS IF THEY WERE ONE. THERE WAS NOT A SINGLE RULER, THEY ALL RESPECTED EACH OTHER, AND ALL PLAYED THEIR RESPECTIVE ROLES WITHIN SOCIETY. WITH THE PASSAGE OF TIME, ONE OF THE SPECIES BEGAN TO HAVE PROBLEMS WITH THE OTHER THREE, BECAUSE THEY BEGAN TO FEEL SUPERIOR, AND THEY FELT THAT THEY WERE THE SPECIES THAT SHOULD BE THE LEADER AND RULE THEM ALL. THEY BEGAN LOOTING THE HOMES AND LANDS OF THE OTHER SPECIES AND TAKING CONTROL OF EVERYONE BY FORCIBLY SUBDUING THEM. BEING THE STRONGEST SPECIES, THE OTHER SPECIES THOUGHT THEY SHOULD TEAM UP TO DEFEAT THEM. THEN ONE DAY, CALLED "THE FINAL BATTLE", THE THREE ALLIED SPECIES REBELLED AGAINST THE CONTROLLING SPECIES LEAVING MANY DEAD IN A BLOODY AND VIOLENT BATTLE. DESTROYING THE PLANET, THE SURVIVORS OF EACH SPECIES SEPARATED AND WENT TO DIFFERENT WORLDS. AFTER 10,000 YEARS, THERE ARE SIGNS THAT THEIR OLD WORLD HAS REGENERATED AND IS HABITABLE AGAIN, BUT NOW, ONLY ONE SPECIES WILL LIVE IN IT, AND IT WILL BE THE ONE THAT WINS ALL ITS BATTLES. EACH SPECIES WILL CHOOSE ONE FIGHTER, THEIR BEST FIGHTER, HOPING THAT HE WILL LEAD THEM HOME. . . .

# HOW TO PLAY

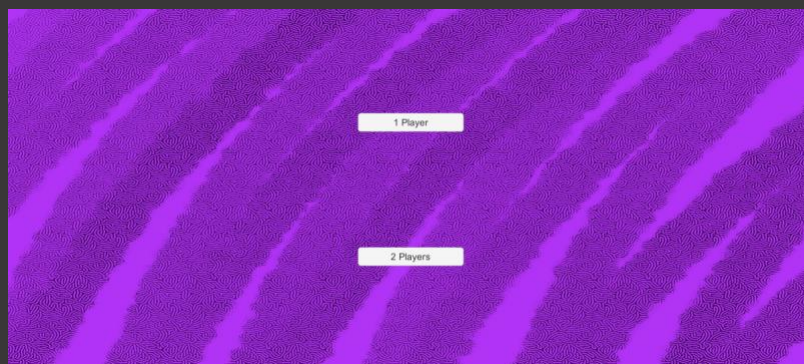
THE ADVENTURE BEGINS IN THEIR WORLD, IN THE MOUNTAINS. WHERE ALL THE FIGHTERS OF EACH SPECIES WILL. GATHER TO FIGHT AND PROVE WHO IS THE STRONGEST ...

THE PRIMARY INPUT DEVICE IS A COMPUTER KEYBOARD AND A COMPUTER MOUSE OR TRACKPAD.

THE FIRST SCREEN SHOWS THE BUTTON “START”; YOU CLICK ON IT.

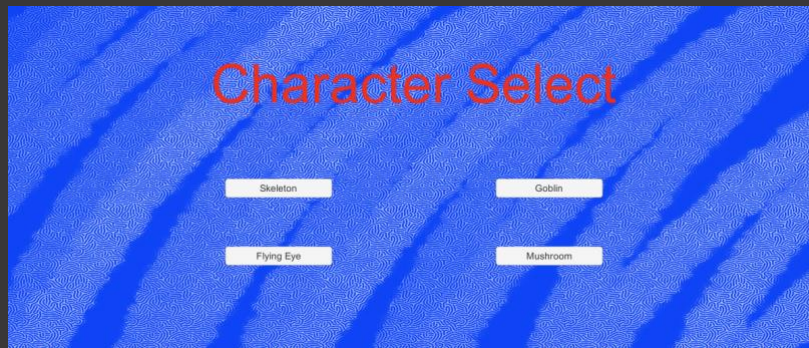


THE SECOND SCREEN SHOWS TWO OPTIONS “1 PLAYER “AND “2 PLAYERS “. IF YOU WANT TO PLAY SINGLE, MODE YOU CLICK ON “1 PLAYER”. IF YOU WANT TO PLAY MULTIPLAYER MODE, YOU CLICK ON “2 PLAYERS “.





THE THIRD SCREEN SHOW THE CHARACTER SELECTION. YOU CAN CHOOSE A FIGHTER FROM EACH SPECIES. (SKELETON, GOBLIN,, FLYING EYE OR MUSHROOM). FIRST, PLAYER NUMBER 1 WILL CHOSE HIS FIGHTER BY CLICKING ON THE OPTION HE WANTS. THEN, PLAYER NUMBER TWO WILL DO THE SAME.



THE FOURTH SCREEN SHOWS THE STAGE SELECTION. YOU CAN CHOOSE THE PLACE WHERE YOU WANT YOUR FIGHTER TO HAVE HIS BATTLE. "STAGE 1" IS IN THE MOUNTAINS AND "STAGE 2" IS IN THE SPACE, WHERE YOU WILL HAVE TO CONSIDER GRAVITY. YOUR FIGHTER WILL LAST LONGER IN THE AIR WHILE JUMPING.

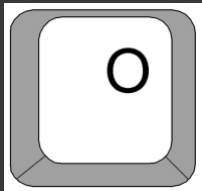


ONCE YOU CHOSE ALL THE CHARACTERISTICS OF YOUR GAME, THE BATTLE STARTS ...

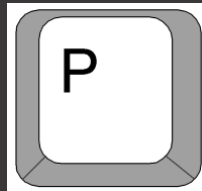
# BUTTONS

## PLAYER 1

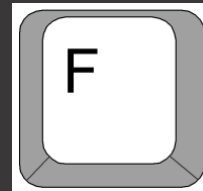
KICK



PUNCH



SUPERPOWER



JUMP



MOVE LEFT



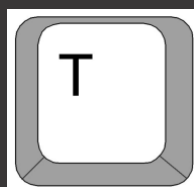
MOVE RIGHT

## PLAYER 2

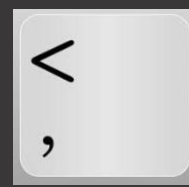
KICK

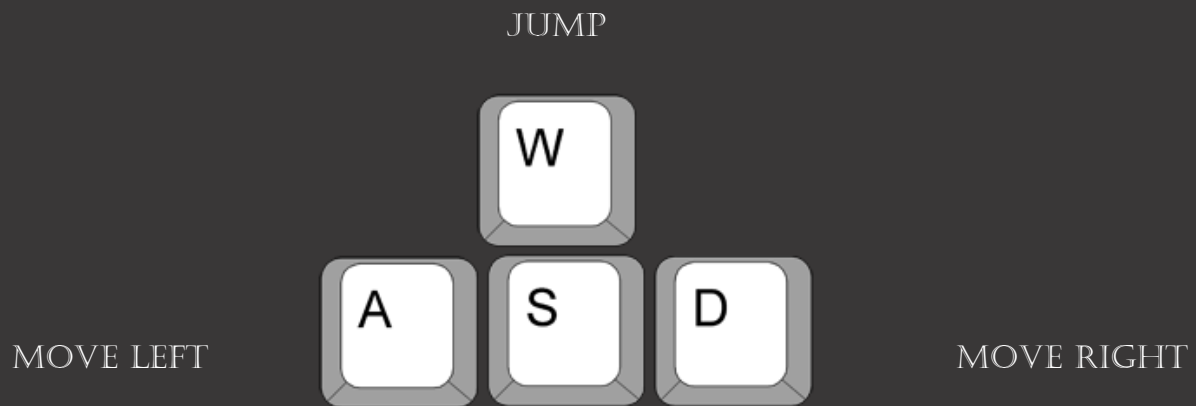


PUNCH



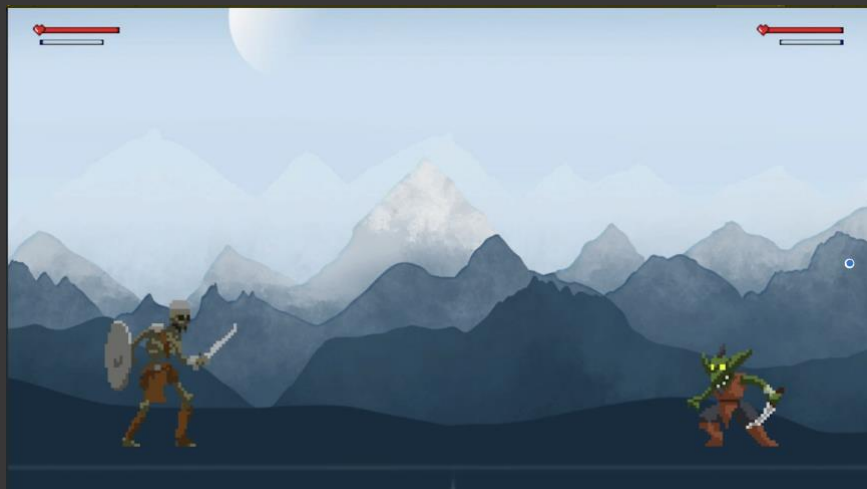
SUPERPOWER



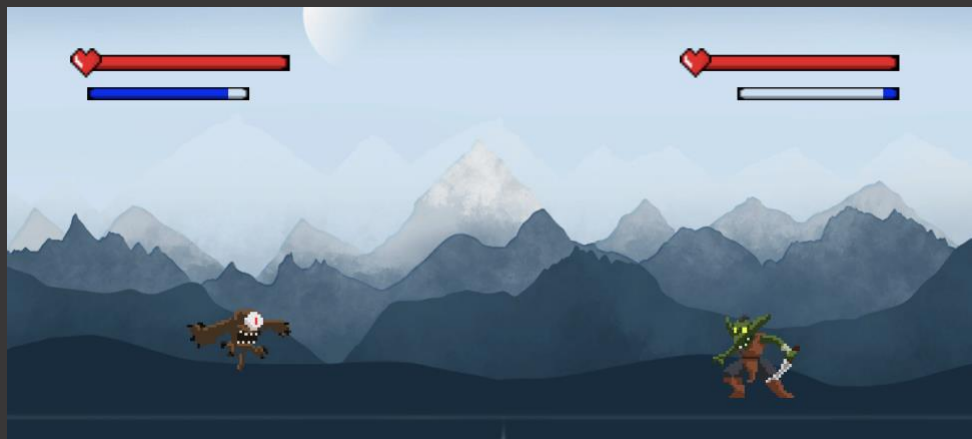


## OBJECTIVE

AS THE REPRESENTATIVE FIGHTER OF YOUR SPECIES, YOU HAVE TO END THE LIFE OF YOUR OPPONENT BY ATTACKING HIM. HOW DO YOU ATTACK? BY PRESSING THE ATTACK BUTTONS (PUNCH AND KICK). ONCE THE FIGHT STARTS, YOUR STAMINA BAR WILL BE EMPTY, AND YOUR LIFE BAR WILL BE FULL.



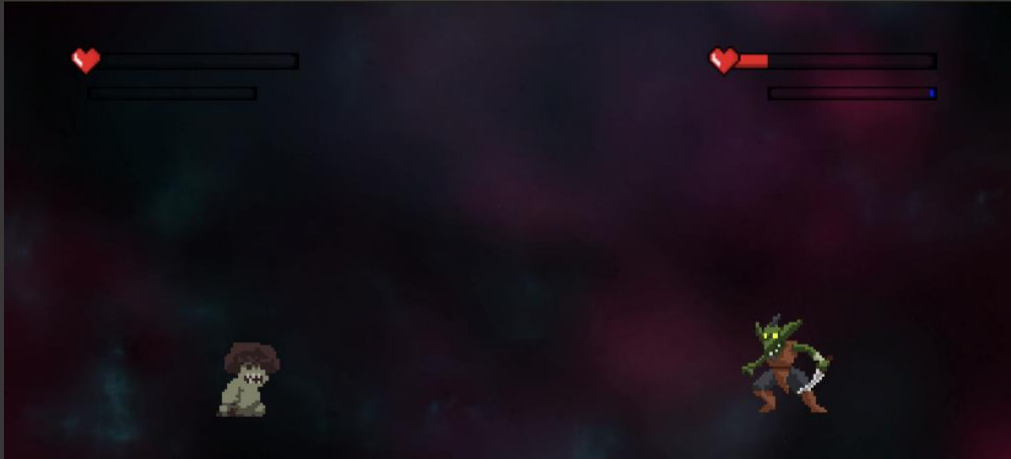
THE LIFE BAR WILL START TO DECREASE IF YOU RECEIVE ATTACKS, AND YOUR OPPONENT'S LIFE BAR WILL DECREASE IF YOU GIVE THE ATTACKS. TO AVOID OR CONNECT YOUR ATTACKS, YOU CAN MOVE TO THE RIGHT OR TO THE LEFT AND YOU CAN ALSO JUMP. YOUR STAMINA BAR WILL START TO FILL AS THE SECONDS PASS AND AS YOU ATTACK YOUR OPPONENT, IT ALSO APPLIES TO YOUR OPPONENT.



ONCE THE STAMINA BAR IS FULL, YOU WILL BE ABLE TO DO A SUPERPOWER BY PRESSING THE SUPERPOWER BUTTON. IT WILL DECREASE THE LIFE OF YOUR OPPONENT FASTER COMPARED TO A NORMAL ATTACK. ONCE THE SUPERPOWER HAS BEEN USED, YOUR STAMINA BAR WILL BE EMPTY, AND YOU WILL HAVE TO WAIT FOR IT TO FILL UP TO USE IT AGAIN.



TO WIN THE BATTLE, YOU MUST KILL YOUR OPPONENT'S LIFE BAR, ATTACKING HIM UNTIL IT IS EMPTY.



## CREDITS AND ROLES

THE UFG TEAM IS MADE UP BY RODRIGO MARQUES, RODRIGO PONCE DE LEON, AARON ROSAS AND CHARLY DE LA GARZA.

WE TRY TO DIVIDE THE WHOLE PROJECT IN EQUITABLE PARTS. BUT WE MUST GIVE RECOGNITION TO RODRIGO MARQUES AND AARON ROSAS, WHO WERE THOSE WHO SPENT THE MOST TIME IN THE CODE AND SOLVING PROBLEMS.

AS A TEAM, AMONG EVERYONE, WE CHOSE THE SCENARIOS, THE PLOT OF THE GAME AND ITS CHARACTERISTICS.

EACH ONE WAS IN CHARGE OF ONE OF THE FOUR CHARACTERS, AND IN ZOOM MEETINGS WE POINTED OUT THE ERRORS AND SLOPES THAT OUR GAME HAD TO CORRECT IT AND GET CLOSER TO

