Combo System

Outline

Whenever the player's attacks hit the opponent -- regardless of whether or not the opponent is guarding -- more than three times in a row, the player adds an extra damage to the opponent. The period between two consecutive hits must be within the combo limit, set to 30F in FightingICE. An extra damage is defined by the equation (1).

$$extra\ damage\ = 5 \times \frac{4}{hitCount} \quad \text{if} \quad hitCount > 3$$
$$= 0 \quad \text{otherwise}$$

$$(1)$$

In equation (1), *hitCount* is the number of the consecutive hits, and the value of extra damage is rounded down to the nearest integral number.

Example

An example of damage calculation is shown in Figures1~3.
Figure 1 shows P1 successfully conducting three STAND_As. P2's HP, whose initial value is 400, becomes 385 because the setting value of damage by STAND_A is 5, and this value is multiplied by three.

Figure 2 shows P1 successfully consecutively conducting one more STAND_A, leading to four consecutive success STAND_As. P2's HP becomes 375 because P1 adds STAND_A's damage of 5 plus an extra damage of 5 to P2's HP of -15.

Figure 3 shows P1 successfully consecutively conducting one more STAND_A, leading to five consecutive success STAND_As. P2's HP becomes 366 because P1 adds STAND_A's damage of 5 plus an extra damage of 4 to P2's HP of -25.
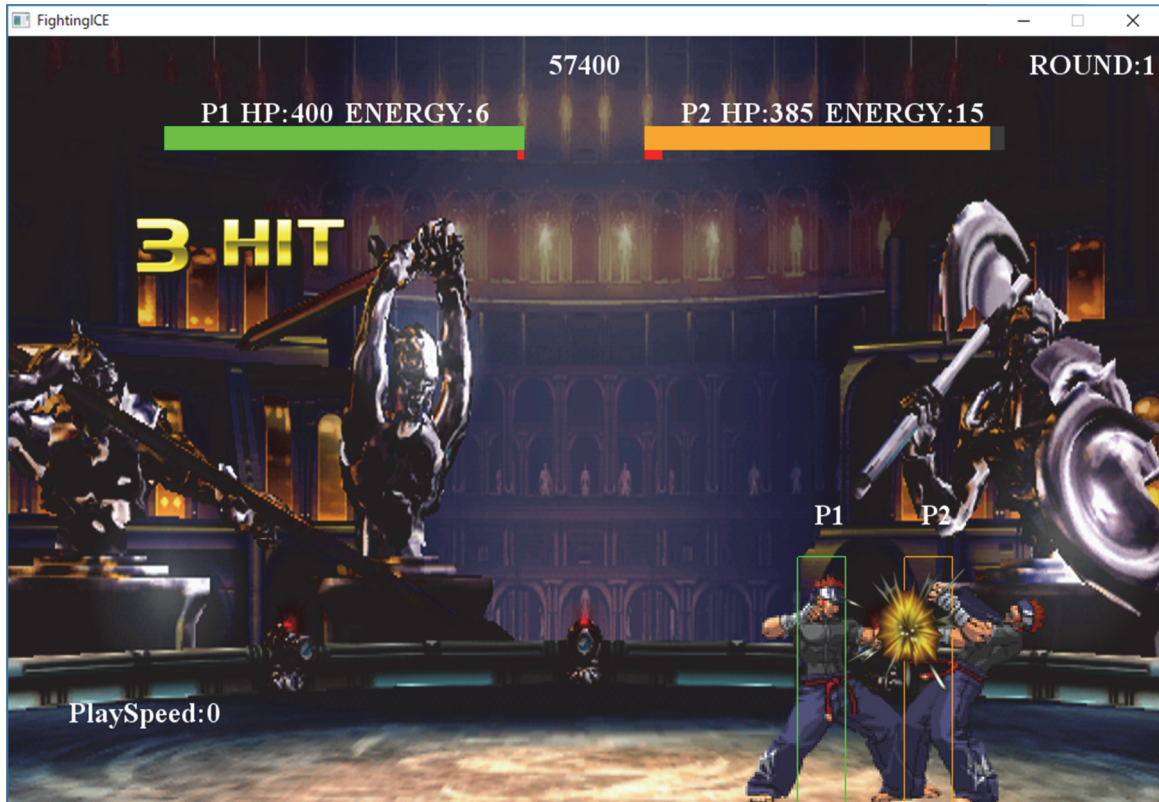
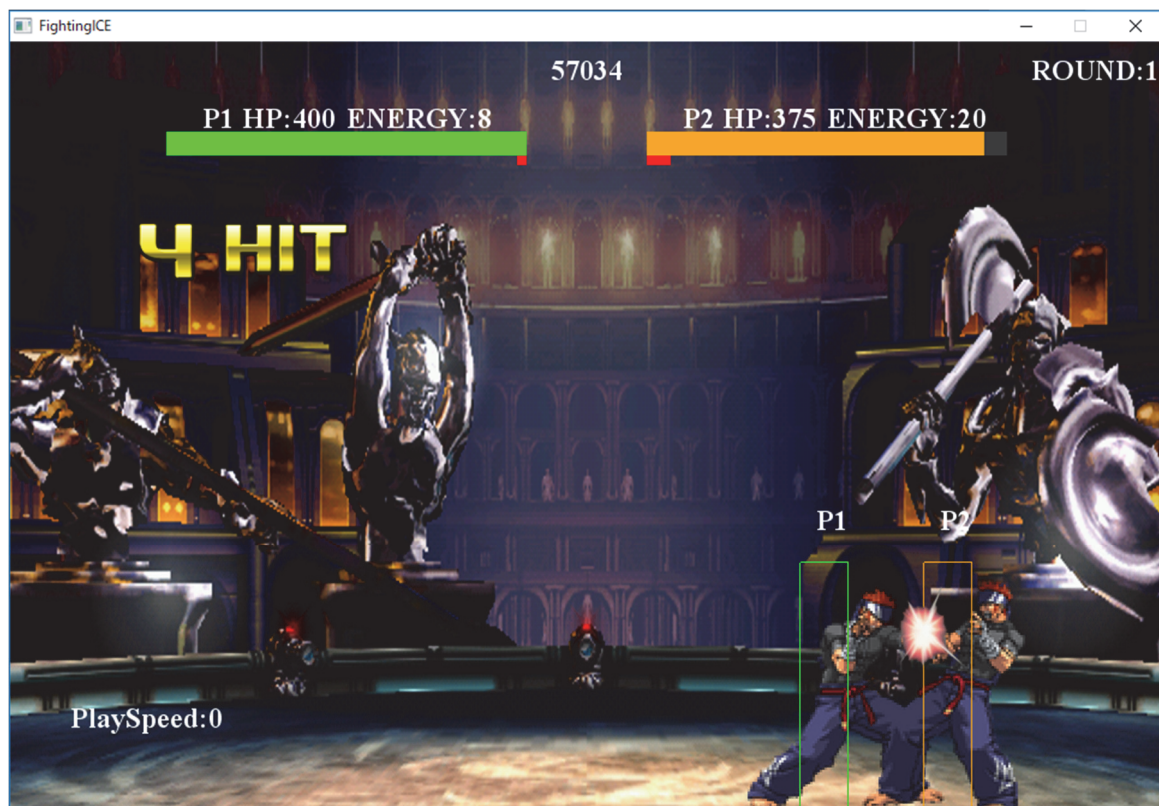**Figure 1 P1 conducts three successful consecutive STAND_As.**

Figure 2 P1 conducts four successful consecutive STAND_As (one more successful STAND_A from the situation in Fig. 1).
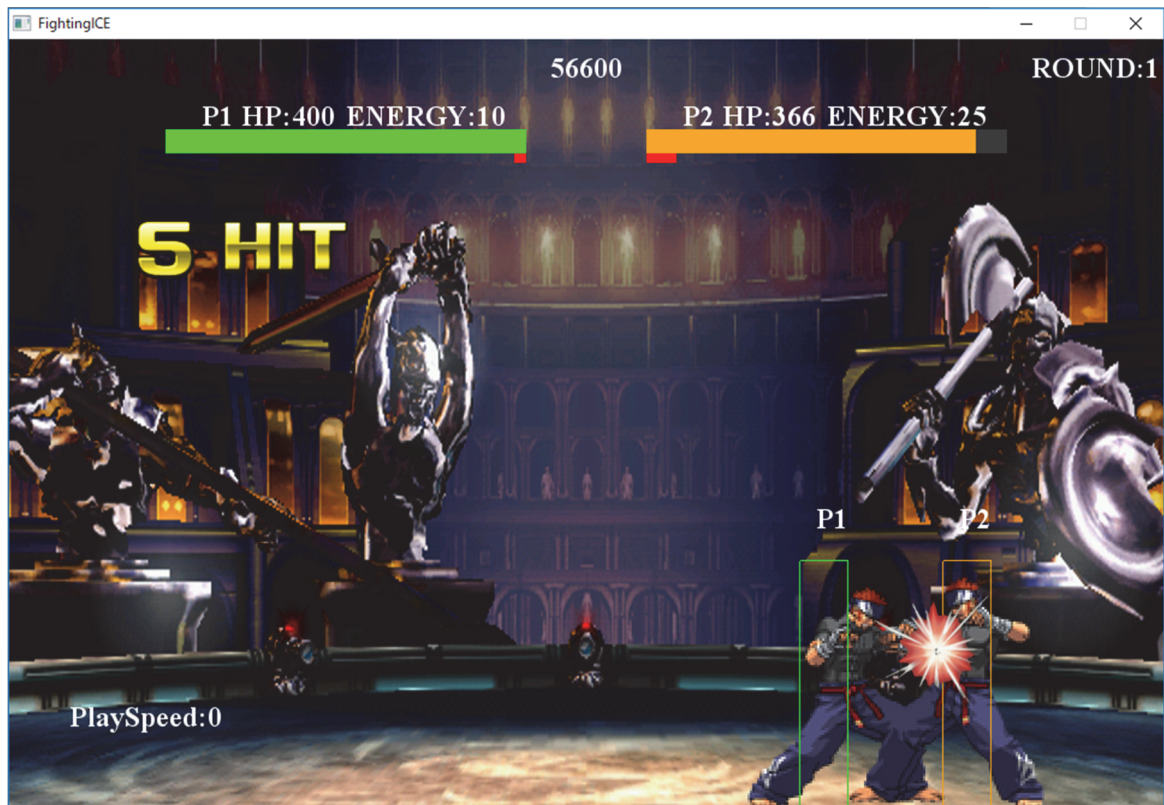
Figure 3 P1 conducts five successful consecutive STAND_As (one more successful STAND_A from the situation in Fig. 2).