

GAME DESIGN DOCUMENT TEKKEN 6 - BLOODLINE REBELLION

TITTLE SCREEN



INTRODUCTION

The Tekken franchise has always been one of the top fighting games ever created and available at any given platforms. Mostly because of its dynamic gameplay which evolves overtime and continues to dominate the the tournament scene. I will talk to you about a specific Tekken game that has always been reason I started playing the game and continues to play the specific game up till today. Tekken 6 - Bloodline Rebellion not the latest game in the present but I always come back to play this game especially this is also available in the arcades. And as I said earlier, the Tekken franchise makes up with games that can be played in many platforms, including in the Arcade. This specific game is the first game I played because it can be accessed by anyone and with the cost of 2 tokens, it can be played by anyone, so I got hooked. After I played this game, I also played other earlier release Tekken games such as Tekken 5 and Tekken 2 and I would say the Tekken 6 is better due to better graphics, animations, gameplay, stages and most importantly they introduced a new mechanic called the “bound” system. It extended juggle combos by allowing the player to hit the opponent while in the air back down to ground and hitting it back up again allowing maximum damage. Early Tekken games have similar combos but can’t be maximize due to no “bound” system.

STORY

Following his victory in the King of Iron Fist Tournament 5, Jin Kazama has taken charge of the Mishima Zaibatsu and now appears to possess tyrannical ambitions. Using his resources within the organization to become a global superpower, he severs the Mishima Zaibatsu's national ties and openly declares war against all nations. This action plunges the world into an extremely chaotic spiral, with a huge-scale war erupting around the globe and even amidst the space colonies orbiting the planet. His biological father, Kazuya Mishima, is aware of this, and finds Jin's interference in his own plans for global domination to be a nuisance. Now in charge of G Corporation, having usurped the company following its previous leaders' failure to use and then dispose of him, Kazuya is seen as the only force who could oppose Jin and places a bounty on Jin's head for anyone who can capture him. Jin's response is to announce The King of Iron Fist Tournament 6 in order to battle Kazuya and crush G Corporation.

PLATFORMS

- PlayStation Portable
- XBOX 360
- Arcade Video Game

TARGET AUDIENCE

-12 years old and above

GAMEPLAY

Tekken 6 features bigger stages with more interactivity than its predecessors, such as walls or floors that can be broken to reveal new fighting areas. The character customization feature has been enhanced, and certain items have implications in some aspects of gameplay. A new "rage" system has been added, giving characters more damage per hit when their vitality is below a certain point. Once activated, a reddish energy aura appears around the character, and their health bar starts to flicker in red. The rage aura can be customized with different colors and effects to appear like fire, electricity, ice, among others. Aim for a one-shot reversal with the new system, "Rage Mode". Another gameplay feature added is the "bound" system. Every character has several moves that, when used on an opponent that is currently midair in a juggle combo, will cause the opponent to be smashed hard into the ground, bouncing them off the floor in a stunned state and leaving them vulnerable to another combo or additional attack. As of the Bloodline Rebellion update, successfully parrying a low attack will also put a character into a bound state.

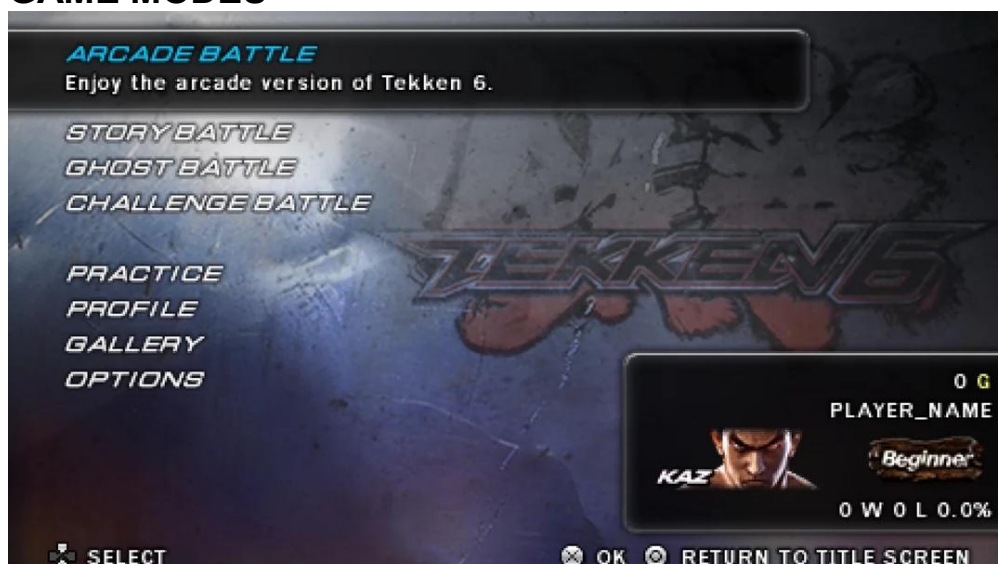
CONTROLS

The game consists of 4 basic movements:

- Right Punch
- Left Punch
- Right Kick
- Left Kick

You can also assign any keys that are available on your platform.

GAME MODES



ARCADE BATTLE MODE

Arcade Battle Mode is the main mode of the arcade game featuring 1 on 1 stage battles and best of 3 gameplay. It consists of:

- Character stage battles from stage 1 to 6 (random character)
- 1 extra stage battle at stage 7 (you get to battle a giant robot named "NANCY-MI847J" but if you get defeated in this stage it will not be game over just yet)
- 1 semi boss battle stage at stage 8 (you get to battle Jin Kazama, the face of the Tekken franchise alongside Kazuya Mishima)
- 1 final boss battle stage at stage 9 (you get to battle the final boss, Azazel, an ancient demon that was sealed away under the earth)

STORY BATTLE MODE

Each character has its own story behind it and it will be played depending who you choose. The Story Battle Mode is almost the same as the Arcade Battle Mode with the following differences:

- After selecting a character, a cutscene will be played explaining the beginning story of the character
- Stage battles 1 to 6 will not be against a random character, instead it depends on the character that you will be playing
- After you be the final boss, another cutscene will be played explaining the end story of the character

GHOST BATTLE MODE

Ghost Battle Mode is a game mode that allows you to play an unlimited battle after defeating your opponent. After you defeat a character, you will choose among 3 characters you will face next or you can choose to exit your game. Your opponent during ghost battles are an AI generated by the game to copy other players' gameplay styles.

CHALLENGE BATTLE MODE

This consists of 3 game modes:

- Time Attack Mode - same as the Arcade Battle Mode but it records your time during stage battle
- Survival Mode - features only best of 1 gameplay and the main goal is to not let your opponent hit you because every round your health bar will not fully replenish to full health, just a tiny percentage of it will be replenish.
- Gold Rush - same as Ghost Battle Mode but also let's you earn more gold depending on the damage you inflict to your opponent. The gold is then used to buy character outfits in-game

VS BATTLE MODE

As the name suggests, it is 1 vs 1 against a real person and mostly used in the arcade video game. You can set your tournament rules such as the time and how many games you need to play before defeating each other.

NETWORK MODE

This is an online mode that lets you battle a real person online. The player you battle depends on your current rank in-game

PRACTICE MODE

As the name suggest, this is the mode for practicing your combos.

TEAM BATTLE MODE

This is a unique mode that let's you choose multiple characters to play. The number depends on you an the goal is to defeat all characters that your opponent choose and it's best of 1 only.

RANKINGS



The game also includes the ranking system both on online and offline game modes. To make the game more challenging, they used the ranking system to find you opponent that has the same skill as you. You start the game as a Beginner rank and after defeating specific characters, your rank will increase and the more it increases, the harder your opponents will be. The rankings shown above is in order starting from Beginner to Tekken God.

PROFILE

CHARACTER CUSTOMIZATION



This game mode allows you to edit your character specifications such as clothes, hairstyles and accessories. You can also use your in-game gold for purchasing other outfits.

PLAYER CUSTOMIZATION

This mode lets you edit your in-game name and choose your main character for your profile.

GALLERY



This lets you view all character gallery including the opening and ending movies of each character available.

OPTIONS



This mode lets you adjust the game settings and difficulty, manage the sounds, setting up your control buttons, saving and loading your save files etc.

CHARACTERS



NEWLY-INTRODUCED PLAYABLE CHARACTERS

Alisa Bosconovitch



She is an android created by Doctor Bosconovitch, designed to look like his deceased daughter.

Lars Alexandersson



He is the illegitimate child of Heihachi Mishima and an unknown Swedish mother and the leader of a rebel army splinter group from the Tekken Force.

RETURNING PLAYABLE CHARACTERS

Anna Williams



She is an assassin trained in various martial arts, and almost always appears in a trademark red or blue silk dress. Alongside her sister, Nina Williams, Anna was taught assassination arts by her father and Aikido by her mother. Anna developed a deadly rivalry with Nina, and the two would often attempt to humiliate or kill one another.

Armor King II



Armor King is a title that two characters have taken in the Tekken series. A numerical value is sometimes given to them to separate them as different characters, though each is simply called Armor King in their respective games. The two characters are siblings, with Armor King II being the younger brother of Armor King, who is now deceased.

Asuka Kazama



Asuka is a hot-headed schoolgirl from Osaka, and a member of the Kazama Clan. While she was originally purported to be the cousin of Jin Kazama and the niece of Jun Kazama,

Baek Doo San



Baek is a Taekwondo champion turned dojang teacher. His first appearance was in Tekken 2, and he returned for Tekken 5, Tekken 6 and the spin-off games Tekken Tag Tournament and Tekken Tag Tournament 2.

Robert “Bob” Richards



Bob is a renowned martial arts prodigy from the USA and is a character in the Tekken series who was introduced in Tekken 6 and returned for Tekken 6: Bloodline Rebellion and Tekken 7: Fated Retribution.

Bruce Irvin



Bruce is an American Muay Thai champion turned mercenary soldier, who works for Kazuya Mishima throughout the Tekken series. He has a tough outlook and grey morality, though has a soft spot for helping underdogs, especially children being bullied as he was.

Bryan Fury



Bryan first appeared in Tekken 3, and he has returned in all subsequent Tekken games. Bryan was once a police detective, but is now a reanimated zombie cyborg with no morals and a penchant for violence.

Christie Monteiro



She is a character in the Tekken series of video games. She made her first appearance in Tekken 4 and returned for all subsequent releases except Tekken 7 and Tekken 8. She is the granddaughter of the Legendary Capoeira Master, who taught Eddy Gordo Capoeira.

Craig Marduk



He is a character in the Tekken series who was introduced in Tekken 4 and has returned for all subsequent releases, including Tekken 7 as a DLC character.

Devil Jin



He is a character in the Tekken series who made his first appearance in Tekken 3, but did not become a fully playable character until Tekken 5. He is Jin Kazama's devil form after being consumed by the effects of the Devil Gene.

Eddie Gordo



He is a playable Capoeira fighter within the Tekken series of fighting games. He made his debut in Tekken 3 and returned for all subsequent installments. He learned Capoeira from his master during imprisonment.

Emilie “Lili” de Rochefort



A Monegasque high school student, Lili is a member of the De Rochefort Family. She is the daughter and only child of Mr. Rochefort, a wealthy oil magnate and head of Rochefort Enterprises. She resides in a luxurious suburban mansion with her father and their butler Sebastian.

Feng Wei



Feng is a fictional Chinese character from the Tekken franchise of fighting games. He is a Kenpo master. As a young boy, Feng began training under a highly skilled Kenpo master, Wu Zihao. He matured into the strongest fighter at his dojo.

Ganryu



Ganryu was a talented rikishi whose prowess in the ring allowed him to become the youngest fighter ever to reach the rank of ōzeki. While having the talent to easily reach the rank of yokozuna, it was Ganryu's lifestyle outside of the ring that was to be his downfall, as his arrogant attitude and illicit gambling habit led to him being dishonorably discharged from the sport.

Heihachi Mishima



He debuted in the first game of the series and has returned for all subsequent titles. Though seen as the main protagonist of Tekken 2, he is the main antagonist of the series and almost always responsible for the cataclysmic events. He was central to the stories of Tekken 5 and Tekken 6 but returned as the main protagonist of Tekken 7. Heihachi is the son of Jinpachi Mishima, the husband of Kazumi Mishima, the father of Kazuya Mishima, Lars Alexandersson, and Reina, the adoptive father of Lee Chaolan, and the paternal grandfather of Jin Kazama.

Hwoarang



He is a character in the Tekken series who first appeared in Tekken 3 and has returned in all subsequent games. He is the Taekwondo student of Baek Doo San, and Jin Kazama's rival.

Jack-6



Sometimes capitalized as JACK, is the name of a series of robots that are upgraded in each main installment in the Tekken series of fighting games. There has been a playable Jack model in every main Tekken game except for Tekken 4. Prototype Jack is seen as separate to the main line.

Jin Kazama



He is featured on the cover art for the console version of almost every sequel following his introduction in Tekken 3. He has been the main protagonist for the majority of the following entries in the series ever since his debut, and his main motivation has been trying to end the Mishima Bloodline to save the world from their evil.

Julia Chang



She is the adopted daughter of Michelle Chang, who taught her how to fight, which is why they share the same fighting style. Julia has replaced Michelle in the Tekken series, with her character taking the latter's moveset. Julia hopes to one day reforest Arizona, which is where the Chang Family live.

Kazuya Mishima



Although he is seen as the main protagonist and hero of the first game, Kazuya became one of the main antagonists of the series ever since Tekken 2. Kazuya is the son of Heihachi Mishima and Kazumi Mishima, the possible love interest of Jun Kazama and the father of Jin Kazama. He is also the adoptive brother of Lee Chaolan, the half-brother of Lars Alexandersson and Reina, and the grandson of Jinpachi Mishima.

King II



Both King I and King II are luchadores from Mexico who support orphans. In the games, they are never seen without their jaguar masks (except on a single occasion). There has been a King in every game in the Tekken series, and this, along with his unique appearance and trademark "point", has made him one of the most recognizable characters not only in the series but also in the fighting game genre.

Kuma II



Kuma is the name of two characters within the Tekken series, both of which were bears and bodyguards to Heihachi Mishima. Kuma II is the son of the original Kuma, who died of old age sometime after the second King of Iron Fist Tournament.

Lee Chaolan



Lee is the founder and CEO of the robotics corporation Violet Systems. A Chinese orphan, young Lee was seen and then adopted by Heihachi Mishima who raised him as a rival to a young Kazuya Mishima in Heihachi's dojo. Lee is one of the most popular characters in the series for his manipulative style of play, smug personality and his trademark thumbs up and catchphrase "excellent".

Lei Wulong



Lei is a skilled police officer from China, though he has lived and worked in Hong Kong for all of his known professional career. He is known for his lighthearted personality and laid back attitude. While being one of the more comical characters in the series, he has dogged tenacity when it comes to his work and extraordinary skill as a martial artist.

Leo Kliesen



Leo was born to Niklas Kliesen, a world-famous spelunker and archaeologist, and Emma Kliesen, a geneticist who worked first for the Mishima Zaibatsu, and then for G Corporation as a researcher and an executive.

Ling Xiaoyu



Ling Xiaoyu is a young and talented martial artist who dreamed of building the perfect theme park in China. Her teacher and distant relative, Wang Jinrei, told her about Heihachi Mishima, owner of the wealthy and resource-rich Mishima Zaibatsu.

Marshall Law



Marshall Law is a talented martial artist who is the long-time friend and sparring partner of Paul Phoenix. Prior to the first King of Iron Fist Tournament, Law was working in a Chinatown restaurant in San Francisco to support himself and his family. He dreamed of opening his own dojo, and entered the tournament with the goal of winning the prize money to realize his dream.

Miguel Caballero Rojo



He is a character in the Tekken series first introduced in Tekken 6. He is a short-tempered and violent Spaniard who vowed revenge against Jin Kazama for indirectly murdering his sister, and has proven to be one of the more popular newcomers to the Tekken series.

Mokujin



It is a spiritually sensitive animated training dummy, and serves as a guardian of good against supernatural evil threats.

Nina Williams



She is a cold-blooded Irish assassin who made her first appearance in the original Tekken game and has appeared in every Tekken game since. Nina is a suave and aloof assassin-for-hire, and has an infamous rivalry with her younger sister, Anna Williams.

Panda



She is a giant Panda and the loyal pet, best friend, and bodyguard of Ling Xiaoyu. Panda seems to have an almost human-like empathy and thought process. She is shown to be very considerate to Xiaoyu when she is upset, as well as supportive towards her decisions.

Paul Phoenix



He is a hotheaded, aggressive character, determined more than ever to win the King of Iron Fist Tournament and prove he is the best fighter in the entire universe. Paul is good friends with the Law Family. Although he gets close several times (especially in Tekken 3), Paul has never won a tournament. Additionally, despite his set-up in the first game as Kazuya Mishima's rival, Paul's chances of challenging Kazuya in a rematch are consistently thwarted by fights with Kuma I, Kuma II, or Panda.

Raven



Raven is a secret intelligence agent who is part of the United Nations' Raven Unit. He is a subordinate of Master Raven and Victor Chevalier. The Raven Unit was founded when Victor felt the world was on the brink of being taken over by the Mishima Zaibatsu.

Roger Jr.



Roger was a genetically engineered kangaroo who was the result of a military experiment conducted by Doctor Bosconovitch while under employment of the Kazuya Mishima and his Mishima Zaibatsu. Shortly after Roger was entered into the King of Iron Fist Tournament 2, he met his wife. The two had a son, Roger Jr and lived in peace together.

Sergei Dragunov



Dragunov is a member of the Spetsnaz (also known as the Russian Special Operatives) who have dubbed him "The White Angel of Death" and "White Reaper" due to his overwhelming fighting powers and inscrutable personality.

Steve Fox



Steve is a young British boxer who was adopted at a young age and whose origins long remained shrouded in mystery. Throughout the games, Steve's main objective has been to learn more information about his past, including the origin of the mysterious scar on his arm, and to get revenge against those responsible.

Wang Jinrei



Wang is an old man who has seen a lot in life. From the way Wang dresses and the way he speaks of jiang shi and other legends, staying in a Fujian Tulou, knowing about Mokujin in Tekken 6 and mentioning gods, he seems to hold traditions and legends in great esteem.

Yoshimitsu



Yoshimitsu is a ninja and the leader of the Manji Clan, a group that steals from people who profit from dishonest activities so that they can redistribute this wealth to the poor.

Zafina



Zafina was born somewhere in the Middle East to a group of spiritual warriors with an ancient past and, as such, she possesses great spiritual abilities of her own. She is an astrologist whose village was tasked with protecting the tomb of Azazel.

BOSSSES

AZAZEL



Azazel is an ancient demon that was sealed away under the earth. It was foretold that it would awaken again in times of war and chaos. Azazel is the second Tekken villain, after Ogre, not to be a blood relation of the Mishima Clan, although it is connected to them through the Devil Gene.

NANCY-MI847J



NANCY is a robotic weapon developed by Mishima Zaibatsu engineers. Unlike the Jack line of robots, it is larger, less mobile, and has no human-like physical attributes. NANCY robots are heavily armored and equipped with guns and lasers for offense. Though NANCY robots are capable of movement, they are often very slow due to their size.

STAGES



Anger of the Earth



The stage takes place in Zafina's village while Azazel's resurrection is causing a nearby volcano to erupt and magma to erupt from the ground throughout the area. After the match starts, a piece of molten rock hits the building, making one side unstable.

Azazel's Temple



The flooring seems to have some sort of an ancient, geometric depiction of Azazel himself with noticeably large eyes. There is a blue smog on the back area of the ground. There are also blue tints of lights illuminating the stage overall. The door to the chamber is cracked open and bright light can be seen shining through from the outside.

Prophet's Garden



Prophet's Garden is a stage version of the Scenario Campaign Mode stage Azazel's Temple in Tekken 6: Bloodline Rebellion. The stage is encountered playing as Jin Kazama in Arena Mode against Kazuya Mishima and Heihachi Mishima. It takes place in the Prophet's Garden, the final stage in Scenario Mode.

Cemetery



Characters fight in a small courtyard in a dark cemetery during a heavy rainstorm at night. Surrounding the fight area are two buildings resembling churches and some residential buildings. A river runs next to the courtyard through the hamlet, and a castle can be seen on a hill in the background. The bridge and graveyard are illuminated by a few old-fashioned street lamps, and an old model car can also be seen blocking one of the pathways.

Central Tower



The fight takes place in the same building where Jin Kazama is faced in the Gargoyle's Perch stage. It is a vertical glass lift shaft in the Mishima Zaibatsu Headquarters. The lift itself is pulled upward by a Mishima Industries robot.

City after Dark



The stage features a large, brightly-lit neon sign of a real-life running shoes brand, a functioning elevated suspension railway, an oriental-themed building, several other buildings, and a few skyscrapers.

Electric Fountain



The stage is in front of the large Sea Horses Hotel in a large fountain with colorful geysers coming up from the ground around the fountain. There is also a statue in front of the building and plants lining the fountain with vases that can be broken.

Fallen Colony



This stage seems to take place in the wreckage of a space colony similar to the ones seen in the Final Frontier and Space Colony stages from Tekken 5 and Dark Resurrection that has crash-landed on Earth with disastrous consequences. This is evidenced by both the name of the stage and the environment it exists in.

Fiesta Del Tomate



The stage appears to be taking place at a tomato festival in the summer in Buñol in the province of Valencia, Spain. Some of the stage's walls are represented by trucks, as well as some of the people throwing tomatoes that are standing around the fighting area. This stage's size is relatively small.

Gargoyle's Perch



This stage takes place in an eerie area surrounded by gargoyle statues. There are also large, dark chandeliers with blue-lit candles hung from the ceiling. The glass floor in the middle can be cracked, but the players can not completely break it and fall through.

Hidden Retreat



The stage is located in Switzerland, on top of a hill in a meadow populated by sheep. If the character comes too close to the sheep or strikes them, sheep's wool flies over the stage. There are also dandelions on the ground, both bloomed and scattering, with seeds that will also flow through the air much like the sheep's wool.

High Roller's Club



The characters are fighting on a giant, flat roulette wheel in a brightly-lit casino with casino-esque music.

Temple Grounds



The stage seems to take place on the grounds of an ancient Tibetan temple. Low walls surround the stage where the fighters face each other. It is possible to see a cherry tree in a corner of the stage with some petals flying off the ground. A rapid day/night cycle happens here, alternating the lighting of the stage and the valley in the background.

Lightning Storm



The stage takes place on the rooftop of G Corporation's Millennium Tower, where a helicopter should be landing onto a helipad. This takes place amidst a thunderstorm at nighttime, with lightning striking down to the ground and very heavy rain pouring down, hence the stage name.

Manji Valley



The characters fight in a snowy area, with icicles hanging from some small hideouts that contain flags and small fires inside, possibly leading to a shrine and/or a hideout. The fighters will cut through the snow as they fight, leaving behind a trail of their movements.

Mishima Estate



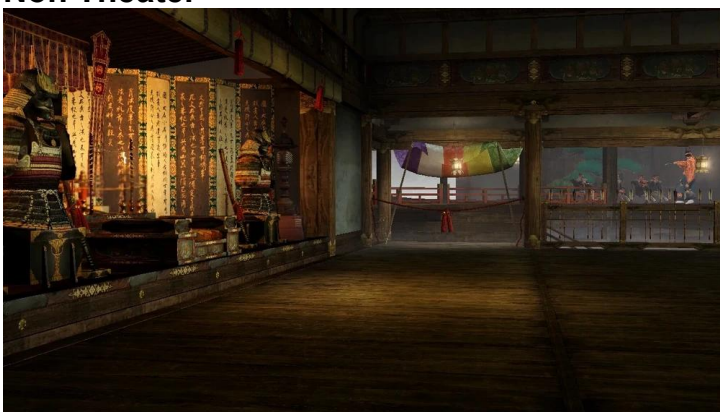
The estate consists of a number of large buildings all with traditional Japanese gabled rooves, and richly decorated interiors with painted fusuma walls. The buildings resemble a Japanese castle or fortress, and are in a fortified area surrounded by walls. Within these walls there is a Japanese rock garden with large ovaloid Zen stones in the center.

Mystical Forest



The fighters are fighting in a forest pond with trees surrounding the area, water up to the bottom of their legs.

Noh Theater



The noh theater is a wooden room built onto rocks at the base of a cliff. The room has a balcony that opens onto a raging gray sea. Its centerpiece is a raised shrine, with a gleaming boddhisatva in it that resembles Yoshimitsu. Two lamps and two suits of samurai armor are either side of the shrine and open bridges and platforms can be seen nearby. Along one of the fences bordering the room are fletched arrows, attesting to the hideout's military uses by the Manji Clan.

Rustic Asia



The stage takes place in a village in rural Asia, possibly China, judging from the Chinese kanji on various signboards. with roaming black and pink pigs, chickens, roosters, and several people scattered around seen watching the fight.

Tunnel Disaster



The stage takes place in a tunnel that is slightly flooded. Seeing the flow coming from the ceiling, it is possible that the water overflow is coming from above. Debris keeps falling on the ground. The place features many vehicles on fire and exploding after having apparently crashed into each other.

Urban War Zone



The characters are fighting in a battle zone on a bypass next to a fence stopping them from falling into the river. A large tank is behind one of the walls and helicopters fly as explosions set off. It is a war scene in an urban city as the stage title suggests.

Wild Kingdom



The stage takes place inside of a boxing or wrestling ring. Four ropes are around each side and act as walls. The gym itself is likely closed as the fighters are the only ones present.

SUMMARY

Overall, the game is free for all and accessible mostly on all platforms and easy to use even if you are a beginner. With basic 4 movement controls, players will have an enjoyable easy to play fighting game. This will also let the players know the background stories of all available characters in the game also their progressive storyline in future game releases. From Tekken 1 to Tekken 6, the story of each character changes based on additional information given by each developer. Characters change overtime, new characters are introduced, other characters got removed mostly because their stories doesn't add up on to the new releases. That is why character development is important for each game franchise mostly because to make the story more "real".