

— 、 material

1. from lf2_SV
 - (1) sprite\sys\rudolf_0.png
 - (2) sprite\sys\rudolf_slah. png
 - (3) sprite\sys\effect. png, pic: 10~19, 20~24(little edit), 30~34(little edit)
 - (4) sprite\sys\louis_feather. png
 - (5) sprite\sys\louis_wing. png
 - (6) data\103, 105, 106, 118, 125, 139, 140. wav
 - (7) sprite\sys\freeze_charge. png
 - (8) sprite\sys\freeze_col2. png
 - (9) sprite\sys\firen_charge. png
 - (10) sprite\sys\woody_charge. png (little edit)
 - (11) sprite\sys\woody_chop. png (little edit)
 - (12) sprite\sys\john_charge. png
 - (13) sprite\sys\john_col6. png (little edit)
2. from lf2_JW2
 - (1) sprite\sys\thunder1. png
 - (2) sprite\sys\thunder2. png
 - (3) data\108, 109, 110, 132, 141, 142, 143, 144.wav
 - (4) sprite\stage\exp. png
 - (5) sprite\sys\meteor.png
3. from JWCC_CZT
 - (1) sprite\sys\john_ball3. png
 - (2) sprite\sys\john_effect. png
 - (3) data\133.wav
4. from D.R. lf2 次世代 5.0
 - (1) sprite\sys\effect. png, pic: 0~8
 - (2) data\119, 120, 121, 122, 123, 124, 126, 127, 128, 129, 130.wav
 - (3) sprite\sys\john_ball2. png
 - (4) sprite\sys\john_magic2. png
 - (5) sprite\bg\sys\last
5. from DRS-TD
 - (1) sprite\sys\freeze_ww2. png
 - (2) sprite\sys\freeze_col3. png
 - (3) data\112, 113, 114, 115, 117, 134, 136, 137, 146.wav
 - (4) sprite\sys\john_col5. png (little edit)
 - (5) sprite\sys\bat_cross.png
6. from RN-lf2

- (1) sprite\sys\john_magic. png
- 7. from lf2_Sx2
 - (1) sprite\sys\john_col1. png
 - (2) sprite\sys\john_col2. png
 - (3) sprite\sys\john_col3. png
 - (4) sprite\sys\john_effect2. png (little edit)
 - (5) sprite\sys\john_magic. png
 - (6) sprite\sys\deep_wind.png
 - (7) sprite\sys\firen_ball2.png
- 8. from lf2_Sx2_the_power_of_emancipation
 - (1) data\111.wav
- 9. from H-lf2ver3.1
 - (1) data\104.wav
 - (2) data\116.wav
- 10. from R-lf2
 - (1) sprite\sys\effect. png 的 pic: 40~44(little edit), 50~54(little edit)
 - (2) data\107.wav
 - (3) sprite\sys\john_col4. png
- 11. from RN-lf2
 - (1) data\135, 138.wav
 - (2) bg\sys\NM\bm0~bm10. png, pic of julian
- 12. from Fighter and Julian
 - (1) sprite\sys\louis_wind.png
- 13. from lf-empire
 - (1) all background except for the last
- 14. others
 - (1) <http://ztage.com/forum/viewtopic.php?p=142165&sid=cce8b51f155493596aa7b6e4c68a2ec9>
sprite\sys\davis_2. png, pic: 153~159, 161~169(little edit)
sprite\sys\davis_3. png (big edit)
 - (2) <http://www.lf-empire.de/lfe-fileplanet/weapons/574-nitrodroplet>
sprite\sys\freeze_wave. png
 - (3) <http://www.nipic.com/show/3/90/8b19ab14777d22de.html>
sprite\stage\timer.png
 - (4) comic pack
sprite\sys\bat_circle.png(大改)
sprite\sys\bat_col.png(大改)
 - (5) <http://twbbs.tw/3628934.html>

sprite\sys\bat_weapon.png

二、music

1. bgm\main.mp3 from <https://www.youtube.com/watch?v=v8aokfpvS7M>
2. bgm\dusk3\Supreme_Pain_for_the_Tyrant.mp3 from <https://www.youtube.com/watch?v=3siP7Ta4ivY>
3. from two steps from hell
 - (1) bgm\Immortal.mp3
 - (2) bgm\Ironheart.mp3
 - (3) bgm\dawn1\Freedom_Fighters.mp3
 - (4) bgm\dawn3\Meant_to_Be.mp3
 - (5) bgm\dawn3\Ocean_Princess.mp3
 - (6) bgm\dawn3\Ultraground.mp3
 - (7) bgm\dawn3\United_We_Stand_Divided_We_Fall.mp3
 - (8) bgm\dawn3\Star_Sky.mp3
 - (9) bgm\dusk1\Archangel.mp3
4. from D.R. If2 次世代 5.0
 - (1) bgm\ancient\boss.mp3
 - (2) bgm\medieval1\intro.mp3
 - (3) bgm\medieval1\boss.mp3
 - (4) bgm\medieval2\intro.mp3
 - (5) bgm\medieval2\cave.mp
 - (6) bgm\medieval2\boss.mp3
5. from JWCC_CZT
 - (1) bgm\dusk2\intro.mp3
 - (2) bgm\dusk2\main.mp3
 - (3) bgm\dusk2\rebirth.mp3
 - (4) bgm\dusk2\rebirth.wav

三、inspiration

1. If2_SV
 - (1) Rudolf ultimate
 - (2) Louis ultimate
 - (3) Henry ultimate, passive
 - (4) Dennis ultimate
 - (5) LouisEX A+A+A
 - (6) Freeze D>J
2. DRS-TD

- (1) Freeze D>J+A
- (2) Louis >>+A
- (3) Firen D>J+A
- (4) Woody D>A+D
- (5) Bat D^A

3. JW2

- (1) Louis D>A+A
- (2) Lion Forest
- (3) Bombs in the stage

4. Sx2

- (1) Freeze D>J+D/ultimate

5. R-lf2

- (1) Deep ultimate
- (2) Louis C+A
- (3) Dennis D^A+D
- (4) Woody D>J+A
- (5) LouisEX C+J