**Fighting Games!**

* Boxing
  + 1743, Jack Broughton, Combat Sport, England
  + Fighting with gloves is ancient, gloved combat
  + Boxing starts out as bare-knuckle in England
  + WHY
    - A story about violence being more controlled
    - You take a brawl and turn it into a sport
    - Broughton brought the sport to prominence
    - He introduced
      * You can’t hit a downed fighter
      * If a fighter can’t rise after 30 seconds, the fight is over
      * No grabbing below the waist
      * Mufflers, (what gloved were called), encouraged but not required
    - After a hundred years of this, we get what we think of as boxing
      * Marquese of Queensbury Rules, 1867
        + Gloved
        + 3 minutes rounds
        + Rest periods
        + 10 second count
        + No wrestling
      * These changes led to a golden age of boxing.
        + That era is over
        + Becomes an American sport
        + It’s individualism, toughness, intelligence and brutality.
    - Muhammad Ali
      * The most famous athlete of the 20th century
      * The question brutality and what attracts people to violence becomes an intellectual question
      * He is a rare combo of athlete and celebrity
      * He remapped the relationship America had to its sports
      * Most famous for refusing to fight in Vietnam war
      * It’s once more very rare for athletes and celebrities to have such outspoken beliefs
* Fencing
  + 1763, Domenico Angelo, Combat Sport, England
  + Swords date from the bronze age
  + Replaced by guns in 18th century
  + Rules in the US military about who can and cannot carry a sword
  + Shift to fencing as sport happens in 18th century as warfare becomes more about guns
  + Angelo would argue that fencing made you healthier, it taught you poise and grace. Not just a form of combat, but a way to be more of an aristocrat.
  + Fencing is still popular, but there’s now armor and rules.
  + 20th century fencing is entirely a past time, no one is training to kill their opponent anymore.
  + Swords aren’t lethal, mostly about technique
  + Fencing stays a sport for the elite and wealthy.
  + WHY
    - Cyborg sport
    - This sport is based on an old idea, but is also the most advanced in terms of integrating the human body with electronics
      * You just have to touch, so you are wearing electronics that keep score.
      * This idea that the human body is not just itself, but also the game controller, a merging of the human body and the tool you use to play the game.
    - Kendo in Japan, uses high speed camera to score
* Karate
  + Okinawa, Japan
  + Karate = empty hand
  + Okinawa was under the rule of Japan but they never really acclimated to Japan
  + Around 14th century, in order to keep the peace, Japan forbids weapons, thus the empty hand.
  + Lots of traders from China, and these Chinese merchants teach the Okinawa people how to fight
* Kyokushin Karate
  + 1950, Masutastu, see key games list
  + Mas Oyama, Korean, but a Japanese nationalist
  + Volunteered to be a kamikaze pilot
  + After the war he was upset about Japan’s defeat and the U.S’s occupation.
  + He would just start fights with G.I.’s
  + He trained by, punching a block of wood until it didn’t hurt
    - Running in the snow
    - Sitting under a waterfall
    - Training his body to take physical punishment
  + He trained for 3 years alone
  + He started a dojo, and his own school of karate
  + Marked by the idea of not just the ability to do damage to your opponent, but to cultivate inner strength and self discipline.
  + Oyama won a lot of fights and spread his martial arts
  + His superiority wasn’t just technique, but also his power over his own pain and inner fear
  + You don’t have to be the strongest, but you can be the toughest.
  + WHY
    - A renaissance of martial arts
    - After WW1 and WW2 there’s a reintroduction of tradition, and Kyokushin reinstates karate as an important tradition
    - We’re not talking about the ancient world, this is the modern world.
    - Famous students like Sonny Chiba
    - The Street Fighter is the most famous Sonny Chiba film
      * Released in 1974
      * Sonny Chiba recast the martial artist as having a place in the contemporary world
    - Ryu comes from this world
* Street Fighter
  + 1987-present, see Key Games List
  + Fighting games date much earlier
    - Karate Champ (1984)
    - Way of the Exploding Fist (1985)
    - Establish visual and mechanic language
    - On flat plane move towards and away
    - Not a lot of dynamism, whoever can hit the button first.
    - Street Fighter (1987)
      * Single player,
      * You fought through 8 fighters
      * You COULD play as Ken if someone else put in a quarter.
      * Why is the fireball important?
        + Fireball created fighting games.
        + Adds different options and forces players to react and THINK about what they’re doing.
      * Street Fighter 2 (1991)
        + They realized they had this idea of a game that had the excitement of an action movie, but it was much more like chess in controlling space and territory.
        + Special moves were easier to do in this game
    - WHY
      * The fireball
        + This insight that the most important thing was affecting another player at a distance
      * Special moves
        + We can make all sorts of different moves to control space
      * Combos
        + Special moves are programmed into the game
        + Any state in which the recovery of my move and the stun it puts the opponent in allows for another attack before the player can recover.
        + The emergent property in fighting games
        + Enormously important, because it allows for intense study, a merging of the ability of the human body and the machine
        + The legend of combos is that the designers didn’t know they existed. It’s probably false, but no one knew that it had as much depth as it did.
      * Language Games
        + An important culture, the fighting game community
        + Within that subculture there is language

“Salty”, originates in fighting games

Actually comes from sailors

When someone gets very upset and angry after a match

“Scrub”

Inexperienced player that blames losses on everything but themselves

Also a guy that thinks he’s fly, also known as a buster. He always thinks about what he wants but just sits on his broke ass.

“Bodied”

To lose control of your character

“On tilt”

When someone suffers a loss so huge they can’t think clearly

This is about self-control

* + - * + The most important thing is your self-discipline.
      * Tool Assisted Sports
        + The electronics are integrated into the actual play
        + Other tool assisted sports, like Racing

The merging is what’s cool.

* + - * + Fighting games are human beings doing something very physically difficult
* Honorable Mentions
  + Mortal Kombat
  + King of Fighters
  + Marvel vs Capcom
* 3D Fighters
  + 2D fighters and 3D fighters develop in parallel
* Tekken
  + 1994-present, NAMCO, Arcade, Japan
  + WHY
    - Takes out fireballs
    - Uses 3D space instead
    - Yomi
      * Rock, Paper, Scissors
      * The sense of knowing your opponents mind, if you know what they’ll do you can counter it
      * Yomi has interesting properties
        + Let’s assume you have an attack
        + And I know that you’re gonna do that attack
        + That means that I’m gonna do my counter.
        + BUT IF WE’RE BOTH DOING THAT, THEN DONKEY SPACE HAPPENS
        + You only need 3 levels of Yomi
        + You just need Yomi loops to make a game
        + Attack>Throw>Dodge or Block
        + This is how 3D fighting games solve the problem of spatial control. It rewards deep understanding of the moveset
      * Yomi is the game of second guessing, and skill can pay off
* Soul Calibur is okay
* EINHANDER
* Bushido Blade
  + 1997, LightWeight Co. Playstation, Japan
  + One hit kills, or take an arm, or take a leg
  + An experiment about fighting games
  + All the characters were symmetrical and you would change moveset by changing weapons
  + Answer the tradition of fighting games
  + Inspired by older samurai films
    - The sense of a standoff
  + The Kurosawa bloodspurt comes from a single moment in his movie
  + WHY
    - A Dead Branch?
      * In a history course you rarely look at what didn’t work.
    - Bushido Blade had a sequel and that’s it, not well received.
    - But interesting as an exploration into what didn’t work.
    - Important to play NOT just what is beloved and popular
    - The moves are very hard to pull off
* Super Smash Bros
  + 1999-present, Masahiro Sakurai, Nintendo, N64, Japan
  + WHY
    - Smash Bros is a successful innovation on design language
    - Weight
      * You don’t have health bars, you have weight
      * Nintendo wanted to make a fighting game for not fighting games
      * When you fall off a platform you die, so they do weight.
      * Not just beating your opponent to death
    - Edges
      * HUGE difference.
      * In Smash, there’s a whole different game that happens on the platform and off the edge
      * Changes the rhythm of the game
    - Stock
      * There aren’t rounds, there are just lives that people have
      * Borrowed from platformers
      * Stock is interesting because you can be at 90%, and you hit your opponent off, they reset, and now you’re close to death. How much damage can I do to you before you hit me off
    - Dynamic stages
      * Platforming skills help
    - APM
      * Actions per minute
      * Pro level smashers have like 200 APM
* Mixed Martial Arts
  + 1920’s, Carlos and Helio Gracie, et al, N/A, Brazil
  + What is MMA?
    - Combat sport between 2 fighters
    - Three 5 minute rounds
    - 4 ways to win
      * Knockout
      * Submission
      * Ref stoppage
      * Judges decision
    - Not Scripted
  + MMA began as experiment
    - 1. Different martial arts in competition: Karate, Judo, Wrestling, Boxing (MMA)
    - 2. No holds barred (NHB)
  + WHY
    - Because of this tradition of No Holds Barred
    - History of MMA is History of Rules
      * First Rules
        + No Biting
        + No eye gouging
        + No fishooking
      * Current MMA rules
        + Weight classes
        + Rounds
        + Time limits
        + Judges
        + LOTS of faults and rules.
      * Royce Gracie won first UFC
        + Why did he win?

History of MMA

Konde Koma

Had two students

Helio and Carlos Gracie

Sons taught Judo

They aren’t very big

Getting thrown a lot

Develop Brazilian Jiu Jitsu

Fight begins on the ground

Most dangerous people on the ground ever

This was a great insight, since the most dangerous thing in a fight is falling (90% of deaths in fights are from falling).

* + - * + Brazilian Jiu Jitsu

Vale Tudo- Anything Goes

Big fights, Helio and Carlos teach their kids

Vale Tudo is the original UFC

(Gracie’s almost always won)

One of the Gracie’s, Rorian Gracie moves to hollywood.

Creates The Octagon and UFC as a platform for Jiu Jitsu

The Octagon is made to make UFC distinctive

Original idea was that the octagon was surrounded by Piranhas

This is about introducing Brazilian Jiu Jitsu to the Americans

Royce Gracie chosen to prove that Brazilian Jiu Jitsu was the best

Because he was small

* + - * The Gracie’s knew they would win, because most fights end up on the ground and they knew they could control the ground in a no holds barred match
    - Ground fighting is important
    - Crosstraining
      * MMA style is just an amalgamation of standing fighting and transitioning into groundfighting
    - WHY MMA
      * Transitioned into being athletics over power
      * Women in MMA
        + Rhonda Rousey
        + Women’s division is as popular and sometimes more popular than men’s.
        + Lightweight boxing also more popular
        + More about technique
      * Early MMA
        + No rules focus on martial arts style
        + Royce Gracie
      * Modern MMA
        + Lots of rules
        + Focus on athletes
        + Rhonda Rousey