

## Game Controllers

You can modify the game commands in SETTINGS menu then choose the INPUT CONFIG sub-menu.

Don't forget to save or load your modification by using LOAD/SAVE parameter.

Joystick configuration is also able within the game settings.

Player 1	Name of the key	Command to use
	Up	Up Arrow
	Down	Down Arrow
	Left	Left Arrow
	Right	Right Arrow
	Attack 1	U
	Attack 2	I
	Ki Blast	J
	Power Charge	K
	Pause	PAUSE key
	Back	Echap key

Player 2	Name of the key	Command to use
	Up	W
	Down	S
	Left	A
	Right	D
	Attack 1	R
	Attack 2	T
	Ki Blast	F
	Power Charge	G
	Pause	PAUSE key
	Back	Echap key

## Normal Attacks

**Combo one :** Attack 1 + Attack 1 + Attack 1

**Combo two :** Attack 2 + Attack 2 + Attack 2

**Air combo one :** Up + Attack 1

**Air combo two :** Up + Attack 2

**Ki Blast :** Ki Blast -> [1/4 bar of energy]

**Power Charge :** Power Charge (Holding) -> [Fill energy bar]

## Special & Super Attacks

**Special attack one :** Down (Holding) + Attack 1 -> [1 bar of energy]  
**Special attack two :** Down (Holding) + Attack 2 -> [1 bar of energy]  
**Special attack three :** Down (Holding) + Ki Blast -> [1 bar of energy]  
**Super attack :** Down (Holding) + Power Charge -> [3 bars of energy]



## Clothes of characters

When you choose your character you can select his clothe before start the battle on the select screen menu by pressing **Attack 1** or **Attack 2** key.

Each character have only 2 clothes available :

- The original clothe (**Key : Attack 1**)
- The alternative clothe (**Key : Attack 2**)

## Stages

Namek	
Grassland	

# Characters

**Goku**



**Freeza**



**Vegeta**



## Game modes

### Arcade

Face a series of opponents at various places.  
To finish this game mode complete the series of fights that is proposed to you.

### Versus

Here you can face a friend or computer in intense fights/duels locally, all in the battleground of your choice

### Training

Take advantage of this game mode to learn or perfect the moves, special moves and/or combos of your favorite character(s) to make them the best fighter(s).

### Settings

It is here that you can change part of the game settings, go to you can see all the possibilities that are offered to you.

### Exit

It is not a game mode per se : it allows you to leave the game.

## Training mode - PAUSE Key

A training menu is available in Training mode for use it press Pause button on your keyboard when the fight is start.

Here is an explanation of each one of its parameters that you can change with the arrow keys :

**Dummy control** : (Values : Cooperative, AI ou Manual)

- Cooperative : the opponent performs the actions you specify
- AI : the opponent is controlled by the computer
- Manual : the opponent can be controlled with the directional keys of the player 1/2

**Guard mode** : (Values : None, Auto)

- None : Opponent don't guards yours attacks
- Auto : Opponent guards yours attacks

**Dummy mode** : (Values : Stand, Crouch, Jump ou W Jump)

- Stand : the opponent is standing
- Crouch : the opponent is crouching

- Jump : the opponent is jumping
- W Jump : the opponent jump to infinity

**Distance :** (Values : Any, Close, Medium or Far)

- Any : the opponent does not keep distance from you
- Close : the opponent keeps a small distance from you
- Medium : the opponent keeps a medium distance from you
- Far : the opponent keeps a great distance from you

**Button jam :** (Values : None, A, B, C, Y)

- The opponent reproduces infinitely the move you have selected

## Credits

Here is the complete list of people who participated and contributed to the creation of this game:

### Creator & Code

SuijoART

### Graphics

**Menu :**

- Title : FacuDibuja & Maxiuchiha22
- Selection : Lalina-Mangas & Maxiuchiha22
- Settings : RuokDbz98 & Maxiuchiha22
- Versus : Lalina-Mangas
- Fight : Maxiuchiha22
- Arcade Victory : Maxiuchiha22

**Storyboard :**

- Introduction : MeSuperNinja
- Ending : Niiiii-Link & QueenDragonLeaf
- Game Over : Daisy1991

**Character :**

- Goku : Nightmare
- Vegeta : Hyperlon
- Freeza : Hyperlon

**Effects :**

- Apocalypse

**Character Portait :**

- Maxiuchiha22

**Battleground :**

- Namek : Hyperlon
- Grassland : Dob

**Font :**

- Menu : Vebills, Kaioh Vinicius, Maxiuchiha22, TechnoRanma, Toadboue & Air-Hammer

- Text1 : GumballYes DisneyJrNo
- Text2 : Flarespire
- Text 3 : Teh\_Supar\_Hackr

## BGM & Songs

- Keyboard : Cleyton Kauffman & Nightmare
- Menu & Storyboard : Android Orchestra
- Character : Nightmare, G.o.D & Random Talking Bush
- Battleground : Android Orchestra