



Introduction:

Street Pyghter is a fighting game. I developed it in **python** using the **pygame** library. This game is **free**, you should not have to pay for it. The **sources are open** so you should be able to look up the code if you are curious enough, if not you can download them from the **pygame** page of **Street Pyghter** (<http://www.pygame.org/project-Street+pyghter-1860-3264.html>).

The game resources were found on the internet, please take a look at the **credits** in game

Installation:

To verify if your pygame library is correctly installed:
in the python IDLE (or python shell) for windows user you can find it in the start menu -> programmes -> python 3.1 -> IDLE

type:

```
>>> import pygame # if you get an error here, your pygame library is not correctly installed
```

```
>>> print(pygame.version.ver)
```

it should answer: "1.9.1release-svn2575" (or a later version when it gets out)

if your pygame library is correctly installed, you can double click on Street pyghter\src\[streetpyghter.py](#) in your street pyghter folder to launch the game

for windows users:

get the python installer here: <http://www.python.org/ftp/pyth...>

and pygame here: <http://pygame.org/ftp/pygame-1...>

for linux users:

be careful that retrieving pygame from apt (synaptic) may get pygame for python 2 and not for python 3

Options:

The option menu lets you change the game settings. For the sound and video options, a restart is required.

Buttons:

There are only three buttons in street pyghter.



A: a quick **jab**, press it repeatedly to link them together

B: a **strong attack** to send the opponent to the ground and dealing heavy damage

C: the special button, use it when you have energy charged up, **teleports** you behind your opponent

Teleport:

You can stock up to **4 energy bars** in your energy gauge. Pressing the **C** button will let you **teleport behind** your opponent to take him by surprise.



Empty energy gauge, no stored energy bars



Half full energy gauge, 2 bars ready to use



Full energy gauge, 4 energy bars ready to use

Your gauge fills up when you are not attacking, when you hit your opponent, when your opponent blocks your attacks and when you block your opponent's attacks.

Hyper combos:

Your energy is not only used to teleport. It also allows you to launch a **hyper combo**. A hyper combo let's you land a few hits on your opponent before launching him away and teleport behind him before he can even react.

To start a **hyper combo** you need to perform a **hyper launcher**. The hyper launcher will send your opponent hurling through the screen and teleport you behind him to hit him with a jab. From there you can hit a few jabs (**A**), about 3 or 4, before using a strong attack (**B**) to launch him again.



To perform a **hyper launcher** you have to press **C** during the start up frames of your strong attack (**B**). If done correctly, you will hear a shining sound and a little golden spark will appear on your character. If you hit your opponent with a **hyper launcher** it will launch him in the air and start your **hyper combo**. During your hyper combo, your strong attacks (**B**) are **automaticaly hyper launchers** to

continue your **hyper combo**. A **hyper launcher** consumes **1 energy bar**.

Hyper launchers are unblockable !

You cannot perform more than **3 hyper launchers** in a **hyper combo**. The 4th strong attack (**B**) will be a normal strong attack.

Due to damage reduce (the longer your combo is, the less damage the next move will inflict), it can be wise not to perform your **hyper combo** to the end, if you think you will be able to land another one later.

Making your own characters:

(Coming soon...)

Move lists:



Ken:

▼, A	Uppercut
▼, B	Low sweep
►, A	Reaching kick
▼, ►, A	Hadoken
►, ▼, ►, B	Shoryuken

Rick:

▼, A	Uppercut
◄, B	Heavy punch
▼, ◄, A	Thousand knuckles
▼, ►, B	Comet punch
►, ▼, ►, B	Cross punch



Leona:



►, A	Double bite
(in air) ▼, ►, A	Sonic boom
(in air) ▼, ◄, B	Dive cut
(in air) ▼, ►, B	Moon kick
▼ (charge), ▲, B	Moon cut
▼, ►, B	Wind cut

Zangief:

▼, ►, A	Dashing headbutt
►, ▼, ◄, B	Spinning lariat
360, A	Pile driver
360, B	German suplex

