

Jackie Chan: Dragon Force

[A game proposal]

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Game Concept

Jackie Chan: Dragon Force is a next generation action console game that lets you be Jackie Chan. Everything about the game will center on, or be an outgrowth of, Jackie's on-screen personality.

The game will feature an innovative combination of creative fighting, fast-pace stunt action, and an unprecedented level of world object interaction, all combined into intense mission-based levels.

Three modes of gameplay will provide substantial replay value and appeal to different types of gamers.

Story Mode

Immerses the player in the plot of a Jackie Chan Action Movie. Jackie must race across the globe, infiltrate terrorist hideouts, and disarm deadly bombs while strategically using world elements to advance the story line. Intense cinematic cut scenes and colorful, recurring villains will help place the player in the world of a Jackie Chan Action Movie.

Scenario Mode

Provides a quick and easy way to get into a gameplay experience. Both stunt and fighting elements will be re-purposed for maximum fun and replay value, allowing the player to test his performance against other players or himself.

Battle Mode

Provides an exciting multiplayer arena combat experience. Up to four players on screen at once will be able to interact with a wide variety of weapons and world objects. New characters can be unlocked through other modes and there will be a tremendous range of combat styles and moves to choose from.

Each mode will have the potential to give the player rewards in the other modes, encouraging players who may gravitate towards one style of play to explore the other ones and greatly extending the value of the gameplay experience. All gameplay modes will encourage and reward Jackie-like behaviour.

Game Structure

Each level in Story Mode and Scenario Mode will be mission-based. Jackie must use a wide variety of fighting and stunt moves – and the extremely interactive environment – to creatively accomplish each mission. Some missions will concentrate more on fighting multiple opponents in enclosed arena settings, others will involve more stunt-based gameplay in fast paced “chase scenes”, while most will involve a combination of both.

Gameplay

Mission goals will include elements of escape, pursuit, time pressures, and other goals in addition to simply trying to survive or get to the end of the level. "Chase scenes" will incorporate some evasive fighting (enemies as obstacles) with acrobatic stunt moves, ride and vehicular elements. Arenas will be extremely interactive and require the creative use of world elements to survive. Battle Mode will use modified versions of Story Mode and Scenario Mode Arenas that are specifically designed for multiplayer use.

Jackie Chan's Personality: Understanding the Chan Brand

[The core appeal of the Chan brand is Jackie himself. All gameplay and story elements will revolve around realizing and augmenting the personality consumers have come to know and love. What follows is a brief analysis of the Chan Brand and a breakdown of the elements crucial to successfully realizing Jackie Chan as a CG video game character.]

Jackie Personality – The Chan Brand

Jackie is a nice, easy-going guy who just happens to have almost superhuman abilities. He is inevitably cast as a fish out of water, and forced to use those abilities to perform heroic tasks, though he may be initially reluctant to do so. This in turn gives rise to situations in which he must perform amazing action sequences that display his unique, stylized brand of physical comedy.

His everyman character, his abilities, his courage, and his unique blend of action and humor are all brought out through the following points:

Jackie Chan the Action Movie Hero

Jackie is an action movie star. His public persona is developed and revealed through the plots of a string of action movies. He plays different characters – cops, secret agents, cooking show hosts – and finds himself in various locations, but it is always the character of Jackie Chan that shines through underneath. The player will be immersed in the plot of a Jackie Chan Action Movie, in which the goals of the individual levels correspond to goals that must be accomplished to further the plot. The player will be made to feel that in this movie THEY ARE JACKIE CHAN.

Intense, Creative, Interactive Fight Scenes

Jackie is an expert martial artist who has his own unique style. His speed, odd choice of weaponry, huge arsenal of signature moves, ability to interact with the environment and choreographed sequences are all crucial components of his screen persona. By giving the player access to a staggering number of these moves, they will be able to feel that THEY ARE JACKIE CHAN.

Frenetic Action Sequences and Death Defying Stunts

There is always a sense of extreme urgency and freneticism in a Jackie Chan action sequence, usually culminating in an outrageous, death defying stunt. Jackie Chan separates himself from his counterparts by having the ability to perform and succeed at superhuman feats. The player will get to BE JACKIE CHAN as he performs these amazing feats complete with dramatic context.

Surprising, Unconventional, Context Sensitive Tactics

In both fighting and action sequences there is always the expectation that Chan will do it differently. Whether it be a seemingly simple or greatly complex situation, his environment and surrounding props play an important role in determining his unorthodox course of action. The player will be immersed in creative, interactive environments and be rewarded for using those environments like Jackie would.

License, target audience & demographics

[Ideas on the license, demographics and convergence.]

Target Audience

The license

Jackie Chan is an action movie icon with wide appeal. By creating a Jackie Chan Interactive Action game – we hope to capitalize on his appeal as ‘action movie’ star and transcend the boundaries of a purely ‘gaming’ audience.

Jackie Chan successfully crossed over into mainstream pop culture with the runaway success smash ‘Rush Hour.’ With Shanghai Noon currently in release and Rush Hour 2 slated for release in 2001, we believe the timing of Dragon Force could benefit from a Chan Brand hot streak . We believe a large part of the appeal will be the users ability to be Jackie Chan - to act, move, fight like Jackie in a typical Chan like scenarios.

To achieve this end, the story mode in the game will follow the structure of a Chan movie and deliver on the expectations of a Chan Interactive experience.

The demographic

- 17 – 28 year old action gamers
- Jackie Chan movie fans – non-traditional gamers – but early adopters of new technologies

Convergence

While the game will naturally appeal to Action/ /Fighting gamers, we believe the license and the design of the game will go beyond the traditional gaming audience. With technologies converging on next generation consoles, we believe the opportunity is huge for us to capitalize on the appeal of Jackie – the Action Movie Star – and sell the opportunity of being Jackie Chan – in a real Jackie Chan movie.

The possibility for this game [or part thereof] to be released on the back of a Jackie Chan DVD would be a great opportunity for us to maximize the potential convergence will bring.

Marketable Game Features

[Jackie Chan: Dragon Force offers a unique collection of game features.]

Game Features

Fully Realized Jackie Personality

In-game facial animations, Motion-captured Jackie moves and voice samples will all contribute to the feel of the game. Jackie's every man, underdog character will be played up, increasing empathy between the player and Jackie.

Hundreds of Context-sensitive Animations

The key to Jackie style gameplay is maximum object interaction. This will be accomplished through an easy to use system where each class of object will have its own group of animations. Hitting a single "Action Button" will result in a staggering array of animations, depending on the object the character is using. Uncovering the best strategies and hidden moves associated with a given object will be a key part of what makes the game fun. An "Action Button" icon on the Hud will alert the player when he is within range of the context-sensitive zone for the object.

Dynamic, Creative Fighting System

A simple to use but surprisingly deep fighting system that encourages creative use of the environment to defeat multiple opponents will be a key part of Getting across Jackie's style and personality. A substantial defensive component and balanced move sets insure that **Jackie Chan: Dragon Force** will be more than a button masher. Chan's special brand of physical comedy will be well captured in his moves, setting the game apart from the typical fighting genre.

Intense Stunt Action

Fast-paced rail sections will connect the more concentrated arena encounters to each other. Jackie will engage in death defying stunts, leaping from speeding trains, escaping from collapsing buildings, and outrunning gun-toting mobsters. Rail sections will end with a spectacular "superstunt" as Jackie accomplishes his goal in the nick of time.

In-game Cinematic Camera cuts

The gameplay camera in Jackie Chan: Dragon Force will be pre-scripted and very stable, the philosophy being that a good game camera is one you don't notice. Special cinematic close ups of Jackie's facial expressions and dramatic situations will be employed sparingly in-game to increase the "movie" feeling. In-game cuts (also used to transition cinematically from one part of a level to another, as when Jackie falls through a skylight into a warehouse arena) will be extremely fast and

will never bog down gameplay. They will be used simply as a “spice” and as a reward for pulling off deep combos and other, more elaborate moves.

Diverse and Interesting characters

Colorful, larger than life characters will be so much more than fist-fodder for Jackie (though they’ll be that too). Each level will feel fully inhabited with enemies, allies and bystanders. Allies and defeated enemies will even teach Jackie new moves in some special cases. Enemies will behave just like the bad guys do in the movies. Henchmen will follow the orders of their leaders, enemies will retreat if they are getting pummeled too heavily and they will even fight strategically by analyzing the player’s attack patterns. Boss Characters will be gradually introduced to the player and will fit the flavor of their level and location. Antagonism will be built up through plot points and rematches, making for the kinds of bosses players love to hate.

Jackie style Humor

A unique blend of action and humor will set **Jackie Chan: Dragon Force** apart from other next generation action games. Level designs will incorporate humorous situations and opportunities for Jackie style physical comedy, with unconventional weapons and slapstick fighting.

Three game modes

3 types of gameplay provide multiple entry points into the game and substantial replay value. An engaging, action adventure is playable in story mode. Scenario mode sets up raw gameplay challenges for players to test themselves against. Battle mode lets your friends join in on the action in both cooperative and competitive modes.

Exciting, Far-Flung Locations

4 different real-world locations will give the game a wide variety of backdrops and each will have it’s own distinct “feel”. From bustling Hong Kong waterfronts to dizzying New York rooftops, from canals and double-decker busses in London to mist covered mountains and ruined temples in China, not to mention battles on and through speeding trains and futuristic “James Bond” style secret bases, **Dragon Force** will be a passport to adventure.

Modes of Play

[Three different modes of gameplay will satisfy all Jackie Chan fans and action gamer enthusiasts. One of the strengths of the Dragon Force design is that it caters to those wanting different kinds of user experiences.]

Game Modes

a) Story Mode

Story Mode provides a complete, cinematic, action movie gaming experience. In addition to creating emotional engagement and developed characters, the story will work hand in hand with the design to train the player to use new moves and act more like Jackie. Levels will all have clearly defined goals, that relate to the larger story and give the player a sense of satisfaction and accomplishment.

The game immerses the player in the plot of a **Jackie Chan Action Movie**, and seamlessly integrates story with fast-paced Jackie-style gameplay. Jackie is a Hong Kong cop plunged into an international scandal involving the evil **Domino Corporation** headed by world-wide bad guy **Maximillian Gecko**. Recruited into an International World Protection Agency called **Dragon Force**, Jackie is sent around the world in a mad dash to foil Gecko's terrorist minions and expose his secret plot for world domination. Within this multi-faceted mission, Jackie is introduced to numerous larger than life characters, both friend and foe, as well as the mysterious and beautiful **Agent Carter** of Dragon Force.

Story Mode Structure

Levels in story mode will be organized into 4 locations, each location having three or more levels. Jackie begins in **Hong Kong**, is recruited into Dragon Force and sent to **New York** and **London**, and finally tracks the terrorists back to Hong Kong and into the interior of **China**. The China level will introduce a more traditional, old school Kung Fu movie feeling into the game, as a contrast to the other, more urban and modern environments. This will also help to set up a theme of Jackie's more traditional skills against Gecko's high tech arsenal.

In each location Jackie must tangle with a different, location-themed gang, as well as major enemy characters and incidental and friendly characters. The location of the hidden detonator, as well as the codes for disarming it, must be discovered in separate level missions, before the final race to disarm the bomb and face the Boss character for the location.

Characters will be encountered in multiple levels, and re-match situations set up. In addition, some characters will be friendly to Jackie, or will help him out after they have been defeated. Once the location is wound down, a brief cut scene will link to the next location.

b) Scenario Mode

Scenario mode re-purposes game elements and entire levels from Story Mode and strips them down to raw gameplay challenge. Levels from Story Mode will be given new goals or multiple goals, with adjustable time limits and other measures of success. Players will be able to compete against each other for rankings and bragging rights, and also encouraged to try to beat their personal best. Excellence will reward the player with new levels, and with new arenas and characters for battle mode and minor upgrades for Story Mode.

c) Battle Mode

This mode allows up to 4 human or computer controlled players to square up against each other in a fierce multi-player showdown. The battles will take place in modified versions of story and scenario mode arenas, in addition to some brand new arenas specifically designed for this style of play. Multiple game styles, including tag team and free for all, will satisfy both the hardcore fighter and casual party gamer alike.

Chan Freestyle Combat System

[Jackie Chan: Dragon Force offers one of the most interactive, unique and rewarding fighting systems yet experienced in video games.]

Fighting System

Jackie is an expert martial artist who has his own unique style. His speed, odd choice of weaponry, huge arsenal of signature moves, ability to interact with the environment and choreographed sequences are all crucial components of his screen persona. By giving the player access to a staggering number of these moves, they will be able to feel that THEY ARE JACKIE CHAN.

With a wide array of signature moves, the action will never get tiresome. Each move has its own strategic strengths and weaknesses, which gives the player enough freedom to make each encounter different.

What follows are some of the highlights of the Chan fighting system.

- Unique multi-directional fighting system allows Jackie to fend off numerous enemies at once without changing his directional facing.
- Sometimes it's better to stay on the defensive. With a single button, Jackie can deflect attacks, strafe around enemies, and even perform cinematic counter moves that change with the incoming attack type and arena surroundings.
- It wouldn't be Jackie if the action stopped when someone hits the ground. He can flip up, roll around, and even perform fancy rising attacks against his enemies.
- With a simple tap of the action button, Jackie can throw enemies through objects, into bookcases, and even grab two enemies for multi-target throws.
- The enemies in the game behave just like the bad guys do in the movies. Henchmen will follow the orders of their leaders, enemies will retreat if they are getting pummeled too heavily and they will even fight strategically by analyzing the player's attack patterns.
- Allied characters will aid Jackie in fighting encounters with their own fighting behaviour. Certain characters will also teach Jackie new maneuvers and fighting techniques throughout the course of the adventure.

Sample Level – The Paper Chase

Located near the end of the middle (London) location, the Paperchase is a good example of the mix of fighting and stunts found in a typical level. The level has a clearly defined goal, a time limit, and dramatic cut-sequences that advance the plot and enhance gameplay. It is split into two sections, a stunt-based “rail” section and an arena fighting encounter with lots of object interaction.

In previous levels, the player has already recovered the secret codes needed to disarm the detonator for the remote time bomb that is now ticking down. The location of the detonator (the Derby Boy's London hideout) has been discovered, and with only minutes left before the bomb goes off, a Dragon Force Helicopter drops Jackie off on the roof of the hideout.

As Jackie prepares to enter the hideout (the arena section of the level) The Dragon Force backup agent explains to the player what he must do to disarm the detonator. The Agent then tells Jackie he has only minutes left and makes sure he has the codes he will need. Jackie pulls out the paper that the codes are written on, and is about to answer in the affirmative when a gust of wind blows the codes out of his hand!

Jackie is horrified. With only minutes left, the player must chase after the codes and make his way back to the hideout, AND disarm the detonator before the time runs out.

The paper blows over the rooftops and down into the street, where it catches on the antenna of a double-decker bus. Jackie lands on another bus that is following. The player must dodge obstacles on top of the speeding bus while attempting to recover the paper.

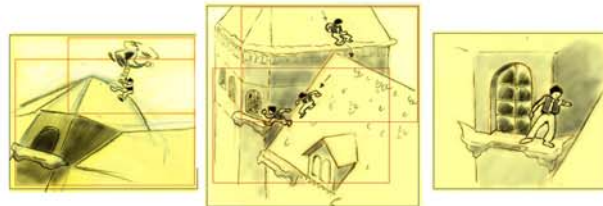
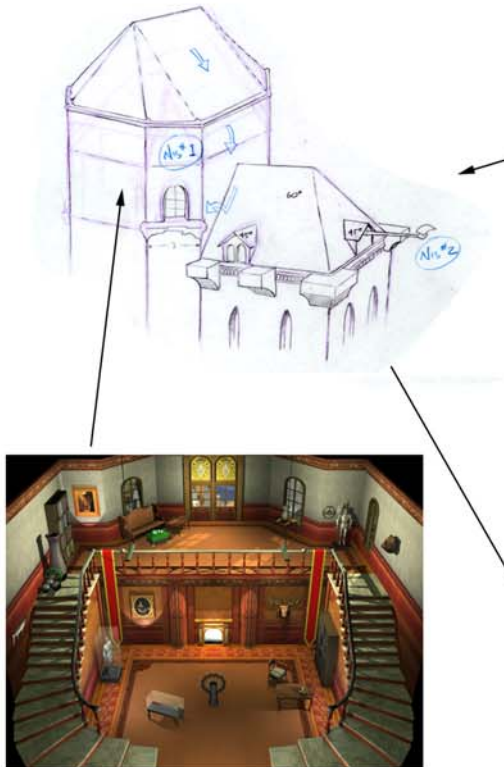
Once the paper is recovered, Jackie is thrown onto the top of a truck speeding down a side alley. The pace is furious as he avoids various transformers and power lines. Once he is out of the alley, The Dragon Force helicopter will try to pick him up by dropping a rope ladder. The player will have several chances to jump to the helicopter from the top of the truck. The sooner he successfully completes the stunt the more time will be left to disarm the detonator once the helicopter drops him back into the hideout.

The Derby Boy's Hideout is in the top floor of a Victorian mansion. The chamber is disguised as a private museum, with collectibles, antiques and paintings scattered throughout. By turning an antique ship's wheel in the middle of the arena, the player can transform it into a high-tech command center, giving access to the detonator hidden behind the revolving fireplace (needs illustration)

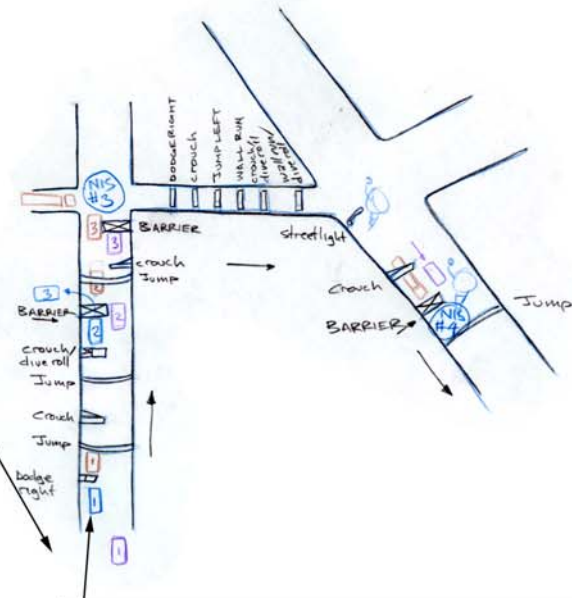
Once the wheel is turned, the player will have a limited amount of time (displayed on the countdown screen that replaces the fireplace) to run up the stairs and access the detonator platform on the second level. The player must strategically use as many world elements as possible to neutralize the enemies that stand in his way, and must successfully enter the codes three times in order to completely disarm the bomb.

Proto-Level: Paperchase Rail Section

1. Located near the end of the middle (London) Location, the Paperchase is a good example of the mix of fighting and stunts found in a typical level. It has a clearly defined goal (recover codes, disarm bomb), a time limit, and dramatic cut scenes that advance the plot and enhance gameplay.



2. With only minutes left before the bomb goes off, a Dragon Force helicopter drops Jackie off on the roof of the enemy hideout



3. The Derby Boy's hideout, contains the remote detonator, but it is cleverly hidden and well-guarded.

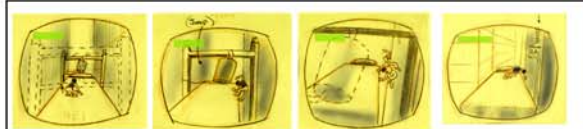


Jackie is told how to access the secret detonator and is about to enter the arena when the precious codes blow out of his hands!



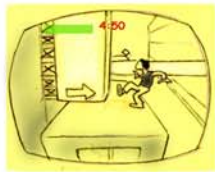
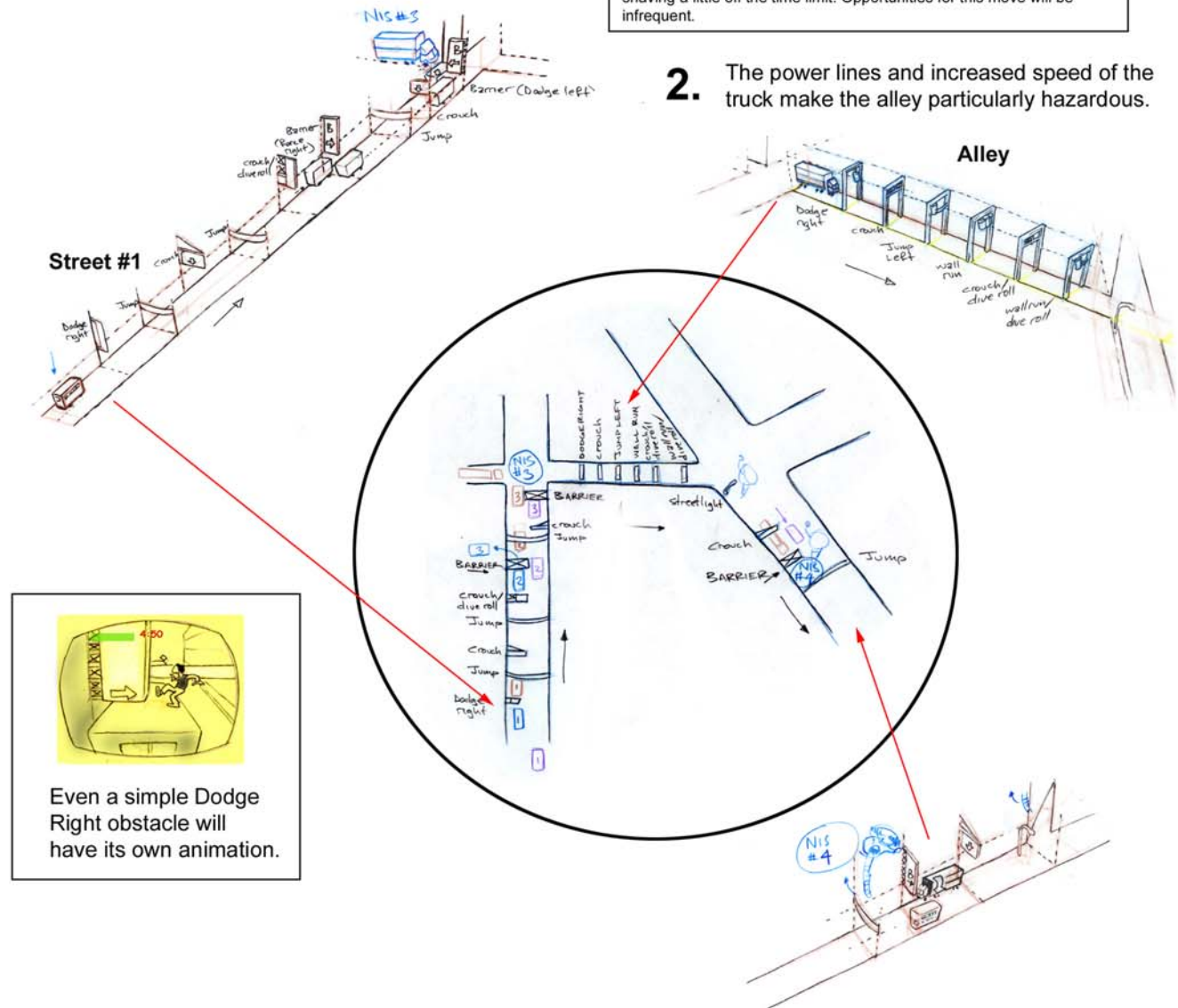
5. With time running out, Jackie tries desperately to recover the paper, which drifts into the street and caught on the antenna of a speeding double-decker bus. Jackie winds up on another bus, dodging signs and frantically trying to recover the codes

1. If Jackie can make it to the end of the first street, he will have a chance to grab the paper and leap to a truck that is speeding down a side alley.



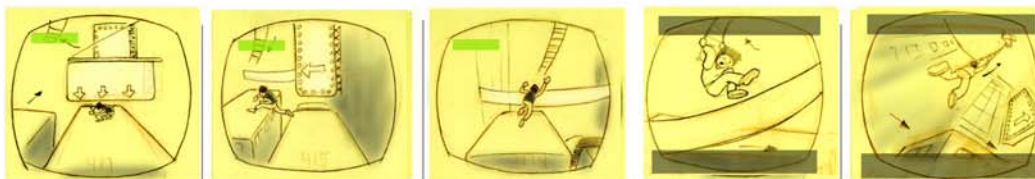
The wall run is a special optional move that will play as an extremely brief NIS, possibly with camera cuts. It will also reward the player by shaving a little off the time limit. Opportunities for this move will be infrequent.

2. The power lines and increased speed of the truck make the alley particularly hazardous.



Even a simple Dodge Right obstacle will have its own animation.

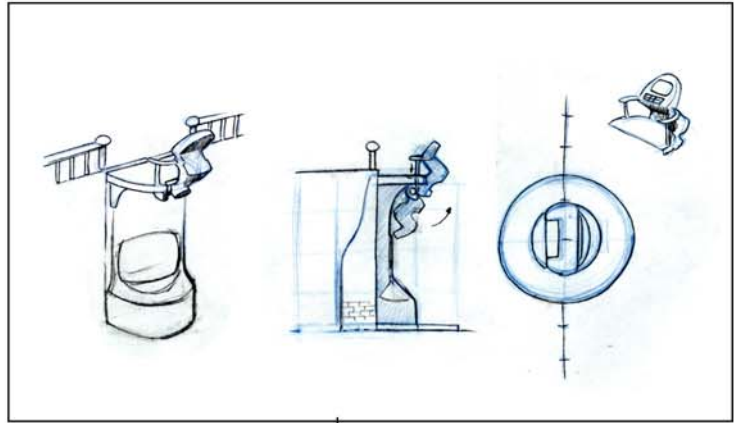
- 3.



If Jackie can make it through the alley, he will have several chances to jump for the ladder of the Dragon Force helicopter. The earlier he grabs it the more time he will have to disarm the detonator in the arena. The brief, in-game cut scenes will always act as checkpoints.

Paperchase: Arena Section

1. Once Jackie has recovered the codes, the Dragonforce helicopter will deposit him in the Derby Boy's hideout. A high-tech command center disguised as a private museum. The player has already been informed that turning antique ships wheel in the center of the room will transform the fireplace into the hidden detonator platform.



2. Once the platform is revealed, Jackie must fight to the top of the stairs and get to the detonator platform before it changes back. He must accomplish this three times, all the while dealing with enemies, in order to successfully complete the level.



3. Winston, a crafty boss character with ranged attacks, guards the upper area near the detonator platform that Jackie must access.



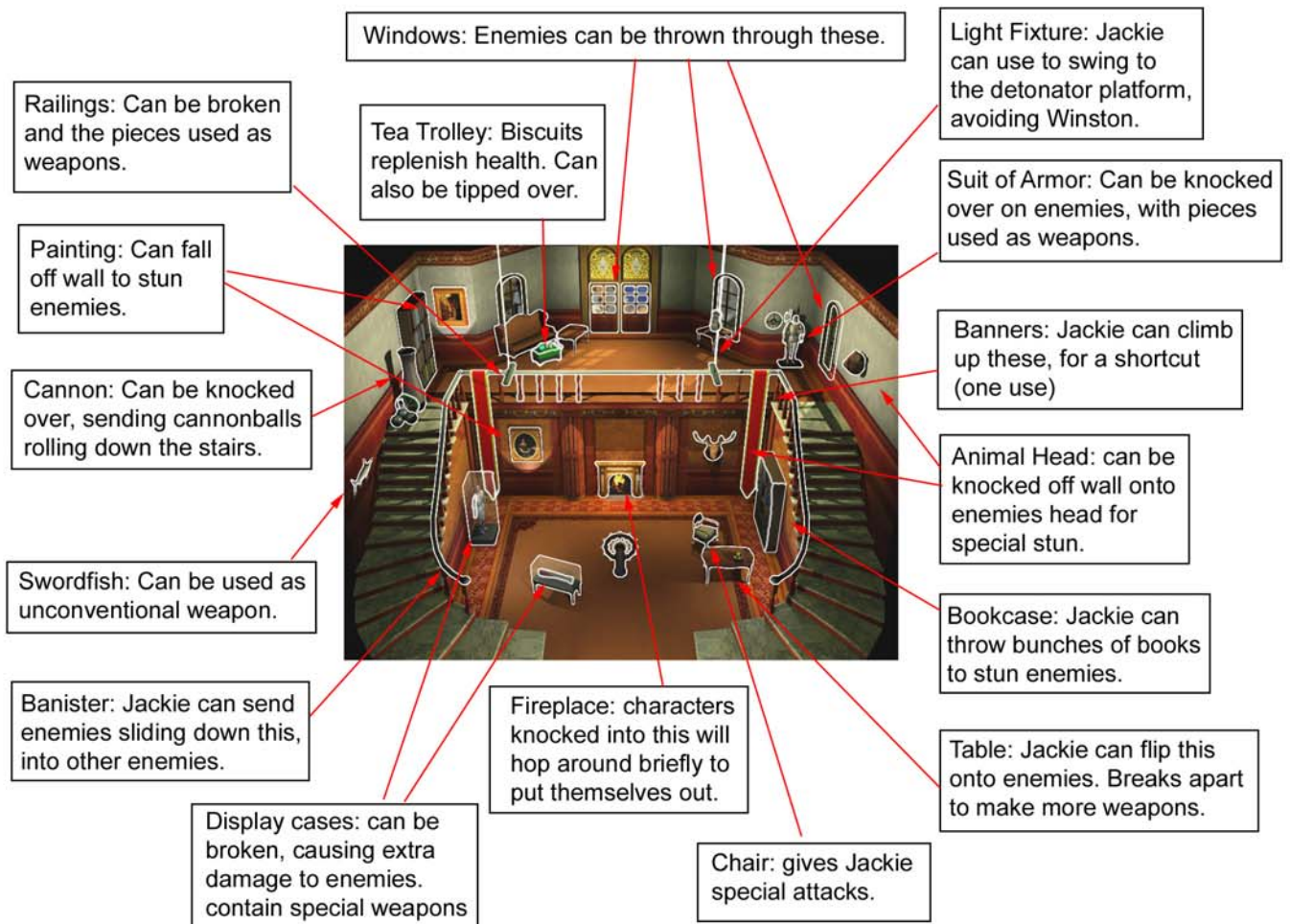
4. The other Derby Boys will use various weapons to keep Jackie from getting to the wheel. They will outnumber him, forcing the player to strategically use the environment to accomplish his goal. When defeated, new enemies will be generated from behind bookcases and other secret passages. There will be a total of 5 enemies in the arena at any one time.



Object Interaction

Almost every object in the arena will have special moves associated with it. The player will be able to replay the level many times before uncovering all the item uses. It will take even more play to figure out how to use the objects strategically to improve the time it takes to complete the level. Winning the level in Story Mode will unlock Scenario and Battle mode versions. Exceptional performance will give access to upgrades and new characters for Battle Mode.

These are just some of the uses of these many objects. Additional uses are detailed in the Object Functionality Document.



Stuntmaster vs Dragon Force

[Stuntmaster failed to capitalize on many of the strengths and expectations associated with Jackie Chan. This resulted in a game – still well received – but too flawed to reach a level of greatness and mass consumer appeal. The following is a brief synopsis outlining these failures, and how Dragon Force has, and will, do it better.]

Stuntmaster vs Dragon Force: A critique

Jackie Chan's Stuntmaster is a solid, classic-style beat 'em up for the playstation. It features a simplified but fun fighting system with more moves and variety of weapons than the average game of this genre, combined with platforming stunt action and collectibles to add replay. Jackie's personality is incorporated into the gameplay through motion-captured Chan moves and voice samples, and by the light-hearted, campy nature of the gameplay. For a number of reasons Stuntmaster falls short of being a top-tier ground-breaking title, and it is exactly this problem that is addressed in the Design Concept for **Jackie Chan: Dragon Force**.

For this reason, **Dragon Force** is not conceptualized as a sequel to Stuntmaster. Rather, the game is seen as an opportunity to fully realize the excellent potential of the Chan license as the game industry makes the transition to the next generation of consoles. New technology will allow for a graphic style, cinematic experience, and level of world interaction much more in keeping with the real-life Jackie Chan. A well-balanced and clearly established design will act as the foundation for a game that will be technically amazing, visually eye-popping, and above all incredibly fun and addictive to play.

a) Load Times

Stuntmaster is plagued with horrendously long load times, a problem which stems from a lack of a solid design foundation at the beginning, and which is perhaps the greatest single factor in marring enjoyment of the game.

Having extremely short loadtimes and doing away with loading screens as much as possible will be a priority for Jackie Chan: Dragon Force. We plan to accomplish this by starting with a solid game design that will have clear loading requirements from the beginning and by making fast load times a priority for the tech design. We are also interested in the potential for the X-Box hard drive to reduce load times.

b) Story

Stuntmaster suffers from a lack of engaging story, but more importantly from a story that is not integrated into gameplay, level design, and character development.

Jackie Chan: Dragon Force will integrate an action movie story line directly into gameplay and into individual level goals. By designing the story and the game together from the ground up, we can ensure that both work together to deliver an emotionally engaging experience.

c) Characters

The characters in Stuntmaster are repetitive and uninteresting. They have virtually no connection to the story, little personality, and little to distinguish one from the other.

The characters in Jackie Chan: Dragon Force will be fully integrated into the story and will be far more developed both graphically and in terms of personality. Rather than have all characters be enemies, some will be bystanders, some will be allies, and some will change sides and later help the player out. Characters will return over several levels, allowing them to be more fully developed and letting the player to form more of a relationship with them. Each Location (Hong Kong, New York, London, and China) will have unique characters that emphasize the differences of the different regions. Enemy characters will have move sets that force the player to learn new moves and use strategy to overcome them.

d) Replay Value

Stuntmaster suffers from repetitive gameplay, and fails to get full use out of art and level design assets.

Jackie Chan: Dragon Force will feature three gameplay modes to get full use of art assets and appeal to a wide variety of gamers. Story Mode will provide an immersive action movie experience and an extended, satisfying experience. Scenario Mode will focus on gratifying gameplay, re-combining and re-purposing sections of gameplay from story mode. Finally, Battle Mode will provide an exciting 2-4 player multiplayer experience. Battle Mode will also act as an excellent development tool, allowing us to tune and balance our fighting system for all modes. Each different mode will act as a gateway into the game, which will then lead the gameplayer into different modes through various rewards and upgrades.

e) Jackie Personality

Stuntmaster failed to fully capture the essence of Jackie's personality in a videogame. This was partially due the technical constraints of the Playstation, and partially due to a game design that failed to take full advantage of Jackie's personality and integrate it into gameplay.

The game design for Jackie Chan: Dragon Force was built from the ground up around the action movie persona of Jackie Chan. The player will be specifically encouraged to act like Jackie Chan, and will be rewarded for doing so. Next-generation graphics will deliver in-game facial expressions that bring Jackie to life and let the player “feel Jackie’s pain”.

Appendices

The following appendices have been attached to provide further detail into the design of Jackie Chan: Dragon Force.

I) Story Mode appendix

II) Chan Freestyle Combat system appendix

III) World Object Functionality appendix

I. Story Mode – an appendix

Story Mode will feature an Action movie plot and colorful, recurring characters. Boss characters will appear in earlier levels to aggravate the player, giving them more of a reason to want to beat them. Some characters will help Jackie, teaching him new moves and in a few cases actually fighting alongside him. The criminal mastermind Maximillian Gecko and his right-hand man Scorpio will frequently interfere with Jackie's plans, setting the stage for a final climactic showdown inside Gecko's high-tech base. The final China location will be used to set up a "technology vs. tradition" theme, with Jackie learning powerful moves from Shaolin Monks that will help him overcome Gecko's devious devices. A dramatic betrayal at the end will set up a final mountain-top match with Scorpio, the toughest fighter in the game.

Maximillian Gecko

The tyrannical head of The Domino Corporation. A brilliant genius and techno-geek, Gecko orchestrates the domino effect from his hi-tech fortress in China. Crippled from the waste down, Gecko spent a large portion of his youth playing strategy videogames, which have influenced his megalomaniacal aspirations.

Age: 32
Nationality: American
Height: 5'9
Weight: 140
Interests: Global Domination, video games
Fighting Style: Gadget Fu/Exoskeleton

Not much of a martial artist, Gecko has a wide array of hi-tech gadgetry at his command. If Jackie defeats Scorpio, Gecko will transform the arena into a 'danger room' that he commands from his control tower. Once Jackie disables the danger room, Gecko will attack him with his hi-tech exoskeleton for the final showdown!



Scorpio

Raised as an underworld fighter since childhood, Scorpio dominated the underground competition circuit until Gecko took notice of him. Thinking that he had no fighting equal, Scorpio gave up his life of competition and now works as Gecko's enforcer and bodyguard. Scorpio's loyalties are questionable, and he is secretly waiting for the right time to dispose of Gecko and take over his operation.

Age: 30
Height: 5'10
Weight: 210
Nationality: American
Location: New York, China
Interests: Training
Fighting Style: Kickboxing, Judo



Agent Carter

Carter is the highest-ranking agent in Dragon Force. She joined the force at an early age, being the daughter of a senior agent. Because of her gender and father's influence, Carter feels that she must constantly prove herself to her peers, which leads to a lot of unnecessary risk-taking. Although she resents Jackie's involvement in the force, she has feelings for him that she tries to keep hidden.

Age: 28
Height: 5'6
Weight: 110
Location: Hong Kong, London, China
Fighting Style: Wing Chun



Location: Hong Kong

Hong Kong is Jackie's stomping grounds. The first three levels of the game take place here, and act as training levels. Jackie is introduced to **Agent Carter** and chases after her when he mistakes her for a pickpocket. In the ensuing chase he inadvertently knocks over part of a grocery stand, enraging the employees and resulting in a crazy brawl with **the Grocery Gang**. Tracing Carter to the American embassy, he stumbles onto a plot by a triad gang (under Gecko's direction) to blow up the building. Catching one of the **Tong Twins** in the act of planting the bomb, Jackie engages in a battle with **Chen**, which is cut short when the bomb goes off. Jackie must quickly escape from the collapsing building, after which he discovers the plot to blow up embassies and is recruited into Dragon Force. Once Jackie has foiled Gecko's plans in New York and London, he will return to Hong Kong to try to rescue a kidnapped agent Carter, and tangle with the Tong twins again.

The Tong Twins

Two twin brothers who overlook street level affairs for the Triad. Despite the pretty-boy appearance, these two characters have a ruthless and way of doing business that has allowed them to climb to the top of the organization in a short period of time.

Chen

When Jackie reaches the end of Hong Kong 3, Chen is waiting for him with the aid of his brother. He seeks revenge on Jackie for disfiguring his once perfect appearance.

Age: 28
Nationality: Chinese
Height: 6'0
Weight: 185
Interests: Fashion, Gambling
Fighting Style: Jeet Kun Do

Appearance: violet suit, designer shades, black hair with white bangs, facial scar (second encounter)

Shin

Age: 28
Nationality: Chinese
Height: 6'0
Weight: 190
Interests: Racketeering, Extortion
Fighting Style: Jeet Kun Do

Appearance: black slacks, white sport coat, spiky hair, and designer sunglasses

These characters share the same model and animations. In battle mode, Chen will be the initial selectable character, with Shin as the alternate costume.

Jimmy Li

Young and brash, Jimmy seeks to prove his mettle to his older Triad brothers. A good kid at heart, Jimmy will question his actions once Jackie defeats him and reveal the location of the Triad Headquarters.

Age: 19
Nationality: Chinese
Height: 5'9
Weight: 145 lbs
Location: Hong Kong 2
Interests: J-Pop, tagging
Martial Art: Tonfa

Appearance: blue jeans, sneakers, red tanktop, backwards baseball cap with bangs coming out the front.

The Grocer Gang

These three characters work at the Goodie Bowl market in the Hong Kong location. They attack Jackie for causing a scene in their market.



Morita

Morita is the owner and operator of stall 14 in the Goodie Bowl market. Once a master martial arts trainer, Morita now looks to produce for spiritual enlightenment. The stress of running a busy produce stall is very heavy, and Morita will not hesitate to bust out some chop sockey on any shoplifting troublemakers!

Age: 58
Height: 5'5
Weight: 140
Location: Hong Kong
Nationality: Chinese
Fighting Style: Kung Fu

Uglok

Uglok works in the market as a butcher. Slow and dimwitted, this character packs a mean wallop.

Age: 26
Height: 6'0
Weight: 300
Location: Hong Kong
Nationality: Chinese
Fighting Style: Cleaver

Sonny

Age: 23
Height: 5'9
Weight: 150
Location: Hong Kong
Nationality: Chinese
Interests: Singing
Fighting Style: Kung Fu

Sonny works part-time as a delivery boy for his uncle Morita. He gave up a short career with the street gangs after repeated beatings from his uncle and now wants to straighten up his life and become a formidable master of produce.

Location: New York

In New York, Jackie and Carter try to learn more about Gecko's plans. The player is introduced to **Scorpio**, Gecko's right hand man and enforcer. Jackie infiltrates the New York Gang's hideout and discovers the plot to blow up the Chinese embassy. In the process they see him, which leads to a dramatic night time chase over rooftops and through buildings as Jackie escapes. Attempting to locate the hidden detonator for the bomb, Jackie follows Scorpio into the subway, leading to a wild chase over moving subway cars in which various sewer-dwelling lowlifes ambush Jackie. He ends up in an abandoned bakery in a huge, slapstick brawl, eventually making his escape by jumping from the roof to a Dragon Force helicopter just before he is completely overwhelmed by the masses of Sewer denizens. The next day Jackie sees Gecko's bodyguard leaving the Embassy that he and Carter are staking out. The bodyguard takes off on a motorcycle and Jackie follows. A crazy chase scene ensues through various New York landmarks, including the Guggenheim museum, causing much havoc and destruction. Jackie discovers the enemy hideout just in time and races to disarm it while fighting with Gecko's bodyguard. The bodyguard escapes and Jackie learns from another defeated henchman about Gecko's plot to blow up an embassy in London.

Rocco

This filthy cretin is the leader of the Sewer Rats: a gang of sewer dwelling lowlifes who terrorize the New York subway system. . He commands his subterranean followers through both fear and intimidation.

Age: 25
Height: 6'3
Weight: 300
Location: New York (Subway)
Nationality: American
Fighting Style: Steel Chain



Banshee –

Banshee performs recon duty for the Sewer Rats, patrolling the sewers on her modified roller blades. If she catches sight of Jackie, she will let out a deafening howl that will alert nearby Rats.

Age: 18
Height: 5'8
Weight: 120
Location: New York
Nationality: American
Fighting style: Rollerderby

Hank Hammerson

Hank is Gecko's contact in New York. A specialist in pancrase, he was second to Scorpio in the underground fighting tournaments. Although the two were fierce rivals in the ring, they now work together due to a debt that Hank must repay to Gecko.

Height: 6'0
Weight: 280
Race: American
Location: New York
Interests: Wrestling, monster trucks
Fighting Style: Pancrase



Mason Warren

Height: 6'0
Weight: 170
Nationality: New York
Interests: Literature, Art
Fighting Style: Praying Mantis Kung Fu

Mason is a master of praying mantis kung fu.

Location: London

Jackie arrives in London, where Dragon Force is already keeping tabs on the Derby Boys, Gecko's English gang. Jackie meets Winston and Cartwright, and briefly tangles with them. He is involved in a speedboat chase through canals. Jackie encounters the diminutive but stern Grandma Yiao, who kicks his butt before instructing him on some key defensive moves. He eventually tracks down the piece of paper with the codes on it, only to have it blow out of his hands just as he is about to enter the Derby Boy's "Museum" hideout. He frantically tries to retrieve the paper, ending up on a speeding double-decker bus through the streets of London. Just in time he leaps to the Dragon Force helicopter and is returned to the hideout. With only minutes left he fights off the derby boys and manages to access the secret detonator platform just in time. With the bomb disarmed, Winston makes his getaway in a luxury dirigible. Jackie leaps to the blimp as it is escaping, and has a final showdown with Winston. Once Winston is defeated, Gecko appears on a screen and taunts Jackie, informing him that he has kidnapped Carter.

Gran'Ma Yiao

Gran'Ma Yiao runs a flower shop in the Camden area of London. Despite her age, she will not hesitate to defend herself or others from any marauding hooligans with her Tai Chi skills.

Age: 68
Height: 5'5
Weight: 95
Sex: Female
Location: London
Hobbies: Tai Chi, Gardening
Fighting Style: Tai Chi

Empty Palm is a defensive technique that allows the player to avoid and counter attacks much more effectively. Once learned, Jackie will also acquire new strafe and dodge animations that are much faster.



Winston (Boss)

Although plump in stature, this character has strength and cunning unmatched by the rest of the derby boys. Not much of a martial artist, Winston relies on grapples and a special pocket watch that he uses as a weapon. Armed with an arsenal of 'time' related quips, his main focus is to frustrate the player as the timer runs out. Before the encounter occurs, Winston will be sitting on one of the antique chairs, sipping a cup of tea. Once Jackie enters the room, he will put down his cup and give Jackie a cordial greeting.

Attacks:

Pocket Watch - Winston will use the watch as a long-range form of attack. The chain extends about 5 feet in length at maximum distance.

Watch Trap - Winston flings out the watch at the player from mid range. If the watch connects, he will pull the player towards him for a follow-up attack.

Full circle swing - This is a circular attack where he swings the watch around him 5 times (cool motion blur effect) before recovering. The attack hits high, so the player must either stay out of range or take him out with a diveroll attack.

Choke - Winston wraps the chain around Jackie's neck, squeezing the life out of him. Jackie's face goes beat red as he tries to struggle from the attack (camera zoom). If the action button is timed properly, Jackie will elbow Winston in the gut, knocking the wind out of him.

Leg hook - Whipping out the watch, the chain will tangle Jackie's legs, causing him to fall to the floor. "Watch your step, Jackie"

Grappling hook (Special Move) - Winston will whip out his pocket watch to a raised point in the arena. On its way to the target, two curved blades will come out of the sides of the watch, transforming it into a grappling hook.

AI Behaviour

Winston likes to avoid confrontation, preferring to heckle Jackie from afar. Once Jackie does get within attack range, he will strike at him with his pocket watch.

Quotes:

"I would take care of you myself. but I simply haven't got the time"



Cartwright (Sub-Boss)

This debonair chap stands a little over 6 feet tall with a slender build. Garbed in a blue pinstripe suit with bowler hat to match, Cartwright handles his brass cane with both style and ferocity.

Appearance: 6'2, blue pinstripe pants, white collared shirt w. rolled up sleeves, whitewall shoes.

Fighting Style: Savate - A French form of kickboxing that combines both hand-to-hand strikes and the art of canne: the use of a cane as a fencing weapon. This was the martial art that was primarily used in The Avengers.

Attacks

Feint - Lunging forward with the cane, this attack is used to deceive his opponent by retracting the strike at the point of impact. If the player tries to avoid the cane, Cartwright will let out a chuckle and perform a nasty follow-up attack.

Cane trip - Cartwright will try to hook the legs of his opponent with the handle of his cane. If successful, Jackie will stumble, but not fall to the ground. Cartwright will then proceed to kick Jackie in the face three times (knockdown).

High kick

Sidekick

AI Behaviour

Cartwright likes to circle around his opponent, issuing orders to his cronies. If the player starts to do a lot of damage, or his henchmen are out of range, Cartwright will raise his cane and issue a challenge to the player. As the two combatants square off, the other enemies will back off and wait until Cartwright is in trouble or Jackie runs away.



Derby Boy Henchman

Alex Class

Cartwright's elite guard.

Alex

Appearance: blue slacks, vest, white collared shirt, slicked back blonde hair, 5'11, slender build

Fighting Style: Savate - Alex shares the same fighting style as Cartwright, save for certain special moves that only Cartwright possesses.

Weaponry: Cane - Alex will always start off carrying a cane. Unlike Cartwright, Alex's cane is a regular weapon that can be dropped.

Hit Points: 65
Aggressiveness: Medium
Speed: Fast
Damage: Medium

Elliot

Appearance: blue slacks and matching jacket, white collared shirt, bowler hat

Fighting Style: Savate

Hit Points: 60
Aggressiveness: Medium
Speed: Fast
Damage: Medium



Corman Class

Winston's personal entourage. These characters use a combination of boxing and grappling to take down their foes.

Corman

Appearance: brown pants, white shirt, brown vest, 5'8, stocky build, black hair w. gray streaks, spectacles

Fighting Style: Pugilism

Hit Points: 70
Aggressiveness: High
Speed: Slow
Damage: High

Henry

Appearance: Brown pants, matching vest, and jacket. White shirt, 5'8, stocky build, blonde hair
Fighting Style: Pugilism

Hit Points: 60
Aggressiveness: Medium
Speed: Medium
Damage: Medium



Location: Hong Kong and China

Hong Kong

Jackie returns to Hong Kong, where Gecko has been sighted. This brings him into direct conflict with the Triad, especially the Tong twins, who seek revenge for brother Chen's disfigurement in Jackie's previous Hong Kong Encounter. Jackie tracks them through the crowded waterfront and along the docks to an exclusive supper club, where he finds Gecko himself meeting with his cronies. Jackie radios Dragon Force for help and bursts in to try to stall the enemies. He must hold off an overwhelming force of foes for five minutes, until his backup arrives. Gecko and Scorpio escape with Carter, and Jackie gives chase, through a treacherous series of booby traps and secret passages to an escape speed boat. Jackie steals a boat and gives chase but is ambushed at the end and captured by Gecko's henchmen. He is bound and gagged and stowed on board a train that is taking supplies to Gecko's secret mountain headquarters.

China

Jackie begins this location by escaping from his bonds and fighting his way along the length of the speeding train, fighting inside and on top of it. He searches frantically for Carter but learns from a defeated enemy that she is not on the train, but was taken directly to the base in Gecko's helicopter. Reinforcements arrive and drive Jackie from the moving train. He then sneaks into the secret village base of the Hitochi clan, and breaks into Drakuul's mansion, where he has a fierce battle with Drakuul. This leads to a secret passage into the mountain and Gecko's high tech base. Jackie must fight Scorpio, Gecko, and Gecko's high tech devices in order to free Carter and bring the bad guys to justice. In a strange twist of events, Scorpio turns on Gecko and battles with Jackie for the final epic showdown.

The Hitochi Clan

The puppeteers behind the Triad movement, the Hitochi Clan have joined forces with Gecko in hopes of taking over the Chinese underworld. They are the main enemies in the China location.

Drakuul (Boss)

Chief officer of the Hitochi clan. A fierce opponent, Drakuul was once a practitioner of the ancient way, but a lust for power has corrupted him into a ruthless crime lord. Drakuul's mask has been rigged to breath a flame jet from its menacing maw.

Age: Unknown
Nationality: Japanese
Height: 6'1
Weight: 210 lbs
Location: China (level 4)
Interests: Strategy, Mahjong

Fighting Style: Kusari Gama

A weighted chain that can be used for both striking and grappling attacks. Drakuul likes to tangle his opponent with the chain portion and then follow-up with his flame breath.



Bun Bun (Sub Boss)

This gargantuan simpleton is Drakuul's loyal servant. He wields his 5-foot tall war mallet with vicious intent.

Age: 32
Nationality: Japanese
Height: 6'3
Weight: 350 lbs
Location: China
Interests: none
Fighting Style: War Mallet

Appearance: Brown slacks, white shirt, suspenders, bare feet, brush cut, mongoloid features.



Chan Freestyle Combat System – an appendix

II. Chan Freestyle Combat System – an appendix

Control Layout

X - Jump
Square - Punch
Tri - Kick
Circle - Action
L1 - Duck
R1 – Defend

Terminology

All frame references are based under the assumption that this game will run at 60 frames per second.

Execution Time

The number of frames before hit detection of animation begins.

Recovery Time

The period of time in which the player is vulnerable for after hit detection ends.

Circular - An offensive action that doesn't follow a straight-line path. Circular attacks are more forgiving in their accuracy and can hit multiple opponents at the same time.

Tap - A command entry with an immediate release of the input.

Hold - The input must be held down for X number of frames.

Minor Interrupt - modifier that occurs when an offensive action is interrupted by an opposing attack during recovery time. Minor interrupts have a +15% damage modifier.

Major Interrupt - modifier that occurs when an offensive action is interrupted by an opposing attack during execution time. Major Interrupts have a +30% damage modifier.

Input seperators - If two commands have a comma (,) sign separating them, the commands have to be entered in succession. If there is a plus (+) sign separating them, the command inputs must be entered simultaneously.

Example: punch+kick will perform an attack reversal, whereas punch, kick will perform a punch, kick combo.

Combo (Combination) – two or more attacks that connect in succession. A canned combo is one that is designed into the fighting system. A 'roll your own' or float combo is one that is created by the player.

Movement

All movement will be controlled with the directional pad; the option of using both digital and analog controller will be available. Momentum will play a huge role in how the player reacts to a situation. If the player is running at full speed, his turning radius will be larger and pressing in the opposite direction will cause him to skid before turning around.

Dashing

Dashing will be accomplished by double tapping the directional pad. If the player releases the D-PAD instantly, he will perform a quick dash in the direction that he is facing. The dash will allow the player to avoid obstacles and projectile attacks if timed properly. The downside to this maneuver is that there is a slight recovery time once the dash is finished. This creates opportunity for some serious vector based movement.

Example: An enemy is carrying a silver platter and is advancing towards Jackie. Sensing that the enemy will throw it at him, the player dashes to the right and avoids the incoming platter. Unfortunately, another enemy creeps up behind him and punches Jackie during the dash recovery.

Crouching

Crouching will be used to duck under attacks and obstacles.

Neutral - By holding down the duck button, Jackie will go into a crouch position. The player will be able to avoid obstacles, high attacks, and grabs while in this state. If a directional input is entered while crouching, the player will crouch-walk at a slow pace.

If the player presses crouch while moving or in addition to a simultaneous d-pad press while standing, he will perform a diveroll. If the player keeps the crouch button pressed down before the getup phase of the diveroll animation, he will transition into a regular crouch.

Fighting Strategy

In order to achieve balanced gameplay, all of the actions in the fighting system will adhere to a strategic formula. The first layer of this formula is based around the target location of the attack.

Attack Locations

High – An attack that hits the upper chest and above. These attacks are usually quick and low damaging. Due to the quick speed, they usually take priority over medium attacks.

Mid (or medium) – An attack that hits between the upper chest and groin area. Slower than high attacks, mid hit moves cause more damage and interrupt low attacks.

Low – An attack that hits below waist level. Although slower in execution and recovery, low moves duck underneath high attacks and are usually circular.

Diagram 1: Attack Location Priorities

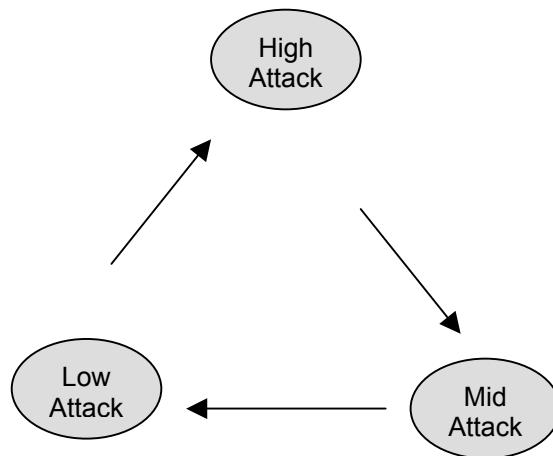
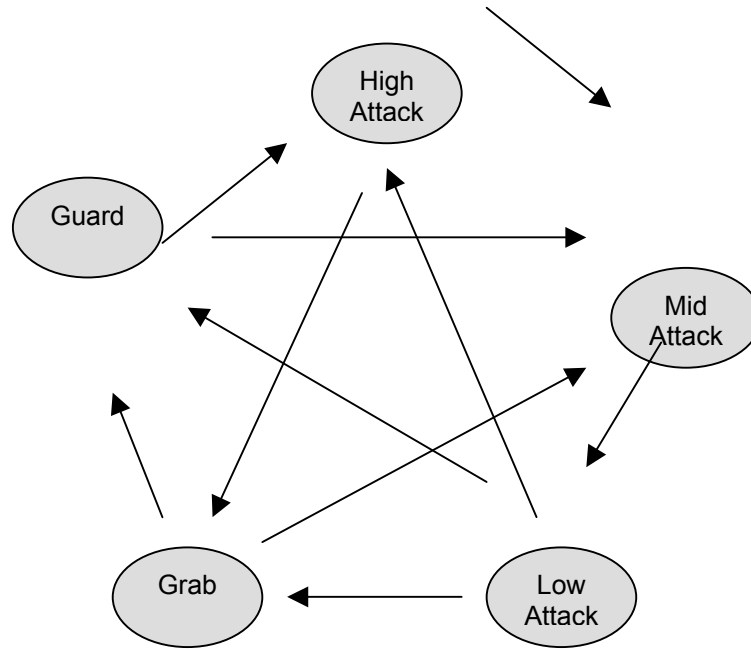


Diagram 2: Complete Action Priorities



	High	Mid	Low	Grab	Guard	Dodge	Crouch	Circular	Jump
High	--	W	L	W	L	L	L	W	W
Mid	L	--	W	W	L	L	W	W	W
Low	W	L	--	W	W	L	L	W	L
Grab	L	L	L	--	W	W	L	L	L
Guard	W	W	L	L	--	--	--	W	W
Dodge	W	W	W	L	--	--	--	L	W
Crouch	W	L	L	L	--	--	--	L	L
Circular	L	L	L	L	L	L	L	--	--
Jump	L	L	W	W	--	--	W	W	--

W- Win

L - Loss

From this chart you can see that certain moves are more effective than others. Although this is perfectly acceptable from a design standpoint, other factors come into account when calculating which action wins in a scenario.

The ranges of the attacks play a large role in the overall effectiveness of a move. A good example of this lies in the mid attack. At close range a high attack will usually beat a mid move because of the speed, but at longer ranges a quick high attack is useless because it simply can't reach the opponent.

In the chart above, a circular attack only gets a guaranteed win against a dodge. In a one on one situation this makes circular attacks fairly useless, but when you have one against many it becomes quite a viable option since the circular attack can knock down multiple opponents.

Offensive Movelist

Command	Result	Type	Conditions
Punch	Light jab	High	
Kick	Thrust Kick	Medium	
Crouch+kick	Low sweep	Low	
Crouch+punch	Low jab	Low	
Jump+kick	Twisting jumpkick	Medium	
Left+punch	Side backfist	High	Guard stance
Right+punch	Side backfist	High	Guard stance
Back+punch	back	High	Guard stance
Grab	Action	Medium	
Grapple	Action (strong)	Medium	

Knockdowns

A knockdown is any move that causes a humanoid to fall off his feet when hit by an attack. Certain knockdowns will have enough power to float an enemy into the air so high that they are susceptible to follow-up float or 'juggle' attacks.

When an opponent is knocked into the air, a gravity setting will be applied to him with the following formula: (Attack Force) x (Float Modifier) x (Target Weight) x (Gravity Modifier)

Attack force dictates the floating potential of the move that knocks the enemy into the air.

The float modifier is calculated by the state of the target character.

Target weight is the weight of the enemy character. Heavy characters will be hard to juggle once knocked down, whereas an extremely light character could travel so far that it will be impossible to perform certain follow-up attacks.

The gravity modifier is increased with each successive attack that hits the floated character. This is to prevent someone from repeatedly scooping an opponent into the air for an unlimited float. The biggest gravity modifier will come from a bounce. If an opponent is knocked down and refloated when he bounces off the ground, the float possibilities will be decreased significantly.

Defensive Maneuvers

The Defend button will place the player into a defensive stance; the results will be contextual, based on the positioning of an offensive threat.

Once pressed, Jackie will auto-face the closest enemy target. If the button is held down for 10 frames, Jackie will complete the transition into guard stance. While in guard stance, Jackie will be able to block certain enemy attacks and circle strafe around his targeted opponent.

To recreate the quick defensive style of a Jackie Chan movie, the player will use procedural animations to block each incoming attack. This will look much more dynamic and realistic than the typical “turtle” pose that most fighting games use.

Not all moves can be blocked however. Highly damaging moves will be considered guard crushers. If a move has a guard crush flag, it will end up breaking through the block, doing 75% damage.

Example: Jackie - low on health - is blocking all of Corman's punches. Corman finally wises up and does a jumping roundhouse to Jackie's head, which breaks through the block and knocks Jackie to the floor. The block was still a worthwhile maneuver though, since Jackie has a sliver of life left after the knockdown. If he wasn't blocking, the attack would have knocked him out since it would have done full damage.

Strafing gives the player and enemy the ability to move around the world, with their directional facing being locked to a set direction or target. Targeting will not be necessary to attack enemies, but it will enable a lot of advanced fighting techniques, especially when dealing with multiple enemies at once.

Defensive Movelist

Command	Result	Type	Conditions
Defend (tap)	Parry	High, medium	
Defend (strong)	Catch Reversal	High, medium	
Defend (Hold)	Block	High, medium	
Left, left	Dodge left	Movement	Guard stance
Right, right	Dodge right	Movement	Guard stance

Reversals and Parries

To perform a reversal or parry, the player must tap the defense button at the same time of the opposing attack. If the player doesn't time this properly, he will be vulnerable due to the brief period of time that it takes to exit the guard stance.

The first type of attack reversal is a parry. This is triggered by a LIGHT TAP of the defend button. If Jackie successfully parries the attack he will have a small frame advantage over his opponent.

Example: Jackie and Cartwright are fighting each other in the lower level of the mansion. Jackie has just blocked one of Cartwright's high kicks. Knowing that Cartwright has a double kick combo, Jackie lightly taps the defend button and deflects the second kick. Since the deflect action is much quicker than the recovery time of the move it deflected, Jackie runs in and throws Cartwright while he is vulnerable.

The second type is the catch reversal. The method for performing a catch reversal is exactly the same as a parry, except that a STRONG TAP of the defend button is used instead of a light one.

Catch Reversals will initiate a defensive counter that will allow Jackie to effectively "catch" an opponent's attack and reverse the damage against him. The reversal animations will be dependent on the type of incoming attack and size of the enemy.

Example: Cartwright has just knocked Jackie through the display case. After a quick kip up, Jackie sees Cartwright start to leap at him. Guessing that he will perform a jumpkick followup, the player goes for a catch reversal. Successfully pulling it off, Jackie grabs the leg, while spinning around so his back is to Cartwright, and yanks down the leg so that Cartwright's knee bends over Jackie's shoulder. He then proceeds to give Cartwright a spinning elbow to the grapes.

The above example would be a jumpkick reversal against an average sized opponent. This could be used for all manner of jumpkicks.

Projectile Counters

All projectile encounters are triggered with the action button. If the action button is pressed just as Jackie is about to get hit by an incoming projectile attack, Jackie will avoid or deflect the object -- the triggered animation will depend on the incoming object type.

Example: A chair comes whizzing at the player from across the room. Jackie hits the action button just before the chair makes contact, causing him to hop into the air and kick the chair back towards the enemy that launched it at him.

Dodging

Dodging will allow the player to evade non-circular attacks and some projectile-based attacks by taking a quick evasive step in any direction. This is accomplished by tapping the D-PAD in any direction while holding the defend button down. The downside to this maneuver is that it leaves you vulnerable to certain attacks and has a small recovery time. Special follow-up moves will be available when combined with the dodge input.

Vulnerable to: circular attacks, throws

Dodging Attacks

By combining a double tap with the punch or kick button, the player will have an arsenal of evasive attacks at his command. While risky, dodging attacks can offer a very big payoff since they will usually hit an opponent while in the middle of a move (Major Counter).

Vulnerable to: throws, circular attacks

Multi-directional Attacks

Multi-directional attacks enable the player to attack enemies from all sides without being forced to turn away from their primary target. This will give us that dynamic fighting element that is so prevalent in Chan's fighting sequences.

These attacks are only accessible if player has a lock-on with an opponent (see defend section). Special strikes will be released by pressing tapping the D-PAD to the left, right or back directions in relation to Chan's forward facing.

Example: Jackie is locked in a fierce showdown with a single enemy when two more flank him from each side. Thinking fast, Jackie stuns the one he's facing before the other two get in range. As they come closer, Jackie lets out a quick punch to his left, then right, and then diverolls out of the way before the three of them can recover.

Throwing

The action button will activate all throwing. Instead of using cumbersome combinations to activate different throws, the results will be context sensitive. This will give us the ability to have a slew of different throws based on the directional facing of the opponent and the world components in the vicinity. When the action button is pressed within throw range a different animation will be called for forward, side and back throws. If the player were jumping at an enemy, Chan would grab him with both legs and swing him down to the ground with a spectacular hurricanrana. Other possibilities are:

Different throws based on the weight of an enemy character.

The ability to grab a weapon out of an enemy's hand and use it on him all in one scripted sequence. Special case throws for throwing an enemy into world objects. Instead of just using a normal throw to lob an enemy into a table, like the current game, it will sense if an enemy is between the player and the object and have Jackie grab the enemy and send him crashing through the table with a unique throw animation.

Using the wall to your advantage: If an enemy is between Jackie and the wall, Chan would slam him against the wall. If Jackie has his back to the wall, he would run up the wall, and swing around his enemy before taking him down to the ground.

Grapples

Grapples are throws that allow for multiple throw follow-ups. A STRONG press of the action button is required to initiate a grapple. If the grapple is successful, up to 4 follow-ups will be accessible by pressing another button in succession.

Direction+grab – Jackie will throw his opponent in the direction that is held when the throw button is pressed.

Jump – Surprise Exchange. Jackie will slide under his opponent's legs and face him from behind.

Punch – Repeat bodycheck

The grappled opponent can escape the follow-up by pressing the corresponding follow-up input.

World Interaction - The Action button

All world interactions will be context based, with the action button being the primary trigger. The player may perform secondary maneuvers with other buttons if noted. Since the amount of world interaction in this game will be so plentiful, these objects MUST be obvious to the player. We want to make sure that the player isn't trying to fumble around with non-interactive world elements. When the player gets within X distance of the object, a faint ring will surround the object. This indicator will give the player the opportunity to plan an attack ahead of time. Once the player is within activation range of the object the indicator will grow brighter. Here are two possible methods for distinguishing which functions are available to the player depending on how far we want to go with context sensitive behaviours.

Have the colour of the indicator ring correspond to the appropriate button on the gamepad (green for triangle, etc...).

Display the command available under Chan's HUD (a red circle or action icon will appear if Chan is positioned properly to perform an action)

If a rumble pack device is present, it will go off when the player has an opportunity to perform a context sensitive action. This will make the maneuvers a lot more instinctual. Think 'Spider Sense'

Walls

Jackie can use any standard wall as a means for attack. By pressing the action button while facing a wall, Jackie will kick off the wall and do a bulldog takedown on his opponent.

If Jackie is in a jump state when facing the wall, the action button will trigger a knife kick that auto-targets towards the closest enemy.

Elevation and Angulation

There are two types of elevation that will relate to gameplay. Angled terrain, such as a sloping roof, will allow the player to perform more elaborate combos than on a flat surface. Since an opponent will take longer to reach the ground, different followups will be possible. The ability to use contextual maneuvers and actions in relation to the surface could also provide some cool gameplay options.

Elevated Attacks

These attacks only apply when Jackie is standing on an object that has a height of between 362-512 world units (a table, for instance). If the player presses kick while he is standing on an elevated surface and his opponent is on lower ground, his regular kicks will be replaced with a special 2 hit low kick

combo. This will solve the problem where Jackie ends up kicking off of the object due to forward movement of an attack.

Weapon Fighting

A weapon is defined as an object that changes the player's fighting system once it is acquired. Unlike a traditional action game, where weapons pickups limit the player to a few select new moves, Jackie will be able to use all of his available commands with unique results.

Punch – Basic weapon attack. These attacks can be strung together to perform combos.

Kick – This function will normally use Jackie's standard kick attacks. Certain weapons will have special case kick animations if noted.

Action – If Jackie isn't in grab range of the closest targeted enemy, he will throw the weapon at his desired opponent. If there is no enemy targeted, the weapon will be thrown in a straight-line path.

If the action button is pressed while in grab range, Jackie will perform that's weapon's specific grab animation.

Guard – Just like a regular guard, procedural animations will deflect incoming enemy attacks. These animations will be weapon specific. Some weapons have special defensive capabilities that will cause the incoming attacker to take damage.

Reversal – Weapon reversals are more varied than regular attack reversals.

Example: Jackie successfully reverses an opponent's attack while carrying a towel, by catching the opponent's punch with it. From this point the player has the option of performing special attack followups while the enemy is caught in the towel.

Sample Weapon: Nunchaku

Input	Result	Type	Conditions
Punch	Forward strike	High	
Kick	Thrust kick	Mid	
Defend	Guard stance	High, Mid	
Jump+attack	Jumping lunge	Mid, Circular	
Duck+punch	Nunchuk sweep	Circular	

Ground Fighting

Just as in a Jackie Chan movie, the combat doesn't just stop when someone gets knocked to the ground. In fact, some of his legendary fighting scenes revolve around ground based combat. Once knocked down, he will be able to attack or roll in any of direction, perform fancy rising attacks, or opt play possum and wait it out on the ground.

Jump - quick kip up off the ground.

D-PAD - roll away and get up. If combined with an attack button, the player will perform a rolling kick.

Punch - Player will perform a circular HIGH rising attack. This attack will be invulnerable during execution time, but the recovery time will be lengthy.

Kick – Player will perform a circular LOW rising attack.

Grab - Chan slides through the opponent's legs for a surprise exchange. From this position the player could pull off a back throw or combo attack.

This will open up new levels of excitement and strategy. If a Chan performs a rising attack, the enemy could dodge around it and retaliate. We could even have certain enemies pick Jackie up off the ground and brutalize him some more.

Example 1: *A very aggressive enemy that is closing in on him has just knocked Jackie to the ground. Sensing that this enemy will try to attack Jackie as he gets up, the player diverolls to the side, evading the incoming attack.*

Example 2: *Jackie has just thrown a ninja to the ground. Knowing that the ninja likes to roll around, the player runs in for a grab. True enough, the ninja went for the roll and Jackie intercepts him. If the ninja performed a rising attack Jackie wouldn't have been so fortunate.*

Example 3: *Jackie is on the ground; face up, feet towards Alex. Jackie hits the kick button and does a 360 degree rising kick just as Alex does a jumpkick. Alex's jumpkick hops over the rising kick and hits Jackie in the head.*

Example 4: *Jackie has just knocked Winston down by throwing a chair at him. As Jackie slowly advanced towards his downed opponent, Winston starts to get up and swings his pocketwatch at Jackie's head level (high rising attack). With perfect timing, Jackie does a low sweep, which ducks under Winston's rising attack, and trips Winston back down to the floor.*

Knockdowns

When a humanoid is knocked to the ground, there will be a variable knockdown time based on the strength of the attack that caused the knockdown. This time may be reduced slightly, based on the number of controller inputs (frantically smashing the buttons) that occur during the first 10 frames of the knockdown.

Tech Rolls

A tech roll is a special maneuver that will break a player's fall to prevent knockdown stunttime. If any button is tapped just as the player hits the ground after a light fall, he will get up instantly, ignoring the standard knockdown time. The downside to this maneuver is that you are vulnerable for a very short period of time during the getup since you can't attack during a tech roll.

Tech rolls can ONLY be activated if the player is about to land on a flat surface.

Character Types

Weight Classes

To add variety to combat tactics, the size or weight of an enemy character will play a huge role in how an enemy must be defeated. The heavier the character, the harder will be to damage him or knock him down. Some enemies will be so tough that the player must rely solely on creative use of the environment to damage an enemy.

Example: Thrud and 2 of his cronies are closing in on the player. Jackie runs in and lets loose a flurry of punches and kicks at this big brute, who shrugs them off and tosses the player through a stack of crates with an accompanied below of laughter. As the player hits the ground he notices that a large statue in the room is teetering. The strategy then revolves around trying to lure Thrud near the statue so that the player can topple it down on him, all the while avoiding the other two thugs.

Allies

During certain scenes Jackie will have the opportunity to team up with computer controlled characters. One possibility is to even have a second player take control of this character in the 'scene selection' mode for some serious double team action. These characters could be modelled after famous Chan stars such as Sammo Hung or Michelle Yeoh.

Example: Jackie's goal is to save his partner from the 'bad guys'. As he enters the room, he notices that his partner is tied up in the corner. Jackie runs to his partner and unties him with the action button. After a quick cutscene displaying the camaraderie between the two, Jackie and his buddy team up to take out the enemies.

Example: Jackie must protect a young girl from being taken away by group of thugs. The girl is in a panic and cowers from the enemies with basic avoidance behaviour. If an enemy grabs the girl he will attempt to carry her off through a doorway. If she is caught, the girl will bite and scratch the enemy, in effect slowing him down. If Jackie doesn't save her in time he will have failed the scene.

Multi-Player

The multi-player component will allow up to 4 players to duke it out in a variety of different fighting arenas. A lot of these arenas will be taken straight out of the single player game, but there will also be some unique ones that are made specifically for the multi-player battles. Since the combat in Chan revolves around battles with multiple opponents, the gameplay of this title lends itself perfectly towards multiplayer combat.

The beautiful thing about this component is that we can use it as a tool to nail down the gameplay and aesthetic for the single player experience. Instead of having to wait 6-8 months to have an enjoyable playing experience, we can have a showcase of our game in a relatively short time timeframe. Being able to reveal a polished demo or screenshots of a playable game is necessary to generate the level of hype and interest to get the industry excited.

Plug in enemy characters to test their animations, fighting systems, and AI behaviours in an easy to use format.

Plan and test the combat system by having Chan fight multiple human opponents to simulate AI behaviour. This will also give us the opportunity to better plan the scope of the AI before coding it.

Versus Mode

Up to 4 players can duke it out in a multi-level arena until the last man is standing. The combat will be set up in the typical 2/3 round based format of most fighting games.

Team Battle Mode

Similar to versus mode, except that each participant chooses 2 characters. When their first character dies the round is over, and their second character appears in the starting point. The game is over when both of members of a team have been eliminated.

Team Attack

Players will be broken up into teams of two. If there is an odd man out, the player can opt to select an AI controlled character as his companion or choose to remain solo if he thinks he's up to it. Players will not be able to damage a teammate in this mode. The game is over when both members of a team are defeated. During this mode, players will have the ability to do special team up maneuvers: grab your buddy and toss him into the enemy, hold an enemy from behind as your friend works him over, etc... Enemy AI in the single player adventure will also use these team up maneuvers.

Style Attack

The objective in this mode is to earn as many style points as possible before the timer ends. A player will lose points instead of health when damaged by another opponent.

Cooperative Play

During certain scenes Jackie will have the opportunity to team up with computer controlled characters. One possibility is to even have a second player take control of this character in the 'scene selection' mode for some serious double team action.

Character Selection

The game will start off with default of 6 selectable characters. When the player defeats a boss character in the single player adventure, that boss will be unlocked in the fighting mode. In addition, alternate versions of Jackie (drunken master) and other characters will be unlocked by performing the following tasks:

Getting a perfect score in a scene

Gathering all collectibles

Finishing all of the endings

Successfully completing a 'scene' that involves the use of an allied character.

This will encourage the player to discover every possible route or secret in the single player mode.

World Object Functionality – an appendix

[This appendix includes a breakdown of the World Object Functionality for all items in the Paper Chase Prototype Level.]

Paper Chase - Rail Section Obstacle list

Breakable Flagpole

A horizontal flagpole used for NIS #2. It must be animated to shake, bend and break in conjunction with Jackie grabbing onto it and hanging on.

Double Decker Bus

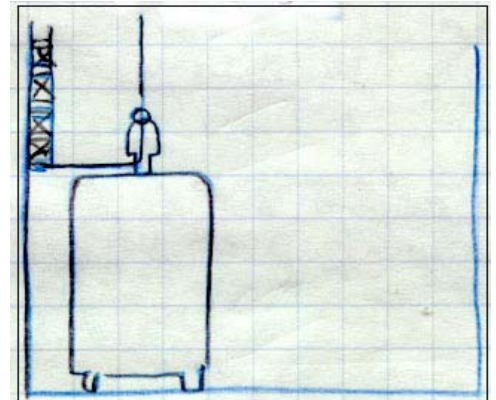
Moving platform that follows a path.

Lorry

A massive tractor trailer as tall as a double-decker bus.

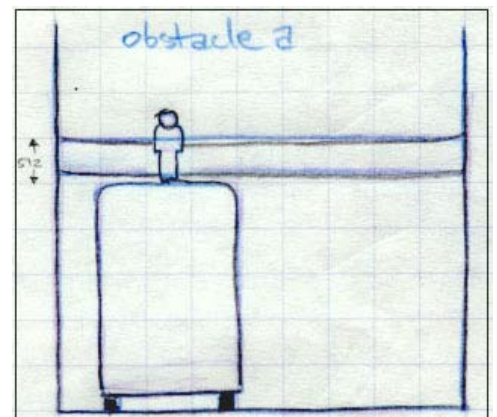
Dodge Right Sign

A large sign which completely blocks the left hand side of the bus. It barely clears the top of the bus, making it impossible to crouch under. The sign has a context sensitive zone to the right of it that triggers an “unbalanced dodge-right” animation. If Jackie hits the sign he takes 85 damage and is knocked down on his back. Sparks fly and the lighted sign dims.



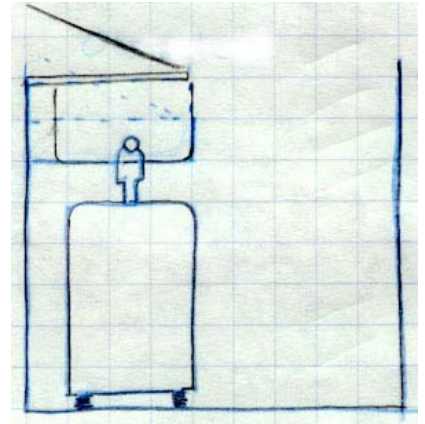
Jump Banner (Obstacle)

A banner that crosses the entire width of the street at just above waist level, Forcing Jackie to jump over it, no matter what side of the bus or street he is on. The banner barely clears the top of the bus, making it impossible to crouch under. If Jackie hits the banner he is knocked over it and lands on his front, taking 75 damage.



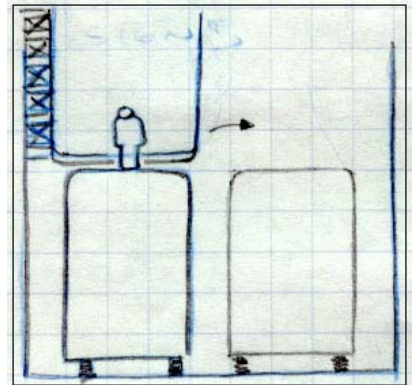
Crouch Sign

A large sign suspended from the top by support cables. The bottom of the sign is chest level above the top of the bus, forcing Jackie to crouch under it. If Jackie hits the sign sparks fly and the sign dims. Jackie is knock down on his back and takes 75 damage.



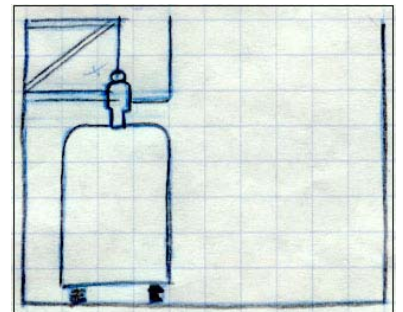
Barrier Sign

A massive, and very obvious sign that extends the full width of the bus. There is no room to crouch under it, forcing the player to jump to a bus in the other lane. If Jackie hits the sign he is electrocuted, playing a "hit barrier sign" animation, and taking 200 damage, killing him and forcing the player to go back to the previous checkpoint. An electrical explosion causes sparks to fly everywhere.



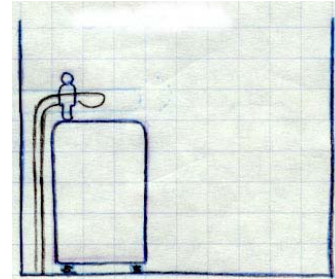
Dive Roll Left Sign

A large sign projecting out from the wall the full width of one bus. The entire sign is at crouch obstacle height, and Jackie can duck under it. The actual sign takes up the right hand side of the bus. Scaffolding on the left hand side provides a gap that allows Jackie to perform the jump/crouch dive roll move and jump through a gap on the left. If Jackie fails the dive roll, he is knocked forward over the bar and lands on his front. If he hits the sign it acts like a crouch sign (knocking him down on his back). The dive roll is a special move and if performed properly will cause the timer to disappear for the second or so it takes the player to successfully finish the move.



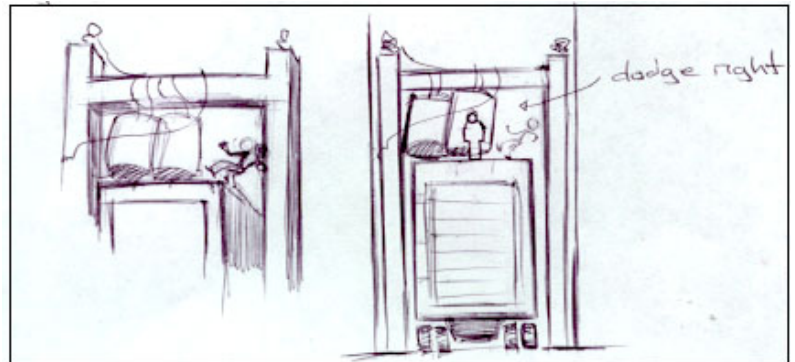
Street Light

A jump height obstacle that covers half the width of the bus: Jackie can either jump over it or dodge to the side of it. If Jackie hits the street light he takes 75 points of damage and is knocked down over the obstacle onto his front.



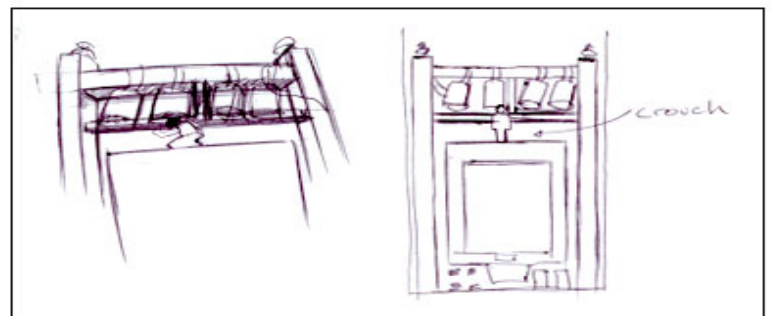
Dodge Right Transformer

An alleyway obstacle taking up a little more than half the width of the truck, forcing Jackie to dodge to the right or hit one of two large transformers. The space to the right is a context-sensitive zone that triggers the “unbalance dodge right” animation. Hitting any part of this obstacle causes an electrical explosion and causes Jackie to be electrocuted (200 damage, forcing player to start over at checkpoint).



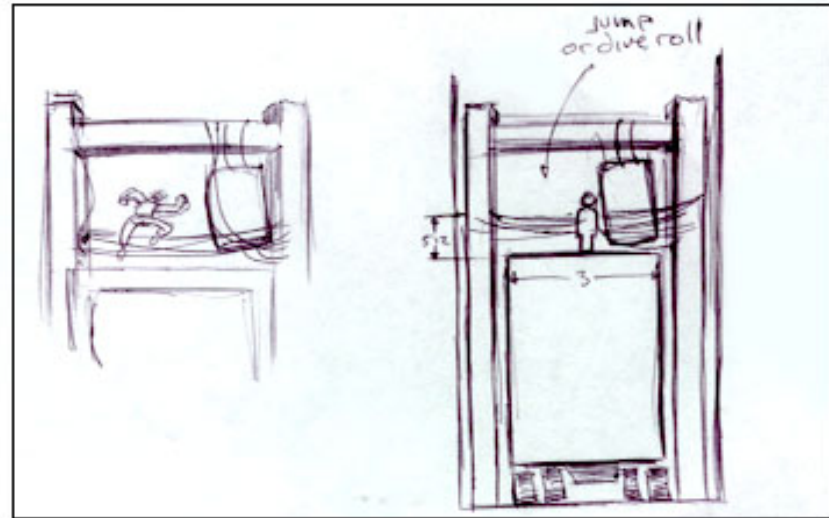
Crouch Transformer

Alleyway obstacle that clears the top of the truck at crouch height. It crosses the width of the alley, forcing the player to crouch or hit the obstacle, electrocuting him and forcing the player to restart at the checkpoint.



Jump Left Transformer

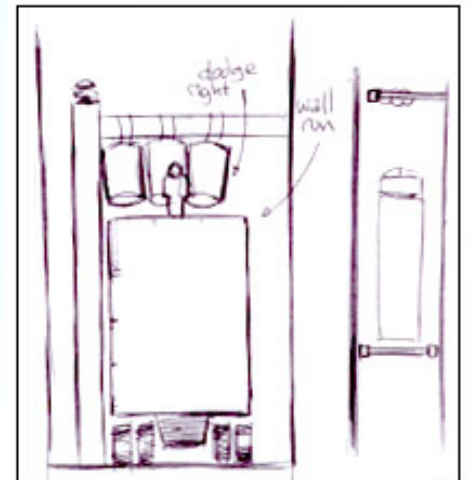
A large transformer to the right and wires suspended across the alley at jump height force Jackie to move to the left and jump over this obstacle. There is no space to crouch under this obstacle. Hitting any part of the obstacle causes electrocution, forcing the player to restart at the checkpoint. If Jackie hits the wires he is thrown forward, the same if he hits the banner. This time, however, there is an electrical explosion and Jackie is electrocuted.



Wall Run Right Transformer

Similar to the dodge right transformer, but with almost the entire width of the truck blocked, this obstacle forces to dodge to the extreme right. A context – sensitive zone plays Jackie's "unbalanced dodge right" animation.

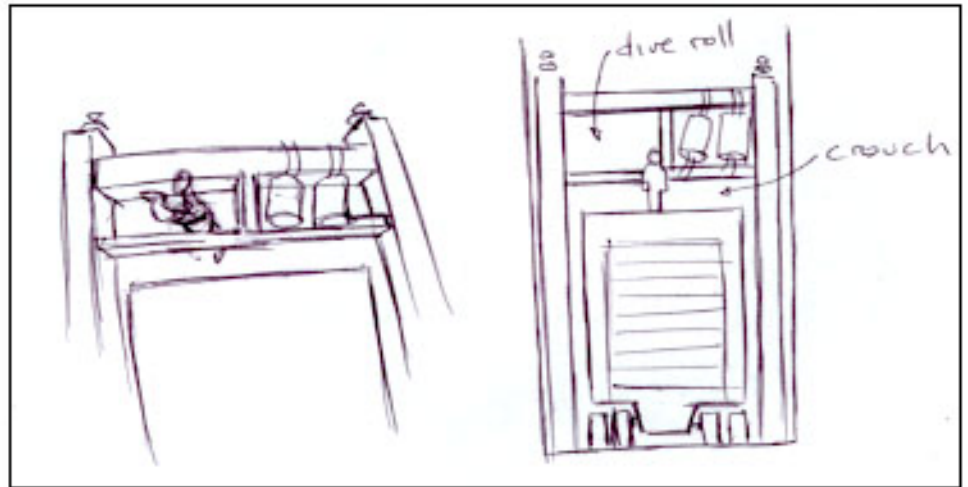
If the player steps off the right side of the truck just before it passes the obstacle and presses the action button, he will play a special "wall run" animation: Jackie will grab the edge of the truck, take a few quick steps on the wall, and flip back onto the top of the truck. During the 60 – 90 frames it takes to perform this move, the timer will disappear, effectively giving the player a time bonus. This move may also be accompanied by a quick camera cut, since it is effectively non-interactive until completed.



Crouch Dive Roll

Transformer

The same structure as the Crouch transformer, but with a gap on the left hand side that allows the dive roll move.



Dive Roll Wall/Run

Transformer

A large transformer blocks the right hand side of the truck completely. While wires force the player to jump or dive roll over the left hand side of the obstacle. This obstacle allows the special wall run move if the player moves all the way to the right and presses the action button.



Paper Chase - Museum Section Obstacle list

What follows is a list of all of the world objects [taken from the Museum level] that can be interacted with as well as the functionality for triggering them.

Interaction Types

Action Facing – An event that is triggered by hitting the action button while the player is facing the object.

Action Throw – A special context sensitive throw, that occurs when an enemy is between the object and Jackie. Jackie must be facing the enemy's front, with the enemy's back to the object.

Action Back – Jackie's backside must be facing the object. An enemy must be within grab range unless otherwise noted.

Knockdown – The result of a regular knockdown into the object.

Auto Targeting – When this object is triggered, it will detect the closest enemy target and aim the object at it.

World Objects

Suit of armour

Medieval suit of platemail armour.

Action Throw

If Jackie successfully throws the enemy into the suit (40 dam), it will collapse and the helmet will topple on top of the enemy's head (10 dam).

Knockdown

If an enemy gets knocked down into the armour via a regular attack or throw, it will fall apart without the helmet landing on the head.

Action Facing

If facing the halberd, Jackie will grab onto the halberd and swing it around in a 180-degree arc from right to left (25 dam). As the lower shaft of the halberd comes around, it will smack into the armour and cause it to fall apart. The halberd will become an equipped weapon after this sequence is finished.

When the armour falls apart, a greave will be left behind on the ground.

Paintings

Action Facing

Jackie grabs the painting and equips it as a weapon.

Knockdown

If an enemy is thrown into the wall below a painting, it will trigger the painting to fall down on his head (10 dam). The painting will then become a weapon that can be picked up.

Encounter: Alex has just been tossed into the wall below the painting. Just as he slumps to the ground, the painting comes loose and falls on his head (15 damage) before bouncing to the ground.

Banister

Action Facing

If the facing is perpendicular, Jackie will hop on and slide down the banister.

Example: Two Alex characters have just been generated from the lower bookshelf. Jackie, who is standing at the upper level, notices them advancing towards the right stairway. With proper timing, Jackie faces the right banister and hits the action button, causing him to slide down the banister and knock down the two advancing enemies at the bottom.

Action Throw

Damage: 50

Jackie picks up the enemy, spins him around, and brings the enemy's crotch down on the banister so that he is straddling it [enemy facing bottom of banister]. Jackie then pushes the enemy down the banister.

Upper Railing

The upper railing will act as destructible geometry. When Jackie or an enemy gets thrown or knocked down into the railing, it will break, causing the victim to fall to the ground below. The broken pieces can then be used as weapons.

Action Facing

Encounter: Jackie is in the middle of a grapple by Winston. Missing the throw escape chance, Winston picks Jackie up and throws him through the railing. Jackie lands on the lower level with a loud thud, causing the player 70 points of damage (grapple+rail break+distance fall). Seeing an enemy standing near the ship's wheel, Jackie grabs a railing piece that fell from above and charges towards him.

Windows

Action Facing

Damage: 50 / Death

Jackie grabs the enemy, rotates him 90 degrees to the right and crashes him headfirst through the window. This will trigger a camera cut to an exterior shot of the enemy falling down the side of the building.

Winston and Cartwright are too large to be thrown through the window, so Jackie will perform a different throw. When Jackie grabs one of these two characters, he will smash their head through the window before bringing them back and tossing them to the ground (55 dam)

Knockdown

The enemy will crash into the window. The knockdown state will dictate if the enemy gets thrown out of the window or not. If an enemy gets tossed out of the window via a knockdown, there will be no camera cut.

Encounter: Jackie hits Corman with a major counter elbow, causing a stun. Jackie then runs up to Corman, grabs him, and does a backwards knife kick, sending Cartwright through the window.

Bookcase

The bookcase is a combination object that acts as both an enemy and weapon generator.

There will be a bookcase in the top and bottom portions of the arena. To generate an enemy, the bookcase will rotate into the wall, revealing a secret passage that an enemy will enter from.

If Jackie is on the lower level of the arena, the enemy will come out through the upper bookcase. If Jackie is on the upper level, the enemies will appear through the lower one.

Action Facing

If the player hits the action button while facing the bookcase, Jackie will fling a bunch of books behind him in a 180-degree circular attack.

Action Throw

Damage: 40 (hitting bookcase) / 10 (books falling)

Jackie does a legtrip, slamming the enemy so that his back hits the bookcase. The enemy will then slump to the ground with 6 books falling on top of him.

Knockdown

When an enemy comes into contact with the bookcase, it will wobble and 6 books will fall down onto the enemy.

Skeleton Display Case

An old skeleton is propped up inside this display case.

Knockdown

If an enemy gets thrown into the case, both the glass and skeleton inside will shatter, leaving a skeletal arm on the ground (weapon).

When attacked with a punch or kick, it will crack. One more attack will shatter it.

Encounter: Cartwright has just knocked Jackie through the display case. After a quick kip up, Jackie sees Cartwright start to leap at him. Guessing that he will perform a jump kick follow-up, the player goes for a catch reversal. Successfully pulling it off, Jackie grabs the leg, while spinning around so his back is to Cartwright, and yanks down the leg so that Cartwright's knee bends over Jackie's shoulder. He then proceeds to give Cartwright a spinning elbow to the grapes.

Cannon

The cannon will initially be standing upright. If the action button is pressed, it will rotate downwards, causing the tip of the cannon to rest on the banister railing.

Action Facing

Jackie leaps up and pulls the top of the cannon down so that it rests on the railing next to it.

When the cannon is activated, it will cause the cannonballs to fall down the stairs in a light bounce. If an enemy gets hit by one of the balls, it will trip him and send him falling down the stairs. The amount of damage that someone takes when falling down the stairs is based on the duration of the fall (15 damage for the first step, 4 damage for each subsequent step)

Encounter: Jackie is running up the stairs in a panic, with two enemies in hot pursuit. As soon as he reaches the top of the stairs, he kicks the cannon, causing it to fall down in front of him. As the cannon is

coming down, it shakes against the stack of cannonballs, which causes them to tumble down the stairs. One of the enemies (Alex), jumps over a descending threat, but Corman trips over one of them and tumbles down to the bottom of the stairs (40 damage total).

Chandelier

Action Facing

Single use chandelier to swing across to suspended platform. If Jackie grabs onto the chandelier, he will use it to swing from one platform to the other, before it comes crashing to the ground. If an enemy is underneath the chandelier when this happens, it will result in a knockdown.

Encounter: Corman intercepts Jackie just as he has finished running up the right-hand stairway to reach the detonator. After dodging one of Corman's attacks, Jackie throws him throw the destructible railing, causing him to fall to the ground below. Jackie then backs up and runs to the point where the railing was broken and jumps on and off the chandelier, causing it to fall down just as Corman is getting up, knocking him out cold.

Antique Chair

Action Back

Damage: 25

With his back to the chair, if Jackie is facing the enemy, the action button will cause him to sit down on the chair and let loose a flurry of kicks.

Action Facing

Damage: 30

Jackie will flip the chair at the closest targeted enemy. If there is no enemy within targeting range it will fly forward.

Action Facing Special

Damage: 35

If Jackie is facing the front portion of the chair, with an enemy behind it, Jackie will run onto the chair, and as it topples over he will let loose a jump kick on the enemy that causes a knockdown.

Action Throw

Damage: 50

If Jackie or an enemy is thrown into the front portion of the chair, it will topple over on its back, causing the enemy to roll backwards.

Fireplace

The fireplace will have a collision wall to prevent a humanoid from entering it.

Knockdown

If someone comes into contact with the fire, it will ignite their rear end, causing them to roll around on the floor while patting out the flames.

Example: Jackie has just knocked down Corman. Cartwright, sneaking in, gives Jackie a leg hook and then a kick that sends Jackie flying into the fireplace. Jackie then rolls around for a second, patting out the flames while letting out the old “ah ah ooh hoo ha” sound.

Tea trolley

Action Facing

Damage: 25

Will flip the trolley towards the closest targeted enemy

Kick Facing

Damage: 20

Jackie Kicks the trolley along the ground at the closest targeted enemy.

Encounter: After Jackie knocks Corman out, he realizes that Winston is advancing towards him. Noticing the trolley next to him, Jackie runs to it and kicks it along the floor at Cartwright. Unfortunately, Cartwright dodges the trolley and whips Jackie in the head with his watch.

Side table

This object cannot be directly manipulated. If a humanoid gets thrown into the object, it will break.

If an enemy is between Jackie and the table, the action button will trigger a CS throw.

Animal Head

Action Facing

Damage: 25 knockdown

If the player jumps up to the large animal head and hits the action button, it will come loose and fall down the stairs. It will knock down anyone that comes into contact with it.

Encounter: Jackie is on the upper level, running to the right stairway to make his way down to activate the detonator platform. As he reaches the stairs, two enemies come to intercept him from below. Jackie jumps up, knocks the bear's head with the action button and then runs down behind it, using it as a shield. It takes out the first enemy, so Jackie does a running jumpkick to the second and, then makes a dash for the ship's wheel.

Banners

There are two banners in the arena, leading from the lower to upper level.

Action Facing

By pressing the action button, Jackie will grab onto the banner. By pressing up on the D-PAD, Jackie will climb up the banner. Down, jump or action will make him let go of the banner, causing it to rip just above Jackie's head. Jackie has 3 seconds to reach the top of the banner before it tears apart on its own.

Encounter: Jackie grabs onto the banner and starts to climb. About a quarter of the way up, Cartwright jumpkicks Jackie in the back, causing him to smack into the wall, and tear the banner in half as he falls to the ground.

Encounter: Alex sends Jackie flying into banner 2, causing it to ripple as Jackie makes impact. With two more enemies closing on him, Jackie jumps in the air, grabs onto the banner and climbs to the top. Once he reaches the top, he pulls himself up, causing the banner to rip apart as he lands on the upper level.

Weapons

Platemail greaves

Once the suit of armour has been knocked down, the player can pick up one the greaves and use it as a weapon.

Movename	Input	Attack Type	Dam
Right Swing	P	High	8
Left Swing	P,P	Mid	9
Overhand	P,P,P	High, Mid	13

Jumping Swipe	Jump+Attack	Mid	16
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Halberd

The halberd will act as a two handed staff. The blade and pike portions have been dulled and have no life threatening abilities.

Movename	Input	Type	Dam

Painting

The painting will have a circular set of combo attacks associated with it. There will also be a special throw attack that causes the painting to crash through an enemy's head.

Defending with the counter button will cause the enemy's attack to go through the painting

Movename	Input	Type	Dam

Skeleton arm

The skeleton arm will act as a 3 part staff.

Movename	Input	Type	Dam

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Musket – Two handed staff

An antique musket that initially rests in display case X. This weapon is used primarily as a club weapon, but it has a one-shot stun attack that is activated by pressing the action button.

Example: Jackie has just been knocked into display case X by Cartwright. Jackie does a quick kip up off the ground, and grabs the musket. Corman, Alex, and Cartwright are all closing in on Jackie, so he fumbles around with the musket and fires it off in the air, letting out a loud CRACK. This causes no bodily harm, since the projectile is fired into the air, but anyone within range will go into a 5-second stun state while covering their ears. Jackie then runs in and beats them senseless with the musket.

Movename	Input	Type	Dam
Forward Lunge	P	High	10
Right Swing	P,P	Mid, Knockdown	14
Fire Musket	A	Ranged Stun	0

Helmet

Shares same basic strikes as the vase. If the player initiates a grab on an enemy while carrying the helmet, he will slam it down on the enemy's head.

Movename	Input	Type	Dam
Right Swing	P		8
Left Swing	PP		10
Helmet Plant	A	Grab Facing	30
Helmet Toss	A	Discard Object	

Action 1 (Enemy in throw range) - Jackie plants the helmet overtop of the enemy's head, spins him around, and then boots him in the ass.

Action (No enemies within grab range) – Jackie tosses the helmet forward

Shield

Movename	Input	Type	Dam
Shield Bat	P		
Overhead Crash	P, P		
Jumping Overhead	J+P		
Shield Block	D		

Fire Poker

Basic club-class weapon.

Movename	Input	Type	Dam

Health Replenishment

Biscuits

A plateful of biscuits, that sits on the oak side table.

Health Restoration: 30

Encounter: Jackie has just knocked Winston down with a leg sweep on the upper level. Instead of going for a follow-up attack, Jackie runs to the side table, grabs the biscuits (action button), and scarfs them down one by one.

Fruit

A beautifully arranged bowl of fruit sits on the southeast table in the lower level of the arena. Low on health, with no enemies in range, Jackie runs to the bowl and downs the whole thing.

Health Restoration: 40

