

by: Gilberto R., Ryan, Marcos

# Ring Sim

## Concept & Genre etc.

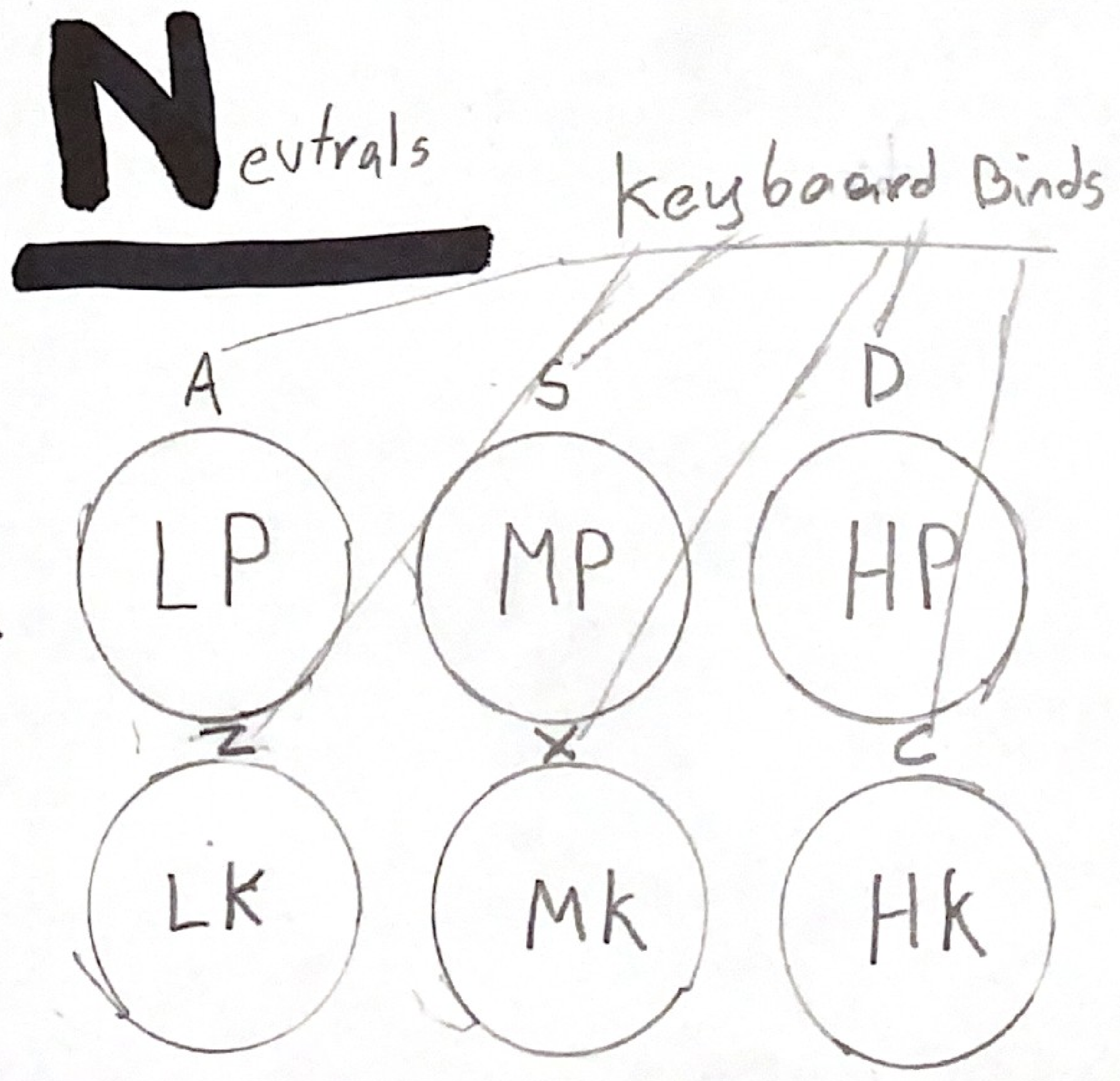
It is a fighting game, consists of 2 players. The game will be a old school beat em up with a 640x480 resolution! It will have scan lines to increase Depth of sprite details. We will have Flat inputs, they will be listed on our right.

## Flat input special

- Faint  
↓ → + LP
- Gazelle Punch  
↓ ↑ + K
- body blows  
→ ↓ + HP(HK)

## Target combos

- LP + MP
- LP + MP + HP
- LP + LP + MP
- LP + MP + LK
- LP + MP + LK + HK



- LP(A) = Jab
- MP(S) = Cross
- HP(D) = Left Hook
- LK(Z) = Left Upper
- MK(X) = Right Upper
- HK(C) = Right Hook

HP

1991

HP

Time

Character  
Zounds  
portraits

Stamina

Stamina

