



PlayStation

®

NTSC U/C

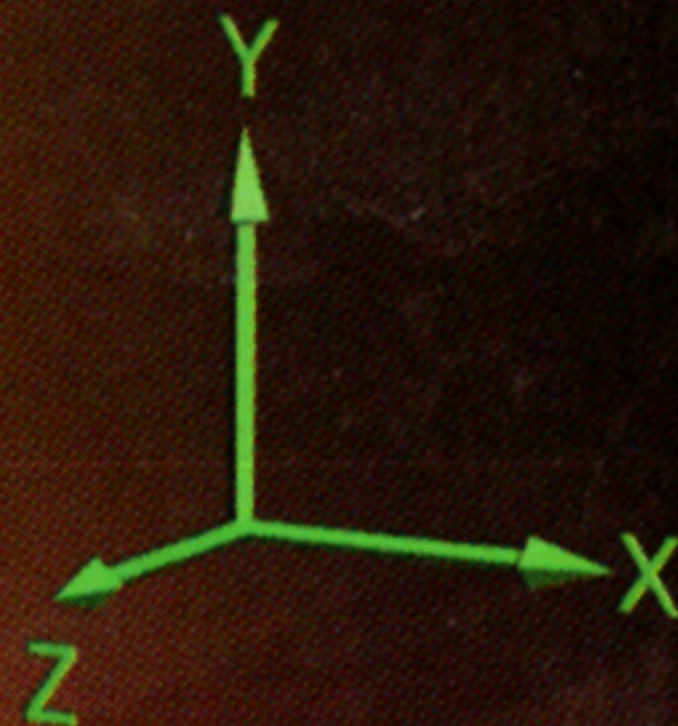
PlayStation®

FIGHTER MAKER™

BODY		BASE HIP CHEST HEAD
HAND	L	SHOULDER ELBOW HAND
HAND	R	SHOULDER



*"...a landmark title in the console market."
-Next Generation*



*20 Fighters Ready to Play
or Create Your Way*



CONTENT RATED BY
ESRB

SLUS-00641

agetec
DESIGNER SERIES

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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1

BASIC INFORMATION

CREATE AND FIGHT!

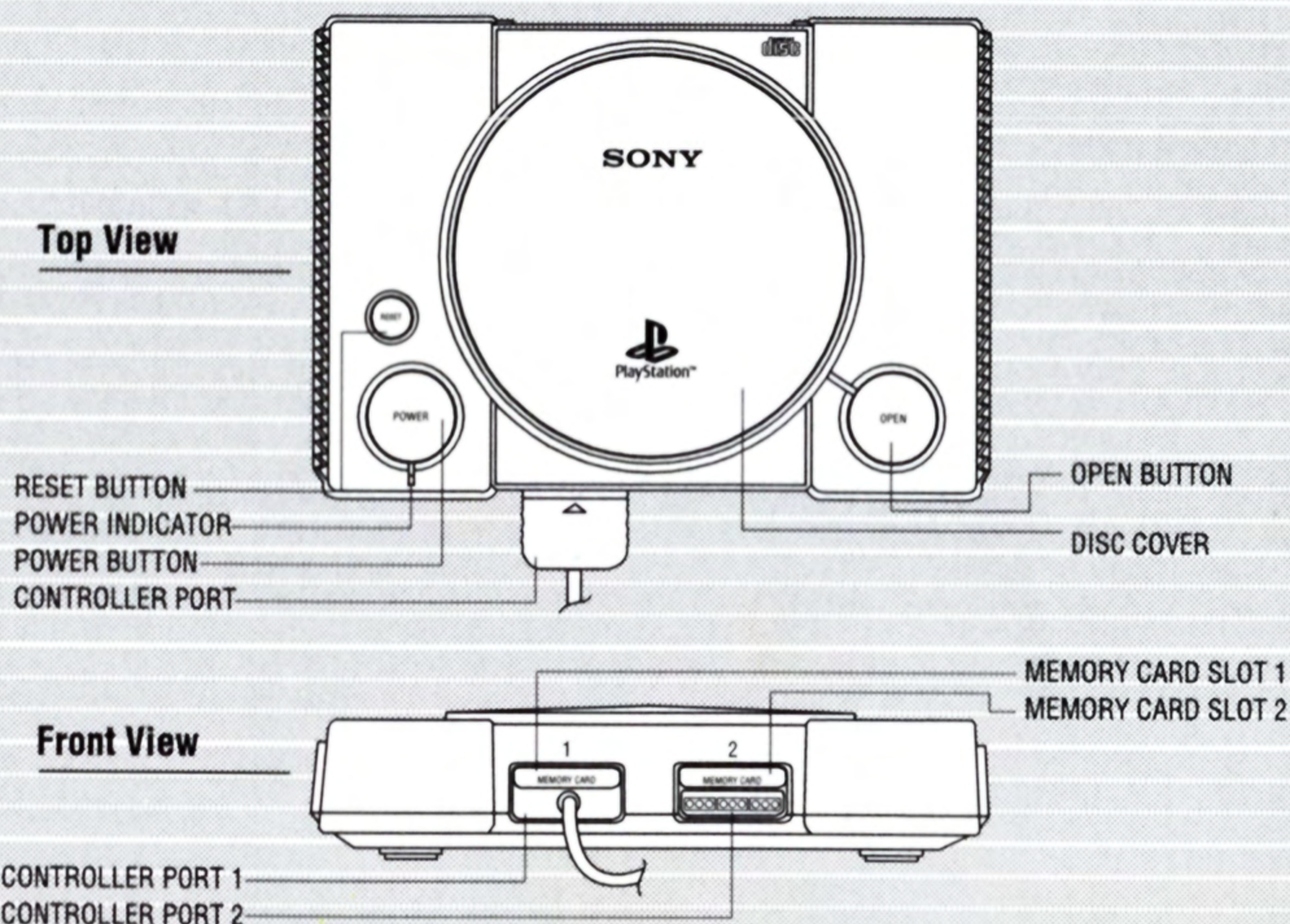
FIGHTER MAKER lets you create an unlimited number of custom fighters to battle in your own 3D fighting game. Assemble dozens of sequences, including punches, kicks, throws and blocks, to create hundreds of unique fighting moves. Pit your ultimate warriors against the fighters your friends create. You can even trade data and play one fighter with another fighter's moves. Let your creativity run wild. You and your imagination are in control!

BASICS

SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the FIGHTER MAKER disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



BASIC INFORMATION

1

2 PLAYER GAMES

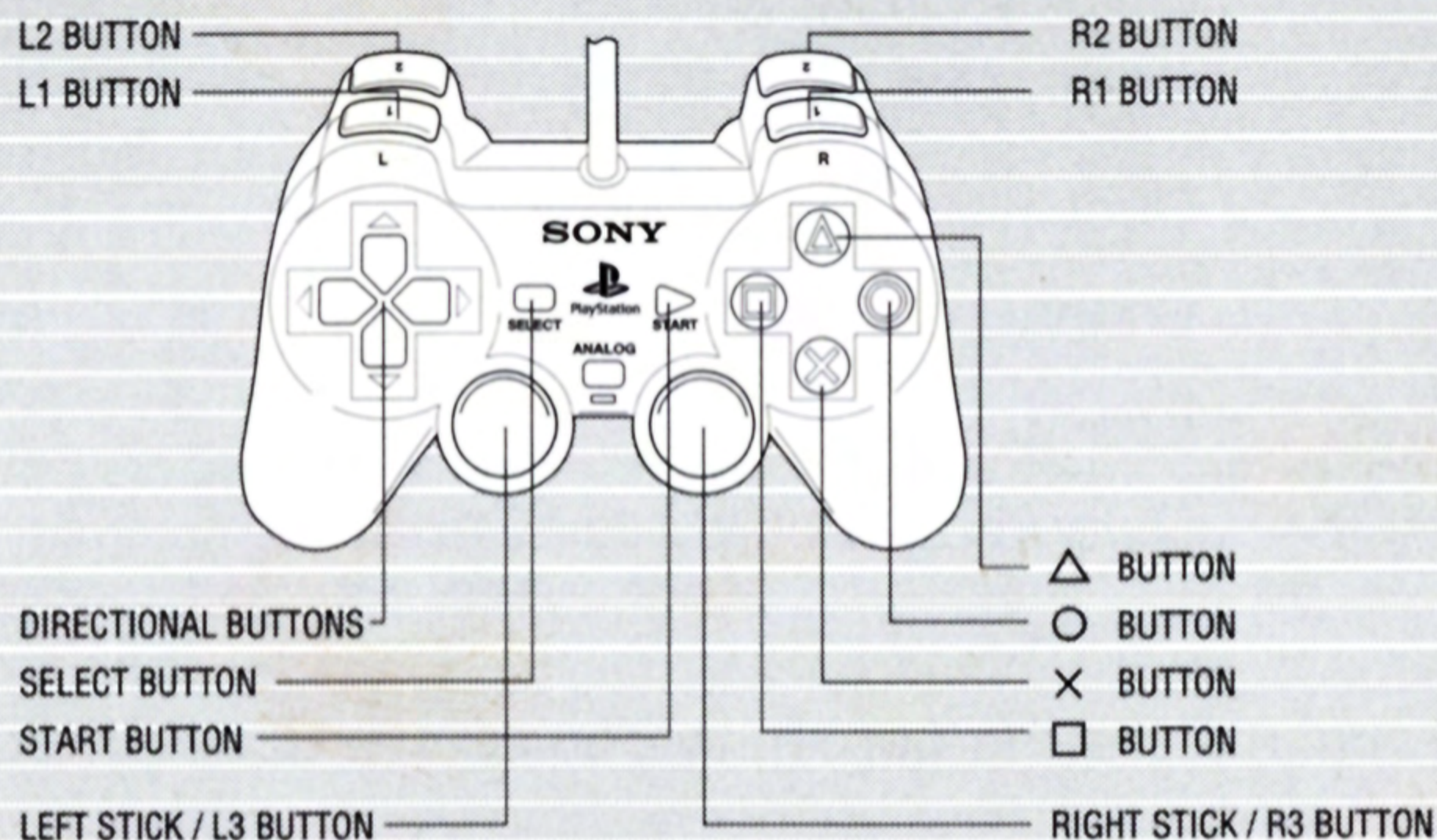
To play 2 player games, you must insert two controllers into your PlayStation game console.

SAVING EDITED CHARACTERS

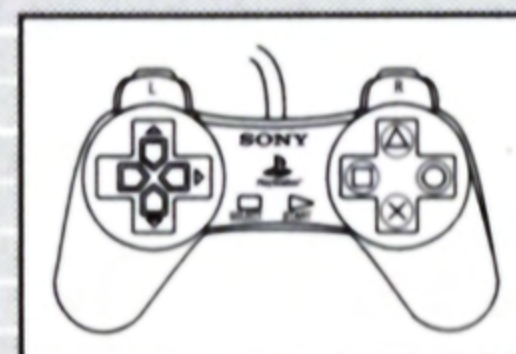
To save edited characters, you'll need one **blank** Memory Card (15 Memory Card blocks) per character. The Memory Card can be inserted into either Memory Card slot 1 or 2 of the PlayStation game console.

Important: FIGHTER MAKER requires all 15 blocks to save edited character moves, profiles, and logic data. Before you start using the Character Edit feature, it's recommended that you have a blank Memory Card ready for each character you will edit.

CONTROLLER GAMEPLAY CONTROLS (DEFAULT)



NOTE:
You may have a controller that looks like this.
If so, please follow the digital instructions
outlined on this and the following page.



BASIC INFORMATION

3

START Button

Display Main Menu at Title screen.
 Pause/resume game action.
 In VS mode, press once for slow motion.
 Press again to pause.

SELECT Button

Display in-game menu to check attacks, change settings and camera angles, or end game.

Directional Buttons

↑ -Move character to background (away from you)
 ↓ -Move character to foreground (toward you)
 ← -Move character to the left
 → -Move character to the right

Activate a variety of attack sequences by combining the Directional Buttons with the Attack buttons (⊗, ⊠, △).

⊗ **Button**

Confirm menu selections
 Low-level (leg) attacks.

⊠ **Button**

Mid-level (body) attacks.

△ **Button**

Upper-level (head) attacks.

○ **Button**

Cancel menu selections.

R1 Button

Guard.

R1 + ↓

Defend against low-level attacks.

R1 + ⊠

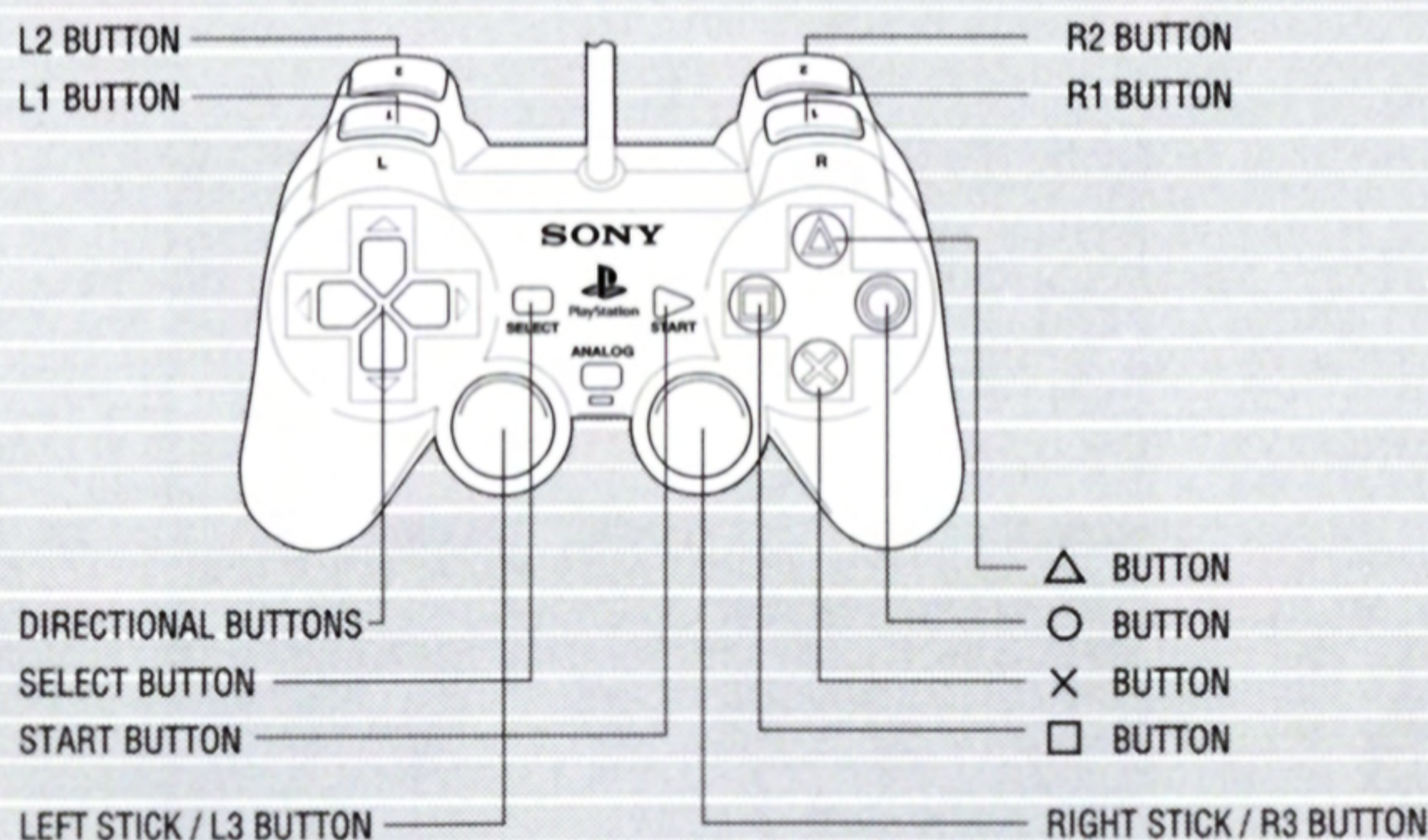
Throw.

Note: You can reconfigure the gameplay controls in Option Mode. See page 11.

BASIC INFORMATION

1

CHARACTER EDIT CONTROLS



START Button

Display the Controller bar while creating movements. See page 23 for information about the Controller bar.

SELECT Button

Switch between the throwing character and the thrown character when creating throwing movements.

Directional Buttons

Move cursor.

⊗ **Button**

Confirm menu selections.

△ **Button**

Display menu for adjusting camera perspective when viewing a character.

□ **Button**

Hide menus for unobstructed view of character.

○ **Button**

Cancel menu selections.

L1 Button (hold) + ←/→

Cycle through a pose frame by frame in Pose Editor.

L2 Button

Redo last action in Pose Editor.

R1 Button (hold)

Display a ring around the selected portion of the body in Pose Editor, indicating the direction in which it will be moved.

R2 Button

Undo last action in Pose Editor.

1

BASIC INFORMATION

PLAYING FIGHTING GAMES
GAME SCREEN

GAME RULES

- When a character takes damage, his/her stamina gauge falls.
- The first character to deplete his/her stamina gauge loses, and the other character wins one round.
- You must win two rounds against the CPU, or three rounds against a human opponent, to win the match.
- If you're playing with a time limit and time expires before either opponent wins, the opponent with more stamina remaining is the winner of that round.
- A draw game occurs when both fighters' stamina runs out at the same time (a double KO), or both fighters have the same amount of stamina when time runs out.

Note: You can adjust the time and number of rounds per match in Option Mode. See page 10.

BASIC INFORMATION

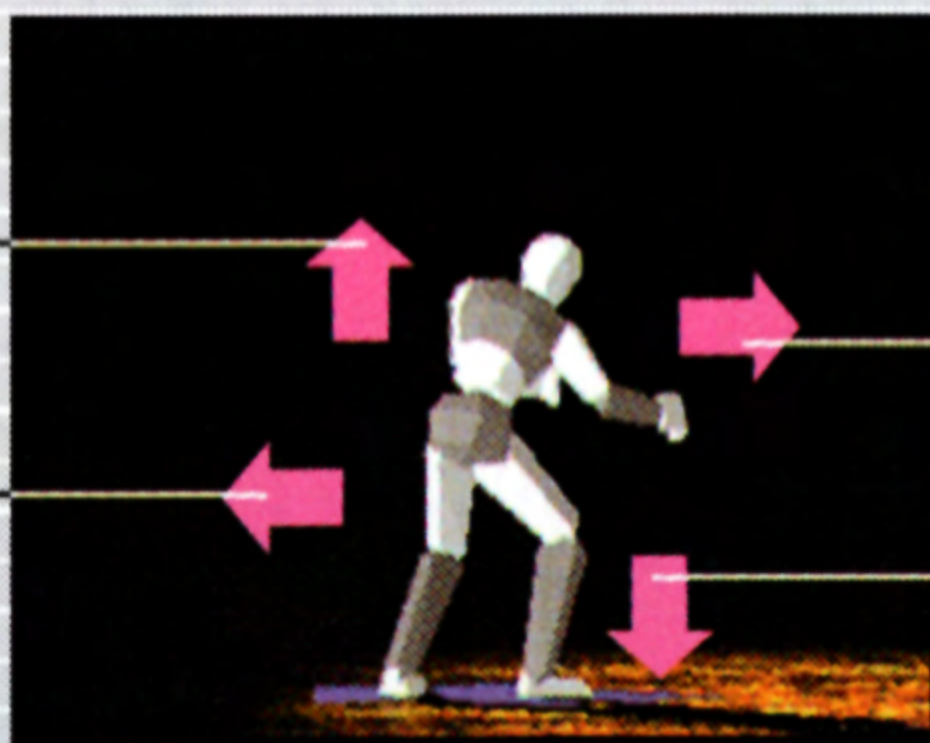
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USING FIGHTING COMMANDS

These commands are used for characters facing right. Reverse the left/right **Directional buttons** when your character is facing left.

Move to background
(away from you)

Move backward



Move forward

Move to foreground
(toward you)

ATTACKS

- ⊙ Upper-level attack
Attack an opponent's head.
- Mid-level attack
Attack an opponent's body in mid-section.
- ⊗ Low-level attack
Attack an opponent's legs and knees

GUARDS AND BLOCKS

- R1** Upper and mid-level guard
Block an opponent's upper- or mid-level attack. Cannot be used to block low-level attacks or a throwing sequence.
- R1 + ↓** Low-level guard
Block an opponent's low-level attack. Also, use this combination to evade upper-level attacks and normal throws.


THROWS

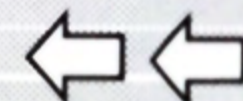
- R1 + □** Throw
Toss an opponent. Throws are successful only when your character is close to an opponent.

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BASIC INFORMATION


DASHES

 Forward dash

 Backward dash

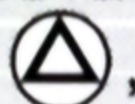

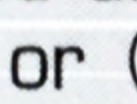
Tap the left or right **Directional button** twice quickly. Use this tactic to dive into your opponent's chest, or to run toward an opponent or retreat rapidly.

 Background dash




 Foreground dash

Tap the up or down **Directional button** twice quickly. Use this tactic to avoid an opponent's attack, or to circle around behind an opponent.

DEFENSE

If your character is attacked and knocked to the ground, go on the defensive by pressing the R1, , , or  button before landing.

READING THE SYMBOLS

-  Hold down the **Directional button** in the direction indicated.
-  Tap the **Directional button** in the direction indicated.
-  Press simultaneously.

Note: See page 66 for information about downward attacks on fallen opponents.

RESETTING DURING GAMEPLAY

To reset the game to the Title screen during gameplay, press the SELECT, START, L1, L2, R1, and R2 buttons simultaneously.

BASIC INFORMATION

1

SELECTING GAME MODES

Press the **START button** at the Title screen to display the Main Menu. Use the **Directional buttons** to select a game mode and its following options, and press the **(X) button** to confirm.

NORMAL MODE

Battle against the computer. Select your character and a fighting style: **NORMAL** uses the data originally programmed for that character; **CUSTOM** uses another character's data or edited data. If you are using an edited character, insert a Memory Card with that character's data. Select **CONTROLLER** to control the character yourself, or **CPU** to instruct the computer to play both characters in **CPU Random** or **CPU Logic**.

VS MODE

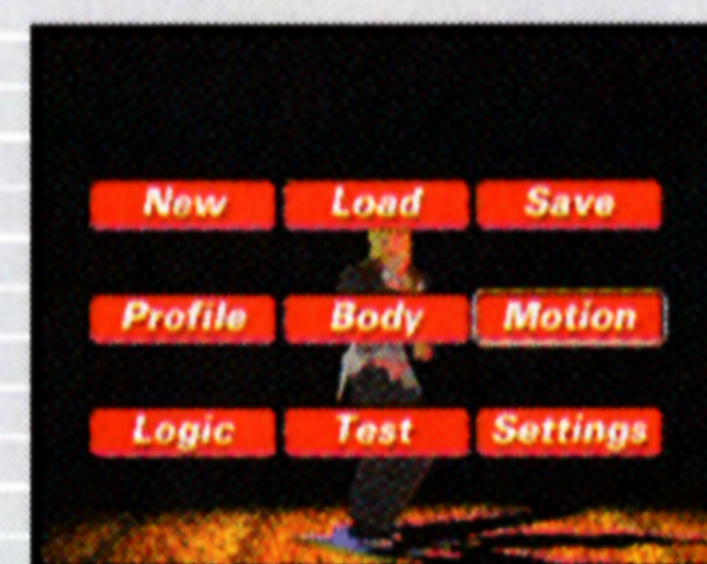
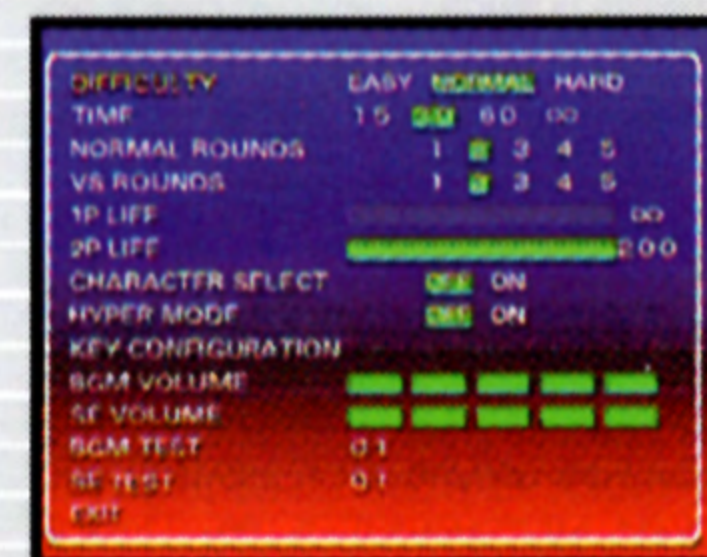
Battle a friend for fighter supremacy. Select your characters and the data for their movements (as in Normal Mode). If the battle is between two edited characters, insert a Memory Card for each character.

OPTION

Adjust various game settings. See the following page for details.

EDIT MODE

Create new character profiles and edit your character's movements. See Chapter 2 for instructions.



BASIC INFORMATION

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1

BASIC INFORMATION

CONFIGURING OPTIONS

Use the Main Menu's OPTION feature to adjust various game settings. On the Option Menu, use the **Directional buttons** to select items and press the (X) button to confirm.

DIFFICULTY

Set your CPU opponent's skill level for Normal Mode battles. Choices range from easy to hard.

TIME

Set the time limit for each round. Choices range from 15 seconds to infinite (no time limit).

NORMAL/V.S. ROUNDS

Set the number of rounds per match for Normal Mode battles and VS Mode battles.

1P/2P LIFE

Set the value of each fighter's Stamina Gauge. If you choose (∞), the character will not suffer any damage.

CHARACTER SELECT

Set to ON for the option of selecting a different character between matches.



BASIC INFORMATION

1

- HYPER MODE** Set to ON to minimize character movements made after an attack sequence. This makes it easier to launch continuous, rapid attacks.
- BUTTON CONFIGURATION** Change the controller button assignments for gameplay. On the Configuration menu, choose from four pre-set configurations. Or, choose CUSTOM, highlight a button, and then select a move to map to that button. Moves include: **U** (upper-level attack), **M** (mid-level attack), **L** (low-level attack), **G** (guard).
- BGM/SE VOLUME** Set the volume for background music and/or sound effects.
- BGM/SE TEST** Test background music and/or sound effects.
- EXIT** Return to the Main Menu.

BASIC INFORMATION



EDIT MODE

EDIT MODE MENU OPTIONS

Select EDIT MODE from the Main Menu when you want to create unique characters. You can choose from 20 character models, supply the model you select with various types of movements, create action sequences for it, and write the character's profile (vital statistics).

You also use Edit Mode to create CPU logic.

Select options with the **Directional buttons**, and press the (X) button to confirm.



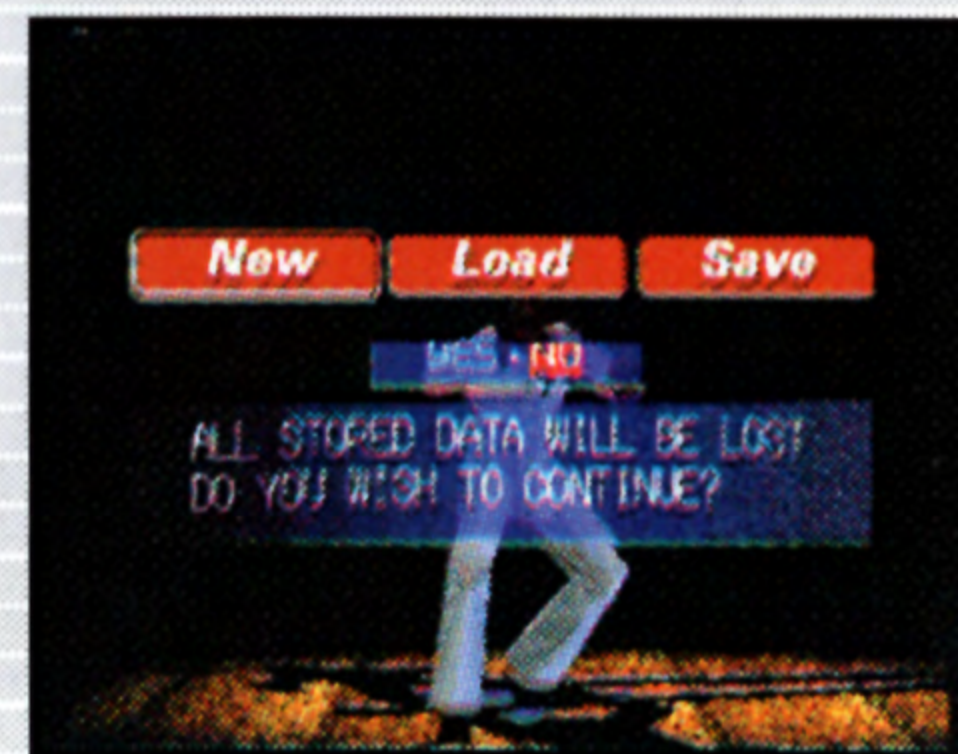
IMPORTANT

The NEW, LOAD and SAVE options from the Edit Mode Menu affect all data for the current character.

NEW

Create a brand-new character from scratch, without using any previously selected data. When you select YES, all current character data (if any) is erased from the screen. After selecting NEW, continue by making PROFILE and BODY selections (as described on page 14).

Note: You can restore default data by loading it from the FIGHTER MAKER CD-ROM, and restore original data (if previously saved) by loading it from a Memory Card.



EDIT MODE

2

LOAD

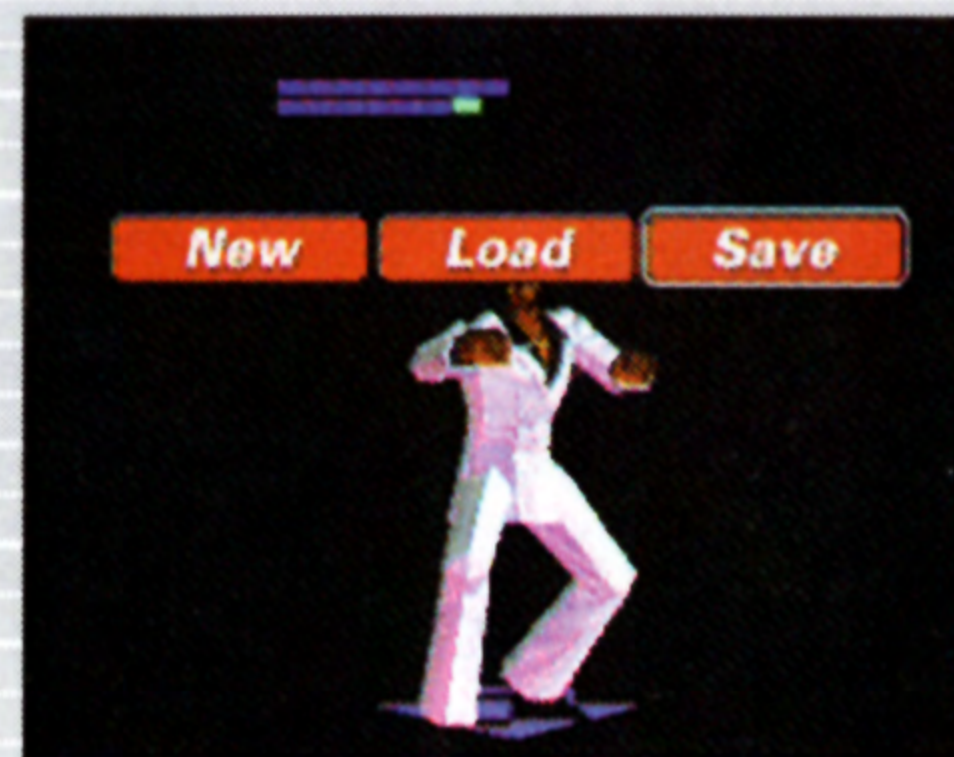
Upload all existing data from a Memory Card for a character previously saved to that card. When the data loads, the model will change to the one saved on the card. You can use a Memory Card in either slot 1 or slot 2 to load saved data. You can also load existing data from the FIGHTER MAKER CD-ROM to use when creating a new character.

Hint: If you're new to the process, try loading sample fighting styles from your FIGHTER MAKER CD-ROM, and then editing the existing moves.

SAVE

Save the character data you've assembled onto a Memory Card. You can save movements, profiles, and CPU logic. If you're saving a new character, use a blank Memory Card. If you're saving additional data for a previously created character, you can save to the same card you loaded the data from. The Memory card can be inserted into either slot 1 or slot 2 of the PlayStation game console.

Note: One blank Memory Card will hold complete data for one character. The amount of blocks used depends on the data saved, but will never exceed 15 blocks, the maximum capacity of a Memory Card.



EDIT MODE

2

EDIT MODE

PROFILE

To give your character an identity, create information in nine categories. Select NEW to erase any current data and give yourself a blank slate; LOAD to upload existing data; SAVE to save the displayed data; and EDIT to change existing data or input original information.

On the Profile list, use the **Directional buttons** to select, the **X** button to confirm, and the **O** button to cancel. On the Edit letter grid, use the **Directional buttons** to select characters, and use the buttons shown at the bottom to operate the screen.

Note: You can input Profile data for your character at the beginning, end or anytime during the creation process.

BODY

Select a body for your character. Press the **Directional buttons** **←/→** to see all 20 model selections. The models differ in physique and height, and these characteristics will affect the beauty of a sequence and the hit points gained. Think about the sequences you want to create, and choose the best body to effectively use and show off those moves.

Important: You must select a body before you can create motions.

MOTION

Create the movements and sequences to make up the character's fighting style. This feature is explained in its own section, "Creating Motion," beginning on page 16.

LOGIC

Use LOGIC to program the movements the CPU will use when controlling your character. For instructions, see the section "Using Logic," beginning on page 47.



EDIT MODE

2

TEST

Test your characters by operating them in real time. The "Testing" section begins on page 50.

SETTINGS

Adjust the settings for Test Mode. This feature is explained in the "Test Options" section on page 51.



EDIT MODE

CREATING MOTION

A character's performance depends on how effective his or her motions are!

Motion is the heart of FIGHTER MAKER. Movements are "drawn" by a 3-D polygon engine, allowing you to create any sequences you like - ranging from idling to furious attacks to the pose assumed by a character at the moment of victory or defeat. Use FIGHTER MAKER to bring to life the moves that exist in your imagination.

PATTERNS MAKE THE MOVES

For the simplest movement, create at least two patterns: a beginning pose and an end pose. FIGHTER MAKER will automatically compute the transitional movements between the two.

If you increase the number of patterns between the beginning and end poses, your character will move even more realistically as FIGHTER MAKER adds the transitional movements. For smoother moves, add more patterns.



Simply create two different patterns (a beginning and end), and your character will start moving.



Insert one attack pattern, and you've got a move!

EDIT MODE

2

THE MOTION MENU



MOTION TYPES

The four main motion types you can create and edit.

MOTION SETTINGS

The settings you apply to the motion you're editing.

PATTERNS

This dual figure shows the number of patterns for your model. To the left of the slash: number of patterns used; to the right of the slash: number of patterns available.

DIRECTION COORDINATES

These coordinates represent how parts of your model will move: X is horizontal (right or left on screen); Y is vertical (up and down). Z is forward/backward (toward or away from you). When you change the perspective (see page 27), you can verify the model's direction with these coordinates.

EDIT MODE

CREATING A MOTION IN THREE STEPS

1. SELECT A MOTION TYPE.

There are four main types of motions, listed in the Motion Menu and described in the table below. It's best to start with a BASIC motion. Press the **Directional buttons** ↓ / ↑ to scroll through the selections.

Remember:

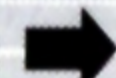


- You must select a BODY before you can create motions.
- You must create a motion before you can use TEST.
- You must create a HIT or THROW motion in order to use LOGIC.

BASIC TYPE	DESCRIPTION
Hit	Edit punch and kick attacks that are activated by the Attack buttons (⊗, ⊠, ⊡). You can create a maximum of 457 Hit patterns and 40 Hit sequences for each character.
Throw	Edit basic throws and command throws, and create the movements of the character under attack. You can create a maximum of 295 Throw patterns and 6 Throw sequences.
Win/Lose	Edit your character's winning and losing poses at the moment of victory or defeat. Only motions can be created, there are no Win/Lose attacks. A total of 76 patterns are available for the creation of Win/Lose motions.
Basic	Edit character motions that are not related to attacks. These include running, standing, guarding, turning, rolling and so on - 21 moves in all. You can create up to 166 patterns.

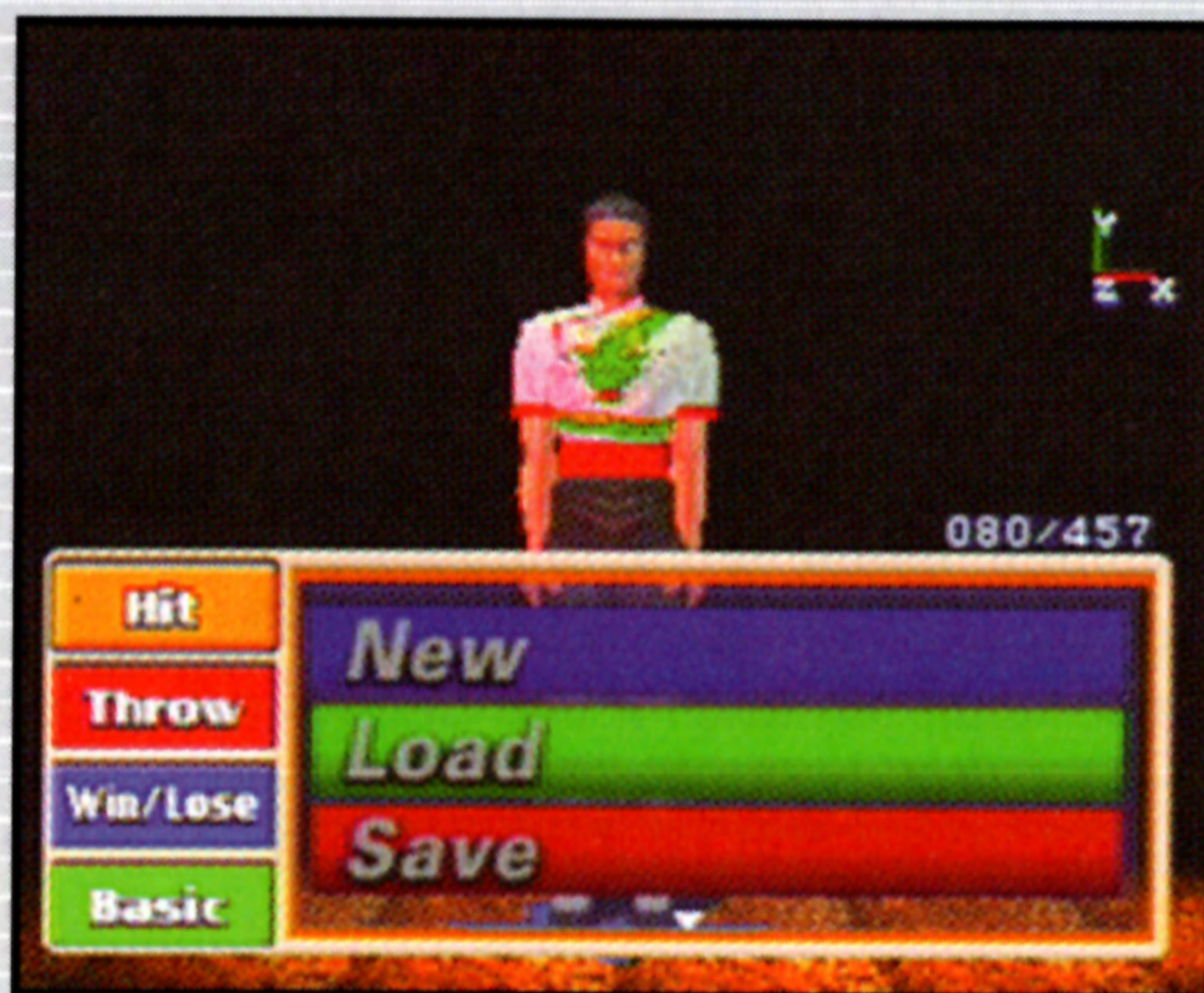
EDIT MODE

2

2. SELECT A SETTING FOR YOUR MOTION TYPE.

Press the **Directional button**  to activate the right side of the Motion menu. Here you can select a setting - NEW, LOAD, SAVE, CONVERT, or any of a number of sequences - for the motion you're editing. Press the **Directional buttons**  /  to scroll through the selections (they do not all appear on screen at the same time).

Remember: Use the sample data on the CD-ROM as a reference.



SETTING	DESCRIPTION
New	Clears all previous data for the type of motion you are editing, so you can start with a blank slate. For example, when you select NEW from the Throw menu, only Throw data is cleared. None of the other data is affected for the character you are editing.
Load	Upload data from the CD-ROM or a Memory Card for the type of motion you are editing. Example, when you select LOAD from the Throw menu, only Throw data will be loaded. None of the other data is affected for the character you are editing.
Save	Saves data to a Memory Card for the type of motion you are editing. Example, when you select SAVE from the Throw menu, only Throw data will be saved.
Convert	Make automatic adjustments to use the movements of a different character model. When you load the moves designed for one body type onto a different body type, the movements are automatically adjusted to fit the new body type. Keep in mind that you may need to make further adjustments if the bodies differ greatly in size or height. For example, to stop a shorter character from floating above the ground you may need to tweak the hit area.
Sequence	Use a pre-set motion sequence already supplied with the model you're using. These are identified by names and numbers. Once you select a sequence, you can edit it for your current character.

EDIT MODE

2

3. USE A SEQUENCE.

When you select a pre-set motion sequence, you can custom edit it for your character, or apply it intact as one of your character's movements. A small Sequence Menu appears with EDIT, COPY and PASTE options.

OPTION	DESCRIPTION
Edit	Customize the sequence for your current character.
Copy	Copy sequence data to a temporary buffer, preparing for Paste action.
Paste	Paste copied sequence data as one of the character movements. This option will use the last sequence copied to the temporary buffer (see above).

EDIT MODE



MOTION EDITING SCREENS

EDIT Screen

Sequence Number

Edit Buttons



Name & Command

Time

SEQUENCE NUMBER

Each sequence is numbered. When you create combos (see page 41), you'll also see the number of the sequence the combo is linked to.

EDIT BUTTONS

Select these buttons to customize the movement: use MOTION to create the movement; use CONFIG to set the command to launch the movement, and amount of damage inflicted; use NAME to create a label for the movement. (For more on MOTION, see the sections starting on page 16; for CONFIG, see page 33, for NAME, see page 40.)

NAME

Displays the motion's name.

COMMAND

Displays the motion's command, set with the CONFIG edit button (above).








TIME

How long (in seconds) the motion runs.

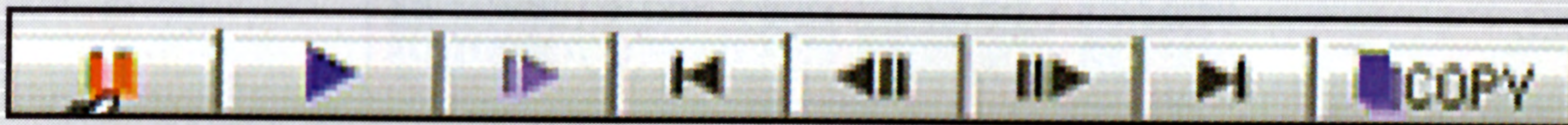
EDIT MODE

2

CONTROLLER BAR

Press the **START Button** to display (or hide) the Controller bar, which you can use to control the flow of the motion. Select  to play,  to play in slow motion,  to pause, and  and  to scroll. Select  or  to return to the beginning or end position. Use COPY to duplicate a pattern.

Note: Once a pattern is copied, you can paste it into the Management window (see page 24), and edit it in the Pose screen (see page 24).



SHADOWS

The blue and red shadows that appear behind the model as it plays through a motion indicate the movements of the previous pattern.



EDIT MODE

2

EDIT MODE

MANAGEMENT WINDOW

This window appears when you select MOTION on the Edit screen. Use it to handle the patterns and poses that make up a movement.

	P	F	W	Z _{cm}	X _{cm}	R°
1	●	003	01	000	000	000
2	●	002	01	-016	000	000
3	●	002	01	-028	000	000
4	●	002	01	-046	000	000
5	●	002	01	-082	000	000
6	●	001	01	-098	000	000

P (POSE)

The numbers and figures in the far left columns represent movement patterns. Select a pattern and press the (X) button to edit its Position and Pose settings from the windows that appear.

POSITION SETTINGS

Use the Position window options to set the posture of the model at the beginning and end of a motion.



EDIT MODE

2

EDIT MODE

OPTION	DESCRIPTION
Stand	The character will stand at the beginning of the motion.
Crouch	The character will crouch at the beginning of the motion.
Faceup	The character will lie face-up at the beginning of the motion.
Facedown	The character will lie face-down at the beginning of the motion.
Combo	Set a combo (see page 41 for information).
Insert	Insert a new pattern. Use this to increase the number of patterns in the motion.
Copy	Duplicate a selected pattern. You can use a PASTE option from another window or menu to add the copied pattern to the same or another movement.

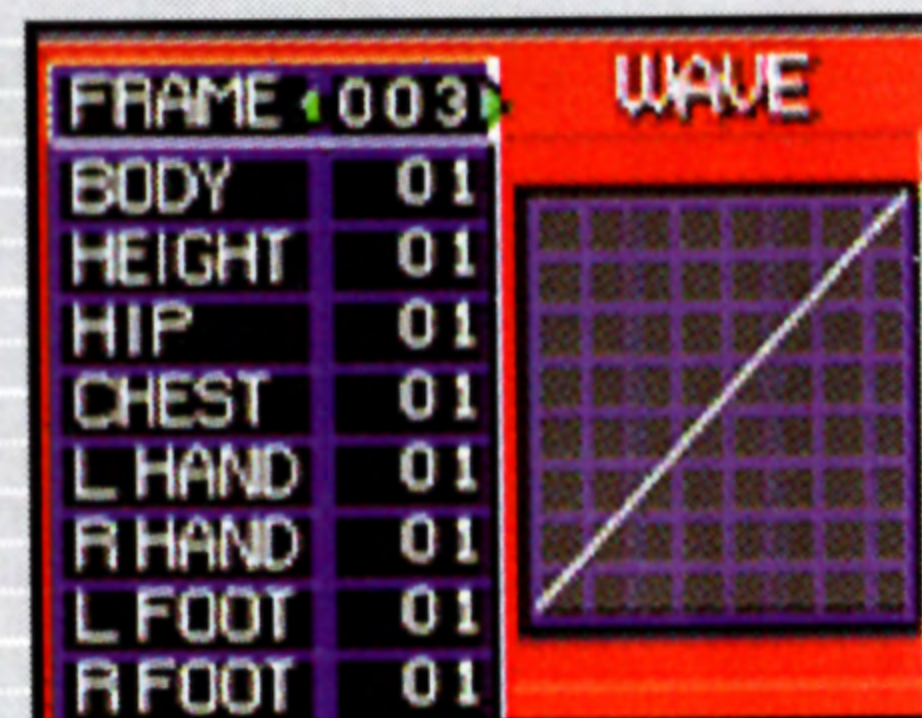
POSE SETTINGS

Use the Pose window options to set the model's pose for each pattern.



OPTION	DESCRIPTION
Edit	Switch to the Pose Editor (see the section Using the Editor, starting on page 29).
Insert	Insert a new pattern. Use this to increase the number of patterns in the motion.
Cut	Delete a selected pattern.
Copy	Duplicate a selected pattern. You can use the PASTE option to add the pattern to the same movement or to another movement.
Paste	Paste the last pattern copied into the current movement. In addition to entire poses, you can paste separate body parts, such as heads, hands, arms and so on.
Reverse	Flip the pose of the selected pattern 180 degrees to the left or right.

F (FRAME) Use the F column in the Management window to set the number of frames (and the amount of time) that will run until the model switches to the next pattern. One frame lasts for 1/60 second, so a 30-frame pose will run for 0.5 seconds. When you increase the number of frames, the model moves more slowly; when you decrease it, the model moves more rapidly.



EDIT MODE

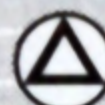
2

W (WAVE) Set the wave curve to adjust the speed of the selected body part: 01 is normal speed; 02 speeds up the body part during the second half of the motion; 03 slows it down.

Z, X AND R Use these coordinates to set the model's range from its initial position during the motion. Z is forward and back (toward or away from you when viewed head-on); X is horizontally to the left and right; R is the turning angle from 0 (straight forward), and rotates the model around a central axis.

Note: The "shadow" left behind as you adjust the coordinates shows the original position of your character.



CAMERA WINDOW Press the  button anytime while creating a motion to display the Camera window. Select from its options to display your model in the following perspectives: FRONT, BACK, RIGHT, LEFT, ABOVE, CUSTOM 1, 2, or 3, and AUTO 1, 2 or 3.



CUSTOM (1, 2, 3) Make your own adjustments to the camera perspective, using the settings in the Custom window.

AUTO (1, 2, 3) Automatically rotate the model in 3-D.

EDIT MODE

2

EDIT MODE

CUSTOM SETTINGS

DESCRIPTION

R (Rotation)

Rotate the camera perspective in 5-degree increments. The purple cursor in the window is the camera position.

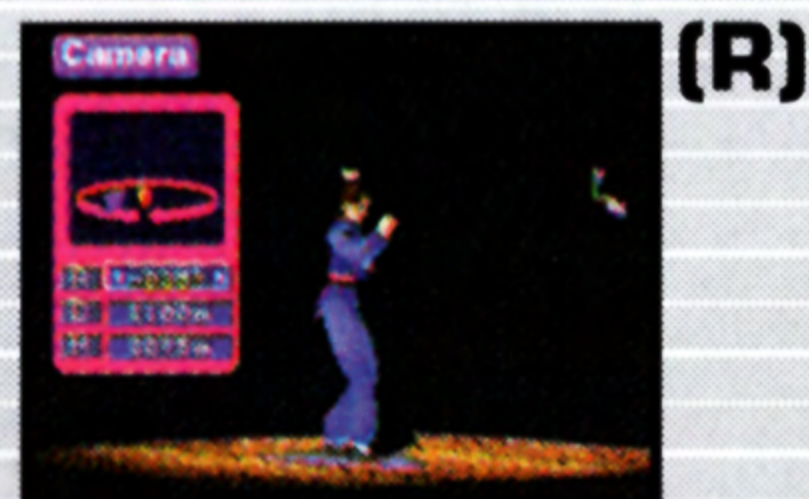
D (Distance)

Adjust the camera's distance from the model, ranging from 500cm (closest) to 1500cm (farthest away).

H (Height)

Adjust the camera's height, ranging from 75cm (lowest) to 1500cm (highest).

EDIT MODE



EDIT MODE

2

USING THE POSE EDITOR

Select the EDIT option in the Pose window (see page 25) to access the Pose Editor. By using its options you can move body parts such as hands and feet, choose the shape of the model's wrists, and create the model's pose. By combining poses you create the model's motions, which become sequences when activated.

BODY

Move the model's body parts. When you adjust certain body parts, nearby connected parts may also move. Try different selections to see what happens.

Use BODY, HAND, ANKLE and TOES to move several body parts as a unit. The cursor coordinates will change as you adjust the body part group.



Body



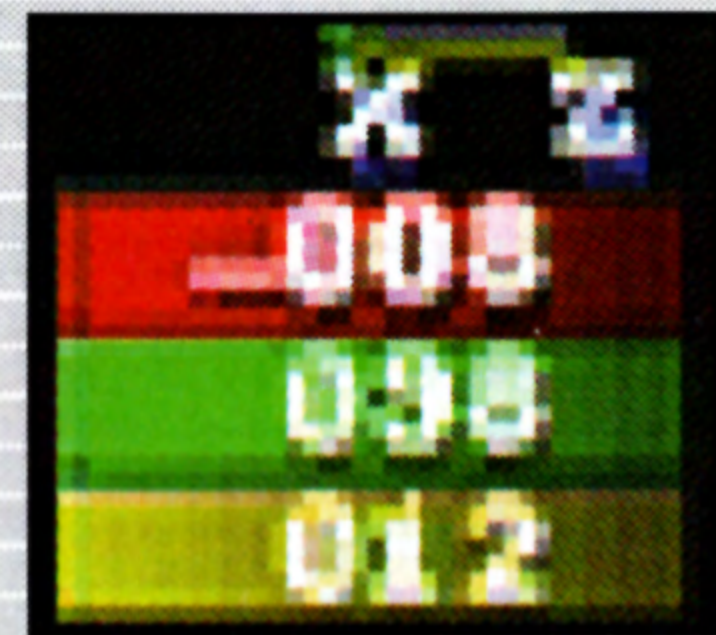
Toes

EDIT MODE

2

EDIT MODE

Check the position of the coordinates as a clue to how your adjustments will affect the model's movements.



Move individual body parts (BASE, HIP, CHEST, HEAD, SHOULDER, ELBOW, HAND, THIGH, KNEE, FOOT) to fine-tune poses and make corrections. Keep adjusting the body part until you're happy with the result.



Hip



Thigh

Be sure to check the angles of the X, Y, and Z axes.



EDIT MODE

2

FIX POINT

Select the body parts that will remain fixed when you move the model. You can immobilize the hands, ankles and toes, but you cannot immobilize the ankle and toes of the same leg at the same time. Immobilization takes effect only when you move the entire body, the hips or the chest.

ADJUST

Adjust the position of the model's hips, hands, ankles and toes to match body parts in a previous pattern. When you select HIP, the hip position of the model you are currently editing will be matched to the hip position in the previous pattern.

WRIST

Choose the model's left and right wrist positions.



EDIT MODE

PATTERN NUMBERS

While creating a model's pose, you can check the movements one pattern at a time by holding down the **L1 button** and pressing the **Directional buttons** \leftarrow/\rightarrow . The number in the top right corner indicates the pattern you are creating. Edit the pose of the current pattern while comparing it with poses in previous and subsequent patterns.



BODY PART ROTATIONS

Hold the **R1 button** while moving body parts in the Pose Editor to display a ring around the model. The ring indicates the direction in which body parts are facing and can be rotated. The flashing portion of the ring is displayed on the character's position.



UNDO AND REDO

When working in the Pose Editor you'll see the UNDO and REDO gauges at the bottom left of the screen. The gauges increase or decrease as you work, to a maximum of 5 (steps). UNDO returns you to the previous step; REDO enables you to move one step past the last UNDO. These features are useful when you want to do something over. To use UNDO, press the **R2 button**; for REDO, press the **L2 button**.

EDIT MODE

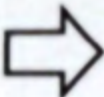
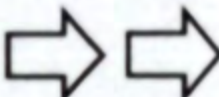












2

USING THE CONFIG OPTION

After creating and saving a sequence, you can use the CONFIG option from the Edit screen (see page 22) to configure the button command for launching the sequence, and set the amount of damage the sequence will cause to an unwary opponent.

COMMAND

Set the button commands that will activate a sequence during a game. Use any of the Command strings shown in the table below. The minimum setting is an Attack button; the maximum is two **Directional buttons** + an Attack button. Any Attack button + **R1 (G)** can be used only for throwing sequences.

COMMAND STRING	DESCRIPTION
	Tap the right Directional button once.
	Tap the right Directional button twice quickly.
	Hold down the right Directional button .
	Tap the right Directional button once, release, then press it again and hold it down.
	Tap the right Directional button , then press the  button.
	Tap the right Directional button twice, then press the  Button.
	Press the  button.
	Press the  and R1 buttons simultaneously.
	Press and release the down Directional button . Immediately press the  and R1 buttons simultaneously, while holding down the right Directional button .

HIT

This mode allows you to fine tune the previously created hit sequence. You must complete the movements for a sequence before you set the HIT option. If you correct a movement after setting HIT, you must also correct HIT.

FRAME

Set the time (frame number) when damage will occur. Increase or decrease the number of frames by pressing the **Directional buttons** ←/→. Make sure the values match the first moment of impact, since the movements of a sequence will be displayed according to the frame numbers. If you select NONE, no damage will be inflicted.

HIT LENGTH

Set the number of frames during which the hit point will be displayed, starting with the moment when damage is inflicted (set with FRAMES, above). The longer the setting, the easier it is for your sequence to contain a hit.

Hint: Activate Camera and check your movements carefully to find the frame number best suited for the moment of impact.

OPEN

Set the freeze time (elapsed time from the end of the period in which damage was inflicted to the moment you can input the next command). If you set OPEN to AUTO, freeze time will be calculated automatically.

DAMAGE

Set a value for the damage inflicted on your opponent when a sequence contains a hit. The maximum value is 100. The higher the value is, the more powerful your sequence will be.



EDIT MODE

2

SIZE

Set the hit point for your sequence. The higher the value (cubic volume of the ball), the more likely your sequence is to contain a hit. The ball colors are explained in the table below.



BALL COLOR

YELLOW
(Prior to Damage)

RED
(Damage in Progress)

BLUE
(After Damage)

Hit Point
Throw Point

No
No

Yes
No

No
Yes

POSITION (X, Y, Z)

Fine-tune the position of the hit point (ball) that you set in BODY. X is the horizontal position; Y is vertical; Z is screen depth (closer or farther away from you).

Hint: Use POSITION in conjunction with CAMERA (see page 27).



DELAY

After you set COMBO (see page 41), use DELAY to set the number of frames during which command input for the next sequence will be accepted.

Note: You cannot make changes to a sequence if COMBO has not been set.

HOMING

Set the homing capability (zeroing in on the opponent's position) for a sequence. The settings range from REAL TIME to SLOW, becoming progressively slower. If you select NONE, no homing will take place.

EDIT MODE

HIT ACTION

Set your opponent's reaction (staggering or falling) when your sequence contains a hit. Choose from 21 patterns (see the table below).

OPPONENT PATTERN	DESCRIPTION
Upper	Reaction to a frontal, upper-level attack. Upper body bends backward.
Upper-left	Reaction to an upper-level attack from the left. Upper body bends to the right.
Upper-right	Reaction to an upper-level attack from the right. Victim's upper body bends to the left.
Mid-center	Reaction to a frontal, mid-level attack. The victim holds head and collapses temporarily.
Mid-upper	Reaction to a mid-level attack from above. Victim falls to knees.
Mid-lower	Reaction to a mid-level attack from below, to the chin area. Victim's body bends backward deeply.
Mid-left	Reaction to a mid-level attack from the left. Victim's body bends to the right.
Mid-right	Reaction to a mid-level attack from the right. Victim's body bends to the left.
Lower-center	Reaction to a frontal lower-level attack. Victim loses balance and pitches forward slightly.
Lower-back	Reaction to a lower-level attack from the rear. Victim loses balance and falls backward.

EDIT MODE

2

OPPONENT PATTERN

DESCRIPTION

Lower-left	Reaction to a lower-level attack from the left. Victim's right leg leaves the ground and victim staggers slightly.
Lower-right	Reaction to a lower-level attack from the right. Victim's left leg leaves the ground and victim staggers slightly.
Fall down	Victim clutches stomach, staggers violently, and falls down hard on face.
Slam	Victim is knocked down to the ground, then bounces and falls on back.
Blow Away A	Victim is thrown a distance to the rear, then falls on back.
Blow Away B	Victim is thrown farther than in Blow Away A, then falls on face after spinning one turn.
Trip left	Victim is knocked off feet by an attack from the lower left, hangs in air and then falls on back.
Trip right	Victim is knocked off feet by an attack from the lower right, hangs in air and then falls on back.
Float	Victim falls on back after hanging in air. You can set the height and descent coordinates.

EDIT MODE

OPPONENT PATTERN

DESCRIPTION

Stagger-A

Victim staggers while falling backward, then freezes while staggering.

Stagger-B

Victim staggers while falling forward, then freezes while staggering.

BEHIND

The reaction to a hit in the back. Use this to set your opponent's reaction when a hit in the back occurs during a sequence, in addition to his/her reaction when the sequence contains a hit.

COUNTER

Set your opponent's reaction when your sequence counters his/her attack, in addition to the opponent's reaction when the sequence contains a hit.

B-COUNTER

Set your opponent's reaction when your sequence counters his/her attack and the opponent's back is to you, in addition to his/her reaction when the sequence contains a hit.

GUARD

Determine whether opponent can block a particular sequence.

ABLE

Block possible; ABLE is sufficient for standard sequences.

UNABLE

Character can be hit and sustain damage, even while GUARD is on.

UPPER

GUARD possible, but subsequently opponent's UPPER GUARD is forcibly disabled.

EDIT MODE

2

MID

Move can be blocked, but subsequently opponent's MID GUARD is forcibly disabled.

UPPER-MID

Move can be blocked, but subsequently all opponent's GUARDS are forcibly disabled.

SE HIT

Set the sound effect that will play when a sequence contains a hit.

COUNTER SE

Set the sound effect that will play when a sequence contains a counter.

SE FRAME 1

Set the frame number in which sound effects play when a sequence is used, regardless of whether or not a hit is made.

SE 1

Set the type of sound effect that will play in SE FRAME 1.

SE FRAME 2

Set the frame number that will generate the second sound effect, when you need two types of sound effects.

SE 2

Set the type of sound effect that will play in SE FRAME 2.

The following settings apply to throws only.

FRAME 1

Set the frame number in which damage occurs.

FRAME 2

It is possible for one sequence to inflict damage twice. You can set a frame number for the second occurrence of damage.

BODY

Set the target for HIT EFFECTS.

POSITION (X, Y, Z)

Fine-tune the target for HIT EFFECTS.


SMOKE START

Set the location from which smoke will emanate when a sequence contains a hit.

SMOKE FRAME

Set the frame number in which the smoke effect will be produced.

ASSIGNING A NAME

Use the Name button on the Edit screen to devise a name for a motion you've created. On the Name Input window, enter the name you want. Use the  button to edit any mistakes or erase the current name.

**WHEN YOUR MOTION EDITING IS COMPLETE . . .****STORE CHANGES**

Save the data for your created movement, including settings and names.

Hint: It's a good idea to SAVE continuously while editing so you don't lose valuable work.

DISCARD CHANGES

End without saving your data for created movements, settings, or names.

CANCEL

Return to editing.



EDIT MODE

2

CREATING COMBOS

You create combos by linking two or more sequences together in a sequence "string." You can also link one sequence separately to three different sequences (COMBO 1, COMBO 2, COMBO 3).

When creating combos, remember:

- All sequences that are linkable will be highlighted when selected.
- Any sequence that is not highlighted cannot be linked.
- **Important Note!** The sequence you link will occur after the sequence you link it to. Linking sequence B to sequence A creates a combo. It also means that sequence B occurs **after** sequence A.

The following is a step-by-step walkthrough on how to create combos.

1. FIRST, CREATE A SEQUENCE.

Creating a combo involves linking two or three sequences. In order to create a combo, you must already have at least one sequence.

2. MAKE THE SEQUENCE A COMBO.

Next, create a new sequence. Open the Management window (see page 24). Move the cursor to the pose for the first pattern and press the (X) button to bring up the menu. Select COMBO from the menu. You are now ready to create a combo.



2

EDIT MODE

3. SELECT THE SEQUENCE AND FRAME.

You must indicate a sequence that you want the current sequence to link to. The first number under the COMBO heading indicates the sequence number you are linking to. The second number indicates the frame number within the selected sequence.

Using the picture to the right as an example, you'll see that we've linked our current sequence to sequence #1. Also notice we've set the frame number for sequence #1 to the last frame in that sequence. Once you've input the numbers for your selected sequence and frame, your combo is finished.



4. CREATE A MOTION FOR THE SEQUENCE.

Now all you need to do is create a motion for your new sequence, the same way you would for any sequence. Create a motion that blends smoothly with the other sequence(s) it is linked to.

Remember:

- Repeat steps 1 through 3 when linking more than two sequences. For example, let's say you have sequences A and B, and you want to link them into a three-hit combo ending with sequence C. Edit sequence B and link it to sequence A using steps 1 through 3. Then create sequence C and link it to sequence B by repeating the same steps. The end result is a three-hit combo starting with sequence A and ending with sequence C.
- You can also use one sequence to create three completely separate combos. Say you've created a sequence we will call D, and you now want to create three different two-hit combos using it. Assume sequences A, B, and C already exist. To link sequence D to each of these separately, do the following: Under COMBO 1 select sequence A, under COMBO 2 select sequence B, and under COMBO 3 select sequence C. You now have three different two-hit combos ending with sequence D.



EDIT MODE

2

COMBOS OF COMBOS

In order to chain-link combos for a maximum of seven continuous sequences, you must link the **first** sequence in one combo to the **last** sequence in another combo. As before, use steps 1 through 3 to accomplish this.

GUIDELINES

FIGHTER MAKER has four main types of motions: Hit, Throw, Win/Lose, and Basic. The basic operations you perform when editing are the same for all motions. And, depending on the type of motion, you may be able to add several features.

This section offers guidelines to follow when editing motions.



WHEN YOU BEGIN CREATING . . .

- For Hit, Throw, Win/Lose and Basic with the registration number P1, position the model with its feet on the ground. It must not be floating in the air or buried.
- The height (vertical coordinates) of a model with the registration number P1 becomes the basis of all movements, and affects CONVERT as well.

HIT

- When you edit punching sequences, use all the features. For one sequence you will need to make settings for all BODY options and edit all items (such as NAMES and so on).
- You can also make settings for combos.
- It is possible to create up to 40 punching sequences, if pattern memory allows.

EDIT MODE

THROWS

- You need to make settings for commands and hits, and edit all items (names, etc.), just as you did for punches.
- You must edit the motions of the character being thrown, in addition to those of the thrower. Use the **SELECT button** to toggle between THROW and ENEMY.
- You cannot set COMBO for throwing sequences.
- You can create up to six throwing sequences.

**WIN/LOSE POSES**

- Edit the movements of poses at the moment of victory and defeat. Defeat poses are movements used in arbitrated defeats when time is up and in losses in Normal Mode.
- There is one winning pose and one losing pose.
- You don't need to edit settings or names.

BASIC

- Here you edit motions that are not related to attacks. You don't need to edit settings or names.
- If you do not edit basic motions, your character will not move properly or at all.



EDIT MODE

2

BASIC MOTION

EXPLANATION

Standing	The most basic and important normal posture; standing still.
Standing Guard	Stance assumed when you press the GUARD Button.
Crouching Guard	Squatting; stance assumed during lower-level guard.
High Guard Impact	Movement of the victim of an upper-level attack during standing guard.
Mid Guard Impact	Movement of the victim of a mid-level attack during standing guard.
Low Guard Impact	Movement of the victim of a lower-level attack during crouching guard.
Throw Miss	Movement occurring when a throw fails.
Turn Around	Movement of a character who whirls around because an enemy is behind.
(Move) Forward	One step forward.
(Move) Backward	One step backward.
(Move) Background	One step to the left.
(Move) Foreground	One step to the right.
(Dash) Forward	Fast move forward.
(Dash) Backward	Fast move backward.
(Dash) Background	Fast movement to the left.

BASIC MOTION

EXPLANATION

(Dash) Foreground

Fast movement to the right.

Down (Face Up)

Movement of a character falling on back.

Down (Face Down)

Movement of a character falling on face.

Running

Running forward.

Drop Roll (Background)

Evasion to left when character has fallen or is on the defensive.

Drop Roll (Foreground)

Evasion to right when character has fallen or is on the defensive.



EDIT MODE

2

USING LOGIC

THE IDEA BEHIND LOGIC

LOGIC is an operation during which you establish (in TEST mode, for instance), through a logical process, the movements that will be used in a battle between CPU-controlled opponents. Set these movements in order to program the actions that would take place under a variety of circumstances.

OPPONENT'S POSTURE	DISTANCE FROM YOUR CHARACTER TO OPPONENT	ACTION	ODDS
Standing	Close range	Punch	30%
	Normal-range	Retreat	
	Far range	Guard	

CREATING LOGIC

- NEW** Create new Logic data. Selecting this option clears all current Logic data (if any) that you've selected up to this point.
- LOAD** Load in Logic data from a Memory Card or the CD-ROM. Selecting this option replaces all current Logic data (if any) that you've selected up to this point.
- SAVE** Save the LOGIC data you have created onto a Memory Card. Selecting this option saves all current Logic data.
- EDIT** Edit LOGIC data.
- TEST** Test LOGIC. This is the same feature as TEST mode for MOTION.

2

EDIT MODE

1. SELECT THE OPPONENT'S POSTURE

Decide which action to take in response to 32 types of posture. For instance, if an enemy executes a move below 22 frames, then the CPU Logic will counter in accordance to its assigned response/s for that occurrence.



2. SELECT THE DISTANCE BETWEEN YOUR CHARACTER AND THE OPPONENT.

"Close" means that the distance is 120cm or less; "Normal," 120 to 220cm; and "Far," 220cm or more.

3. SET THE ACTION.

For each of the 32 enemy postures, you can assign three different response patterns. The percentage you assign to a particular response pattern determines the frequency at which that pattern will be initiated. The three percentages should amount to 100%. Actions that may be selected are BASIC, HIT, THROW, RANDOM and NONE.



4. DETERMINE THE FRAME IN WHICH AN ACTION WILL BE INITIATED.

Set the frame number in which the action will be initiated in response to an opponent's posture. For example, if you set the action to PUNCH and FRAME to 001, your character will throw a punch in response to the opponent's action after one frame. If you set it to 010, the punch will be thrown in response to the opponent's action after 10 frames.



EDIT MODE

2

5. SET MULTIPLE SEQUENCES

Now set the next action. After setting the first action, you can select the second action by pressing the **Directional button** ↓. Do the second setting in the same way you did the first one. Keep in mind that the instant the first frame count has ended (first action has begun), the second frame count will begin.



6. SET THE NEXT ACTION

In some instances there may be one or more sequence names listed along with the five basic actions (BASIC, HIT, THROW, RANDOM, NONE). This occurs when the prior action is the first sequence in a combo. See "Applying LOGIC" on page 50 for information about combo generation.

RELEASE TIME

Release time is the frame number in which the previous action ends. When release time reads 040, and you set it to 040, the next attack will be launched immediately after the previous action ends. If release time reads 040 and you set the frame for the next action to 001, that action will not take place. You should set FRAME to a number larger than release time, unless you have set a combo sequence. The setting of a frame number for a combo sequence is done differently to allow for delay.



APPLYING LOGIC

Set LOGIC for the time when a combo will occur:

- When a combo is generated.
- When you select the second action (and all subsequent actions), you may see the name of a sequence displayed along with the action (BASIC, HIT THROW, RANDOM, NONE). This happens when the first action-sequence is the start/beginning of a combo. The sequence name that appears is the next sequence in that combo.



Determine the frame in which a combo will be generated, allowing for delay.

- When you select a combo sequence, you will see DELAY displayed in the FRAME window (see page 35 for information about DELAY). To insert a delay into a combo, enter a value consistent with the value of DELAY. For example, if the numbers shown are 018 and 030, enter a value between 018 and 030.

**TESTING**

As you go through these steps, you are creating LOGIC data for your character. Verify the movements using TEST MODE.

Note: Set the movements of the player's character and the opponent's character to CPU LOGIC.

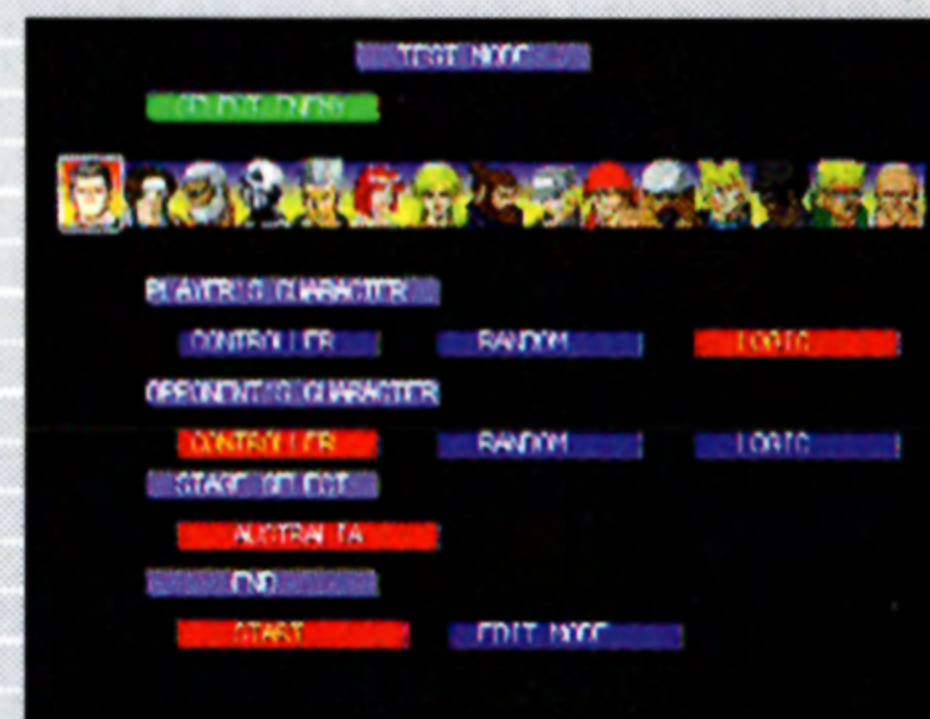
EDIT MODE

2

TEST MODE

In this mode, you test the character you're editing by operating it in real time. You don't need to save your data to the Memory Card.

- Opponent (Player 2) Select a character.
- Set the movement control for Player 1's character. Under CONTROLLER, Controller 1 moves the character. Under RANDOM, it moves randomly. Under LOGIC, it moves in accordance with CPU LOGIC.
- Set the movement environment for Player 2's character. If you select LOGIC for both Player 1 and Player 2, you will enter WATCH mode.
- Select a stage. If you choose "Ocean Floor," movements slow down because this is an underwater arena. You cannot select CPU LOGIC.
- Once these settings have been made, you can run TEST mode, or return to the EDIT screen.



EDIT MODE

TEST OPTIONS

Using the test options, you can add several displays to the screen. Press the **SELECT button** while in Test Mode to access test options. Once they appear on screen, select SETTINGS to access the following options.



HIT AREA

Displays the ball that represents the hit point (see page 35 for details). When this ball hits your opponent, he/she suffers damage. The location where opponent's sequence contains a hit lights up. The yellow, red, and blue bars on the image of a body represent body parts affected by the sequence (upper, middle, and lower, respectively).

COMMAND

Displays the player's button input from the controller

HEIGHT

Displays the height of a character (in centimeters) when an opponent's sequence has knocked that character into the air.

LOGIC

Displays the current conditions under which CPU LOGIC is applied.

DIRECTION

An arrow on the ground shows the direction in which a character is facing.

Note: You can also access these settings in Normal and VS Modes by pressing the **SELECT button** and then selecting SETTINGS, or by selecting the SETTINGS option from the Edit Mode screen.

TUTORIAL

3

INTRODUCTION

In this chapter you will find out how to create character motions, basic operations, hit sequences, and throwing sequences in the proper order. If you'd like to create sequences but don't know what to do, this is the chapter to read.

BASIC

Basic movements form the basis for all movements. Take the time to construct them carefully. This chapter will show you how to create natural, life like basic movements.

HIT

The hit sequence is an indispensable aspect of fighting games. This is the most versatile sequence, so feel free to create your own variations. Try your hand at creating different types of punches - punches that disable or crush your opponent.



TUTORIAL

3

TUTORIAL

THROW

The creation of throwing sequences, these can be very easy to perform, but also complicated to create. You need to calculate the movements of the character being thrown as well as those of the character performing the throw.

**OTHER SEQUENCES**

With a little ingenuity, you'll be able to create downward attacks and crouching dashes, which you normally wouldn't be able to do using the features of FIGHTER MAKER. We'll show you how.

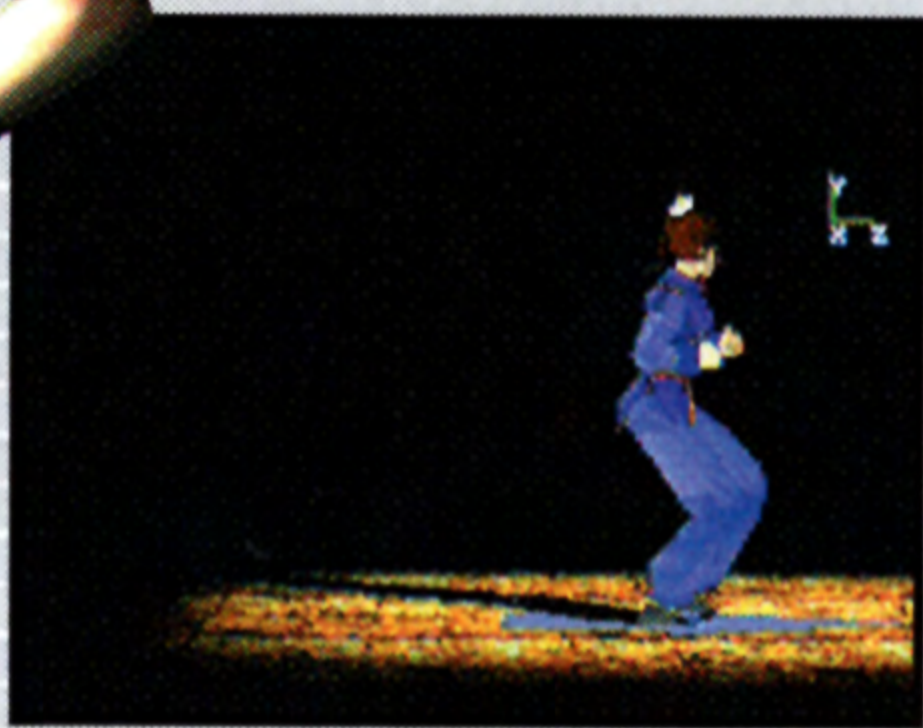


TIPS FOR CREATING CHARACTERS

What will probably give you the most trouble in the beginning is creating movements. Once you gain some experience, the process will be easier, but here are a few tips.

- USE THE BEGINNING AND ENDING OF A MOVEMENT TO CREATE THE TRANSITIONAL PHASES.

You don't need to create movements one at a time. Create the key poses, and then create the transitional poses so that the movements flow smoothly.



- PARTS CAUSE PARTIAL CHANGES TO MOVEMENTS.
The movements you create may flow smoothly, but they won't seem life like if all body parts are moving in the same way. Make a point of creating life like movements by, for instance, ensuring that the arms don't move until a little while after the mid-section does.
- CHECK SAMPLES!
Refer to the sample data; it will help you create movements. Check the sample movements carefully, and "borrow" the sequences. Remodeling a sample will help you get used to the process of creating movements.
- IT'S EASY TO CREATE A POWERFUL CHARACTER.
It's easy to make a character more powerful by increasing the amount of damage inflicted, or setting an easy input command for a sequence that is extremely damaging. The hard part is creating a balanced character.

BASIC MOVEMENTS

- GIVE YOURSELF ENOUGH TIME TO DO THESE PROPERLY.
You must create basic movements properly, or you'll have a lot of trouble when you proceed to the creation of punching or throwing sequences. Immediately before any sequence is activated, a character is engaged in a basic movement - standing, squatting, etc. Remember that when you're correcting a basic movement after you've created a sequence, you'll need to adjust every movement in that sequence.
- DON'T USE TOO MANY PATTERNS.
Don't try to make too many increases in the number of patterns in a basic movement. There are only 166 patterns that can be used for basic movements (as opposed to three times that for punching attacks). If you create movements that are overly elaborate, you'll run out of patterns.

- **DECIDE ON THE BASIC POSES.**

First, decide on the basic poses. Create your poses by manipulating the model with BODY in the Pose Editor. When you've completed a pose, go back to the Management window, copy your pattern, and paste the entire pattern into the next pattern.

- **CREATE THE NEXT POSE.**

Now, create the next pattern. Using BODY in the Pose Editor, move the entire body slightly upward. Since, in this posture, the feet are off the ground, move the left and right legs downward. Once you've fine-tuned the movements of the arms and legs, you'll be finished.

- **REUSE THE POSES.**

Once you've created the basic STANDING movement, you can reuse it any number of times. Capitalize on the movements you have created. For instance, if you're working on a squatting movement, copy the upper body movement from the standing character, paste, and then work on the lower body.



HITS

- CREATE A BASIC MID-LEVEL ATTACK.

After you have created the basic movements, edit a punching attack. To create a punching attack, you must first complete the basic STANDING movement. If you make major changes to the STANDING movement, you will need to readjust all the movements in the punching attack. Before you start creating a punching attack, edit the basic STANDING movement.

- CREATE THE ONSET, IMPACT, AND RETURN FROM A SEQUENCE.

Generally, a punching attack consists of three movements: onset, moment of impact, and return. Begin by creating these three patterns. Don't worry if the actions are slightly exaggerated.



Onset



Impact



Return

MOVEMENTS BEGIN AND END WITH THE CHARACTER STANDING STILL

The movements of a sequence begin and end with the character standing still (the basic STANDING movement). When you create a sequence, treat STANDING as part of that sequence.

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- **FILL IN THE TRANSITIONAL MOVEMENTS.**

You have created three rough patterns, but you're not finished yet. Next you will be filling in transitional movements, just as you have pictured them in your mind.

Important: Use three movements each for onset, impact, and return.



Onset



Create these transitional movements.



Impact

- **MAKE FINAL ADJUSTMENTS TO SMOOTH OUT MOVEMENTS.**

After you've finished creating all the patterns, make final adjustments to the frames so that the movements flow smoothly. For a basic mid-level attack, use a total of 10 to 20 frames. You can use the WAVE feature to smooth out movements.

Conceptualize all the movements as you set the frames.



- **NOTE SET COMMANDS**

This is a basic mid-level attack, so use the MIDDLE setting. Use the COMMAND setting to set the level of difficulty of the sequence. You can create a difficult, sophisticated COMMAND sequence by setting COMBO.

SET HITS**FRAME**

Set the timing for the onset of damage. To keep the game balanced, it is a good idea to have damage occur in about the 10th frame for a basic sequence.



Normally, you want damage to occur at the moment when impact occurs in the sequence.

HIT LENGTH, OPEN

The longer the hit point display of a sequence lasts, the more powerful that sequence is. Basic sequences last for only two or three frames, but they are quite capable of making hits. If you're worried about OPEN time, you can make elaborate settings for frame numbers, but the AUTO setting should suffice in the beginning.

DAMAGE

Be careful not to use extremely high settings for damage values. For a basic sequence, 10 to 15 should be just about right.

SIZE

Use 10cm as a benchmark for the size of the hit point. If your HIT LENGTH time setting is on the long side, decrease the size of the hit point.

THE FORCE OF A SEQUENCE HINGES ON HIT LENGTH, DAMAGE, SIZE, AND GUARD.

With FIGHTER MAKER, it's very easy to create a powerful sequence. Most of the time, if you simply set the maximum values for HIT LENGTH, DAMAGE, and SIZE, and disable GUARD, you should end up with the most powerful sequence possible. But the most powerful sequence is even less interesting than the least powerful. It's best to avoid creating such sequences, especially if you're going to use them in battles.

BODY, POSITION

Insure that the X, Y, and Z axes are all in the correct positions, by using the CAMERA. It's important to verify that they're not in a high position if you're launching a mid-level attack.

DELAY

Unless you're setting COMBO for a movement, no special setting is needed. You rarely encounter a basic mid-level attack connected to a combo.

HOMING

It's rather difficult to set HOMING, but for basic sequences, you won't notice if it's off, especially when you're just starting out. If you set it to SLOW, you should be able to use the sequence comfortably.

Note: If you set HOMING to REAL TIME for a basic sequence, it won't look natural.

HIT ACTION, B-COUNTER

Basic sequences are difficult to use if your opponent falls down each time he's hit. We suggest MID-CENTER, UPPER. When coming in with a counter, try setting this to STAGGER or similar.

Note: You're overdoing it if your opponent gets knocked off his feet every time he's hit with a basic sequence.

GUARD

This is a basic sequence, so by all means, use the ABLE setting. Most characters need only one type of guard-disabling sequence. In that case, the level of difficulty is normally raised by, for instance, increasing the number of frames.

SE

Choose the sound effect settings that you prefer. Normally, SE HIT is set so that the sound of a hit is heard, and SE 1, so that the sound of something flying through the air is heard. If you use these settings, arrange for the sound effects to play several frames before damage occurs.

THROWS

- **IT'S IMPORTANT TO FIX THE IMAGES OF A THROWING SEQUENCE.**
You need to fix the images in a throwing sequence more than you would those of a punching sequence, when you create the movements. Unless you fix the images of the movements of the thrower and the reaction of the character being thrown, you'll have a hard time creating movements.
- **CREATE THE MOVEMENTS OF THE THROWER AND THE CHARACTER BEING THROWN.**
As mentioned above, for throws, you need to create movements both for the character making the throw and the character being thrown. It takes twice as much work to create one of these sequences as it does for other types of movements. Also, you must synchronize the movements of both characters.

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MOVEMENTS OF THE THROWER

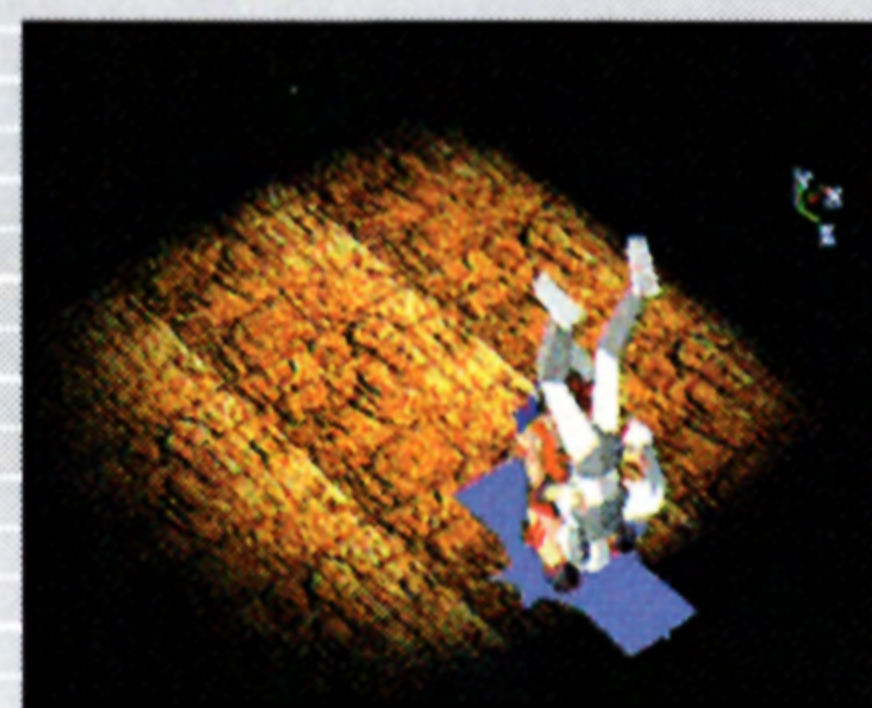
When you create the motions for a throw, create the key pose, as you would for a basic movement or a punching sequence. Then fill in the transitional phases so that the movement flows smoothly.



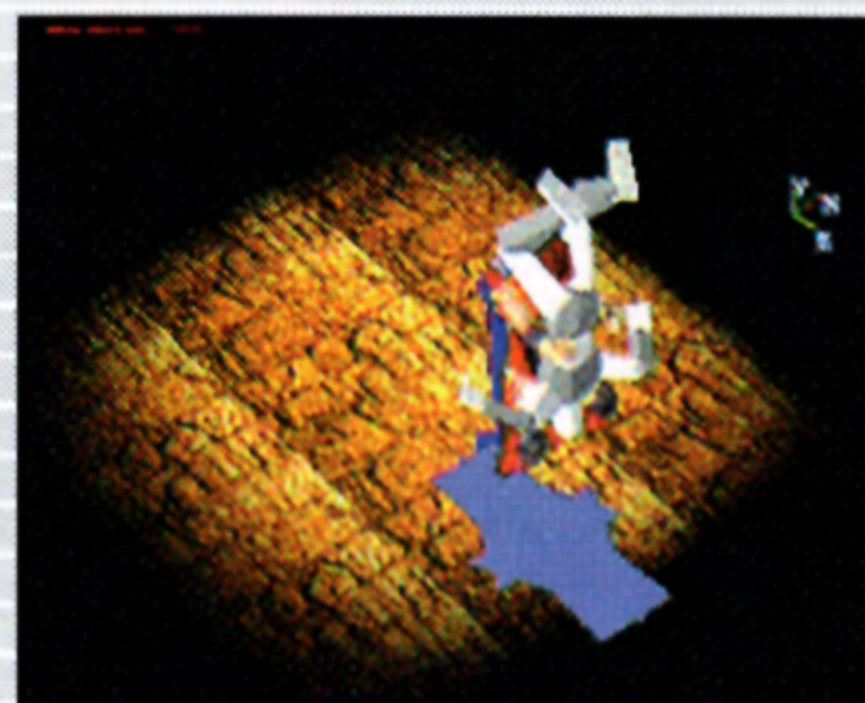
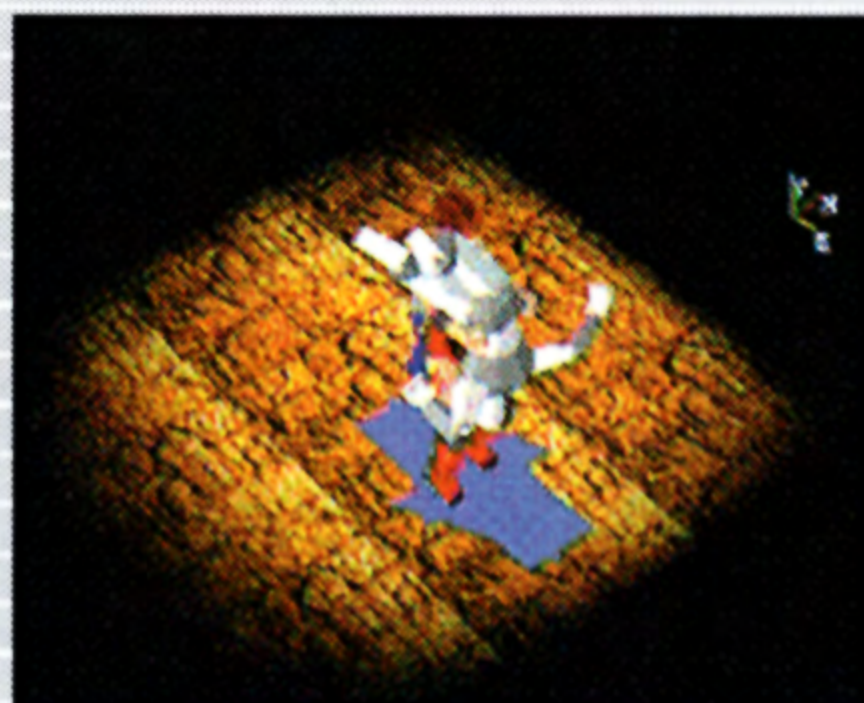
Beginning of throw . . .



Middle of throw . . .



End of throw . . .



Fill in the transitional phases.

MOVEMENTS OF THE CHARACTER BEING THROWN

You need to match the movements of the character being thrown with those of the thrower. Jot down the coordinates for the thrower's body parts before you begin.

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Jot down the coordinates of the thrower's movements, and then decide on the movements of the character being thrown.



Throw



Thrown



Throw



Thrown

- **FINE-TUNE THE MOVEMENTS.**
Once you've created a pose, fine-tune the positions of the thrower and the character being thrown in the **MANAGEMENT** window. To switch between the thrower and the character being thrown, press the **SELECT Button**. Then move the X, Z, and R coordinates. Make your adjustments while verifying the coordinates, checking all perspectives.



- **MOMENTUM IS CRUCIAL FOR THROWS.**
Inconsistencies between the positions of the thrower and those of the character being thrown shouldn't be overly distracting during a game. If you create a movement with momentum, slight inconsistencies should not be noticeable. There is no need to obsess over a 1-centimeter discrepancy.

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- ADJUST FRAME COORDINATES

When you've finished creating poses for the thrower and the character being thrown, do the final fine-tuning of the two models' movements. Make corrections by increasing the number of patterns to make the movements faster or slower, or by adding WAVE to sharpen them. If you correct patterns on either the thrower or the character being thrown, make sure that you apply the same corrections to the other model to maintain synchronization.



Thrower



Character being thrown

- SET COMMANDS

Determine the commands used to activate the throw. Please note that combinations of the **Directional buttons**, mid-level attacks, and GUARD can only activate commands for throws. You cannot set diagonals or input more than three **Directional buttons**.

- SET HITS.

You can set up to two frames in which one throw inflicts damage. Set the amount of damage you wish to inflict in the frame in which damage will be activated.



THE DIFFERENCE BETWEEN FRAME 1 AND FRAME 2

In the preceding section we said that you could inflict damage with a throw in two stages. Input your settings, keeping in mind that Frame 1 is the first stage, and Frame 2 the second stage.

SMOKE GENERATION

You can produce smoke only on the ground or at the hip coordinates. Use the SMOKE FRAME option to set the frame in which you would like the smoke activated. Use the SMOKE START to set it to THROW (you) or ENEMY (person being thrown).

- ESTABLISH SETTINGS FOR HITS

Finally, establish other settings, one by one. Set the frame number in which damage will be inflicted (also sets the amount of damage), the position of the thrower or the character thrown that will be effected, and the timing for the smoke effect. You can achieve a good balance by setting the amount of damage at slightly more than twice that of a punching sequence.



- SET HITS.

CREATE A DOWNWARD ATTACK.

In FIGHTER MAKER, there is no downward attack (an attack on an opponent who's on the ground) common to all characters. But you can edit downward attacks yourself. We'll give you some tips here. There are two types of downward attacks. You can jump and land on top of your opponent, or you can use a downward thrust.

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IF YOU MAKE CONTACT, YOU WILL INFLICT DAMAGE. In FIGHTER MAKER, the normal hit point is applied to fallen opponents. Therefore, there is no attack specifically termed "downward attack." If you make a downward hit on an opponent, you can call it a downward attack, no matter what kind of sequence is used.

DOWNWARD ATTACKS (DOWNWARD THRUSTS, TRAMPLING, ETC.)

When an attacker launches a direct downward attack, the sequence will be activated even if the opponent has not fallen. To avoid launching such an attack in error, set commands that are somewhat complex.



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The attack will take place whether or not your opponent is down, so be careful.

DOWNWARD TRAMPLING ATTACK

Due to the nature of the game, it is difficult to adjust the settings so that your character lands directly on top of an opponent after making a jump. You can set HOMING to REAL TIME, which will automatically synchronize the X coordinates of the location where you land to the opponent's position, to a certain extent. Preset an appropriate flight distance, since you cannot set the Z coordinates (flight distance) to an automatic homing setting. The hit point setting should be on the generous side.



Set HOMING to
REAL TIME.



This will take effect even if your opponent is standing. The balance will be better if you set a longer DELAY time.

USE YOUR IMAGINATION!**PROVOCATIVE POSE**

The key to a pose that provokes an opponent is to set a small amount of damage (equivalent to a standing punch).

CROUCHING DASH

All you need to do is set damage for a punching sequence to NONE, set POSTURE to LOW, and edit a sequence that shifts the Z coordinates.

JUST FOR FUN

For throwing sequences, you can also set your opponent's movements. Using this capability, gain experience by creating irrelevant movements like scratching your backside.



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