

Fighter Game 1.2 by Stebloke

How to install

There is no installation. Simply copy or extract the contents of the zip file to a new folder on your computer, preserving the folder structure. Then double click "fighter.exe" to run.

NOTE: As the program is made and compiled in Visual Basic 6 it will only work on Windows computers.

To remove the program

Simply delete all the files you extracted from the zip file.

Sound Issues

This program uses DirectX8 to play its sound effects. DirectX backwards compatibility was stopped at DirectX10, so more recent versions of Windows will not play the sound effects provided here. To use this program on newer operating systems, choose the option to switch off the sound effects immediately after launching the program.

Some people have reported success in getting newer systems to play DirectX8 sounds by downloading "dx8vb.dll" and registering it on their system, but I do not believe this file is supported on such systems, so do that at your own risk.

How To Play

First choose which side you want to control, then choose your three characters and three special skills for each of them. As each of your characters becomes available to take an action, you need to choose which skill they will use by clicking on one of the icons next to their portrait. Then choose who they will use that skill on. Lines will appear pointing from the selected skill to any viable targets. Aggressive skills will show red lines towards enemies, and supportive skills will show green lines towards team mates.

NOTE: Characters can only use supportive special skills on their team mates. They can not use these skills on themselves.

Once all three characters on a team have been eliminated then the game is over.

Stat Bars

The white bar is the action bar. When this fills, that character will be able to take an action. How fast this fills depends on the character's speed, which is different for all the characters.

The green bar is the health bar. When this is reduced to nothing, the character is eliminated from the fight.

The yellow bar is the energy bar. Energy is needed to use special skills. This bar regenerates at the same speed for all characters, though some passive special skills can increase or decrease the regeneration rate.

Other Issues

Due to the nature of the program, and how hits, misses and damage are calculated by random numbers, combat between two teams of very defensive characters can take a long time to complete. I find it best to start again if this happens.

Credits

Made in Visual Basic 6. All code, artwork and music was made by Stebloke.

Nothing in the program may be copied or distributed without my permission. Fighter music copyrighted ©2013 and may not be used outside of this game without my permission.

Voices and sound effects gathered from the following locations:

From freesound.org: Alienxxx, Corsica_S/Tim Kahn & Amy Gedgudas, Robinhood76.

Music 2000 Playstation software by Jester Interactive.