

Combat tendency

You will play as the yellow ninja and you will fight with your biggest enemy the green ninja. Who will rise winner?

Combat tendency is a 2D fighting game that you can play vs the IA or with another friend in a 2-player mode.

Playing:

First you will see a menu, in the menu you can select the number of players and the difficulty of the AI, I would advise you to start at the easy level so that you get used to the controls. When you press "new game" the game begins.

You will fight with the enemy in real time, you can see your life and the enemy life at the top of the screen, once one of the two dies the game is over and you can play another time.

Actions:

There are different actions in the game you can do in the game, this is a list of them and their explanation:

- Stance: is the basic position.
- Punch: is a normal punch, it will not hit the enemy if he is in the duck position or in guard.
- Kick: it's a strong kick, it will not hit the enemy if he is jumping or in guard, but it will break the duck guard.
- Guard: this will protect you from the attacks from the enemy and let you counter him, but it will not protect you from the attacks from the duck position.
- Duck: it's a crouched position you can use different actions in this position, keep in mind that you need to be touching the other guy before doing the duck position to reach him when you attack from the duck position. This position
- Duck punch: is a punch from the duck position, it will not hit the enemy if he is jumping or in using the duck guard.
- Duck kick: is a kick from the duck position, it will not hit the enemy if he is jumping or using the duck guard.
- Duck guard: It is the same idea as the guard but the only movement that makes you damage is the kick.
- Jump: is a jump, it will protect you from the attacks from the duck guard and the kick.
- Jump kick: is a kick between a jump, you will not hit someone in guard or doing the duck position.
- Superman: is a punch between a jump, you will not hit someone in guard or doing the duck position.

Controls:

Menu:

Q - Go up

A - Go down

C - Select

1 player mode:

O - Go left

P - Go right

Q - Guard

W - Kick/ jump kick/ duck kick

E - Punch/ superman/ duck punch

R - Duck

T - jump

2 player mode:

Player 1:

T - Go left

Y - Go right

A - Guard

S - Kick/ jump kick/ duck kick

D - Punch/ superman/ duck punch

F - Duck

G - jump

Player 2:

O - Go left

P - Go right

C - Guard

V - Kick/ jump kick/ duck kick

B - Punch/ superman/ duck punch

N - Duck

M - jump