DC WONDER



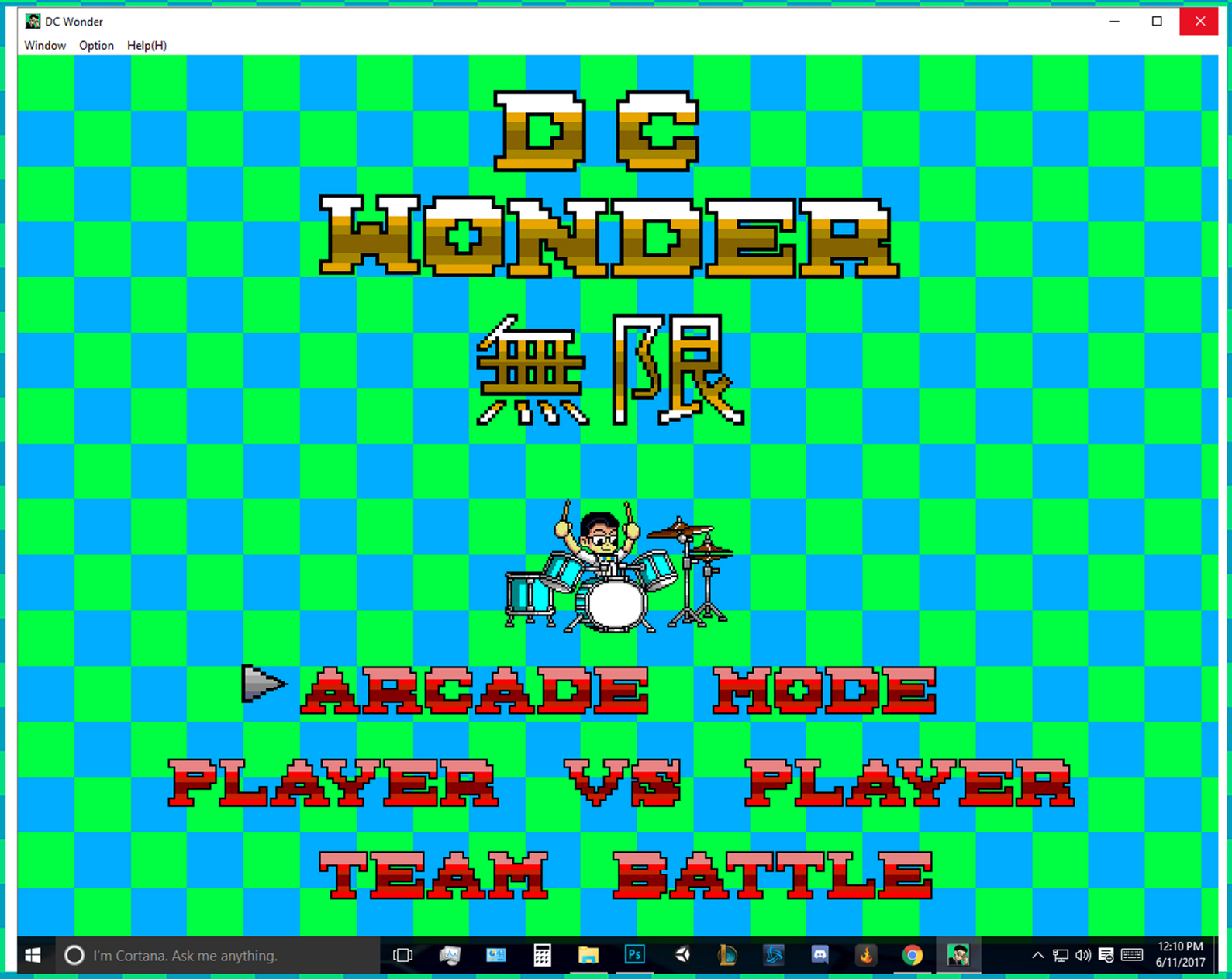
GAME MANUAL

TITLE SCREEN

Arcade mode: Play through 8 consecutive battles against increasingly powerful AI.

Player vs Player: A multiplayer game mode in which each player choses a character to battle with.

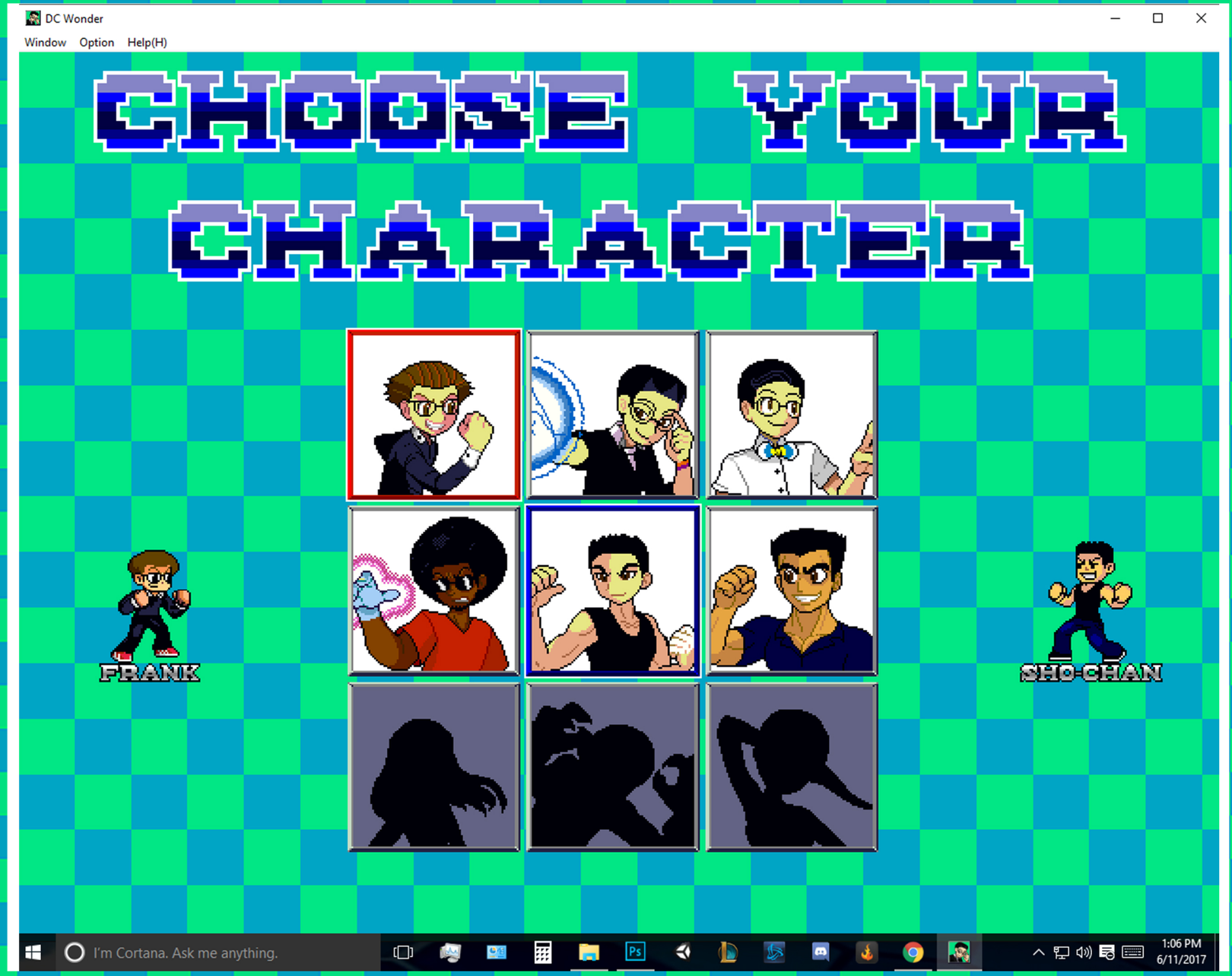
Team Battle: A multiplayer game mode in which each player choses 2 characters to battle with and may alternate between the two.



CHARACTER SELECT

In PvP mode, each player must select a character. Player 1 is represented by a red frame around the current character, and player 2 is represented by a blue frame. After guiding the frame over your desired character, pressing any button will lock in your choice, which will be indicated by turning the frame gold. The button you press to lock in your character will determine what alternate color your character will enter battle with (pressing the special button will always apply the default color).

If you are using a keyboard, make sure that the “Num Lock” is turned on during multiplayer, as player 2 must use the number pad to play.



BATTLE SCREEN

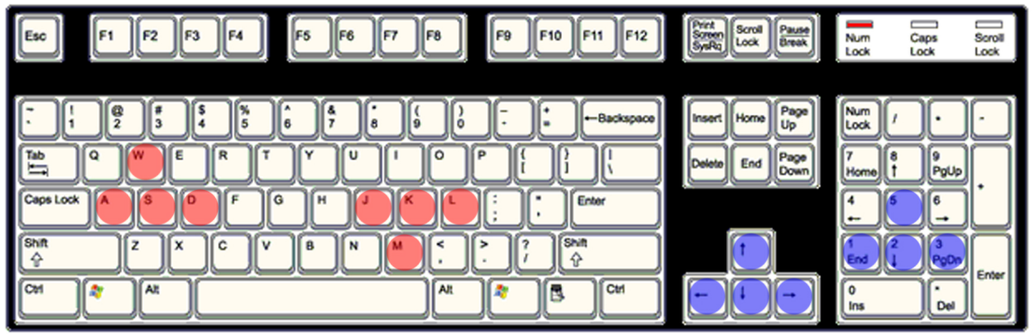
Health Bar: Each player's health percentage is represented by a large green bar at the top of the screen, that will recede toward the center as the player's health is depleated.

Special gauge: The player's special gauge is represented by a thin purple bar underneath the health bar. Once full the bar will be replaced by a silver icon that reads "Special". At this point the character's signature move will be made available for use, and thier moveset may change slightly.

Victory Points: Upon defeating the opponent, the player will be granted a victory point, represented by a golden "V" above thier health bar. The first to aquire 2 victory points will be declared the winner.



BATTLE CONTROLS



PLAYER 1

- W — Jump
- A — Run Left
- D — Run Right
- S — Duck
- K — High Attack
- S + K — Low Attack
- L — Grab
- J — Guard
- M — Special Attack

PLAYER 2

- ↑ — Jump
- ← — Run Left
- → — Run Right
- ↓ — Duck
- 2 ↓ — High Attack
- ↓ + 2 ↓ — Low Attack
- 3 PgDn — Grab
- 1 End — Guard
- 5 — Special Attack



- Jump
- Run Left
- Run Right
- Duck
- 1 — Special Attack
- 2 — Grab
- 3 — High Attack
- 3 + ▽ — Low Attack
- 4 — Guard

High Attack: Usually a quick attack that deals small to moderate damage, but can be avoided by crouching.

Low Attack: Usually a slower attack that deals heavy damage, but can be avoided by jumping.

Guard: Greatly reduces damage from most attacks, but can be broken by grabs and extremely heavy attacks.

Grab: A short-ranged attack that immobilizes the opponent before sending them backward.

Special Attack: Consumes a fully-charged special-gauge to launch a trigger move. If this move lands, the user will proceed to use an unavoidable signature move that deals massive damage.

(These buttons can be reconfigured by pressing the “Options” button at the top left of the screen)

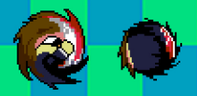
CHARACTER MOVE-SETS

FRANK

Frank is a speedy, combo-focused character that uses speed to get close, deal damage quickly, and get away before the opponent can strike back. Frank has the highest running speed in the game and has many abilities that strike multiple times, but also the lowest defense and attack power, so he needs to string attacks together to deal damage. Frank's Special ability: Mach 3 drastically increases his running speed when his special gauge is full.



Crouch + Left/Right movement - Spin Dash
Frank quickly rolls a long distance in the selected direction, dealing very small damage to enemies he passes. Excellent for a quick disengage or re-engage after combos, but will be interupted if he takes damage or uses another move.

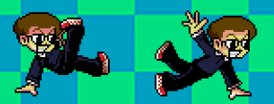


Jump + High Attack - Rolling Wind
Frank uses a Spin Dash in mid-air.

High Attack X3 - Triple Strike
Frank strikes the opponent with 2 quick jabs before kicking them away.

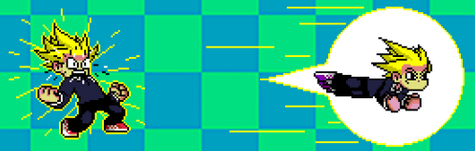


Low Attack - "Dance on 'em"
Frank twirls his legs around, dealing moderate damage and knocking back enemies hit.



Special Attack - Rising Whirl
Frank spins rapidly while ascending stiking enemies several times. Using a high attack at the peak will kick the enemy away after the attack.

Signature Move - Hyper Mode
Frank attempts to launch the opponent into the air with a kick. If he succeeds, he engages Hyper Mode and flies into the air, striking them several times before tackling them to the ground.



CHARACTER MOVE-SETS

GENE

Gene is a ranged character that fires energy shots to damage the opponent, using quick disengage moves to gain distance and avoid gap-closers
Gene's Special ability: Mana-Drain allows his grabs to steal energy from the opponent's special gauge.



High Attack - Energy Shot

Gene charges a small ball of energy and fires it at the enemy. Holding the button longer will add extra energy to the ball, sacrificing special energy for a larger more powerful blast.

Special Attack - Quickshot

Gene fires a shot that does not charge, but deals half the damage.

Low Attack - Slide-Dash

Gene slides on the ground a long distance, striking the opponent will deal small damage and reverse the direction of the slide. When the special guage is full, Gene will create an energy sword that strikes multiple times.

Jump + Special Attack - Spreadshot

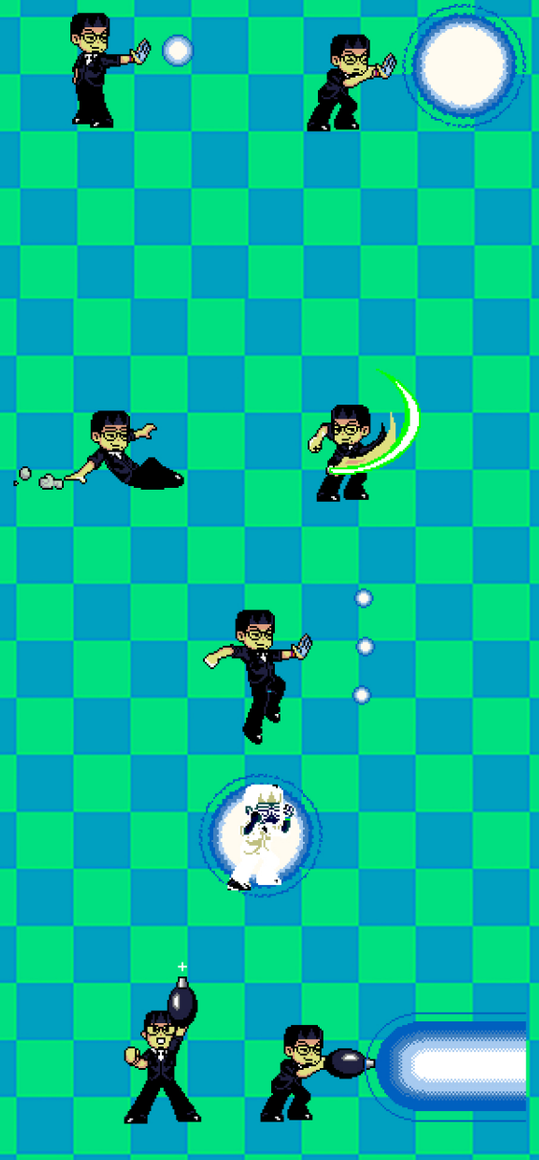
Gene fires 3 quickshots that spread out as they travel. When the special gauge is full, he fires 5 shots instead.

Special Guard - Power Shield

When the special gauge is full, Gene's guard deals small damage.

Signature Move - Mega Cannon

Gene attempts to knock the opponent to the ground with a kick. If he succeeds, he creates an arm cannon that maximizes his power and unleashes a large beam of energy that strikes multiple times.



CHARACTER MOVE-SETS

LYLE

Lyle is an air-based character that deals most of his damage from above.

Lyle has the highest jump in the game, and his special ability: Bounce causes his jumps to deal damage from below when rising and from above when falling. If Lyle falls on an enemy, he will bounce back into the air.



Jump + High Attack - Buttslam

Lyle flips in the air and slams down to the ground, dealing heavy damage to opponents if he lands on them. This move will not trigger “Bounce”.



Special Attack - Corkscrew

Lyle hops forward while spinning. If he falls on an opponent that is airborne, he will knock them to the ground immobilizing them for a short time. If he’s already in the air, he will drop straight down.

Low Attack - Snore

Lyle’s crouch will cause him to snore every 3 seconds, dealing small damage to the opponent if it hits. Pressing the attack button while crouched will force a snore that gains power the more he snores naturally before-hand.



High Attack - Drumstick

Lyle tosses out a drumstick that bounces across the ground, dealing small damage if it hits. If his special gauge is full, he will throw a symbol instead.



Signature Move - “What’s on that Pizza?!”

Lyle attempts to knock the opponent to the ground with a backhand slap. If he succeeds, he swallows a slice of pizza that causes him to grow immensely, then crushes the opponent with a buttslam.



CHARACTER MOVE-SETS

JON

Jon is a tricky character that can use multi-striking abilities in conjunction with displacement abilities to create devastating combos.
Jon's special ability: Distortion allows him to teleport a moderate distance by pushing a directional button while guarding.



High Attack - Skate-Bash
Jon materializes a skateboard and slaps the opponent with it, dealing great damage.

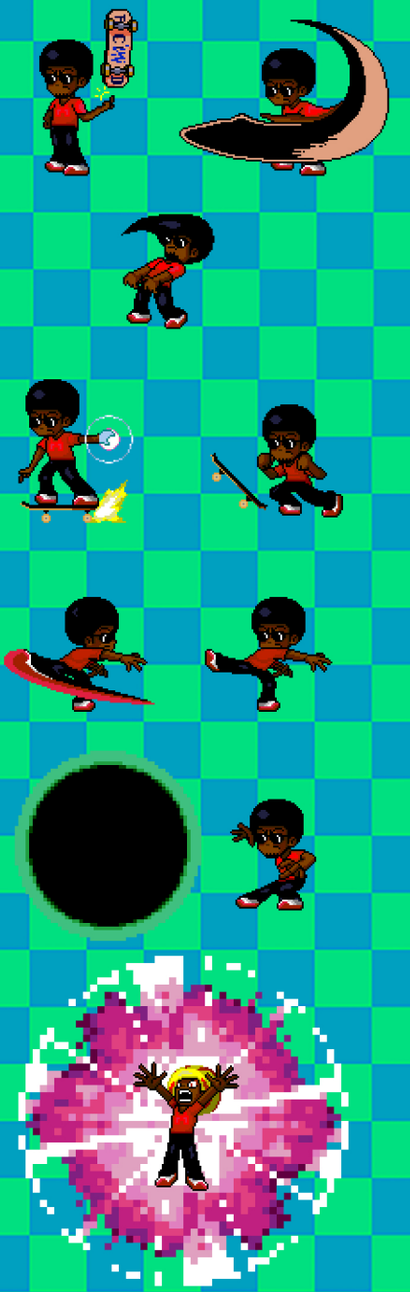
Low Attack - Whip yo' Hair
Jon whips his afro in a circle knocking the opponent upward if it hits.

Run + Attack - Kickflip
Jon jumps on the tail of his skateboard, causing it to flip up into the air stiking the opponent with it and striking them several times as it ascends. At the peak of the ascention, the board launches the opponent forward.

Special Attack - Roundhouse
Jon spins, kicking the opponent 5 times and knocking them backward on the 5th strike. After using this ability, Jon will only strike once if used again. Using this ability in the air will reset it.

Grab - Prison Field
Jon traps the opponent in an orb of dark matter, then slingshots them forwad. This can be used while airborne. When the special gauge is full this will instead consume a portion of his special gauge to briefly stop time.

Signature Move - Supernova
Jon attempts to knock the opponent airborne with a kick. If he succeeds, he begins to draw power from the evironment, slowly pulling the opponent toward him. Once full, he releases the energy as a massive explosion.



CHARACTER MOVE-SETS

SHO-CHAN

Sho is a ranged character that uses various angles to catch the opponent off guard.
Sho's special ability: Jetpack allows him to use most of his moves, including guard while airborne.



High Attack - The Arc

Sho lobs a dense ball of energy from his shoulder cannon that flies forward in an arc detonating on impact with the opponent or the ground. When the special gauge is full, Sho instead fires a laser that crosses the screen.

Low Attack - Flying Angles

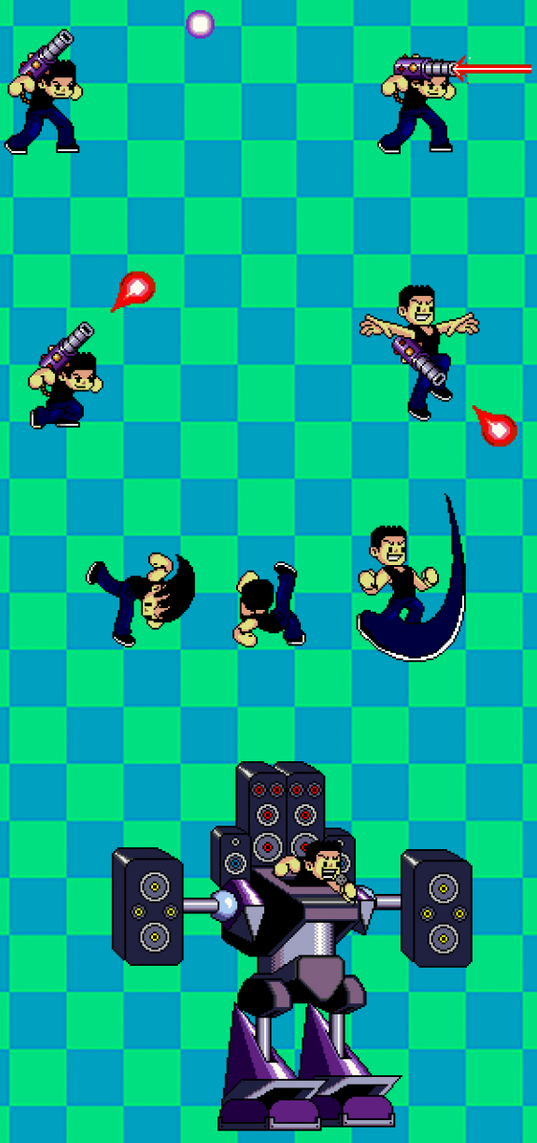
Sho fires a ball of energy diagonally upward. If airborne, Sho will instead shoot diagonally downward. The ball will bounce at a 90 degree angle if it collides with the ground or a wall.

Special Attack - Head to Toe

Sho performs a front-flip carried by his momentum, striking the opponent with his head and heel. If the opponent is airborne when kicked, they are knocked to the ground, briefly immobilizing them.

Signature Move - Project: Amp

Sho attempts to knock the opponent backward with a headbutt. If he succeeds, he summons a giant mech. Sho then shouts three times into the mech's microphone, blasting the opponent with massive soundwaves.



CHARACTER MOVE-SETS

MARIO

Mario is a bulky character that focuses on dealing heavy damage with each attack rather than using combos.
Mario's special ability: Tank makes him very heavy, causing him to be less effected by displacement moves such as knock-back and knock-up. His special gauge also charges faster when taking damage.



High Attack - Jab
Mario throws a quick jab dealing small damage.

Low Attack - "Where's the QB?"
Mario charges at the opponent recklessly, deflecting projectiles as he runs and dealing massive damage if it hits, but but damages Mario if he hits a wall. If his special gauge is full, he will instead throw a bongo drum that rolls along the ground. The bongo deflects projectiles smaller than itself.



Jump - Heavyweight
Mario's throws an uppercut as he jumps, knocking back the opponent. Landing on them deals twice as much damage as the uppercut.



Special Attack - Vanity
Mario takes a moment to admire his muscles, boosting his confidence and increasing his special gauge by 50%. any damage will interrupt this.



Signature Move - Dead-Lift
Mario attempts to throw the opponent into the air. If he succeeds, he catches an enormous pair of bar-bells and repeatedly lifts them, knocking the opponent into the air with each pump. He then tosses the weights onto the opponent dealing massive damage.



UNLOCKING CHARACTERS

Due to limitations in the game engine, there is unfortunately no integrated save function. As a work-around, unlocked content is accessed via an external password system.

Upon completing the Arcade Mode you will be granted a temporary victory token, which will be shown on the left of the character select screen the next time you enter Arcade Mode. These tokens will vanish upon shutdown so you must collect them without closing the game

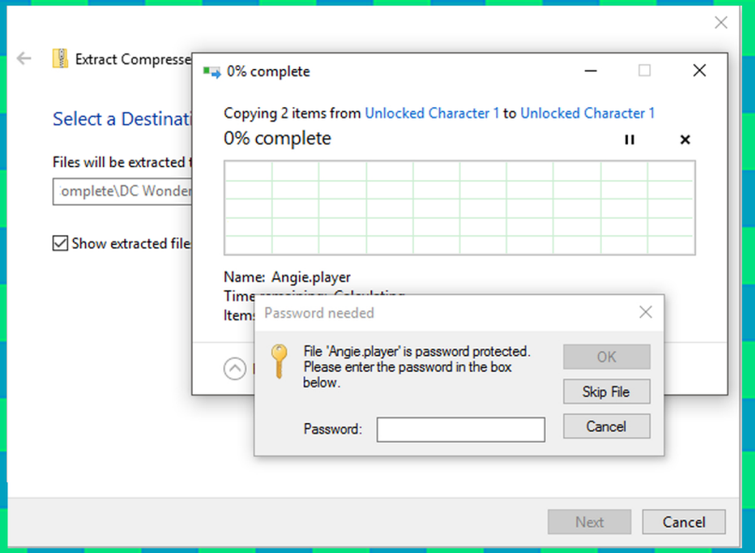
On your third consecutive completion, a password will be revealed after the credits. Be sure to remember this password.

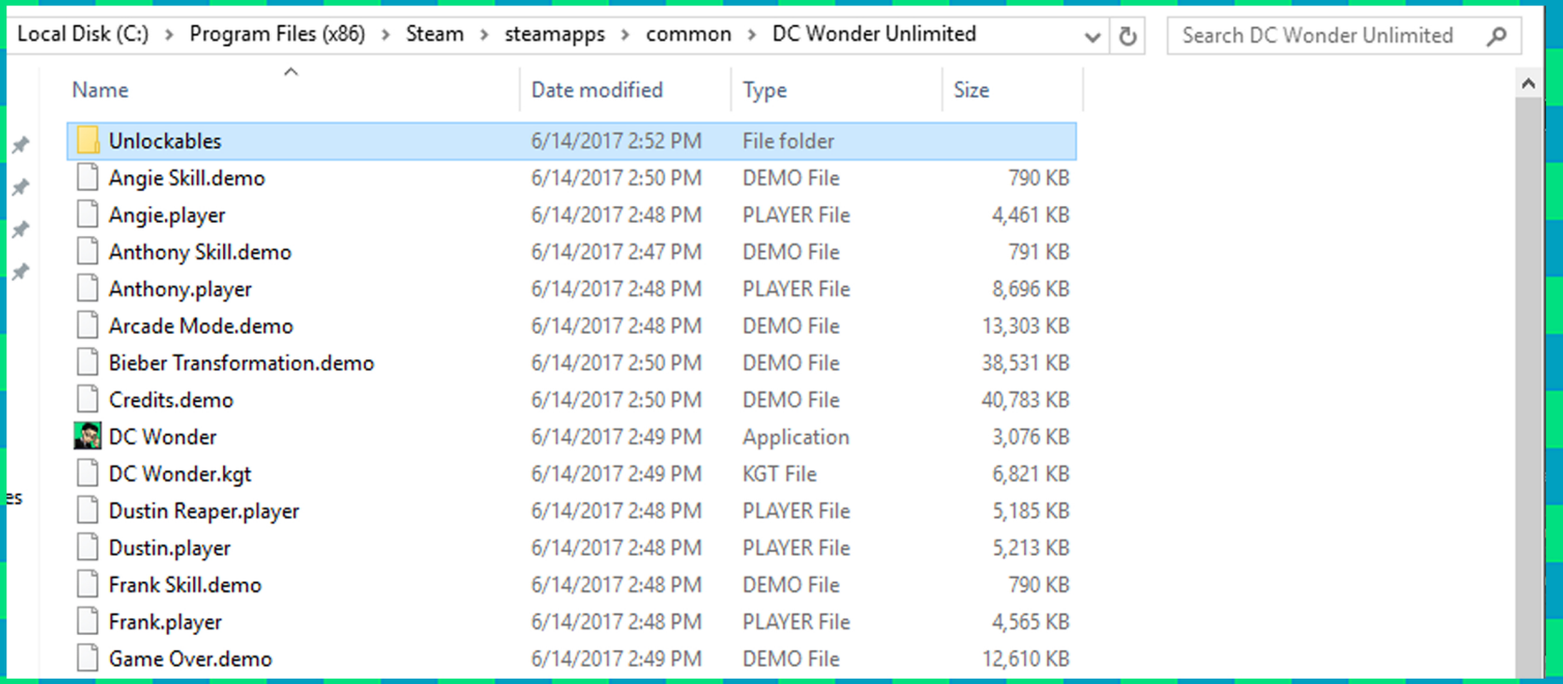
In the game folder; “C:\Program Files (x86)\Steam \steamapps\common\DC Wonder Unlimited” there will be a folder called “Unlockables” with 4 .zip files, attempting to extract the files within will prompt you to enter a password.

Type the password you received in all lower-case to extract it. Once extracted, copy and paste the .demo file and .player file within into the game’s root folder replacing the existing ones.

This will make the new character permanently playable, as well as saving the victory tokens you earned up to that point.







Name	Date modified	Type	Size
Unlockables	6/14/2017 2:52 PM	File folder	
Angie Skill.demo	6/14/2017 2:50 PM	DEMO File	790 KB
Angie.player	6/14/2017 2:48 PM	PLAYER File	4,461 KB
Anthony Skill.demo	6/14/2017 2:47 PM	DEMO File	791 KB
Anthony.player	6/14/2017 2:48 PM	PLAYER File	8,696 KB
Arcade Mode.demo	6/14/2017 2:48 PM	DEMO File	13,303 KB
Bieber Transformation.demo	6/14/2017 2:50 PM	DEMO File	38,531 KB
Credits.demo	6/14/2017 2:50 PM	DEMO File	40,783 KB
DC Wonder	6/14/2017 2:49 PM	Application	3,076 KB
DC Wonder.kgt	6/14/2017 2:49 PM	KGT File	6,821 KB
Dustin Reaper.player	6/14/2017 2:48 PM	PLAYER File	5,185 KB
Dustin.player	6/14/2017 2:48 PM	PLAYER File	5,213 KB
Frank Skill.demo	6/14/2017 2:48 PM	DEMO File	790 KB
Frank.player	6/14/2017 2:48 PM	PLAYER File	4,565 KB
Game Over.demo	6/14/2017 2:49 PM	DEMO File	12,610 KB