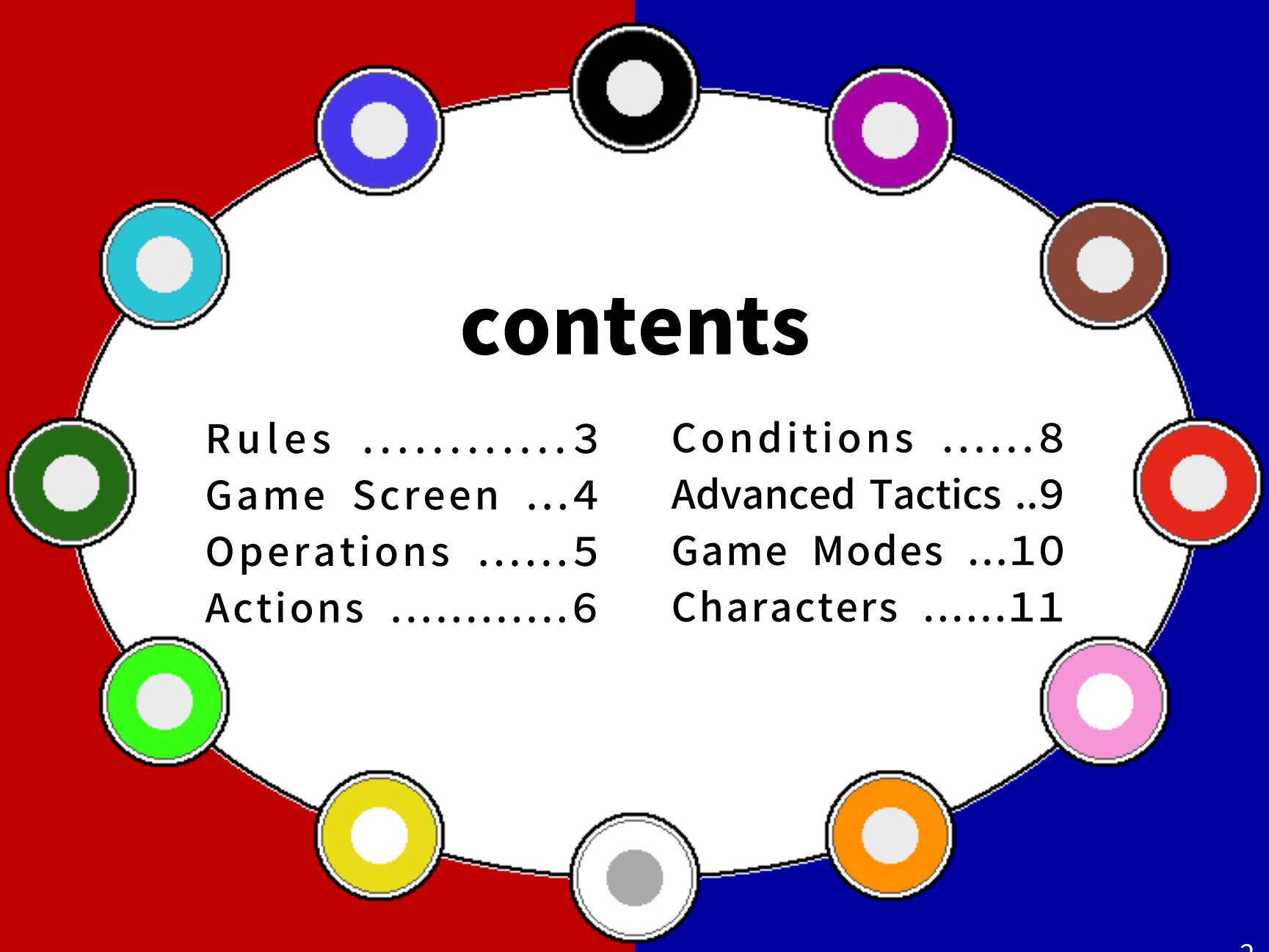




I•S•U Manual



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Rules

- **You will win if you sit the chair for 3 consecutive seconds.**

If you stand or you are removed, you can't win.



- **If your HP run out, you will be ejected.**

Make use of your actions(explained later).



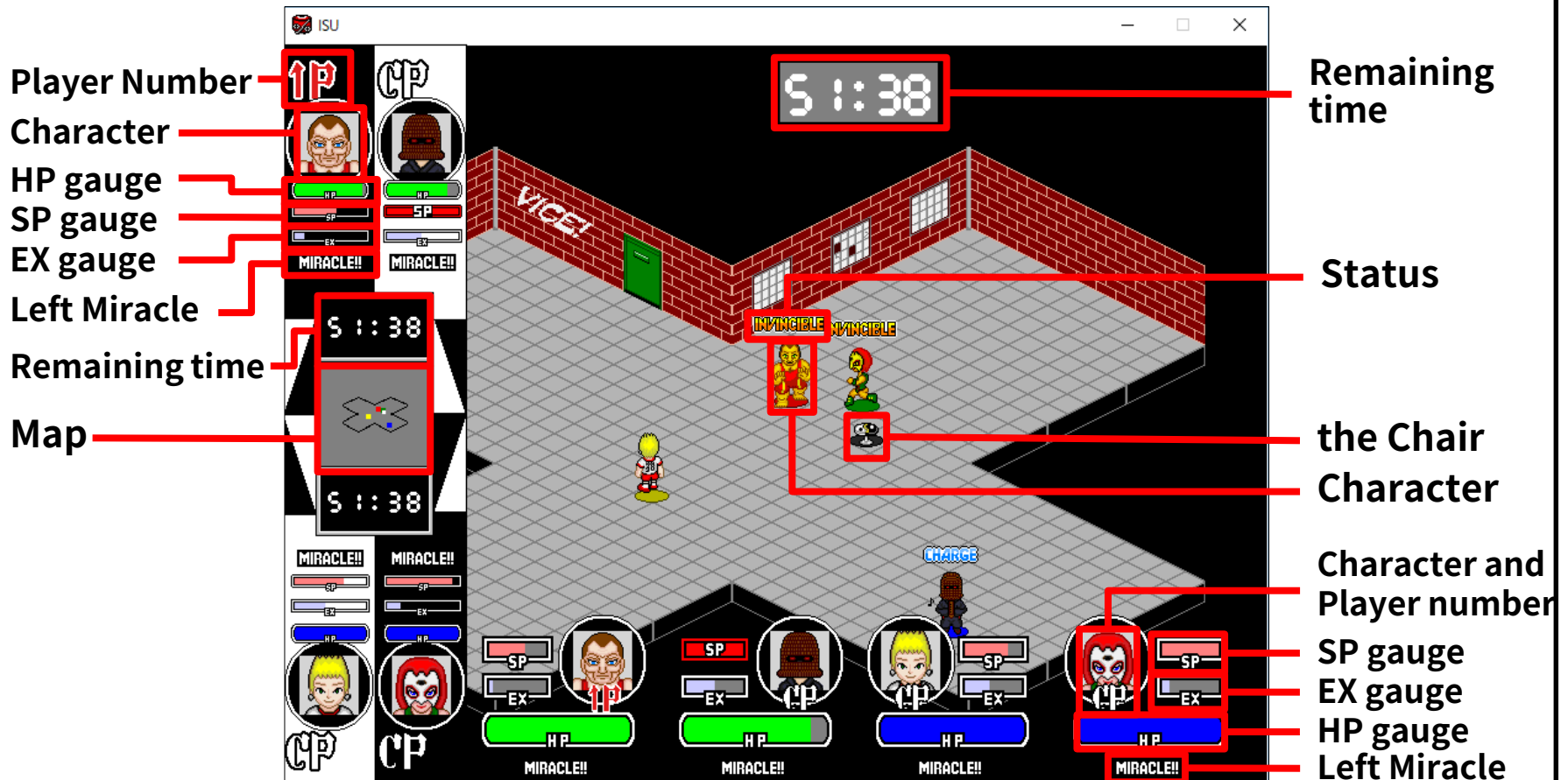
- **If time's up, the person who is the closest to the chair will win.**



Game Screen

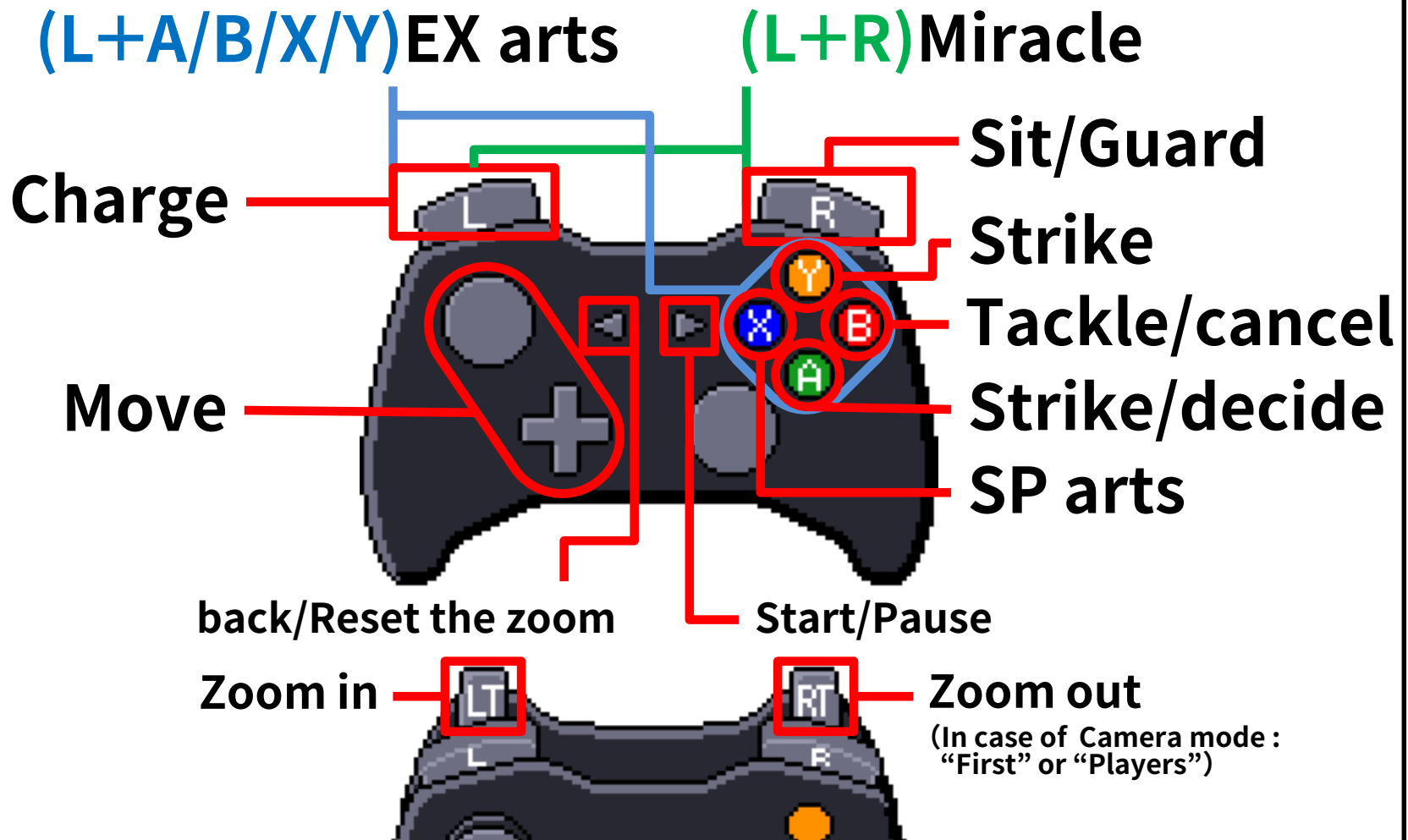
This screenshot was taken when this game was under development.

※In case of Camera mode: “Chair”



Operations

You can change controller setting in "Options".



Actions

- **Strike**

A quick skill. Its range is short.



- **Tackle**

A powerful skill.

An unguarded moment is long.



- **SP arts**

You cost SP gauge to have advantage.



- **EX arts**

You cost EX gauge.

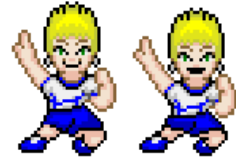
The situation may be reversed.



Actions

- **Charge** **CHARGE**

You make SP & EX gauge increase faster.



- **Guard** **GUARD**

You invalidate other's attack.



But you can't invalidate attacks with Guard Break(GB).
(the damage is reduced into half)

You can't Guard by the chair.

- **Miracle** **MIRACLE!!**

You can use once in a game regardless of the situation.
The chair and enemies around you are blown off.

Conditions

- **Invincible(INV)** INVINCIBLE

The character is invincible.

- **Shocked** SHOCKED

After being attacked, characters will be invincible and uncontrollable for a while .

- **Technical Tackle(TT)** TECHNICAL TACKLE

The Tackle inputted during other attacks.

You can change direction during some TT, and there may be no invincible time.

Advanced Tactics

- **Chair Tackle**

The Tackle inputted while sitting.

You can Tackle immediately, but the chair blows backward.

- **Miracle - EX**

To input EX arts immediately during Miracle.

Miracle will be cancelled and EX will start.

- **Running away after damaged**

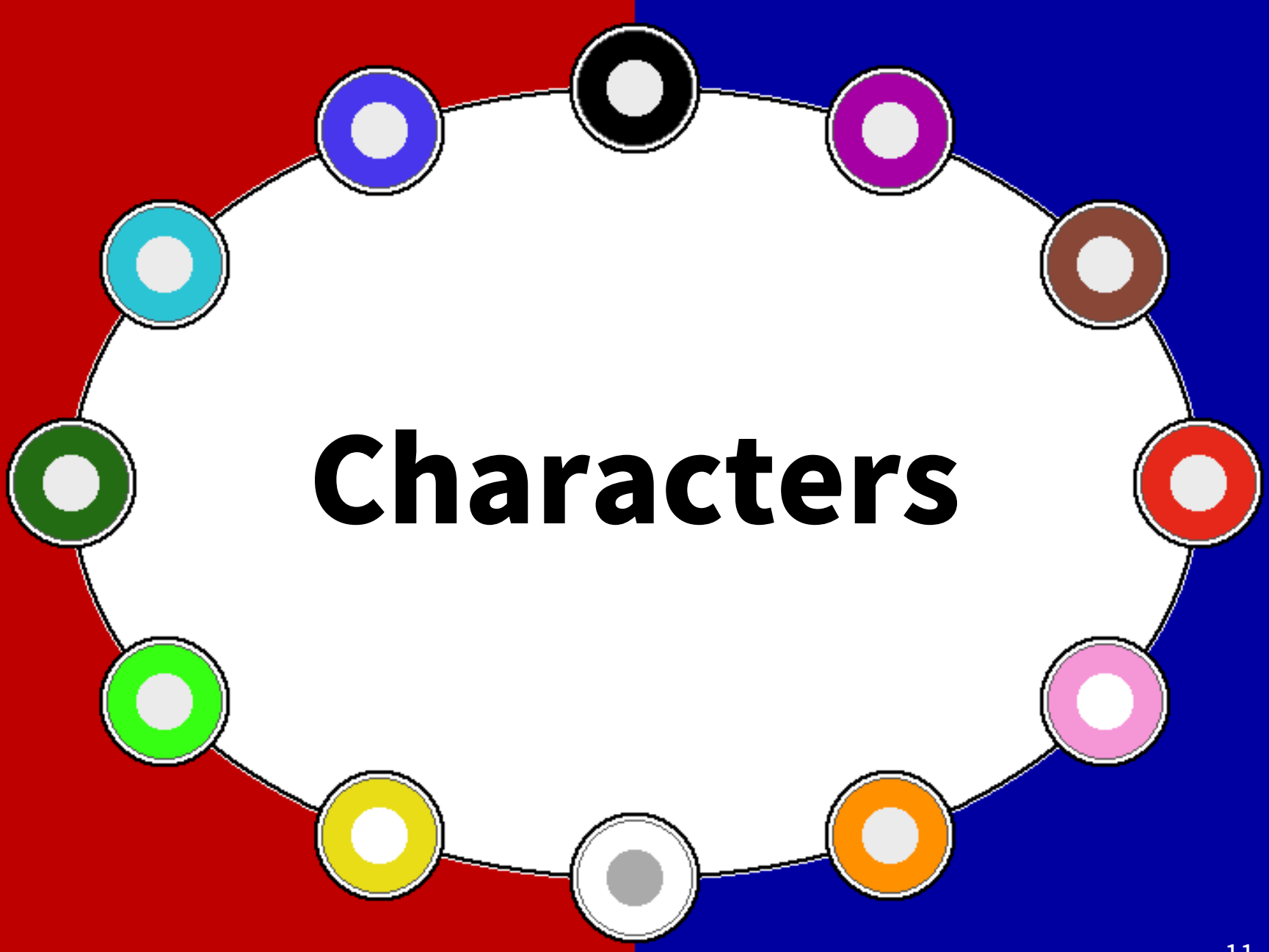
The half of received damage remain as white gauge.

White gauge recover little by little , so running away is sometimes effective.

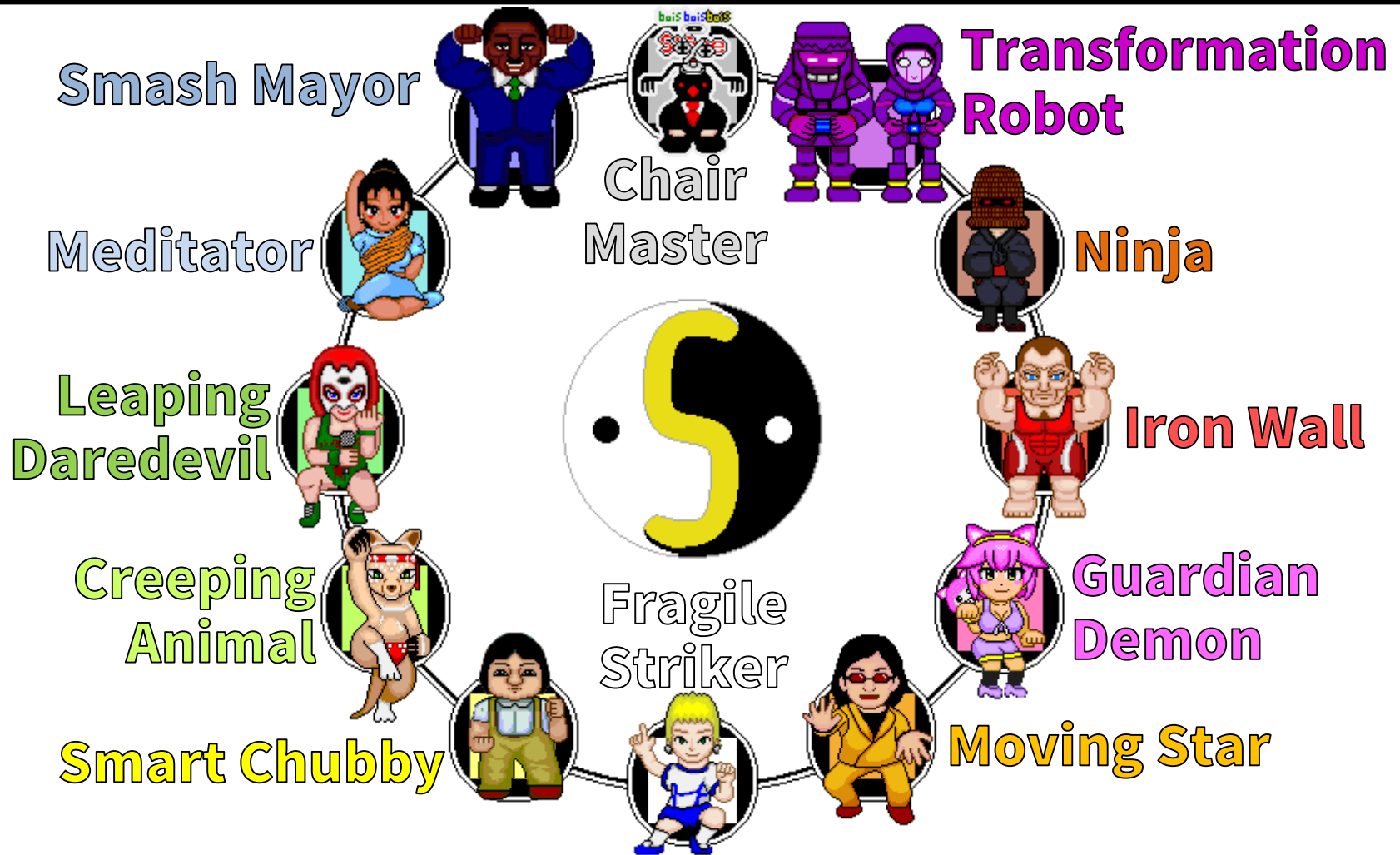
Game modes

Mode	Summary
Lesson	Explanation of How to play
Arcade	1 player game (against NPC)
VS	2-4 players game
2 VS 2	2-on-2 game
Rehearsal	Practice game
Options	Various changes about game

Characters

A large white circle is centered on the slide, containing the word "Characters" in a bold, black, sans-serif font. Surrounding this central circle are 12 smaller, concentric rings, each with a different color. Starting from the top and moving clockwise, the colors are: black, purple, brown, red, pink, orange, white, yellow, green, light green, dark green, and cyan. The background of the slide is split vertically into a red left half and a blue right half.

Characters & Features



Histoire



HP



Speed



Power



Taking Chair



React



An abstract art in France.
It focuses on keeping the chair to itself.

HP:40

	Power	Outline	INV	GB	Move
Strike	0	Attack in 8 directions			
Tackle	10	Stab with a cutlery	○	○	
SP arts	10	Lay a land mine		○	
EX arts	40	Explode the chair. The chair is blown away from Histoire.		○	
Note					

Fadia

HP ★★★★★
Speed ★
Power ★★★★★
Taking Chair ★★
React ★★★★★



A military robot in Dubai.
Transform depending on situation.

HP:40

HP ★★
Speed ★★★★★★
Power ★
Taking Chair ★★★★★
React ★



	Burqa mode					Burqini mode				
	Power	Outline	INV	GB	Move	Power	Outline	INV	GB	Move
Strike	10	Punch ahead	○	○		5	Punch ahead. According to opponent, she can hit opponent repeatedly.			
Tackle	10	Shoot a missile	○	○		7	Shoot a missile	○	○	
SP arts	1000	Explode herself		○		0	Move rapidly for 1 sec.			○
EX arts	0	Change mode	○			0	Change mode	○		
Note	In this mode, she always reduce the received damage into half (into quarter if she is guarding).									

Kokuzo



A Japanese ninja. Attack defenseless opponents.

HP:20

HP
★
Speed
★★★★★
Power
★★★★★
Taking Chair
★
React
★★★★★

	Power	Outline	INV	GB	Move
Strike	10	Attack ahead. According to opponent, she can hit opponent repeatedly.			
Tackle	0	Wait a second with INV and teleport herself ahead.	○		○
SP arts	7	Throw a throwing star			
EX arts	0	Teleport herself behind the opponent who is the closest to the chair.			○
Note					

Iwan



HP
 ★★★★★
 Speed
 ★
 Power
 ★★★★★
 Taking Chair
 ★
 React
 ★★★

A Russian farmer. As he walks slowly, do not go away from the chair.

HP:100

	Power	Outline	INV	GB	Move
Strike	20	Toss opponents. He can't toss the chair.	○	◎	
Tackle	20	Tackle	○	○	○
SP arts	7/sec.	Hold enemies in 3 sec. at the most. Draw enemies nearby	○	◎	
EX arts	40	Throw opponents to the edge of stage. He can't throw the chair.	○	◎	TT
Note	◎: Even if enemy is guarding, the damage doesn't decrease. TT: He can move in using Technical Tackle.				

Meaw



A Thai ladyboy. The ghost behind Zir is Phi.

HP:40

HP
★★
Speed
★★
Power
★★★★
Taking Chair
★★★★★
React
★★

	Power	Outline	INV	GB	Move
Strike	5	Phi punches ahead			
Tackle	7	Phi tackles		○	○
SP arts	0	Set Phi in Meaw's position / Remove			
EX arts	20	Phi's rotating attack		○	TT
Note	Phi does all attacks. Phi has always INV. Meaw can only move, guard, and sit without INV. TT: Phi can move in using Technical Tackle.				

Pak-ssu



HP



Speed



Power



Taking Chair



React



A Korean singer.

Cancel actions before it becomes disadvantageous.

HP:40

	Power	Outline	INV	GB	Move
Strike	5	Punch ahead. According to opponent, he can hit opponent repeatedly.			
Tackle	10	Tackle	○	○	○
SP arts	0	Cancel the current action			
EX arts	0	For 3 sec., Strike can hit opponents in Shocked			
Note					

Dan



HP



Speed



Power



Taking Chair



React



A football player in Scotland.
Aim and shoot at the opponent from a distance.

HP:40

	Power	Outline	INV	GB	Move
Strike	5	Head-butt			○
Tackle	7	Sliding on cancelling the current action		○	○
SP arts	5	Shoot a ball ahead			
EX arts	20	Shoot 3 balls toward the closest opponent			
Note					

Dafu



HP



Speed



Power



Taking Chair



React



A swindler in Hong Kong. Watch for the chance of action.

HP:60

	Power	Outline	INV	GB	Move
Strike	7	Punch			
Tackle	10	Dropkick	○	○	○
SP arts	Counter	Punch (its power is twice of the power of received attack)	○		
EX arts	0	Time passes at half speed for 3 sec.※ All players' power triple			
Note	※: 6 seconds in real time (3 sec. in game time) passes.				

Wunala



A kangaroo warrior in Australia. He is also a specialist in close combat.

HP:20

HP



Speed



Power



Taking Chair



React



	Power	Outline	INV	GB	Move
Strike	5	Jab. According to opponent, he can hit opponent repeatedly			
Tackle	20	Summersault Kick	○	○	
SP arts	0	Teleport himself ahead and turn to the closest opponent	○		○
EX arts	40	Uppercut	○		
Note					

La Suicida



A Mexican luchadora.
She is recommended for beginners.

HP:60

HP
★★★★

Speed
★★★★

Power
★★★★

Taking Chair
★★★★★

React
★★★★★

	Power	Outline	INV	GB	Move
Strike	7	Kick			
Tackle	10	Tackle	○	○	○
SP arts	0	Jump	○		◎
EX arts	20	High-speed tackle※		○	○※
Note	◎: She can move with arrow key or L stick. ※: Speed up by using TT at the beginning of EX arts. ※: She can change direction by using TT in the middle of EX arts.				

Shanti

A Himalayan yogi. Meditate for power.

HP:40



HP



Speed



Power



Taking Chair



React



	Power	Outline	INV	GB	Move
Strike	5→7→10→ 20→40→ 80→100	Attack forward			
Tackle	7	Tackle	○	○	○
SP arts	0	Recover HP fully	○		
EX arts	0	Build up the power of Strike and Speed	○		
Note					

Steven



A mayor in America. As He is poor at taking chair, Crush your opponent with his arms.

HP:80

HP
★★★★★

Speed
★★

Power
★★★★★

Taking Chair
★

React
★★

	Power	Outline	INV	GB	Move
Strike	10	Short lariat			○
Tackle	20	Running lariat	○	○	○
SP arts	10	Rotating lariat	○	○	TT
EX arts	40	Fast-rotating lariat. Draw enemies nearby		○	◎
Note	TT: He can move in using Technical Tackle. ◎: He can move with arrow key or L stick.				