

RITUAL TOURNAMENT



GAME BOOKLET



MOL CRUIR
GAMES



STORY

Centuries ago, a group of priests opened a gate to the underworld in search for power. Sensing the danger of the yokai that could enter the world, they performed a ritual to seal the gate.

It was determined that only the descendants of the original priests would be able to open it again, in case of need. For this, they would need to perform a ritual of blood.

For generations, the descendants were tasked to be ready for when that day comes.

If they fail to keep their duty, the souls of their ancestors would be damned.

Now, in the year of 1983, the high priestess, Shinshira Satame, intends to open the passage again, to achieve immortality.

She summons the living descendants for a deadly tournament. A call they cannot refuse, in order to protect their ancestor's souls.

Thus, the Ritual Tournament begins.





SAYAKA

Sayaka was trained since childhood

by a mysterious priestess of the nature.

Being an adept of the order of the holy sakura, she balances a normal life with the duty of keeping watch for the presence of evil spirits.


Following her master's order, she answers the call for the tournament without question.



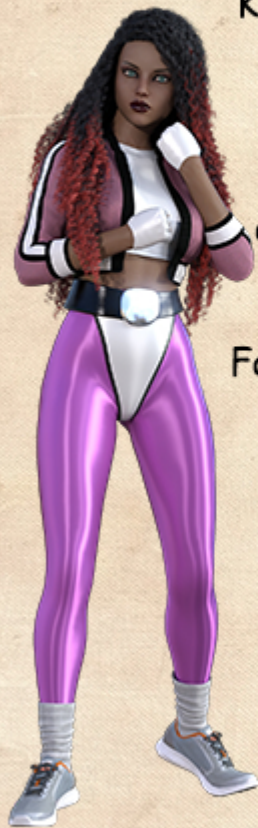


SAYAKA





KEYLA



Keyla comes from a western country. She was adopted by one of the descendants and trained in the ways of the lineage. Fate has determined that it was during her generation that the old promise should be fulfilled. In order to protect her




deceased adoptive father's soul, she has no choice, but fight at the tournament.



KEYLA






NAI-YN

Nai-yn works as a police officer

in a western country. After being invited to the tournament, she travelled back to her homeland, to fight in the name of her ancestors.





NAI-YN



NAGISA



Nagisa suspects from the foul intentions of Shinshira. Following her family dogma, she intends to end to tournament and finish the pact, made generations ago, once for all. Nagisa and Hanzashi are distant relatives, but her methods are less extreme.




NAGISA



HANZASHI




Hanzashi wants to end the pact created by his ancestors, once for all. For this, he plans to kill every contestant, thus, eliminating their lineages. He uses a forbidden technique, mirroring both the souls of his opponents as of the deceased.



HANZASHI






NARIKO

Nariko grew up in the criminal underworld and soon rose to the higher ranks, thanks to her sadism.


The only reason she fights in the tournament is to satiate her thirst for blood and violence.





NARIKO






KAYA



Kaya is the first in the line of succession to replace Shinshira Satame, as the Shrine Maiden responsible to keep the secrets of the Ritual. Contrary to Shinshira, she intends to make the Ritual forbidden, as did the previous Maidens. But first, she must survive the tournament.

KAYA






ATSUKA



Atsuka comes from a family dedicated to preserve the ninja arts to these days.

The kunoichi fights not only to honor her ancestors, but also to bring glory to her village.






ATSUKA



**SHINSHIRA
SATAME**





CURSED MIRROR

During the tournament, the fighters will face a clone of themselves, created by a cursed mirror.



The mystical energies permeating the arenas during the ritual, allows the fighters to channel their KI, thus releasing attacks that otherwise would be impossible to human beings.

In the game, the KI is represented by the KI button, used to cast projectiles and perform special moves.



SPECIAL MOVES

ATSUHA

PROJECTILE: BACK, FORWARD, HI BUTTON

SPECIAL - BUTTERFLY WINGS-DEFLECT PROJECTILE:

FORWARD, DOWN, BACK, HI BUTTON

HANZASHI

PROJECTILE: DOWN, FORWARD, HI BUTTON

SPECIAL - HI SWORD SLASH: BACK, FORWARD, HI BUTTON

HAYA

PROJECTILE: BACK, FORWARD, HI BUTTON

SPECIAL - LIGHTNING: DOWN, FORWARD, BACK, HI BUTTON

HEYLA

PROJECTILE: BACK, FORWARD, HI BUTTON

SPECIAL - HI BURNING KICK: DOWN, BACK, HI BUTTON

NAGISA

PROJECTILE: FORWARD, DOWN, FORWARD, HI BUTTON

SPECIAL - SOUL SHIELD: BACK, DOWN, BACK, HI BUTTON

NAI-YN

PROJECTILE: DOWN, FORWARD, HI BUTTON

SPECIAL - HI SLIDE: BACK, FORWARD, HI BUTTON

NARIHO

PROJECTILE: BACK, FORWARD, HI BUTTON

SPECIAL - HI FLYING KICK: ON AIR - BACK, FORWARD, HI BUTTON

SAYAKA

PROJECTILE: DOWN, FORWARD, HI BUTTON

SPECIAL - SAHURA WHIP: DOWN, BACK, HI BUTTON

CONTROLS

PLAYER 1 KEYBOARD

UP: W
DOWN: S
LEFT: D
RIGHT: A
PUNCH 1: U
PUNCH 2: J
KICK 1: I
KICK 2: K
BLOCK: B
KI: F
THROW (FRONT): C
THROW (BACK): V
SACRIFICE: G

PLAYER 1 GAMEPAD

NUMPAD 5 CHARACTER SELECT

UP: ARROW UP
DOWN: ARROW DOWN
LEFT: ARROW LEFT
RIGHT: ARROW RIGHT
PUNCH 1: NUMPAD 4
PUNCH 2: NUMPAD 1
KICK 1: NUMPAD 5
KICK 2: NUMPAD 2
BLOCK: NUMPAD 3
KI: NUMPAD 0
THROW (FRONT): NUMPAD 8
THROW (BACK): NUMPAD 9
SACRIFICE: NUMPAD 7

MENU COMMANDS

J OR START: SELECT MENU

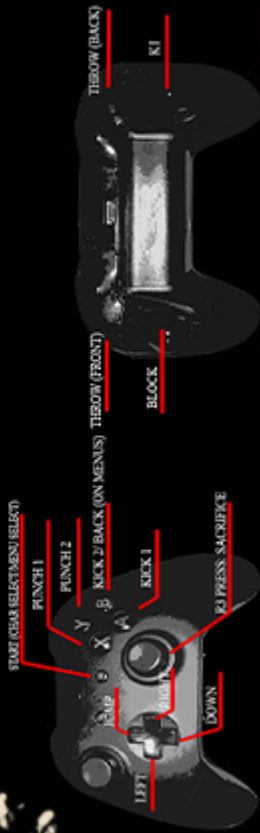
BACKSPACE OR B BUTTON: BACK (ON CHARACTER SELECT MENU)

ANY KEY OR START (AT ENDING): LEAVE

J OR A BUTTON: CHARACTER SELECT

SACRIFICE REQUIREMENTS: OPPONENT HAS LOST 1 ROUND AND HAS LITTLE HP REMAINING IN THE 2ND OR 3RD ROUND. PLAYER MUST BE TOUCHING THE OPPONENT TO CONNECT THE FINISHER.


PLAYER 1 GAMEPAD BUTTON SCHEME





HINT

Perform at least 4 Sacrifices during Arcade Mode, to watch the story of each character.



CREDITS

**PROGRAMMING - CONCEPT - GRAPHICS - BOOHLER ART AND TEXT:
LEANDRO ZERBINATTI DE OLIVEIRA**

MUSIC:

DIEGO SILVA LISBOA

THANK YOU TO MY PATRONS:

ANTHONY ROSSI

DMITRY

EYETEETH

HANAYAMA NAORU

HYLE CORTEZ

MATT BENNETT

MTHILLER

OMEGA RED

SPECIAL THANKS:

ILCA STELMOHAS ZERBINATTI

FLORIANA REDONDO CAPIOLI

VICTORIA FERASSOLLO

MICHAEL ANTONO RODRIGUES

RUBENS ARNALDO DOS SANTOS

FELIPE NAMOS SANTOS

ALINE MORAES

LIDY

MARCELO FERNANDES GARCIA CARVALHO

RUBI

ELAINE CRISTINA DOS SANTOS DE JESUS

PAOLLA SOUZA

ICARO STELMOHAS

RAUL OCTAVIO DAMICO

RICARDO JOSE DAMICO EN YASMIN DIAS

OSMAR ALVES BOCCI

SALLY CROW

PAULA DEL FIOL COSTA

TAYNÁ RODRIGUES

**THANK YOU FOR PLAYING!
ZAZI MOL CRUIR GAMES**

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