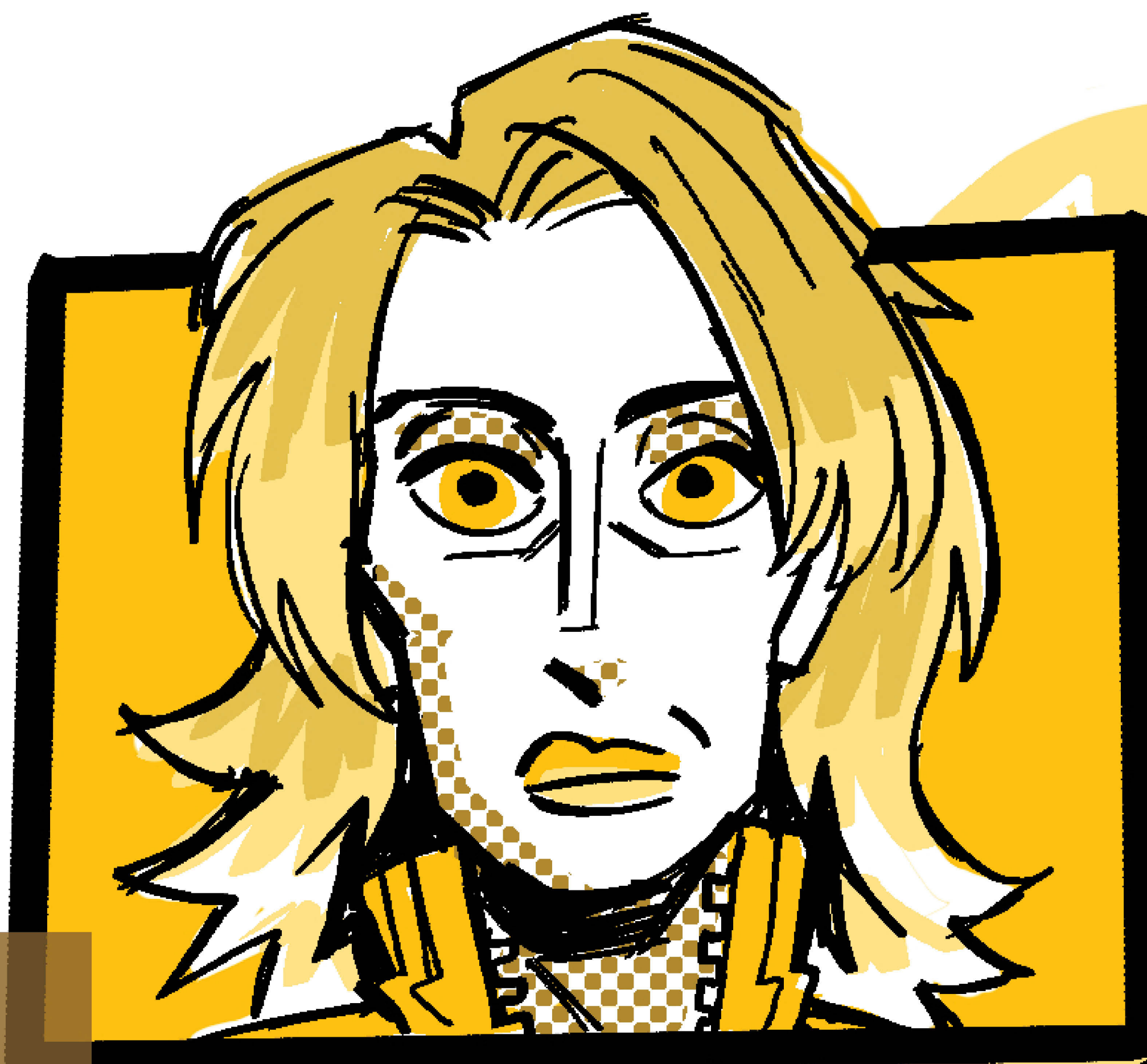


REDCARPET

RUMBLE

ROYALE

ENTER THE HELL-BENT BRIDE!



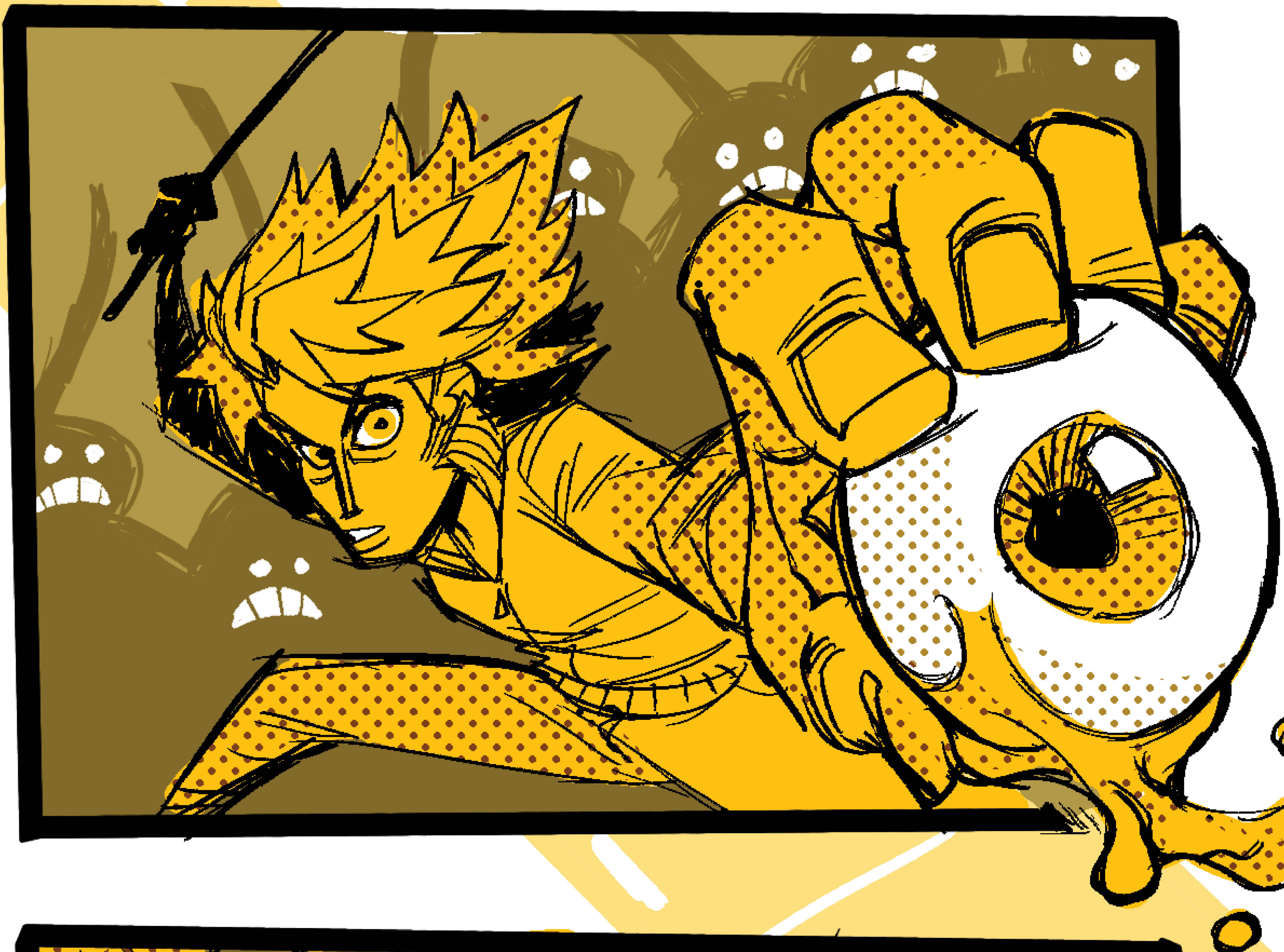
Slicing her way out of the Kill Bill series, Kiddo joins the fight! Kiddo is careful and reactionary, making her good at mid ranged combat. Make sure to put her good air mobility, guard cancel, and sword swipes to good use!



O-REN ISHII MANOR!

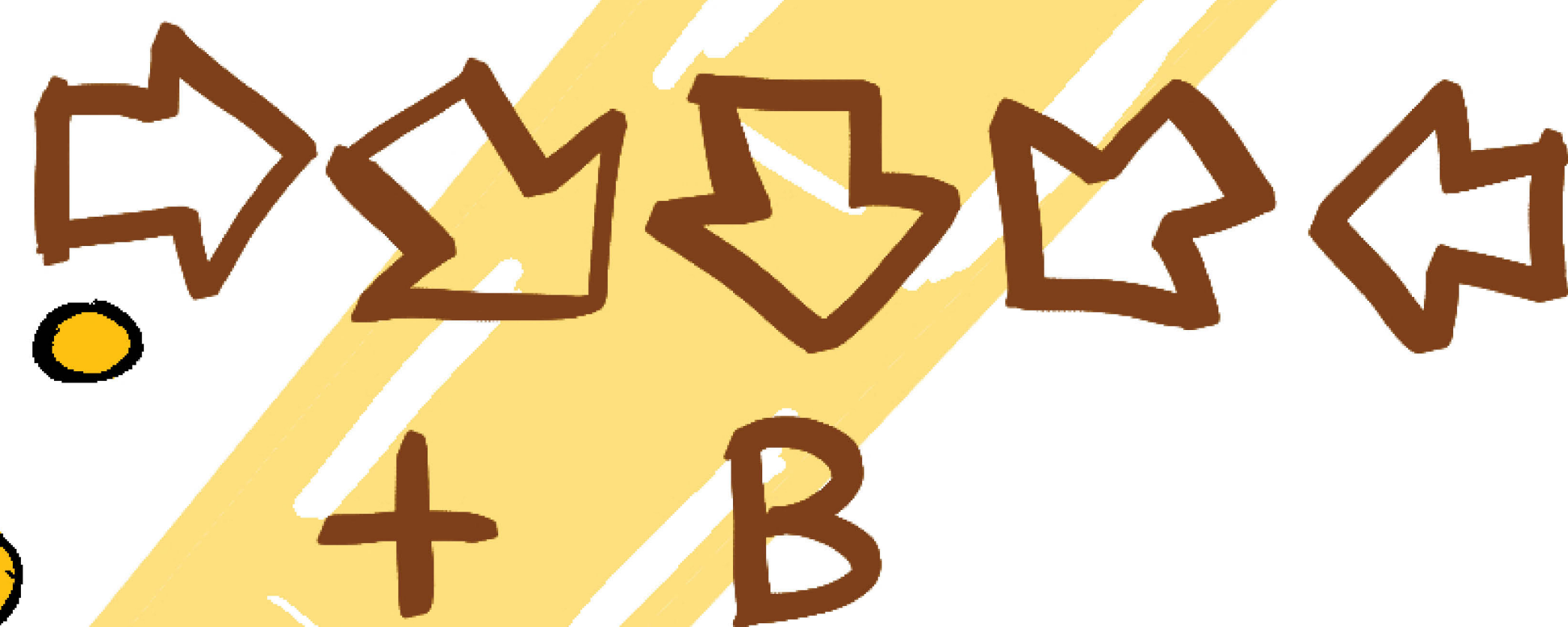
The O-Ren Ishii manor house has two floors, allowing for stage transitions. Try not to trip on the bodies of Yakuza cronies on the bottom floor! If the fight carries on too long, O-Ren Ishii herself will spectate from the rafters.





GORE SHOW

A special grab move that pierces the opponents guard. It causes bleeding status (gradual health point loss) when it connects.



WEAPON STEEL

A special move that can only be activated while blocking. Use this to keep the opponent off of you, and to turn the tide of the fight. Kidō steals a weapon from the opponent, using it as a sword!



KILLING FLIP

A special move in which Kidō jumps, with a variety of follow-up attacks. You can also jump different heights depending on the button used.



SPIN SEVER

A special move that severs the opponents limb, causing heavy bleeding. This move requires quite a bit of special meter to pull off.



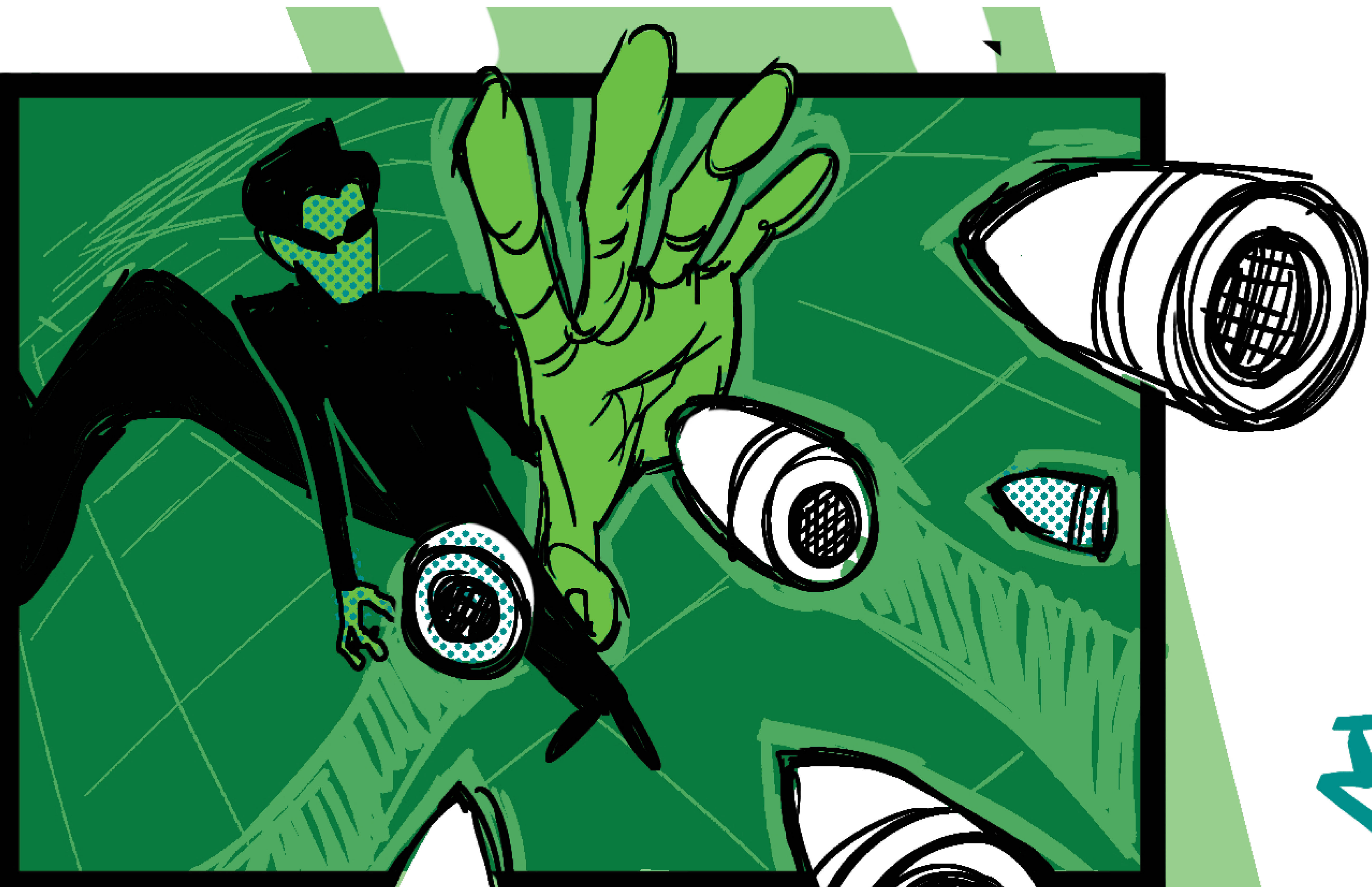
ENTER THE “ONE”

Neos uploaded himself into the ring, prepared to install his fists into the opponent's face! Neo can block projectiles with a wave, dodge into a counter attack, and even fly! He may seem unbeatable, but if you read his dodge patterns he's done for!



This iconic back street is where Neo battles an army of agent Smiths! As the battle goes on, pedestrians in the background will turn into agents. Try to avoid them, as they can disrupt your attacks and cause damage. It might even be a good idea to push your opponent into the hazard!





HACK

Neo waves his hand, putting up a field that stops projectiles form the opponent. If the button is held he'll even send them back! However, this puts him in more recovery lag.

↓ ↗ ↘ + B



CLOSE CALL

Neo slides forward, bending backwards as he moves. this move is great for dodging attacks and closing distance!

↖ ↗ ↓ + B



HIJACK

Neo counters close quarters melee attacks, leaving the opponent vulnerable for a follow up. If nothing hits Neo while he's countering, he's left vulnerable, so be careful!

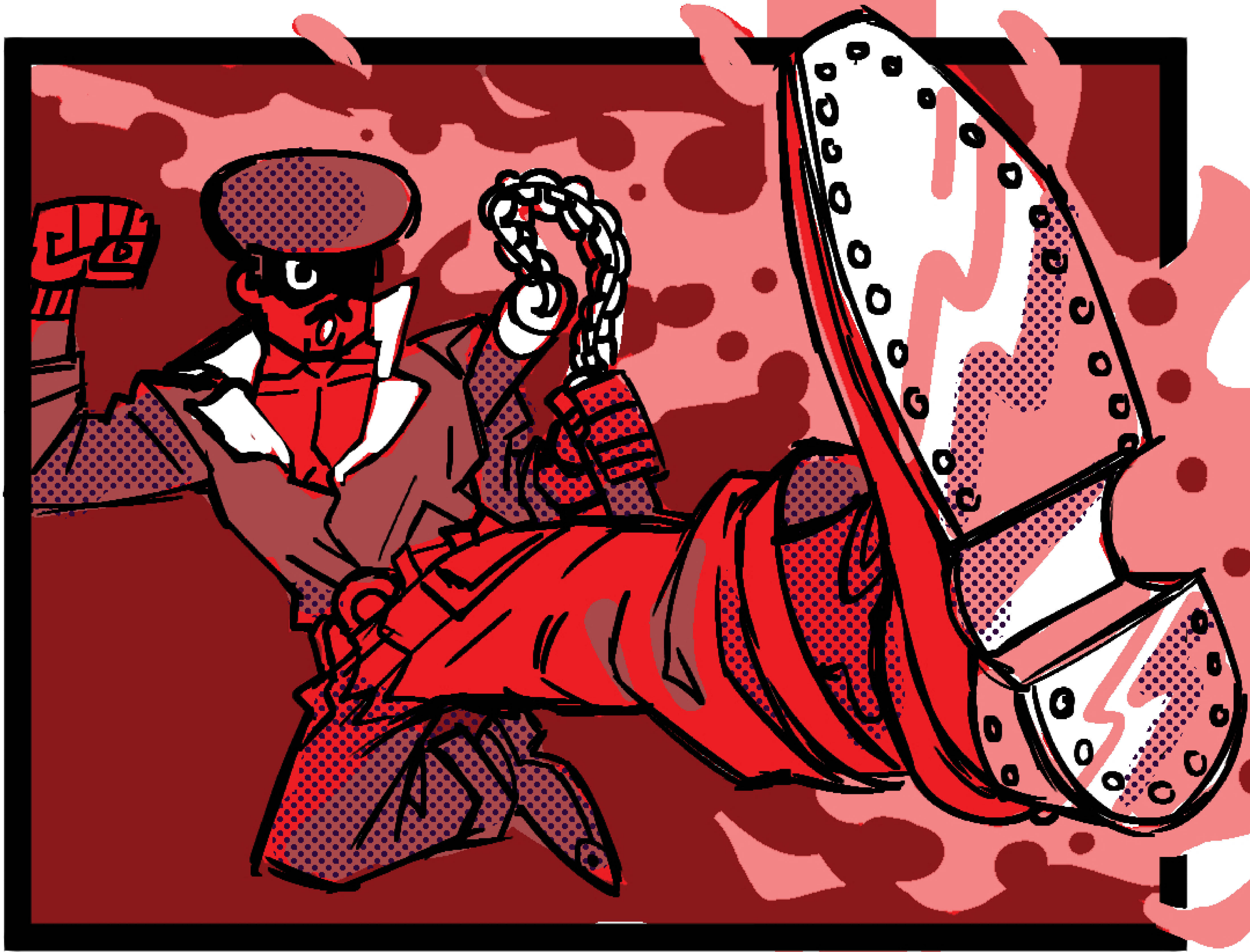
↗ ↓ ↖ + C



INSTALL

Neo pulls a street sign out of the ground and swings it around. He can only hold and attack with the pole for a certain amount of time, so make it count while you have it!

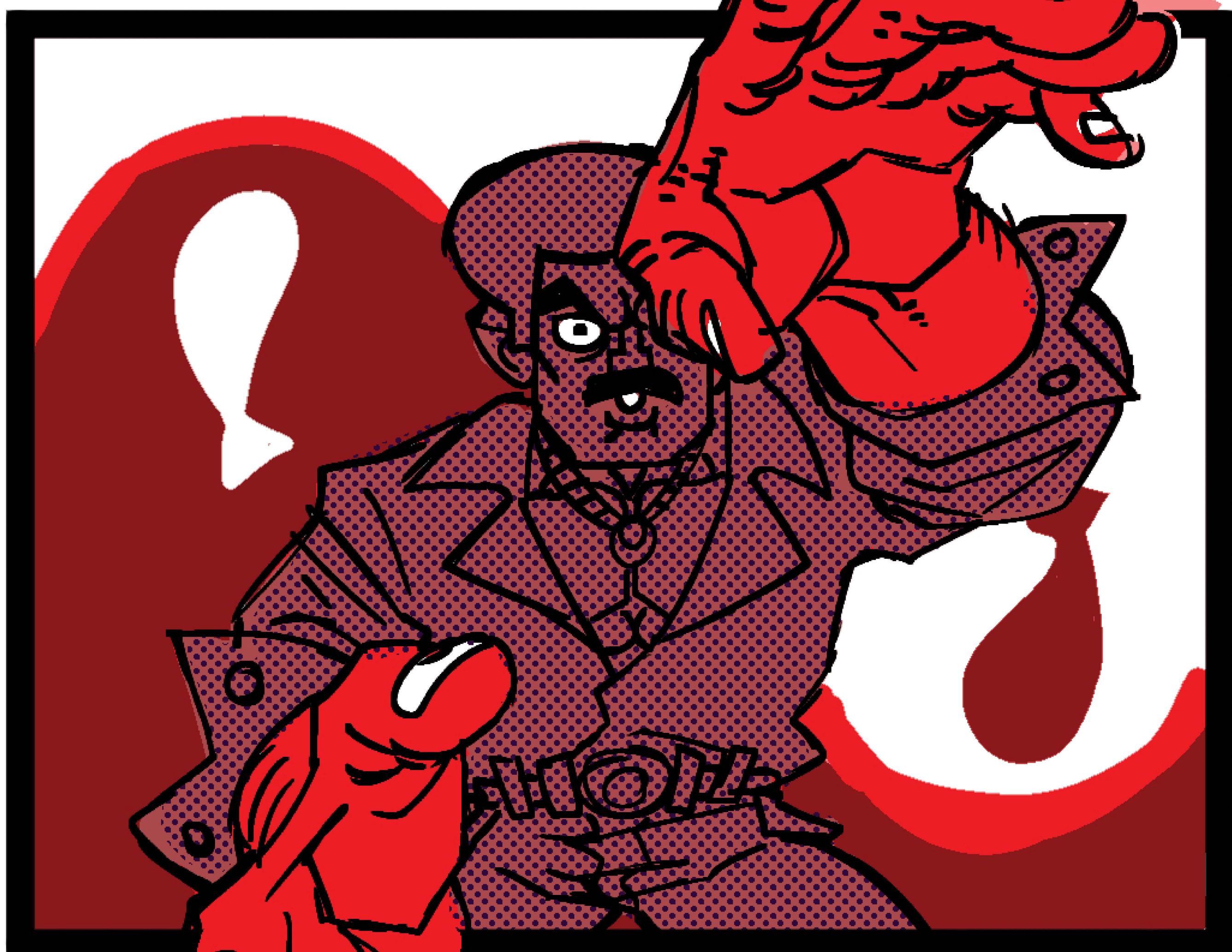
↗ ↖ ↓ ↗ ↖ + C



HWAAAAA!!!!

An advancing attack that has Dynamite fly forward with a kick! It's great for combos and pressure feel free to just throw it out when you feel like it.

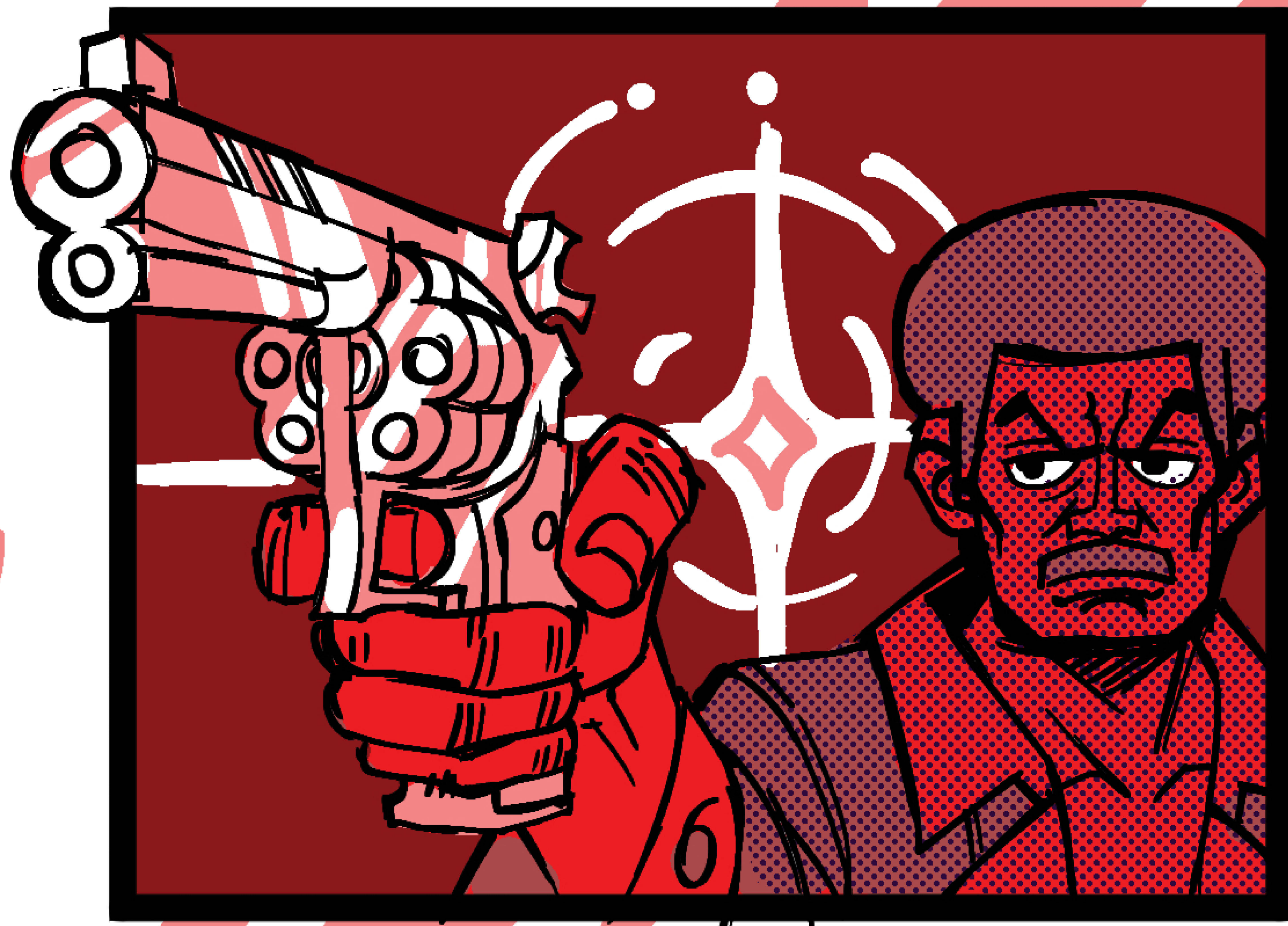
↓ ↘ ↗ + B



SUIII...

Dynamite stances up, preparing for incoming attacks. When hes struck, he counters by flipping the opponent, and hits em where it hurts.

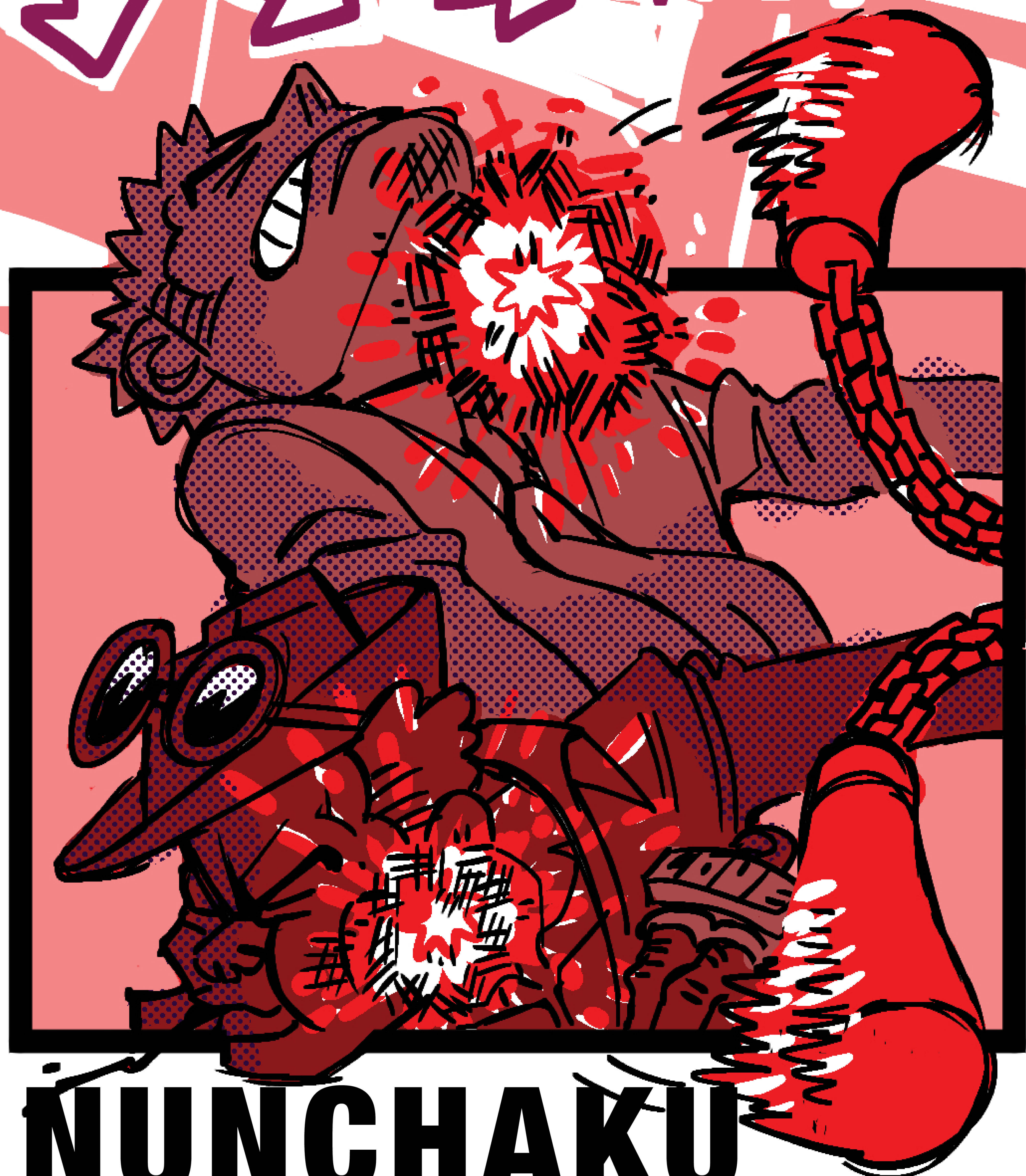
↓ ↘ ↗ + B



S&W '29

Black Dynamite whips out his Smith and Wenson to deal damage from afar! good for keepin' fools at bay.

↓ ↘ ↗ + A



NUNCHAKU

When Dynamite pulls out his nunchucks, he has several follow-up options. each button picks an angle to swing, and repeated presses swings them wildly!

↓ ↘ ↗ + A (RAPID)

ENTER THE PIMP OF JUSTICE!



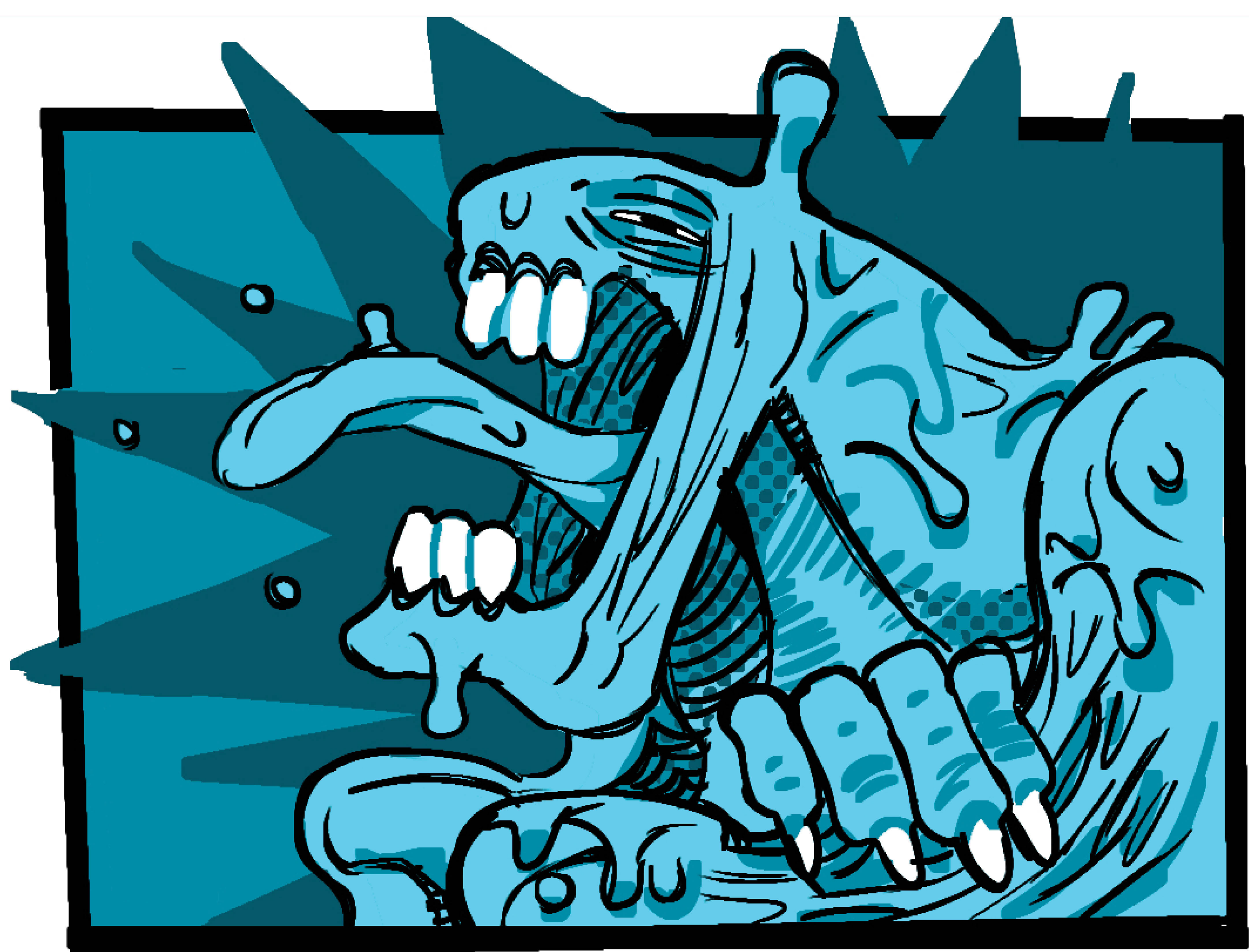
Lemme tell you a story, about
a friend I once had.
About the no-clown, rush-
down, Black Dynamite!
The king of the ring,
holder of the crown. He pres-
sures his foes,
with lightning-fast
power and speed. He can put
out loads of damage
whenever you need.



CHICAGO WIND'S POOL BAR!

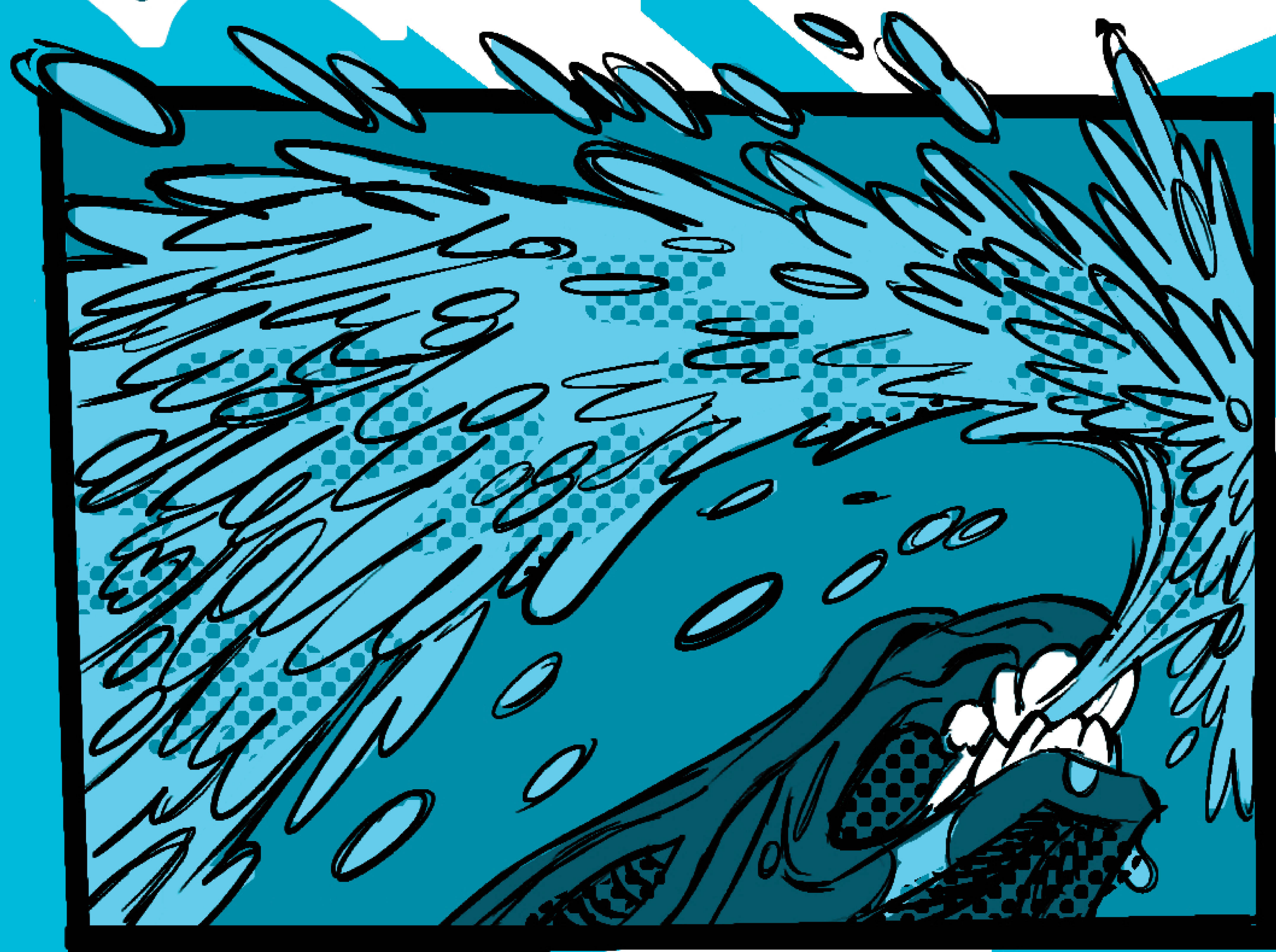
Chicago wind's pool bar is
a popular spot for goonies
of all kinds! The bar stays
calm until the first hit is
landed, afterwards the
pool players erupt into a
frenzy! grab whatever
items are lying around and
smash your foes!





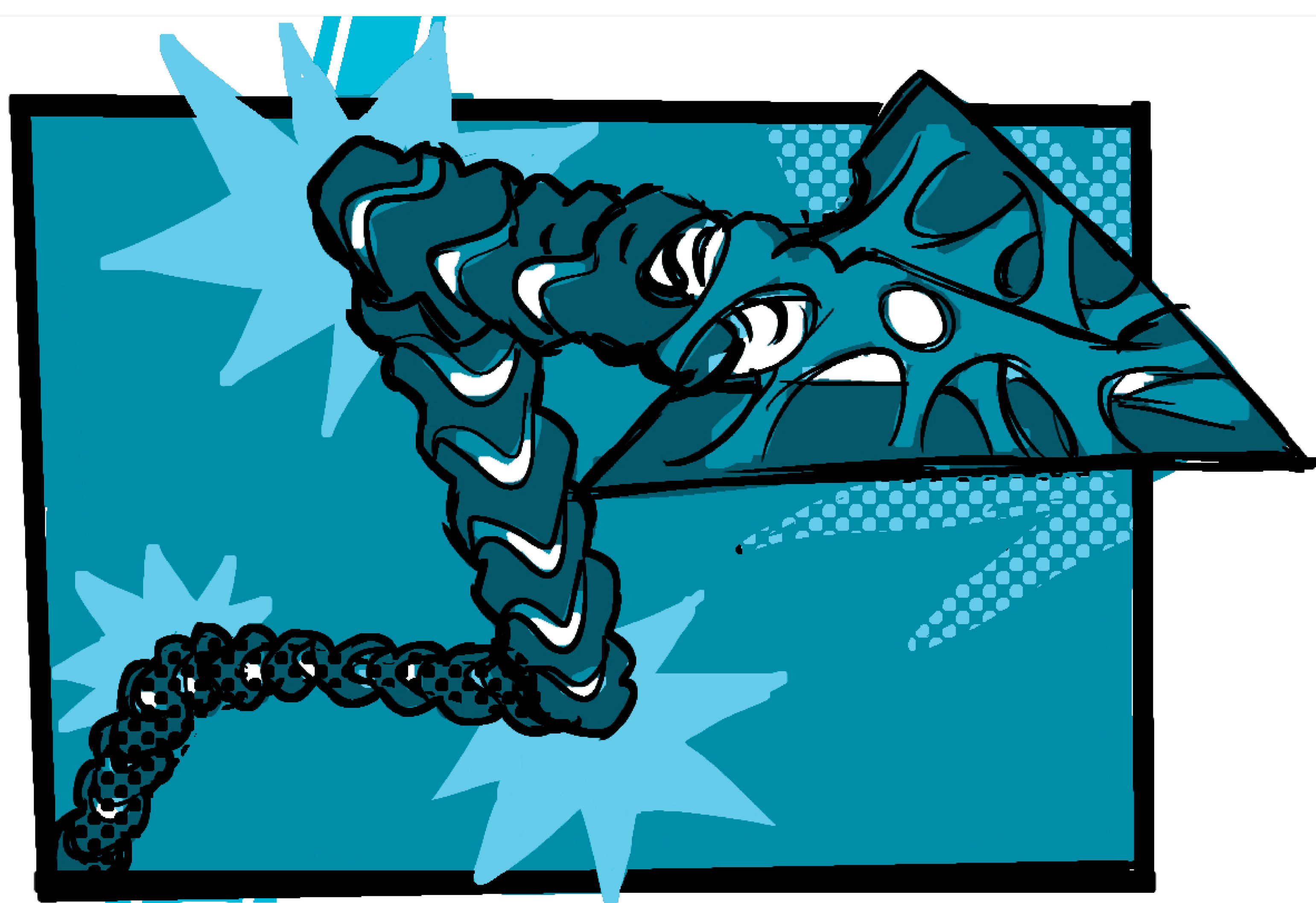
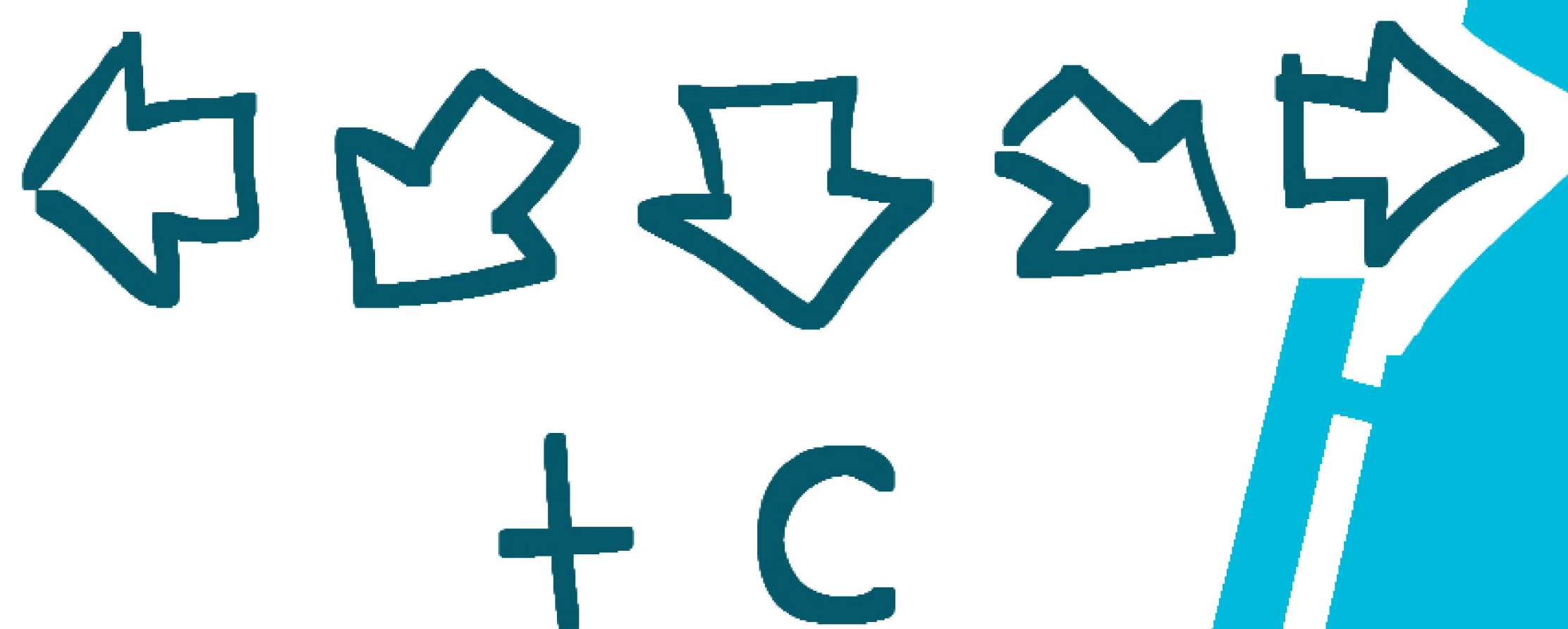
MIRACLE

A special grab move that pierces the opponents guard. It causes bleeding status (gradual health point loss) when it connects.



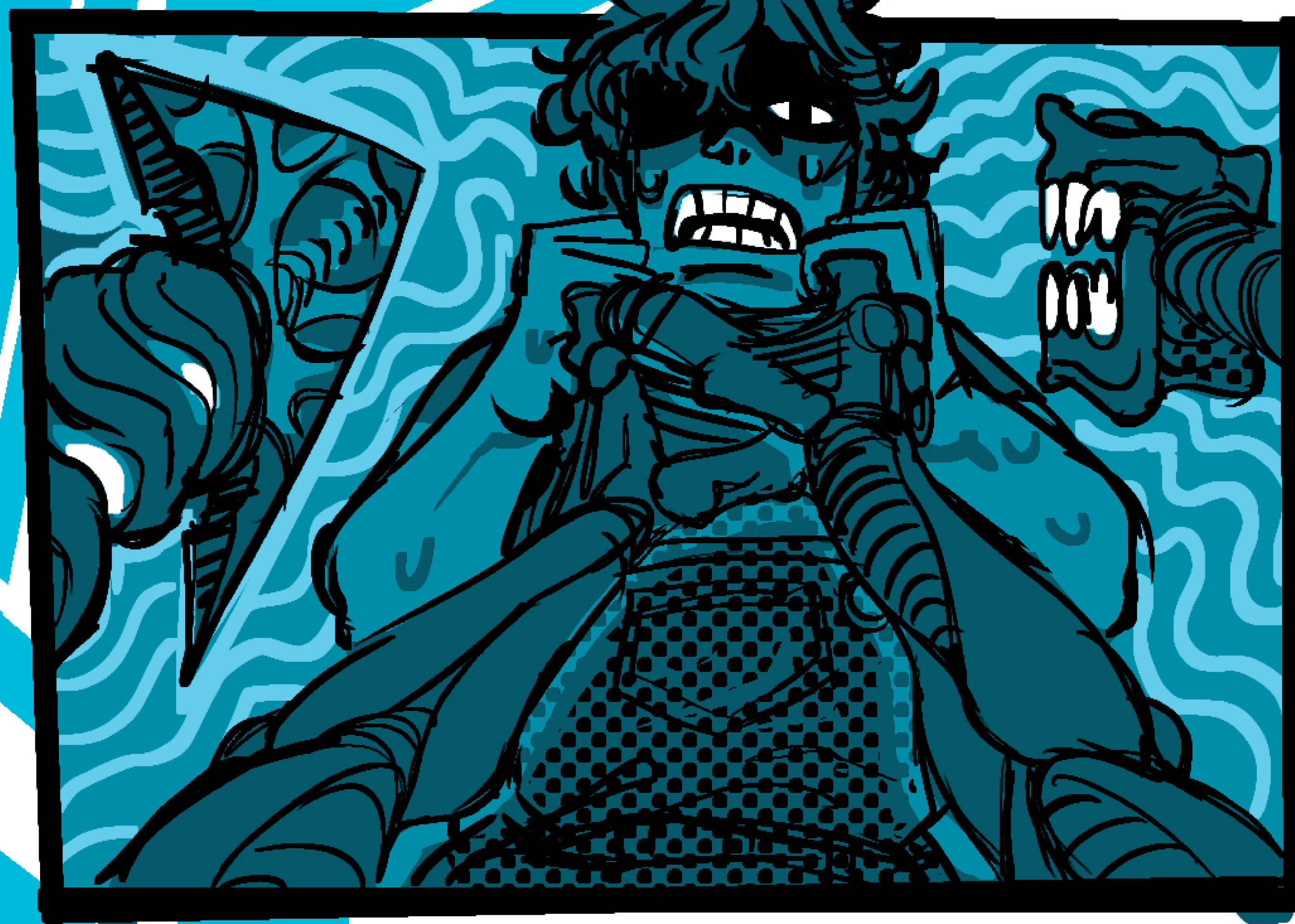
WET KISS

A special grab move that pierces the opponents guard. It causes bleeding status (gradual health point loss) when it connects.



TOUGH LOVE

A special grab move that pierces the opponents guard. It causes bleeding status (gradual health point loss) when it connects.



CRADLE

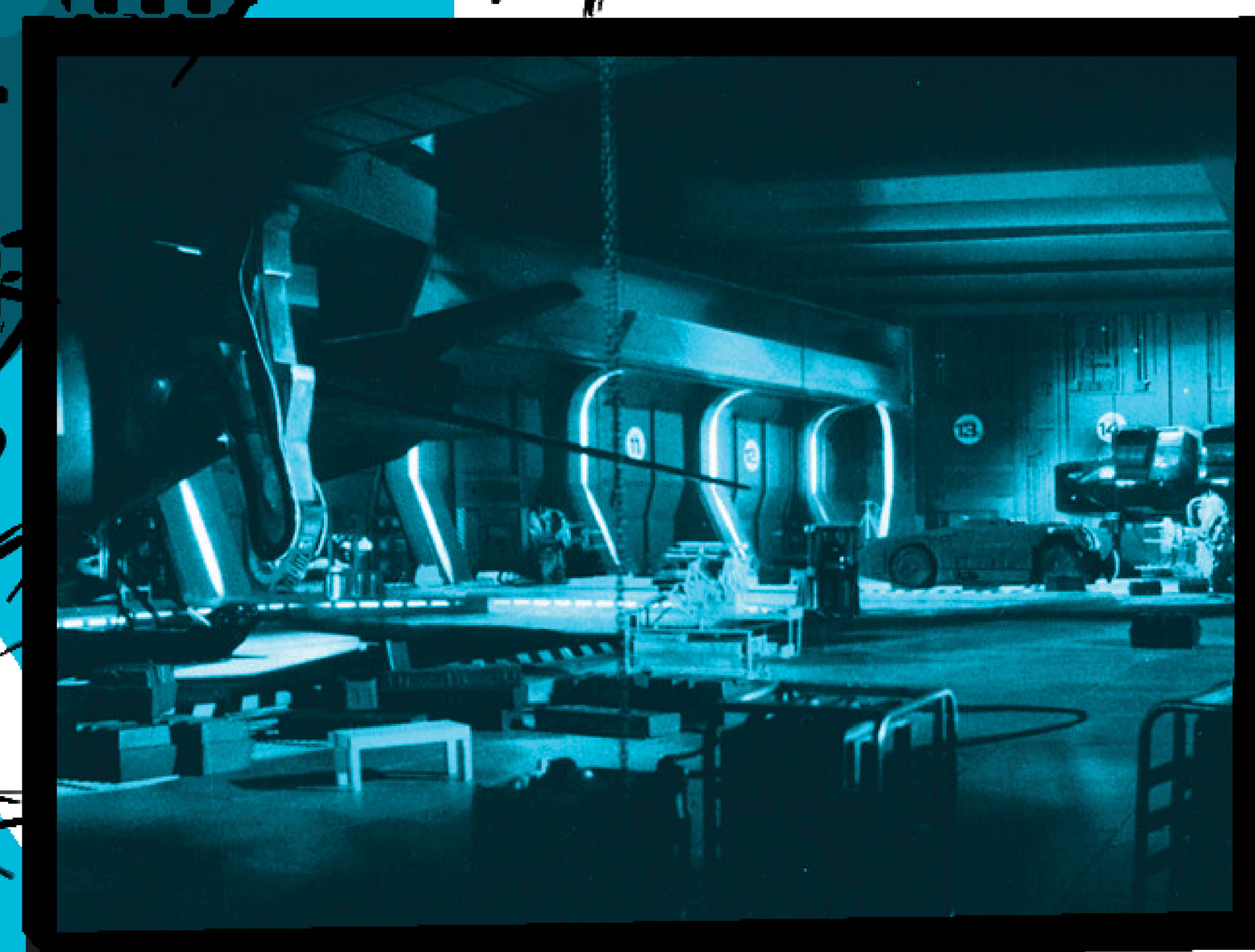
A special grab move that pierces the opponents guard. It causes bleeding status (gradual health point loss) when it connects.





**ENTER THE
OVERBEARING
MOM!**

Character info: The Queen Xenomorph from the Aliens series tears into the ring?? Who invited her?? She has low mobility, but a lot of traps and tools to compensate. Pursue your prey with Tough Love, and create back-up with Miracle to overwhelm your opponent!



**SULACO
CARGO BAY!**

LV- 426's cargo bay is where The Queen And Ripley duke it out in the final battle! Watch out for heavy boxes full of equipment, Electrical wires, and an airlock that leads to the open space outside. It'll suck you in!

QUEEN

Julian Lloyd
[behance.net/julianlloyd](https://www.behance.net/julianlloyd)