

FGCMAG

THE FIGHTING
GAME SCENE

INTERVIEWS &
EVENT PHOTOS



JEN TAN
ON TRAVELLING,
TATS & MURDER!

XIAO HAI
FROM EVO TO CANNES

MISTERIO
TO RETIRE?

H I G H
P R O F I L E
P L A Y E R
R E A C T I O N S T O
K O F X I V
& **S F V**



RZR.XIAN
DOUYU.QANBA.DAKOU
ON.HAREGORO, MYU & TENNKAWA
YASUYUKI ODA
AFFRO, ATMA, BIGFOOL, EMPEROR COW
DUNE, ET, TORTITA, RAYOKARNA
GIBY & HELLPOCKETS
NGU, IFGC, CPT COSTA RICA, KOFGCC,
COOPERATION CUP, HYPESPOTTING

EDITORIAL

This was scheduled to be released before the end of 2015 but so many people suddenly wanted to get involved we had to hold it back! We hope it's worth the wait.

There are some topics that have come up that will need some deeper digging: in all the fun and games there are some darker shadows that should be brought to light. In the meantime, we're confident you will appreciate the work, photos and interviews, shedding more light on the Fighting Game Scene and community!

There is even news on films and more! There's no actual shortage of articles, and plenty more already in store for the next!

A big thanks to Jen, as without her, the interview with Xian would have taken a lot longer (it's really hard to drag a player away from practice)!

Make sure you follow us on twitter and/or facebook, just look up "orochinagicom".

The Editor,
Alan François aka "ON.Gunsmith"

LOOKING FOR CONTRIBUTORS

Want to write about the FGC and interview international players? Want to design the graphics and layout of some pages? Get in touch now!!!

Contact us at orochinagi.com/contact

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A FIGHTING GAME IS JUST ANOTHER GAME

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This is an interactive PDF containing links.

Best viewed in double page spread using Orochinagi's online reader

go to <http://www.orochinagi.com/store> - it's free!

Quick terminology:

FGC: Fighting Game Community

TO: Tournament Organiser

Cr. = Crouching

Cl = Close

K = Kick | P = Punch

LP MP HP = Light Punch, Medium and Hard (same with K)

DP: the Dragon Punch, a leaping uppercut, traditionally used as an anti air.

Anti air - a counter against a jump attack for example a dragon punch.

Vanilla: original / 1st version of a character or game.

Versus: To play against someone.

GG / GGS: Good Game (s)

OMGLOLWTFBBQ: Ignore anyone who uses this term



GIBY & HELLPOCKETS

Somewhere behind the scenes, or in front, Giby and Hellpockets are right in the thick of what we call the FGC. And not just pretty faces, Giby plays a mean B Jenet (pictured) and Hellpockets famously knocked out Evo Champion Reynald in the NorCal vs SoCal 7v7! Here they introduce FGCMAG with a look back at of 2015 and what's coming next.

Giby: Its 2016, and this year is shaping up to be as big, if not bigger than 2009 for fighting games.

HellPockets: Yes sir, the biggest, as EVO staff has proclaimed, it's time to go big or go home. I don't think we've ever been in a more pivotal position as a community.

Giby: We've had our moments where we get our 15 seconds of fame in the competitive gaming scene, Moment 37, You being on Sportscenter...etc, but I think this is going to be the first time when we'll have the spotlight on fighting games.

HP: That spotlight better be freakin' huge because I think there's at least five games that are going to be worth a look from the vantage of mainstream media.

Street Fighter V being the obvious top contender but we can't forget **MKX** has a lot of heat behind it, **Tekken** has always been somewhat of a mainstay in gaming media, **Guilty Gear** was on ESPN (thanks to my impeccable commentary stylings) and I want to believe there's room for one more.

Giby: There's bound to be room for another with all the titles we know that are already out or coming out in 2016. The great thing about this year is we have public figures/celebrities pushing us around the world. We have **Xavier Woods**, who is one of the more popular performers on **WWE** name dropping EVO, and Final Round on Monday Night Raw, which has a huge viewer base. We still have **Jamie Lee Curtis** saying good things about fighting games after attending Evo last year with her family and pulling off the cosplay of the year where no one knew it was her, and in Japan, where fighting games are already popular, we have **Kenny Omega**, who actively plays SFIV and has crossed into the FGC by working with some of the personalities within the FGC.

HP: There's a common denominator among the three of these examples, which

is obviously Street Fighter; Street Fighter V is looking like it'll definitely be the game to get involved with in 2016. In many respects it always was, but I don't think there's going to be very many reasons for competitive players to not play the game. It may come to pass that in 2016, everyone plays Street Fighter V as well as another game or two.

Giby: I think we all know SFV will be getting play from just about everyone. Many of the older SFII players have taken a liking to the game, saying it has a very old school SF feel to it, something that SFIV was lacking. From a non gameplay aspect, there's money going into SFV this year with **Capcom Cup 2016**, much like there was with SFIV last year, the only difference being SFV is a fresh game.

HP: Yeah exactly, the new cycle comes in hot with all the infrastructure SF4 built up. Capcom really seems to have gotten the ball rolling, with other companies paying more serious attention to the competitive scene, in 2015 we saw Arcsys play a very proactive role in the EVO ArcRevo qualifier, which was already in addition to its amazing tournament. NetherRealm Studios has created an eSports program



surrounding MKX that just saw its second season. I'm thinking these companies now see that reaching out to the fans and the competitors won't net you a complete failure—it's not so scary to them anymore.

Giby: Microsoft is also doing their part for **Killer Instinct** with the KI cup. It seems as if all the major companies are trying to push their games to their full competitive potential. These past few years have helped lead us up to the level we're at today. We're going to continue to grow, especially with how this year is turning out. We have a major MKX event and a major KI event in January, and the SFV train takes off in February. We're off to a strong start for 2016.

HP: We can't forget that this year, SNK has opportunity to do the same thing with **KOF14**. They've been on what seems like a media blitz since announcing the game, with a fairly quick series of trailers, announcing an anime and live action drama, it seems like working with the competitive scene supporting their game would be a no brainer now, and they've got plenty blueprints on how to approach it thanks to these other companies.

Giby: SNKP is definitely going all out with KOF this year. The question is will they follow the examples the other companies have set? Most of them are practically going the same route in terms of how they're releasing their games and holding events centered around the game. SNKP has been very distant with their community in the past, and if they expect to be part of this huge boom they're going to have to follow the model all the

other companies have set in place. Anime and drama is nice, but their core audience wants to go to events where KOF is played, so why not funnel that same money, time and effort into holding a tournament series?

HP: The idea that they may be still holding back isn't completely unfounded, or at least that they're trying a different approach. Multimedia products seem like a secondary pursuit to ensuring your game is well received and gains relevance. Of course, I'm pretty confident they're looking to try some new things this year, well "new things" for SNKP that is.

Giby: They're bound to try something new this year, especially since they're owned by a new company who will want to start making a return on their investment. Fan response for KOFXIV has been very mixed since the reveal trailer back in September, with many fans not feeling the game as much as they did XIII until they got their hands on it at the Playstation Experience show last year. We should get some more insight on the game this at Taipei Game Show. We're all hoping SNKP reveals more characters and system mechanic info as well as improved visuals across the board.

HP: Yeah my own reactions to KOF14 have been very mixed, on one hand I definitely appreciate the mechanics (and always will) but the visuals have been a source of constant contention and I sympathize with fans that aren't sure they can get past that. Not so much because of how they look, but more because of they DON'T look. I think coming from KOF13

and to a certain extent KOF12, it's hard to look at KOF14 strictly from a design aspect. This can and has been harmful to a game's public image which can affect its presence in the competition environment. We're in an era where people watching games is almost as important as people playing, at least for non developer affiliated organizations like Redbull and Monster.

Giby: Viewership is the big thing this year as it will help drive sponsors and media coverage of events and games. Viewers being turned off by the visuals of a game won't help any companies' cause. In cases like this it will be up to the company to work even harder to push their game by working with the community to help push the game and by relying on media outlets and magazines, much like **FGCMAG** to spread the word.

HP: You also have great podcasts like **Super Desperation Radio** which just recently saw it's inaugural episode on the TeamSpooky network which you can watch every Monday at 6:30 PM PST on twitch.tv/teamsp00ky. I'm of the opinion that outlets such as these will provide valuable street level advertisement companies just wouldn't get by releasing the game and showing up to a few trade shows.

Alan: More to come from these two, but for now relax and enjoy the rest of the magazine, filled with interviews with players and champions in the Fighting Game Scene and Community.

KOF13 TO 14: THE TOKYOKOF SCENE

translations by @MC_Professor



大塚川
@mimizuko



おぐに
@okokokuni



しちい
@Jurio7e



As we look back at the 3ON3 2nd Orochinagi Cup from 2014, we had a chance to talk to the players about their experience and how they feel about the newest KOF - at time of print only the 3rd trailer had yet to be revealed. You can see (top right) how the players feel about the 3ON3 events, as they hoist up Haregoro (top right) and Myu (2nd from top). The event also attracts international players such as Fox (middle right), who was visiting from France! Myu says: "The 3on3 tournament takes on the same format as KOF, so I think it's an irresistibly good event for KOF fans. With the next game coming up, we can expect KOF to become more popular in the future. Let's continue to make KOF bigger together!"

We talk to the players about KOF! First, Myu, the lead organiser and famous Ralf user from Tokyo.

Myu, how do you feel about KOF 14? I don't like 3D graphics. But I hope that KOF14 will be a good game! How do Japanese fans feel about kof14 at the moment? Most of the people who like KOF13 don't like KOF14's graphics. Which character do you really really want in kof 14? Shermie! She is so cute and sexy and I love her performance! Will you use the same team in kof 14 (Ralf, Clark, Vice)? Hahaha, I will use pretty girl characters! If KOF14 is very good, will you stop going to the arcades? Maybe not, because KOF13 is a very good game. Which is your favourite Ralf? I love KOF13's Ralf! Which moves would you like Ralf to have in Kof14? I want burning hammer, vulcan punch, and umanori :)

Haregoro is arguably the best Joe Higashi user in the world! How are you? Are you still playing Jojo's All Star Battle? Hi, I'm doing good! I don't play Jojo as much as I used to. I still play KOF a lot though. Will you still go the arcades after KOF14's release? If it doesn't come out in the arcades, I have no doubt that I won't be going to the arcades as much. I don't know about the other players, but it's probable that they won't go to the arcades too much either. Are you going to use Joe in KOF14? I'll probably use Joe if he's in there!



引き続きKOFで盛り上がっていきましょう!!

@HAREGORO

@KEYKAKKO

@SHIBAINUTAKECHI



Stophers (left) told us about how he won the 2nd cup along with Rinomoto: "Honestly it was nuts, I've never seen so many people come out for KOF ever. On the east coast of the US, there'd probably be maybe 30-40 people per major tournament on average. So when I showed up to the 2nd 3on3 I was super anxious and nervous that all these amazing players you'd only hear about through Nico Nico or Youtube (nowadays anyway) were there. To further this surreal event, an old friend (Mayoshi) of mine from the states near my hometown was there as well and we ended up in the same team with Rinomoto! What are the odds?! We ended up winning the tournament with me almost OCV'ing I think Ringo's team in Grand Finals, which I think people thought was strange since I signed up as a beginner. Whoops."

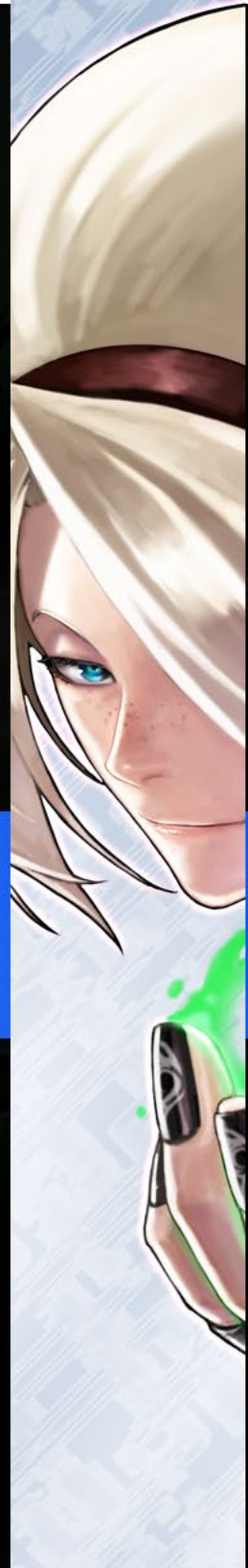
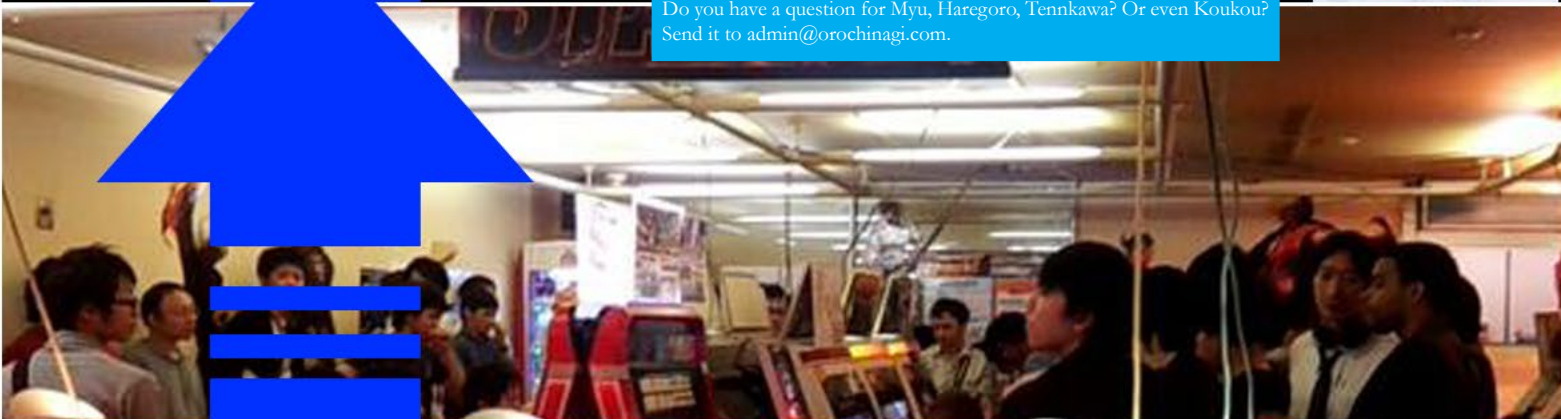
Koukou and Myu (left middle) often commentate on the Shinjuku Playland Carnival Streams. Maccov and (left lower) enjoy the festivities.

Haregoro, out of the whole King Of Fighters and Fatal Fury series, which iteration of Joe Higashi is your favourite? I like RBBF1's Joe Higashi the most. His sprite art, his movement (especially his specials), they look the coolest even as of now!

Tennkawa is a huge fan of *Idol Master*; this hasn't stopped him becoming one of the most feared Ash and Duo Lon users in the KOF13 scene, having terrific matches against Fox and later an nail biting Ash mirror match against Tortita. In KOF13's storyline, Ash changed the timeline so he ceased to exist. Tennkawa, for KOF14, who would you use instead? I haven't really decided. If the cast is the same as KOF'98, who would you use? It'd be Kyo Kusanagi, but I haven't played KOF98 that much. How do you feel right now about KOF14? I'm looking forward to KOF14! I'm looking forward to new characters! Why do you like Ash? I like Ash because he's so strong in the storyline. He took away Chizuru and Iori's powers. He's so badass that it's hard to think that he's a protagonist! How about Duo Lon? My feelings towards Duolon are actually ambivalent. I just pick him since he's a team member with Ash. Is there anyone in Idolmaster that reminds you of a KOF character? I think Ema Senzaki from Idol Master: Cinderella Girls (below) looks a lot like Yashiro in KOF.



Do you have a question for Myu, Haregoro, Tennkawa? Or even Koukou? Send it to admin@orochinagi.com.



INTERVIEW: BROOK

Want to use your old stick on your new next gen console? We talk to **Stephanie Lee** from Brook about their converters and consider the impact on the industry!

The Brook brand popped up on the Shoryuken Tech Talk forums when discussing converters and how to use PS3 or Xbox 360 sticks on the PS4 and Xbox One. Brook seemed new to many but have actually been in business for over 15 years providing solutions for manufactures making gaming controllers and accessories. They have now decided to go public with Brook as a brand instead of laying low out of the spotlight.

Some people would say it hurts the industry to allow users to use old products with new platforms.

-New things and new technology are always welcome. I believe most people like the newest solution and will keep buying. Only a minority of people would like to keep using their old equipment. We are just providing a good solution for those people who prefer to use their existing stuff.

Sony has tried to block your items with a software patch. What was the result?

-I don't think Sony would spend effort just to block us as converter is a very niche market. However, we can release new firmware to accommodate within two days!

What else are you developing? Can you tell us the benefits?

- We are releasing the "Fighting Board" which is for professional gamers who would like to custom make their own sticks easily. It is a PCB that connects the console directly to the stick without converters, so you can remove the old board.

Is Brook a Chinese company?

- The Brook team is based in Taiwan but we also established the company in the U.S.

What are your plans for 2016?

-Our goal is to give provide the best converters in the market!

You can visit Brook's official site here and their Facebook page, which is very responsive, here. Check out the Tech Talk Link for lag test results. Look at the image below by Jon Bonilla which shows 0.7F lag. That's less than one frame, which is excellent, **I've tried it, I can't feel any lag.**

Game Controller Super Converters Magic stick P4-GN
Xbox 360 ↔ PS4 Controller Adapter

With the Brook™ Super Converter you can use your existing Xbox One wired controllers to play on your PS4 console and on PC. Vibration is supported!

- USB interface which permits hot swapping
- Full compliance with all relevant regulations and standards
- Full button compatibility
- Vibration support (only for PS4 consoles)

Turbo **Custom Buttons**

Xbox 360 ↔ PS4 Controller Adapter
 Use your Xbox 360 wired controllers on PS4 consoles and PC!

MAGIC STICK

This amazing product is compatible with your gamepad, racing wheel, joystick and more. It also allows you to customize your button layout and to add a turbo button to old, original and 3rd party controllers.

RESULTS

#	PS3 STICK (WITH SG DRIVER)	BROOK P3-P4 ADAPTER	BROOK X360-P4 ADAPTER
1	4	5	5
2	4	6	5
3	5	6	5
4	4	5	5
5	4	5	5
6	4	5	5
7	5	5	5
8	5	5	5
9	5	5	6
10	5	5	6
AVG.	4.5 FRAMES	5.2 FRAMES	5.2 FRAMES

SF3

STREET FIGHTER 3
3rd STRIKE

3 **STREET FIGHTER**
3rd STRIKE Fight for the Future
5on5 Team Battle
The **12th** Cooperation Cup

FIGHT FOR THE FUTURE

Cooperation Cup
5on5 Team Battle **vol.12**

since 2002

COOPERATION CUP 12TH

THE STEREOTYPE OF A PLACID JAPANESE AUDIENCE HAS LONG BEEN DEMOLISHED. AS FOR THE PLAYERS, THEY KNOW CO-OPERATION IS TRULY THE KEY!



Street Fighter III: 3rd Strike (3S) is now over **15 years old**, first released in 1999. The original SFIII was released in 1997 but it was the final revision that took the FGC world by storm, with of course the **Justin Wong vs Daigo** parry moment forever etched into players' minds. 3S is still played religiously in Japan, along with other older games such as KOF2002UM. The recent update **3S Online** on the Xbox was received well but it is still the CRT arcade based version that remains the standard. Perhaps one of the most balanced fighting games, due to the universal parrying system, it still has a fervent following. One of the major events is the Co-operation Cup in Japan, where players compete in teams of five. As of 2015, it's celebrating its 13th iteration! But looking back, did you know that Team KOF entered the 12th? ON. Myu, ON. Haregoro, Kake d, Keykakko & Maccoy also competed to play this classic fighter. Also competing were visitors from France! **Victor Guerin** (right) is a top player and can often be found at 3S events in Paris. He travelled to the event and had to say it was the biggest 3rd Strike event he had ever been to. He was especially happy to participate with the other French players. Even the freeplay sessions were top level and everyone was strong. Finally he wasn't very satisfied with his performance and wants to do better next time!

For the French, here it is in his own words:
La cooperation cup 2014 a été le plus gros event 3rd strike auquel j'ai assisté. Ça a été un vrai plaisir pour moi d'y participer avec les autres français. Le freeplay était impressionnant aussi. Il n'y avait que des joueurs très forts... Au final, je ne suis pas très content de mes matchs lors du tournoi, mais je ferais mieux la prochaine fois!

Photos by @miharasan
used with his permission

You see over 1000 photos of the event here:



NEAR THE DESERT, BUT NOT DESERTED

THE OASIS OF THE MIDDLE EAST: ARCADE CAFE

Arcade Café

Let the battle begin



أركيد كافيه

<https://www.facebook.com/ArcadeCafe/> <https://twitter.com/ArcadeCafedxb>

In the UAE, all the previous arcade operators had closed early 2000. Arcade Cafe decided to open and focus on fighting games, gathering all the players in a hot spot featuring old fighters and new, on arcade and console. More workers than students visit, with a mix of locals and expats from Pakistan and other Arab countries. The most popular games are KOF13, 2002UM, 98UM, USF4 and 3S.

INVITING BEASTS

There is an obvious old school influence, as guests have included the UK's **Ryan Hart** (right) **ET** from Taiwan and **Boazi** (bottom centre) for KOF98UM and famous Japanese Street Fighter 3 players **Vanou** and **RKF**. When asked why they would spend money and time on having top players over, one of the owners, Mohammed Albanna, explained that they wanted their players to face expert level players and test themselves. The aim of Arcade Cafe is to become a hub for international players and be visited regularly.

But what was the result? How did the local players respond after playing with world class E-athletes?

“At the beginning they felt a little desperate but after that they got excited to practice harder to try and reach this level.”

AN INTERNATIONAL HUB

Speaking of highlights over the last year: “Yes, the best moments were when the Taiwanese, Pakistanis, Japanese and Arabs from the Gulf visited us and shared their game and experience.”

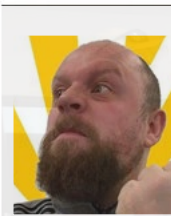
What are their hopes and dreams for the future? “To be able to help the local FGC and sponsor them in their fighting games, also to host a huge and major event with more international players.”

A business and a hobby for the owners, Marwan Alhellie (below left) Mohammed Albanna (below right) and Hamad Almarí, **Arcade Cafe** opens daily from 4pm till 1am, the only shop in the country dedicated to fighting games.



KOFGCC: THE GULF KING OF FIGHTERS

FOR THE LOVE OF THE GAME



Flashback: KOFGCC is an event that gathers fighters from Bahrain, Kuwait, Oman, Qatar, Saudi Arabia and the United Arab Emirates. It is already on its 3rd event, but let's look back at the first and how it all happened. We talk to Sultan Khalfan.

I am one of the main members of KOFGCC. I represent my country, Oman. The idea started in Oman itself when we decided to gather up some players at my friends house (who went on to be a boss of kofgcc). Anyway, the idea was to invite two to four players but then everyone showed interest - they all wanted to come - then we knew that this home gathering wouldn't fit this number of people! So, we decided to make it like a small tournament and we shared a whatsapp group with all the gcc players who wanted to come. From there KOFGCC was born! I can see a huge growth in the community - since we started in Oman with the first KOFGCC (May 2015) and it was around 40 to 60 players of fighting games. The last one was in Qatar (June) with almost 150 players! We are even going more internationally this time in Dubai by inviting some international players! So yes it's COOOL, KOF is coming UP! **KOFGCC runs Dec 25-26 in Dubai with guests Qanba.Doyou. Xiaohai, MadKOF and ON.Freezer!**

STAND UP! GET SERIOUS!





RZR XIAN LET'S GET SERIOUS



WITH TEAMRAZER



FT7 VERSUS DAIGO



IN THE NATIONAL PRESS

Xian has many titles under his belt, notably EVO, Dreamhack, CEO, Red Fight District 2, Thaiger Uppercut, Final Round, IVGC, Shadowloo Showdown, SEA and Canada Cup. A gracious champion, he streams Xian's Academy, sharing his tech with the world on Twitch and Youtube. We catch up with him after Capcom Cup 2015 to talk about hopes, dreams, and counter picking.

*Some questions are from readers, credited with names in parentheses.

How do you feel about your result?

I actually feel pretty salty getting third, my bracket wasn't really that tough. I faced opponents I felt I am able to overcome, Yun is one of the match-ups I practiced quite a bit before coming to Capcom Cup, however I didn't manage to play well in those three games against Kazunoko, not showing everything I am capable of against him.

Why did you choose to go with Dhalsim against Daigo?

The reason I used Dhalsim against Daigo is because I felt that Dhalsim has a slight advantage against evil Ryu - I had been thinking about this match-up for a long time. Although Gen is my main character, after exploring the match-up against evil Ryu for a long time, I felt that evil Ryu has an advantage over Gen at 6-4 (match-up odds).

Even though I can beat most Evil Ryu players with my Gen, I felt that in order to win a bad match-up, I needed to be stronger than my opponent. Unfortunately at Capcom Cup, I didn't feel I was the better player I needed to be when I had to play Daigo.

I have some tech with Gen, however the neutral game is killing me. I don't think I have enough to last for three games, so I tried Dhalsim instead. However, I regretted using Dhalsim after the first game, but after that I was too stubborn. So overall I felt I could have done better, not really against Daigo, but rather against Kazunoko- because I have so much tech I didn't manage to reveal for that match-up, as I wasn't playing in the best state of mind - so I am pretty upset.

Did you notice Keoma from Brazil? What did you think of his performance?

Yes, I think he was very underrated!

(Farhan Ahmed) How ready are you for Street Fighter V?

I am actually quite excited for SFV. No preference for characters, but so far I like Dhalsim, and Nash a little.

(Dean 'Deacon' Beard) Are you playing anything else?

I play Marvel and KOF

(PrimeKero) What's your opinion on 'picking a top tier' is in regards to one's main, as you was somebody that stuck with Gen, a character that most people, at the time of winning EVO, more or less looked down on.

Picking a top tier only happens if you don't like the game, as in my case. I didn't like Gen in Ultra, so I just play counter picking characters or top tier to cover up my bad match ups. There's no need to pick a top tier unless you are a professional player. After all you play the game to have fun, choose the character you like. It will be much more enjoyable.

(Meran Khan) What do fighting games mean to you and how much of an impact has it had on your life?

Fighting games is just another hobby for me, however it has made a great impact in recent years on my life. It has somehow become my career now hahaha

Have you ever thought about being a role model and how your behaviour could affect kids? What would you say to those trying to follow you?

I wish I could be a role model, because motivation and inspiration is very important in life. I want people to know that as long as you work hard, no matter which part of the world you are from, you may still stand a chance to compete with the best of the world. I would say this is not an easy path, don't choose it. But if you decide to choose it, don't give up.

But then aren't kids then going to give up studies and train up on video games all day? I'm not sure this is a good idea!

Well, that's why I ask them not to choose this path (laughing), making a living

through fighting games now, you need to be in the TOP 0.000001% of the whole world. But having studies guarantees you a job that's probably going pay you equally as well, but doesn't require you to be extremely good at it!

Well now aren't you afraid kids are just going to get a job and put in 50% effort?

You know that's not what I mean (laughing)! I once gave a lot of thought about this, especially when I won EVO 2013 - because it made me want to quit fighting games. Winning more than five big tournaments and placing extremely well didn't leave me able to retire (laughing)! I still have to compete, a lot more. If you don't place top three, what will happen? You have to ask yourself, is it worth the risk?

That's very true. Well, speaking of winning tournaments, could you please give us three memorable gaming moments?

When I first beat Daigo with Gen in a ft7 (first to seven wins) at SEA Major 2012. Daigo was counter picking me with Yun, Guile and Ryu. To even make Daigo counter-pick in the first place made me feel pretty awesome at the time.

Evo 2013 was really memorable too, when I beat Sako and Tokido in grand finals to become the champion, everything felt so unreal, I didn't think it could actually happen to me. That I was able to hold up the flag of Singapore up there...

Capcom Cup 2014: my bracket had Valmaster, Infiltration, Daigo, Fuudo & Bonchan, a killer bracket, and my second match was Daigo - no one believed that I had any chance of winning... But I managed to pull it off, despite the tough bracket, and make it to 2nd place; it was very memorable for me because I put in a lot of effort!

Does it add more pressure if you know Jen is watching?

No, I feel more relaxed if Jen is watching!

Finally, looking at the footage from Playstation Experience, what do you think of KOFXIV so far?

It's actually pretty good! I like how the speed has become slower, so new players can adjust to it easier. This looks more user friendly. I would like the BC (Special mode) combos to deal less damage. I don't like how a BC combo is a game changing thing where it can deal up to 80-90%. It should be at 50% at most; normal combos can hurt more.

I think it's fun as a rush down game so anti airs should be weaker. Then it's more likely to see lots of rush down!

Thanks to Xian for the interview, be sure to follow him at the links below!



FOLLOW XIAN



XIANMSG



XIANMSG

XIAN'S ACADEMY: TWITCH.TV/TOUGHCOOKIETV





What difficulties did you encounter when transferring a 2D into a 3D fighting game?

People with experience in 3D development have been hired especially for “KOF XIV”. That’s why we haven’t encountered any major issues up to now.

Does making the game in 3D speed up the process? Is this the reason we are seeing 50 characters?

Developing in 2D and 3D have both their respective difficulties. However, in the case of a roster with 50 characters, it is definitely easier to gather competent staff for games made in a 3D environment.

How complete is KOF XIV at this stage?

It is difficult to correctly gauge the exact number of percentage in words or numbers, 65~70% is a just a general estimate.

When did KOF XIV start production?

In April of 2014.

Players who got their hands on the demo in the first day were complaining about jumps being to “floaty” or slow.

Jumps have always been powerful in the KOF Series. Therefore, we prepared the PSX build in that way. I admit they are still a bit “slower” compared to KOF XIII, but we will work on their adjustment from here on out.



Will we see new original characters?

Yes, and we can’t say the number.

Could we expect a release before EVO?

We’d love to do something for EVO 2016 but it is still too early to tell.

Do you see this KOF as a “Dream Match” like ‘98 and 2002?

It is a brand new chapter.

The blow-back wall bounce mechanic. How does this work?

We thought it would be a good idea to give slight benefits to the users in comparison to the previous instalments here. That’s why characters can now follow up on their attacks.

Why were Leona and Chang revealed together? Are you reviving the Leona/Chang “romance”?

We picked a good variety of characters for this build. We wanted to have a returning character such as Chang revealed and playable for PSX. We figured people would be happy to see Chang back in KOF, especially in contrast to all the thin characters.

I noticed that there is a “just defend” type of mechanic. Could you explain what it does?

It lowers the rate of guard gage depletion and a little bit of the power gage will fill up. It is still being worked on, so it’s not final. We got some feedback at PSX so we are focusing on improving and working upon it. This first concept was a bit of a little taste for the moment. We don’t want it to be too much of an advantage in gameplay. Definitely not the same as GAROU: MotW.

Why was the rush mechanic implemented?

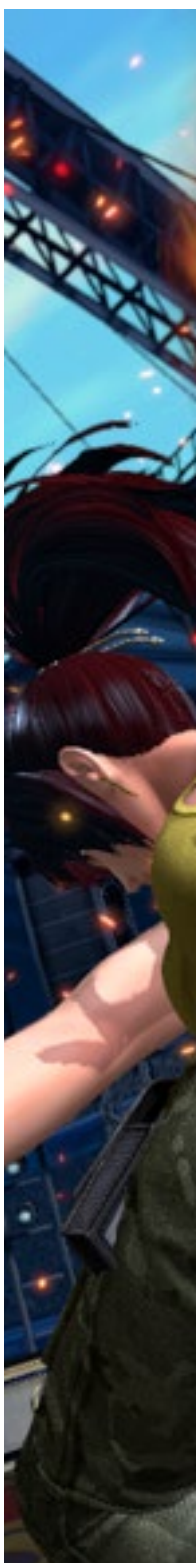
Since it is a console game, the console players are considered; and we are looking to appeal to a much wider audience. We would like to help new gamers and players from other game genres to also enjoy KOF. It helps with the nature of those games to just press the same button multiple times and get a combo with a button on a set timing. That way they get interested in training to become better, in order to pull off these techniques.

Is there anything else you would like to say to the fans?

Please look forward to it, because we will have a more interesting, fun and enjoyable KOF in XIV. Together, let’s bring SNK back to the forefront once again!



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ON.VICIO (MIDDLE) WITH ADAM LAATZ (LEFT), DIRECTOR OF BUSINESS DEVELOPMENT (NA&EU) AND YASUYUKI ODA, KOF XIV PRODUCER

KOF XIV'S VICIOUS GRIP

ON.VICIO GIVES HIS OWN FIRSTHAND IMPRESSIONS

I attended PSX with the intent of interviewing the SNK representatives, trying out KOF XIV, checking out the VR contraptions, as well as trying a few indie games. However, as soon as I saw the excitement on everyone's face as they awaited their turn at the KOF XIV booth, and those already playing, flashbacks from the release of the early KOFs at my local arcades in my youth came rushing down! I could not believe that I would feel this amount of eagerness to play yet another KOF. I wanted to know EVERYTHING about the game!

Upon getting my hands on the game, I immediately knew that my whole time at PSX would be spent glued to that booth - KOF XIV wasn't going to let me go anywhere else! I anxiously waited and witnessed how the game was being played and tried to see if the system had new mechanics and boy it sure does:

BLOW BACK

In my opinion, this is the most notable mechanic. When you successfully hit a grounded opponent with a blowback move, they are sent flying towards the wall behind, sticking to the wall for a very brief moment, before falling towards the ground in a juggle state, allowing for further hits. This brings new, refreshing, and fun, never-seen-before combo possibilities to KOF.

JUST DEFEND

If you have played Garou Mark of the Wolves or K-Groove in CvS 2, then I am sure you're familiar with the mechanic. The PSX demo build only gave you a bit of extra stock build and diminished the depletion of guard gauge slightly less than otherwise blocking normally. It didn't seem to give you frame advantage for reversals or even better block stun recovery upon just defending. Also, you cannot "just defend" in mid-air. I can't wait to see the final results of this mechanic.

MAX-MODE

This mechanic is very familiar, yet different from past KOFs. This mode reminds me mostly of KOF '98 and 2002, but the main difference being that at the expense of one meter you gain access to EX-Special moves which, unlike KOF XIII, are only available during Max Mode. Ex-Special moves consume a part of your Max-mode gauge. As a consequence, the amount of EX moves you can perform is limited to the amount of Max Mode Gauge you have. Unlike KOF 2002 and XIII, Max mode does not allow for HD type cancels. But you do gain access to Ex Desperation Moves and special Super cancellations.

CANCELS

KOF XIV gives you access to different types of Super Canceling. You only require one stock for a Super Cancel and three for Climax DM Cancels. In Max Mode you can Super Cancel directly from most special or EX moves despite having "0" stock. If you count with one extra stock, you gain access to a special cancellation "Max DM Cancel", which is not available outside of Max Mode, and "Climax DM Cancel" if you have 2 extra stocks.

As a side note, I cannot comment on Max-mode having added damage that extra mode in '98 granted upon activation, since I am not yet familiar with the damage and/or scaling parameters in the game.

THE MECHANIC THAT WASN'T

No one has yet to comment on the ground-bounce follow-up mechanic. I found out about this mechanic whenever I countered an opponent with Chang's air blowback attack. I wanted to reach them with a jumping C after the counter but I reacted a bit late to it, so I thought that I would miss, but instead the character bounced from the ground a bit and I was able to hit them on the ground. It seemed that people could roll out of this state. I told someone about it and they didn't respond. I was really tired (I had only had two hours of sleep), I forgot all about trying to replicate it on my next turn or, regrettably, for the rest of the event...

LEONA HEIDERN:

My opinion is based on comparing her to her past versions; being a sort of specialist in this character in KOF XIII, I was hoping that for SNK to give Leona her air grab back, but upon checking the move-list out I found out that it hadn't happened. However, the disappointment turned into excitement once I saw that the Slash Saber had a Max version. Once I got to try her out, I was impressed on how similar she "felt" to her KOF XIII version with a few exceptions. This is my take on her PSX demo build:

-CONS

-Her V-Slasher is no longer fully invincible. It seems like the start-up isn't as fast and the invulnerability kicks in a bit after her descent.

-Her Grand Saber hits in a downward angle as opposed to horizontally in XIII, so it's much harder to combo from moves that render the opponent in a juggle state.

-No Air grab in XIV either.

-No "Heart Attack" special move.

-PROS

-Her smashing new outfit.

-Her down C was a much better anti-air and it was just as fast.

-Her standing close D moved her forward a whole lot, a great tool to avoid cross-ups that don't have a huge hit-box, she goes really high so it just might go over lows (didn't confirm this) like Kim's far D in XIII.

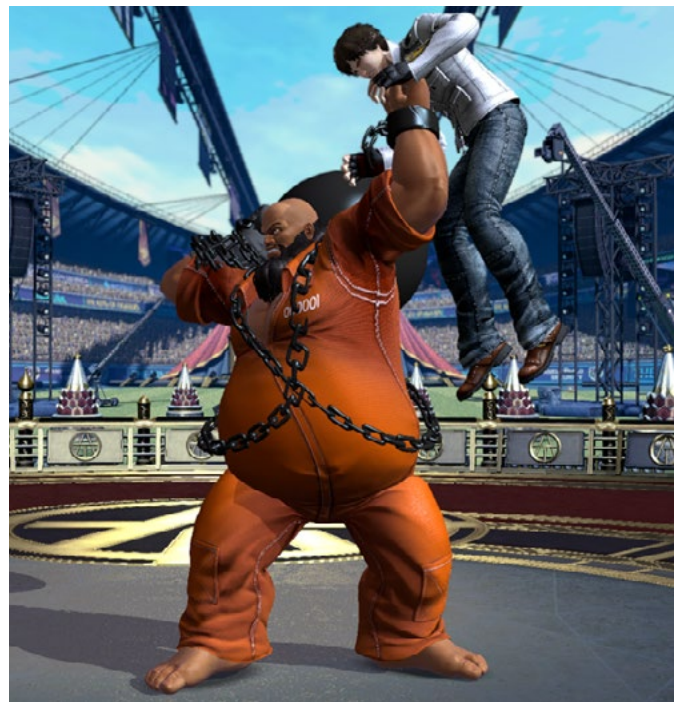
-Her Leona Blade seems to have farther reach than KOF XIII's.

-Her Standing CD seems to have more reach.

-Strike Arch (Forward + B) seems faster.

CONCLUSION

Overall, I really enjoyed the KOF XIV demo at PSX, as a consequence, I wasn't able to leave the booth for the entirety of the event. I wanted to find out as much as possible about the game and my favorite character, Leona Heidern. It just wouldn't let me go; much so that I still feel the vicious grip of the game on me, for I want to play it again as soon as possible, even if it's just another demo!





FEATURED FANART

KYO(KOF, ABOVE) BY @KOF_HH

POISON(SF, RIGHT) BY SHICHI @JURIO7E

CLICK TO FOLLOW THEM ON TWITTER!



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Hypespotting^{#4}



HILTON GLASGOW, SCOTLAND - 4th/5th APRIL 2015
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In bru is here again! Salt, bitterness and lemons were blended with the invigorating air of the highlands to produce a somewhat alcohol free cocktail of gaming frenzy. But who cares about the games, it was all about the puffins. And the pub quiz. The trivia, the prizes, the sheer community spirit in trying to guess that 8-bit soundtrack, finding you weren't alone in your geekiness; sharing a camaraderie with local, national and international players -and then quickly showing that aside when it came down to team challenges! Scotland versus England, England versus France, France versus Japan, and then nobody-wanting -to-step-up-to-Japan-ever-again-and-please-just-take-the-money.

The event is getting bigger and bigger each year and sees no sign of stopping with increasing industry support. It's too sick, and to hell with professional writing, blad. Notable players in attendance: MCZ, Tokido & Mago, MD.Luffy, FA.Ryan Hart, RZR.Xian, UM.ImStillDaDaddy, VS.Milligano, ON.BigFool, GL.Saunic, Rize.Pro Fluke, TSS.Atma and David Cameron, I kid you not.



We spoke with the lead organiser of Hypespotting (HS), **Walter Fraser aka VS.Affro**. Could you tell us about the origins and your future plans? What began as a group of fighting game enthusiasts teaming up to provide players with a place to play, has now become the host of the largest FGC event in the UK and a name recognised across the global community. Versus Scotland coordinate and organise events and weekly dojo sessions across Scotland. Through our strong links with communities across the UK, Europe, and beyond, we are able to welcome in increasingly more people, eager to share in the atmosphere we create.



HS4: THE LOW DOWN FROM THE HIGHLANDS



THERE'S SOMETHING TO BE SAID FOR BEING THERE, AT THE TIME, IN THE MOMENT. DON'T MISS OUT! GET MORE INFORMATION ABOUT THE HYPE AT THE WEBSITE: HYESPOTTING.CO.UK

This covers many scenes contained within the fighting game community from the Smash heads all about Melee, to the Guilty Gear addicts, and the Street Fighter world warriors; we are happy to engage and share our passion.

Our great reputation meant that at Hypespotting 4, we were able to welcome players from countries such as Japan, Singapore, France, Greece, the Netherlands, USA, and many more. Not forgetting of course the significant numbers travelling from across the UK regions. Hypespotting 4 was also named as a Premier Pro Tour event on the prestigious Capcom Cup, one of only four events in Europe, and sixteen across the World to receive the distinction. Year-on-year, Hypespotting attendance has grown on average by 40%. In 2016, we are projecting that this trend will continue, and we will be able to greet our largest attendance to date.

Next, we speak one of the more travelled players, **David McEhill aka ON.Big Fool**.



I heard you've started playing more Mortal Kombat and less SF. Tell us more! Things for SF4 have went into a kind of lull lately, at least where I live. It's most likely because people are impatient to play SF5 which not only is pretty close, but you can already kind of play. I think people are in the process of switching over already because of this. I'm happy

that SF4 has been popular for so long but I think we are a looking forward to something new! I was always interested in trying out MKX, and I've been surprised that we actually have a dedicated group of players! We all help each other out by trying different match-ups and it definitely keeps things fresh.

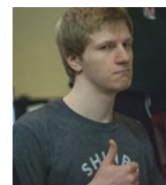
Which game(s) coming soon are you interested in? Aside from SFV as mentioned, I'm major stoked for KOFXIV! Right now I'm just happy that it's been announced, so I'm looking forward to anything that comes next. Aside from fighting games I am looking forward to the Bloodborne DLC and Resident Evil 0!

From HS4 to HS5, what has changed in your life? Probably the biggest thing was going to Las Vegas for EVO. Not only was it an excellent event, it really showed me how serious the competition could be, as well as how big a difference it is to see it all in person. It made me happy knowing that I was one of many people to travel halfway around the world to play fighting games with each other, haha!

What are your plans for HS5? My main aim with HS5 is to take what I've learned from EVO and make our event just add successful! We've already made leaps and bounds, but I want us to go even further and become one of the most recognised events out there.

Obviously, I will also contribute to this by being stiff

competition to any invaders of Scotland! I would like anybody who's interested to please come to Hypespotting 5 if you're on the fence, it has definitely been worth it for the past 5 years, and is you guys yourselves that help make it so great. I'm also looking to attend EVO 2016. Fingers crossed it all works out!



And now, **David Cameron aka not the Prime Minister**.

What's the first thing you can remember about HS4? Well, besides getting to meet some of the big names in the FGC as a whole, it was also my first proper major. So there was a lot of 'wow' factor for me. It was a huge step up from a small shop in Glasgow. My personal favourite moment was actually when I myself was stepping up onto the stage to play vs Tokido. While it was nerve racking, it was still a defining moment playing against one of 'the' names in the FGC. Bit of a personal moment, but it was a highlight for me.

What games do you play? Has that changed since HS4? I now play solely KoFXIII. I did play SF4:AE prior to when I first when to LevelUP in Glasgow which lead me to KoF, but nothing has changed since HS4. I have to focus on NEC now too, I can't have other games distracting me!



TSS

Is it so difficult to keep up with more than one game? Or is one game more demanding than the other?

It's not necessarily difficult, but transitioning from one game to the other for myself takes a bit of time. With NEC in mind, I want to focus primarily on KoF alone as it's a rare opportunity to play some of the best. I don't feel that neither KoF or SF4 is more demanding than the other, each requires you learn match ups, techniques, characters etc. Perhaps SF4 having a bigger roster might make a little more effort, but I don't feel one is more challenging than the other.

Is HS4 the reason for wanting to travel to NEC?

HS4 was certainly the beginning. Experiencing my first major made me hungry for more. Playing with Tokido for example was different from anything else thus far as our community here in Scotland is sadly small. Naturally I wanted to play more of the big names in KoF, to experience the intensity and pressure of being watched and spectated, or even just playing casuals with someone I've seen on stream countless times. Also, I have to represent, can't exactly allow a lone Scotsman (Atma) go on his own.

What are your goals for the short term? Short term would be to practice for NEC. I didn't do too well at Stunfest and this is a chance at redemption for myself. I have a lot of habits to iron out too, so it's going to be a lot of hard work.

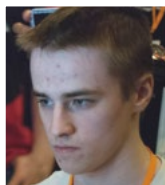
What would you advise people who complain there is nobody to play with? With people who have a hard time finding players, you can always use KoF XIII: Steam Edition. The online mode is functional enough to play so it's still possible to enjoy the game. However, you can always try to look

for people local to yourself to play, even perhaps teach players. I myself had never touched a KoF game until I turned up at LevelUP, having originally gone to play SF4.

Which is the worst fighting game you have ever played? Star Wars: Masters of Teras Kasi.

What is a battered pizza?
Battered... pizza

Last but not least, the local tech analyst, **Dylan Bryson aka ON.TSS.Atma (placing 2nd at HS4).**



What keeps a scene going?

Just playing the game. I think a lot of people have the wrong idea of a scene or how good you can get with a low player base. For KoF in Scotland it was basically 2-3 players for a really long time and despite that we just kept playing the game and over time more players picked the game up and we improved over time. Often a scene dies for a game because people stop playing it because not enough people are playing it, which is really silly to me. If everyone who quit a game because nobody played it actually played the games then they'd have quite a large player base.

Do you think a major city has an influence on what other cities play?

I don't think so based on Scotland really. Glasgow's a major city but really nowhere else plays KoF at all in Scotland or even the UK as a whole anymore. I think what determines the influence more than anything is what America is playing, unfortunately. Kof14 might simplify everything, will this really lead to success in your opinion?
I don't think it will really change whether or not

the game is a success for SNK and I feel the same way about it in the FGC. People have claimed for a long time that they don't play XIII because of its difficulty but really, I've seen that for all sorts of games and a simpler version never actually helps. A new excuse will be born, probably that XIV is not a good looking game and how much they "loved XIII" and "played it all the time". If anything will propel XIV to success it will be that the FGC has more coverage now and that a new game will be attractive as probably the first to come out after SFV.

What do you think of KOFXIV so far?

I really like the look of the gameplay and mechanics. The graphics do leave something to be desired still but with how quickly the improvements have been coming I'm confident. In motion it doesn't even look too bad but there's such a variance in the characters as to how good they look and I assume how much work has been done on them. I have some problems here and there like the announcer saying "Counter!" all the time like an anime game. I don't like gaining a bar for losing a character either, I feel it just shouldn't be there. Just defend is cool, I'm really happy it's not absolutely ridiculous like some Garou level Just Defend with gaining life and cancelling moves, I'm not sure of everything it does but I've seen people say it builds meter which is nice from a defensive standpoint. I like the new idea for CD's as well, it will be interesting to see what can come from it. On top of that one thing I found cool from the videos was Iori going all Orochi for his neomax, skin and eyes change colour that's a nice touch. Plus Angel is in it! It is guaranteed at least my second favourite KoF!

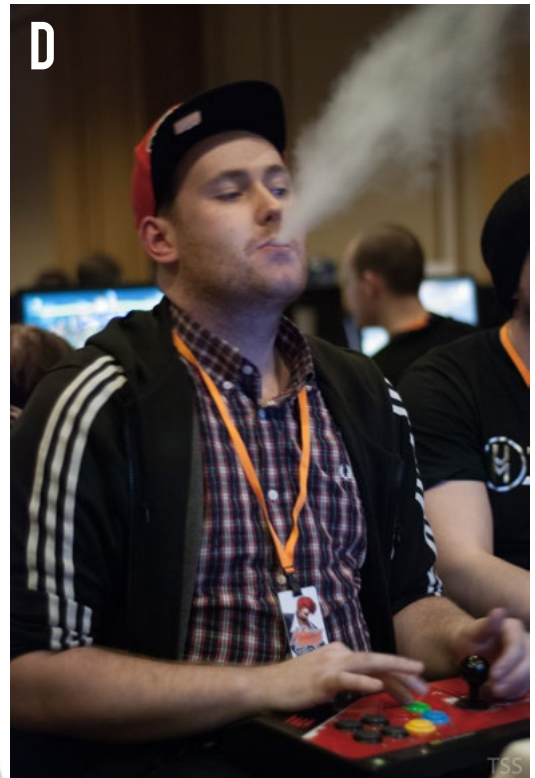
What do you think about people who hide tech videos and only share with illuminati?

No comment.

HYPESPOTTINGHYPE

Match the appropriate quotes with the photos

1. Shall we forget what just happened? Yes I think we shall...
2. Wubba wubba, I'm in the pink today, boy!
3. And there's another soul for the collection, while busting out this rather difficult combo.
4. Is... is that ... fear I can smell?
5. And then you push the sword in as hard as you can go, and pull it across. You'll want to try it after I crush you :p ;p



Answers: 1C, 2A, 3D, 4E, 5B



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BENJAMIN MARTINEZ AKA ON.VICIO AND FELIPE TORRES CARVACHO AKA ON.MISTERIO TALK ABOUT DOMINATION, RETIREMENT & LONESTAR ADMONITION III!

Vicio, how do you feel about LSA3? You've run this for the 3rd time now, with your own money and making huge efforts! I feel that even though the numbers were smaller, the hype was even bigger. I also feel that what we learned from the past two tournaments helped a whole lot towards this one. The money spent on it seems to have little effect on me since I truly enjoy playing the peeps that show up. I also enjoy learning how to run everything. Besides there's two other great guys who throw money at this. Haha!

What would you advise anyone trying to do the same? Do not do it alone, plan it invite people and reach out to your community.

What was the hardest part? To get people to buy fundraising posters. I sold about 5 out of 25. **And the best?** Hanging out with my FGC friends.

Misterio, after winning most international tournaments and defeating the best in the world, how do you feel about your position in the world ranks at KOF? I do not feel as good as people may think, I mean it's satisfying because I have achieved things that nobody has done before; I also had the chance to meet amazing people, make new friends, and with my victories give the FGC hype and happiness. On the other hand, I dedicated a lot of time to this, I was far away from my loved ones, I put personal relationships at risk, and travelled and travelled without a job. Being a KOF player is synonymous with having little money, and that was absolutely new and difficult for me, as I had had a well paid job in Chile, so during this time I had to save money, avoid eating or buying the best, etc... but anyway, this is only a result of loving what you are doing, and personal growth, not everyone is able to see what are they doing wrong, and on top if someone sees it, this is really hard to change.

Is there anyone you still want to challenge? I would love to face Tokido again. I had never consider myself as Ryu, travelling the world to defeat everyone. But, those games

with him, it was so amazing, tight and funny, no matter the results, I want to feel again the sensation of facing someone extremely smart.

How was Lonestar? Vicio did a flawless job with the tournament, he took care of everything, he spent a lot of time and money to make it, as we say in Spanish "Me saco el sombrero". I missed a lot of the TXC crew this time, but we had the presence of Albanna and Marwan from Dubai.

Were the local players afraid of being destroyed by you? The tournament was awesome and I like the attitude of the players, because they know they lack experience, so when they play me, they want to improve, they want to learn, they want to enjoy the matches.

Finally, I do not feel like a superstar, I have decided to stop playing tournaments for a while, no more travelling. I already have cancelled the invitations to Dubai and China. And my last tournament will be **Winter Showdown I I I**.

What? Are you retiring? Well, that will be my last tournament so far. If there's some tournament in the states and I have days off, probably I'll attend, but the Misty's world tour is almost over!



VICIO ON LEONA: WHY SOMID TIER?

You're a hardcore Leona user, she's not very strong, so how come? I liked her since her debut in '96. If she wasn't on my primary team she was at least on the top of my pocket character list. I decided to main her since XII because of her re-design I really liked her play-style too. On XIII I realized how risky all of her option were, but I also realized that is how I play generally anyway. The hard part was leveling her up, when I started XIII there wasn't much tech on her so I had to come up with a lot of tech on my

own. In short, she's a labor of love, takes tons of work, but all that polishing is finally making her shine. There's still much work to do, but I know I have yet to master her to her full potential.

What's the most difficult match up for you and how do you deal with it?

No one and everyone. Haha! She actually had good tools to deal with every type of character in my opinion, fail to apply or misuse those options and expect to die. One thing you have to realize, you have no real reversal without bar.

How do you feel about KOF14's Leona so far? Do you have hopes or fears or both?

Her looks are improving, the hair is gaining volume little by little with each trailer. That tank top is TINY! Her speed feels the same as in 13, that's a good thing. I fear that she won't have her aerial grab and that they'll revive the Leona/Chang "romance"... they were revealed on the same day, so I already feel anxious. Hahaha!

*In KOF '98 Leona and Chang had a pre-fight reaction to each other which, albeit explained by a bug, caused much speculation to their relationship, creating fanfics and art etc.

INTERVIEW: QANBA.DOUYU XIAOHAI

the audience? Or did you even notice?

Of course it can affect you. But this is how a tournament is and something which I must overcome. So I've become used to this already.

You and Dakou were famous for playing KOF98. What made you start playing KOF13?

Firstly, KOF13 is a really good game, it is one of the best KOF games. Then, it was one of the hottest fighting games out, every one in the world was playing. Lastly, as one of the best KOF players, I have the responsibility to play it well.

Do you prefer KOF98, 98UM or FE?

In terms of balance, every mode has its strength and weakness, therefore I prefer FE. But UM/FE is laggy for me, I'm not so comfortable playing them (Note: He plays FE mostly on QQ platform, which is laggy in the first place).

There is a famous video in France of you playing KOF98, one handed, versus a player called CCL. Do you still play with one hand?

I didn't practice playing with one hand, and I don't need to, I can play with one hand whenever I want.

(Note: He played FE with one hand versus the Korea best player BJ just two weeks ago. Someone uploaded the live stream recording on Nico Nico)

However, on the video, that is not CCL. It's a mistake that has remained uncorrected for nearly 6 years. The real CCL will be waiting for you in Cannes, he will be in the KOF98FE tournament. Would you like to challenge him, with one hand?

I believe there should be no problem :)

MY MIND WENT BLANK WHEN THE LAST HIT LANDED ON TOKIDO'S MR. KARATE. MY MIND DIDN'T RETURN UNTIL 5 SECONDS LATER

You have now travelled to USA, Korea and soon France. Is there anywhere else you'd like to go?

I really want to go to those countries with famous sites, such as Sweden, Germany, Italy and so on.

Do you play any other games?

I play a lot of games. But now I am too busy to play other games, I play mostly for competition, not for entertainment.

What was the hardest thing about learning kof13? And what would you advise new players to learn first?

The hardest thing is to get used to the speed of game. I took quite long time to get used to, but after that it's nice and easy. I recommend Flame Iori, Benimaru and Kim.

(Note: I think he means KOF13 is a lot faster than other KOF, for example the pressure from Cr. light kick is higher than ever, you have to make the right decision quicker.)

What makes KOF97 so popular after all these years?

Most Chinese people don't like to try new games, because new games are too complicated, and they don't have the patience to develop techniques in those games. As a result, they tend to stick with older games. KOF97 has the best consistency among all KOFs, and lots of techniques are just formulas, once you learn them you can become one of the top players. In other games, even though you know the techniques you won't be able to reach the top. So most people like to play 97.

How would you convert a player to like kof13?

I will stream KOF13 and discuss every character with the audience. In fact, I am not good at characters which are not my main. So while streaming I will teach the basics, complete missions and then expand on them. I do believe people are willing to touch new things if there is a guide.

AFTER CANNES 2015

That final round activate was such a crowd stunner, and totally put the audience in your pocket, had you planned it all along?

To be honest, I felt I got a big chance of winning, so I wanted to do something cool. In the last round, I had little life left and he was coincidentally in the corner, I thought mid-air activate would be nice and practical for this situation, so I used that.

How did you feel about the way the French commentators were calling your name with the Chinese accent? Would you say it was racist? Or was it funny?

I am already used to people calling my name in a foreign accent. It's kind of funny.

Part of your contract required you to stay in the Esports bar after tournament so you couldn't play casuals at the hotel. Did you play much at the bar or did you get drunk?

I drank a lot with Infiltration and Poonkgo. We just threw the tournament away, had fun drinking with each other.

You came to play KOF but you focused a lot of time on Ultra. Are you aiming to win Ultra at EVO?

I want to be champion!

What were your best memories of Cannes?

French people are friendly, such as that tall photographer and his female friend, tournament sponsor and Richard.

I should especially thank Richard. He has a great sense of responsibility. In the last day of my stay in France, he was supposed to go back to Paris on that same day. But he still stayed with me before he left, helped me go shopping and buy gifts, and finally found a very nice friend of his who could let me stay at his house for the last night in France.

Special thanks to ALX for translating. In the end, CCL didn't challenge Xiao Hai at Cannes and the old video still has his name on it...



Double EVO Champion & 1st at Cannes, Xiao Hai started with KOF but now is fast approaching the top SF ranks. This interview is in two parts, starting before his trip to Cannes 2015, then after.

Why did you decide to go to Cannes?

In fact, I have wanted to go to France for so long, because I heard that French people really like KOF. That environment is perfect for me. So this time, once I heard from the tournament, I agreed to come immediately.

We heard Dakou ran a tournament for KOF and SF, do you think it helped the community grow?

Yes, definitely. This is the fourth Canton Cup, every aspect, especially the environment is better than before. More importantly, a lot of players who have potential showed up in the tournament, which is a really nice thing. I believe next time Canton Cup will be even better.

Do you remember winning EVO2014? How does it feel, looking at the photos now?

Yes, of course. My mind went blank when the last hit landed on Tokido's Mr. Karate. My mind didn't return until 5 seconds later, where I got a chance to say "I finally won!" In fact that time was the perfect chance for me to win because I won every casual match in Las Vegas, no matter who the opponent was, from Japanese, Korean to South American players. So I had the confidence that a champion needed.

The home crowd aren't so enthusiastic when they don't have a local player to support. Was it more difficult or easier with less noise from



**3
VS
3**

IN TOKYO



HAREGORO ON THE MIC WHILE COMRADE TENNKAWA GOES TO BATTLE!

28 March 2015: Not to be confused with the 3ON3, this was a 3 versus 3 event, with randomly created teams! Organised by Myu, it was another success!

nico archive



**YOUR WINNERS:
TANA, RYU & RINGO**

**ORE NOKACHIDA:
TANA GETS THE WIN!**

C O M I N G I N 2 0 1 6

THE KING OF *Fighters* XIV

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WHO'S THAT? IT'S JENTAN

What has been your favourite destination so far and why? It's when I travel to Japan with Xian because it is then when I see him truly improving due to high level play all round. I love the feeling of being around and watching him in his zone, even when I don't get to play. I could do so for hours on end, just seeing him in his element! As long as he's back in Singapore afterwards to take a break from competing, it's a happy holiday for me :)

You may recognise her as the lady on the arm of the SF Champion, RZR. Xian, but she has her own story.

When asked to take your photo in Cannes 2014, you said you weren't used to it.

I feel more comfortable now! I guess at the time I was not used to people asking to take photos with me so I was hesitant! I'm sorry!

Do more people ask for a photo?

Sometimes, but most times it's together with XIANPAI!!!

Do more people recognise you now compared to last year?

Before he and I were a couple, people recognised me for playing Street Fighter, but now I guess more people know me because I travel with Xian.

I generally enjoy every destination we have been to because there are always new friends and beautiful memories. As for interesting trips, being at Las Vegas for EVO this year was truly epic. I've wanted to go since the days of SF vanilla and finally during USF4's last year of play I managed to go and see the awesomeness of it all.

How have you personally progressed at SFIV since last year?

I played a lot a lot less of the game in the last year due to being so busy tattooing, but still I feel that I have improved because I'm always observing Xian play, and the times that I do play the game, it is usually with him. He always uses that little time I spend playing the game to make me a much better opponent.

Have you tried any other fighting games? I did try to dabble a little into Mortal Kombat X, but decided I didn't have enough interest to get good.



For those that don't know, tell us about your job as a tattoo artist! I work at a studio called Visual Orgasm Tattoo Studio. For those who would like to check out my works on Instagram, it's [jenxtattoos](#). I've been a tattoo artist for about four years.

Would you say the pain is comparable to losing a match? Well I guess it depends how crucial that match was, haha! But I can say that the salt of a sad match definitely lasts much longer than the pain of a tattoo.

Has anyone asked for a video game related tattoo from you? Yes, I have done very small game tattoos like Super Mario but not big pieces for a hardcore game lover. My mentor has done a leg sleeve of Final Fantasy characters on his client before! I really want to do Street Fighter tattoos for gamers though - speaking of which, I have Chun Li on my own arm! (see left)

Does Xian have any tattoos? Xian has a couple of tattoos, one done when he was really young by an unknown artist, and the other was by me when I had just started in 2010, haha!! He was so sweet, he offered to be my guinea pig, and so he was my very first customer. Well anyway, it was my very first attempt at tattooing someone so I just did a super simple chinese character of his name for him, haha! It's always a nice memory to look back on everytime I see it; the trust he had in me as a friend at the time, the beginning of my career etc.

So what do you think might suit him now? Hmm maybe a Nash tattoo, hahahaha, I'm just kidding, haha, I don't think he will have any new ink any time soon...

Check out Jen's designs on the next page!



**"HE ALWAYS
USES THAT LITTLE TIME
I SPEND PLAYING THE
GAME TO MAKE ME
A MUCH BETTER
OPPONENT"**



SPOTLIGHT INDONESIA ON.BAYU

So, introduce yourself!

My name is Bayu (pronounce: bye-you), 28 years old from Indonesia.

What is the scene like there?

The most popular fighting games in Indonesia are USF, Tekken Series, Blazblue and KOF. We play in arcade cafes, usually the tekken players have an arcade machine, we don't have USF & KOF XIII arcade machines so we play on PC and console. We do have some Tekken and KOF classics (94-2002) on arcade, but that's rare nowadays.

What's your favourite?

KOF!

How popular is KOF compared to the other games?

To be honest KOF is not popular as other fighting games, especially SF or TK, I can't tell what makes KOF not popular up to this point.

Why do you like KOF?

I like KOF because the gamestyle is different compared to other fighting games, it's a 3on3 style and the storyline isn't that bad :P

How long have you been playing KOF?

I started playing KOF when I was kid, since KOF94, on arcade and emulator, because arcades were not up to date in my city.

Have you tried steam online? I play steam online everyday, my Steam ID is: DBJ-KentutBerdahak

Who is your favorite character? my fav character is Clark, also any character who has more than one command grab, including a super or ex super XD

Why do you prefer using keyboard? Is that the same for many players there?

When I was young, arcades were really rare in my town, so I tried a lot of emulators. I didn't have easy and cheap access to sticks, so I learnt how to play with keyboard. I'm not sure if that's the same for many players, the reason why I choose keyboard is because my situation left me no choice.

How did you meet Tokido and KaneBlueRiver?

I met Tokido at SEAM 2014 in Singapore, and he became the KOFXIII champion back there. We played KOF and USF4, and a ft 20, and I got bodied 20-14 lol. I tried so hard tho T_T. As for Kane, he came to Indonesia two months before SEAM 2014, actually he came to play casuals against UMVC3 players in Indonesia, but he ended up spending his time playing KOFXIII, so sweet :3

How do you enter tournaments with just a keyboard? Oh you should try The Eagle Eye, user friendly, it has 2 version 360/ps3, i had the ps3 version. Click here. Editors note: You could also try "magic shooter" but it's much more expensive and we haven't personally tried it.

Is there any player who has given you ideas/ inspired you? Ah actually there is one KOF player who inspired me, it's ET from Taiwan, I bet you know him.

Who would you really like to challenge/ play with? I'd like to challenge Misterio, Romance, Khanibalito and MadKof, it sounds challenging XD XD I might lose but experience is everything XD

What are your hopes for the future?

Well I think I will try to keep KOF alive in Indonesia but for now on, I want to try KOF14 haha of course I want to travel somewhere and meet you guys for real >,< attending every major tournament, that would be awesome XD

What do you think of KOFXIV so far? I'm so hype, lol, at least a new version of KOF will be released after SNK has been 'idle' and busy with pachinko projects. I don't mind what people say about the graphics and stuff because it's an early project / development or whatever it's called, the thing that I'm afraid of is how the gamestyle will be, as it looks like Maximum Impact which has such weird combo system, side-steps, etc. I hope the transition to 3D won't mess with the speed of KOF because, this almost always happens from 2d to 3d.

You can follow Bayu via

Facebook: <https://www.facebook.com/kentutberdahak>

Twitter: <https://twitter.com/KentutBerdahak>

Youtube: <https://www.youtube.com/user/realkentutberdahak>



What did you think of their play style compared to yours and your friends?

Well, Tokido and Kane are monsters... to be honest I still can hold my own them although I don't think they were playing deadly serious (actually, not Tokido, screw you Tokido ;p he has no mercy!) Our skills in the Indonesia FGC are still far behind, we lack a lot of experience and stuff. But we are getting better!

Which platform were you playing on?

Steam with Tokido, on ps3 with Kane.

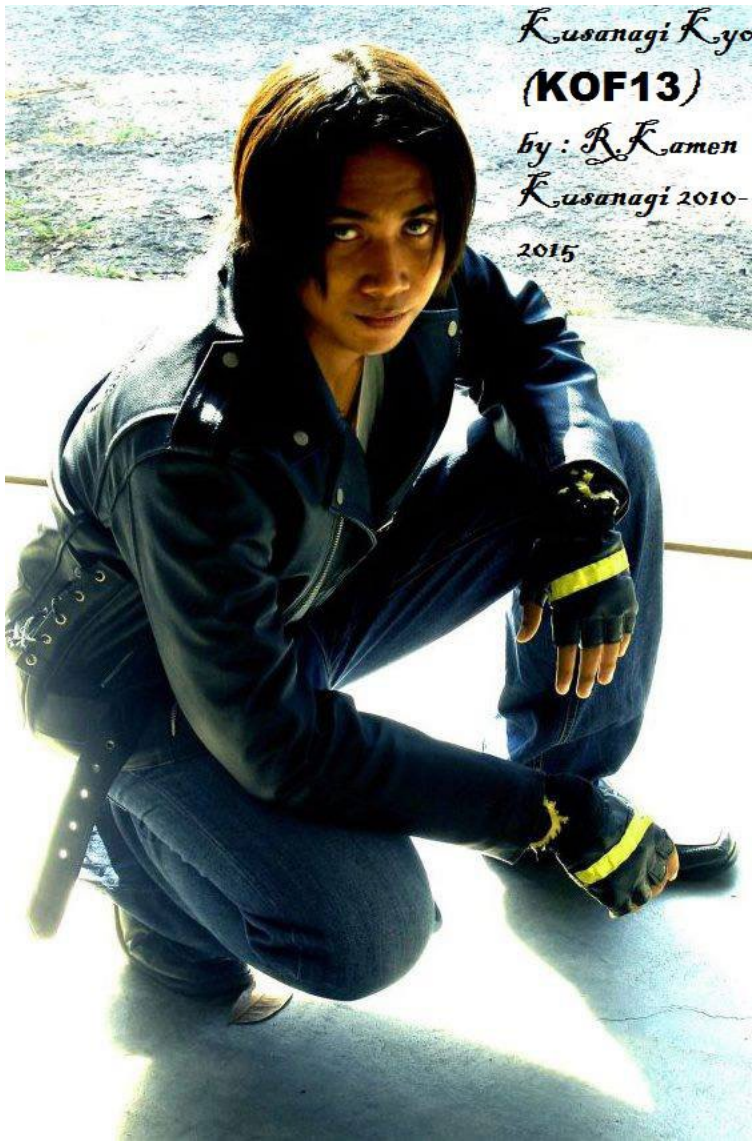
What? How do you play keyboard on PS3??

I'm using eagle eye ps3 version when i played against kane, but it's broken now... ;_;



ANJELO FIGUERAS, FROM THE PHILIPPINES.

"COSPLAYING ROBERT GARCIA OF KING OF FIGHTERS, I PERSONALLY GOT ATTACHED TO THIS CHARACTER; GOING TO THE EXTREME TO COMPLETE ALL HIS ATTIRES FROM EVERY VERSION OF THE GAME, AND I'M STILL IMPROVING IT! I HOPE IT WON'T DISAPPOINT!"



*Kusanagi Kyo
(KOF13)
by: R. Kamen
Kusanagi 2010-
2015*



MEET THE COSPLAYERS

Riderian Kamen Kusanagi from Malaysia explains: For this legendary character, well, I do this just for fun and also as a tribute to KOF fans all around the world. Kyo Kusanagi is my favourite character in KOF, and he has a strong personality, that's what I like about him.

**HE IS AN INSPIRATION TO MOVE FORWARD,
TO FIGHT BRAVELY, TO ACHIEVE YOUR DREAMS....**

Besides Kyo, I have done other cosplays like Jin Kazama, Son Goku plus in the future I'm going to try Haohmaru from Samurai Showdown, Syo from Breaker revenge and Kenshiro from Hokuto No Ken.

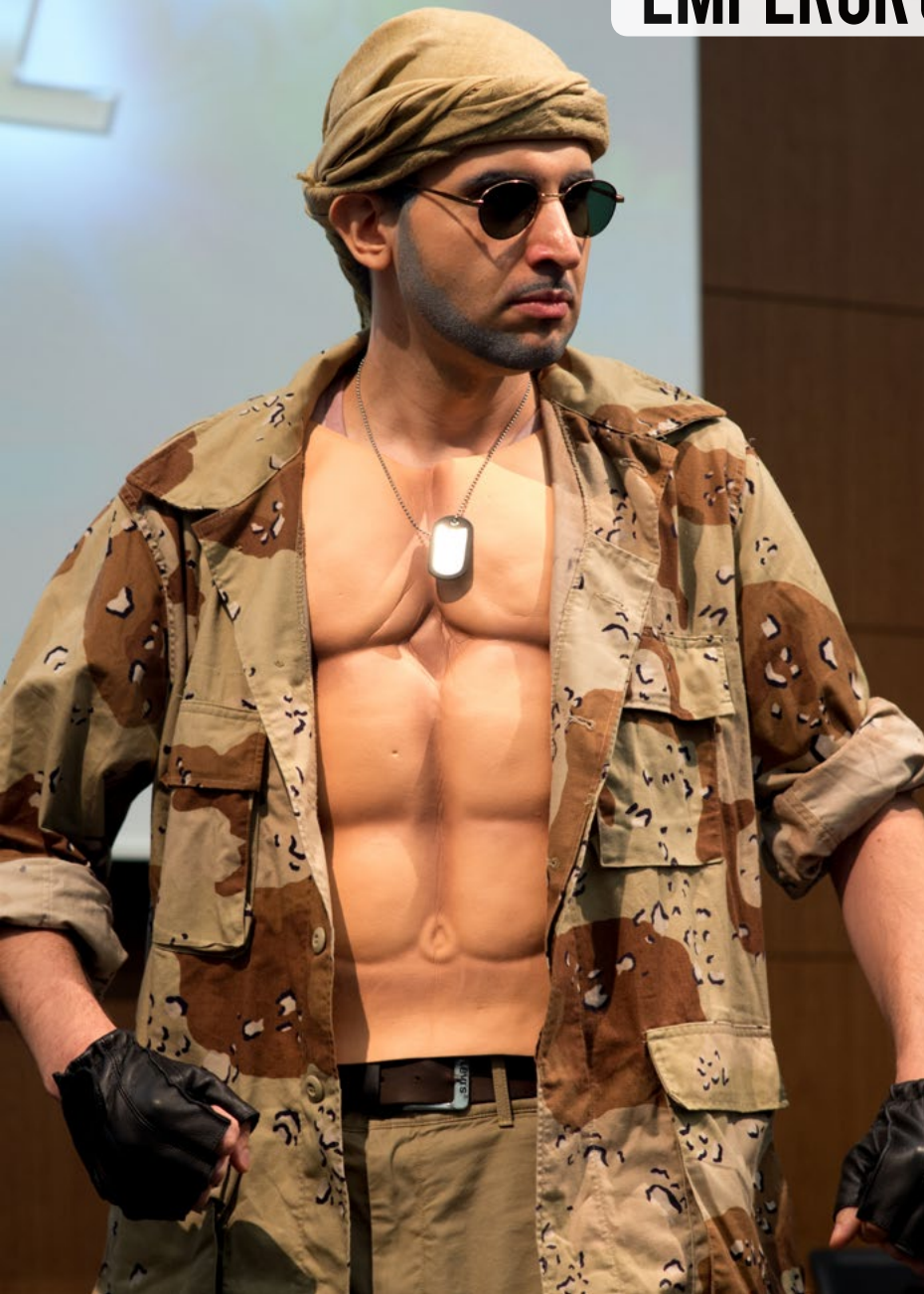
In Malaysia, KOF is a BIG influence, we have all the comics from Hong Kong, along with Tekken and all the glorious series of the time.. and I found myself in their art... hehe MOETARO? Haha thank you and have fun!

<https://www.facebook.com/kamen.kusanagi>

Riderian Kamen Kusanagi

Burnn baby Burnn!!

EMPEROR COW: DOA IN JAPAN



Emperor Cow is a big time supporter of the DOA series, giving technical feedback and travelling to tournaments, even being credited in one of the games. We speak to him about his recent trip to the land of the kunoichi.

Why did you decide to go to Japan?

Well, a lot of reasons. They have one of the biggest scenes for DOA (if not the biggest). Even though their tournaments are considered extremely harsh in their rules compared to western tournaments (Single elimination, character lock), the tournament itself and everything surrounding it is pretty hype. Not to mention the fact that they have something that I hold very dear to my heart that is either dying or completely dead in other parts of the world, an arcade scene. Then there's all the yummy food and gaming/anime related stores. That needs a budget of its own because there's no way you're leaving without buying something. Lol

B-but Japan is full of monsters, isn't it? If you walked into an arcade you'd be dead on the spot, isn't this true?

There's no denying this, especially in my first visit 2 years ago that was absolutely true. They just have better fundamentals. What we look at as theory in a fighting game, they apply to its fullest. Their play-style is just extremely polished and it opens up your eyes to things you might have not been aware of in a game you've been playing for years and years. Of course, now that I have a better understanding of the game and the way they think and started to implement those fundamentals in my own way, things have changed. And I can confidently say that I've become one of those so called "monsters" myself. Lol

So not every Japanese player is an expert? Surely there are more high level players.

They may not be experts but their basic game is very solid. I think MC-Kwiggie said it best when he came to Japan as well for the DOA Festival: "The average US player ain't got nothing on the average Japanese player. If the average Japanese player would face off against the average US player, the US player would be destroyed". Like I said before, their play-style is just so clean. Polished combos, spacing, defense. They may not all be experts, but that doesn't mean they're free.

Are there anime shops on every corner?

Well I usually stay near Akihabara station which is the closest station next to the biggest DOA arcade gatherings. Around that area? Yes, it is basically anime heaven. Not so much around other areas, but you do find them here and there. It's a cultural thing.

I feel it's quite normal when a Japanese player walks into a foreign tournament and starts beasting. How do you think the Japanese players feel when a "gaijin" starts winning?

This might be difficult for me to answer as I speak pretty fluent Japanese and am a huge supporter of the Japanese scene, especially since I translate every video I make into Japanese to make it accessible to them. It's funny, but they consider me one of the Japan scene. I'm even on their arcade boards. LOL. This did change a bit however in the "Playse" team tournament when I created "Team GAIJIN POWER" with the top heads from around the world. Suddenly I became the enemy. And when we got knocked out of the tournament the hype they had was unbelievable! It was like they won the world cup or something.

Of course, this is all gaming hype and the Japanese players still remain some of the most modest and kindest and hospitable players I've met. It's kind of sad, but I actually have more friends over there than back home. Lol

I heard you met someone kind of famous, tell us how that happened.

You mean Tomonobu Itagaki? Well, as I mentioned in my interview article, I was going to Japan and thought hey it's a long should but it would be awesome to actually meet the father and creator of two of my favorite games (DOA and Ninja Gaiden). So, I just sent him a message on Facebook and figured I got nothing to lose. 10 minutes later the guy responds and tells me: "Sure, just pop by my office". And ...that was it. LOL

IT AINTEASY BEING A NINJA, OR A TENGU, OR MILITARY OR MERCENARY, OR...



Of course there was no other way to meet him at an event or tournament or anything like that, especially since he left Koei Tecmo and Team Ninja and established his own company called Valhalla Game Studios. I was extremely lucky to meet him.

How did it feel to see your name in the credits, did they tell you it was going to be there?

Actually, no. Nobody told me anything. But I am very happy that my efforts and support for the game were being recognized even by the company itself. And thanks to that, they have always been very helpful and supportive of my work by promoting and featuring it in their media outlets, as well as providing support for the events that I myself or anyone in the community plan out for the game, the biggest example being the upcoming DOA5LR side tournament at the DUBAI KOFGCC event on December 25th-26th that I managed to set up. Koei Tecmo EU were kind enough to provide 50 DLC codes, 25 for the full game + premium DLC and 25 for the Season 1 DLC pass (each costing nearly 100 USD).

Frequent balance changes will kill the game. Do you agree?

Well it certainly did for Soul Calibur V. Every time I touched a character and discovered some tech, it didn't last a couple of weeks till they patched it up and nerfed the character. It was frustrating as hell and ultimately made me quit the game. Now on the other hand, if it's something blatantly broken then yes it needs to get fixed. I personally hate an imbalanced game. It just kills all the fun out of it. You either play said character or you don't win.

Luckily, the balance is pretty decent in DOA in a sense that you hardly see the same character win a tournament. And thanks to its universal mechanics (Mainly the Triangle System), a low tier character can still take on a so called S Tier character. I would say the worst match up in the game is probably a 6-4, which is very much winnable.

Do you think it's time for a sequel or just another upgrade?

Honestly, with all the games coming out next year, SFV, KOF14, Tekken 7, a new Soul Calibur, Killer Instinct Season 3...etc. If they wanna stay on the map they really need to step up their game. The game has been recently getting a lot more spotlight than before, but I don't think a minor update with a single new character and an extra stage is enough to keep them on the map. Not to mention that they already said that DOA5LR will be the last version of DOA5.

I personally think that before they consider DOA6, they should continue what they started and make a full blown DOAxVF. I don't think that any other company has ever transitioned a guest character as well as what TN did with the VF characters. They actually play better and more fun than in their game! I think a huge reason behind that is that DOA at its core plays very similar to VF even in terms of button layout and universal rules. Having a full blown DOAxVF would give the game a more respectful and serious image thanks to the more blatant VF element as well as increase popularity of the VF side thanks to the DOA fame. I think merging the communities this way would be amazing, especially since Sega has no plans to release a VF6. Dare I say, Fighters Megamix 2? lol



DEAD OR ALIVE 5 ULTIMATE ARCADE

CPランキング

レイファンのCP (Character Point) によるランキングです。 *RANKING TAKEN FROM ARCADE AUG 2015

レイファン のランキングを表示

表示する

1位	輝Rock	29999CP
2位	EmperorCow	21450CP
3位	suka001	21350CP



POST TOURNAMENT CELEBRATIONS EVERYONE'S A WINNER!





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EARLY CELEBRATION

JANUARY
9th / 10th
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7



FGC ITALIA

We take a moment to quickly speak with Filippo Facchetti (pictured left), who, along with Alessandro Aiello, is founder and president of Italian Gaming Championship (IGC).

December 12th, we had the Virtual Fighting Cup – Final Round, the last event of the USFIV Italian National Cup organized by Italian Gaming Championship. The champion, Schiaccisempre, won a trip to Japan to fight against the Japanese players in Tokyo.

IGC's 2016 will be a huge year. We'll repeat the Virtual Fighting Cup with Street Fighter V, and we'll organize more international tournament with Mortal Kombat X, Guilty Gear Xrd, Street Fighter V, Blazblue, Smash Bros, KOF and Tekken 7.

Our next event will be the Early Celebration, featuring Guilty Gear Xrd and BlazBlue.

What have you learned this year from organising events?

Actually, you (Gunsmith) taught me the best lesson in my 2015. When I cancelled the KOF tournament due to the lack of players you told me to endure up until the event day, and to raise the tournament fee for players who want to join at the very last moment. Now this is the way I arrange my events.

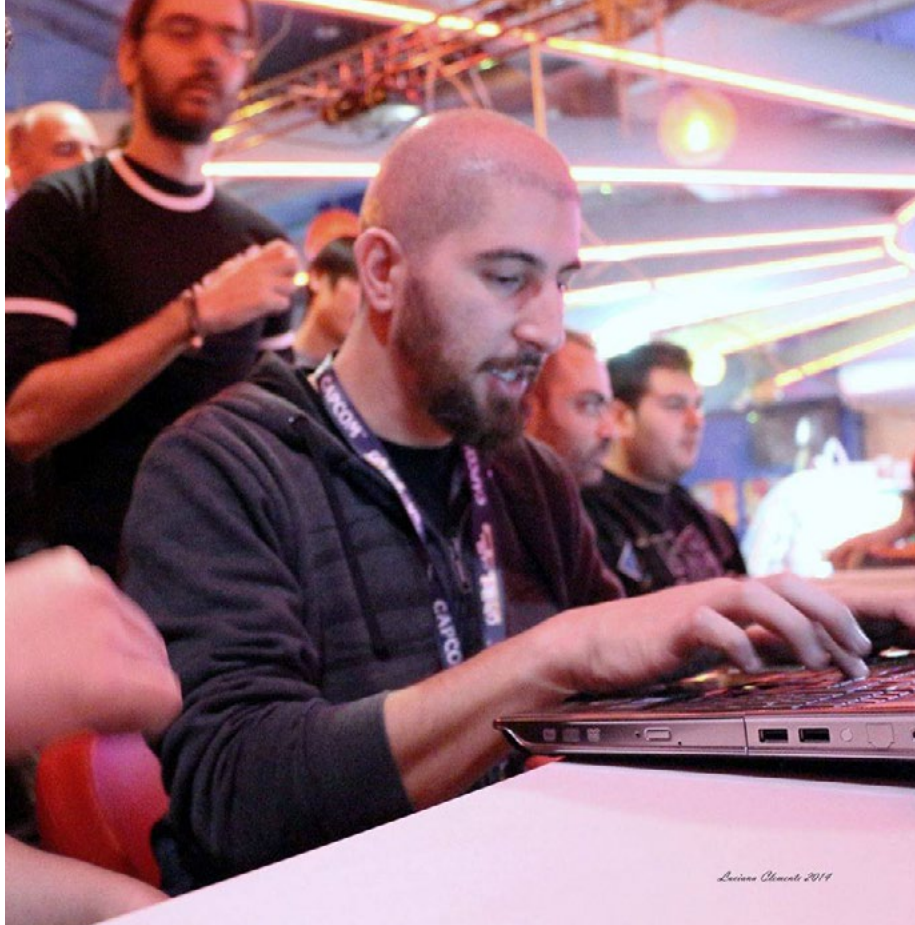
Another thing I learned is that every community has its own rules and traditions. Arranging a Street Fighter tournament is really different to organizing a Mortal Kombat, a Smash Bros or a Guilty Gear event. Each community has a different way of thinking.

What was your favourite moment?

It's really hard to choose one single moment from this awesome 2k15. I really loved the Test of Pride event. All of it. The Mortal Kombat community is really great, and I had so much fun with the Italian and foreign players, that day. And I was proud of Crathen, the Italian player who won the tournament despite the presence of strong players such as LLL.Taco, Vak Phoenix and Firebreather. It was a great result for the Italian MK community.

Give us three reasons why players should travel to Italy

Three reasons? Our FGC is warm, funny, friendly and is growing up really well, producing strong players in many different games. Italian food is delicious, and you'll never forget our epic post-tournament dinners (grinning). And our Tournament Organisers do care about the players. I'm proud of our hospitality, and I guess the players who already joined us from all over Europe have very good memories of their Italian events.





GGPO LEGEND AND CANTON CUP T.O., THE FAMOUS PLAYER FROM GUANGZHOU, CHINA, DAKOU, TALKS ABOUT THE DEVELOPMENTS OF GAMES, SYSTEMS & MINDSETS FROM 1997 TO THE FUTURE.

Thoughts on SFV? I haven't played the game that much, the last time that I played it I think was at SoCal Regionals. I do like the new system and the graphics look pretty good. The combos are lot easier to link compared to IV. For those of you who had problems doing combos in IV, this might be a very good game to pick up. However, I guess it will be all the old players have to start playing this game like everyone else since is a new system.

Best Fighting System? It's very hard to say which fighting has the best fighting system as every game has its own unique system and style. If we are talking about KOF, I think 02UM has a pretty balanced system.

What did you think of Angel and May Lee's fighting system in KOF? I like both characters because they add more elements into the game and I think the SNK did a very good job in putting them in. I like Angel in 02um, I think she is a very good character in that game, but in 02 she has infinite and that is a bit too much.

A lot of people in the west remember watching you play GGPO KOF98. Wasn't the spectator mode awesome? Do you miss it? Not really. GGPO was very good at the time, but since then there are other platforms such as ARZ that is better. The spectator mode is convenient, but for the players, they will experience lag when someone enters the room. So in the end I don't miss it much, cause the convenience comes with a cost.

Are you hype for the 3on3 online mode in KOF14?

Of course, but only if net code is done right. For example, in the XIII Steam version, the jumps happen a little too fast which makes a player hard to anti air. Empty jumps then low attack are very hard to spot due to the fast jump in.

Do you think China will ever stop playing KOF97? I

hope they stop playing that game immediately (laughing). Maybe lots of Chinese players think of 97 as a very good game and themselves as very good players, but to me I would only play it once a while with friends or after playing lots of new games. In my opinion, as humans, we should look forward and pursue something new. We should stop being so conservative and synchronize ourselves with the rest of the world. If all the players that are currently playing 97 decide to pick up a new fighting game, then our fighting game community will be as strong as rest of the world. I think there can be at least one good player out of a hundred, but with our current situation even that is very hard. So unless the government or the internet platform starts a ban on all 97 tournaments, I think people will keep playing that game.

DAKOU HAS SAID BEFORE HOW THE CHINESE FIGHTING GAME COMMUNITY IS NOT REALLY MOVING FORWARD, WITH ONLY HIM AND XIAO HAI REPRESENTING CHINA ON THE WORLD STAGE.

You played KOFXIV, how is it? The whole game feels very floaty, a character stays in the air for way too long after jumping. So far I didn't see any new moves being added into KOF14. Most of the moves and supers are taken from KOF98. I'm also not very happy with the cross up mechanic, which is way too easy even with characters standing up. Characters like Iori can easily jump to the correct distance to cross up a character after a hard knock down.

My opinion on the BC (hyper mode) activation is very neutral at this point because it's different to KOF13 and 02um. Moves can't be cancelled during the activation but since players also gain access to EX moves, it balances out the situation. It is still too early to comment on the activation mechanic and it requires further study.

To be honest, I'm not very happy with 13's activation mechanic compare to 02um because I think the activation in 13 is way too easy. I like the activation to have some sort of difficulties and the current mechanic feels like the combination between 13 and 02um. Therefore in conclusion, I like the current mechanic better than 13. The last comment that I have is that some character's moves are too slow. For example, Chang's steel ball swings are very slow and it would be better if they can modify it.

I think the game will be very decent if they can fix the jumping mechanic, which is the biggest concern at the moment. I also hope to see more new moves being added to all characters. I do have a positive feeling about this game because it feels like a combination between 13, 02um and 98 and the overall game play feels decent (excluding the jumps).

What do you think will attract people to SFV/ KOF14? I think the community is the most important thing. Many people might stop playing the game if they are just playing it online or by themselves. I learnt this from personal experience, before I met Xiao Hai (Dakou was 12 when him and Xiao Hai met) there aren't lots of good players and I suffer from it. Usually I was the one that was leading a group of people or a scene and I think that is what I'm known for. I hope there are lots other



people that will lead a scene or community. Without a community is very hard for any game to become successful.

Future Plans? I hope I can focus more on my own tournament, the Canton cup. I want to stay true to my own principle, that is to have a stage, to promote new games, charge an entry fee, and provide a chance for the locals to play international players. First of all, I won't allow old games to be included in the line up unless a sponsor strongly requests it. For example, a year after 14 is released, I won't be including 13 in the line up, just like I won't be including 97 and 98 - even though there might be a good turnout. Secondly, the entry fee: most players play bootlegs and have a mentality that all tournaments should be free. I strongly disagree with that and I want China to learn from rest of the world where you have to pay before getting the reward. I also want more players, both local and international to join the tournament. Last year I brought over Mad Kof and this year I brought over a few more players from Korea and Japan. I hope I can provide all the Chinese players with a chance to play with players from another country. And so this tournament exists.

Do you have any other projects? I want to promote gaming, not only through my tournament but also through my club "格斗家(ge dou jia)" (it means fighter or martial artist). With SFV, lots of people from IV and even players from 13 will start to pick up this game. I hope I can coach and help some players get better. I'm very confident in my coaching skill and everyone that I coach can easily become top five in China (note: Bao, and a few other strong IV players are coached by Dakou).

What is your focus as a player. I want to focus more on training. Lots of people criticize me for using lots of characters and not being good at them, but to be honest I do just want to specialize in one or two characters. Since we don't have that many top players here in China I have to force myself to learn more characters to learn the match up which interrupts my focus on the characters that I really wanted to learn. However, I find out even though I know how to use them I still lack match up experience playing against them- that is a dilemma that I'm facing. There are some characters that the Chinese player will never use which is very unfortunate.

Do you wish there were other Chinese players that would go to EVO? Since last year, there are lot more Chinese players who went to Evo. I think there will be even more this year.

What would you like to say to the people reading? I think lots of people think of China as a country very behind both in fighting game level and as a country itself. But the truth is far from it. I hope with Canton cup and with the help of my all international friends who are promoting for me, I can show the world all of our top and new players that might one day take on the international scenes.

Thanks to Charles Liu for translating. Photo courtesy of Capcom Cup



Q&A WITH ETx10

Top Taiwanese player talks about travelling and KOF.

1. Please explain DBJ!

DBJ stands for Global Association for Out of School Girls. It was a name suggested by E.T.'s fans from mainland China. Those fans sponsor E.T.'s trips to (Id Global Tournament (IGT) in Korea and they requested the right to name their sponsor group. In the end they decided to name the group Global Association for Out of School Girls (because E.T. loves pretty girls, DBJ is a joke that E.T. spends more time checking out of school college Girls than focusing on the tournament when he travels to another country, as he has a tendency of losing at the very last match like IGT against Tokido and at Evo also against Tokido). There are lots of people that are currently in the group and they also make T shirts for it. However, DBJ is not an "official" sponsor group, so feel free to sponsor me. I'm using DBJ/ET for all my tournaments.

2. How was your trip to Dubai?

I was very happy with the Trip to Dubai. I was very excited and grateful for the chance to visit and that they would invite me to check out their tournament. The tournament was very well run. I hope we can have a tournament like that in Taiwan. I hope I can visit again and I want to ride a camel!



3. Do you have any suggestions for Arcade Cafe?

I hope there can be two Arcade machines facing each other instead of two player sitting side by side at the same machine when playing. I also hope that the bar can sell some snacks, because there aren't that many stores around the area. Hiring a female shop keeper might be a good idea!!! Keep up the promotion and live stream. I enjoyed all the food that I had when I was there. I hope I'll be able to talk to you guys next time if there is a translator. I like the clothes that you guys got me, I'll wear it when I visit again next time. I truly miss you guys!



4. What was your involvement with Duelling? We saw the DBJ logo on stream!

I was just an attendee. There are three tournaments for this tournament, 98 3v3, 02um 2v2 and XIII 3v3 and I registered for all three of them. For 98 I teamed up with one Japanese player and one Taiwanese player since there are not a lot of people who still play 98 in Taiwan anymore. For 02um, since I don't play it that often, I was just playing it for fun. I was in four teams and only one of them made it to top four. For XIII, no Taiwanese players know how to play that game so I teamed up with two Japanese players and we got second place, which I'm pretty happy about!

5. Where do you want to travel next?

Mexico, because I really want to play Bala. I've been playing this game for a while and I still haven't met him. I hope we have a chance to play.

6. Who are your greatest rivals?

Tokido - and he is also the second person that I admire. Even though XIII is not his main game, he is still able to compete with all the top players. I hope I can win the next time that we play.

7. What do you think of KOF14 at the moment?

It still feels a little strange. The super jumps feels very floaty and hops seem to be very low. I hope the feeling of hit confirm can be more solid and the graphic can improve a little. Last by not least, I hope there will be more new characters

8. What do you want Clark to have in KOF14?

Armour grab, air grab, (charge) back forward Punch. If they are all there, then I'll be good.

9. Why aren't you using Twitch? What is this platform you are using to stream?

Because I don't have a contract with Twitch and that platform is mostly English so I'm kind of worried that I can't communicate with Chinese viewers. I'm currently using a Chinese platform call "Dou Qi" (translating to battling flag), and because it's a Chinese platform I'm able to communicate with everyone (who speaks Chinese).

10. What are your top five gaming memories?

- 1) Having been able to go around the world and meet lots of new people. Those are the most precious memories for me.
- 2) Reaching top 8 for Evo - that memory still echoes in my mind.
- 3) Having to communicate with all my foreign friends with Google translator and using sign language and the excitement when we finally understand each other. Thank you all for being patient with me and I'll try to improve my English.
- 4) Drinking beer with you guys and just messing around is part of my precious memories.
- 5) I'm very happy when people tell me how they like my style when I'm playing Clark. Those moment are truly unforgettable. I will continue my journey on the "road of Clark"!



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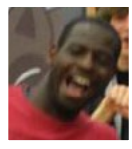


AXL LOW BY @JURIO7E CLICK TO FOLLOW ON TWITTER!



THE STATE OF AFFAIRS IN THE ANIME FGC & REVOLUTION 2015

by Benjamin "Rayokarna" Porteous-Heath



The community across Europe (Not just the UK) is considerably bigger than what it was in 2014. Before that we were in a strange phase of limbo with events and struggled to have something

called our own again to bring the fun and the hype back into Anime Fighting Games. We had double the attendance from Revolution 2014 and a massive increase from Sakura Fight Festa in last year March. It has helped considerably that we have been consistent with our game choice in tournaments, the constant updates of anime fighting games regardless of whether they are in English or not and the fact now **companies are taking notice and supporting us.**

GROWTH

I feel that the major part of us growing is just word of mouth. We had such a positive response from **Revolution 2014** and **Sakura Fight Festa**, which people just kept talking about, so in the end the hype built itself. Also, communication between Anime FGC Tournament Organisers across Europe has become more constant and fluid, as helping others and not clashing dates has become a major priority when creating an event. The aim is for people in and around Europe to never have to choose date-wise what events they want to go to.

MAINSTREAM IN THE NICHE

How did SFV appear at Revo? This is an interesting question that's gotten asked a lot but never gotten a proper reply. So here is the honest one: a lot of people in the AFGC in Europe are

hyped about SFV, there is no doubt about it, but at a lot of the presentation events there is no core content aimed at our community so most players skip them. This was our chance to give something that little bit extra for the event, especially on a Friday when there is less incentive to come down for people because there are less popular games on. So on quite short notice we approached Capcom UK and they liked the idea and ended up supporting. So yeah, they did their thing and I hope they enjoyed it as much as we liked having them down.

HIGHLIGHTS

Revolution 2015 and Sakura Fight Festa are definitely the main ones. They have been huge successes that have put us back on the map for fighting game tournaments, not just in the UK but in Europe in general. We are happy that most people had a good time and we made sure to keep the feedback so we can always improve on them.

However the biggest highlights of the events themselves are definitely the raffles, it's always fun seeing what people get and everyone is always hyped for it. And the next big thing was at Revolution 2015 when **Sacred Azure** took Blazblue with Noel, with Kiba not able to make it out of pools.

Our other major highlight is more of a business/admin aspect that doesn't get talked about as much. This is our partnership with **Rice Digital** and **PQube** who have been supporting us throughout the year and working with us for events this year. Having a closer relationship with them will help improve the community for both AFGC and the community as a whole. It's something that will become more apparent as the year goes on.





IMPROVING RELATIONS

I think the key is outreach. For companies like Capcom and ones linked to their events, it's easy because of the wide reaching appeal and the already large audience. However for AFGC, the demographic is considerably smaller, and a lot of the time, developers of these games have no EU presence so they don't even know about events most of the time. However since publishers with presence in the EU are open to conversation it's been easier to talk to a face directly and get conversation. If anything, it's improved a lot lately and it's apparent with us working with **Marvelous** with things like Nitro Plus Blasters and PQube with Blazblue. Since the demographic is so small to them, it's easier to provide support but the need to keep the audience is greater. I am grateful for the support, as these companies really don't have to provide any.



INVITATIONAL GUEST WISHLIST

Japanese player wise it would be **HEK**. He plays **Lilica** in **Arcana Heart 3** and I've looked up to him as a player because he does stuff that makes me believe in the character even though she is low in the tier list.

As for North American players, probably **Bill307** from Canada, he was an amazing character when he came down

for Revolution 2015 and really enjoyed himself. Would love to have him down again.

"AIRDASHERS ARE TOO DIFFICULT"

Tough, it's called games playing different. Some people find air dashers' mechanics easy and find Street Fighter stuff tedious so it works both ways. As for GGXR, that game is a manifestation of the complaints of what was difficult in Accent Core. Whether they are justified or not is not my place to say but still, it is definitely easier to play than GGAC.



THE TREND OF DUMBING DOWN

Personally I'm happy with easier execution in fighting games because I can concentrate more on the game rather than worrying about my execution problems - but in the end you'll still need to understand the game.

No amount of execution being easier will help with understanding mechanics; a lot of players who don't know AFGs (or FGs in general) normally won't put the time in to do so anyway.

THE NEXT STAGE

Well I can't reveal anything currently, but we have a huge event timetable of the year with some new stuff and some old friends. If you are in London, you'll be happy to see more of the larger scale events will be held here this year.

I hope we can keep the events just as good as last year, I think we finally got into our stride with Revolution 2015 so things are looking up for the future.

As for shout outs, I'd personally like to thank all of the NGI crew for their dedicated work on the community on all sides and how much time they give for next to no benefit. Without them, the events wouldn't be a thing.

Also shout out to the EU community for supporting us even if we are in a different country. It means a lot to us that you come down and spend so much money to attend our events.

And last but not least we'll like to thank the Rice Digital/PQube and Mayamada for their support around the year. I hope our events can continue to be a benefit to them in the long run.



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WHERE THE ACTION IS SPICY
AND THEY HAVE TO SUFFER
POOR PUNS MADE BY
THE REST OF THE WORLD



USF4: SICARIO VS CALDERON AT FESTIGAME

CHILE IS HOME TO IGT CHAMP MISTERIO, 3ON3 CHAMP TORTITA AND EVO CHAMP BE.KANEBLUERIVER, AND THERE ARE MORE PLAYERS YEARNING TO GET RECOGNITION! WE TALK TO SOME OF THE TALENT AS THEY STRIVE FOR THE TOP.



I'm Danilo Calderon and my handle is **NEM | Calderon**. I Play Ultra 4 and I main EvilRyu. I'm interested in a professional esports gaming career, and I believe we have the tools for that, at least in Chile, and that we can go worldwide.

My next goals are: in the short term, winning national tournaments, like NGU and Champion's Road. This year I won't make it abroad but next year I want to make it to South American tournaments and EVO 2016.

Personally, I want to keep getting better, I have lots of weaknesses/faults in my game and I'm working on it, I want to be being Number one, of course, in Chile and South America. There are lots of good players in South America that don't get very much recognition.

I'm not very much interested in KOF14, well, I don't like doing speculating about games without trying the gameplay itself.

As I said, I'm very interested in sponsorship, I would sell myself for eSports Money (laughing).

I would love to travel to Japan! The culture and arcade community are awesome. I would really like to play with Tokido, Daigo, Momochi and Kuroda!

Worst and Best Characters? The worst character may be Hakan, although Infiltration with Hakan is a beast. The best character is Gouki/Akuma. He has everything in this game, vortex, scape options, just excellent. I would like to say to everyone that we should stay motivated, there will be a new generation of players with the ending of SFIV and the beginning of SFV, so there will be new fights and new people, always awesome!



My name is Francisco Reyes, my nick is **NEM. Illuzions**, living in Maipú, I'm 24 years old. I play lots of things, Shooters, Fighting, MMORPG... As for fighting games I play Marvel, Guilty, Blazblue, UniB and Persona4.

My Mains: GGXRd = Sin | Marvel = Dormammu Doom Magneto | Persona = Naoto | UniB = Gordeau | Blazblue = Azrael.

My main goal is to try and win all tournaments here in Chile, and if I have the money, to go abroad to play. I would love to play abroad because I love GGXRd and I want more people to play it.

I would love to be paid to play competitively, if I get the chance to get a good sponsorship, even in another country, to play games for a living, I'd go for it, no doubt.

I'd love to travel to Japan and play with Ogawa (Zato)

Kazunoko (Johnny) and Karinchu (Johnny).

The best character in GGXRd is Zato: true unblockables, best high-low game, GaroSpec unblockable, good Corner Carry.

The worst is Potemkin or Ramlethal. Without her swords activated, she just doesn't have good normals. Potemkin is just slow and huge.

The best waifu is Naoto.

I don't play KOF because it was released near Ultimate Marvel... and as we (Tortita included) were playing Vanilla Marvel, I decided to stay and continue with Ultimate, while Tortita got into KOF13 instead.

... and one year after when I decided to try KOF13, the opponents were too high level for me, so I dropped it.

The scene is good here but there are problems. One problem is the number of players, we don't have all characters at mid/high level to fight against, so we lack match-up experience... there's no High Level Zato here in Santiago, just one in Concepción.

Outside of Dream Match (our local venue) there are people playing but they don't come to Dream Match anymore because of reasons.

Shout outs to everyone reading/hearing this. If you need some help with GGXRd or any FG game that I play, you can count on me for practicing with or answering questions. I will always help. That's all!

WELL WHY DON'T YOU JUST GO ASK THE T.O.?

“Tío Meme” (pictured right) is one of the co-founders of **Dream Match Chile (DM)**, which has been the main Santiago venue for FGC Events and general gaming since September 2014. We'll let explain what it's like to run it:

Hi I'm Rene Diaz, a.k.a Tío Meme. Right now I'm working on managing it all and building projects related to videogames. We want to include a wide range of games, such as MOBAs, arcades, trading cards, consoles, and all kinds of gaming culture.

Well, I've been playing videogames since I was a little kid. My first console was the Atari. I didn't get all the consoles after that but I still played almost everything on friends' consoles and at the arcades up to today with the PS4 and XBOne, which we have at Dream Match.

We want to keep the attendance we have built, to gather more gamers from other non-fighting genres, to have more culture, arts, cosplay, music... we have to remember that the gaming world is more than just gaming itself.

Our goals are to keep DM up to date with Games, Consoles and Monitors, keeping it professional. We also want to collect more retro games.

The growth of Esports is interesting. Just as everything else, what determines the professional aspect is the market: if there's money in it (like MOBAs) there will be people aspiring to earn a living from it, and become professionals.

One of our challenges is space - we don't have enough place for all these consoles and equipment! For me, gaming is a new market; I've got to invest a lot to make this more professional. We need to make a symbiosis between all communities and Dream Match to make this the best venue in Santiago. For example FIFA communities don't have tournaments here, LoL tournaments aren't here either... We don't want just Fighting Gamers, we want all kinds to come and enjoy games here at DM!

A grand shoutout to all the people that are at home with their consoles, because the gaming world nowadays is very strong and they should be proud of what's been built up to now. Chile's had a very good year in gaming trophies and this is all for you! Thanks to everyone!



RENE AIMS TO GET THE CHILE SCENE ROCKING

3ON3 CHILE The 3ON3 event has been held in London, Paris, Tokyo & Chile. Here we celebrate the participants and winners! Thanks to Tortita for running the event and of course Orochinagi for supplying the shirt prizes. Shout outs to the artists for the shirt @mimizuko @okokokuni @jurio7e and certificates @tamabit

VAMOS!



3ON3 WINNERS CHILECHICO & BAEK

3ON3 WINNER & ORGANISER RONALD & TORTITA



REACTION SPEEDS IN GAMING BY KAYIN

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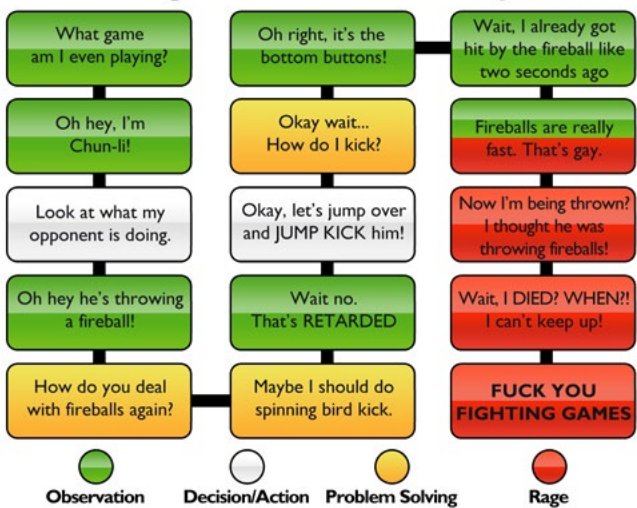
The topic of reaction speeds comes up a lot in my pet-genre of fighting games, especially when talking about casual players. Commonly they will exclaim "I just don't have the reaction speed to play these games!" which I think is a fundamental misunderstanding of how one's reactions work. There is a biological component to reaction speed that is hard or perhaps, impossible to improve, but that is not what most people lack. This is much like the concept of APM in RTSs. People commonly exclaim they don't have the finger speed to play despite easily being able to type over 100 characters a minute. The bottleneck is rarely biological. The bottleneck is in your head.

The mental component, unlike the biological aspects of your reactions and reflexes, is readily and almost easily improvable. It represents the 'skill' component of reactions. The biological component of your reaction speed might represent your upper limit (which, by the way, is not perfectly represented by online reaction checkers), the vast majority of your sluggish reaction times in activities come from complex mental processes.

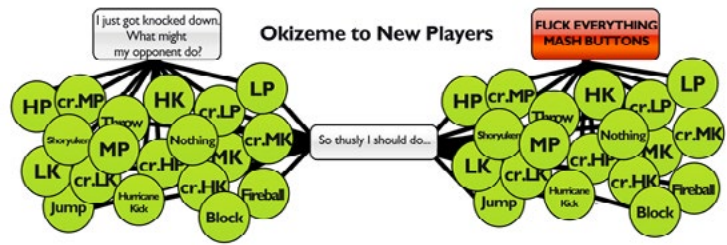
What I'm about to say isn't strict science, but more so, a personal theory, coming from years of both gaming and watching other people improve at games. It might not perfectly represent the actual mental/physical model of what's going on, but I think it's a useful tool for understanding it in a way that will help you improve.

THE STACK:

Thought Process of a New Player



The stack is the mental "post processing" that occurs once stimulus is received. Just like the post processing on many televisions, actions taking in one's mental stack delay the time it takes to respond to something you see on screen. In the above (and silly) example, the new player is spending so much time trying to parse what's going on, what he can do and how he's supposed to do the thing that he wants to do that he not only fails to respond to the stimulus (a fireball), his thought process is totally out of sync with what's going on in the game. He is getting hit and thrown before he totally can remember where the kick button is. This might sound ridiculous, but for anyone who can remember what it was like even as an experienced player to switch from Pad to Stick, the amount of extra processing that goes on in your head to remember what button you're supposed to hit is ridiculous and frustrating.



A player in sensory overload can commonly think their reflexes and reaction speed are terrible simply due to the fact that they are not experienced enough to know what's going on. Or how can they be expected to make a good decision after being knocked down when not only can they not parse the seemingly infinite pool of possible actions and responses, but is probably too mentally backlogged to be able to generate a meaningful decision until after the knock-down situation has passed? The problem seems overwhelming, but all the player has to do is clean up their "Stack".

CLEANING UP YOUR STACK

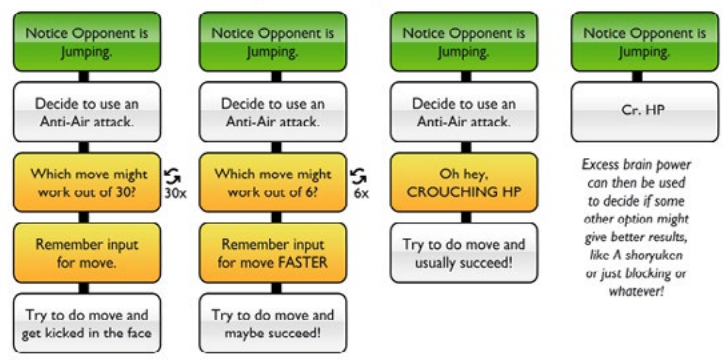
The first part of improving is realizing you WILL get better if you try. Especially your reflexes. Games always seem to get slower as you learn them. You can help speed up the process though by really thinking about what you're doing. My advice to all new players is to, as soon as possible, have a plan. A bad plan can be changed, modified and adjusted. Making such adjustments without a plan is often messy and unreliable.

One of my favourite bits of advice is telling people to use less buttons when they play. This isn't always applicable, but is especially relevant to Street Fighter. Lets take Ryu...

Medium Kick (all versions) | cr.LK (close up poke) | Cr.HP (easy anti air)
Hadoken (range attack) | Shoryuken (anti air) | Throw

We're cutting a move set of 30+ moves down to 6. More so, you can have a gameplan with only like 3 of these moves. The player can use MK for basically anything. It's a good jump in, cr.MK is Ryu's best poke and standing MK is okay. All the player needs then is a Hadoken and some Anti Air. This GREATLY reduces the stack. When standing in front of an opponent, one doesn't have to think about all of Ryu's moves — if they're somewhat close, cr.MK. If they're far, Hadoken. Lets represent these stack processes...

Reducing the Size of your Mental Stack



One important thing to remember: Problem solving can ALWAYS be eliminated. Problem solving in match generally means you're losing. That's stuff that you'll be doing outside the match. You might also experiment in a match to figure out something against a more experienced opponent. Regardless, you want to avoid it when possible. You'll also probably never get good enough that you've eliminated all problem solving from your stack, but in theory you could (thus becoming the best player ever). As you learn and become familiar with situations, these should naturally vanish, even if that situation is "doing a move". Eventually there is no overhead for inputting a move. Your muscle memory will have that covered for you. Eventually you won't have to run all the calculations on which move to anti air someone with, you'll just skip to the important part — getting him out of the air.

"But wait!" you exclaim! Eliminating DECISIONS? By what sorcery do you just ANTI AIR automatically? In fact, anti airing every time someone is in the air seems like it'd be kinda dumb and would fail all the time! You only want to AA someone when the AA attempt will succeed and with that, aren't there tons of other observations that weren't included? Wouldn't they read like...

"The opponent jumped." "Is he going to be able to reach me?" "Is he attacking?" "Have I noticed in time to do a Shoryuken?" "Normal?" "Do I just block?"

Well yes, but we can not only explain that, but greatly simplify what and you need to observe!

SIMPLIFYING THE WORLD

One of the big pieces of speeding up your reaction time is deciding what is worth observing and looking for. If an opponent is right next to you, you do not generally need to look for them to jump (unless they're a dirty, dirty dive kick character or have a brutal cross-up). If they're totally across the screen, putting priority on the fact they're jumping isn't important either. If you're at mid-screen, you generally shouldn't be setting up your stack to respond to overheads. If you're knocked down, you can go slowly break down what your opponents options ACTUALLY are with experience, and once the basic high/low/throw/meaty okizeme situation is internalized, you can put all your observation can be put toward tiny details to help you make the right decision. If an opponent doing something in a situation wouldn't make any sense, or if responding to it wouldn't give you any benefits, then there is little reason to be looking for it and by looking for less things, we can respond and act faster.

I also want to introduce the concept of Autopilot. Autopilot is the subconscious script your gameplay follows once you get good but aren't terribly playing attention. You can learn to play the game quite competently without really "thinking". The advantage here though isn't that you don't have to think — it's that you can use your autopilot to free up mental resources to make more decisions. Combos are something that are often able to be done on autopilot after a while. The great thing there is you can use your mental energy during the combo to either plan on what you want to do after the combo, or look for things going on in the combo that might be concerning. In games like Guilty Gear, realizing that your opponent is a bit out of position in an air combo and finishing the combo differently to compensate can be a big deal. It's also something that can only be reasonably done when the combo is running on auto pilot. If you're looking to anti air your opponent because they seem to be in a "jumpy mood" it is super beneficial to be able to play decently while waiting for the jump. If you just stand there and wait for the jump, they will likely never jump (and might even gain an advantage). Having a functioning Autopilot allows you to decide what things you want to put your focus on. Your auto piloted actions will never be as good as they would be if they had your full attention, but by choosing where you full attention goes, you can pull off things that seem, to inexperienced players, super human.

This is also why having a plan is SUPER IMPORTANT. Even if your plan is to do cr.MKs -> Hadoken, just doing that all reflexively gives you the breathing room to think about what you're doing in more detail. It gives you the focus necessary to decide what should be in your Stack. By managing what's in your stack and using your focus carefully, you can, with average or even bad natural reaction speed, do things that seem stupidly robo-fast.

It's not about being about to perceive and react to everything, it's about being able to simplify the problem and removing the clutter from your brain that slows down your actions. It's experience that holds you back more so than your inherent abilities.

FGCFILM DIRECTOR INTERVIEW

A FILM ABOUT THE FGC? YES! LET'S TALK WITH THE DIRECTOR—SO, WHAT IS THIS ABOUT EXACTLY?

My name is Esteban Martinez and I do FGC related videos such as interviews and specials over at Hold Back to Block. I've been in love with fighting games since I can remember and was introduced to them at a very young age, and I've always wanted to make a documentary film so I jumped at the chance with "FGC: Rise of the Fighting Game Community" The film is very much a gateway into the ins and outs of fighting games and the community around them, explaining what fighting games are as well as also following notable personalities like LI Joe and Lord Knight throughout the year of 2014 as they attempt to achieve their goals.



(In this film) I try to cover as many scenes and games as possible without losing the viewer. Some people may know what Street Fighter and King of Fighters are, but maybe aren't familiar with Guilty Gear or Smash. And then there are others who have no idea what fighting games are. So the film takes some time to explain what makes a game a fighting game and then goes a bit further into what makes a 2D game, 3D game, Airdasher, etc. Story wise, the film follows Lord Knight so a bit more emphasis is placed on anime/airdashers, but I try to fit as many games in as possible, even if only briefly.

YOUR FAVORITE GAMES.

So even though I've only been involved in the community since around 2011, a lot of the games I enjoy playing now are older. I really love Vampire Savior (Darkstalkers 3) and Guilty Gear Accent Core. The characters and fast paced gameplay are something they have in common, which is really what I look for in fighting games. Obviously, we now have Xrd which is an awesome game and is doing really well and while Vsav isn't that popular, I just came from NEC 16 where we had a 44 person tournament! So things are pretty good.

WHY BOTHER WITH OLDER GAMES?

I think there's definitely room for the older games in the genre today, even from a training standpoint. A lot of older fighting games are faster and more intense due to their mechanics (and probably simpler graphics) and really teach you the foundations of fighting games. They may not look as nice as today's fighters, but I still think their gameplay holds up!

SO HARDER-TO-PLAY GAMES ARE BETTER?

This might be a contradiction to my last answer, but I do like systems like the auto combo in Persona. It still requires you to land that initial hit, and doesn't reward you as much damage wise as a harder, manual combo. We've seen things like ultras and Tekken's rage system as sort of comeback mechanics for newer players, but I think a system like this that makes things easier execution wise while preserving the

natural difficulty of a fighting game's design is really the way to go. KI actually just put a similar concept into play with their combo assist mode.

HOW WAS FILMING?

I think the most difficult part of the film was the planning. Understanding what I wanted to express in the film and showcase to the world vs. coming up with a shooting schedule and budget is very tough. In fact, it took me a good two years of planning before I even decided to launch the Kickstarter for the film. But taking that extra time to plan what I wanted to shoot, who I wanted to interview, and what I needed equipment wise went a long way into keeping my first film manageable.



WHICH FOREIGN EVENT WOULD YOU LIKE TO VISIT?

I really want to check out KSB in Japan next year. I love visiting Japan and have good friends there, and the opportunity to also get a look into Japanese events and how they run would be an awesome experience.

OLD PEOPLE HANGOUT AND PLAY BOARD & CARD GAMES. WILL YOU BE THE SAME?

Personally, I've been playing fighting games since I was five or so and I haven't stopped yet, so I do believe fighting games and gaming as a whole will have that same longevity. They'll have to bring a setup to whatever retirement home I wind up in haha.



JAPAN DOESN'T OFFER PRIZE MONEY BECAUSE OF THE GAMBLING LAWS. DO YOU THINK THE WESTERN TOURNAMENT SCENE WOULD BE THE SAME IF IT WASN'T FOR CASH PRIZES?

I don't think it's necessarily just the money as a motivating factor in the states, but also the drive to play and compete against others. It would be different for sure, but not necessarily the same. America is such a large country and it makes meeting up to play with others regularly harder. Add to that a lack of solid, consistent internet or dependable netcode across the country and I could see the motivation to play dropping. But then again, I think that urge to be the best

would motivate a core few and expand outward. Money or not, I'm glad things have turned out the way they have so far!

HOW WOULD YOU DESCRIBE THE ANIME FGC IN TERMS OF ATTITUDE? WHAT EXACTLY MOTIVATES THE PLAYERS IN YOUR FILM?

While winning is nice, Lord Knight is motivated by EVO. He wants to win it all, especially after being so close to it so many times. LI Joe and John Gallagher want to run a successful event in ECT and make John's last event a great one. As for the community, there's a running theme of togetherness and community and just meeting up with each other to play.

DOES SMASH BELONG IN THE FGC? WHY DO YOU THINK THERE A DIVIDE ON THIS SUBJECT?

I used to think no, mostly because when I got into the community there was a distinct divide. But after playing more of the games and getting to know more of the community, I do think the Smash genre fits well within the concept of a fighting game, and the FGC. I think the rift is mostly because the games are so different, where a lot of fighting games where seen as one on one flat stage affairs and then Smash came along with a lot of brand new concepts while still keeping a lot of what makes fighting games intact.

ANIME GAMES ARE USUALLY MADE FROM HAND DRAWN SPRITES, WHILE THE LATEST GUILTY GEAR IS 3D BASED. DO YOU STILL SEE A FUTURE IN PIXEL ART?

I think there will always be a future with pixel art. It's such a unique style of animation. I think costs wise, it may limit it to smaller games, but I never see pixel art going away. I think Xrd is amazing on a technical perspective though and I hope we can get more innovation like that in the future.

WHAT WAS THE MOST EXPENSIVE PIECE OF FILMING EQUIPMENT?

Definitely cameras. Upgrading a single camera can run anywhere from \$1500 - \$3000 depending on what features you need, and most times this doesn't even include a lens. add to that support equipment like tripods, lights, sliders, and others and things rack up fast.

WHAT ARE YOUR HOPES AND FEARS FOR THE FILM ITSELF?

The film released yesterday and one of the first comments I got from someone who has never played a fighting game was "Man, I really want to go to EVO now!" If I can get a few people to take a chance on fighting games, I'll be really happy!

I love these games and the community and strive to do my best to get the word about what we have here to others. If you've ever watched any of my videos, I am eternally grateful. Thank you!



FGCFILM is out and available now at fgcfilm.com!



ON the Round Table JOHAN, GABO & ALAN

**CAPCOM PRO TOUR
COSTA RICA
2015**



**MAU CHACON &
ANGELA BERMUDEZ**



One of the organisers and local players, Johan and Gabo, talk with Alan about the recent Pro Tour stop in Costa Rica, the best kickboxers and hottest cosplayers!

Johan: We were so lucky to be able to have VIP guests such as 801Strider, PR Balrog, and Itabashi Zangief. They were so great, so accessible, so willing to teach the people and have a great time with the community that you forget they're actually top notch pro players.

Gabo: Yeah, I think it went well, for the first time in Costa Rica we had not one, but three worldly recognised players, and I was able to reach top 8 among 70 contestants from all over Latin America!

Let's not mess around, I know Costa Rica is KOF country, so tell me, do you really like SFIV?

Gabo: Yes, I love SFIV, not to brag, but I'm considered among the top 3 in the country; I have won over 12 tournaments since it came out. I love fighting games; currently I play KOF, SF, MK and GGxRd.

Johan: Well to be honest, not really, I know it's a great game with the biggest fan base, and I think the hardest game to master (behind Tekken), but maybe that's what kept me out of it. Plus, it took so long for characters to develop story background and personality. I like Sagat and Gouki though.

Is storyline that important in a fighting game?

Johan: Indeed! I know it's not the most important part, but it's really important for me to have a good story. That was one of my favourite aspects of Project Justice and MK9.

So why exactly are you playing it, Gabo?

Gabo: I play SFIV because it is a game that requires technical knowledge and a precise execution for combos. This, added to the international presence of the game with so many top players around the world, has given me the opportunity to play against some of the best right here in CR.

So, the sequel, SFV - is it going to rock? Or going to suck?

Gabo: I've played just a little to be honest, but I believe that as the next game after IV, it looks like a bad game. It looks like a step backwards, in terms of techniques and mechanics that were learned in IV. I will have to look at the game from a different perspective in order to even get to like it. For one thing, the gameplay is really lacking in speed.

Johan: Well, it's a game inspired by SNK, without a doubt. You have Zangief comboing grapples just like in KOF, something never seen before in SF. They're removing charge commands in order to speed up gameplay, but I think Kim and Ash in KOF prove the opposite. Still, I have already paid for the pre-order and intend to play it. I like the look of it, but I found the game is being victim of stupid and childish censorship.

Well, do you think slapping butts and jiggling breasts have no effect on young players?

Johan: Not one bit - kids already have E! And MTV to screw them up!

Hmm, well, back to imaginary characters. Which are you planning to main so far in SFV?

Gabo: Nash, Zangief and Necalli

Johan: Karin, Laura and Rashid - I'm a rush-down player, I can't stand tossing hadoukens across the stage.

OK, so on the other hand, we've got KOFXIV coming out...

Johan: So far, I'm not so impressed, the graphics are terrible, the new costumes look horrible and Kyo's haircut is absurd, he looks NOTHING like Kyo. I dislike the removal of HD combos, for me the new hyper mode is a copy of Cammy's Vtrigger, were she does EX moves for limited time. I think the game needs a faster pace, it looks really slow. If the leaked roster is accurate (which so far seems absolutely correct) I think that's awesome; I have already picked my team of Ralf, Tung Fu and handicap Boxer (laughing). Honestly, I think I would prefer that KOFXIV gets delayed instead of trying to compete with SFV and then having to wait for KOFXV for a real game, just like what happened with XII...



Gabo: I think it's going down the right path, we can all see the graphics have limitations, but it still has the KOF essence and gameplay, and that makes me happy. And with such a huge roster and a strong online proposal, I have faith that we will see a great game.

What would you change to SFV to make it better?

Johan: Jumping. But with all the Snk stuff already in the game its a matter of time. Haha

Gabo: I think the gameplay should be faster, I Won't change anything else. It's pretty clear that Capcom is aiming for a whole new game I'm willing to give it a chance.

Who's better - Hwa or Adon?

Gabo: Hwa has more mix ups and a special command grab. In fact my top five kickboxers are: Sagat, Hwa, Adon, Joe and Shura (from World Heroes).

Johan: Hwa, better setup, mix-ups and combos... ridiculous combos!!

Sagat doesn't have a command grab... but whatever... let's share some tips - how would you advise a beginner to practice?

Gabo: First... Know the game.... Jumps, steps, runs, cancels etc.

Johan: For combos, use Trial Mode. Sadly KOF doesn't allow for a "restart point" so you can't choose where you want the character (corner, middle, etc.). For everything else, survivor mode - the CPU keeps getting stronger. But obviously nothing can compare to matches with human opponents.

Gabo: No no... Combos va después de conocer el juego. First know the game... Second, learn combos and mix ups.

Johan: La pregunta es como practica uno, no como se logra nivel.

Did you say something about my mother? Do you mind, this interview is meant to be in English!

Gabo: After practice, look up bad and good match-ups!

OK OK, Top 5 SF/KOF players in the world! Go!

Gabo: KOF: Tokido, Bala, Misterio, Xiao Hai and Reynald. SF: Infiltration, Kazunoko, Momochi, Daigo and Xian

Johan: SF: Momochi, Daigo, Luffy, Bonchan and Gamberbee. KOF: Bala, Misterio, Violent Kane, Xiao Hai and Tokido

Gabo: REYNALD??

Johan: I mean he's good. But not on top of those on my list, he hasn't had the exposure to the game that others have, as well as the matches.

Violent Kane? Without the rekkas infinite, I'm not so sure. And no M' or Koukou in your top 5? Rubbish! Moving on, where would you like to travel?

Gabo: EVO, Tokyo Game Show, Cannes to meet Alan and Luffy, SoCal and KOF WAI in Mexico.

Finally, who is the hottest cosplayer in the world?

Gabo : Jessica Nigri or Mau Chacon.
Johan: Destiny Nickelsen or Alodia!!



GABO AND CEEVERLEND



THERE'S NO SMOKE WITHOUT FIRE - AND IT'S ABOUT TO START: 801STRIDER vs ITABASHI

MARY ALFARO



RENZUKU vs ITABASHI



PRBALROG vs TC507KAKAROTO

BRIAN QUIGLEY, MAIN STREAMER OF THE IRISH, ANSWERS 15 QUESTIONS ON THE SCENE IN THE EMERALD ISLE, PLACING THE CROSSHAIRS NEATLY ON THE TOP PLAYERS AND MORE.

IFGC

1. How did the scene develop in 2015?

Well, overall the scene grew quite a bit in 2015, although perhaps in ways that would have been surprising previously. Celtic Throwdown was something new and bigger than anyone was expecting I think. Having **R. Mika** for the first time at any event? A little footnote in the history of Street Fighter belongs to Ireland now.

There was much more interest in Smash, MvC3 died, MKX kinda flopped, and Street Fighter was Street Fighter - the old reliable!

2. Biggest game of 2015?

I think Smash 4 would probably take that, in terms of consistency. There's probably more SFIV players in Ireland playing competitively, but you wouldn't have seen them all out at as many tournaments as Smash 4.

3. Which games did you want to be bigger?

Where my NRS boys at? MKX just never took off the way MK9 did. Maybe Injustice lost them some people in the "back to block" wars.

4. Who are the top players?

In SFIV, **Cobelcog** was easily the most dominant. It's not that there's no one who can beat him, but in terms of consistency, he's the best.

In Smash, A guy called **Mint** has ascended to earn quite a bit of respect in Europe, and he plays Melee and Sm4sh.

5. And who are the ones on their way to the top?

D4rk Onion certainly made an impact in SFIV. He's also the creator of the FAT tool. EOE and Arikado in Sm4sh 4. I can see from the videos that EOE has a huge following internationally, too.

6. What do people need to do to know about events?

Most of the events will be announced on the IFGC forum on boards.ie and in the IFGC facebook group.

We're all about the community. We live or die on the passion of the people who attend. If you like what you've seen and want us to thrive- come along!

<https://www.facebook.com/groups/irishfgc/>

<http://www.boards.ie/vbulletin/forumdisplay.php?f=1204>

7. Have you had any foreign players visit?

We've had Problem X, Apollo Steed, Edinbulba, BTM Brian and a few more. We've had more in Smash too- apologies for missing your names :) We're hoping 2016 will be a bigger year for the internationals!

8. Who would you like to come visit?

I would love to get Dieminion over. We've ran into him at several events and we've always gotten on. I'd also love to get Mike Ross over. I think, from what I've seen, he'd love the Irish sense of humour.



9. Which event would you like to visit?

With the new version of SF out? Has to be EVO.

10. Is there anything different about the Irish scene?

Well, the Irish scene could be divided into 5 or 6 scenes. There's Galway, Dublin, Cork, Belfast; the Smash community do their own thing too. But we all pull together and get things done, because we're a small island in a literal big ocean. We can't afford to fight. We can't afford to pull apart. I don't see the level of division you do between communities in other countries. I'm really proud of the part I have to play in that.

There's also the stereotypical stuff- if you come over here, try and convince a few of us to head out with you. Give the Irish two drinks and then they'll start showing you a good time!

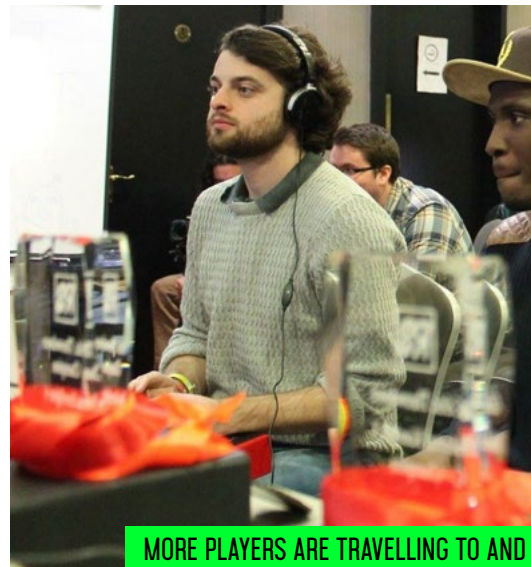
11. Is there anyone who inspires the community or even just became a topic of discussion?

Lythero's work ethic and video skills are a constant personal inspiration to me- although he's been a topic of some discussion in the Smash community lately for other reasons. **Ladnopoka** inspires me constantly to improve as he's my tournament demon. I'd like to think **AJ** and I drive each other to greater things too.

Then there's **Tignorm**. You don't mess with him, or you'll get Normalised.

12. What are the barriers that could slow IFGC growth?

We're small, geographically spread out, and on an island where businesses (and therefore potential sponsors) are conservative. I like to feel we work hard to mitigate these things- for example I made a film for Celtic Throwdown, and I'm never going to show that at any other event than an IFGC tournament. Come to one, or you'll never see it- that's me trying to make it worth people's while to come out.



MORE PLAYERS ARE TRAVELLING TO AND IRELAND TO PLAY - OR JUST HANG OUT



JUST ONE OF THE PLAY AREAS
GETTING BUSY IN CELTIC
THROWDOWN 2015



TO ORGANISE & STREAM:
AARON, RACHEL & BRIAN



FROM
TUT!

13. What games do you predict will blow up in 2016 and which will refuse to die?

Smashes 4 and Melee are here to stay. SFV will become the new tournament standard. I have a feeling Tekken 7 has potential to surprise.

14. What's coming for the IFGC in 2016?

Celtic Throwdown was our big move forward in 2015. We're wiser now, and people are listening a little more internationally (James Chen mentioned us in the run in to Capcom Cup). I'm hoping next year, with SFV, we can build on it, and become an established European major.

15. Finally, with 2016 just starting could you give us a few highlights of 2015?

1) Hypespotting invasion- there were about 15 green shirts at the event, and we placed top 8 in quite a few of the tournaments. The Irish roaring during Sm4sh as loud as the entire rest of the crowd- well, that's what we're famous for in traditional sports, I guess it's no different for eSports.

2) Celtic Throwdown- it was something else. Sponsorship from Nintendo and Capcom, thousands of stream viewers- CT was us pushing through a lot of barriers. I've talked about it a lot, but I can't overestimate how much it might

mean to the IFGC in future.

3) My personal one- I'm a streamer. I don't perform too well in tournament much.

There was one CT qualifier in Belfast where my beast awoke. I got second. I beat 3 people in a row that no betting man would have put money on me defeating.

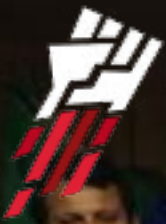
When I got back to the stream, there was endless comments like "DOOMTRAIN CHOO CHOO". People were hype for me and my scrubby Guile over-performing. Not something I've ever experienced before.

That's the beauty of fighting games though isn't it? You put the work in, you level up, and on the right day, the world is yours, because that's all it comes down to. Same screen, same game, with nothing to defend yourself but your own strength. All you need is one tournament to build your own special memory.



COMPETITORS SLUG IT OUT!





NGU Santiago 2015 Never Give up Fighting Game Tournaments



IT'S MARVEL, BABY!

NGU 2015 BY TORTA

Website | Results

“This was the greatest FG Event ever held in Santiago, Chile!”
- Me

With more than 120 players from all around South America registered in Ultra Street Fighter 4 and more than 80 in Ultimate Marvel vs Capcom 3 with the attendance of EVO Champ BE Kane BlueRiver, **Never Give Up 2015** was a true success.

The event was held by F2G (Fighting Games Generations) which is the main group responsible for SF4 events in Chile since 2014. With a little bit more than a year in the tournament business, they did an excellent job gathering people from all over South America plus **EG K-Brad** as a special guest coming from the US. They got AverMedia to sponsor the event plus Inacap (Local higher education establishment) to provide the venue.

At first this was going to be just the closing event of their USF4 Circuit “Champion’s Road” which was held every month at InsertCoin Bar. But as more and more local communities wanted to participate in this, it got HUGE AS HELL! Smash, KOF, UMVC3 communities and many more made the event unforgettable.

Champion’s Road Finals was a 16 man bracket, which finally didn’t have any Chilean players in the top3; Matharazo, from Peru, defeated K-Brad to get a nice bit of cash for 1st place!

At least for me, this was so huge... you could feel international presence in every part of the tournament! It was great to see the Brazilians visiting (VUVUZELAS~!!!), as they came in a

big number and created a unique atmosphere! Famous from his appearance at Capcom Cup 2014, one of the best SF4 players in Brazil, **Chu Chu** also travelled to play with us to make the event totally awesome.

I have to give shout outs to some of the South American Beasts that came to the event:

From Brazil: ChuChu, Brian Kasugano, BrunoWizard and LinJ.

From Peru: Darlan, Matharazo, Pikoro and J2Jin.

From Argentina: Px Jackal, NZA LeoGarou, NL| Atro and NL| El Gato.

Last but not least, Mr. Fahrenheit from Bolivia!

Please try to come next year! It will be even more amazing than the last!

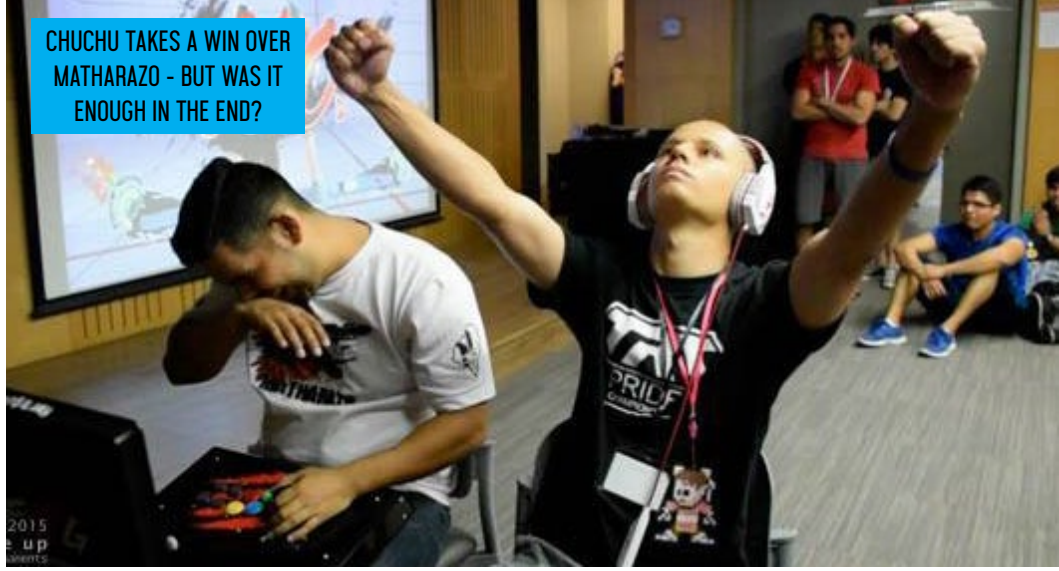


KOF2K2UM TOP 3
SSTRATO, MECHA_BLACK & ON.TORTITA





THE DEMON IS HERE!



CHUCHU TAKES A WIN OVER MATHARAZO - BUT WAS IT ENOUGH IN THE END?



J2JIN OFFERS HIS HAND AFTER DEFEATING THE EVO CHAMPION, BUT IS IT IN PEACE?



THE PEOPLE THAT MADE IT HAPPEN - THANKS!



FEMME FATALES!



SF4 CREW WITH GUESTS FROM PERU



FRIENDS FROM BRAZIL AND CHILECHICO!



TORTITA & GUTTS ON THE MIC WHILE FLANDERSKOF & BAEK BATTLE FOR 1ST PLACE!



DALIN COSPLAY

Hello everyone, I am Dalin Cosplay, from Puebla, Mexico, currently taking courses for psychology. My motivation to start cosplaying was anime/manga, as well as video games.

The King of Fighters was one of the first video games that I played. My first cosplays are actually my favorite KOF characters. Although I love KOF, I am not so good at playing it :(

As for what my favorite KOF cosplay is, I can't seem to decide since I love them all. KOF will always be an important part of my childhood and present life.

If you wish to see my KOF cosplays and other ones, feel free to look up my Facebook page (Dalín Cosplay).

Thank you all!

Transaltion by Manny Alegria





DALIN
COSPLAYER



Dalin
cosplay

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Ed Beltran Street Fighter II was my first fighting game I played but when I saw a Neo Geo System right next to the Street Fighter II Turbo Arcade Machine I decided to play Art of Fighting back in 93. Since then I have been playing home console ports of Neo Games like Fatal Fury, Art of Fighting, World Heroes, Samurai Shodown, and of course the King of Fighters.

Not only I played those games but I started cosplaying characters from their games 10 years later. Ever since I have been cosplaying characters from these games I was welcome to the cosplay community and made a lot of friends who cosplayed as SNK characters. Since 2004 I have been an SNK cosplayer.

Unlike · Reply · Message · 1 · 14 January at 23:20



Sean Watson I've been playing KOF since '94. I'll never get over the feeling I had when my Fatal Fury team got to face off against Ryo and his Art of Fighting veterans. I'm glad SNK is focusing efforts on games again and am sure 2016 will be a great year for them! Thanks for keeping this great company a priority.

Unlike · Reply · Message · 1 · 14 January at 11:38



Kovács Péter Never regretted picking up KOF almost half a year ago. Thankfully I found people to play with in my area. It is moments like these that make me grateful that we have people putting in hard work. It is this hard work that binds us together into a community. Shoutout to Gunsmith for his awesome streams.

Unlike · Reply · Message · 1 · 13 January at 19:25



Mohammed Albanna Orochinagi is doing a great job for the KOF comunity. It must be supported because its one and only active source for KOF news/ tournaments/ updates.

Unlike · Reply · Message · 1 · 13 January at 20:57



Elric Everett KOF is for the cyberpunks

Unlike · Reply · Message · 1 · 13 January at 18:46



Carlos Ernesto Cruz Gimme games, Gunny 🙏

Unlike · Reply · Message · 1 · 13 January at 23:18



THE LAST WORD: DUNE

THE GODFATHER OF KOF SPEAKS!



DUNE IS THE SPOKESMAN FOR THE JAPANESE KOF FGC, A FEARSOME COMPETITOR, A TEACHER HAVING CREATED KCE (KOF CRAZY ENCYCLOPEDIA) TO GIVE EVERYONE A FIGHTING CHANCE TO BECOME A MASTER, ALSO NOW A PROUD FATHER. HERE HE GIVES HIS OPINION ON KOFXIV AND ITS IMPACT ON THE FGC.

My first impression upon seeing KOF14's trailer was one of anxiety. The quality of its graphics improved after the second trailer and after, but it was still hard to honestly say that the game looked awesome. I felt that it simply didn't have the visuals to captivate players that haven't had interest in KOF up until now.

As far as things go for the old-school KOF players and particularly those that have been sticking with '98 and '02, they really don't care about graphics. They've been playing the games with those rough pixelated graphics for over a decade. They don't care about visuals, they simply care about how fun the gameplay is. I myself am one of those players. And I think that even if KOF14 looked visually horrendous, the old-school KOF players will play it, as long as it has good, fun gameplay.

However, that's not going to expand the player base for KOF. After all, if you really want to say

that "KOF14 is a success", you need to bring in those players that haven't touched KOF until now and have really hot competitive scenes and tournaments. But as of now, I don't think that the visuals for KOF14 have what it takes to heat things up in the same way that KOF13 and some other past titles had done, and I'm concerned.

As far as the gameplay goes for KOF14, I can't really comment too much given that it's still in the middle of development. But the jumps are slow and I hear that the normals are strong. From that kind of tweaking, it sounds like the game will lean towards more of a '98 or '02 style of gameplay. KOF13 had pretty crazy gameplay, but so far it seems like KOF14 will be more laid back with more emphasis on pokes, which is the sort of gameplay that I personally prefer. However, while that sort of gameplay may be suited for competitive play, it maybe going in the wrong direction in terms of being a commercial product.

You can say that games which are stoic and require more patience and lots of practice are suited for competitive play since the skill level differences between the players are going to show off more dramatically. But for new players it's going to cause a lot of grief for them, given

that it'll end up being a scene where they "can't get any wins" and "have to work hard and be serious, even though it's supposed to be entertainment".

Without new players, there won't be an increase in player base so it'll naturally end up becoming a commercial failure. Therefore for KOF14 to truly be a success, I think the game needs to play somewhat closer to 13 where the gameplay is engineered in such a way that new players have more of a chance of winning.

As a final note, there's one thing I'm especially concerned about, in terms of the game's system. When MAX mode is executed and the screen blacks out for a moment, there's a freeze-frame and you can easily check what the opponent is doing. If this system stays that way, it's going to be easy to just go into Maxmode when you think the opponent might move and punish them accordingly with an invincible attack. As a result you might end up seeing situations where both sides are reluctant to do anything. I understand that designing new systems and tweaking them are extremely difficult, but I hope they (the developers) take their time to work on it, not only for KOF, but for the future of the fighting game scene.



NEXT TIME IN #FGCMAG

More event photos, more cosplay, more interviews!

Problem X
801Strider
Furia Tica
Yatagarasu @ EVO
Shermie Cosplay
Flashbacks

...and more!
Maybe you?

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GGSDUDE - SEE YOU NEXT TIME



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