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Final Project

Introduction. The inspiration for this project came from the Japanese video game *Shonen Sunday vs. Shonen Magazine: White Comic*. In this role-playing game, manga characters from *Shonen Sunday* and *Shonen Magazine* fought against in each other. The premise of the game was that the main character was summoned to a world where various manga characters lived alongside each other. The main character receives an item called White Comic which creates a copy of a manga character, if that particular character agreed to cooperate with the main character. During battle, the main character can summon those copies of manga characters to fight against enemies who have a different version of the White Comic. I thought it would be interesting to apply this concept to the manga we discussed in class.

The project. I decided that I would take at least one character from each manga we discussed in class and assign attacks and techniques that reflect something about their personality or situations from their respective manga. *Willow Tree* was excluded because there are no named characters available. In order to balance out the various techniques in this project, characters from volumes of manga that were not discussed in class were utilized. So, the names of techniques will sometimes reflect situations and characterizations from later volumes of the manga.

Attributes: The first step in the project was assigning attributes, properties inherent to the character, to each character. The attributes used in this project were courage, laughter, perseverance, intelligence, friendship, and love. As in most role-playing games, attributes have weaknesses and strengths. Courage techniques will have a greater effect on characters with a laughter attribute. Laughter will have a decreased effect on characters with the courage attribute.

The type of advantages in the game settings will be as follows:

Courage is effective against laughter

Laughter is effective against perseverance.

Perseverance is effective against intelligence.

Intelligence is effective against friendship.

Friendship is effective against love.

Love is effective against courage.

Techniques: The second step in this project was assigning techniques to the characters. In this game, the main character and enemy each have a health bar as well as a mental power bar. When the “hit points” of the main character or enemy becomes zero, the battle ends. Mental power is used to summon characters into battle. Stronger characters require greater amounts of mental power. At the beginning of the turn, the main character and the enemy summon a character to perform a technique. The effects of techniques can be an attack, a change in physical or mental defense, a change in physical or mental attack strength, or a recovery in health or mental power. Two characters can be summoned in a support position. Characters in support can cause a change in physical or mental defense, a change in physical or mental attack strength, or a recovery in

health or mental power. Unlike the first character summoned, the support characters remain in the support position for three turns.

Elements of the project game. A character can have up to three techniques (technique 1, combo x2, and combo x3). Some characters do not have a support technique. The number of techniques does not indicate relative strength of characters.

Combination attacks are another key element of the game. If a technique of a character is used after a technique of another character for a total of three times during the game, a combination attack can be unlocked. The combination attack is a strong attack that is used by two characters that share some sort of commonality with each other. Examples of combinations attacks are at the end of the list.

Friend characters are also key elements. There is a friendship gauge that is filled whenever the main character is hit by an attack. If the friendship gauge is full, a friend character can be used to increase the effect of the technique of your attacking character or decrease the effect of the technique of the enemy's attacking character. Friend characters can only be used with or against characters of the same manga. Although not present in the following settings list, friend characters are a part of the game.

Explanation of techniques effects in list

Physical attack: a decrease in health of enemy

Mental attack: a decrease in mental power of enemy

Increase in physical defense: physical attacks have a lesser effect

Decrease in physical defense: physical attacks have a greater effect

Increase in mental defense: mental attacks have a lesser effect

Decrease in mental defense: mental attacks have a greater effect

Increase in physical attack power: physical attacks have a greater effect

Decrease in physical attack power: physical attacks have a lesser effect

Increase in mental attack power: mental attacks have a greater effect

Decrease in mental attack power: mental attacks have a lesser effect

Physical heal: health is restored

Mental heal: mental power is restored

Mental damage: decrease in mental power for self

Physical damage: decrease in health for self

Interpretations of Character Settings List

Manga Title

Character Name-Attribute

Technique/Support: *Technique Name* brief descriptor of technique if necessary

Effect of technique

Astro Boy**Atom-Friendship**

Technique 1: *Arm Cannon*--Atom's iconic attack, the arm cannon.

Physical attack

Combo x2: *Machine gun*. Atom's secret weapon is the machine guns located on his butt.

Physical attack. Mental attack.

Professor Ochanomizu-Love

Technique 1: *The Power of Heart*--He believes that robots and humans can form true friendships because Atom has a heart

Increase in mental attack power and mental defense.

Support: *Father of Robots*--He treats Atom as his son and his care for robots shows no bounds

Physical heal. Increase in mental defense

Dr. Tenma-Intelligence

Technique 1: *The Greatest Robot Scientist*

Mental attack power up.

Combo x2: *Broken Father*--Devastated by the death of his son Tobio, Dr. Tenma creates Atom, who cannot become Tobio

Mental attack. Mental damage

Combo x3: *Reformed Recognition*--Dr. Tenma eventually grows to care for Atom and works to support him

Increase in mental attack power. Mental attack

Support: *My Son*--Dr. Tenma devotes himself to Atom's well-being

Increase in physical defense. Mental heal.

Black Jack**Black Jack-Intelligence**

Technique 1: *10 Million Yen*--Black Jack will heal you...for a price

Physical heal. Mental damage

Support: *Unlicensed Doctor*

Physical heal. Increase in physical defense

Pinoko-Friendship

Support: *Deceiving Appearances*--Physically Pinoko looks like a child but she is actually 18.

Mental attack. Increase in mental defense.

Dr. Honma-Love

Technique 1: *Savior*

Physical heal. Increase in mental defense

Iguana Girl**Rika-Love**

Technique 1: *I am an Iguana*

Mental attack. Mental damage.

Combo x2: *I am me*--Her mother's death results in her acceptance of herself and her mother

Mental heal. Increase in mental defense

Rika's mother-Courage

Technique 1: *Fear of Acceptance*

Mental attack.

Technique 2: *Iguana Princess*

Mental heal. Increase in mental defense

Mami-Love

Technique 1: *Mistaken Impression*

Mental attack. Increase in mental defense

Dengeki Daisy

Teru Kurebayashi-Perseverance

Technique 1: *Plucky Scholarship Student*

Increase in mental defense. Physical attack

Combo x2: *Help me, Daisy*

Increase in mental defense and mental attack power. Mental attack

Tasuku Kurosaki-Intelligence

Technique 1: *Arrogant School Custodian*

Physical attack. Mental attack

Combo x2: *Daisy*

Mental attack. Increase in mental defense

Support: *I will protect you*

Mental defense up. Mental attack

Rena Ichinose-Friendship

Technique 1: *Looking for Love in all the Wrong Places*

Decrease in mental defense. Mental attack

Support: *My friend warned me*

Physical attack. Increase in mental defense

Legal Drug

Kazahaya Kudo-Love

Technique 1: *Psychometry*

Mental attack. Decrease of mental defense of enemy

Combo x2: *Memories of Kei*

Mental attack. Decrease in mental defense. Mental heal.

Rikuo Himura-Love

Technique 1: *Telekinesis*

Physical attack. Increase in physical defense.

Technique 2: *Searching for Tsukiko*

Increase in mental attack power. Decrease in mental defense of enemy

Kakei-Perseverance

Technique 1: *Clairvoyance*

Increase in mental defense and mental attack power. Mental attack

Support: *Drugstore owner*

Increase in mental defense.

Saiga-Perseverance

Technique 1: *Unexpected Homeliness*

Mental attack. Increase in mental defense.

Support: *Information Gatherer*

Increase in mental defense. Mental heal.

Hybrid Child

Kuroda-Perseverance

Technique 1: *Brutal Honesty*

Mental attack.

Combo x2: *My Greatest Regret*--he never confessed his feelings until it was too late

Mental attack. Decrease in mental defense.

Support: *Hybrid Child Creator*

Physical heal. Mental heal.

Tsukishima-Courage

Technique 1: *I hate you (do I?)*

Mental attack.

Combo x2: *The Responsibility of Clan Head*

Increase in mental defense. Mental heal. Mental attack.

Seya-Friendship

Technique 1: *Sins of War*

Mental damage. Physical attack

Ooku

Mizuno-Love

Technique 1: *Kenjutsu Freak*

Physical attack. Decrease in mental defense of enemy

Combo x2: *Love for O-Nobu*

Mental heal. Increase in mental defense. Increase in mental attack power.

Shogun Yoshimune-Perseverance

Technique 1: *Pragmatic and Stringent Shogun*

Mental heal. Increase in mental defense. Increase in mental attack power.

Support: *Shogun*

Mental heal. Increase in mental defense.

Bunny Drop

Rin-Love

Technique 1: *Terrifying changing circumstances*

Mental damage. Increase in mental defense. Mental attack

Daikichi-Love

Technique 1: *Realities of Fatherhood*

Mental attack. Increase in mental defense

Combo x2: *Protect Rin*

Mental attack. Increase in mental defense. Mental heal.

Support: *Increased Responsibilities*

Mental heal. Increase in mental defense.

Attack on Titan

Eren Jaeger-Perseverance

Technique 1: *Exterminate all titans*

Physical attack. Increase in mental defense

Combo x2: *Berserker Rage*

Physical attack. Decrease in mental defense

Combo x3: *Titan Shift: The Hope of Humanity*

Physical attack. Increase in mental defense. Increase in physical defense.

Mikasa Ackerman-Love

Technique 1: *Amazonian Strength*

Physical attack. Increase in physical defense.

Combo x2: *Crippling Love*--Her love for Eren results in reckless rage that oftentimes leads to trouble

Physical attack. Decrease in mental defense. Increase in physical attack power.

Armin Arlert-Intelligence

Technique 1: *The Brains and Heart*

Increase in mental defense. Mental heal. Increase in mental attack power

Support: *The Pragmatic Chessmaster*

Mental heal. Increase in physical attack power. Increase in physical defense. Increase in mental defense.

Levi-Courage

Technique 1: *Squad Leader*

Physical attack. Increase in mental defense. Increase in physical attack power

Combo x2: *Humanity's Strongest Soldier*

Physical attack. Increase in physical attack power. Increase in physical defense. Increase in mental defense.

Support: *I am here*

Increase in mental defense. Mental heal. Increase in physical defense. Increase in physical attack power.

Death Note

L-Intelligence

Technique 1: *The Great Detective*

Mental heal. Increase in mental attack power and mental defense

Combo x2: *Pragmatic Unscrupulous Methods*

Mental attack. Mental damage. Increase in mental defense up and mental attack power

Support: *Sweet Tooth*

Mental attack up. Increase in mental defense

Light-Intelligence

Technique 1: *Death Note*--In his arrogance, Light attempts to kill all enemies in the most dramatic. Note: Some characters do not have last names revealed so attack has limited effectiveness

Physical attack: set amount of damage continues for three turns

Will have no effect if robot character is present in enemy team

Combo x2: *Slipping Sanity*

Physical attack. Mental damage. Decrease in mental defense.

Combo x3: *I am God.*

Physical and mental attack.

Support: *Innocence*--When deprived of the memory of the death note, Light is just a very intelligent high school/college student.

Increase in mental defense

Matsuda-Perseverance

Technique 1: *The Plucky Comic Relief*

Mental heal. Increase in mental defense.

Combo x2: *Hidden Competence*. Overshadowed by other members of the Kira investigation team, he is able to think quickly on his feet and bring valuable information to the team. His true worth shines in the very end...

Physical damage. Increase in mental defense

Misa Amane-Love

Technique 1: *The second Kira*

Physical attack: set amount of damage continues for three turns. Will have no effect if robot is in enemy team

Combo x2: *Mad Love*

Physical and mental attack. Mental damage. Decrease in mental defense

Ryuk-Laughter

Technique 1: *Amuse me, humans*

Mental attack

Yotsuba

Yotsuba Koiwai-Laughter

Technique 1: *Plucky Child*

Mental heal. Increase in mental defense. Mental attack

Combo x2: *Nothing can never get me down*

Mental heal. Increase in mental defense. Increase in mental attack power. Mental attack.

Support: *Yotsuba is a good girl*

Mental heal.

Yousuke Koiwai-Laughter

Technique 1: *Boxer man*

Mental heal.

Support: *Free range Dad*

Increase in mental defense. Mental heal.

Otoyomegatari

Amir Halgal-Love

Technique 1: *Elegant Huntress*

Physical attack.

Combo x2: *Family*

Increase in mental defense. Increase in mental attack power. Physical attack

KarluK Eihon-Love

Technique 1: *Newly Married Man*

Increase in mental defense

Combo x2: *Familial Pride*

Physical attack. Increase in mental defense

Berserk (Due to violence of setting, all techniques will result in mental damage.)

Guts-Courage

Technique 1: *The Black Swordsman*

Physical attack. Increase in mental defense. Mental damage (25% of current mental power)

Combo x2: *Eclipse: Forced to Watch*

Physical attack. Decrease in mental defense and mental attack power. Mental damage (50% of current mental power)

Combo x3: *Revenge on Femto*

Physical attack. Increase in mental defense. Mental damage (50% of current mental power)

Griffith-Love

Technique 1: *Leader of the Band of Hawk*

Physical attack. Increase in mental defense. Mental damage.

Combo x2: *Betrayal: Birth of Femto*

Physical and mental attack. Mental damage

Wandering Son

Shuichi Nitori-Courage

Technique 1: *Inside, Outside*--Biologically a boy, mentally a girl

Increase in mental defense. Increase in mental attack power

Yoshino Takatsuki-Courage

Technique 1: *I want to be a boy*

Increase in mental defense and mental attack power. Mental attack

Support: *Protect my friends*

Mental heal. Mental attack

Saori Chiba-Friendship

Technique 1: *Innocently insensitive*

Mental attack. Increase in mental defense

Support: *Secret Keeper*

Mental attack. Increase in mental defense. Increase in mental attack power.

Pluto: Urasawa X Tezuka

Gesicht-Courage

Technique 1: *The world's best robot detective*. Physical damage + mental defense up

Combo x2: *Even so I...* Even though he doesn't want to hate anybody for the sake of his child there will be no mercy. physical attack. Decrease in spiritual power.

Combo x3: *I will not let you go even if the earth ends*

Mental defense up. Mental recovery. Mental attack.

Support: *This is my duty*. The robot detective will fulfill his duty no matter what his personal feelings may lie.

Physical defense up.

Atom-Intelligence

Technique 1: *Investigative mind*: The pinnacle of A.I., Atom picks on details and demonstrates marked perceptiveness.

Mental attack

Combo x2: *Envoy of Peace*: Mental recovery.

Combo x3: *Gesicht's Legacy*: Nothing is created from hate. Physical attack + mental recovery

Support: *Heroic resolve*-mental defense up. Physical attack up.

North No. 2-Friendship

Technique 1: *Piano music*.

Increase in mental defense. Mental heal.

Combo x2: *Mass Slaughter Machine* in the end, North. No. 2 is a weapon of war but his last battle was done to protect a friend.

Physical damage + mental recovery + increase in physical defense

Support: *The Butler*.

Physical and mental defense up.

Mont-Blanc-Love

Technique 1: *Rescue Hero*

physical and mental recovery.

Support: *Guardian of Switzerland*.

Increase in physical and mental defense

My Darling is a Foreigner

Saori Oguri-Intelligence

Technique 1: *Trivia*. Saori bombards the enemy with various facts and trivia.

Mental attack

Combo x2: *Cultural Barriers (or not)*: Tony's different perspectives are because he is a foreigner or maybe it's just Tony's personality.

Mental attack

Tony Laszlo-Intelligence

Technique 1: *Lingual Play*. As a language freak, Tony talks about language.

Mental attack

Technique 2: *Onomatopoeia*. Tony is confused about why certain onomatopoeia is used as opposed to another.

Mental and physical attack.

Support: *Realm of Concepts*: Tony enters a period of deep concentration and thinks of profound ideas.

Mental heal.

Barefoot Gen

Gen-Courage

Technique 1: *Doing the best I can*

Increase in mental defense. Increase in mental attack power.

Combo x2: *Protect my mother and sister*

Physical attack. Mental attack. Increase in mental defense.

Support: *Rice for mother*

Increase in mental defense. Increase in physical attack power

Usagi Yojimbo: Thieves and Spies

Usagi-Friendship:

Technique 1: *Wandering Samurai*

Physical attack

Support: *Yojimbo*

Physical defense up.

Chizu-Perseverance

Technique 1: *Cat Ninja*

Physical attack

Combo x2: *Exiled Leader*

Physical attack. Mental defense down.

Kitsune-Perseverance

Technique 1: *Lovely Thief*

Mental attack. Mental defense up.

Part 2: Combination Moves Examples

L and Light

The Sword of Truth

Mental attack. Increase in mental defense

Astro and Astro (Pluto)

Robots with hearts

Physical attack. Mental attack. Increase in physical and mental defense

Levi and Mikasa Ackerman

The Strongest Duo of mankind

Physical attack. Increase in physical defense

Professor Ochanomizu and Dr. Honma

Lifesavers: The Origin of Great Persons

Mental defense up. Mental heal. Physical heal. Increase in Mental attack power

Mikasa and Amir

Love and Devotion

Physical attack. Increase in mental defense. Mental heal.

Mizuno and Usagi

The Pride of Samurai

Physical attack. Increase in mental defense.

Part III: Sample Battle

Turn 1:

Player: summon Atom. Summon Tony (remain for 3 turns) as support

Enemy: summon Usagi. Summon North No. 2 (remain for 3 turns) as support

Atom uses technique 1-physical attack. Usagi uses technique 1-physical attack

Player restores mental power. Enemy receives increases in mental defense. Atom's attack has minimal effect

Turn 2:

Player: Summon North No. 2

Enemy: Summon Atom (Pluto)

North No. 2 activates combo x2 (Physical damage + mental recovery + increase in physical defense) Atom activates technique 1 (mental attack)

Turn 3

Player: Summon North No. 2

Enemy: Summon Usagi

North No.2 activate combo x2 (Physical damage + mental recovery + increase in physical defense) Usagi activate technique 1 (physical damage).

Support Tony and support North No. 2 go back.

Turn 4:

Player summon Guts. Summon Levi as support

Enemy: summon Usagi. Summon Tony as support

Enemy restores mental power. Player has increase in mental defense, mental heal, increase in physical defense and increase in physical attack power.

Guts activates technique 1. Enemy hit points hit zero. Battle over.

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