The objective of the game is to fight a variety of characters (which are mostly anime and manga based) from different universes for points and to win the championship. On the other hand, fighting with each other lets you know what one will think of the others or who will win against the other. This game uses a top down perspective and is meant for single player. There are also options available to configure the game through a configuration file, which allows you to set the difficulty, the number of lives, the number of rounds, the number of characters, and the effects of your opponent's attacks. By pressing the space bar, you can block or dodge an enemy. You can also press the up key to be invulnerable or the down key to be invulnerable and invincible. The space bar is also used to punch the opponent or defend yourself, and the enter key ends the fight. Simulated combat simulator in the style of an eighties beat'em up. Specialisation in various martial arts brings you the opportunity to fight against numerous opponents at different levels of difficulty, while at the same time benefiting from numerous techniques and tactics. In this game you are going to take a prominent role as a martial artist who has to defeat and eventually kill his enemies. A guy by the name of Ryu is a pro street fighter who one day realizes that he is the prophesized fighter of an ancient warrior. He has to train to defeat an evil organization and their leader, Shun. The game is fast paced and easy to play. In addition to being a standard beat-em-up, Little Fighter is a gameshow - take your time and be careful to pick the right combo of moves to win every round. Use different button combinations to block the opponent, or try to juggle the opponent around your body so he can't hit you. The game is easy to pick up and play, and it gets progressively more challenging the more you play. Features of Little Fighter include: * 6 Levels of Difficulty * Over 35 Combos * Easy to play controls (just move the joystick in the direction you want to move and press the buttons with the right order) * Automatic computer opponent during the First Level * Full motion videos for every character * Soundtrack by Gameboy Sound Designer Yuji Yamamoto * English, French, German, Dutch, Finnish, Spanish and Japanese. Rating: 5 of 5 Screenshots of Little

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