

Urban Reign Notes

UR 001 Notes

- Good thing he's not named Mike (**awful joke**)
- If you wanna take the city back from fear Mr. Mayor, perhaps don't say things so ominously (**joke**)
- Brad Hawk is here to fuck shit up
- NOBODY'S INNOCENT
- "I can smell some gangster action coming" No that's just me (**joke**)

UR 005 Note - Super Deflection

Can still dodge out of a combo, but the timing becomes way less forgiving, it's easy to panic.
(**gameplay/combat/deflection**)

UR 017 - Note the bar

I do find it funny that the bar "has a habit of calling when there is trouble" we've had two boss fights here. I guess they finally got their landline fixed. Then realised it just made us trash the place faster and disconnected it. Sorry bud I ain't gonna phone my fights in. (**joke**)

UR 035 Note- Defence Mission

The moment I saw it was a defence mission I was terrified! But the game had just taught me I could swap to my tag team partner! So this now no longer an escort mission, I'll escort myself thank you!

And it turns out the computer is WAY better at playing Brad than I am! This is canon Brad, I've been holding him back all along! Oh wait, no he's still me. (**die/joke/gameplay**)

- It's funny and annoying how the game will occasionally introduce like five mechanics all at once but then only tip you off to them one at a time, but hey it made it stick in my mind!

- *I can hardly defend myself, how am I meant to defend someone else? Well, luckily I can just swap to my tag team partner! Unfortunately I'm not very good at defending myself.*
(**joke/gameplay/tagteam**)

UR 037 Note - Thank god for allies

Having had to struggle against these guys makes them feel so reassuring as allies.
(**observation/gameplay/tagteam**)

UR 079 NOTE

Did you ever feel like fighting Saejima from Yakuza 5? You know, super armour, inescapable grabs, but also he's super aggressive and far more nimble? No? That sounds awful? Well bad luck, here's Golem! He's not only strong and sturdy, he's faster than you! (**observation/combat**)

UR 098 NOTE - Final Boss

Final two 'real' missions are nightmarish, first we get a Golem and Napalm 99 tag match, Jake and I clutched that pretty quickly. (which is fucking insane)

Meanwhile the final boss Shinkai is a nightmarish foe. You basically have to learn all the rules you're not allowed to break, or else he'll instantly break you. If I drew a diagram, lining out in red where I'm allowed to exist, I'd run out of my own blood doing it.

He has a surplus of SPA while you struggle to generate any, so he controls the rhythm of the fight at all times.

UR Note - I wish we had all our moves from the off

We steadily unlock more of our toolkit as we go. Part of me wishes we had access to all of our toolkit from moment one and just steadily had more and more of our options told to us. This means new players wouldn't be overwhelmed, and returning players can get right into the action. I can't see any reason not to do it this way.

- Not to mention we're not even taught our full moveset, I do have mixed feelings on this
- Controls are reminiscent of a fighter but in 3D, it's an odd system with some rough edges, but it's one that works well. It sacrifices combo complexity and arguably mindgames, for an emphasis on positioning and reflexes.

Topics

- Story (light, barely there, an excuse for combat)
- Combat (this is a pure combat game, there is nothing but fighting)
- Genre (This is the middle ground between a fighter and a beat em up) It approaches the complexity of control for a fighter, merged with the crowd control of a beat-em-up, it's a marriage made in heaven. It's also surprising given its origin, Namco.

Jokes

- I've returned to this game a few times over the years, always failing to beat it, but always digging a little deeper. 1st time my Urban Reign died around mission 15, then 20, probably never made 30. What brought me back is working on the Yakuza: Like a Dragon review had me missing fighting games so much I hit Urban Reign hard, and it hit back harder! I got utterly addicted.

UR 2ND RUN NOTES

- Discovered sprint uppercut (Brad has a lot of moves, means to manipulate motherfuckers)
- Enemy management, still dying to fights a bunch
- Shun Ying Lee, she puts the brain in Urban Reign, well, it's actually a bit of a no brainer. She's just hired us to go beat everyone up. The way she talks suggests there's method to the madness but really I think it's just down to our badness.
- I'd question why these guys pick a fight with Brad 100 times, but with me at the helm I must give the impression they have a fighting chance of coming out on top.
- Grimm is a cruiserweight boxer, which brings me to a question, I think this takes place in the Tekken universe, or at least, I like to believe it does cause a couple Tekken lads are having a holiday here. Anyway, being a cruiserweight boxer in the same universe as the King of Iron Fist tournament is hilariously quaint, but by Urban Reign standards he's pretty high up.

RE-RECORD VIDEO NOTE

M13 - Funny SPA attack, got baited by I-frames in a long ass animation

004 note

- Multiple instances of auto targeting screwing me on M25
- Cool deflection exchange M26
- Awesome double grab takedown first attempt M27
- M27: SPA attacks into each other
- M27: Awesome air grab victory

005 notes

- m31; Tag team introduced
- m31: cool air grab off friendly attack
- m32: double team finisher
- m33: Kadonashi saves me finisher
- m34: Rush down Bain
- m35: Play as Dwayne, decent air grab
- m36: play as glen in defence mission
- m37: Jake hard to play as, I am not a grappler
- m38: brad dies as I play as Grimm
- m38: tough, enemies wombo combo me into oblivion sometimes
- m39: park intro'd, dodgy fucker, cool moment where he air juggles me and Dwayne! Enemies do not fuck around here!

m30-50 section: gaining allies?

m40: awesome double teaming, defence mission swap to defendee and play as Dwayne, use ally as bait for double attacks

006 notes

- play as Grimm in mission to defend Grimm
- m42: Tong Yoon can fuck you up with his leg kicks, high durability legs
- m42: lock on works against me at one point
- m43: solo fight, cockiness almosts costs me a victory I could have coasted to
- m44: Deflection attack as Kadonashi
- m45: duel with Chris, lots of dodging (funny that the capoeirera guy is fun to fight given how Eddie Gordo is a pain)
- m46: play as Chris in defence recruitment mission
- m47: bait ally to break Bain's legs (reminder of what legs are)
- m48:
- m49: My legs are BROKEN, air combo practice on 2nd go, launching and grabbing foe
- M50: Enemy dodges weapon throw, lots of dodging

007

M51: Win with thrown weapon, weapon use in general

M52: Very long enemy SPA catches me off guard (and looks ridiculous) / lots of weapon use, weapon SPA, Shun brings a fucking sword out

M53: Play as Glen, surprisingly easy win

M54: Jake bad pick for this, he gets fucking annihilated /2nd attempt: get comboed extremely, enemy hits me with thrown weapon mid combo

M55: Pretty easy one on one, hit by thrown weapon

M56: 2nd attempt: enemy counters SPA with own SPA, deflect attack with power up SPA

M57: Lose timed mission, me and Glen take it next go, good air grab, get bat launched, don't like enemy not introduced on the opening cutscene, I guess he was inside drinking

M58: Cinch Park Duel EZ

M59: Beat up Miguel for pissing on a car our boss was in, guys you didn't need to have 100 missions

M60: Play as Park, he shuts stuff down good, his buff auto dodges

008

M61: Grim Sprint attacks, Grimm double grab, rescue Brad from taunt

M62: Crazy weapon start, enemy deflects thrown friendly fire / Roll to back head grab awesome, very cool air grab, WALL BOUND AIR KICKING! (clip after record)

M63: Toughish, cool dodge string in here

M64: Weapon: sledgehammer use, Jake combat ally

M65: Got away with armbreaker mission, felt I would have had an easier time asking for permission (UP REGIONAL DAMAGE! Give that advice!)

M66: Enemy grabs weapon out of air X2 / Don't have SPA to block SPA attack, then do have SPA to block SPA attack (metre management)

M67: Brad killed while playing as someone else / Withholding bar for BOOST SPA / Alex's held team attack move

M68: Napalm 99 boss, kinda simple but a fast tank, get decent combo off, taunt to stand, lots of slide dodges into grapple counter

M69: Very tough knife foe with buffs and more SPA than you, had to force myself to neutral deflect to not roll out of retaliation range, extra danger. (roll differences with inputs)

M70: Bounced off ally at one point, COOP two former back to back bosses with Park

THOUGHT

- Mission 11, Jake, at first he was the first utter roadblock, upon revisits, with some more skill, I realised he's not a barrier, just the first of many hurdles, growth is so pronounced. **(Joke/wordplay)**

- RPG system would feel superfluous were in not a trap, if you give yourself more health, which is sensible since that's room for error, you may screw yourself on the timed damage missions.

- The Wall Kick is the devil on my shoulder telling me to just go for it. It can pay off, it's a really cool move, but a lot of the time it's like diving into a thorn bush and hoping not to get pricked, when the biggest prick of all was the devil telling you to take the dive. Like everything in this game it's a move that has to be employed with great consideration. Like everything in this game it looks so cool that it always feels worth considering.

009

M71: Some good Shun gameplay, sword use, sword foes coming in

M72: Falling ally deflects my double grab! decent spacing footage with swords, some rolling

M73: Three tough triad, 2nd go very close win, sword use, enemy dodge sword throw, charge use

M74: Terrifying battle against 3 tough foes and a boss who joins in, really eek this one out with a dramatic whiff before coming back! Use of power up SPA

M75: After a failed near clutch on attempt 2, rush the boss with a sledgehammer and hope

M76: Desperate mission where both must survive, lots of grabs, fighting around my partner

M77: Relaxing-ish defence mission

M78: WHICH TAKES US TO GOLEM, me and Jake hold him down

M79: Got fucking mixed up down by an enemy grapple / Chris destroyed them! Capoeira is the enemy of the triad!

M80: Chris couldn't deal, need Jake for high damage timed mission against three strong foes, caught in held team grab, use of mace, weapons have awkward combos, require greater spacing

TOPICS

- Genre / Producer called it a "fighter with multiple people", I'd say it's the middleground between a fighter and a beat em up.

- Basic controls / many moves are turned off, but it feels arbitrary considering the game hardly teaches you half of your standard kit. With sprint attacks left unexplained, and the ability to wall run

left in with not zero, but minimal utility, the game should have started us with full kit and merely tutorialised

- Combos/juggling/depth
- SPA attacks / special moves and the only thing that can counter another move. Very interesting decision making
- Levels/foes Repeated levels and foes are put to okay use, they ramp up in difficulty and you have to grow your skills with them.
- Difficulty / This game is absurdly difficult, enemies can start off feeling downright unfair, there are multiple roadblocks which force you to either use different parts of your moveset, or else learn what moves not to use.
- Tag partners / After the first stretch, recruiting allies for tag battles felt genuinely rewarding, after these guys gave me so much trouble having them there to soak up some of the future trouble for me felt incredibly rewarding.

010

M81: Ally saves me from grab, pulls me out of SPA

M82: Play as Kadonashi, die, continue as Brad

M83: Sprint spin kick use into double team attack

M84: Chris defence mission, play as Chris, brad dies, Chris has great reach, screwed by lock on at points / 2nd attempt a fucking wallbounding massacre on Napalm 99 (All allies have benefits and strengths)

M85: Pretty sweet duel with Lin Fong, taunt stringing, bait into SPA from stun at end

M86: Golem in 4 tries

M87: Easy leg break

M88: Wall grab to sprint, Chris as ally

M89: Four armed foes against me alone, tough fight, very cool final attempt, lots of health, AI is smart, forces you to approach and acts like a nest of vipers, you gotta snake your way in

M90: Wallbounded by thrown enemy sword, he catches it! Then I dodge, what a fucking move, the AI is clowning on me! Takes several attempts as this group AI is FUCKING MEAN

011

M91: Stand upish fight with Golem

M92: Shun Ying defense mission, she is weak, finished levelling Brad

M93: PUSHED RIGHT INTO IT! SHUN AND GOLEM DUEL BOSS! Gotta take down Lin fast so you and Shun can focus down Golem

M94: Me and Alex easily defeat 3 armed foes, heavy bludgeon use

M95: Jake holds foe while I beat them down / The other side of the same map lmao

M96: Cornered badly / 2nd attempt jump off ally / after failed attempts get an easy win by rushing down

M97: Sword throw win, pretty satisfying 1st go victory

M98: FUCKING GIVE UP FOR NOW HOLY SHIT THIS IS FUCKING BULLSHIT

012

M98: Brutal double KO first go! Get the axe, Jake is my boy again! we need to tie em up and cut em down. They say the axe forgets but the tree remembers, I think the axe'll remember this oak

- Punch away the axe I want in an item launch moment (very niche mechanic)

- Pushed into Jake, forcing him to drop his Axe

M99: Shinkai is actually pretty fun once you understand him.

M100: The greatest final boss! And man, what a conspiracy!

INTERVIEWS

IGN URBAN REIGN INTERVIEW

<https://www.ign.com/articles/2005/06/30/urban-reign-interview>

(Posted June 30th 2005)

- Interview with producer Hirofumi Motoyama (No Tekken credits)

- Very basic interview, interesting genre note as he calls it a “fighting game with multiple people”. I was more leaning the middleground between fighter and beat-em-up.

VIDEO NOTES

UR 001 - M1, M2 - Intro - Nobody is innocent - City run by crime - Brad Hawk turns up

00:00 Namco splash, game is from the same studio as Pacman, Soul Caliber, and who can forget Death by Degrees! Okay I'm just Tekken the piss. **(joke/bad joke/observation)**

- From the creators of Tekken Force comes a good beat-em-up! **(observation)**

- Post-Note: On the surface this game is a lot like God Hand, it's a tough as nails PS2 beat-em-up which came out very late in the systems lifespan to mixed reviews, only to gradually garner a cult following who appreciated it for what it was. While God Hand has gotten its dues and is seen as a cult classic of the beat-em-up genre nowadays. Urban Reign is more of a sleeper cult hit. It's a little less varied, a little more straight forward, and mastery does feel less rewarded, but this is still a great game. **(observation/history/post-note)**

00:15 The intro movie begins. I love it. **(cinematic/story/observation)**

- NOBODY'S INNOCENT! A line I have to say to myself aping Brad's voice, it's such a strong and stupid introduction for a game in which story is a tertiary concern. **(observation/dialogue/story)**

Full quote: Nobody's innocent. Justice? Heh, It's an illusion. Uncertainty is the only sure thing... Uncertainty creates fear, and fear creates money. Green harbor, just another urban labyrinth... The El Dorado, full of fear to cash in on. Gangs rush in to get their hands on that gold.

But those days are over now. My name is Brad Hawk. I'm a professional. I do things my way. I answer to no one. (GUITARS WAIL OVER THE SICKEST SIZZLE REAL OF STAGES, MOVES, AND FIGHTERS YOU'VE EVER SEEN UNTIL WE GET THE TITLE DROP) That's why the bad guys fear me. And the good ones loathe me. That's who I am. **(dialogue)**

- This intro is really fucking cool, and it's so funny to open this game with something of a thesis statement and character declaration from Brad, and he more or less becomes a silent protagonist beyond this point, it's good we know who Brad is because who Brad is beyond this point matters precious little until maybe the very last moment of story where whatever zero expectations I could have had of him were challenged. He's a pretty simple good guy who talks a big game of being a cynical loner and the result is more comedic than canny.

- but at least we know that he's uh, pretty pessimistic. **(observation/story)**

- I don't know if what just happened counts as a sizzle reel, but that shit was hot either way! **(story/observation/joke)**

02:00 Time to make our profile, the save screens have a pretty amusing grotty bathroom aesthetic, I wish the letters looked more like they were carved into the tilework. **(observation/menu)**

02:40 Electrical box main menu, with some graffiti and barbed wire, even the menu is hard **(joke)**

- And yes I did not look at the bottom text telling me difficulty could be customised. **(observation)**

UR 001 CONT – Opening Cutscenes / M1 Begins

02:45 Start new game

02:45 We open on some kid (KG), walking down a dingy street, right into an ambush! A man in an army jumper and balaclava jumps him, another thug comes out from behind a dumpster. KG is beaten and stashed away in a van! **(story)**

03:30 The next day, Mayor William Bordin makes an address to the city. His speech up on a big screen on Green Harbor City Hall

“As you all know, the crime rate in our city continues to rise each year. Today, I would like to announce a new crime prevention initiative that will stop this epidemic which plagues our city. Security cameras will be installed in over 2000 locations throughout the city, and sections of the city will be partitioned using large gates. We believe these measures will help us to prevent crime, as well as assist in gathering evidence in case a crime is committed. I would like to ensure you all that this new policy has been implemented solely for the purpose of maintaining public safety, and is in no way designed to invade your right to privacy.

I am here to ask for your support in taking back our beloved city from crime and fear!” **(joke)**

- If I wanted people to be less scared I’d probably say that less ominously Billy Bordin.

(joke/observation)

- I also love how he assures the audience about their right to privacy, what a suspicious thing to say.

(joke/dialogue)

- Funny how the security cameras have no impact on gameplay, meanwhile the gates, instead of preventing crime, give me a cool thing to do sick air kicks off of, so really this initiative has been a wash. **(joke)**

- Anyway I’m in town to make sure the cameras have something good to watch! **(joke)**

04:30 MISSION 01: BACK ALLEY “WARMING UP”

- Opens with a cutscene, two gangsters, Real Deal (white cap) and Em Cee (blue bandana) walking down an alleyway, bantering. They haven’t seen KG lately, wondering if he got busted.

(story)

- His friend heard rumours it was Shun Ying’s crew who took him! **(conspiracy/story)**

- The other gangster is confused. KG is with the zaps, so what does Shun Ying have to do with him? It’s a big mystery!

- Em Cee has the scoop, Shun Ying apparently thinks Dwayne capped her dad, so this is vengeance! Dwayne says he has nothing to do with it, and is gathering his crew to take KG back! **(story)**

05:05 Real Deal is hype “I can smell some cool gangster action comin’ our way!” Nope, just me!

(joke) Em Cee, for his part, is a bit more sensible, not excited by the war.

- The two spot Brad, and challenge him. **(story)**

05:25 Brad just stands there, a small smirk rises on his lips. Em Cee takes a swing, and Brad effortlessly drops the two of them with a double kick. The fight is on! **(cutscene/character)**

05:55 Gameplay begins! First fight is a 2V1 against two very easy opponents.

- Pop up tells us circle is strike and triangle is grapple.

- Graphic note: Now if this game looks wide it defaulted to widescreen but is actually running in 4:3, I just assumed this was a universe of incredibly wide people. By now you should know I don’t have the best eye for this stuff and I’ve beaten Kingpin, I’ve got a tolerance for this stuff, that Wide Putin meme from a years ago didn’t do it for me. **(really shit joke/graphics)**

06:00 Do some punches, grabs, get stunned by Em Cee

UR 001 CONT – M1 Gameplay

06:10 Send the two of them flying with a reverse up strike.

- Attacks are partly contextual, Brad has a reversal attack for when foes are behind him, a wide launching haymaker of a punch, a player can quickly face away from foes to intentionally trigger a back attack. The variety of attack options has been replicated in a 3D space in this fashion.

(gameplay/controls/observation/moveset)

06:10 Popup for Special Arts (SPA) Circle + Triangle

- We only start with one SPA, the neutral SPA, a quick spinning jump kick, hits omnidirectionally, is quick, and has low cost. Its quick speed is both a boon and a hindrance at times, it is also not very damaging, it is a perfect panic move, used correctly it forces a situation back to neutral and gets off some damage. **(observation)**

- SPA adds some extra strategy to fights, metre management is another skill, another consideration. You can spend them on guaranteed damage or hold them to escape bad situations or counter a foe's SPA (as special moves are undodgeable), they are good both for pressing an advantage and for forcing the fight back to a neutral state. **(observation/gameplay/metre/SPA)**

Structure: talk about how the early missions drip feed some of your mechanics, but how I wish we had all of them from the off, with later missions just informing us of their existence, which is also sort of done via Shun Ying's mission briefings, but given how de-emphasised they are, I don't mind the pop-ups. Considering a solid chunk of our attacks are left untaught, moves more useful than the wall attacks for that matter, I find this a really weird issue of poor teaching priorities.

(observation/post-note/controls)

- If the single player is a tutorial for multiplayer, it's a bit of a lopsided one. **(observation)**

06:15 Use of spinning kick SPA to get out of enemy combo **(combat/gameplay/SPA)**

- And then again! It is low cost! **(metre)**

06:20 Brad's horizontal combo ends with a launcher upwards, I fail to juggle.

- Most bread and butter string in this game is horizontal combo to launch, going into a neutral combo with quicker punches which launches opponents away. Hit into a wall for bonus damage and stun. **(gameplay)**

06:25 Use of Brad's up+strike, a wide head level kick which launches foes, this is Brad's primary crowd control tool, useful for buying room, spacing out opponents, and wall bounding.

(combat/moveset)

06:40 Do a "wall run" off of Real Deal, foes can be used as launch pads, it is quite risky however **(combat/observation)**

06:40 Arm grab Real Deal, this is one of Brad's very quick (safe) grapples, and it throws Real Deal into a wall, dealing bonus damage and stun. **(combat/mechanics/level)**

- Arm throw one enemy onto another

06:50 ground pound, grappling a prone foe will cause a beatdown. It's a slow, heavily damaging move. I leaned on it a ton during this first playthrough and dropped it. The move feels a bit of a crutch. It's big damage, but foes can easily punish you for spamming it and group fights HEAVILY discourage it. **(combat/observation/grabs)**

- You can get more damage off with a low kick into a wall, it's greater risk at first, but it's ultimately a controlled risk. So gamble on big damage? Or bet on your own skill. **(gameplay/observation)**

06:55 Camera cut to end of neutral combo to show foe flying away, pretty cool. Not sure if it's needed but I can handle it. **(gameplay/camera/observation)**

UR 001 CONT – M1 Gameplay / M2 Cutscene

07:00 Fail grab, get pummelled

- Trying and failing to pull deflections on foe, get off one deflection and finish the fight in dogshit style **(gameplay)**

Structure/post-note: Smooth animations!

- First fight note: Even with my bad gameplay, the first thing that hits me is just how good this game looks. It's got the Namco flare, the animations are slick, the moves are smooth, have a ton of personality but remain decently readable despite their high speed. The hits sound meaty, it's such a pleasing game to watch and when played well it can look like a choreographed fight scene in motion, when you're in a flow state this game flows right along with you. For now, there are plenty of breaks in the stream. **(joke/wordplay/animation/observation/gameplay)**

- Hits sound like explosions, cracks of thunder! This may not be Tekken but Urban Reign has heavy hitters! **(joke/observation)**

07:15 Cutscene: Brad stands over his defeated enemies, guitar sting kicks up as Brad casually leaves them behind, walking off into the city. He is very cool the game says!

07:40 Player Ability Development! We got some very light RPG mechanics! You cannot horde points! You have to know what will be important from moment one!

- So this feels a little inconsequential, done well you're always growing in a way where you just feel in tandem with the game and it probably should have been done automatically!

- But the question is thus, on the left are offense abilities, how much damage your attack types do (basic strikes/grapples/regional attacks/specials / weapons (blocked off until weapons enter gameplay which is appreciated) and on the right are defense abilities (toughness (overall health) and regional endurances which boost regional health)

So do you want to do more damage and thus end fights faster? Or boost defense so you're allowed to make more mistakes in what is a tough game. With no ability to stock points, and a semi-linear conveyor of unrepeatable missions you're essentially betting on what you think you need. At best the system is pointless, despite the points, and at worst it can fuck you up. A struggling player may focus on defence! Don't do this! The best defence is a good offence! As timed missions and regional damage missions can become absurdly hard! I mean in the end these both do the same thing, they give you greater margin for error! Just think of greater damage as another way of allowing more room for mistakes, as every successful attack is greater progress. My suggestion is to up basic striking and regional attack to start. **(observation/post-note/RPG system)**

08:00 1 point in UB, 1 in Toughness

08:05 Save screen! Mission completion: 1%! We have many fights ahead. **(menu)**

08:15 MISSION 02: CHINATOWN "First Job"

- Get a big rising shot of Shun Ying, she's our mission control and head of the Chinatown Triad... I also think we're her only fighter given how this goes but hey, we're all she needs, that and unlimited retries. **(story/observation/joke)**

- She asks if we're ready to roll, Brad says he warmed up on the way, she's pleased. Brad don't tell her you do this for free! As far as she should know, those fists should be behind a paybrawl! **(joke)**

- Just as Shun warns Brad this won't be a normal brawler job, some Zaps turn up to show us why. They demand to know where KG is, Shun just sighs, she thinks they're just saying that to get a piece of Chinatown.

UR 001 CONT – M2 Gameplay, Dodge intro

- Brad jokes if she wants to prove her innocence, get a lawyer. Shun bluntly says sure, if she was dealing with cops. So what's our job? Take out *every gang member in the area. Including the Zaps leader, Dwayne.*

- Shun really does put the brains in Urban Reign, and by that I mean her plan is a no brainer! Just hire the best fighter and beat literally the entire city up! Easy for her to say, says Brad, as he sets out into a game which proves that yes, this is much easier said than done! **(joke/observation/story)**

09:20 Mission 2 gameplay begins, 2v1 against Buster and Spider!

09:25 Dodging tutorial! All defensive actions are bound to the square button and like attacks, directionally influenced and contextual.

- Neutral dodging is just that, very quick sharp dodges you can quickly retaliate out of.

- Directional inputs turn them into moving dodges or redirects, pushing a foe, can be used to get into a back grab or start a combo, but as this takes longer is much riskier in group fights.

(combat/observation)

- Dodging is interesting, endlessly rewarding. Unlike games like Arkham or what have you, there are no big wind ups or screen prompts, we're not Batman, we're Bradman. But yeah dodging in this feels so stylish, it's slight but in a way which makes each dodge feel deliberate and individually satisfying. I will probably do a big Batman comparison. Remember that in that game the satisfaction isn't in beating the thugs, that's a given, it's how stylishly you do it, how much you can embody the skill Batman is lauded for. Here, just getting through the fight, just dodging one simple combo is just as satisfying by itself.

- And no, this isn't because of poor telegraphing, it's less telegraphed but it is very readable, it's just that reading it is less literally looking for big obvious wind ups, and more learning to read the game, the invisible signs, the enemy behaviours. You can still do it on reaction, attacks are still very readable with the Tecmotion magic, but you have to be very quick on that draw, you have to predict and gamble as with fighting games. **(combat/observation/post-note/defence)**

09:35 Successful dodge string flubbed at end, I get sent sliding across the floor!

(combat/dodging/deflection)

09:40 Punch foe into cart, arm throw to floor and kick prone for away. **(downed foe/low kick/combat/gameplay)**

09:40 Sprint jump off foe, which is useless at this point as my air attacks have not been approved yet. **(gameplay/observation)**

10:00 Some enemy management, knocking one foe away then shifting to another. **(combat/crowd control)**

10:10 Some dodging attacks from the back, don't get the full string

- Dodging has another neat mechanic, once you take a hit, the window for a deflection to count is much narrower, so dodging a full string is easier than recovering, it's a neat little mechanic and it makes sense. It makes escaping a string satisfying and pushes you towards using SPAs to buy room, but it also gives skilled or gambling players a chance to risk saving their metre in case of greater emergencies down the line. It also means when you burn a SPA move on escaping you do know you had other choices. **(decision making/deflection/combat/gameplay/SPA/post-note)**

10:15 Jump off wall

10:20 Reversal upper, I was going for a different foe but context kicked in, or punched in anyway, it worked out at least! **(oversight/targeting)**

UR 001 CONT – M2 ends

10:30 Escape combo with super deflection, tight timing! Defeat Busta (Busta is busted!)
(joke/awful)

10:40 Dodge combo string and strike spider into a wall, he slides down

10:40 Neutral grab on foe **(grapple)**

- Push enemy into wall, I don't think I've ever intentionally neutral grappled, which is a held grab from which you can strike or transition into a proper grapple attack. **(gameplay/observation)**

10:50 Enemy deflects downed grapple attempt! **(enemy/deflection/AI/combat)**

10:55 Fail to dodge enemy combo, get sent into wall

11:00 SPA to escape combo I failed to dodge **(SPA/metre)**

11:10 Run off of wall, can't do anything yet, so I get combo'd by a foe.

- Dodge next combo and beat them down to end the fight!

UR 002 - M3 - War were declared, beat up buster (again)

00:10 Second point in toughness **(abilities screen)**

00:15 Cutscene: We join Dwayne hanging out at the junkyard, as noughties gangsters were wont to do.

- He angrily kicks a keep out sign, pissed Shun Ying hired a brawler instead of fight her own battles. He tells his gang to take the war to Shun Ying. They raise their weapons and cheer, heading off to fight us. Presumably they lost those weapons at one of the gates, as those won't appear for another 50 stages or so. **(joke/story/observation)**

- He pulls another of his in close and whispers to get back up from the downtown crew. **(story)**

00:45 Mission Select screen! This city map hardly matters! But first, we're going to the bar!

00:50 Select MISSION 03: BAR "Declaration"

- From here, we pick missions from this screen, and Shun Ying narrates the bit of story, offering plot info, a few character in fights, and sneaking some diegetic gameplay tips in there occasionally

- Mission 3 description: "Dwayne's a cautious guy, so he won't make the first move. We'll have to draw him out, so go over to their turf and provoke him by smacking around one of his boys. This is our official dclaration of war, so do it up!"

01:15 Mission 3: 1V1, us VS Busta! Who we beat up when he had a mate, so this is a quick and dirty bar brawl **(mission/gameplay/observation/enemy)**

- Tutorial for regional attacks! Telling us we can aim low or high but not telling us why we might want to, I guess it wants you to learn that yourself, it also doesn't say (though you will learn so eh) that you can aim grapples low and high for different moves.

- Bar level is a tight space with a ton of breakable objects, being sent through a breakable object deals extra damage, so a simple launcher in here if aimed well or extremely lucky (or unlucky) can just destroy half your health and half the bar at the same time. **(level/map/arena)**

01:15 Punch Busta into a table **(combat/arena/props)**

01:25 Sweep kick, wide, trips foes, crowd control option **(combat move)**

01:45 Deflect Busta into chair, he takes damage from a simple redirect **(dodge/combat/prop)**

01:50 Enemy deflects downed grapple **(deflection/dodge/grapple)**

02:00 leg grapple throws busta into table for bonus damage, busta's legs busted! **(combat/regions)**

- Then climb on him for downed beatdown, get two in a row then finish with SPA spin kick.

UR 003 - M4 - Friendly Gesture - Beat up one biker - Inbetween attacks unlocked

00:10 MISSION 04: HIDEOUT: "Friendly Gesture"

"Word on the street is that Dwayne has convinced the Hell's Legion bike gang to come after us. Their boss, Glen, thinks Dwayne will give him props if he takes us down. Rather than sit around here, we're going on the offensive. We already know where their hideout is, so go pay him a visit... and as a friendly gesture, put one of 'em in the hospital."

- Shun is not clearing her name, she's clearing names off a list! **(joke/observation/story)**

00:45 3V1, versus Rod, Seth, and Torque, biker type enemies. **(enemies)**

- They are slightly more dangerous than the gangsters we've fought so far, with a scrappy but hard hitting style. Rod is memorably weak.

- In this level we're told about "Double Attacks", if we hit grab (triangle) inbetween or while facing two foes we'll get off a double grab. This is highly contextual and very tricky to set up or pull off, but is deeply cool, being a fast, hard hitting move which enemies cannot deflect, you can still be knocked out of it however. **(combat/double attacks/deflection/dodge/observation/contextual attack)**

- Double attacks are also risky as the enemies can also do a tag team attack, which is inescapable and often heavily damaging, so it's often a race to trigger their respective moves **(combat/risk reward)**

00:55 SPA spin kick to clear off two foes

01:00 upper region grab on Rod, for Brad, this is a slow powerbomb, lifting the foe before slamming them down. Decently damaging but more or less impossible in a group fight given its extreme move length **(combat/observation/grapple)**

- The powerbomb powerbombs in most group fights **(joke/wordplay)**

01:00 Taught target lock, managing lock on is a valuable but sadly, as it often is, imprecise mechanic, capable of misreading what the player wants and doing its best in a contextual 3D space. **(mechanic/oversight/observation/lock-on/camera/issue)**

01:05 Successful double attack right into an enemy combo!

01:20 Untaught mechanic (at least in game), some combos have enemy switch variants where pushing towards an approaching foe modifies the string to turn to them, with unique moves to boot! **(combat/contextual/combo)**

01:20 Attempt to use down grapple on Rod, immediately kicked off of him by his mate! **(grapple/crowd control)**

01:30 Use of sweep kicks and positioning to keep foes in one direction. **(crowd control)**

01:35 Successful double attack (enemy either side!)

01:40 Neutral grab punching finish on Rod!

- Despite the 3V1, only one KO is required, I suppose we're allowed to leave after this. **(joke/observation)**

- The difficulty does have some ramp up, but that's to fling us into the wall of a canyon! **(joke)**

UR 004 - M5 - Child's Play - Beat Up One Gangster!

00:00 MISSION 05: SOUTHEND: "Child's Play"

"The street gangs are getting jumpy from all the recent activity in town. They're just a bunch of random punks, and way too disorganised to try anything ballsy like taking us on but I say we take 'em out just to be sure..."

What's the deal with that guy over there? He a friend of yours or something? I get the feeling he's sizing you up for a one-on-one. Give him what's coming to him. That'll serve as a lesson for his friends." **(story)**

- Shun I hate to say it but I think you're going mad with power already. **(joke/observation)**

00:30 Gameplay begins, one-on-one with Nas-Tii, but what's really funny about this is there are three people on the map besides me, I could go and trigger those two as well, but they're basically just here to watch, passive yet viewing utterly impassively. **(wordplay/joke)**

- It's a weird bit of presentational flare, it adds a tiny absurd element of danger, if the fight somehow winds up near them they will get mad. For the most part they're set dressing. **(presentation/observation)**

01:00 Taunt tutorial pop-up, the taunt is pretty interesting. If done while an enemy is stunned it will massively elongate their stun and cause them to stumble toward you with an elon-like Gate, an awkward, slow shuffle, leaving them open for a follow up.

- If a player is put in this scenario, you can mash buttons to build SPA metre, you can burn a SPA move for an instant escape, I feel like a dog shaking water off, escaping dizziness in the dumbest way possible. But you can actually bait foes into approaching you like this, turning your stun into a trap. **(tactics/gameplay/SPA/stun/taunt/options)**

01:10 Dodge full combo, neutral grapple, downed grapple, redirect foe and punch in back **(deflection/combo/grapple)**

01:35 End fight with redirect to back punch **(deflection/dodge)**

UR 005 - M6 - Turf - Timed Fight against martial artist, clutch it out - Super Deflections

00:00 Three available missions on map! So you could, if you found one mission too difficult, back out and get some points elsewhere, it almost encourages this, with missions being unrepeatable. **(observation/gameplay)**

- Not that there is much routing or strategy, having beaten this twice, linearly, the ability to occasionally choose from a handful of missions to do in differing order feels arbitrary and needless. **(observation/map/menu/mission)**

00:05 MISSION 06: MOTEL "Turf"

"Kadonashi Dojo controls the east side of 16th Street. These guys who hang out there are just a bunch of gangbangers posing as a group of vigilantes. They've been copping an attitude ever since our war with the Zaps began. They're not gonna stand by and let outsiders like us do as we please. Kadonashi's disciples must have heard the ruckus. You've got to finish this before they come out"

- Objective: Take the enemy down within the time limit

00:35 Gameplay begins, one on one with a karate type foe, 60 second time limit! The first bit of real pressure added!

Super deflection: While staggering from enemy attack, press square at the right moment to dodge the next strike. **(tutorial)**

- As already said, once hit, the window to successfully deflect is significantly tighter which I think is a pretty solid way to do it. Dodging isn't super hard in this game but this keeps it from feeling trivial, it keeps the dodging on a knives edge. **(observation/satisfaction/dodge/gameplay)**

UR 005 CONT – Timed Fight/Super Deflections

00:40 Enemy super deflects, escaping my combo and quickly retaliating! **(AI/combat)**

- Eat the full karate combo, Reggie hits slow, with big, inconsistent windows between his attacks, makes it hard to judge if this makes him a good or bad candidate for the level we're taught about super deflections, but hey, we're gonna be seeing the same guys a lot so learning can be a staggered process, not a one and done, with knowledge useless the moment it is gained.

(observation/gameplay/difficulty curve/asset reuse)

00:45 Knocked down, roll right into a followup kick! **(combat)**

00:50 Successful leg grab into ground pound **(grapples)**

- Brad is near enough silent, but he lets out a very satisfied (and honestly quite encouraging given the difficulty) "Good!" whenever he mounts a downed foe, the guarantee of some damage is plenty encouraging.

00:55 Reggie super deflects out of a combo, I quickly swap to a low strike to knock him prone **(combat)**

- Then boot him away!

01:05 Combo'd twice by Reggie, failing to escape, use SPA kick to push him away and reset. **(combat/SPA/metre)**

- Thirty seconds left and only halfway done! **(timer)**

01:10 Redirect foe! Horizontal combo into neutral to try and juggle Reggie, and he escapes with an air deflection! Like a super deflection, very tight timing! **(combat/moment)**

- Watching this footage before I knew sprint attacks sucks! Reggie is just backing up and I'm swinging at air! I don't know pivotal gap closers which are super important!

Topic potential: I did not know how deep the game is, despite its extreme difficulty, an idiot can bumble through with enough tenacity, and decent use of what mechanics they do understand.

(story/video story/topic/structure/post-note/tutorial)

01:25 Bounce Reggie off of a wall, he SPA kicks me away! **(SPA)**

- He then SPA punches me as I reapproach! 10 seconds left and the music is picking up!

01:35 He redirects me, I redirect him, high kick floors, he gets up, redirects and I throw out a panic SPA to end the fight with one second left! **(combat/gameplay)**

- Watching this gameplay feels like watching a toddler, I am so clumsy, so uncoordinated, I'm not a brawler, I'm a scrapper, and a scrappy one at that! **(wordplay/observation)**

UR 006 - M7 - Retaliation - Gang fight, first loss - Run introduced - Foes gang attack me

00:00 Mission 07: Chinatown "Retaliation"

"Just as we've expected, the zaps are mounting a counterattack for payback over all the damage you've caused. Unfortunately, still no Dwayne. Give 'em hell so that he'll have no choice but to rear his ugly face."

- So, to sum up, the start of this story is getting hired to kick the shit out of the entire city, which naturally leads to Shun getting a ton more enemies, because her response to suspicion getting cast on her is to kick the shit out of everyone. All I can say is while her strategy sucks, she's great at picking people to carry out these bad strategies, or Brad strategies as it were. Brad doesn't mind, he just seems happy to fight. **(observation/story)**

- It is so funny she just sees a guy eyeing us and is like, yeah go beat him, what the hell. She's very filppant about this. **(character/observation)**

UR 006 CONT – First game over, big crowd control lessons

00:30 3V1, opening shot to emphasise it, this is a 3v1, we must defeat all three, Busta, Spider, and Pain Killah, and they're all slightly tougher

- Tutorial prompt telling us to run! Oh but there is no retreat! **(joke)**

00:35 Flip off of a trash can, still don't have air attacks, so I land right into a waiting enemy combo! **(moment/combat/tutorial)**

00:40 Use of neutral SPA, spin kick sends two enemies flying, and I use the opening to focus on a lone Busta **(crowd control/SPA)**

00:40 → 00:50 Decent crowd control, juggle combo, arm grab on foe approaching from rear

- Brad is sort of omnidirectional, contextually anyway, he can defend in any direction but obviously has an advantage when facing a foe, especially since front grapples tend to be slower and more telegraphed than relatively quick back attacks. **(combat/defence/dodge/observation)**

01:10 Jump off foe, land right next to Busta who immediately opens on me with a vicious headbutt

01:20 Get surrounded, fail to control foes and start taking hits

01:20 Tag team enemy attack!

01:30 Stunned, use of SPA to escape and buy room **(stun/status effect/SPA/metre)**

01:40 Rocked by enemy combo overlapping with an enemy SPA move after foe hits faster than me! Launched into wall for bonus damage! Stunned, foe taunts, and I get doubled again! The fight was going well, but all in a moment my advantage slipped, and I couldn't recover!

01:55 Defeated foe drops drink, can be picked up and drank for health recovery

01:55 Unfortunately, I take a high blow and my head region is now red, so I am immediately stunned, Pain Killah taunts to elongate the stun, I burn SPA to escape! **(stun/status effect/regional damage)**

02:00 I panic trying to grab the juice and a double combo finishes me off! First game over (1)

02:10 Punched out of powerbomb! Enemy gets combo

- I return to basic crowd control, launchers, keep foes isolated

02:30 Neutral grapple combo

02:35 Ground pound gotten away with, foe isolated!

02:40 Ground pound interrupted! We do not have i-frames on grapple! **(observation/gameplay)**

02:55 Super deflection to escape combo! **(dodge)**

03:00 Enemy attempts jump attack off of Brad, use SPA to counter it, sending foe flying! **(SPA/environment/jump attack/metre/defence)**

03:15 tag team grappled, launched via down kick and then fucking juggled, get wombo combo'd by the AI for a moment!

- Downed SPA is a get up attack, swings omnidirectional, clears space, foe hit by it collides with other enemy!

UR 006 CONT – Coolish Finish

03:25 Foes start acting more aggressive, rejecting isolation as they sprint attack and run in. I do not pick up on the presence of the slide tackle for much too long

03:30 Enemies will smartly back up if you're knocked down and have metre, they dodge my downed SPA get up attack thanks to this cleverness! **(AI/observation/SPA)**

03:30 Powerbomb rejected, very slow grapple! **(combat/crowd control)**

03:35 Launched vertically then booted away by enemy **(juggle/combat)**

03:40 SPA spin kick launches two foes, and one of the missiles hits the third enemy! **(collision/SPA/metre)**

03:50 Buy room and drink health drink! Struggle to drop it because I have yet to learn throwing! **(combat)**

- Mean to tell me how to pick a thing up but not how to pick it down! **(observation)**

04:00 Deflection pushes one foe into another! **(collision/dodge/deflection)**

- Double attack finishes off second foe! Then get off two ground pounds on one remaining enemy)

04:15 Stagger combo to keep it going longer and not launch foe away. **(combo/gameplay)**

- Finish off Spider in pretty dull fashion

UR 007 - M8 - New Kid on the Block - Countering grapples is hard

00:00 MISSION 08: SOUTHEND: "New Kid on the Block"

"Outsiders have been hanging around this neck of the woods lately. They're not exactly the touristy type. In fact, if they're not stirring up trouble on their own. They've been known to get mixed up with Dwayne's men on occasion. I want you to head over there and scope out the scene. If they think you're fresh meat and try to jack you. Feel free to introduce yourself."

- Yeah with Brad's demeanour you know what you're doing. This is bait Shun. **(joke/story)**

00:25 Interesting set up. This is a two on one against two slightly tougher foes, but one won't actually join the fight for 20 seconds unless prompted, meaning you can get a head start on damage against the more eager foe. It's a strange little nuance which makes the fight feel more dynamic and kinda real, it gives it a believable distinctiveness. **(combat/AI/set piece/observation)**

00:35 Tutorial for grapple breaking

- Square + directional input corresponding to region opponent is grappling. This is a feature I think is cool, but man it can be frustrating. I have gotten *more consistent* at it over playthroughs, but god I am unsure if it is.

- Issue is some grapples feel like misdirects, and the point in a grapple it can be broken is something only learned through trial and error. Some grabs also come out SO FAST they're less reactable than strikes! **(observation/gameplay)**

00:35 Immediately eat an enemy leg grapple, toughest grab to break. **(gameplay)**

00:50 Quick recovery tutorial, hit square right before hitting ground

00:55 Downed kick on rising foe hits leg, staggers, then juggle combo on Emilio

01:00 → 01:30 Keeping Emilio and Jose separate, doing two one on ones instead of a 2v1, groundpounds used

UR 007 CONT – Keep falling for leg grapples

01:35 Throw foe onto other foe with arm grapple (**combat/collision**)

01:40 Enemy deflects groundpound, get punished for repeating it, you get two, maybe three of these per fight I'd say, then enemies can easily reject it.

01:50 Get leg grappled twice in quick succession, then wait for them to repeat, get leg grappled two more times in a row. Then I give up and just win the fight. Even when baiting the damn thing I can't escape it. (**grapple break/combat**)

02:30 Unlock the Diving Strike, Diving Strike Combo, and Diving Grapple. Walls finally have purpose!

UR 008 - M9 - Eye for an Eye - Three martial artists - Dive attacks unlocked - 'I'm not worried' I am

00:05 MISSION 09 – WAREHOUSE - “Eye for an Eye”

“The Kadonashi Dojo live and die by the motto “An eye for an eye, and a tooth for a tooth.” So it's unsurprising they're still sore over losing of their guys from the attack we staged. Personally, I think they had it coming to them anyways, just karma from all the bad blood they've started. But it doesn't look like they're gonna wanna settle it out of court, if you get my drift.

They got three of their best black belt disciples to settle the score. Normally, I'd be a little nervous, but I think you can handle them.”

Objective: Take everyone down.

00:40 Diving Strike tutorial: Circle button while running up walls or other fighters.

- The walls now have purpose!

00:50 Double teamed by Kadonashi disciples, launched into wall

01:00 Diving grapple used

01:05 Get fucking BOUNCED off of a wall

01:10 Use of SPA to keep fighter I'm beating isolated as Zach approaches from behind

- Colin approaches from behind as I juggle isolated fighter, pull a split combo to push him away, then powerbomb Reggie! (**moment**)

01:20 Wall jump to get behind enemy! (**stage/map/moment**)

01:25 Powerbomb interrupted, use SPA to immediately cut off enemy from comboing me! (**grapple/crowd control**)

01:30 Get SPA'd by foe after using my own

01:45 Use of dive grapple on foe

01:50 Use of low sweep to knock foe prone

- Ground pound on enemy interrupted (**crowd control**)

01:55 Use of SPA spin kick hits shelf, sending boxes sprawling! Levels are super reactive and dense with cool details, they feel like miniature diaramas which keeps them fun to fight in for some time. (**observation/levels/stages/repetition/asset reuse**)

02:00 Grappled off of foe I'm groundpounding

UR 008 CONT – Triple Dive Kick, Wall finisher,

02:00 Detail: Damaged areas have big electrical surges, a non-diegetic and very effective way to make the strike look painful. I know that feeling of electricity when I hurt myself, the *shock* of pain. Punches leave little explosions to go with their booms, the combat is far from realistic but very visceral, with great visual signifiers to convey impact and pain. **(observation/visuals)**

02:05 triple dive kick combo **(moment/combat)**

- It always feels satisfying to get a home run in this game, downing every enemy with one of these feels so fucking good.

- I love the dive kick, I really do, but man it's risky. Honestly its use has to be measured, the problem is it looks so cool I often use it when it is really not worth it! It's a big predictable move and as the game goes on enemies will punish it perfectly, letting you dive into a combo string, knowing the perfect range to wait at to let you land and then open up while you recover, and if you're diving into a crowd, it's like trying to dive into a thorny bush and not get hurt, and diving into these pricks is no wiser! **(joke/wordplay/gameplay/observation/crowd control)**

- So yeah, it's a move that's really flashy, and I wouldn't say is *less useful* than it seems, but you have to be prudent in its usage, but you give me an opportunity to fucking dive bounce kick an enemy and prudence is going to be low on my list of considerations. **(observation/gameplay)**

02:10 Case in point, I am quickly pounced on by the foes I just knocked down and double grappled/tagteamed, sent into a wall, then juggle kicked, later enemies would not let me go as easily as these two, but they drop the combo and let me get back to it.

(combat/enemy/AI/observation/crowd control)

02:20 Use of grounded SPA to recover, low kick Colin to trip, then boot him into wall (wall damage finishes him), finally I send Zach flying and do a back head grapple (headslam) to finish the fight out

UR 009 - M10 - Observer - Beat boss underling - Decent reversal in here

00:00 MISSION 10: MOTEL: Observer

"That's Glen, the leader of the Hell's Legions. He's the kind of guy who's content to just kick back and let his underlings do the dirty work. It seems you've been underestimated. Mop up the small fry first and show no mercy. But when it comes to Glen, maybe you should hang back and bide your time. No use provoking him now – That might be too much for you to handle."

Objective: Take Glen's men down.

00:40 Opening cutscene, Glen tells his men "Let's tear it up", I'm "it" I suppose.

- Interesting little scenario. This is a 3 on 1 that will turn into a 4 on one if we take too long. Glen getting bored of watching and joining in the fight. But we still only need to take down Glen's men, and he'll let us go afterwards. **(objective/set piece/obstacle)**

- It's a cool little bit of pressure as Glen is a tough foe for me at this stage of development **(observation/boss)**

00:55 Rod slide tackles in! He's the first foe I've noticed to really make use of sprint attacks to rapidly close the gap and ambush me when I'm distracted! **(AI/sprint attacks)**

01:05 Neutral grapple push, I only ever do this in panic. **(move/grapple/observation)**

- This game punishes panicking more than any other, you stay calm and measured, the game gets easier, but it is *very good* at inspiring panic. **(observation/gameplay)**

01:15 Slide tackle from Rod while I fight someone else! **(AI/combat)**

- This fucker loves slide tackles!

UR 009 CONT – Rod sprint attacks, Glen joins the fight

01:25 Sprint kicked out of ground pound!

- While the game doesn't explicitly teach me about sprint attacks, I really should be learning right now! It's my own fault, still, early topic tutorialisation. **(structure/observation/moveset)**

01:40 Knocked out of juggle combo by Rod running in again! **(AI/combat)**

- This guy does have his own personality! Probably the weakest foe in terms of toughness, so he pulls hit and run tactics using his allies as bait, he crumbles the moment you focus him down however! **(combat/AI/tactics/observation)**

02:00 Grab and use drink, heal

02:05 Deflection, push foe into other foe, move combo between two foes at once and take one down.

02:10 Juggle combo on Seth

02:15 Glen gets bored, joints fight with a fucking vengeance, SPA headbutt on me

- Glen is luckily sort of passive here, so I just wittle down Seth and take the fight.

UR 010 - M11 - Proof - Jake Boss - Terrifying if he gets going

00:05 MISSION 11: BAR: "Proof"

- Ah, cause it's a bar! **(joke/observation)**

- Man, they had to come up with 100 mission names **(observation)**

"Like you, Jake is a brawler who gets paid to bust people up. I hear he's officially on Glen's payroll now. There was a time when it was a toss up between Jake and you, but in the end your rugged good looks got you the job. Not that I doubt you, of course... But, all the same, get out there and prove to me that I made the right choice."

- Considering Jake winds up being the best tag team partner, it's gotta be said Shun has a good eye. Especially since this fight wound up being the first road block! It's the first time we have to defeat a boss level foe and he is a massive leap in difficulty.

- On my first playthrough where I was just kinda trying the game out, this is where I stopped. I've revisited this game a few times over the years and slowly crept deeper and deeper towards Mission 30, stopping somewhere short of there. First time I won this I figured I was maybe a third done, I mean 30 missions, seems about right, right? Given the difficulty. Somehow failing to notice my completion progress tracker on the save screen was ticking up 1% per mission! Yeah, I can miss stuff (like the difficulty) **(joke/difficulty/observation)**

- Structure thought: Missions 1-10, presentation, animation, graphics, effects, game looks and feels amazing, and then we meet Jake, and this is where the game shows its true colours, this is where we talk basic gameplay. **(observation/gameplay/structure)**

00:30 Cutscene intro where Jake summons us to fight.

- Cool presentational thing, Jake will stand and wait for us to engage him, on harder difficulties he has bespoke behaviour to pop his buff SPA as the player approaches, rush in and you will get staggered by him popping his SPA and he'll immediately take the advantage.

(AI/gameplay/setpiece)

00:40 We sprint into and bump off of each other, it's a comedic detail I love and adds to the sheer physicality of the game. **(observation)**

- In a panic I pop SPA, sending Jake into the wall

UR 010 CONT – Jake first boss, I get combo'd hard! Shut down!

00:40 Use wall to keep offense on Jake, combo him into it, wall run into dive kick, which I'd think physics would take issue with, but Jake takes it up on their behalf

- Attempt to follow with a dive grapple, Jake grapple breaks it, powerbombing me.

(combat/deflection/wall/AI)

00:50 My attempt at a low sweep is deflected, low kicks have a unique counter deflection where the dodger rolls over their attacker and can instantly transmission into a grab, very satisfying to do.

Opponents rarely do it, rendering most low attacks safe if not overly spammed.

(observation/combat/defence)

01:00 Jake gets off an absurd combo on me, opening with a SPA spinkick to force me to stop attacking, followed by a SPA backhand which spins and puts me into stagger, following with a punch and another SPA backhand, before finishing me with a SPA dropkick I possibly could have dodged if I had the presence of mind to manually step aside, this sends me clattering through a barstool and a wall. Jake burned all his metre and I've lost half of my health in less than ten seconds. **(combo/AI/difficulty/SPA)**

- With no SPA of my own, spent carelessly throughout the fight, my ability to escape or force neutral was greatly diminished. **(metre/SPA/observation)**

01:05 Jake then uses Brad as a run up to deliver a dive kick! Sending him clattering through all the barstools like bowling pins! **(stage/air attacks/AI)**

- I am then slide tackled, struck to juggle, and hit with an air grab to finish! A bit mean considering I don't have air grapples yet! But hey this combo would one whole playthrough later become my bread and butter! The more control you're able to exercise, the more you're able to strip from your opponents. **(foreshadowing/controls/observation/sprint attacks/moveset)**

- Within 15 seconds, my great lead over Jake had evaporated, but I do now have a heavy stockpile of SPA to spend to preserve my very little health, and utterly busted head. **(observation/combat)**

01:20 I press the attack, flooring Jake, but he responds with a get up Spa, forcing me away, attacking downed opponents can be very dangerous, it's often prudent to let them get up, and reapproach neutrally.

- For better or worse (I'd argue better once you get over the frustration), Urban Reign coerces you into letting the fight reset very often. Why this is good I find is it gives the fights a lot of moments of tension, and it takes a great deal of mastery to never let go of the advantage, making such victories not feeling like cheesing the game. It lends the fights a lot of tense moments, highs and lows. **(drama/combat/strategy/observation/post-note)**

- The rhythm of a good martial arts movie has explosive bursts of action, followed by moments of pause, equivalent to natural in a fighting game. Where opponents start testing, looking for openings, before another burst of explosive action. **(observation/film/gameplay)**

- An odd tangent, I love Yakuza's combat, despite its shallow nature, and I have a lot of respect for people who can pull off high-execution "advanced" gameplay, but I find it a lot less interesting to watch than a normal brawl. Advanced play in Yakuza shuts opponents down forever, it's about forcing the game to never allow itself to be played in a way, and that's interesting but not engaging to watch for me. An exciting story is one where the hero takes some lumps, and has to think through his opponent. **(observation)**

01:20 use of SPA kick to escape stun from a wall bounce. **(status/stun/SPA)**

- It's such a hilarious way to escape being dizzy, when Brad is lost and confused, he just does a giant spinning kick! **(joke/observation)**

- It's like a wet dog violently shaking off water!

UR 010 CONT – 2nd Game over, take the second attempt

01:25 I fall to Jake's backhand, second game over (2)

- Jake is the first real test, here the game checks if you have learned to deflect, and introduces the concept of metre management. Now you must be smarter in its use! **(SPA/metre)**

01:30 Second attempt begins strong as I run right into a grapple from Jake, a head first powerbomb, an absolute fucker to escape. **(grapple/observation)**

- I am then SPA dropkicked, get to see the lock on in action as he pirouettes around me for it to land, only SPA can block SPA, he starts with a full bar, I start with none! **(observation/SPA/boss)**

- Get up SPA knocks Jake back and I can start recovering my own momentum

01:40 Smash Jake through tables and a wooden beam

01:45 Smash Jake into wall lined with framed pictures, one of them falls off, a nice reactive detail. **(stage/level/details)**

01:50 Jake stuns me, taunts, but for whatever reason doesn't capitalise, I guess we're still only on mission 11 **(Observation/AI/Stun/taunt)**

02:00 Deflect a grapple! Jake SPAs to knock me away and ensure I cannot press the advantage! **(grapple break/deflection/SPA/metre)**

02:10 Escape an air grab! **(grapple break/air attack)**

02:20 With no health left, Jake's AI seems to flip and he becomes highly dangerous, juggling, air grappling, downed grapples, offering little chance of escape, I eek out a win with a downed SPA, not a dignified win, but a win on the second go, a far cry from my initial performance sadly lost to time. **(difficulty/SPA/observation)**

UR 011 - M12 - Unlucky One - 4 on 1

00:00 Missions 12 to 15 are now available on the map. **(menu)**

00:05 MISSION 12: BACK ALLEY: "Unlucky One"

"Yesterday, some of our boys got jumped by the Zaps, and four of them spent the night in the hospital. We're going to get revenge for this. I've already figured out who the culprits are. One of them's not even a member of the Zaps but I'm pissed off so if he gets in the way... Well, that's his problem. They're gonna pay for what they did to our guys."

- Ahh, cycles of violence – Wait we have guys?! **(joke/story/observation)**

- The unlucky one is me for never having backup!

00:30 This mission is a sneaky bitch! It's a four on one, but the opening only shows three, with one guy in the back ready to ambush me!

00:35 SPA kick sends one enemy into another **(collision/SPA)**

00:40 Punched into wall, stunned, taunted, foes luckily do not capitalise, I mash to build some metre. This is the one situation in which panicking is perhaps for the best! **(mashing/stun/taunt/AI)**

00:45 SPA kick to escape crowd, then run around to get all of them in a blob. **(SPA/Crowd control)**

00:55 Wall jump into midst of foes, SPA attack to send them flying **(crowd control/stage/wall jump)**

UR 011 CONT – Four on One Continues

01:00 Two foes in the air collide with each other (**collision**)

01:05 Double attack landed as enemy boots me into a wall! (**chaos/combat/double attack/grapple**)

01:15 Air kick three foes in a row! (**air attacks/crowd control**)

01:20 Punched out of powerbomb, bad for crowd control!

- Clean up horde, go for another powerbomb and am punched out of it again! Use SPA to immediately resume offense (**powerbombs/strategy/spa**)

01:40 Air kick misses, it is at times unreliable, you are at the mercy of the game's targeting and have to hope it will not only go for the foe you want, but that the foe it does go for isn't in the process of doing something which will make the kick not register. At times you fail the air kick for fair reasons, it's a medium risk medium reward move, sometimes, it just chooses poorly for you, and you have to suffer the consequences. (**observation/gameplay/moment**)

02:00 Punched into dumpster, stunned, taunted, this time the enemies do not let the opportunity go, as I am combo'd again! (**combat/stun/taunt**)

02:10 Punched out of grapple by rushing foe (**crowd control/AI**)

02:15 SPA combo string from Busta, he's tougher now! (**SPA/foe growth**)

02:20 Grappled and groundpounded by Busta! Foes can go hard at any moment!

- While getting groundpounded, another enemy lays on with kicks! And as it turns out, I am still susceptible to other sources of damage!

- Three foes lay into me, a SPA attack stuns then launches and I am dead! Third game over! (3)

02:35 Use of air grapple on foe

02:40 Isolate foe from group and get away with groundpound. (**crowd control**)

02:45 Deflect enemy kick, redirect, and SPA to push people away, I want to turn this into a series of one on ones, you have to strategise around groups. (**combat**)

02:55 Enemy goes for grapple on me, but is KNOCKED OUT OF IT by a flying foe I just tripped up! (**combat/collision/moment**)

03:00 Use of SPA to keep enemy isolated as his mates come in to help him (**crowd control/SPA/metre**)

03:20 fail to control crowd, start getting surrounded, for every foe I dodge or redirect another is there to land a blow

03:40 Go for powerbomb, interrupted again, I do eventually learn not to do this in group fights! (**combat/grapple/crowd control**)

03:55 Use of air kick (three foes hit), successfully clears crowd and isolates enemy for me to go in on. (**crowd control/wall attack**)

04:00 Use of SPA to escape enemy combo, force reset! (**combat/SPA/Metre**)

04:15 With all foes knocked down or away, get a groundpound in (**crowd control**)

UR 011 CONT – Slick wall run dodge, neutral shove stuns me, headslam!

04:15 Get combo'd then grappled and kicked away by enemy

04:20 Good use of wall run to get behind enemies, fighting with your back to a wall is actually sort of dangerous, as a wall bound is extra damage. **(combat/stage/environment/wall jump/crowd control)**

04:45 Groundpound deflected

04:45 Neutral shove into wall stuns me, use SPA to force foe away and me back to safety.
(Stun/SPA/special)

04:55 Redirect foe into headslam (back grab), sweet little motion, it's a very safe option, very quick, so a good grab even in a group fight. **(combat/redirect)**
- Finish fight with groundpound!

UR 012 - M13 - Paying the Price - Surprise attack surprise attack - Struggle with wall combos - dodge grabs - Clutch win

00:30 Mission 13: HIDEOUT: "Paying the Price"

"My sources tell me that Glen has hired Miguel Estevez and his men for an attack on Chinatown. We'll burst their bubble and launch a surprise attack while they're still preparing for their little raid. Go trash his joint the old school way."

- Miguel, I'm pretty sure he's the guy you told me to attack for side eyeing me. We're really making friends all over!

00:50 No intro cutscene, the four guys are hanging out, I love how they just turn and look at Brad as the mission begins. **(observation/level)**

- You're about to have Brad time! **(joke/awful)**

- 4v1, with 1 biker and 3 gangsters, bit tougher and now we're mixing two enemy fighting styles.
(Level/AI/combat)

01:00 Failing to pull off wall tricks

01:15 SPA to escape combo

01:25 Enemy collides with shelf, knocking shit down!

01:25 Enemies surrounding me, SPA to clear, followed by double attack **(double grapple/moment)**

01:30 Wall jump to get behind enemy

- Fail to juggle, I cannot begin to explain how weird it is to watch footage of myself playing this poorly, I look so slow, uncoordinated. This is returning to watching beginner footage, it's like watching another person. **(observation/combat)**

01:45 I keep trying and failing to get a wall combo going! **(air attacks/combo/missing)**

01:50 Successfully powerbomb enemy while in the midst of a group. **(crowd control/no crowd control)**

02:05 Combo'd by two enemies consecutively, manage to pull an air recovery

02:10 Satisfying Double attack, Torque taken out as he collides with a bin

UR 012 CONT – Bikers & Gangsters

02:20 Really cool moment: great get up SPA, big environmental clatter with headslam, double attack and STRONG DEFLECTION (**crowd control/double attack/environment/stage/map**)
- Lots of great collisions shown

02:30 successful groundpound, two cool dodges, arm-throwing dudes into pinball machines, very cool CO sweep. (**crowd control/moment/environment/low region attack**)

02:50 Taken out by Miguel's ridiculous SPA move which looks like the laziest kick I've ever seen. Fourth game over! (4)

03:00 Bad start to second attempt, immediately get grappled rushing Miguel, then get tagteam grappled by him and a mate, a real beatdown of an animation, this ambush of their ambush has gone horribly (**combat/AI**)

03:20 Double attack animation with bespoke camera, send Miguel and a mate flying. (**combat/camera**)

03:35 Arm throw foe to create blockade between me and two enemies, follow up with air grapple to hit all three. (**combat/moment/crowd control/air attacks/collision**)

03:40 Successful powerbomb in group

03:45 Successful air kick combo, hit three enemies

04:00 aggressive play for a moment, hit by Miguel's SPA, use my own SPA get up move to evade the second half of his attack. (**SPA/SPA Blocking**)

04:05 use of sweeps to control group, successfully groundpound foe as enemy attack is too high to hit me (**crowd control/animation**)

04:20 get juggled by two foes

04:25 weird back grapple which is really a punch which acts as grapple, an opponent delivers a short, sharp fist right up the arse. (**observation/combat/back attack**)

04:30 Defeat two foes in quick succession, get ass punched into a wall and use spin kick SPA to force them away. (**combat/SPA/metre/crowd control**)

04:35 Successful juggle combo on Miguel, pushed back by SPA, interrupted his charge with a deflection. He then launches into an absurdly punishing SPA combo and then juggled me with a follow up slide attack, occasionally the AI in early stages can't help but reveal its power level, you get a preview of the competence facing you in the late game and it's kinda terrifying. (**AI/observation/moment/difficulty**)

05:00 Clutch grapple break, leg grapple punished by Miguel's Spa, I pull ANOTHER grapple break! Instantly spin kick SPA to push Miguel away, chase to push advantage, get a hit off, the moment he dodges I throw in another SPA to panic clutch the win (**combat/SPA/metre/dodging/grapple breaks**)

UR 013 - M14 - Right Stuff- Fight Glen- Nightmare wake up boss- Do not anger Jake in corner (funny)

00:00 MISSION 14: BAR: "Right Stuff"

"It seems our friend Jake is too much of a handful, even for Glen. I don't know if it's because Glen lacks the money, or the cojones. Well, maybe both. Either way, it works out for us. Even I would find it hard going if someone attacks us with a brawler like Jake tagging along for the ride. Jake seems a little reluctant to fight here (again?), so let's just take care of Glen and walk away."

00:30 Back at the bar, Jake is hanging out in the corner, he will beat the shit out of us if we disturb him.

- This video is nine minutes, I can only imagine how well our first brush with Jake is going to go. Wait why am I imagining I was there, it goes horribly!

00:35 Unlike Jake this guy don't wait, he's out the gate with a running knee, sending me through a fence, and he chases it with a kick to juggle! **(combat/environment/sprint attack?)**

- It is a subtle escalation of difficulty. The game is more measured and sophisticated than its brutish exterior may seem. **(observation/difficulty/structure topic?)**

- Discuss this steady increase in difficulty in the early portion. **(difficulty/topic)**

00:45 Really cool hitboxes! As Glen's jumping kick attack allows him to evade my sweep! **(hitboxes)**

00:50 Glen hits me with SPA combo, I eat some damage, but SPA my way out of it. **(SPA Blocking)**

01:05 Grapple break Glen's leg grapple, it pivots into Brad delivering a powerbomb! Not only are attacks moveset specific but so are dodges and deflections, some characters deflections double as attacks or have their own properties with movement! **(moveset/observation/grapple break/moment)**

01:15 Get absolutely bullied by Glen, highly damaging grab, hit by a bouncing attack as I get up, air combo'd, and finally AIR GRABBED

01:25 Deflection, push Glen through fence for damage

01:35 Panicking, repeatedly neutral grabbing Glen and ineffectually pushing him into a wall, before Glen knee slams me out of my misery, fifth game over! (5)

- And even in death this dude keeps fucking battering me

01:45 Get launched into Jake and he seizes his chance for revenge, and with it, me, I get fucking TURNED INSIDE OUT as I am now up against two boss level foes when I am barely capable of the single one this level wants me to beat! **(level/map/difficulty/moment)**

02:00 GET SPA'D BY BOTH OF THEM AT ONCE! Use MY OWN TO SEND BOTH OF THEM BACK!

02:15 Running grapple while Jake relentlessly piles more damage on! My health evaporates!

02:20 Brutal finisher, combo'd by both, airgrappled and SLAMMED into floor by Glen. Sixth game over! (6)

UR 013 CONT – Tutorial screen, sturgeons law note, Decent dodging

02:40 Look at tutorial screen, super deflection just says to hit square at “the right moment” while staggering from enemy attack to deflect the next... Well I gotta figure out when that right moment is. It’ll take much longer than a moment. Una momento, una momento fucking mori. **(joke/bad joke)**

03:40 This time I take the fight to the corner of the bar so it cannot hit Jake, and I dodge Glen’s opening run in and follow up kick. **(dodge/deflection/sprint attack)**

03:50 Run right into Glen’s backhand, a very fast turning attack which despite its miniscule appearance is a fucking launcher **(moveset)**

03:55 Glen’s sprint punch sends me sliding through a fucking fence! I splat against the pool table - I get up and get sent through another fence into another wall as Glen’s assault continues

04:10 Picked up and fucking THROWN through more fences and walls

04:15 Glen attempts a wall run, I just keep distance **(enemy/AI/wall attack)**

POSTNOTE: Potential Opening / Sturgeons Law and 3D fighters

3D Fighter genre joke: My favourite fighter is a 3D game actually, and probably goes to show how much of a casual I am. I love Powerstone 2, and I’ve always been pulled more towards 3D fighters despite the genres generally lacking quality. This game from my childhood is hilariously racist. Everyone says you can’t make Blazing Saddles today, but no one says you can’t make Kung Fu Chaos today, but then judging by the reviews they couldn’t make Kung Fu Chaos in fuckin’ 2003 so who knows. Anyway these guys became Ninja Theory. **(joke/observation/topic?)**

- Sturgeon’s revelation posits that 90% of everything is crap, the arena fighter genre is perhaps the greatest evidence of that phrase. In the past these games were often experimental attempts to bring the fighting game genre out of its 2D plane, many of these attempts crashed and burned and they beelined back to a straight line. Nowadays it’s a genre which appears to be 90% IP slop, a foundation upon which you slap anime characters into to slap anime characters around.

- The good examples of the genre are few and far between, it seems like an experiment which died down which I’ve not seen many independent attempts to revive.

(post-note/topic/joke/observation/genre)

04:30 Glen brutalises me with repeated combos and I do not recover, seventh game over! (7)

04:50 Dodge Glens flying knee, go for leg grab, get grapple broken by Glen, and put into a sprinting powerbomb into the wall behind me! I got punished out of a SUCCESSFUL DODGE! **(difficulty/combat/dodge/grapple break)**

04:55 Grapple reversal on dive attack! Enemy attempts to run up me for air grapple and I turn it around, grabbing their leg and dropping them to the ground! **(grapple break/air attack/air grapple)**

- Good hitbox showing afterwards, as my low sweep kick dodges me under Glen’s punches **(combat/hitbox)**

05:05 Decent dodging exchange, calming down, evading Glen and retaliating **(strategy/defence/dodge/deflection)**

05:15 Glen SPA’s me to break my streak, I hit a wall and get stunned, he taunts, I wait for him to approach and ambush him with the SPIN KICK **(Strategy/SPA/moment)**

UR 013 CONT –

05:15 SPA my way through Glen's SPA (**Spa blocking**)

- Then get backhand launched

05:35 Glen successfully lands a diving strike (**air attack/wall attack**)

- Then gets me into a powerful grapple

05:45 Fail to dodge Glen's flying knee and eat my eighth game over (8)

05:55 SPA block Glen a moment too late (**SPA BLOCK**)

06:00 Dodge Glen's diving strike, big and telegraphed (**air attack/wall attack/dodge/observation**)

06:15 After a decent start, grapple breaking and keeping up pressure Glen takes half of my health in a matter of moments via a series of grabs, stunned, taunted, grabbed again, eat some fucking fence on the way down (**combat/damage/health**)

06:55 With no SPA, I eat a SPA attack from Glen (**Metre/SPA blocking**)

- I then WASTE my SPA earned through damage as Glen stands outside of range and then punishes my stupidity (**AI/SPA/Panic**)

- With one last grab, my ninth game over comes quick! (9)

07:25 Bottles sent scattering on bar as we fight nearby, the world is reactive which aids physicality! (**map/world/observation**)

07:25 Dodge a couple strikes but fail to dodge Glen's launcher, you must manually dodge each hit in a string! (**dodge/gameplay**)

07:40 Glen's combo SPA string is longer than my only available starting SPA move, the spinning kick, making escaping/SPA'ing through it very hard. This does feel like a reason we should have maybe started with our full kit, as this is rather unfair. (**observation/difficulty/move unlocking**)

07:55 Bide my time, trying to dodge and build metre, unwise, take as many hits as I evade, eventually go in for 2 combos on Glen, before he breaks away with a SPA attack, which I barely SPA block (**strategy/dodging/SPA Block**)

08:15 Failed SPA block (his combo is longer) gives our tenth game over! (10)

08:20 This attempt begins far more aggressively, I go in, push Glen to the walls, SPA liberally but more smartly to disallow Glen from building up momentum (**SPA/strategy**)

08:35 Leg grapple on Glen, these seem to be "safe", they're grapple broken less, but the trade off is often that a broken leg grapple is countered with a damaging deflection (**observation/moveset/strategy**)

08:45 Awesome string of dodging from Glen, and then I grapple break him!

08:50 Glen SPAs and so do I, send him flying. Chase and head slam. Glen gets a juggle combo off, I am burning SPA to try and regain advantage as both of our health bars dwindle

09:20 Defeat Glen with SPA move, I earned JUST ENOUGH from damage taken! (**great finale/sequence/moment**)

UR 014 - M15 - Fury - Kadonashi Boss - Karate master easier than biker - Game punishes panic hard

00:00 MISSION 15: MOTEL: "Fury"

"That Japanese guy over there is Kadonashi, the grand master of Kadonashi Dojo. He wouldn't normally get involved in his disciples petty disputes, but when a few of them get messed up by a stranger, he takes it more seriously. Watch yourself. He's not called a grandmaster for nothing."

- Another bossfight, and it turns out the guy who runs a dojo isn't as dangerous as someone else Shun may have hired of the head of a biker gang.

00:50 Kadonashi pops his SPA buff.

- Some characters have a buff SPA (typically DOWN+SPA, guess cause they're grounding themselves)

- The pop itself has the same I-Frames as the other SPAs, and even causes enemies nearby or going for a hit to recoil which is awesome. **(observation/SPA block)**

Red: Power (50% damage boost) / Blue: Concentration (Auto-dodge/deflect) / Yellow: Super Armour (Damage reduction and no stagger) / Green: Special (Grants access to special attacks)

Purple: Combo (two of the above, dependent per character)

00:55 Funny exchange, I wall grapple (and miss) over his slide tackle (which misses) **(hitbox)**

01:00 Step out of range of Kadonashi's slow ass SPA punch **(SPA/manual dodge)**

01:05 Upper kick Kadonashi into wall

01:05 → 01:15 Very slick sequence of dodges and grapple breaks on both sides, bit of a calmer fight, Kadonashi is more technical than Glen and Jake, which isn't an escalation of difficulty, I'd have put pissing off a karate dojo before messing with hardened gangsters. **(observation)**

- I suppose Kadonashi is an escalation as he introduces special SPAs? Even though Jake and Glen both have a Special SPA, they're just disallowed from using it until later (on normal difficulty, on hard and up they'll hit you with that shit right away) **(difficulty/observation/escalation)**

01:10 Kadonashi arm throws me to the ground and follows with a flip kick, sending me flying and dealing heavy damage! **(combat/moveset)**

- Kadonashi is pretty easy to evade, but when he hits he hits hard, big telegraphed attacks with a lot of power

- Structure: Go over the difficulty escalation, end by going over issues of how we're given our moves and how the boss order could maybe be rejiggered to put Jake and Glen later?

(structure/observation)

01:25 Grapple break Kadonashi as he floors me **(low leg grapple break)**

01:35 Dodge and punish Kadonashi

01:45 Punching into a SPA attack, get hit for the mistake! Only SPA can block SPA! (or moving out of the way) **(combat/gameplay/SPA/metre)**

02:05 Wall air dive kick finisher on Kadonashi!

02:20 Unlock new SPA! We have our second special attack! We get Kadonashi's slow hard punch, costs more and only hits in one direction, but it hits hard and as the player has to learn, is near enough a guaranteed disarm for a weapon wielding foe. **(SPA/moveset)**

- I wouldn't mind still unlocking SPA moves to offer some progression but eh, maybe via points in special bar?

UR 015 - M16 - Repercussions - Two boxers, Easy

00:00 Three new levels on map! Missions 16-18

00:00 MISSION 16: BACK ALLEY: “Repercussions”

“A boxer from the westside gym has a bone to pick with you. Apparently, he was among the thugs you roughed up along with Dwayne’s men. Now he’s brought some friends along to even the score. The boxers who hang out at the westside gym are nothing but a bunch of gangbangers when they’re not in the ring. When you tangle with them, keep in mind that they’re not going to use throws. Just concentrate on dodging their punches and timing your attacks”

- Shun I can’t help but think you’re just worsening your own position via liberal use of me
(joke/observation)

- There’s a guy in my area who I haven’t seen in awhile, but for a time he’d just buy cheap lager, and hang out by a bin next to the church. He’d hope someone would bump into him so he’d have an excuse to pick a fight, the story is a lot like him. Urban Reign doesn’t have a plot so much as it does an excuse to have 100 fights in a row. The only difference is this game is only drunk on bloodlust. I was sad to see the canman go but I’m happy Urban Reign has turned up! **(observation/plot)**

- **Line thought:** This is a story we’re not meant to take too seriously, but it’s much funnier if you do, so we’re gonna make like a 2012 Youtuber and pretend we don’t know what the game is doing, being a cheesy thinly veiled excuse for some action, which is really all it needed to be. **(joke)**

00:35 2V1 boxers, faster foes, aggressive, but an easy battle

- Tutorial prompt telling us about our new SPA move, the slow, heavy Karate style punch

00:45 Dodge inbetween the two boxers for a DOUBLE ATTACK

00:50 Kick Grave Digga away to focus on one foe, keeping this 2 one v ones instead of a 2v1
(crowd control/low kick/trips)

01:05 Attempts to dodge two enemies at once fail **(crowd control/dodging)**

01:10 Deflection, redirect one enemy into another! **(deflection/collision)**

01:15 SPA spin kick to separate foes, then miss with my SPA Punch **(crowd control/SPA)**

01:25 Dodge blows to build SPA, then successfully land SPA punch to send enemy flying
(combat/SPA/crowd control)

02:00 Win, very easy fight, lots of good clips to illustrate crowd control, keep missing with my new heavy punch as foes are smart enough to back the fuck up when it comes out, an enemy needs to be cornered, stunned, or surprised with it. **(combat/observation)**

UR 016 - M17 - Crashing the party - An easy FIVE on one

00:00 MISSION 17: SOUTHEND: "Crashing the Party"

"Dwayne has called for the Zaps to assemble all the punks in the city to take us head-on in a united front. I want you to crash their party and rain on their parade. Take 'em out. All of them. That'll teach them not to mess with Chinatown."

- I'm starting to wonder if Shun is actually asking for Brad to kill people and he just doesn't get it. So he just keeps Urban Reigning on their parade and letting them come back. **(observation/story)**

00:30 FIVE ON ONE! Biggest fight so far but far from the hardest, I can easily say Jake or Glen have the strength of 10 men. **(observation/difficulty)**

00:35 Gotta open with the failed dive combo! **(Air/wall dive)**

00:40 Good juggle combo on Miguel, turn to launch approaching Em Cee at the last moment. **(combat/crowd control)**

00:55 Another juggle combo finishing on 2nd approaching foe

01:00 → 01:10 Good crowd control work, keeping all foes to one side, using sweeps to keep most prone, isolating enemies, finish with groundpound on separated enemy. **(crowd control/low sweeps/AI/grapple)**

01:10 Wall run over slide tackle!

01:25 Attempts to dodge within a crowd disastrous **(dodge/no crowd control)**

- Bad crowd management, trying to take on a lot of enemies is dicey! The only bones getting rolled are mine! **(joke/bad joke)**

01:35 → 02:10 Very long sequence of great crowd control! Use of wall kick to clear, SPA to open room, redirects, keeping enemies from overwhelming, arm throws to keep foes together, end with DOUBLE ATTACK **(crowd control/moment)**

02:20 Use of downed SPA to get up

02:25 Get punished for bad use of wall dive **(air attack/punished)**

02:30 Finish off Miguel with SPA fist, heavily damaging punch!

- Then get smacked for trying to powerbomb in a crowd! **(crowd control/grapple)**

02:40 catch two foes in juggle combo and knock three away! **(combat/crowd control)**

02:45 Groundpound downed foe while his friend ineffectually headbutts next to him, with us too low for it to do much.

- So you can get away with it, but only if enemies aren't using their heads... Or aren't using them right anyway **(joke/good joke)**

02:55 Dead enemy drops health drink, get that down me

03:05 Final foe defeated with dive grapple then groundpound! **(grapple/wall/air dive)**

UR 017 - M18 - Hit and Run - Timed fight two weak foes - Bar calls for help they sodding do not

MISSION 18: BAR: "Hit and Run"

"We've spotted two Hell's Legions guys in the bar. Go in there and buy 'em a drink. There's only one problem: The owner of the bar has a bad habit of calling the fuzz whenever there's trouble. So let's put the hurt on these bad boys and bounce before the cops arrive. Otherwise, don't count on me to get you out of the big house."

- You'll be screwed without me Shun... Also damn I guess this bar finally got his landline fixed.

00:25 So 2v1 with a 60 second time limit! You can actually hear the cops coming near the end which is a nice touch!

00:35 Knock picture off wall (**stage/map/detail**)

00:40 Send Torque through an entire set of tables and chairs! (**map/props/hazards**)

00:45 Send Torque flying into Rod! (**collision**)

00:50 → 00:55 The two get off a relentless combo on me, grabs and juggles

01:15 Rod gets off two leg grabs, 10 seconds remain!

- Deflection and punch him through a fence into a wall for the finish! Bonus damage wins the day! (**combat/props/hazards/collision/stage**)

01:30 Learn the grapple dash! (Which I totally failed to use during my first playthrough damnit)

- The grapple dash is an insanely powerful tool used right, so I really dropped the ball by failing to grasp it. (**observation/combat/moveset/grapple**)

- It can also bound into walls for bonus damage, I do wish it had faster takeoff for group utility but I can understand that might make it too OP

UR 018 - M19 - Chinatown Welcome - Four on One Vigilantes - Sprint grapples unlocked and not understood by me

00:00 Missions 19-21 now on map!

00:00 MISSION 19: CHINATOWN: "Chinatown Welcome"

- Forget it Brad, it's Chinatown! (**awful joke**)

"A crew of fine, upstanding young men from the Westside Gym would like to have a word with you. They're acting like a bunch of righteous vigilantes, but in reality, they're no better than your average street punk. They know the game, and they know it's rules. If they set foot on this turf, then there'll be a price to pay. Let's give 'em a warm Chinatown welcome."

- dim sums a bitches (**joke/bad joke/I like it**)

00:35 Powerbomb denied (isn't it always?) (**crowd fight/grapple**)

00:40 Grapple Dash tutorial: Press X while certain grapple moves are being performed, I somehow did not understand *this very simple input*

00:40 SPA punch blows opponent away!

00:45 Double attack clears opponents! (**double grapple/crowd control**)

00:50 Crowd control footage, refocuses on new opponent between each combo! (**crowd control**)

UR 018 CONT – Twist arm grapple, good crowd control

00:55 → 01:10 Great crowd control! Use of arm grab to keep opponents from surrounding! Double SPA to go *through* enemies, then split a combo, use SPA to push foes back, then I flop it! They move fast and can surround you in a moment! **(AI/crowd control/moment/double attack)**

01:10 Dive kick three opponents **(air attack)**

01:15 Get up SPA sends two foes flying **(SPA/crowd control)**

01:20 Semi-rare grapple, twist opponents arm and then kick them in the head, seems to be a horizontal grapple to opponents behind Jake? **(contextual attacks/grapple)**

01:30 Punched out of grapple **(crowd control fail)**

01:40 Very cool exchange: face group, opponent dodges high kick, I dodge his flurry, and dodge into position for a fucking double attack! **(combat/double attack)**

01:45 Enemy defeated by me MISSING my air grapple and landing on his foot. **(funny/moment)**

01:50 Dodging two foes at once, they decide I'm taking the piss and TAG TEAM ME

01:55 Enemies walking out of range of obvious SPA attack then immediately punishing **(AI/SPA/difficulty)**

02:05 Knock both foes down, then groundpound while I have opportunity

02:15 Some good dodging, dodge and finish off foe, then dodge a flurry and punch away another **(combat/dodge)**

- Get cocky, get grabbed, and get sent skidding along the floor as I start trying to toy with an enemy. **(arrogance/effects)**

02:20 Horizontal boxer grapple, a flurry of blows to the midsection, ending with a launcher uppercut **(moveset)**

- Final foes AI goes into overdrive 1v1 mode and I drop any flashiness to just win **(AI/panic)**

02:50 Grapple break upper body region grab from boxer **(grapple break/dodge/defence)**

02:55 SPA block through (most of) enemy SPA combo **(SPA BLOCK)**

- Then spam another SPA punch to take the win!

UR 019 - M20 - The Hungry Wolf - Boss fight Tong Yoon - Get through easy enough

00:00 MISSION 20: WAREHOUSE: "The Hungry Wolf"

"Tong Yoon is a lone wolf who doesn't like to get involved in petty gang feuds, but he's financially strapped but he's got no choice but to take Glen's money. I've heard he was a muay thai champion back in the day, which makes him a dangerous adversary.

Since he's a straightforward fighter. I suggest you mix it up by using your environment tables, chairs, anything you can find to your advantage."

- Thanks for the tip! **(story/dialogue)**

- Tong Yoon is a pretty forgettable battler **(observation/partner)**

00:55 Successful dive grab **(air grab)**

01:00 Tong Yoon runs up on my shoulders to punch my head, I SPA get up and smash the room around me **(destruction/map/moveset)**

UR 019 CONT – Tong Yoon gone too soon

01:00 Tong Yoon slide tackles me, then drops a juggle combo **(AI/moveset/sprint attacks)**

01:10 Hit with a brutal combo ending with a SPA, big chunk of health evaporates, I burst SPA to force Tong away **(SPA/metre/AI)**

- Tong makes HEAVY use of dive attacks, using me as the springboard! And I keep falling for it! Enemies do fight differently! **(AI/observation)**

01:35 Wait for Tong to run in to SPA, but he slide dodges under me, I win the fight with an awkward neutral grab **(SPA/HITBOX)**

UR 020 - M21 - World Class Boxer - Grimm and Glenn DUO BOSS - NIGHTMARE HARD

00:25 MISSION 21: HIDEOUT: “World-Ranked Boxer”

“Grimm’s currently a wrestler, but he’s an alumnus of the Westside Gym, and apparently, he even got pretty high in the world cruiserweight class rankings. I’ve heard that his old boxing buddies from the gym have asked him to take you on. I suspect Glen had something to do with this too. This Grimm guy’s a real monster, but I know you can take him. Just watch your back.”

- So now we’ve got proper boxers on our case too.

- That said, this game may take place in the Tekken universe, since two characters from that series put in appearances. If it does, being a cruiserweight boxer seems almost quaint in a world with the King of Iron Fist tournament. Pretty sure Paul Fox could batter this Grimm guy. Meanwhile I am not Paul Fox, and this fight took 16 minutes so I don’t think I can talk. **(joke/observation)**

00:55 This is a dual boss, Grimm and Glenn and they’re both tough!

01:05 Off to a literally flying start as Glen grapple breaks my air dive grab and then fucking tosses me around like a ragdoll! **(AI/grapple break/deflection)**

01:20 Dodge into position, Glen grapples breaks me, lands some hits, then I grapple break his attempt **(defence)**

01:35 Deflection, push Grimm into Glen **(collision/redirect)**

01:40 Burn two SPA punches to SPA block through Glenn’s full ass SPA combo flurry **(SPA Blocking/moment)**

- Then I launch Grimm into Glen **(collision)**

01:50 Unsuccessful attempt to SPA block through Glen SPA, get whacked!

01:55 Get juggled by Grimm, sent into wall, SPA to escape! Need to keep some in the tank! **(combat/SPA/observation/Metre)**

02:05 Successfully SPA block Glen’s heavy SPA

02:15 Glen lands a SPA combo on me, I break out at the end with my own SPA move, but I am now empty! **(metre)**

02:20 Get juggled by Glen, leg grappled, with barely any health I panic and just start wailing, until Glen finishes me off with a SPA Spin! Eleventh game over! (11)

03:00 Juggled, sent through table by Grimm! **(juggle/AI/prop/map)**

UR 020 CONT – dive grapple! Failed SPA blocking!

03:10 Fucking unfair grapple, the enemies now have dive grapples which come out INSANTLY! I never figured out breaking these consistently! Which wouldn't be so bad were they not also **HEAVILY DAMAGING (observation/grapple/sprint?)**

03:20 Wall run jump over Glen slide tackle

- Glen wall runs into punch, I dodge it and retaliate **(strategy/punish)**

03:25 Grimm attempts to run up my for air dive as I go for Glenn, I SPA Spin Kick to stop his attack short! **(SPA)**

03:30 Groundpound rejected! **(grapple break)**

03:35 Glen air grabs me, punches in head, my head region is fucked so I'm stunned, he taunts to put me in stun state, I SPA punch to reset **(stun/taunt/SPA/metre)**

03:40 GRAPPLE BREAK Run up attempt! No air moves for you!

04:00 FAILED SPA Block!

- Grimm bounces me off a wall then juggles for my 12th game over!

04:15 Separate foes and dodge to build SPA up **(metre/dodging)**

04:25 Failed SPA block on Grimm

- It's a bit shit I do not have a SPA move which would counter this until later! **(observation)**

Opening thought: Unlike my favourite Hedgehog the beat-em-up genre had a rough transition to 3D, you know, if we ignore the good ones, it found its feet largely when it got off of them, developing into a new genre which no matter what I call I'll upset someone. These new Dante-likes left the ground and groundedness in the past. But a handful of 3D style beat-em-ups persisted and the genres influence is still widely felt even if its primitive form is long gone.

(structure/opening/genre)

- Wait is this an arena fighter or a beat-em-up? I'd call Urban Reign the middle ground between the two genres.

04:40 Successful SPA block! Time a spin kick to evade damage and lead a foe into taking damage! **(SPA Block/strategy)**

04:45 Split combo between two foes!

04:45 Panic SPA after getting deflected **(metre/SPA)**

05:00 Glen runs in with the flying knee launcher as I beat up Grimm then Juggles

- I SPA get up out of the corner, pursue Glenn who SPA Spin kicks me right back! **(SPA)**

05:10 Fall down from damage, causing Grimm's SPA punch to miss, saying down can be advantageous! **(SPA/spacing/hitbox)**

05:10 Stun taunted by Glenn, then combo'd

05:45 Wrestling move performed on me by Grimm, Glen taunts as I am stunned, SPA spin kick as he charges me to escape!

- Go after Grimm who performs a dodge counter (a boxer move), which floors me due to my upper body being wrecked (regional damage), then finishes me with a ground pound for the 13th game over! Bad luck that one! **(joke/regional damage/dodge/deflection)**

UR 020 CONT – SPA Block failing! Lots of environmental damage

06:05 Grimm flips off a table as the AI is just as rigid as I am when sprinting
(AI/environment/map/wall/prop)

06:10 Grapple break run up

06:20 Fail to SPA Block Grimm combo
- Dodge back to my feet (super recovery?)

06:25 Grimm diving grapple!

06:35 Punch Grimm into shelf, spilling boxes everywhere! **(map/details/graphics)**

06:35 air dive strike Grimm away, then get picked up and fucking bodyslammed by Grimm
(grapple/animation)

- Man, I feel that shit through the screen

07:40 Tag teamed by Glen and Grimm for the fourteenth game over (14)

07:50 Failed SPA block on Grimm, skid into a table for extra damage **(SPA block/map/hazard)**

08:00 High spin kick Grimm into a shelf and send shit flying **(environment/map/details)**

08:05 Failed SPA block, get combo'd and launched into a sink by Grimm, shattering it **(SPA block/environment/hazard)**

- stun taunted by Grimm, he charges up a SPA attack, I mistime my own SPA and get whacked! So now I have burnt all my SPA and taken a ton of damage **(stun/taunt/SPA blocking)**

08:20 Slick little dodge, then retaliate and punish Grimm until he SPA spin kicks me away

08:55 Wall jump grapple Glenn, prepare to face Grimm who runs in and gets me with the dive grapple! **(moveset)**

- I fucking hate the dive grapple, it comes out so cunting fast for the damage it does and how hard it is to escape

09:15 Finally defeat Grimm!

09:15 Doge Glen's running hammer punch, get him in the corner and desperately keep him there!

- I'm making up the health difference until he gets me with the launcher, and delivers a groundpound, giving me my fifteenth game over! (15)

09:50 Wall run over Glen's slide tackle

10:05 Grimm dive attack!

10:15 Mistime interrupting Glen combo and take hit, SPA to escape situation! **(SPA/metre)**

10:20 After misjudging a SPA kick I get Juggled by Grimm, sprint grappled into wall by Glenn!
(SPA/juggle/sprint grapple)

10:45 Air juggle by Grimm sends me flying into my sixteenth game over! (16)

10:55 Me and Grimm both wall run! And he grapple breaks my fucking air grapple!

UR 020 CONT – Winning round begins!

11:20 SPA Punch to reject wall run off of me (**SPA COUNTER**)

11:25 SPA BLOCK a SPA BLOCK (**SPA BLOCK**)

11:30 SPA to escape stun taunt state (**SPA**)

11:35 Dive grappled through a table, so bonus damage to boot! (**hazard/environment**)

- I restart the mission (I wish I didn't do this, but I do it a lot)

11:40 Dodge a slide attack, jump over it (**dodge**)

12:00 Cool dodge string stopped when Grimm goes for an arm grapple

12:10 swing kick both foes into wall (**crowd control**)

12:25 Dodge Glen combo fully, then punish

12:30 Grimm juggle combo, two in a row, if Grimm starts on you, you're in for pain

13:00 Grimm KO, seventeenth game over! (17)

- I may be dead, but he does not stop wailing on me

13:10 Air grapple broken, powerbombed by Grimm and then groundpounded!

13:25 Grapple break Grimm as he attempts a dive off of me! (**defence**)

- He then rejects my groundpound and dive grapples me!

14:05 Successful powerbomb!

14:25 Glen juggle combo followed by an AIR GRAB, he slams me into my eighteenth game over!

14:35 Try to bait punches out of Glenn to dodge, so he hits me with a flurry grapple

14:40 Me and Grimm sprint into each other, bump off one another, then he instantly goes into a fucking dive grapple

14:50 Wall run over Grimm, get him with the arm twist grapple! (**grapple**)

14:55 Sweep kick both enemies, they collide off each other in air! (**knockdown move/collision**)

- As Glen gets up, hit him with the low kick, fuck your shin!

- Joke idea: Shin Ryu Ga Gotoku wasn't doing it for me (as I kick someone in the shin), I needed some brawling. (**joke/structure/setup**)

15:00 SPA Block Glen's headbutt and punish

15:20 Good wall grapple leaps over enemy attack (**manual dodge/dive grapple**)

15:20 Redirect Grimm kick and punish (**dodge/deflection**)

15:40 Turn around high punch rocks Glen

15:40 SPA spin kick to stop Grimms wall run attack fails to SPA block Glen's combo!

- Groundpound Glen to take him out!

UR 020 CONT – Winning round finished!

15:55 Drink SPA drink! Grimm climbs on top and punches me in the head!

16:05 Redirect Grimm and punish, combo in the back

- Grimm grapple breaks my leg grab

16:10 Repeat redirect and punish

16:15 Grimm SPA spin kicks me away, as he sprints towards me I set up a SPA Punch and he runs into it! Finally win!

16:35 Unlock the SPA Flurry! This move is a crutch! Costs a ton but deals a lot of damage and lasts for ages, meaning no timing to escape other SPA attacks! The game eventually turns this advantage into a massive trap! **(Difficulty/escalation/SPA/moveset/unlocks)**

UR 021 - M22 - Ring of Fire - Grimm Rematch - Hard boy

00:35 MISSION 22: BAR: “Ring of Fire”

“I think you must have loosened something in his head, because Grimm is back for more punishment. So be it. Let this bar be his final resting place. Throw him into tables and chairs to let him get his pain on. Up to now, Grimm’s dominated within the safety of the ring. Show him you’re a cut above when it comes to street fighting.”

- What a Grimm tale **(joke/awful)**

01:05 Grimm opens by popping his RED SPA buff, so nice, he may be alone but he hits harder!

01:15 Grimm makes an entrance, haymaking me into a chair, buffering a SPA flurry as I get up, and then immediately grappling me for another string of punches! **(AI/SPA/hazards/map)**

- I am thrown into a wall where he then fucking dive grapples me!

01:40 Successful SPA block, Grimm thrown into wall, I run up and arm grab, then groundpound. **(SPA BLOCK/Wall/grab/grapple)**

01:50 Sent flying through tables, utterly destroying my health. Grimm follows up and lands a kick, nineteenth game over (19)

02:25 SPA Flurry landed on Grimm, then Grimm Grapple Breaks my arm grab **(SPA)**

02:35 Panic SPA Flurry on Grimm as he stun taunts me after a beat down

02:40 Deflection on Grimm pushes him away, I try to follow, He SPA spins to immediately cut my offensive short, this can be frustrating at times. **(observation/SPA)**

02:45 Stun taunted, and dive grappled into my twentieth game over! (20)

03:00 Miss dive grapple, use get up SPA to make sure Grimm can’t capitalise, probably not wise. **(Metre/SPA)**

03:15 Ineffectual, panicked attempts to dodge a SPA move.

- Good footage to show it does not work that way

03:20 Enemy uses dive grapple on me using me as the wall **(air attack)**

03:25 Get trapped in the corner by Grim after dive strike, stun taunt, and SPA Haymaker, SPA spin to escape **(moment/stun/taunt)**

UR 021 CONT – Grimm Counterdodge, spamming the flurry!

03:35 Juggled into my twentieth game over! (20)

03:45 SPA Haymakered through a fence! **(hazard/prop/stage/SPA)**

03:50 Powerbomb! Then groundpound!

04:00 Struggle to juggle! I get better at this **(skill growth)**

04:05 SPA Block Grimm's flurry with my own SPA FLURRY (combo)! I STOLE IT FROM YOU!
(Combat/observation/SPA BLOCK)

04:10 Nice moment of me and Grimm circling eachother

- Then Grimm runs in and juggles me

- SPA Block, flurry through Grimm's haymaker, this move is a crutch!

04:30 Grimm's counterdodge! Boxer moveset dodge which doubles as a jab, torso hit stuns due to region damage. **(region/moveset/counter dodge)**

04:40 Amazing moment: Evade Grimms attack by jumping over it! Dive grapple Grimm and put him to ground, groundpound, finish with sweep kick! **(map/environment/dodge/wall)**

UR 022 - M23 - Avenging the Honour - Break a Martial Artists Legs (regional damage test)

00:00 MISSION 23: BACK ALLEY: "Avenging the Honor"

"Kadonashi's disciples have come to avenge their master's honor. Aww, it's so nice to see such close unwavering devotion between teachers and their pupils. Break their legs so they'll have to come crawling back. Let's give the Kadonashi gang the shock of their lives. We'll see if they're so eager to show their faces around here anymore."

- They will be, because Brad does not kill, and I guess he just gives them a charlie horse

(joke/observation/character)

00:30 the mission opens with a camera zooming in on my opponents legs, incase I've forgotten what legs are. **(joke/observation/camera)**

00:35 Tutorial popup for regional damage

Regional Damage: Body regions accumulate damage, and get injured or destroyed, receiving even greater damage with further attacks.

- What goes unexplained here is this is what leads to greater stuns. Focusing down a region can make an opponent easier to handle. **(gameplay/strategy/regional damage)**

00:45 This is a one v one, but having to aim for a specific region can feel like a hindrance, as the AI gets better at defending against repetitious movements, and man I get mentally messed up.

(observation/objective)

- Also no, I can't knock the guy out and then break his legs, if he gets KOed normally, that's it!

01:00 Granted I am taking a FUCKING BEATING in this footage, I seem befuddled by the very simple requirement!

01:00 Eat the slowest wound up SPA heavy punch in the world! Three times!

01:15 Restart! (2)

01:25 Start backing off and doing sweep kicks **(regional attacks/strategy)**

UR 022 CONT – Break Zach’s legs!

01:25 Grapple break a dive grapple attempt **(defence)**

02:00 Leg grapple!

02:05 Deflect Zach, attempt to grab his leg and get grapple broken!

- Annoying part of these missions! **(AI/grapple break/redirect)**

02:25 Two successful grapple breaks on Zach! Which doesn’t help because he’s near death but his legs are still fucking pristine! **(joke/regional damage/objective)**

02:50 Win the fight! Game over! (21)

03:15 My leg grab is grapple broken!

03:30 Successful leg grab!

03:35 Deflect kick and then leg grab!

03:45 Attempt to Dodge SPA attack, get sent flying!

03:45 Make Zach’s legs yellow! Beaten the piss out of him! **(joke)**

03:55 Get thrown into dumpster! Bonus damage! **(stage/hazard)**

04:00 Leg grapple successful, then smartly back up out of Zachs SPA get up range!
(spacing/combat/moment)

04:25 redirect Zach’s Kick, then one final leg grab apparently breaks his leg! Mission complete!
Game on!

- It is here I learned I should be putting points in regional damage! For fear of these missions!

UR 023 - M24 - Helping Hands - Tong Yoon Kadonashi combo boss - Nightmare, sick victory as IT CLICKS

00:00 MISSION 24: WAREHOUSE: “Helping Hands”

“I’m surprised to hear that the once proud Kadonashi has stooped to requesting support from someone outside his circle. I guess you’ve really gotten under his skin. Tong Yoon and Kadonashi are both deadly opponents. Taking both of them on at the same time won’t be a walk in the park so be sure you keep them apart while you fight.”

- Can I have some of those men you talked about? **(joke/observation)**

00:30 Try to open with the diving strike and immediately get launched by Kadonashi for my arrogance **(AI/Difficulty/wall)**

00:35 Lock on picks the guy further away! Thanks game! **(lock-on/targeting/camera/issue)**

00:50 Kicking Tong Yoon into shelf spills boxes **(detail/map)**

01:10 Wall jump over slide attack!

01:25 SPA kick combo launches me into boxes, annihilating health! **(SPA/hazard/map)**

01:30 Tong Yoon dodges my dive attack and then grapple breaks me **(AI/defence)**

UR 023 CONT – Tong Yoon / Kadonashi Fight

01:35 Failure to dodge Tong Yoon combo earns me my twenty-second game over! (21)

01:45 Get deflected into box, take damage!

- Dodge low strike, roll over and slam opponent! **(deflection grab/dodge grab)**

01:50 Attempt to dodge SPA fails!

01:55 Dive kick Kadonashi and Tong away! **(dive/air kick/wall)**

01:55 Almost cool moment where I dodge Kadonashi's flying kick, rolling to Tong, punch him, only for Kadonashi to instant shift and hit me with another flying kick!

- Opponents turn very quickly! Highly aggressive!

02:15 Kadonashi hyper aggressive moment, smashed through window, LOCK ON FAILS

(details/map/lock on/camera/details/map)

- Kadonashi launches me into walls and instantly chases down, I try to lock on to him and it decides despite the fact I AM HAVING MY SHIT ROCKED IT JUST WANTS TO LOOK AT TONG YOON INSTEAD! It's like my in game camera is asking "You seeing this shit?"

(joke/observation/camera)

- Common issue far from unique to Urban Reign to be fair, but goddamn do lock on quirks hurt worse in games where a moment of imprecision or controls not acting as they should can be disastrous if the AI goes on a tear **(observation)**

02:30 SPA Spin Kick Kadonashi through a shelf for bigger damage! **(prop/hazard/SPA)**

02:30 Eat super powerful SPA combo from Tong Yoon

02:40 Launched by Kadonashi, fired into wall! Bounce off wall into Shelf! Left with sliver of health! **(health/hazard/juggle/physicality)**

- Maps feel super physical, there's a bit of unfairness in that but I wouldn't trade it away because it's your unfairness to use!

02:45 Run into Kadonashi punch! Twenty-third game over! (23)

03:00 Tong Yoon slide tackle into juggle combo, launched into shelf! - Escape via SPA Combo **(SPRINT attack / SPA Escape)**

03:10 Get away with very unwise powerbomb into groundpound, then punt Kadonashi away!

03:15 Tong Yoon slide tackles again, luckily drops juggle! **(AI/juggling)**

03:25 Tong Yoon keeps using me as a launch pad! Two air dive head grapples in a row! **(run up/air grapple)**

03:40 Get fucking SPA Shoryuken'd by Kadonashi!

03:50 Run up head grapple game over! (24)

04:00 Dive kick failed! Instantly punished! Launched into air, then juggled by Kadonashi!

04:15 Successful SPA block on Kadonashi! Get launched! Get away with two successive groundpounds to celebrate!

UR 023 CONT – Tong Yoon / Kadonashi Fight

04:25 AI constantly hounds me, kicking me down each time I try to get up, eventually dodge and SPA to recover! **(AI/aggressiveness)**

- SPA block no less!

04:45 Juggle combo into sweep kick, opponents collide in air! **(juggle/collision)**

- Punt Kadonashi away to focus on Tong Yoon alone! **(crowd control)**

04:55 Dodge/grapple break leg grapple!

05:00 Juggle combo into arm throw! Get knocked away by SPA Get up!

- Tong Yoon tries run up! SPA to reject that shit!

- Besides anything else, SPA is safer than deflecting/dodging/breaking certain moves. Sometimes its spent as assurance for getting out of situations with harder manual solutions. However pulling off the harder one often grants metre. So spend it liberally to limit difficulty? Or risk going without to hold it for big moments? **(risk reward/options/Metre/observation)**

05:00 Panic spend for SPA Flurry to finish off a weakened Tong Yoon! Now it's just me and Kadonashi **(panic/SPA/metre)**

05:15 Dodge two Kadonashi attacks and he decides fuck you, hits me with the SPA shoryuken! Sends me into shelf for bonus damage **(hazards/map/SPA/dodge)**

05:20 Panicked, I spend all my metre on a SPA flurry, equalising me and Kadonashi's health. But now he has a full bar and I am dry, so he has a pretty sizeable advantage, my defences against his SPA is pretty compromised! **(metre/strategy/moment/SPA)**

05:25 I accidentally unleashed a fucking sprint upper and because I have no clue what I am doing drop the juggle chance! **(sprint attack/observation)**

- I wish the game had fucking taught me sprint attacks at some point! **(tutorial/observation)**

- This confusion leads to my death, as Kadonashi burns two SPA Shoryukens to take the win! I am launched into my twenty-fifth game over! (25)

05:45 Redirected and head grappled by Kadonashi

05:50 All along, lock on is directing towards TONG YOON AGAIN! **(Camera/lock on)**

05:55 Dodge a sweep kick from Kadonashi but he INSTANT TRANSMISSIONS into a leg grab out of nowhere!

06:05 SPA Block Tong Yoon! Leaving me with no metre to SPA Block Kadonashi **(SPA Blocking/Metre)**

06:10 bump into Kadonashi, get instantly punished with leg grapple! Right into a groundpound!

06:30 SPA'd from behind as I grab Kadonashi! My twenty-sixth game over snuck up on me! (26)

06:45 very short attempt as LOCK ON CONTINUES TO FUCK ME! Combo'd relentlessly by both foes, hit restart (3)

07:00 Attempt incomplete combos on Kadonashi to not knock him away, he just redirects me and opens his own combo **(strategy/failed)**

- SPA shoryuken'd into shelf for half my health! **(rhyme/SPA)**

UR 023 CONT – Tong Yoon / Kadonashi Fight

07:10 Game decides once again I'd like to lock on to TONG YOON as Kadonashi pushes my shit in

07:20 Another restart (4)

07:30 After a bad opening, combo'd and then SPA'd into wall by Kadonashi, restart (5)

07:35 Spin kick Kadonashi into Tong Yoon (collision)

07:40 Kick Kadonashi through row of shelves for good damage! **(stage/map/hazard)**

- As I attempt to continue Tong comes running in from behind to launch and juggle!

(AI/aggressive)

- As I fail to dodge/deflect following combos, I hit the restart (6)

08:00 Run around a bit to separate enemies, dive strike, arm grapple, and groundpound Tong Yoon

- In this attempt I am focused on focusing down Tong before anything else! **(strategy)**

08:15 Boot Tong through shelves! **(hazard)**

- LOCK ON FACES ME ACROSS THE ROOM TO FUCKING KADONASHI! **(CAMERA/lock on)**

08:20 Get grapple broken on leg grapple

08:30 Get pinballed between two enemies! **(team juggle)**

- Sent into shelf, boxes collapse! **(details)**

08:40 Tong Yoon knee strike grapple, big damage!

08:55 Lock on again focusing on the guy behind me! Rather than the guy currently launching me! **(lock on)**

09:05 Recovery dodge in air!

09:05 Shoruken'd into 27th game over! (27)

09:25 Recovery dodge in air!

09:30 Panic burn all my metre **(SPA)**

09:45 Restart (7)

09:50 Successful dive grapple **(air/wall)**

10:00 Tong Yoon's repeated run up headbreakers and kicks, sending me through shelves, wins another restart! (8)

10:15 Me and Kadonashi both run up the wall, he gets an air grapple out of it! **(wall/moment)**

10:45 Kadonashi dodge recovers out of my juggle combo and punishes me! **(AI/dodge)**

11:20 Defeat Kadonashi!

11:25 Me and Kadonashi exchange dodges, I grapple break his run up!

11:30 Drink health drink!

UR 023 CONT – Tong Yoon / Kadonashi Fight

11:35 Fail to dodge slide tackle!

11:40 Get decent juggle combo off on Tong Yoon, he breaks me away with a SPA spin kick
(spacing/SPA)

11:55 SPA flurry Tong, we're both on super low health, I chase after him to finish, and run right into his low kick combo, my shins give out! Game over! (28)

12:10 Grapple break Tong Yoon's run up as he tries to sneak up on me!

12:10 Me and Kadonashi bump into each other, I get him with an arm throw

12:30 Dodge air recovery, go right into SPA punch to crash Kadonashi into wall!
(dodge/recovery/SPA/environment)

12:45 Air dive strike Tong into Kadonashi, it halts his charge! Fail to capitalise as he grapple breaks arm grab **(collision/dodge)**

13:00 as I square off with Kadonashi, Tong Yoon sneaks in with the slide tackle into juggle!
- Groundpound rejected!

13:10 Stun taunt rejected, SPA Punch Kadonashi and take him out again!
- This leaves me with no metre as Tong Yoon rushes in and combos into SPA combo, taking me to barely any health!

13:30 SPA Block Tong Yoon, I am desperately trying to get to a health drink, but do not have a spare moment to grab it! **(health drink)**

13:35 Grapple break Tong Yoon! But then he SPA spin kicks, I get caught, launched wall, and one last punch creates my 29th game over! (29)

13:50 Good opening, dodge and grapple breaks! I can make myself look good in very small bursts!
(observation/joke)

13:55 Redirect Kadonashi into perfect position to punch him through shelves for massive damage!
(dodge/redirect/hazards)

14:05 Roll over Tong's slide tackle and elbow him into the ground! **(grapple break)**

14:20 Dive strike Kadonashi, he collides with a window for bonus damage!

14:25 Accidentally trigger sprinting strike, a punch with gut stun and some launch, a bit awkward to chase, especially if you have no idea it exists! **(sprint attack/observation/should be tutorialised)**

14:30 SPA Flurry finishes off Kadonashi!

14:35 SPA Flurry to push away Tong Yoon sends him into window! Which seems to do as much damage as the flurry itself! **(hazard/map/damage/SPA)**

14:40 With the moments peace drink health drink

14:45 Roll over sprint attack! Elbow strike grapple! Groundpound! Do it again! Grapple break run up! I am starting to fucking dog walk Tong Yoon! Calm finale! (uh save for panicked SPA flurry)

UR 024 - M25 - Outnumbered - Easy gang battle - No music it seems

Joke idea: I really got into this game because Yakuza: Like a Dragons change left me kinda jonesing for combat. Now, as much as I liked Yakuza's brawling this is a whole different ballgame. What I did was like someone fixing a sugar craving with crack cocaine, it hits a whole lot harder!

00:15 MISSION 25: CHINATOWN: "Outnumbered"

- Oh, they're here again! **(joke)**

"... Looks like we've been ambushed. They've got us totally surrounded. I guess we underestimated the Zaps this time. Or is it they who have underestimated us? Kick it up a notch and force them to tell you where Dwayne is hiding."

- Can you come outside and ask for me, Brad is clearly shy. **(joke)**

00:40 5V1, for whatever reason this stage has no music. **(music/objective)**

00:40 Dive strike, 3 hits landed! 2 on the same guy! **(air/wall)**

00:55 One enemy keeps hit and running me, dashing in for a punch then quickly backing off **(AI/behaviours)**

- Interrupts a grapple **(crowd control)**

- Infact they're all doing this, hovering around me, keeping distance, then one runs in!

01:25 Grapple break enemy

- Into double attack which sends both careening into third enemy! **(collision/crowd control)**

01:25 Two foes with one roundhouse kick!

- Powerbomb foe! Groundpound interrupted! **(crowd control)**

01:40 Flip over foe and catch them from behind with leg grapple! **(wall run/dive)**

01:50 While groundpounding, another enemy misses me! (hitbox/high kick/grapple/crowd control)

02:05 Dodge guy running in, roundhouse him into a wall and pursue! Another guy runs in and gets me!

- It's like I'm playing a bizarro version of Way of the Samurai! **(joke/observation)**

02:15 Diving strike! Me and a foe both to a wall jump simultaneously! Mid air collision! **(moment/wall)**

02:15 Strong string of dodges which falls as another foe slides in! **(crowd control)**

- Good clip to show that you can't just man it out against three foes, you have to divide and conquer!

02:30 Split combo begins, interrupted when three enemies begin attacking! **(crowd control)**

02:45 SPA spin kick to clear surrounding enemies!

- Drink health drink and get grappled

03:00 Leg grappled twice in a row, stunned, tagteamed!

03:20 Good finish, three KOs in quick succession, dodge slide tackle and combo final guy away! Good ending shot! **(dodge/camera)**

UR 025 - M26 - Fist to Fist - Face Giga-Jake - Very tough, clutch out fight

00:00 MISSION 26: MOTEL: "Fist to Fist"

"I was wrong about Jake. While he was initially doing it for the money, he's now playing a deadly game with you. I have no interest in your machismo sword fights, but do what you have to do if he's going to be in our way. Go on and have fun."

- Am I getting paid for this? **(joke/observation/story)**

00:20 So in this one, we fight a buffed Jake, he's now more aggressive and makes use of his Green buffing Special SPA, but I think it's also a really great fight to demonstrate growth, he is a bit tougher, but I overcome him in a measly 6 minutes! (well, 5 minutes 40), by repeating him as a foe a little tougher, it's repetitive, but I don't feel it as much because I'm revelling in feeling like I've come to grips a bit more with the game! (save this thought for the Golem section? Final marker of growth, Golem and growth?) **(topic/observation/structure/post-note)**

00:40 It's raining in this level! Reflective pavement! Very nice **(graphics)**

00:55 We begin with Jake hitting me with three back to back leg grapples! My legs are not okay brozouf! **(joke/bad joke/grapple/regional damage)**

- I am stunt taunted, use a SPA punch to break out!

01:05 dodge Jakes slide tackle and punch him away

01:15 SPA Clash! Me and Jake both unleash a SPA punch at the same time, his is timed better! His SPA Punch spins Brad around, allowing for back grapples, so I get suplexed! **(SPA/attack effects/grapple/SPA Block)**

- I am stunned by this so he gets another grapple off, an arm toss

- I retreat, but am chased down and caught with a SPA Punch for the thirtieth game over! (30)

01:35 Attempt to powerbomb Jake grapple broken, his grapple break auto transitions into a leg throw **(grapple break)**

01:55 Jake hits me with another string of leg grapples, even perfectly moving in and out of range of my SPA get up to instantly punish me. Restart! (9) **(combat/grapple/AI)**

02:00 Hit with Jake throw out of the gate! Big overhead slam

- I really don't remember the name of wrestling moves and it is stinging right now.

- Brad pops his SPA instantly and begins with a full bar, while Jake has just enough for one spin kick! **(strategy/boss)**

02:10 Dodge back kick, opponent instant transmissions into a very fast head slam grapple. **(AI/combat/contextual moves)**

- Get pulled into another grapple, restart! (10)

- I am a fucking baby, next attempt begins with Jake sprinting in and instantly leg grappling me, restart! (11)

02:25 Next attempt begins with Jake sprinting in and drop kicking me, I apparently can accept this!

- Wall jump over Jakes attack and Combo him into the wall! **(moment)**

- Grapple break head grab! **(deflection)**

03:00 SPA Block Jakes Getup, he SPA blocks my flurry! **(two SPA Blocks!)**

- Grapple break Head grab! He does a quick turnaround jab which instantly opens me to the same move! By escaping his grab, I put him in a better position! **(difficulty/AI/contextual moves)**

UR 025 CONT – Vs Giga Jake!

03:10 This stuns me, Jake taunts, and I am instantly put into another grapple! **(Stun taunt)**

- This stuns me, and I am put in a fucking legbreaker grapple!

- In the end, I escape via a SPA, this shows its value for forcing the fight to reset to neutral!

(SPA/observation)

03:20 Eat SPA drop kick, cannot dodge it! And I lacked the SPA to block it! **(SPA block)**

03:35 My leg grab is broken by Jake, who transitions it into a running powerbomb! I essentially killed myself with that grab attempt! Game over! (31)

- You have to learn unsafe options, sometimes options turn into traps against certain characters! Do not play wrestle with the wrestler, don't play deity before god!

(observation/wordplay/difficulty/character matchups/is this unfair?)

- Game has a steep learning curve! Well, the curve is more like a ramp which lets you do a sick jump and crash right into the canyon wall!

03:50 Slide tackle reversal dodge, roll over Jake and elbow drop him!

- Weird note, the music in this stage is queued to start when damage is first dealt.

(music/presentation)

04:10 Awesome grapple break on Jake! He runs up, uses me as a springboard, uses the fall for momentum into inertia, and I fucking turn that and slam him into the ground! **(grapple break/moment)**

- This fight is a question, the question is have you learned to break grapples? If you have not, you are fucked. **(observation/difficulty)**

04:15 Decent combo against Jake, wall kick into combo string to groundpound

04:25 Try to wall run, Jake turns it into an air grab instantly!

04:35 Jake's SPA buff popping off stuns me! Goes into a grapple string, I escape! **(grapple break)**

05:10 Now at low health, Jake starts going for hard to break, highly damaging leg grapples!

- I use a SPA Spin kick to push him away and back up

- Grapple break a move that would have killed me, and SPA Punch to take a very close win!

(grapple break/SPA attack)

05:45 I have no points in L.B endurance, this is not good! Even with high toughness I am highly susceptible to stun!

05:55 We unlock air grapple! Very sick move! **(moveset)**

NOTE: From here out, I'll focus on just standout fight moments and new moves because this is taking forever and achieving little

UR 026 - M27 - The Blitz - Four on One with a boss level Glen - I HAVE NO CLUE HOW I WON BUT IT WAS A PANIC

00:00 MISSION 27: HIDEOUT: "The Blitz"

"It's finally time for us to clean out the Hell's Legions. Get rid of the weaker ones first. Once you've done that, go after Glen."

Objective: Take everyone down

00:20 Opening cutscene, Glen is very mad! He demands "Kill him!"

- This is an absurdly tough 4 on 1 in a tight, cramped map littered with props to crash through or to interrupt movement. One of those 4 is also a boss level enemy

00:45 Powerbomb denied (**crowd control**)

00:55 Groundpound denied (**crowd control**)

01:10 Try to stage a straight up slugging match with a crowd and get battered for it (**crowd control fail**)

01:15 Glen punches me into a wall, then launches off an ally to dive grapple me! Insane stunting on the player!

- I am then tagteam grappled twice in a row! (**crowd control fail/enemy AI**)

- Restart (12)

01:35 Dive kick 4 hit combo!

01:45 Sweep kick! Opponents collide in air (**collision**)

01:45 Groundpound interrupted and I instantly burst into a SPA flurry to punish (**crowd control/SPA**)

02:05 Get put in the corner and juggled like crazy! Use SPA get up to get out, slams Glen and one of his boys into the wall! (**juggle/SPA get up**)

02:25 Dodge into split combo, roll out of enemy ground (**context attacks/dodge/crowd control**)

- Another thing the game does not teach, how to roll! As it can be distinctly triggered and is very helpful later on! (**tutorial/observation**)

02:35 Hard to read grapple (**grapple break/observation**)

- Looks like a torso or potentially a head slam, but nope, it's a leg attack! Has to be learned through trial and error, even though many have similar start ups (**observation/animations**)

02:45 Get tagteamed! Two man backbreaker into atomic drop!

03:00 Dive kick strikes three! Combo Glen, then two grapples which dodge attacks! (**combo/crowd control/moment**)

- Then get slide tackled which Glen capitalises on!

03:15 Accidentally sprint strike without realising it (**tutorial/moveset**)

03:25 Ganged up on, try to escape, get hit in the back with a SPA headbutt, game over! (32)

03:30 Dive strike misses and I am punished for it! Poor spacing on my end!

- Restart! (13)

UR 026 CONT – Glen and the Biker Boys

03:45 Good dodging, evading multiple foes into split combo! **(dodge/contextual attacks)**

04:00 In this attempt I'm trying to stand toe to toe with groups, it's not wise, and it's not really working **(observation/strategy)**

04:00 As I combo Glen, Rod sneaks up behind me, hits me with a launcher, and Glen launches into a combo which launches me! **(crowd control)**

04:10 Focus and rush down Rod, put him out of the fight!

04:40 Combo one foe, two others approach and I SPA spin kick, sending the three flying! **(SPA/crowd control)**

04:50 failed SPA block **(SPA Block)**

- My Spin Kick versus Glen's SPA Combo

04:55 Glen's flying knee launches me, then him and a friend juggle me, before I land and get groundpounded

05:10 SPA Block with flurry through enemy combo

05:10 Leg grapple reversed, get hit with a running powerbomb through a table for bonus damage! **(props/hazards/grapple break/map)**

- What looked like a winning run evaporates as Glen continues, bouncing me off the ground and air grabbing me, tossing Brad around like a ragdoll! **(observation/difficulty/air grab)**

- HE THEN DOES IT AGAIN! GAME OVER (33)

05:30 → 05:40 Very good crowd control! Keeping foes isolated, use of SPA Spin kick to create room! Evasion and distancing

- Then I land a FIVE (5) DIVE KICK COMBO STRING!

05:55 Beating up Rod and using up SPA Punches whenever Glen tries to stop me **(SPA/crowd control)**

- Get a SPA Block in there!

06:15 EAT A TAGTEAM SLAM, EAT TWO TAGTEAM SLAMS, GET GROUNDPOUNDED!

- Meanwhile others stomp on me!

06:25 Failed SPA Block

06:30 4 Kick dive strike combo! Land and combo the one person standing, finishing off Rod!

06:50 Get the shit kicked out of me going for the dropped health drink

06:50 → 07:05 two launch attacks off of me! SPA attacked as I'm being grabbed, tagteamed! And then bounced and juggled! I lost a ton more health than I gained getting that drink!

07:05 Wall dive kick, land two kicks and take out both foes, down to final foe! **(moment/wall/dive strike)**

07:10 Spamming punches at Torque, he dodges them all, I give him a ton of SPA, I lose SPA when a foe dodges me! Break away, wall kick, and SPA flurry in panic to win! **(metre/Dodge/SPA)**

- Struggle to set stats **(ability development)**

UR 027 - M28 - Who's your Daddy - Fight Glen Again - Fight for the Pipe

- Just one mission on the map!

00:00 MISSION 28: HIDEOUT: "Who's Your Daddy?"

"Once you've got Glen grovelling at your feet, it's all over for the Hell's Legions. But watch out. He's been know nto come heavy, so be careful of weapons. It doesn't matter what he does, though. He doesn't stand a chance against you. Go show him what you're made of."

- Game overs, restarts, and and fluctuating stubbornness (**joke/observation**)

00:25 Jake has produced a pipe, he backs away from Brad in fear, before hyping himself up. "Damn you!"

- He pops a Yellow SPA buff and rushes at me! This fucker has super armour now! He also has a weapon!

- Weapons in this game are interesting. They're not as straight an upgrade as you may think. They do good damage but you actually need to bother with spacing, and Jakes weapon combos (and ability to hold a weapon) fucking sucks.

- It can at times be advantageous to let a foe keep a weapon as it makes their combos more predictable and easier to dodge. (**observation/difficulty/weapons**)

00:35 Wall jump, miss Glen as he wall jumps, Grapple break him and throw the guy to the ground!

00:45 Glen chases me, sprint punches in and SPA Combos, attempt to SPA block and fail!

00:50 Kicked in leg, staggered, and then battered with the pipe! (**weapon**)

- All the while I am getting tutorial prompts for the weapon Glen is holding! I have to learn myself how to disarm! This is what we call the school of hard, concussion dealing knocks!

(**joke/observation/tutorial**)

01:00 Sweep kick Glen, he drops the pipe! I go to grab it and get hit with the flying knee!

- Grapple break Glen! Go for the pipe! He SPA Headbutts as I get it! So I lose the pipe again!

- Brad has the soapiest grip I've ever fucking seen in a game! One errant blow loses whatever you are holding! (**observation/weapons**)

01:10 SPA flurry Glen away and grab the pipe, swing helplessly into him as he sprints back and hits me with a SPA Spin FOR INSANE DAMAGE! (**WEAPON**)

- The introduction of weapons is telling me weapons are a hell of a handicap!

- He then goes right into a running grapple and I have no health!

01:25 Grapple break run up, this drops the pipe again, I reacquire this bloody thing and actually maanage to get a combo off with it!

- SPA BLOCK WITH PIPE!

- We're both down to low health, but I swing too early and Glen punishes, Game Over! (34)

01:50 Powerbomb grapple broken!

01:55 Pipe SPA launches me through a table! (**hazard/props/map/weapon/SPA**)

02:00 Punching a man with superarmour is not wise!

02:10 Struggle to acquire pipe, if there are any issues with controls, it's that picking stuff up is kinda precise and cumbersome, which leads to frustrating moments of fumbling for an item. Which does not pair well with very aggressive, high pressure enemies! (**controls/observation**)

UR 027 CONT – Weapon Glen (currently unarmed)

02:20 With no SPA Metre, I have no choice but to eat a SPA combo

- Grapple break an air grab after a juggle! Thank god! Brad pirouettes out of it! **(animation/grapple break)**

02:30 Redirect into redirect into shin kick! **(deflection/contextual attack)**

02:35 Very late SPA Block

- Dodge hammer overhead (roll), do not dodge the second, then I grapple break Glen's head grapple! Which transforms it into my attack! **(grapple break/dodge/roll)**

- Groundpound, grab the pipe, and get in one swing to win the fight! **(weapon)**

- Weapon attack still cannot be upgraded in ability development, because they're still not due to be commonplace for a good few missions **(progression/structure/observation)**

03:05 Learn Final SPA! Brad gets RED SPA, damage boost!

UR 028 - M29 - Small Fries - Easy three on one - Relaxing after the hell I just went through

00:00 MISSION 29: MOTEL: "Small Fry"

"Dwayne's already heard about you taking out the Hell's Legions. He's finally gathered all his heavy hitters to counter your next move. It's time to take this fight all the way to the hood. Go eliminate his men and drag him out."

- This is a nice, easy 3 on 1 to chill out after the hells I've fought through. **(observation)**

00:30 Tutorial for new SPA, Down+ SPA to increase offensive power for a limited time. **(tutorial/SPA/buff)**

00:40 All three enemies hit with Dive kick strike! **(wall/air)**

01:00 Double attack, collides with other foe! **(contextual attack/collision)**

01:05 Juggle combo cleanly executed on last standing foe! **(crowd control)**

01:15 Activate BUFF SPA

01:35 Bad dive strike lands me in the middle of foes, SPA Spin kick to escape! **(wall/crowd control)**

01:40 Arm grapple foe, toss him into another **(collision)**

02:00 Enemy grapple breaks powerbomb

02:05 Drink and dodge charging foe!

02:15 Good dodge string! Dodge and punish foe! He ends this with a SPA spin kick to force me away!

- Interrupt haymaker with jab, dodge enemy string, and easily take this win! **(dodge/AI/moveset)**

02:45 Finally put any points into lower body endurance **(ability development/regional damage)**

UR 029 - M30 - Showdown - Dwayne Boss - The story is beginning - Kidnapping at start was militant group causing disarray before beginning attack

00:00 MISSION 30: SCRAPYARD: "Showdown"

"At last, Dwayne has shown itself. He's only going to listen to what we have to say after he's been beaten into submission. You're in the clear now, and nobody can stop you. Finish him off. Once you've won, we'll have proven our innocence and can finally look towards the light at the end of the tunnel. Well, this is it, so don't screw it up.

Hmm... Wait just a minute, we'll be proven innocent, sure, but then who kidnapped KG to spark these gang wars in the first place?"

- Took you this long to ask? I mean I'm not sure how much that really matters but I've beaten up a lot of people for you to start questioning things now. **(story/joke/observation)**

- As I said, the story hardly matters.

00:40 Dwayne walks up, crosses his arms, and shouts "Don't touch my crew." I've beaten them down like five times now, if you came out sooner your crew could have gone so much more untouched.

- Anyway, very tough fight, Dwayne is a powerful "rush" type fighter, as the name suggests he hits fast, his arena, the scrapyard, is one of the smallest in the game. This is a tight fight, no room to retreat and regroup, plenty of walls to bounce off of. **(map/arena)**

- Rewatching my first playthrough is hard, I am only using a third of my toolkit and using it *badly* **(observation/gameplay/moveset/skill growth)**

- I could blame the game for not teaching me all of this stuff, but it was all shown to me via the enemies, but then can I be blamed for not picking up on something I was not taught?

(question/topic)

00:45 Dwayne stands still, he allows some time for the player to make the first move, then he pops RED SPA and runs in! **(boss/strategy/presentation)**

- Again, love how many fights have little presentational/characterful flourishes like this. It makes the fighters feel more like unique people, personality captured via fighting style and little behavioural quirks set by stage. **(observation/presentation/post-note)**

00:55 SPA'd be Dwayne fast, juggles and then manage to grapple break his air grab **(defence)**

01:05 Pop my RED SPA to stagger Dwayne, dodge a combo and punish Dwayne

01:10 Dwayne air grabs me, SPA get up to force him away

01:15 Dwayne SPA Spin kicks me into wall, stun taunts, then juggles me!

01:20 Redirections! Deflections!

01:25 Very frustrating moment, I grapple break Dwayne and go to punish, but his AI perfect plays instantly to deflection me and go from a neutral grapple right into the move he wanted, a launching grapple, which he instantly transmissions into a running air grab powerbomb into a wall from.

- As much as I like this game, sometimes damage feels unavoidable, the dodge/defence system is simple and timing based, and so programming an AI that dodges just enough to feel challenging but not so much that it feels cheating is hard. But sometimes it feels like it just breaks out some unfair punishment! **(difficulty/post-note/AI/dodge/defence/deflection/running grapple/air grab)**

01:50 Miss a dive strike and get punished **(wall fail)**

- Game Over! (35)

UR 029 CONT – Dwayne Confrontation!

02:00 Second attempt begins poorly, I go in, miss a jab, and Dwayne punishes hard, opening with a combo, then a SPA combo to follow up

- I instantly burn a SPA flurry to force him back and try to equalize the health, we're both no low on SPA and the fight can begin. **(metre/SPA/strategy/SPA Block)**

02:15 Sweep kick punished with a dodge reversal, get elbow dropped

02:20 Stun taunted and SPA combo'd!

02:35 SPA flurry

02:40 Dive grab grapple break Dwayne

- Groundpound rejected

02:45 Dodge Dwayne to build SPA as Dwayne has none, making it kinda safe, then burn it on a SPA Punch as he runs up me, I miss.

- Dwayne gets hits in, SPA Spin kick to reset

02:55 Dwayne run up grapple finishes me off, Game Over! (36)

03:05 SPA block Dwaynes combo!

03:20 Restart! (14)

03:25 Spa Spin Kick to burst out of enemy combo **(SPA)**

03:30 Dodging back and forth, Dwayne air recovers, we deflect eachother, and he gets a back combo off I fail to break, then he SPA combos!

03:45 Poorly considered wall run gets me punished! Combo and air grabbed!

03:50 Grapple break Dwayne's powerbomb and powerbomb him! **(reversal)**

- Then get off two groundpounds!

04:05 Super deflection! Escape combo and deflect Dwayne! He immediately super deflects me! **(dodge/redirect)**

04:10 Me and Dwayne SPA Blocking eachother, my SPA Flurry lasts long enough to counter his and he has to burn more on a spin kick to save health! **(SPA/metre/SPA BLOCKING)**

04:15 Kick Dwayne into forklift, it rocks, we hear it groan **(level/details/map/presentation)**

04:20 Juggled, air grabbed, running powerbombed into a wall!

04:25 I run to dive strike, Dwayne does a moment later, so I hit the ground, and he hits me! Bad timing!

- He tries to capitalise, but I grapple break him! I try to launch into a combo and he SPA SPIN KICKS ME AWAY!

04:40 With no health left, I manage to grapple break his run up! Get away with a groundpound, and launch into a SPA Flurry as he gets up, taking the win! We've cleared our name! Now we just need to wipe your blood off the pavement! **(joke/story/observation)**

UR 029 CONT – THE STORY BEGINS?

05:05 As we stand over a defeated Dwayne, out walks Shun

- But before they can talk, several army trucks come rolling in! The back opens, and inside is KG, bound and gagged, with two of his captors behind him, a man in an army coat, and an absolutely giant guy in a tank top covered in tattoos (Napalm 99)

- Dwayne calls out to KG, the military man coldly says to get out of town before we all wind up like KG **(story)**

- Camera pans over to Napalm 99 so he can laugh and evilly smile

05:30 KG is kicked off the truck, landing with a pained groan. Even Shun is shocked.

- The trucks take off as Dwayne tries to get a word out of the heavily beaten KG. He looks to us, Brad looks on impassively, and Dwayne strikes the ground in anger. **(story)**

06:30 A ton of unlocks for the multiplayer! Westside gym group, zaps group, and KG!

06:45 We then get a cutscene, a bunch of army trucks roll through town. And a bunch of big, bulky blokes armed with pipes, sledgehammers, and crowbars climb out the back.

- Army man tells em “Let’s rock and roll.” As a marching drum plays.

- They set to wrecking the town, windows are smashed, the bar is destroyed (again, hey only I get to break that)

- Glasses are swept off counters, cars are tipped.

- One guys swerves an 18 wheeler and it falls just before a gate... Congratulations idiot, you’ve just made a bigger gate! **(joke)**

- The motel sign is knocked over, and one guy sets fire to an apartment block! The town is fucked!

And the security cameras ineffectually watch it all! **(cutscene/story)**

- All the levels we’ve grown to love and a few we don’t recognised are now in disrepair! **(maps/story)**

- *This last one is actually kinda cool, along with gathering former bosses the next section of the game is neat, maps we knew are in disarray and former foes become fearsome allies* **(observation)**

08:50 The map screen is now massively expanded! There’s a few more levels in the mix!

UR 030 - M31 - Chaos - Outlaws are in! - Tag team ally! - Hell yes awesome finish

MISSION 31: MOTEL: “Chaos”

“Get up and get dressed! The gang that kidnapped KG is tearing through the city, setting fire to everything in their path! KG told me they call themselves The Outlaws. They’re a bunch of ex-cons who’re apparently eager to head right back to the slammer. Their ringleader is a guy everybody calls Napalm 99. This guy has been in and out of the joint several times.

Hang on. I’m coming with you. These aren’t your average fist fodder. You’re going to need friends from here on out.”

00:55 Fighter select screen! I now have partners! 10 slots are there, with Shun Ying Lee filling the first! Nice of you to finally muck in! **(joke/observation)**

- This is great fun, it does make the game a little easier, as we unlock new partners each battle does add a little bit of decision making to it, as certain partners are better matchups against certain types of enemies. Though Jake is absolutely my guy. As his high damage wrestling style holds enemies up for awhile and he’s pretty tanky! But sometimes someone else is better! **(partner/team AI)**

01:15 2V3, Brad and Shun Ying versus FK-71, DR-88, and GD-05!

UR 030 CONT – Shun Ying V 3 normies

01:20 Tutorial for Double-Team Attacks, I can now pull double attacks on foes! **(tag team/partner)**

- These do good damage, build SPA for both, and unlike ordinary grapples have I-frames, making them insanely safe.

- You really are better hovering around your partner, using them for flanks and double-team attacks. They're not so much an ally as a lightning rod, and we strike twice! **(joke/wordplay/double team)**

01:20 Get off double attack with Shun! Both deliver two blows to the stomach, then wind up and send the foe flying, he hits his mate behind him! **(partner/collision)**

01:30 Dodge enemy and punish!

01:40 Look over and two enemies are battering Shun! **(partner/AI)**

- Run in to help, my headslam is violently interrupted by another enemy! Luckily he's still knocked over and Shun capitalises, and we get off another double attack! **(enemy/grapple interrupt/crowd control/funny)**

02:00 one successful groundpound, one interrupted groundpound **(crowd control)**

- Then one rejected groundpound! **(grapple break)**

02:10 Shun calls hey, that's a shout for a double team! Sneak up on enemy, get combo off, then double team! **(partner/teamwork)**

- His mates do the same to me! **(funny/tagteam)**

02:15 Take out enemy with SPA Punch!

- Get running grappled and slammed into wall!

02:25 Turn around and see Shun getting picked up and ran into a wall, run over too late to help **(partner/funny)**

- Get tagteamed, both enemies smash my head

- Use of SPA Get up to clear them **(crowd control)**

02:30 Accidentally save Shun Ying by launching foe into enemy grappling her for a tagteam attack, freeing her! **(collision/partner)**

02:40 Get SPA tackled and sent fucking flying! I smash into Shun Ying a moment before she gets SPA hammerpunched!

02:50 Get enemy against wall and unload punches on him, break away to double team foe with Shun Ying! **(combo/wall/partner)**

02:55 Take out foe with SPA block! SPA punch through his own attempted special art! **(SPA Block)**

03:05 Finish the fight with a fucking awesome double attack! Shun somehow picks this giant man up and Brad jumps up to spin kick him in the head! **(animation/partner)**

UR 031 - M32 - Dual Strike - Tag team partners and orders unlocked - Bring Glen - I know what these boys can do!

MISSION 32: SOUTHEND: "Dual Strike"

"It appears the outlaws aren't the only ones we have to worry about. These guys call themselves the Shadow Platoon. They're ex-grunts led by some guy named McKinzie. They may have all been in the service, but there's not a shred of honor between the lot of them. They're nothing but a pack of psychotic meatheads who got kicked out of the army for being too unstable. But they're still a world apart from the typical goons you'd find roaming the streets."

If their track record is anything to go by, each one is a major threat in his own right, so you'd better take some backup just in case. My men know that you're calling the shots, so regardless of whether two of you are ganging up on the same guy, or whether you split up and go after them individually, issue your commands clearly and wisely."

- Nope, I can barely keep myself alive, you're just as much a punching bag as you are my partner!
(joke/observation)

00:45 Glen, Kadonashi, and Dwayne have joined up with us! Man, having gone through hell fighting these guys, it was really, genuinely relieving to have them as partners!

- Now sure, this is like getting a bad guy on your team in a JRPG, they're not as strong as they appeared as a boss, but they're still plenty tough! And can soak up some damage meant for me!
(observation/partner/joke)

01:05 I take Glen with me! This is a 2v2!

- Glen runs right in and double attacks instantly! Picking up and slamming the both of them!
(partner/double grapple)

- I go to groundpound Bain and his partner immediately gets me with a neckbreaker into throw, all while Glen watches without helping. **(partner/AI)**

01:20 Tutorial popup telling me R2 can call for a double team attack, held down it brings up the command menu, I can tell my partner to stick with me, break away, or I can literally swap to and control them! **(commands)**

01:35 Get off two groundpounds in a row while Glen occupies the other fighter! **(partner/crowd control)**

01:40 Enemy uses SPA spin kick to end my combo! **(SPA)**

01:55 Double attack with Glen! Smack enemy into tipped truck! Then I arm toss him into a pole!
(wall/map/partner)

02:05 Save Glen from grapple with SPA attack! **(partner)**

- Glen finishes off enemy and we double in on Cooper!

02:25 Glen slide tackles Cooper and I fucking AIR GRAB him! **(partner)**

UR 032 - M33 - The Mob - Kadonashi team up in downtown map, he gets Koed

00:00 We're heading north of the river! For what little that's worth in this game.

(observation/game map/level select)

00:00 Mission 33: CENTRAL SQUARE: "The Mob"

"The riot is spreading to the city center. (*sic*) There's even looting going on around Central Square. The mayhem is the handiwork of some scumbags being led by the Outlaws. They brought some Outsiders into their fold and are inciting the riots. We can't just let this unruly mob run about recklessly. Go out and crush them."

- Never would have guessed we'd be so civic minded. **(story/joke/observation)**

00:25 Take Kadonashi with me! **(partner)**

00:35 2v4 against some weak foes. The Central square map is a big open circle with a statue in the middle. Honestly much bigger than this game requires. No props and far away walls makes for a map focusing purely on fighting ability. **(map/observation)**

00:40 Kadonashi rushes in for a leg grapple, another foe pushes him off his mate. **(partner/crowd control)**

- I run in to back him up, arm twist foe and beat another while Kadonashi gets off a groundpound. **(partner)**

00:45 Juggle combo!

00:45 Double attack! Run up and kick away two foes!

00:55 SPA punch to end enemy combo on me

00:55 Turn around punch! **(contextual attack/launcher)**

- This protects Kadonashi, covering his back

01:00 Failed SPA block against hilarious SPA Kick certain enemy types have.

01:15 Groundpound foe Kadonashi put down, Kadonashi keeps hitting him, dealing extra damage **(partner)**

01:25 Headslam opponent attacking Kadonashi **(grapple/partner)**

- Partners make great bait!

01:30 Hit by slow SPA kick **(funny animation)**

01:40 Drink health drink Kadonashi should probably take

01:45 Kadonashi taken out by dropkick **(partner/funny/sorry)**

01:50 Groundpound punished as I am FUCKING LAUNCHED FROM ONE ENEMY TO ANOTHER **(Crowd control/funny/I am a fucking pinball)**

02:00 Knocked out of another groundpound, SPA Flurry to take out foe

- Juggle combo and launch another foe into the central statue

02:10 Juggled by two foes! Fail to escape!

- Knock out Miguel, and let final enemy run into my SPA Flurry **(AI/combat)**

UR 033 - M34 - The Agitator - Take out boss to end fight - Grimm tag team

00:00 MISSION 34: CHINATOWN: "The Agitator"

"The street gangs have joined the riot to loot and torch everything in sight. They've even gotten those punks in on the action to lay waste to the city. But why? They've even started raising hell on my turf. You'd better go and put a stop to that right now. You don't need to take out all of them. Just concentrate on dropping their leader and the rest of 'em will turn tail and run. Now go, I'm counting on you."

Objective: Take Bain down.

00:30 Take Grimm as a partner

- Opening cutscene shows three gangsters, with Bain fair in the background. Bain becomes something of a rival to me over this first playthrough, he's a constant presence and a somewhat troublesome foe. Not quite boss level but tough so I developed something of a vibe that he and Brad were rivals of a kind.

- Though maybe it's because they look kinda similar and he constantly appears, and his name is Bain. He's the villains Brad in my mind. **(observation/story/my story)**

00:45 All three of the gangsters rush Grimm and I beeline for Bain

00:45 Tutorial: Call for assistance: Triangle while holding R2 **(tutorial/partner/command)**

00:55 Focusing on Bain, one of the Zaps runs in to interfere and Grimm steps in to save me! **(partner/AI)**

- Double team slam with Grimm!

01:05 Groundpound selects wrong target, a man I'm not facing, further away, behind me!

(targeting/contextual action/mistake/glitch)

- I know it's not a "glitch" but I need a unique tag term

01:10 Simple crowd control, switching targets to keep it one on one **(strategy)**

01:20 Get deflected by foe who then goes into a super long slow SPA Kick, I fail to SPA block it with the heavy punch **(SPA Block fail)**

- Part of me does feel that SPA is deceptively long, a big chunk of it in the middle is spent standing casually before lackadaisically booting whoever is in their way.

(animation/observation/deception)

- Then get hit with the kick again **(SPA)**

- Then get SPA'd by Bain

01:40 Accidentally launch Bain out of Grimm's SPA **(partner)**

01:45 Sprint towards Bain and get fucking denied by his SPA spin kick! **(funny)**

- Spa PUNCH out of his follow up combo and charge him alone, one last combo takes the fight!

Boss down!

UR 034 - M35 - The Hatchet Man - Fight caporera fighter - Dwayne tag team

MISSION 35: SCRAPYARD: "The Hatchet Man"

- When I'm about, it truly is a scrapyard. **(joke)**

"The Outlaws have recruited Chris, a brawler who's worked as the bouncer at a bar and as an enforcer for a loan shark downtown. Word is, he's got you in his sights. Brawlers have gotten by on their neutral status because they haven't been affiliated with any gang turfs. But hey, that's no reason why we shouldn't take them out if they start giving us trouble."

- Does that count as lore? **(story/observation)**

- Also the idea of a loanshark hiring a guy who uses capoeira is really fucking funny.

(observation/character)

- You ask him to shake someone down and he won't stop dancing for the next week **(joke)**

00:35 Take Dwayne

Observation: These last few missions since the Dwayne fight have been easy. Despite the escalation in the story in gameplay terms the beginning of act 2 eases up a little, likely to give you time to get used to the Partner system and let players take a breath. **(difficulty/escalation)**

00:40 So we have Chris, he's Urban Reign's Eddie and he's actually quite manageable!

- The one button defence system and heavy punishment on low deflections, along with the heavily telegraphed sweeps of capoeira style makes him actually not too difficult to keep on top of!

(joke/groundpound)

- Also in his character bio it's pointed out one of Chris's sore spots is his middle class upbringing so I think he's picking fights by wearing a shirt that says 'fundy' on it. **(joke/observation/character design)**

00:50 Fight begins, 2v3, Chris has two heavies acting as backup, so he's a fast heavy hitter who can get a lot of blows off while his two lunks are holding you up **(encounter/mission)**

00:55 Tutorial: Switching Fighters: X while holding R2 button!

- We can play as our tag team partners and swap off of Brad!

01:05 Trying this immediately gets Brad walloped, put in an insane Chris combo where he quickly throws out SPAs inbetween normal hits, culminating in him launching Brad and then going into a SPA Windmill to juggle! **(combat/combo/SPA/partner)**

01:10 me and Dwayne get SPA windmilled away by Chris as we start laying into him **(crowd control)**

- I am stunned and Chris combos me, his combo ends with fucking dunking a launched foe into the ground! **(animation)**

- Tons of differing attacks which manipulate the victim in different ways, allowing for a lot of potential while still taking a good degree of control. **(observation/design/combat)**

01:20 SPA flurry targets wrong person, but luckily the one I was targeting would have SPA Blocked, how lucky! **(targeting/SPA Block)**

01:25 deflection reversal on Chris, roll over and elbow **(dodge)**

01:30 Leg grappled, hard to read

01:35 With no metre, I have to eat a massive SPA Haymaker! **(metre/SPA)**

- Dive strike hits same foe three times, riding him across the stage!

- Air recovery! Deflection on foe interrupted as I get hit by Chris! It's a bit unfair that I don't have I-frames in a dodge! **(observation/i-frames)**

UR 034 – Me and Dwayne versus Chris

01:50 Finished off by leg grapple and kicked in the damn shin! Game over! (37)

- That leg grab is genuinely a tricky read at high speed!

01:55 Dive strike dodge Chris who begins by charging right at me! My dive strike fails as he instantly shifts into a SPA Windmill!

- Granted, it's my fault for then running back INTO IT! **(Stupid/SPA)**

02:00 Absurd Chris combo! I actually recover out of it but have no time upon landing to actually get out of the way of the NEXT ATTACK! **(Combo/difficulty)**

- SPA out of there!

02:20 SPA buff activated!

- Get Chris against a wall and pummel! Get good damage in until he SPA spinkicks me away!

02:35 I let Dwayne act as damage sponge for Chris's allies, arm throw him away from group and groundpound (with SPA buff) **(crowd control/partner)**

03:05 Unfortunately the group fight moves to us, I get cornered, beaten, and am taken out by a running grapple into a wall! Game over! (38)

03:15 Next attempt begins with me and Dwayne sticking together and pummelling Chris's cohorts. Double team attack lets us I-frame through some of Chris's SPA windmill! **(i-frames/partner)**

03:25 Me and Dwayne both sent flipping by Chris sweep

03:25 Get off full SPA Flurry on Chris, then double attack him and a mate! **(SPA)**

03:45 Drop juggle combo, there is some timing to it!

- Grapple break, punch foe into another foe! **(defence/collision)**

04:00 Air recovery OVER Chris's SPA windmill! **(defence/dodge)**

04:10 Chris Grapple breaks powerbomb!

04:15 Dwayne defeats enemy and stun taunts Chris and DR-88 as I SPA get up, throwing them into the wall **(partner)**

- Thank god one of us here understands the power of a stun!

- Dwayne is KO'd, I finish Chris with a SPA punch!

- Finish DR-88 with a groundpound to end the fight!

UR 035 - M36 - Despicable Ally - Defend Glen Mission - Oh no! Wait I will just play as him!

MISSION 36: HIDEOUT: "Despicable Ally"

- He's actually pretty good

"The boxers have teamed up with the shadow platoon to go after Glen, who's chilling back at their hideout. Some of the boxers from the Westside Gym were known to have had a hand in the rioting, so it seems like the Shadow Platoon were able to bring them on board. Glen might not have been a saint, but we don't want him ending up in a hospital now. You've got to get over there right now and help him out."

Objective: Take the enemy down while protecting Glen!

- Now if either Brad or Glen goes down that's a failure! **(objective)**

- The sentence "The boxers have teamed up with the shadow platoon." is a hell of a thing.

00:35 Opening shows Glen squaring up to boxers. Bain stands nearby, staring at us!

Jokes:

Story opening: Don't tell her you work for free Brad! Those fists should be behind a paybrawl!

Game opening: But this isn't Like a Dragon, this is a whole different beast! **(jokes/wordplay/story)**

00:35 Swap to Glen! **(partner control)**

- Do way more of this on the second playthrough

00:40 Tutorial popup: Attack Others: O button while holding R2 button

- For commanding allies to split off, draw attention elsewhere **(observation/strategy)**

00:40 Glen combo sends foe SCRAPING ACROSS THE FLOOR with a headbutt **(combo/hit effects)**

- So many ways to manipulate foes! **(observation/hit reactions)**

00:45 Other Glen combo ends with a hammer punch which torpedoes whoever it hits!

(combo/launcher)

00:45 Double grapple with Glen! Two foes hoisted by their thighs and quickly dropped!

(combat/grapple)

01:05 grapple break leg grapple! **(dodge)**

01:05 Glen SPA combo used on foe! (Booma)

- Shin kick causes Foe to clutch leg in agony!

01:10 My kick gets deflected as Booma air strikes! Enemy got some teamwork going and I get groundpounded!

01:15 Brad defeats Bain offscreen! Very funny, turns out I am holding Brad back!

(observation/joke)

01:20 Glen and Jake simultaneously destroy BK with SPA Combos!

01:25 Booma launches SPA combo, catching Glen!

- Immediately grabbed, released, and launched afterwards! **(AI)**

01:30 Jumping over enemy does not matter as he turns on a dime to hit me! **(dodge failed/enemy tracking/wall run)**

01:40 Brad launches Booma into a wall and that damage ends this very easy fight!

UR 036 - M37 - The Deal - Recruit Jake - If brad goes, you are out - Ultra aggressive normal foes now

00:00 Missions 37-39 on map

00:05: MISSION 37: SLUM: "The Deal"

"Jake's been laying low ever since losing to you in that fight, but he's just turned up. I'm ready to make him a deal, but it looks like he's gotten in deep with the street gangs on the outskirts of the city. I've already prepared the cash. Make short work of these scumbags and get Jake back here in one piece."

- And not three distinct bodily regions? **(joke/awful)**

00:35 4V2 in a very tight arena with a bit of clutter **(objective/map)**

- This game does look good though, they didn't skimp on details for these places.

(observation/graphics/detail/level)

00:40 Swap to Jake! Jake is hard to beat and just as hard to play! He's the grappler of this game, he is slow, his strike game is kinda weak, and he does not match my playstyle!

(gameplay/observation)

- But as a tag team partner, there is none better! He has great damage and survivability, as well as doing the most important job of holding up foes for a very long time! While there is a bit of a rock paper scissors to partners, having better matchups against certain bosses and fighting styles, Jake is the safest bet for me, someone to fight around! When the odds are low, I'll stake it on Jake!

(wordplay/observation/joke/partners)

00:40 Armbar throw foe into wall as Jake **(grapple/animation)**

00:50 Learn how troublesome Jake's strikes are as two foes gang up on me, SPA drop kick to clear

(crowd control/controls)

00:55 Get hit with the funny SPA kick from off to the side

01:00 Jake dive grapple is absurd! **(animation/wall/observation)**

01:05 Suplex foe

01:15 As I get beaten up, notice Brad (AKA me) is not faring much better and run over to help, I do not help... **(difficulty/partners)**

- My SPA attack does not override their double attack on Brad! **(SPA Block failed)**

- When getting double attacked, the attackers cannot be interrupted or even attacked

(I-frames/double attacks)

01:35 SPA block on long ass funny SPA kick failed **(SPA Block fail)**

01:45 Get juggled by two foes! **(crowd control fail)**

01:45 From off screen, Brad is Koed, Game over! (39)

- Brad still has to stay alive, no matter who I play, it's an escort mission, even if I decide to escort myself!

01:50 This time, I'll let Jake be Jake, being Jake just let things go badly **(bad joke/partner)**

- Open with dive strike hitting two foes and rush over to assist Jake

01:55 Pull off a sprint uppercut by accident! **(sprint attacks/tutorial)**

02:05 Grapple break foe while getting pummelled by another!

- Interrupt barrage with SPA Buff! **(Spa stagger)**

UR 036 CONT – Saving Jake / 2v4 Slums

02:10 Get fucking wombo combo'd and stun taunted by two foes (**crowd control fail**)

- The enemies in this stage are early game gangsters but with their competency cranked up, I like it, it's like the whole town is becoming better fighters, I'm making the local fighters work harder!

(**joke/observation/difficulty/repeat enemies**)

02:15 Brad and Jake double attack!

02:25 Get away with powerbomb in crowd!

02:35 SPA Combo through funny SPA kick (**SPA Block**)

02:50 Juggled by foes

02:55 SPA combo KOs foe

03:00 Head kick grapple successful, but then hit by foe closing in (**crowd control fail**)

03:05 Juggle and KO foe, using Jake as distraction

- Head slam a Koed foe

- Finish fight with arm bar grapple as Jake gets hits off on trapped foe (**teamwork**)

UR 037 - M38 - The Derelict - Timed beatdown - Glen is good

00:00 MISSION 38: ABANDONED BASEMENT: "The Derelict"

"The industrial district is a buffer district between the inner city and the residential area of respectable citizens. However, due to the recent downturn in the economy, it has practically become a ghetto. The outlaws have been going in and out of a building in that area. I'm guessing that's their hideout. Destroy it before they start running amok. Their hideout is located underground, so mop them up nice and fast before they can call in reinforcements, cuz if they do. You've got no place to run."

- Trap yourself in their basement and then start a fight, I mean I'd never see it coming!

(**joke/observation/story**)

- Also Shun goes from guessing to certainty in enviable time! (**joke/observation/dialogue**)

- That text was also a solid percentage of this mission!

Joke: (Car pisser mission) You know Urban Reign, you didn't *need* to have exactly 100 missions. Even with a plot as paper thin as this this feels needless, ah well, at least this gang war isn't so hectic we can't take a minute to beat what little piss there is left out of this guy.

00:40 Take Jake as a partner, 2v3 in very tight quarters!

00:55 Immediately picked up and thrown into a wall! (**running grapple**)

- Kicked in shin, funny collapse animation (**animation**)

UR 037 CONT – Brad & Glen vs Three foes (Timed)

Early game structure note/joke: One of the first things you'll notice even just looking at this game, you don't even have to play it. Is this game looks pretty awesome! Okay I'm sorry, we're not playing jank today! Sure it got generally middling reviews, but that's not because the game is rough, or ugly, or cryptic. It reviewed poorly because critics didn't realise just how awesome the game was... And a bunch of content reasons. **(joke/observation/animations/graphics/Structure)**

01:05 Two SPA blocks in a row, burns out my entire metre! **(metre management/SPA)**

01:10 Juggle combo, enemy SPAs to escape cause this asshole generates SPA faster taking damage than I do dealing it! **(metre/observation)**

01:20 Grapple break!

01:20 Glen going super saiyan breaks foes grapple on me! **(SPA/teamwork)**

01:30 Foe grapple breaks me twice, then double grappled by enemy! **(AI/grapple breaks)**

01:40 Glen protects me while I groundpound foe **(teammate)**

- Picks up and tosses other foe

01:45 Get punched, super deflect and push foe away. **(defence/gameplay)**

- After getting hit, the timing to escape becomes much tighter!

01:50 Drop juggle combo!

- Foe attacks, I deflect and punch, he SPAs, I SPA Combo to counter. **(SPA block/redirection)**

- Foe is taken out by collision with wall! **(Collision/stage)**

- I leg grapple him anyway! Insult to injury!

02:05 Funny finish, Glen gets launched and drop kicked, and I groundpound the enemy before he can get up! Taking the win!

- Glen proved a useful ally in tight quarters! **(observation/AI/partner)**

UR 038 - M39 - The Grudge - Tag team a boss - Need to work with AI to even get hits in, it is so cool

00:00 MISSION 39: SUBWAY STATION: "The Grudge"

- I feel like I have 20+ people with grudges against me **(joke)**

"Park is a brawler in the industrial district. He knows Tae Kwon Do and specialises in conflict resolution. He has no affiliation with the Outlaws or the Shadow Platoon, but in an unfortunate turn of events, one of Dwayne's boys mistook him for a rioter and decked him. Park, understandably upset, has been attacking every Zaps crew he sees. He can't be left hanging around the industrial district like this, so take someone with you and sort him out."

- We're handling this so well. Just decking anyone we mistake for a rioter. **(joke/story)**

- I take Dwayne, he can take accountability! **(joke/partner)**

00:45 One look at Park, and I think he mistook him for a raver, not a rioter! **(joke/character design)**

00:50 Park is an absurdly evasive fighter, with quick, hard to read strings and a super which makes him deflect nearly all attacks automatically. In this first encounter I hardly even land a hit on him, depending on exploiting my ally to sneak openings.

- This is how the game does difficulty for a lot of greater foes from here on. Fight with an ally, fight without ally, fight a buffer version, it's pretty decently handled escalation of challenge.

(observation/difficulty/design/structure)

UR 038 CONT – Brad & Dwayne VS Park

00:50 Park begins the fight immediately popping his blue SPA, popping his blue doesn't make him hard but it does make him hard to hit. (ironically makes him hard to beat) **(joke)**

- He basically dances between me and Dwayne, launching one, dodging another, breaking a grapple and comboing. **(Super SPA defence)**

01:10 Double attack, can't escape the team grapple! **(strategy)**

- The train rocks when Park collides with it **(level details/observation)**

01:25 My attempt to save Dwayne from getting juggled just gets me enrolled into the damn circus! **(joke/boss/moment)**

- Double team Park again! That's the strat!

01:50 Using Dwayne as bait, get a series of grapples off, repeated team attacks

02:20 As Park juggles me, Dwayne pops a SPA combo and takes Park out, in what is the least dignified first attempt win in this whole run. **(observation/teammate/SPA)**

UR 041 - M40 - Dead Run - Defend Mission - Swap to target and FIGHT

(I have no idea what the hell happened to my numbering here)

00:00 MISSION 40: DOWNTOWN: "Dead Run"

"Dwayne got a tip on who kidnapped KG and has headed downtown. I know the KG incident makes his blood boil, but it's unlike him to fall for such an obvious trap. He's completely losing it and if it's an ambush, he won't stand a chance. The Zaps said he left a while ago. Go and help Dwayne before it's too late. Hurry!"

- It's nice that we care. If Dwayne gets Koed, this is a failed mission. **(objective)**

00:40 Downtown is an excessively large stage for this game, and here it starts use a block away from Dwayne as foes attack, so we have to either run over or swap to him!

00:50 Run in, do sprint uppercut, and somehow DO NOT REALISE THIS GAME HAS SPRINT ATTACKS!

- Still, catch and juggle! **(launcher/sprint attack)**

01:05 Double team attack with Dwayne!

01:05 Get SPA comboed by Bain!

01:10 Get SPA Gutpunched by Anderson! I kick at him as he I-frames through them! **(I-Frames)**

01:15 See Dwayne getting obliterated, before I can help I get grappled, toss to the floor, and arm barred while Bain piles on more damage!

- Stun taunted, luckily escape with SPA Punch!

01:35 Stun taunted and grappled, then double team grappled!

01:40 Try to regroup with Dwayne, only for two foes to once again gang up on and beat the hell out of me, this is a grapple heavy gang! **(observation/difficulty)**

01:55 thrown to floor and one last arm bar breaks my streak, game over! (40)

02:00 Begin this next attempt swapping to Dwayne!

- Turns out a 4 on 1 is not an ideal time to learn a new character! **(observation)**

UR 041 CONT – Brad and Dwayne vs Bain and 3 cronies

02:30 Wall diving attack denied

02:35 Back off, let Brad do some distraction

02:40 Grapple with Bain, pull him into a body blow combo! **(animation/grapple)**

02:45 Somehow get away with a powerbomb inbetween two foes **(AI)**

02:50 SPA combos to protect a stunned Brad! **(Teamwork/SPA/stun taunt)**

02:55 Double team attack! Send foe sliding away!

03:10 Grapple break a back grapple from Bain! Judo throw him over me! **(grapple break)**

03:15 Brad is getting fucked up in the background. **(funny)**

- He's getting double grappled

03:20 Some cool dodging/deflection, then SPA combo retaliate, splitting the combo between two enemies

03:25 Grapple break Bain but then get launched and juggled by Bain, super deflection escape!

03:30 SPA powerup and SPA launch foe!

03:40 Grapple defeat foe

03:50 With Brad on no health, a foe runs up him, luckily he grapple breaks him for the win!
(combat/grapple break)

UR 042 - M41 - Trator - Save Grimm from former boxing friends - Goes smooth - Air grapples used! very handy!

00:00 MISSION 41: SUBWAY STATION: "Traitor"

"Grimm's gone to persuade the boxers to sever their ties with the Shadow Platoon. It seems obvious to anyone but him that it's not going to go as smoothly as he thinks. They'll see him as a traitor, and he'll have no chance of getting out without a fight. Even a tough nut like Grimm will run into problems if he's outnumbered four-to-one. He's supposed to be meeting them in the abandoned subway station, so go give him the support he needs."

- Can only take Grimm as partner, it's a Grimm tale!

00:30 Brad & Grimm vs 4 Boxer type foes, if Grimm goes down it's game over!

00:35 Run in and get a double team attack with Grimm immediately! **(teamwork/grapple)**

00:40 Redirect enemy into another, causing damage! **(collision)**

00:55 SPA spin kick to clear enemies

01:00 Redirect foe and punch them in the back

01:05 Air grapple interrupted! Grapple break out of interruption and suplex foe on top of dropped enemy! **(moment)**

UR 042 CONT – Brad & Grimm vs 4 boxers

01:10 air grapple! Quicker powerbomb!

01:15 Enemy escapes air grapple! **(grapple break)**

01:15 Stun taunted, SPA combo to end it!

01:20 Double attack with Grimm!

01:25 Stunned, SPA buff to escape, staggers nearby foes!

01:25 Super deflection redirect to escape combo **(Defence)**

01:35 Stun taunted, get beaten as I stagger towards foe

01:40 Dive grapple off wall, then groundpound boomer while buffed!

01:45 Grimm double grapple, he bombs two enemies into the ground!

01:50 Cool finish, I headslam and Grimm kicks the prone opponent, he drops a juice and I grab the fucker out of the air

UR 043 - M42 - Lucky Error - Save the incredibly fragile Tong Yoon to get him on side - Very close win

00:00 MISSION 42: SCRAPYARD: "Lucky Error"

"The Outlaws have attacked Tong Yoon. Seems they mistakenly thought he was one of us. Actually your two should be working together. Go help him, and leave the rest to me."

- Protect Tong Yoon, if he goes it's game over!

- This sucks because it's a fight in tight quarters, with strong foes, and Tong Yoon is one of the more fragile fighters!

00:20 Opening cutscene, three fighters surround Tong Yoon, he's cornered!

- Brad & Tong Yoon vs. 3 strong foes

00:30 I am immediately running grappled and tossed into a wall

00:35 Redirect foe into another foe

00:40 Double teamed by two foes, very fast attack out of nowhere!

00:40 SPA Get up in corner! Followed by turn around attack!

00:45 Foe stops my combo with a SPA spin into an instant stun taunt

- I super deflect to escape my stunned status! **(defence)**

00:55 Dive kick hits two foes, falls short of third

01:05 SPA combo to get enemies off of Tong Yoon

01:15 Juggle combo interrupted, all of us are in tight quarters and we're getting outnumbered. Tong Yoon is Koed, game over! (41)

01:25 Second attempt begins same as the first, instantly running grappled, switch to Tong Yoon

01:30 Brad picks up enemy and runs off screen with him. **(moment/running grapple)**

UR 043 CONT – Brad & Tong Yoon VS three strong enemies

01:35 Shin kicked in and then knee dropped by enemy **(animation/stagger)**

01:40 SPA spin combo to end enemy assault, heavily damaging, Tong Yoon's also stuns

01:45 Double teamed, longer animation where Tong Yoon is kicked to the ground and then repeatedly stomped by both foes **(animation)**

01:55 Fail to save Brad from being run grappled as I try to get off dive attacks, sorry Brad!

02:00 Use of SPA Spin combo to escape beatdown from foes, sends them careening into each other **(collision)**

02:10 Some really good dodging, building meter!

02:10 Pulled out of SPA into a Double team grapple!

02:15 Run up foe grapple!

- Kicked into teammate **(collision)**

02:25 All enemies grouped up, SPA spin for big damage! **(crowd control)**

- Fails when I get SPA blocked by someone else! Launched and dropkicked away, stun taunted, luckily deflection my way out! But Brad is Koed for another game over! (42)

02:40 Third round starts differently, I am just chokeslammed instead!

02:40 Low kick launches two foes who collide in air! **(collision)**

02:55 barely fail to save Tong Yoon from a grapple

03:00 Juggle combo then double team Miguel!

03:00 Severely mistimed SPA block and get running tackled!

- Then SPA combo through an enemy SPA combo, he then SPA spins to stay out of my ongoing assault. **(SPA Blocking/Metre)**

03:05 SPA Spin to clear foes around me

03:10 Groundpound interrupted

03:10 Stunned by being pushed into wall, then stun taunted into enemy Double Team

- Immediately stun taunted again coming out, pop SPA buff to stagger foes and escape

03:25 Failed SPA block of the long SPA Wind up kick, deceptive animation. **(observation)**

- Repeatedly stun taunted and launched

03:40 Insane enemy move, wall bounced by SPA Haymaker into an air grapple! I got fucking return to sender by the goddamn wall!

03:55 Very close to victory, Koed by enemy SPA Spin! Game over! (43)

04:00 next attempt begins differently, no grab, dodge a couple punches and punish

04:25 Turn around punch **(contextual)**

UR 043 CONT – Brad & Tong Yoon vs. three strong foes

04:35 SPA Spin to deflect enemy attack

04:40 Get launched while defending from different attack. **(crowd control fail)**

04:45 Drop juggle combo

04:50 Tong Yoon beaten offscreen, game over! (44)

05:00 Attempt once again opens with a grapple! Leg grapple this time!

05:05 Failed super deflection, get hit!

05:10 SPA combo on foe Tong Yoon has grappled

05:10 Grapple to pull foe off of Tong Yoon, he's immediately grappled by someone else anyway. **(funny/teamwork)**

- I keep trying to keep foes off of Tong Yoon and getting punished for it

05:35 Saved by Tong Yoon SPA as I am running grappled!

- SPA Block foes SPA spin

05:50 Split combo goes between all three foes! **(crowd control/contextual attacks)**

05:55 Grapple break back grab!

06:00 Grapple break leg grab and double team finish foe! Sending them careening into the grappler!

- SPA Spin to SPA Block haymaker! Finish with SPA punch for victory! Tong Yoon stunned on a silver of health!

UR 044 - M43 - Ambushed - Four on one solo - Actually not that bad

00:00 MISSION 43: DOWNTOWN: "Surrounded"

"You're surrounded. I should have known better than to let you go alone. Downtown is pretty popular with the looters. The Shadow Platoon is keeping a close watch on the area. So there's no surprise a welcoming party was waiting for you. Taking on all of them by yourself is going to be pretty tough, but do your best to come back alive."

- Brad alone vs. 4 foes

00:40 Miss a dive attack and immediately punished by Bain!

- Grapple break and push him into a wall! **(collision/stun)**

00:50 Miss dive grapple and get groundpounded for it! **(punished)**

01:15 Crowd control work, isolating one foe

01:25 Split SPA combo between two foes, use it to escape being surrounded **(crowd control)**

01:30 Two dive attack combo, SPA combo on landing as foe gets hit off

01:35 Fail to dodge whole combo **(defence/deflection)**

- Get double team grappled trying to play it cocky standing againsts two enemies

UR 044 CONT – Brad vs 4 easy foes

01:45 Three hit dive kick combo, one foe taken out, drops health drink!

01:55 Judo thrown to ground and then double team grappled on the get up

02:05 Super deflection! Then super deflection redirect! **(moment/defence)**

02:15 Get grappled drinking health drink! Arm barred on ground!

02:25 Redirect into split combo! **(crowd control)**

03:25 Grapple break arm grab!

02:40 Rare double team animation, simultaneous ankle and neck break

02:45 Bain taken out with SPA combo!

02:50 Juggled by foe

02:55 Do a slide attack! My god how did I not pick up how to do this

03:00 Comboed/juggled by two foes

03:15 End the fight with some simple crowd control, comboing one foe at a time. **(crowd control)**

Post-Note: All Rounder

Brad, the lead character, is the one and only character to possess the 'all rounder' fighting style, which is at it suggests, an all rounder. He has decent access to basically every single option in the game. (only lacking some very specific moves) excelling nowhere but having a ton of tools to be good in every situation.

Getting to play as other leads in the form the game has is really funny because you suddenly learn under duress oh shit, characters have weaknesses and strengths! They control very differently and you have to learn to mitigate weaknesses and highlight strengths. Brad is a very easy to play character in comparison. **(observation/control/characters)**

- Everyone else has quirks

- Jake is absurdly good in the AIs hands, in mine, I have to relearn how to play the game, he has awkward combos and a slightly more complicated grapple system. Capable of a ton of damage, but it takes fine control to get there. Dwayne has awkward combos, Glen lacks some more nuanced techniques most have access to in exchange for power, meaning you have a more limited arsenal of ways to control the situation. Tong Yoon requires greater use of differing combo types and has shitty dive moves. Grimm is a boxer and as such has bad grapple game.

But this is why Brad makes a solid leading man. As he is so fluid and malleable each characters quirks not only make them different to play as but against. **(observation/game design/movesets)**

UR 045 - M44 - Housecleaning - Super easy four on two

00:00 Mission 44: Warehouse: "House Cleaning"

"The Outsiders have been cornered by Kadonashi's disciples into a warehouse. The disciples want to give them a good beating, but they don't have sufficient numbers. Go and lend them a helping hand."

- You're a bad fighter and a worse teacher Kads (**joke/observation**)
- You're zero black belts and two black eyes Kads (**joke**)
- Naturally I bring Kadonashi on this mission (**partner**)

00:20 2 on 3 fight, where did I get four from?

00:25 Launch Jose through a shelf for bigger damage!

- Then downed kick, punt him through some pallets! (**environment/context attack**)

00:35 Fail to dodge whole combo

00:40 Sweep kick launches foe, hits other foe! (**collision**)

00:45 Break opponents combo with SPA spin

- Dive kick hits two foes! Groundpound one, defended by Kadonashi (**teamwork/crowd control**)

00:55 Double attack, Brad boots two foes! (**context/crowd control**)

- Kadonashi stun taunts them both, I juggle combo Miguel, use SPA combo to really dish out the pain!

01:10 Attempt to clown on Miguel fails, can't dodge his combo, so I just finish him with a SPA spin

- Kadonashi finishes the other, making for a very easy win!

UR 046 - M45 - The Duel - Chris is an oppressive fighter - Bring Tong Yoon to Watch lol

00:00 MISSION 45: SUBWAY STATION: "The Duel"

"Chris wants to challenge you to a one-on-one battle. Napalm 99 seems keen to see that you get torn to pieces, and he's probably using this as a test to see if Chris has what it takes. You know that means Chris will be giving it everything he's got. Don't let him get the upper hand. You've gotta stay calm and strike when it's hot... And don't swing at the Outlaws on the sidelines."

00:25 And then I can pick my partner... What kind of duel is this?

- I pick Tong Yoon
- Cutsceen with Chris walking to camera

00:55 So this is hilarious, I pick my partner to *watch* the duel, if I do attack the viewers, they'll aggro, and they are far harder than normal fighters, nearly boss level each, during a boss fight. It's hilarious this stage has that bizarre bit of set dressing, and you'll be dressed down if you interact with it! (**observation/joke**)

01:00 Chris immediately pops his SPA buff and starts dancing. Chris is a slow hitter, his moveset is less nightmarish here than in Tekken, but still has the property that basically every single hit is a tripper or a launcher. So he may have a harder time getting a hit off, but it will never be just one. (**observation/gameplay**)

01:05 Drop Chris out of a combo with a single punch.

- Literally as he's flipping all over the place, a single, simple jab drops him to the ground. (**moment/combat**)

UR 046 CONT -

01:15 Two easy dodges then a turnaround punch. **(defence/context)**

01:20 Get juggled by Chris

01:40 Fail dodging full combo, start getting juggled

01:55 Chris SPA Blocks me!

02:05 Hilarious series of redirections, me and Chris repeatedly deflecting each other

02:20 Grapple break leg grab!

02:30 Launched into wall, the last chip of damage takes me out, game over! (45)

02:50 Dive grappled by Chris

02:55 Poorly spaced dive attack punished! Chris catches and immediately puts me into juggle!

(spacing/dive attack fail)

- Restart fight (15)

03:05 Luckily the lock on targetting a spectator doesn't trigger them, that's something you'd worry would get overlooked. Me mean mugging the guy mucking up the AI. **(observation/lock on/control issues)**

03:05 Grapple break dive grapple, slams Chris into plastic seating! **(environment/map)**

03:10 Very cool sequence of deflections ends with grapple deflect

03:25 Enemy misses with SPA spin, expected me to attack into it. **(AI/combat/spacing)**

03:30 Booted into wall, stun taunted and punished

03:45 Grapple break diving grab, slam Chris into ground

04:00 After getting repeatedly juggled, restart (16)

04:20 Attempt goes very poorly, I'm playing worse. Chris punishes and grapples while I fail to get dodges off to build metre. Restart (17)

04:25 Me and Chris both wall dive and miss each other **(moment)**

04:45 Aerial super deflection escapes Chris's combo

04:50 Absurd juggle combo from Chris, tons of damage!

05:10 Poorly spaced dive strike punished by Chris, his attacks have great range, letting him easily punish dives! **(character/observation)**

- Lost a ton of health, but start staging comeback. Deflection grapple Chris, start using sweep to play range game

05:45 Wall run dodges SPA windmill! **(moment/awesome)**

- SPA combo panic finishes off Chris!

UR 047 - M46 - Conciliation - Save Chris from two much harder normal guys I have beaten before now way tougher

00:00 Four new missions on map screen

00:05 Mission 46: Abandoned Basement: "Conciliation"

"The Outlaws are unhappy with their champion. They're going to punish Chris for losing the fight. That's the kind of shortsighted thinking you'd expect from these idiots. You should get back there and give him a hand to get on his good side. Just because the Outlaws used him and spit him out doesn't mean he's unredeemable. He'll be an asset for us down the line. Besides, given the option between jumping ship and certain death... What choice does he have?"

- Not that you're wrong, but it's funny you're calling them short sighted when your plan with me was to just beat the hell out of everyone in town which granted... It worked! **(story/observation)**

00:40 2 v 2, Brad & Chris vs. two large foes

01:00 Enemy combos, juggles, and grapples me for a solid twenty seconds, finally escape with SPA combo, the full string barely dents his health! **(observation/health/stats)**

01:15 Chase enemy, he SPA spins, I take some blows, but SPA block with a PUNCH

01:20 Enemy burns three SPA Spins to SPA BLOCK my combo **(metre/SPA BLOCK)**

01:25 Chris somehow killed before me offscreen, game over! (46)

01:35 Super deflection in air!

01:40 double attack, kick two foes!

01:45 Chris stun taunts two foes, I attack, he redirects, putting me in place for a double team attack! **(double team/teamwork)**

01:50 Run in to help Chris, double team grapple enemy

02:00 SPA Tackled out of grappling enemy!

- Run away from SPA Tackle!

02:10 Juggle combo, final blow hits other enemy

02:25 Stun taunted (they never miss that!) then SPA Tackled!

02:35 SPA Combo to take out foe!

02:40 Pretty weak ending, redirect foe and jab him in the back

02:55 Unlock Chris for multiplayer!

UR 048 - M47 - Setting an Example - Setting Bains bones - Horrific 4 on 2 where I need to break a leg (literally)

00:00 MISSION 47: CENTRAL SQUARE: "Setting an Example"

"The situation is looking worse and worse for the urban areas. The mayor has announced a pledge to restore civil order, but we all know that surveillance cameras and street gates aren't the solution here. We must take matters into our own hands. The street gangs are kicking up a lot of dust in Central Square, and if left uncontrolled, they may start looting again.

I want you to go and rough up the Shadow Platoon member who's leading the rioters. Break his legs as an example to the street gangs. That should put an end to their shenanigans."

- Bust up Bains lower body.

- This objective is hell. **(observation)**

00:50 Take Shun Ying with me

01:00 2v4 in giant arena, only need to destroy Bain's legs, this will be made hell.

01:10 Attempt to leg grapple Bain interrupted.

01:45 Dive strike misses foe, doesn't feel like my fault, feels like it just aimed awkwardly.
(controls/observation/lock on)

02:00 My grapple break is undone as another opponent hits me! **(crowd control fail)**

02:10 SPA get up blocks two attacks, Bain dives into it

02:15 Shun defeated off screen, now all 4 enemies are on me!

02:30 Running away and sweeping, eventually failed, get hit

02:55 Air strike Bain as he attempts to launch off ally!

03:00 Run away from foes, wall run jump over them

03:10 Grapple break foe, but this traps me in place and Bain finishes me off! No I-frames on grapple breaks! **(crowd control fail/grapple break/i frames)**
- game over! (47)

03:40 Reverse and then unreverse camera **(options)**

03:45 Shun as bait, wait until Bain is alone to approach **(crowd control/ally/teamwork)**

04:00 Bain gets off multiple juggle chains on me

04:10 Another annoyance, I get a leg grapple and Bain grapple breaks it! As all fighting games go the more you do a move, the more the AI counters and punishes it!
(observation/difficulty/AI/objective)

04:25 Sweep kicks get Bain's legs to yellow **(regional damage)**

04:30 SPA block Bain

04:40 Double teamed, thrown to ground

UR 048 CONT – Breaking Bain's legs

04:50 Juggle combo and blast two foes away

- Bain runs in and him and Miguel double team me (**Crowd control/fail**)

05:25 Ganged up on and taken out by Bain and Miguel, game over! (48)

05:40 Run around in circles until I see Bain alone and I rush him, he instant transmissions into a slide tackle to launch me! (**AI**)

05:45 Get a leg grapple on Bain

06:00 Get juggled by Bain and Miguel, then comboed, restart (18)

06:25 Change of strategy, more aggressive

06:30 Attempts to hover around Bain get me double team grappled

06:40 Redirected, launched, and juggled by two foes

07:00 Exit to menu to change partner, Shun dies too easily. (count as restart (19))

07:25 Attempt with Jake (**partner swap**)

07:40 Get off three leg grapples on Bain in quick succession, bringing him to yellow health! (**regional damage**)

- He is stunned! Circle him and enemy and accidentally pull off double attack! (**contextual attack**)

08:10 Grabbed by enemy, held until it turns into a double team attack grapple.

08:20 SPA block enemy combo with my own SPA Combo

08:25 Sweep interrupted as foe uses me as a springboard for dive!

08:40 Redirect foe into another foe and combo them both! (**collision**)

- Grapple break foe

08:50 Bad attempts at crowd control, finding openings for Bain

08:50 Arm throw foe, he hits two enemies! (**collision**)

09:00 SPA BLOCK bain with combo

09:15 Dodgeroll away from Air Strike attack

09:25 Clutch win, double team grappled, thrown to ground, surrounded, pop SPA buff to stagger foes and charge bain, one last leg grapple secures the win!

- I successfully set Bains Bones!

UR 049 - M48 - Tooth for a Tooth - Help Kadonashi

00:00 MISSION 48: WAREHOUSE: "Tooth for a Tooth"

"I've heard that someone's jumped Kadonashi's crew that were protecting the citizens from the rioters. Some of them have been hit so hard, they're completely incapacitated. It's probably the work of the Shadow Platoon. That area may descend into chaos once again. Word has it that master Kadonashi himself is out to get revenge for his disciples, promising that the culprits will "get what's coming to them." Kadonashi is not our enemy anymore. Go help him out."

- Wait hasn't this happened already? Kadonashi did you get dogshit disciples so you'd get to avenge them repeatedly? **(joke/story)**

00:45 Brad & Kadonashi vs. three regular foes

01:00 Wander around the map for some reason

01:05 Playing like a drunk, awful crowd control, down one for and get comboed in the back by another

- Get kicked into shelf **(environment)**

01:05 Grapple interrupted by getting grappled by another foe

01:10 Grapple broken by foe **(grapple break)**

- Pulled into another grab, thrown to ground and groundpounded

Note: I never figured out myself how to grapple break groundpounds

01:20 Pummeling foe into a wall until they SPA spin to burst me away

- Ideal footage for showcasing SPA. **(footage/note)**

POST-NOTE: Intro part attempt / Namco Beat-Em-Up history

Intro thought: Urban Reign comes out of this interesting period where Namco was doing bizarre experiments in the beat-em-up genre. We got Dead to Rights, a mixture of Max Payne and a Mid-brawler. Breakdown, AKA. Half Circle Half-Life, an insanely tough first person scrapper which I covered years ago, and Nina Williams Analog Adventures.

These experiments didn't all pan out, for me, this game Urban Reigns supreme as the most mechanically sound and downright enjoyable of these titles but this is a king in exile, a game in a dying subgenre released in the twilight days of its console. Critically it was either seen as too slight for being "just a brawler" because being focused can be seen as a detriment, or else its brawling was seen as too hard, too punishing. This is a cult object, not a critical darling, but unlike God Hand it has seemingly yet to find its people. So let me do my part. **(structure/example/opening/post-note)**

01:25 Kadonashi grappled and getting fucking walloped by other foes, his health is tanking!

- You know they say when going for revenge, dig two graves? Well that's because they're pulling this fucker in half! **(joke/observation)**

01:25 Kadonashi thrown into me **(collision)**

01:35 Ineffectually attacking foes double teaming Kadonashi **(i-frames)**

- Hilarious double team animation where they play Kadonashi like a fucking bongo

01:40 Save Kadonashi from another grapple, but he's then Koed, great going bud. **(character)**

01:40 Throw foe into another foe **(collision)**

01:50 Auto aim pulls me away from foe I want to hit... I think? **(targeting/issue)**

UR 049 CONT – Kadonashi's useless revenge

01:55 Miss wall dive, grapple break foes dive. **(moment)**

01:55 Arm bar throw foe into wall **(collision/map)**

02:00 Foe SPA BLOCKS out of my SPA Combo

- Thrown back and groundpounded

02:05 Turn around punch sends two foes flying! **(contextual attack/launcher)**

02:10 Miss dive attack and instantly surrounded and punished, pop SPA combo to escape

02:15 Wall dive strike hits two foes, one foe I kick into the stack of pallets I used to leap!

(moment/environment/collision)

- This takes him out!

02:25 Cool finish, take out foe with throw, then grapple break and punish Real Deal to deal the real killer blow! **(combat/wordplay)**

UR 050 - M49 - The Lost Boy - take out separated shadow platoon guy - I did not deserve this win

00:00 MISSION 49: MOTEL: "The Lost Boy"

"A member of the Shadow Platoon has gotten separated from the rest of his gang and is apparently taking refuge in a motel. Go and convince him to take a long vacation, if you know what I mean."

- I sincerely doubt Brad does. **(character/observation/joke)**

00:35 Opponent starts fucking strong, flooring me, two leg breaks, stun taunted, launched and juggled, I have busted legs before I even throw a punch. **(regional damage/AI/difficulty)**

- A simple low kick is now enough to stun me. **(regional damage)**

00:45 Dodge a couple blows and finally get some hits in, Anderson does not let that slide, super deflection redirect, shoulder tackle launcher, and I am juggled and fired at a dumpster, bounce off, and am immediately caught in a leg submission grapple

- Stun taunted, SPA Combo to escape

01:00 Stand ground, dodge slide tackle and punish

01:10 Foe barely fails to distance out SPA combo

01:10 Jesus christ my health is a traffic light **(joke/UI)**

01:15 Grapple break run up, great animation of catching the foes leg and just letting him TUMBLE to the concrete.

- Groundpound once, second attempt denied

01:20 Me and Anderson have a stand off for a moment, he charges in, I dodge his kick, rotate to the side and PUNISH **(dodge/deflection/cool moment)**

01:30 Redirect and juggle combo

- Anderson gets up and charges back in with a leg grapple, I SPA get up to force him back, then Dive grapple. He SPA get ups to force me away. Catches me with a leg grapple and a dive strike, I have a slither of health left, I panic and pop a SPA Combo.

UR 50 CONCLUSION

Note: This was a great fight, I said I didn't deserve the win, cause it was a panicked move to snatch victory, but this showdown captured what Urban Reign does so well. These fights come off like action scenes, highs and lows, stand offs, drama! I figured bits of Anderson out, slowly started getting momentum, and overcame! It was like a cool action scene in a movie!

(observation/gameplay)

- The smoothness of the animations, catharsis of the hits, and sharpness of the defence systems make the gameplay feel cinematic, but not in that modern heavily automated sense, in a, this feels fucking awesome to play sense. **(observation/gameplay/animation/presentation)**

UR 051 - M50 - The Scoundrel - Meet Alex - Weapon boss - Sick rebound air throw - I am calmer it seems

00:00 MISSION 50: SLUM : "The Scoundrel"

"Alex is a brawler from the Green Hill area. This guy is a bad scene. Nobody wants to scrap with him because he doesn't pull any punches and he's got the skills to back it up. He's been pretty mellow recently, but I think the rioters who have spread to that area have reignited his bloodthirst. It seems he came well-armed. To even the odds, you'll probably have to use weapons when you take him on. Keep an eye out for dropped weapons, or grab his and give him a taste of his own medicine."

- "The guy who is good at violence has become more violent in response to the riots, go fight him", sure Shun. **(story/observation)**

00:40 Fight opening cutscene, Alex swings a crowbar and shouts a challenge. Lets go **(story)**

- Interesting map, we're in someones front garden outside of their shack.

00:50 SPA get up disarms Alex

- The problem with weapons is Brad has butterfingers, a light tap and he drops whatever he's holding, I can only guess years of brawling has absolutely messed up his hands. **(observation)**

- Holding onto weapons is more trouble than its often worth.

- Swing into Alex as he goes into a SPA Kick with long wind up, I am sent flying and separated from the crowbar. **(weapons/SPA/I-frames)**

01:00 Grapple break run up

01:05 Struggle to pick up crowbar, get launched over it

01:10 Awesome running grapple from Alex, grabs us by head, runs into a wall, and wall runs off of it to slam us into the ground!

01:20 Alex pops SPA buff and instantly grapples me, a pick up and spin into a backbreaker over the knee

- A series of SPA get ups and put downs, wrestling over the crowbar

01:40 Two grapple breaks as Alex tries to wall run me

01:45 Deflection, roll over slide tackle and grapple

01:55 Dodge roll, punish, and grab crowbar, instantly lose it and Alex grabs it out of the air!

(weapon)

- Alex SPA Blocks combo

- Almost stage a comeback, dive strike Alex into a wall, punish, throw him into wall, but a scratch from his SPA get up puts me down, game over! (49)

UR 051 CONT – Brad Vs. Alex

02:15 Second attempt begins

02:20 Accidentally wall run off of Alex to no effect, I can never do that shit on purpose

02:25 Dodge slide tackle and punish

02:30 Juggle Alex and punch away crowbar **(weapon)**

- You can punch weapons, this could be used to deflect them if thrown
- Tutorial prompts on bottom of screen for weapon use **(tutorial)**

02:50 Low sweep effectively DODGES Alex's grab, awesome! **(hitboxes)**

03:00 Redirect Alex into table for damage **(collision/map)**

03:05 Sick moment, crowbar launches Alex into wall, he bounces and I catch him with an air grapple! And it looks totally smooth!

03:15 Awesome grapple break

03:20 Alex fails to SPA Block my combo, and him getting launched into a wall takes him out!

UR 052 - M51 - Close Combat - Weapons appearing more - Chris offscreens two-thirds of fight and wins

00:00 MISSION 51: CENTRAL SQUARE: "Close Combat"

- Ironical for this map

"Our enemies are starting to play dirty. They know they don't stand a chance against you in unarmed combat, so they've started packing weapons. You've definitely got your own unique fighting style, but how are you with weapons? (slippery). You can hit someone with a weapon (woah), sure but keep in mind you can also throw it at distant enemies. Once you get into the groove, you'll be able to catch or kick away weapons thrown at you. It shouldn't be too hard for someone of your expertise."

- Sure thing Shun, I'll press the select button if I need any further tips. **(joke)**

- I think she thinks Brad a caveman, which honestly, not unfair. **(joke/story/character)**

00:35 I bring Chris, he can do some busking in the central square. **(partner/joke)**

00:45 Brad & Chris vs 3 armed foes **(objective)**

00:45 Fight opens with an attack I hate, big foes will just run up and bear hug you to the ground, it does a lot of damage and comes out fast, incredibly hard to defend against, pain in the ass!
(attack/observation)

00:50 Chris has wrestled a bat off of an enemy, he's a great match up against strong and slow foes with bad range.

00:55 Grab weapon out of air, throw at charging foe, and launch them into their ally, saving Chris who is mid grapple and about to get slammed **(weapon/throw/collision/teammate)**

- Super cool moment to demonstrate interactions

00:55 Throw weapon at enemies back, he effortlessly dodges it. Chris is stunned.

UR 052 CONT – Brad & Chris VS 3 big armed foes

01:00 Dodge and punish, thanks to no telegraphing, dodging even small blows feels immensely satisfying.

- Could compare to Arkham, make clear I like Arkham, but doing stuff here feels bigger than Batman to me. **(observation/comparison/structure)**

01:05 Homerun a foe, get some bat combos off, they do okay damage but have awkward range. Brad is clearly better with his fists. **(weapon combo/observation)**

01:10 Fail to dodge, get hit

01:20 See Chris getting running grappled, try and fail to save, get grappled myself
- Drop bat, foe grabs it out of air

01:30 Double teamed by foes

01:35 Chris windmill combo hits two foes

01:45 Get running grappled, stun taunted, SPA combo out as a foe misses me with a drop kick and I miss him

01:55 Get launched, air grappled, grapple break out and punish!

02:05 Stand off moment, foe picks up baseball bat and charges, running right into my high sweep, sending him flying, the bat is dropped.

- I fail to dodge and start getting juggled, Chris comes in from offscreen and takes him out...

ENDING THE FIGHT! Chris won two thirds of this battle off screen!

- This is the biggest victory a partner achieves, and Chris isn't even the strongest partner!

(observation/match up/gameplay)

- Use this fight to talk match ups **(structure/observation)**

UR 053 - M52 - Dependable Presence - Gang fight with weapons - Weapon trading with partner introduced

00:00 MISSION 52: DOWNTOWN: "Dependable Presence"

"When you've got a weapon in hand, you'll be tempted to do all the work yourself. But don't forget that you've also got your partner to back you up. Weapons can be passed back and forth between you and your partner. Once you've wiped out these weapon-wielding street gangs, we can really get to work on cleaning up the city. We'll start with our area first. Then head out into the city centre. The battle's not over until we've driven every one of them out of this city."

- I think she's found an old blackboard and can't help but lecture us. **(joke)**

00:45 Given the mission name, I take Jake **(joke)**

- Brad & Jake vs. Three armed gangster foes, pretty simple.

- Jake comes with a weapon now!

00:50 Tutorial pop up to pass or receive weapon, I'm good, Jake can have it. **(tutorial)**

- Watch Jake as he approaches the three foes, use him as bait as I hit one from behind

01:00 Foe grapple breaks me into a suplex! Counter grapple break! **(grapple break/animation)**

01:00 Splitting punches between two foes in a combo, Jake causes a DOUBLE TEAM ATTACK

UR 053 CONT – Brad & Jake vs three gangsters

01:05 Me and Jake immediately pivot into a SECOND DOUBLE TEAM ATTACK! As the third enemy fruitlessly wails at us, we're fucking invincible! **(joke/i-frames)**

- We toss the enemy sky high and then both powerbomb their skull!

01:20 Miss dive grapple, get punished for it

01:20 SPA combo foe, then high sweep enemy approaching from behind, grab his weapon out of the air! **(crowd control)**

- Immediately lose weapon as foe SPA Spins to send me flying and i-frame through my swing

01:30 Enemy attempts to use his ally to dive strike me, sending foe stumbling forward, I sweep kick them both, great teamwork! **(moment/air strike/crowd control/spacing)**

01:35 Use of bat to space out foes for a second, then grappled

01:45 Bat use on stun taunted foe

01:50 Launched into Jake, staggering and opening him up for another foe. **(collision)**

01:55 Hit with SPA WEAPON ATTACK, Jake attempts to SPA dropkick into the guy but it doesn't work. **(I-frames/weapon)**

- I am HOMERUNNED!

02:05 Take out foe with SPA punch, then throw bat at Real Deal as he is mid SPA low kick, the weapon fruitlessly sails through the air

02:15 Jake takes out Real Deal with a SPA Backhand, ending the fight.

UR 054 - M53 - Holed Up - Alex and Park two on two - Changing partners - I win by sheer luck (SA at right time)

00:10 Five missions on the map!

00:20 MISSION 53: BAR: "Holed up"

"The Hell's Legions have nearly wiped out all of the random stragglers around the busy shopping district, but Alex and Park have barricaded themselves in a bar, and several members of Glen's team have been wounded pretty badly. These two renegades are working tag-team style to take 'em out. You're the only one who can bring an end to this standoff. I'm counting on you."

- This isn't your typical lock in **(joke)**

00:55 Sort of long cutscene setting up Jake and Park, Jake has a bottle, Park has kicks, what do I fear more? **(cutscene)**

01:05 Me and Glen juggle Alex for a moment

01:10 Park dodges my attack and then fucking SPA combo launches me

01:15 Lock on guesses the wrong guy **(issue/z-targeting)**

01:25 Alex beat the absolute SHIT out of Glen, I'm on my own! **(partner)**

- This game does the JRPG thing where the boss joins you and now they're not as impressive, granted that's because actual monsters come to town! **(joke/observation/partners)**

UR 054 CONT – Brad and Glen (RIP) vs. Alex and Park

01:30 Stunned for a long time, taunted and grappled as I am charged.

- Absolutely BRUTAL juggle from Park, I restart! (20)

01:45 Second attempt, Park starts strong by immediately hitting me with a SPA Launch combo, crashing me into tables

01:50 Double team grappled by Park and Alex, then SPA launch combo'd AGAIN

- I back out to swap partner as Glen gets juggled, call that a restart (21)

02:10 Take Chris, figured the tight space will suit him

02:20 Fight begins with Chris rushing Alex and getting cracked with a bottle, stunning him, I pursue and am repeatedly jabbed, taken into a running grapple, and I collide with Chris who is now being JUGGLED by Park... I think these guys are out of our league Shun. **(joke/moment)**

- I am then stunned, get up, hit by SPA bottle attack, get up, and hit with ANOTHER SPA Bottle attack, sending me through several railings **(map/stun/status effect/partner/SPA)**

- Restart (22)

02:35 Stunned by bottle attack and then launched through Chris **(collision/stun)**

- SPA Get up pushes park away, Chris takes some hits as he is grappled

02:50 Chris's capeoera kicks bottle away as it flies out of Alex's hand

02:55 Get two redirects on Park, allowing me to get some hits in

- Then a grapple break!

03:15 Chris killed offscreen, restart! (23)

03:20 This time, I hold back for a moment, don't just rush in, and this lets me actually take the first hit!

03:25 Redirect chain, me and Park exchanging dodges until I eventually force an opening

03:35 Launched through row of tables, taking insane damage! **(environment/props)**

03:40 Panic SPA combo lands on Park

03:50 Another panic SPA combo juggles an airborne Alex!

03:55 Alex does... Something? Whatever it is, it takes a a HUGE CHUNK OFF MY LIFE BAR!

- I am then instantly grappled and kicked by park at the same time, game over! (50)

04:10 Super deflection, roll away from Alex's bottle and punish

04:15 Grapple break Alex!

- Head slam Alex after he grapples Chris and turns his back to me!

04:35 Saved from running grapple by Chris! **(partner)**

04:55 Grab bottle and get some hits in! **(weapon)**

05:05 Caught by Park's SPA Kick combo, game over! (51)

UR 054 CONT – Brad & Chris VS. Alex and Park

05:10 Run in, cracked over skull with bottle, SPA Spin to escape stun and launch Alex away
- Then Park pops his SPA, runs in and batters me and Chris in short order, restart! (24)

05:30 Nearly get into another redirect chain, Park tells me to fuck off and pops a SPA launcher combo

05:40 M53 SPA launched then fucking AIR GRAPPLED for big damage by Alex (**SPA/air grapple**)

05:50 SPA Spin hits both Alex and Park, Chris taunts to extend their stun!
- AND WE GET OFF A DOUBLE TEAM

06:05 Sweep kick launches foes, they collide, then I SPA spin kick to get more hits in

06:15 Launched and killed by Park and Alex juggling me, game over! (52)

06:50 Redirected and then staggered by Park's SPA buff pop! Restart (25)
- Restart again soon after as Chris immediately eats shit (26)

07:15 Take Jake with me! The old reliable!

07:20 Hell of an opening, cracked over the head with a bottle, stunned, then launched through a row of chairs for BIG DAMAGE (**environment/map/stun/weapon**)

- Jake is then launched INTO ME, launching ME through a table! (**collision/map**)
- I restart (27)
- Once I pop I cannot stop (restarting)

07:35 Man it's fucking mean how enemies start with near full SPA metres cause they can just force damage on you early on (**observation**)

- Anyway I got SPA launch comboed and hit restart (28)
- I do not respect myself over this.

07:45 And I learn nothing, running in and getting a bottle broken over my head! (**stun/weapon**)

- Park then runs in and bounces me and Jake off of eachother repeatedly as Alex juggles me with bottle swipes, restart! (29)

07:55 Repeatedly shoulder juggled by Alex until he attempts an air grapple and I break it! (**grapple break**)

- Successful air grapple on Alex! Into groundpound.

08:10 I let them use Jake as distraction to get a grapple off, then double team Park!

08:15 SPA Block Alex's haymaker as Jake pops buff!

- Redirect Park to let Jake keep pounding Alex (**partner/moment**)

08:20 Space out Alex's SPA spin to keep hitting him into the wall

08:40 Juggle combo Alex

08:45 Jake gets off a Double grapple on the two of them, I SPA combo to PILE damage on!

- Jake finishes Alex and I take out Park, this wasn't an undeserved win as I thought.

UR 055 - M54 - Extermination - take out boxers - Close quarter fight

00:05 MISSION 54: SCRAPYARD: "Extermination"

"The Zaps have gotten the boxers cornered in a scrapyard. If we can take them out, Dwayne's crew should be able to take the city outskirts. Right now, the boxers are like a bunch of rats in a sack with nowhere to go. But sometimes, an animal is at its most dangerous and unpredictable when it's cornered. Stay alert."

- Figure fighters ought to be happy in a scrapyard! **(joke/wordplay)**

- Take Grimm with me **(partner)**

00:35 Funny opening shot of our enemies. **(cutscene)**

- Could be a good opening shot for video **(structure)**

00:40 Juggle combo dropped as Grimm is pushed into me. **(collision)**

00:45 Boxer grapple, pulled into a combo to the torso and launched away with an uppercut

00:55 Launch enemy into another launched enemy and they bounce off each other.

(launcher/collision)

01:00 Groundpound denied, grapple break!

01:05 Dodge slide tackle, launcher combo, air grappled powerbomb **(air grapple)**

- Then turn and sweep high kick to get enemy off of Grimm **(partner)**

- SPA Punch slams other foe into wall, bonus damage and stun, the forklift he hits satisfyingly rocks **(map/spa/wall/environment)**

01:10 Foe gets hit off on me, I pop SPA buff to stagger

01:25 Super deflection in air to escape juggle

01:30 Dive grapple, target collides with his mate and a car, imagine the shocks!

(collision/map/detail/environment)

01:30 Double team attack with Grimm

01:40 Super deflection to escape air juggle, burst into SPA combo and finish off one foe, another SPA blocks out of some damage. Blow metre for another SPA combo to end the fight

UR 056 - M55 - Mop-Up - One on one, slower fight, easy take

00:05 MISSION 55: BACK ALLEY: "Mop-up"

"All of the weaker gangs around this area have been mopped up by Kadonashi disciples. The few that remain have hit a dead end in a back alley. I want you to go and finish the job. That big guy over there seems to be freaked out and desperate because he's lost his homies. Make sure he doesn't get away."

- Wow, Kadonashi's disciples didn't need help for once? Crazy! Also man Brad she probably means beat him up and bring him in for questioning, but as always we'll beat him and hope he's learned his lesson... For the fifth time.

00:35 One on One with tough, 2x4 wielding foe

00:40 We stand off for a moment, he doesn't move until I move

- It's another cool thing about this game, the fights all have a ton of little differences of enemy behaviour beyond just fighting, subtle differences which make each fight feel like an event rather than just a straight up brawler, lending personality to the foes. **(observation/set dressing)**

00:45 SPA Punch to glide through drop kick

00:55 Cool moment, I do a wall run dive kick and miss my opponent who shoulder barged UNDER ME. Cool hitboxes, very slick moment. **(combat/hitbox/wall run/cinematic moment)**

- And then hit a turnaround punch! The camera punching in to further sell the impact

Potential order: (POST-NOTE)

1. Game intro (Namco's brawler experiments)
2. Sizzle reel video (very cool attract mode, it may not be a sizzle reel but this shit's hot).
3. Story intro. (The story of the can man)
4. Presentation (This is not jank, this game looks and *feels* exceptional, gameplay is smooth, for a brawler based heavily on high speed loosely context based inputs it reads player intent with absurd accuracy, the worst that can be said is lock on, not quite Z-Grade Z-Targeting, but it's not A-cing it either. "The first thing that hits you, besides (enemy) is just how nice this game looks")
(Part of the hook of getting good at this game, for me anyway, is played well, this game looks like a well choreographed action movie, it's just satisfying to watch)
5. Core Combat & Awkward tutorialising (mechanics)
6. Demons, defence, and difficulty! (First Jake encounter, story of why I finally played it (another two year game, but off and on, not a BE5 struggle, Jake is not really a roadblock, he's just the first hurdle (until Free Mode, where he truly is a roadblock all over again))

???. "Final" Boss, The Other half of the Moveset, and Freemode

As I get to the final boss talk about how it's only here I learned about the slide, then talk about all the moves I missed. (stream clip of learning the running grapple)

- There's a common idea with character action games that the first playthrough is merely the long tutorial, it's a dress rehearsal while subsequent skilled runs focused on more high scoring play is when the game really begins. Well I kinda had that, after beating Urban Reign I took a little break before going back through it, finally using my full moveset, making use of sprint attacks, air grapples and stun taunting.

- So think about this, while this game is hard, I beat it with half of the games moveset! Should I feel proud or dumb? Both, but hey, it goes to show you don't have to feel daunted by hard games, you can get through.
- Or well, have I beaten the game, after clearing the game there is free mode, this is where I learned the terrifying, not actually hidden but easy to miss fact, this was NORMAL DIFFICULTY!
- Explain Free Mode, this is the real test of mastery and it is a *TEST*
- Explain all of this before the actual final boss and story conclusion, save the funny gunman for last

01:00 Get Spa Spun, leg grappled, then running grappled

- As I get up, stunned, GD-05 breaks the wooden beam over my head (**weapon**)
- Stun taunted and grappled again, then drop kicked. I finally escape this by hitting a redirect, ending my stun! (**dodge/stun**)

01:20 Hit a powerbomb

01:25 SPA punch through a SPA Haymaker (**SPA Block**)

- Very clean footage to demonstrate

01:30 GD-05 likes to roll in and haymaker (**Behaviour/AI**)

01:40 Smart AI doesn't get up until my SPA Combo is over, evading the entire string

01:50 Grapple break

02:00 Fight ended with SPA Combo, a true desperation move.

UR 057 - M56 - Soldiers - Take down some weapon wielding foes – Easy

00:00 MISSION 56: SOUTHEND: "Soldiers"

"I've discovered the main force of the gang that's inciting the rioters is currently in Southend. They're former military guys, so they've all had extensive weapons training. Taking them on won't be a cakewalk. But if you can flush them out, we're going to see some real changes on the streets. Take your best partner with you."

- Good advice, I'd been picking based on making me look better until now! Jake, get in! (**joke/partner/tutorial**)

00:40 Three soldiers stand before a burning building (**cutscene**)

- Brad & Jake vs. Three soldier foes

00:40 Jake and an enemy sprint into and bump off of each other. (**collision**)

- This game has little bits of slapstick in it at times. (**observation/comedy**)

00:50 Launched into a turned over truck with a crowbar (**weapon**)

- Stun taunted, stumble towards enemy, they do not capitalise.
- While stunned, can mash to build metre, it's a great element, the one time the game "rewards" panicking. (**observation/mashing/stun**)

00:55 Pick up and throw weapon offscreen

01:05 Bopping people with a wrench. (**weapon/stun**)

- Launch foe, then bop back down! You still have access to some standard combos, but this does make weapon use a little funky. They're not straight upgrades, they actually operate a little differently! (**observation/controls/weapons**)
- Also bonk a crowbar a million miles away

01:15 SPA Spin to block SPA weapon (**SPA Block**)

- Sends foe flying, I catch his weapon out of the air
- Sweep kick and hit downed foe with wrench (**weapon**)

01:25 Jake battering a man with a pipe, we double team attack him

- Jake runs up and does a Dive drop kick off a foe (**animation/cool**)
- Jake uses me as a springboard for a DIVE GRAPPLE! I'm sorry Shun, you picked wrong, you should have hired Jake! We're real lucky things panned out this way. God I'm player two in the single player mode, to a bot! (**joke/observation/AI/partner**)

01:35 Good redirection and punish

01:50 Jake saves me from a grapple by launching his mate at my attacker. (**Collision/partner**)

01:55 Jake hits foe as I grapple them for the finish. Jake grappled, I come in with the save this time, and finish with a juggle combo!

UR 058 - M57 - Precious Time - Timed three man takedown, taken easy

00:00 MISSION 57: MOTEL: "Precious Time"

"Some street gangs are rumoured to have taken refuge in a motel. Those morons are a complete waste of air. Get in there, and don't let them escape. Drag them out and make 'em see the light, one way or another."

- Sure and we're on the clock for some reason, are people waiting to check in or what?

(**observation/joke/objective**)

- Take Kadonashi with me cause why not.

00:35 Intro cutscene lies, it only shows two guys, but there's three of them, one sneaks up on you. I have no idea if that's bullshit or clever. (**cutscene/observation**)

- Brad & Kadonashi vs. three weak foes (with time limit)

00:50 SPA Combo to escape opponents chain

- Hit by SPA Get Up, slam into wall, stun taunted into a launcher

01:10 Turn to see Kadonashi getting savaged by two remaining opponents

01:15 Hit and juggled by SPA Charge! Hilarious move where opponent just extends his arms out wide and runs forward

01:20 Good shot of me and Kadonashi beating enemies up. (**partner/combo/shot**)

01:25 Near end of SPA Combo opponent triggers a SPA Spin to kick me away. (**SPA BLOCK delayed**)

01:25 Head slam (back grapple on foe, quick and highly damaging)

01:35 Two super deflections in quick succession (**dodge**)

01:50 Double team attack on REAL DEAL

02:00 Cool ending, Real Deal runs up me, but Kadonashi catches him with a Shoryuken (**SPA/partner**)

UR 059 - M58 - Object of Ire- Park boss - Expected hell, was in heaven

00:00 MISSION 58: SOUTHEND: "Object of Ire"

"The debacle at the bar has dealt a serious blow to Park's pride. I'm sure he realizes that his quarrel with us was just a misunderstanding, but he had gone too far to back out. Park wants to settle this old score man to man, so go now and honor that challenge. He'll probably come around to our cause if you slap him upside the head hard enough. Soften him up for me to go talk to him afterwards. Like they say, the more the merrier."

- Not sure why I still get the partner screen even when I can't pick on, I guess it's to emphasise the loneliness. **(menu/observation)**

00:35 Park intro cutscene, he does some kicks

- So here we go, we got the Park one on one, this is a good example of how the game escalates difficulty. Start with a two on one to see what he's about. Go to a two on two so you at least have some back up, then face him solo, leaving it purely to your own skills. **(difficulty/escalation)**

00:40 Park opens fight by popping his SPA buff

00:50 Hit by Park combo, it launches and then CHASES an opponent through the air, before slamming them down with a final kick. **(combo/launcher)**

00:55 Stun taunted, kicked, manage to super deflection to escape and recover

01:00 Throwing fruitless punches at Park, building his metre and draining my own. Getting dodged STEALS energy from you! **(metre/SPA Buff)**

01:05 Dive grapple grapple broken by Park!

- And another one! I should not try to grapple the guy who auto breaks grabs!

01:40 Park's very powerful grapple!

01:45 Stun taunted, Park charges in and hits me with a full combo with juggle!

- I let out a panic SPA Combo, it's the only real damage I get off in this attempt

01:55 Restart (30)

02:00 This attempt I'm calmer, I start hanging back, the best thing to do is not to feed Park's metre, wait out his buff.

- I dodge his first couple of attacks, he doesn't like that, and breaks out a SPA launcher combo on me

02:20 Getting up, get up in a way which dodges kick. **(hitbox)**

02:25 Redirect Park, turning him away from me and then face slam him. This becomes a pretty standard attack for me as I get better, as the face slam is a very low risk follow up to a redirect. **(observation/grapple/contextual attack)**

02:30 Dodge a run up dive strike

02:35 Park gets off a highly damaging juggle

02:55 Stand off, let Park charge me, running right into a SPA Combo, I'm keeping his SPA low **(metre management)**

UR 059 CONT – Park Boss

03:05 Redirect kick, then arm throw Park into a wall, then groundpound, then back up.

03:25 Grapple break and punish Park, back up.

- I keep backing away so he can't catch me in a get up, playing spacing as he runs in and his ranged attacks are slow and easily countered, I then punish, if I get caught he can wipe big chunks of health, but his range is specific.

03:45 Awesome hitboxes as his jump kick goes over my sweep, meanwhile my sweep puts me beneath his kick! **(hitboxes)**

- One last armthrow and we win!

03:50 This was one of the first times I felt really cool playing Urban Reign. Battered in the first round, figured him out in the second, calmed down. Exploited his moveset, tons of cool exchanges. It felt like an action scene, bursts of excitement with a lot of standoffs and strategy changes.

(observation/presentation/strategy)

- And the funny thing is, having now beaten the game another time, and digging some way into Free Mode, this was not an especially well executed fight, but it was far more dramatic for it!

(observation/skill growth)

UR 060 - M59 - Wrath - Beat up Miguel for pissing on Shuns car

00:00 MISSION 59: SLUM: "Wrath"

"Out of all the Outsiders. Miguel Estevez is the only decent one in the bunch. He's intelligent and industrious. He's getting involved in shadowy dealings to earn cash for him to establish a territory to call their own so that his friends do not need to lose their lives on petty disputes. But he was a very bad boy yesterday. He pissed on a parked car and guess who was riding inside? Yours truly. Lets just say I saw something completely unimpressive. In every sense of the word. He got away at the time, but we got info on his whereabouts from our crew. Get over there and take him down."

- Urban Reign, you know you don't *need* to have 100 missions right? 99 is acceptable, even in a game where it's a series of contrived excuses for fights, this one is especially piss weak.

(joke/story/observation)

- That may also be one of the longest mission descriptions. **(observation/writing)**

- Bring Shun, who else could I take with me? **(partner)**

00:50 2 on 1, I guess this is a break after the Park boss. **(objective/observation/difficulty curve)**

01:15 Double team attack on Miguel with Shun, slam him into the ground!

01:30 Air grapple on Miguel after Shun launches him **(partner)**

01:35 Shun stun taunts Miguel and then does fucking nothing, Miguel starts beating the shit out of her. **(AI/combat)**

- I step in and finish the guy with an arm throw, and I think Shun reading the mission description lasted longer than the fight.

UR 061 - M60 - Truce - Help Park to win his allegiance, good

00:00 MISSION 60: DOWNTOWN: "Truce"

"Park has agreed to join forces with us. I ordered him to wipeout a rampaging mob downtown. Unsurprisingly, he copped a bad attitude. I can't blame him really, after all, I'm teaming him up with you, someone who recently kicked him to the curb. But when push comes to shove, Park will be a big help. If for some reason he gets the feeling that you're not looking out for him, he'll go back to being a lone wolf, so don't do anything that'll change his mind.

Once this job is done and we've earned his trust, then we can really team up with him to clean up the urban areas. When that happens, you can be sure that their boss won't stay silent for long. Now go and smoke 'em out."

- Don't let Park die, got it.

00:50 Shot of Park facing off against Bain, stood before a wrecked storefront. It's very funny to imagine this military backed guy wrecked a liquor shop with a wrench, and here we are to throw a wrench into their plans! **(story/joke)**

- Camera pans to reveal two huge dudes

00:55 This level also has music! Can't always count on that! **(presentation/music)**

- And the music kicks in on first damage! **(presentation)**

01:10 Park saves me from a grapple, kicking away my attacker **(partner)**

01:15 Get walloped by all three foes, basically kicked to and fro, and then double teamed and slammed to the ground

01:20 Combo foe, then get a cool redirection on Bain approaching from behind **(dodge/block/crowd control)**

01:20 Park tackled to the ground, Bain boots him away

01:35 Pull Park out of stun state with a Double Team attack

01:40 Running grappled, toss a million miles away from the fight

- Then picked up before I can return to my feet and RAN INTO A WALL

01:50 Grapple break reverses enemies throw into a powerbomb

01:55 Use SPA Spin kick to counter foes attack, then get hit with a SPA attack

02:05 Reversal on Bain pushes him into Parks SPA Launcher combo **(Partner/defence)**

02:10 Dude runs in from off screen and should barges Park sky high

02:15 Throw foe into another foe **(collision)**

02:20 Me and Park both pop SPA BUFFs to cancel stun and push away foes

- Sad to say, he has gotten the JRPG Boss to Buddy debuff, he is nowhere near as much as a beast on my side, I guess he's unmotivated, all my buddies are people I've beaten down.

(observation/joke/wordplay/partners)

- BUT WE THEN WIPE OUT ALL THREE ENEMIES IN THE SICKEST TURNAROUND

02:45 Unlock Park for multiplayer!

UR 062 - M61 - Punishment - Help Grimm defeat boxers

00:00 6 missions on map! **(level select/map)**

00:00 MISSION 61: SLUM: "Punishment"

"Word has it some of the boxers still haven't graduated from the school of hard knocks. They've joined up with the Shadow Platoon for even more punishment. Grimm's already gone ahead on his own. I want you to go and give him a hand. Give those boxers a good beating."

- Have to partner with Grimm

00:30 Brad & Grimm versus three boxers

- And we start separated, or surrounding the other boxers depending on how you look at it.

00:35 Launch foe into wall, catch him with a combo and then AIR GRAPPLE

- Then into a groundpound, BK has lost a lot of health very fast!

00:45 Dodge some blows, BK SPA spins to end my streak. **(SPA)**

- I think I made the AI panic, stun taunted, I SPA combo out of stun and send BK flying

00:55 Launch combo followed by a high sweep kick to send BK flying away

01:00 SPA Block with buff

01:05 SPA Combo'd into corner

01:10 Grapple break suplex

01:15 Reversal and grapple push foe into another **(collision)**

UR 062 CONT – Brad & Grimm vs easy foes

01:15 Grimm saves me from grapple

01:20 Finish foe by throwing them into wall **(grapple/wall/map/collision)**

01:25 Grapple broken by Booma

01:30 Finish fight with a leg grapple knee drop as Grimm piles on more damage. **(partner)**

UR 063 - M62 - End of the Outsiders - Easy brawl

00:05 MISSION 62: DOWNTOWN: "The End of the Outsiders"

"Miguel's homies are panicking now that he's no longer around to lead them. They've tried to hide out in downtown with the help of some old contacts, but I made sure nobody that area will give them any help. You shouldn't have any trouble spotting them, they're the amigos who look like headless chickens running around the streets. Help put them out of their miseries."

- Wait is Miguel the first guy to actually die? For the crime of pissing on a car Shun was riding in. Seems kinda petty in the grand scheme. **(joke/observation/story)**

- Take Park, in my head he is the strongest

00:40 Cutscene, shot of the truck which slammed into the gate, which then trucks over to look at the three Outsiders.

- Brad & Park vs three gangster foes (easy)

00:50 Enemy super deflects and punishes, grappled, groundpounded and beaten. **(dodge/deflection)**

00:55 Very cool wall dive strike shot, disarms foe of his bat. I am then punched and lose the bat

UR 063 CONT – Brad & Park vs. 3 easy gangster foes

01:00 Double teamed, kicked and thrown to ground

01:00 SPA Punch, enemy headbutts my eyeframes

01:05 Catch launched foe and AIR GRAPPLE

01:15 Grapple break dive attempt

01:20 Turn around punch **(context/targetting)**

01:20 Thrown bat thwacks brad, stunning and flooring him. **(combat/weapon)**

- There are tons of differing hit reactions which can be reacted to in a ton of ways!
(combat/gameplay/observation)

01:25 Kick Emilio off of Park, stopping his groundpound

01:30 Juggle foe as Park SPA Spins, clearing the crowd

01:30 Double team attack on foe, he bounces off of a car **(stage/details/environment)**

01:35 Finish off foe with SPA combo

- Then pull off a double attack before his body hits the ground! **(contextual attack)**

01:45 Swing bat ineffectually into foes double teaming Park **(I-frames/weapon)**

- Final swing connects as attack ends, sending the two flying, homerun!

02:00 Finish foe with face slam, ending the fight!

UR 064 - M63 - Mr. Popularity - Alex rematch, VERY HARD

00:00 MISSION 63: SUBWAY STATION: “Mr. Popularity”

“Alex is looking to take you on. He’s been wanting to challenge someone on par with his fighting abilities, so he’s psyched to have found you. At first, I thought we should ignore him, but he’s been threatening to wage war on our guys if you don’t accept. He says that if you can beat him, he’ll join our ranks and help us out. Doesn’t sound like such a bad deal. Hmm... I’ve noticed that you’ve always been popular with the ladies, but now, it seems men are taking a liking to you as well.”

- What is Brad getting up to offscreen? **(observation/story)**

- You’re the only woman in this story. **(observation/joke)**

00:40 Alex intro cutscene

00:50 Dive dropkick SLAMS me into wall through a set of plastic chairs. **(dive strike/environment/map/wall)**

00:55 Trade a couple reflects then get launched

- Pause for ages then restart. (31)

02:05 Roll over and counter slide tackle **(counter/deflection)**

02:15 Alex keeps SPA Spinning to reject my combos

02:20 Another redirection exchange ends with me getting grappled and bombed **(dodge chains)**

UR 064 CONT – ALEX BOSS

02:25 Get redirected and grappled again!

- SPA get up launches Alex away

02:35 Alex shoulder check juggles me, grapple break the air grapple

02:40 Grapple break Alex.

- His style is to redirect and go for back grabs it seems **(AI/combat)**

02:40 Get juggled, another air grapple escape

02:45 Launch Alex into train, it rocks in response. **(map/detail)**

03:05 Alex pops his SPA then pulls out an awesome running grapple

- Hit with a SPA Launch and Haymaker, collide with wall, and Alex immediately chases with a slide tackle which slides me into a grave, game over! (53)

03:20 Fight begins, Alex pops SPA and slowly approaches

03:20 grapple break run up, powerbomb Alex, attempt to groundpound and grapple broken

- He tries to repeat his run up, grapple break it again!

- redirect his shoulder barge and attempt back grapple, broken! Kicked in the nuts **(funny animation/dodges)**

- Alex gets sick of this and hits me with the SPA High Kick

03:40 Another couple of redirects, shoulder barge juggle, and then I grapple break an air grab. Punish with arm throw into wall **(grapples/air grapple break)**

03:45 Redirect Alex, push into wall for stun, then face slam! **(context/stun/map)**

03:55 Running grappled by Alex

04:00 Redirection into face slam

04:15 Alex keeps hitting with juggles into air grapple and running grapple, restart (32)

04:25 Catch Alex with a wall dive, then walk into his SPA high kick

04:35 Redirection string ends up with me getting suplexed! **(dodge/deflection/grapple)**

04:40 Grapple break low grab and punish with a throw

04:55 SPA Punch to escape combo

05:00 Getting battered, restart (33)

05:10 Redirect and start hitting Alex in the back, he SPA spins to cut me short

- Finally dodge his run up dive strike with a roll

05:20 Reversal grapple break on me, that is part of the terror, you learn some options are very risky when opponents have deflections designed to instantly punish. **(moveset/observation)**

- Pretty much every groundpound is a dice toss as to who eats damage. Granted the initiator is taking the lesser risk. **(observation/gameplay)**

UR 064 CONT – ALEX BOSS

05:30 Alex takes damage as I redirect him into plastic chairs, shattering them.
(map/collision/physicality)

05:30 Comboed, juggled, air grappled!

05:45 Alex sprints into my high sweep

05:55 Get launched, super deflection out of a slide attack. Punish and Alex immediately super deflections and punishes me

06:00 Panic SPA combo, Alex fails to SPA Break

06:05 I keep redirection and then unintentionally neutral grabbing when I'm trying to face slam!
(controls/redirection/dodge)

06:10 Leg grapple Alex and back off, then realise he has little metre (but it is growing), I approach and he hits a SPA Get up to knock me away.

- He goes in, hits a juggle, an air grab, and finishes me off with a groundpound, game over! (54)

07:10 Slide tackled into air grapple, break it!

- Alex is a very annoying fighter. He actively denies momentum to the player

07:20 Grapple break, elbow Alex as he goes for a back grapple

07:35 Slammed into pillar, panic SPA Combo, pushes Alex away, when I pursue to follow up he SPA Spins. Restart (34)

07:50 Alex opens with a heavily damaging slam followed by a heavily damaging SPA Haymaker, restart (35)

08:10 Two groundpounds succeed, Alex SPA get ups me away and charges right into my SPA Combo, launching him into chairs **(grapple/SPA/map/environment/hazard)**

08:25 Redirection Alex into SPA punch

08:35 Stun taunted and grappled

08:55 Grapple break reversal on Alex

09:20 A defensively ran battle where I keep forcing Alex to initiate and punishing narrowly takes the win, though it still took a panic SPA combo

UR 065 - M64 - Lethal Weapon - Weapon brawl in square - Failing to grapple (still do not understand sprint grabs)

00:00 MISSION 64: CENTRAL SQUARE: "Lethal Weapon"

"The Outlaws are setting up an ambush for us in Central Square. They'll be packing heat for sure, so we're gonna have to play for keeps. Choose your partner carefully for this rumble."

- Alright, Park, you're in. Not much effort for this one. **(story/observation/partner)**

00:35 3 enemies, the camera pans back and forth

- We open with an utter clusterfuck, me and Park knocking the enemies down like bowling pins, sending weapons clattering.

- Grab a pipe and immediately lose it as I get juggled

00:50 Then get double teamed twice in a row! Hilarious super deflection escape as I flip off of the ground! **(funny)**

01:00 Dodgeroll away from weapon swing and punish

01:05 Get screwed by my grapple targetting a prone foe instead of the fucker about to attack me! **(issue/context/crowd control fail)**

- Get knocked off of him with a shovel and break into a SPA combo which *targets the downed man!* He is smart enough not to get up, so the game kinda screwed me twice in a row here.

01:15 Get combo'd by two enemies

01:20 Funny animation when kicked in shin, then fail to SPA Block a SPA Tackle!

01:30 Dodge exchange ends with me getting Grapple broken and juggled, restart! (36)

01:40 Launch enemies into another enemy. **(collision)**

- He drops and catches his weapon before it hits the ground

01:45 Super deflection redirection!

01:50 Successful string of dodging into a double attack, taking down two foes!

02:00 Grab sledgehammer, fail to get off a hit and get double teamed!

- SPA get up, recover sledgehammer, SPA combo one foe away and then whack the other with the sledgehammer! **(crowd control)**

- Beat the two foes off, they approach perfectly so as one is sent, the other goes **(crowd control/weapon)**

02:15 Foe dodgesteps behind me and grapples, I instantly grapple break

02:20 Awesome SPA Block with SPA Buff!

02:25 Foe knocks weapon from hand, grabs it, I launch him away and catch the weapon out of air before pummeling him with it. **(weapon)**

- He attempts a back kick but I outrange him! **(contextual attack)**

02:35 Fail to dodge string, luckily Park saves me, knocking foes away. **(partner)**

- Hit by SPA getup, fail to grab sledgehammer, get grappled and drop kicked by foe

03:00 Finish fight with sledgehammer

UR 066 - M65 - Nowhere to Go - Break 4 guys arms

00:00 MISSION 65: ABANDONED BASEMENT: "Nowhere to Go"

"We're making good progress. The punks who've been tagging along with the shadow Platoon as well as the Outlaws are starting to feel the squeeze out there. They're afraid they won't have a place to call home after our clean up. But that'll be the last of their worries. Oh, they'll get bumped outta town alright, but only after they've been kicked in the dirt. Snap their arms like twigs to ensure they'll never use their weapons again."

- You can tell this is a Japanese game because snapping their arms doesn't mean we're breaking an M4 over our knee. **(joke/observation)**

Objective: Bust up their upper bodies

00:35 Former gangsters (zaps?) We have them cornered in a basement, time to get breaking.

- Opening mission cutscene pans over 4 armed gangsters, zooming in on their weapons
- 4v1, gotta break arms on my own, honestly for the best.
- This mission is very easy, as standard blows target the upper body, which also counts for the arms.

01:05 Double attack

01:05 Funny moment of arm throwing one enemy, winding up with my back to a second foe, and casually grabbing and arm tossing him. **(moment/grapple/context)**

01:15 Dodge into arm bar grapple **(defence/punish)**

01:20 Mistime dodge and get punished

01:30 Get doubled teamed as I try to corner foe

01:35 Chase down final foe with intact arms and break them, mission won!

UR 067 - M66 - Bleak Future - Hellish 2 on 3 with army guys with Boss level aggression and AI - Tons of partner swapping

00:00 MISSION 66: WAREHOUSE: "Bleak Future" (yeah, mine)

"As we started our clean up in the urban areas, a few shadow platoon guys have entered Kadonashi's turf. They were probably waiting for the right moment to launch their attack when Kadonashi's disciples found them and drove them into a warehouse. Go and crush their ambitions for the near future."

- Holy shit, Kadonashi's disciples didn't get battered for once! **(story/observation)**
- Take Tong Yoon with me **(partner)**

00:35 Three tough Shadow Platoon guys, Bain among them.

- Juggle combo on Cooper, miss the grab as he lands

00:45 Enemy uses SPA Spin to Burst out of my combo, I crash through a prop and take extra damage! **(Hazard/SPA)**

00:50 Wall dive kick makes enemy lose weapon, I grab it out of the air! **(cool/weapon)**

- Slice up a foe, and then get kicked, instantly losing the knife **(weapon)**

01:05 Sneak up on Bain, arm bar, get hit in back by foe and super deflection redirect back out

UR 067 CONT – Three tough bastards / Swap partner

Post-Note: No No Damage

- The SPA system and the way the game goes makes no damage runs seem kinda impossible. That may be a big deal to some challenge runners. I mean maybe not. Odd as it sounds, I prefer watching a decently skilled run with some drama. No damage runs are insanely impressive shows of technical skill, but I prefer some uncertainty. Which is why Urban Reign's combat is primo for me. Plus it's not rigged, with skill I started consistently beating foes who once were like trying to take down a concrete wall with my skull. The game is hard, but I can be hardheaded!

(post-note/observation/difficulty/balancing)

01:10 Double team attack on Cooper

01:10 Tong Yoon gets punished, I jump in to help and immediately suffer for it, Bain turns me around and capitalises.

- I SPA Combo to burst out **(SPA defence)**

01:20 Hit foe in back, get super redirected in front of him and punished **(combat)**

- This can be frustrating, there's far less difference in this game in hitting someone in the back given defence is practically omnidirectional. It does still feel like you get more attacks off if you hit someone in the back (and grapples are different/faster) but there's not as much advantage as you may expect. **(combat/observation/context/defence/deflection)**

01:25 Cornered, stun taunted, and juggled by multiple foes!

- Tong Yoon Koed, he isn't a great partner

01:35 Wall dive successfully kicks foe, collides with his ally and I punish as he staggers **(collision)**

01:45 Get leg grappled, launched into wall and stun taunted, then punished, funny shin kick animation.

02:00 SPA Combo takes out foe, I am then immediately hit for a foes SPA Gut punch, sending Brad to the ground

02:05 Dodge slide tackle and punish

02:20 Miss dive grapple, get taken out while on ground, game over! (55)

02:30 Swap out Tong for Jake. **(partner)**

02:50 Jake immediately gets tripped to the ground and beaten **(partner)**

Observation: This mission features three semi-boss level foes. Good health and damage and their AI is not holding back. **(difficulty)**

02:55 Soft targeting targets wrong foe. **(context/issue)**

02:55 Get leg grappled and rolled into props for more damage, then kicked through another shelf! **(hazard/props)**

03:00 Hit Bain in back, he immediately super redirects me in front, luckily I dodge roll away from a knife swipe. **(dodge/deflections/weapon)**

UR 067 CONT – 4 Tough Army Foes, mostly armed

03:35 The enemies gang on Jake and each attempt I make to get in is utterly rejected, I cannot breach their defences and I keep getting caught and juggled as I try to interrupt their whirlwind of violence. **(combat/enemy AI)**

03:50 Sacrifice Jake to separate Bain from his mates, take him out. **(crowd control/Partner)**
- Drink health juice he drops, does not fix regional damage but gives me some more life.
(item/consumable/health item)

04:00 Enemies rush me and I'm immediately caught in a leg grap, SPA combo foe into breakable window **(map/details)**

04:10 Failed SPA block, my attack doesn't last long enough.

04:15 Foes animations perfectly sync up as they kick me to the ground, regional damage making the bar for flooring me way lower. **(regional damage/animations)**

04:20 Take out second foe with a SPA Combo, just one enemy left!
- And he comes in offscreen already in a SPA attack, I'm caught! He hits me with another SPA, and a leg grapple finishes the job, game over! (56)

04:40 Swap Jake for Park **(partner)**

04:55 Juggle combo interrupted by Bain leg grapple, which is interrupted as Park saves me!
(combat/partner)
- And for that, Park gets double teamed

05:00 I immediately pull the two foes off of Park, my attempts to steal the rhythm of the fight fall flat (as do I), but I SPA combo burst out of their attempts to gang up on me, and in the process wind up in a position to protect Park again. **(combat/partner)**
- Get double teamed, get up roll out of enemy and regroup along Park **(partner/team work)**
- Only to get immediately slide tackled while Park is overwhelmed

05:30 Super redirected into a leg grapple, kicked into distant wall and stun taunted

05:40 Juggled by two foes, shin kick animation

05:45 Turn around punch **(context)**

05:50 Legs fucked up, easily floored by low attacks and stunned **(regional damage)**

06:00 Nearly dead, restart! (37)

06:05 Hang back, see Park get double teamed

06:10 Get bottle broken over my head, stun taunted and slashed with bottle **(weapon/stun)**
- Combo'd so thoroughly I restart! (38)

06:20 Low sweep then kick away to disarm Cooper while keeping distance
(combat/range/spacing/weapon)

UR 067 CONT – 4 Tough Army Foes, mostly armed

06:25 Super redirect foe, then lock on, and it targets for FURTHER AWAY AND I SWING AT AIR, GET PUNISHED (**Lock on/issue/targeting problem**)

06:30 SPA Punch to burst out of punishment, only to hit one foe and immediately get hit by another, did not escape! (**merciless AI**)

06:35 Foe super deflects me and SPA punches, before I go down Bain runs in and combos, restart! (39)

06:40 Misjudge wall dive kick and miss

06:55 Pulled into double team, get pulled apart
- Then Park gets a turn

07:10 Throw weapon at foe, he easily dodges it, I run in and dodge his low kick, get one punch off before he redirects me, I am then hit, and Bain comes in so I get battered from two sources (**combat/dodging/AI**)

07:30 Foe dodges thrown weapon, failed dive kick punished, two foes juggle me
- As the game goes on foes get very good at super deflections
- And especially dive attacks get incredibly risky as foes know the perfect spacing to punish it. (**spacing/AI**)

07:35 SPA Blocked by Bain! Launched across the room and another enemy CATCHES ME IN A JUGGLE! (**AI/combat/juggle/SPA**)

08:00 Back off from foes, try to wait and bait out an attack to dodge, instead I just get attacked, that's what I get
- Try to control foes, fail a dive kick and get punished, game over! (57)

08:20 Swap Park for Glen

08:40 Catch dropped weapon, immediately lose it as foe does a back kick. (**weapon/context attack/butter fingers**)

08:40 → 09:05 Lots of dodging between me and foe, sort of annoying that it feels like the game is just denying me any real progress against an enemy. (**dodging/defence**)

09:20 I spend so long dueling Cooper while Glen is killed, Bain then runs over and I am immediately pulled into an inescapable double team attack, restart! (40) (**AI/crowd control/partner**)

09:30 Swap to Chris! (**partner**)

09:55 Funny arm pain animation
- Combo'd so badly by Bain I restart! (41)

10:00 Attempts to juggle foe interrupted by his mate (**crowd control**)

10:30 Relentlessly combo'd, restart! (42)

UR 067 CONT – 4 Tough Army Foes, mostly armed

10:40 Throw poorly spaced combo at mass of foes, they envelop and punish me!

(combat/AI/spacing)

10:40 Get off double attack on foes but get instantly punished the moment it ends! **(contextual attack/punished)**

10:50 SPA punch to burst out of combo

10:55 Redirect foes kick, then combo him through a shelf for more damage **(hazard)**

11:10 Get off a long punishing series of combos on an enemy, repeatedly flinging him into a wall, scattering boxes **(detail/combo/map/wall)**

- My low sweep is dodged over and punished, SPA Combo back on my feet to finish one enemy

11:25 Two remaining foes relentlessly juggle me, giving no room to recover much less retaliate

- The fuckers buffer attacks so I'll get hit AS I GET UP **(AI)**

- The AI fights like it knows the rules of the game it's in and abuses them to win.

11:35 As I combo one foe another uses the opening to get hits in

12:00 Thrown to ground, one last legbreaker ends this attempt, game over! (58)

12:10 Knock foes bottle out of his hand and SMASH IT IN THE AIR **(weapon/breakable)**

12:20 Dive kick slides through double team attack Chris is going through **(invincibility frames)**

12:30 Chris proves good bait for a moment as I grapple multiple foes from behind with buffed damage **(crowd control/partner)**

12:40 SPA Combo launch cooper through TWO shelves, with bonus damage buff he takes A TON OF DAMAGE **(hazard/Buf)**

12:45 super deflection out of combo and punish foe who super deflections out of combo and punished me and then I get double teamed.

- SPA Punch to burst out of stun taunt status **(stunned)**

12:55 Run into Bain who BUFFERED SPA Gut punch off screen! **(offscreened/AI/combat)**

13:05 Take out foe with Dive kick

13:10 Bonk foe with thrown baseball bat, KO! **(thrown weapon)**

13:25 Redirect Bain and finish the fight with a combo! That was rough! **(difficulty/observation)**

- I really gotta follow through on what I said and only list NOTABLE things that happen during battles for gods sake

UR 068 - M67 - Handle with Care - Team up with Alex against some scrubs - Foe catches thrown weapon, does not help

00:00 MISSION 67: BACK ALLEY: "Handle with Care"

"Well done. We've finally cleaned the city of its filth. But our work's not done yet. The gang behind the rioting has fled out to the residential district. Their Boss is hiding somewhere out there. Go shake down some of his men to find out where they were heading. That'll be where their boss is. Take Alex with you for this one. He's a little rough to manage. But you can't argue with his skills."

00:35 2 v 3, battle begins with them backed into a corner, they're now on the backfoot. But one hidden foe starts off screen, unmentioned, rude! **(story/observation)**

- So that's more than once the game sneaks another foe on you!

00:40 Swat away foe grappling a grounded Alex **(partner/teamwork)**

00:55 SPA block enemy SPA combo

- Running grappled by large foe

01:10 Dodge leg grapple! Grapple break! Punish with my own leg grapple then ground pound

01:25 Double team anderson with Alex! HUGE DAMAGE

01:30 Pulled out of SPA Combo by double team attack! What? **(SPA/partner/SPA Interrupted)**

01:40 Throw weapon at foe, he catches it out of air, I SPA punch him to finish the fight.
(weapon/throw)

01:55 Unlock Alex for multiplayer!

UR 069 - M68 - Sneak Attack - Ambush Napalm 99 - Stagger proof super mode foe

00:15 MISSION 68: GREEN HILL: "Sneak Attack"

"Our men have spotted Napalm 99 over at Green Hill. He's been ducking out there ever since we got 'em on the run. We're going to jump him when he goes out for a bite to eat. Be sure not to cause too much commotion, or else he'll split before you have a chance to catch him off-guard. For that reason, I'm sending you in alone.

Napalm 99 calls the shots for all those guys, so he's not your average thug. I have no idea what he's got up his sleeve, but I know you can take him down. I'm counting on you."

01:00 Opening cutscene features Napalm 99 turning and spotting us.

- 1 on 1 with a boss level foe. Napalm 99 is both strong and fast, he also has a SPA Buff giving him super armour, during which he can attack through all of your moves. During this he is best evaded or else grappled to time him down.

01:15 As AI gets better, my SPA Combo is thoroughly negated as Napalm 99 just walks backwards to stay out of range, then times a punish as it ends, luckily I dodge his low kick.

(AI/difficulty/SPA/spacing/observation)

01:25 Get rocked by Napalm 99 as I punch into his super armour

01:30 Grapple break Napalm 99, attempt to exchange combo, which loses badly to his super armour

01:50 SPA Windmilled into a wall, SPA Combo to get some air, and Napalm 99 SPA Blocks it with ANOTHER WINDMILL, a move which is metre cheap, long, and decently damaging

(AI/SPA/Metre)

UR 069 CONT – Vs. Napalm 99

01:55 Stun taunted out of the windmill, so I blow the rest of my metre on another SPA Combo, this one successfully gets Napalm 99 off of me

02:05 Napalm pops another super armour buff, I run, fail a dive kick, and am punished, sent into a wall, stunned, and then hit by Napalm 99's worst move, his back grapple!

- A quick, nigh unblockable running tackle to the ground, some foes can do this from the front, making them terrifyingly hard to predict and defend against! **(moveset/observation)**

02:10 Stunned, Brad stumbles to his feet, where I get hit with his front running grapple, this is not only fast and comes out of nowhere, it launches right into a groundpound.

- I get up again, still stunned, and one last grapple strike ends me, game over! (59)

02:20 Grapple break Napalm 99 and punish

02:40 Redirect Napalm 99 and hit him in the back, with his super armour he easily retaliates.

Kicking me in the shin for a funny animation, I pop a SPA combo, which mostly lands, but he times a SPA windmill to punish me. **(SPA/super armour/no stagger)**

02:45 Dodge roll behind Napalm 99, only for him to easily hit me with a stunning back kick.

(contextual move/dodge roll)

- As combat is sort of contextual and omnidirectional, getting behind a foe is not a guaranteed advantage as one might expect. It's often just as easy to hit a foe who is behind as is in front of you. Especially if such contextual attacks are heavy hitters or big sweeps. **(combat/contextual attacks/positioning/observation)**

03:00 Start playing defensively, Napalm 99 is pretty easily predictable, fast and hard hitting but simplistic, so it becomes a fight of punishing openings, dodging and redirecting to deny him metre **(strategy)**

03:10 SPA Block a SPA dive

03:15 Run right into a turnaround haymaker, which bounces Brad for heavy damage. **(contextual move/launcher)**

03:35 A semi-whiffed dive grapple ends the fight, not so bad once I calmed down and just let Napalm 99 run into bait **(strategy/difficulty observation)**

- His AI gets far more capable as the game goes on.

UR 070 - M69 - Toe to Toe for Glory- McKinsie boss - Knife foe on rooftop, not too hard

00:00 MISSION 69: APARTMENT ROOFTOP: "Toe-to-Toe for Glory"

"McKinzie has set up camp in a building located in the urban district. Stroll right up to his front door and shut him down. His gang has already lost their territory, so crippling their headquarters will further disrupt their chain of command. They won't have any reinforcements, so let loose in there and cause as much damage as possible." **(story)**

00:25 Cutscene, sweeping shot of some nearby buildings, panning and orbiting down to reveal McKinzie, knife in hand "I'll cut you in pieces."

- Not to pieces? **(cutscene/dialogue/observation)**

00:50 McKinzie is a fast fighter, and his knife does good damage, he also has heavily damaging and long, hard to escape grapples. **(opponent/moveset)**

00:55 Eat a slow, telegraphed SPA stab

01:00 Super deflection makes me spin flip *off of the floor* and then a rolling dodge puts me in good position to retaliate. **(punish/dodge/funny animation)**

- It is funny how you'll sometimes just gymnastically fly off of the ground to dodge in a beautiful pirouette. **(observation/animation/joke)**

- That's why he's called Brad Hawk, because in my hands, he spends most of this game in flight. (getting juggled) **(joke/decent joke)**

01:05 Long string of back and forth dodging when McKinzie lands an absurd launching swipe with a KNIFE, classic launching weapon the knife. **(joke/observation/weapon/physics)**

01:10 McKinzie mistimes a SPA spin to escape my SPA Combo **(SPA block failed)**

01:15 Roll behind McKinzie and punish

01:20 Use high and low kicks to space McKinzie out

01:35 Dodging stabs, grapple break and punish McKinzie

01:40 Dodge full knife combo string, two blows to test, then punish, then arm grapple
Music in this stage is a bombastic track which makes McKinzie sound like a monster

01:55 Get bounced off wall by a heavy kick. **(colission/wall/bonus damage)**

01:55 Grapple break run up dive grapple, McKinzie finally drops his knife and I groundpound **(weapon/grapple break)**

02:10 Both on low health, I start playing defensive, dodging and waiting for my moment, McKinzie gets a grapple off on me! So I panic and SPA combo for the win with a pixel of health left!

UR 071 - M70 - Finishing Touches - Duo boss Napalm and Mkinzie - Very tough but tough it out

00:00 MISSION 70: SOUTHEND: "Finishing Touches"

"You can still smell the fire in the air, but the rioting has subsided. But just as we thought things were finally quieting down, our friends McKinzie and Napalm 99 have shown up to party some more. Some of the Zaps and Hell's Legions got capped in the process. Apparently, those two were too much for them to handle. Expect them to be playing for keeps. Especially because they've lost not only their pride, but also their turf. All they want is to hurt us, and they wanna hurt us bad. Hell, I say bring it on. Let's get this over with!"

- So, two solo bosses in a row, then they team up! Luckily I get to bring a friend too, that's escalation! **(progression/difficulty/partner/dual boss)**

00:50 Really funny lipsync on a laugh in the intro cutscene, as McKinzie's lip wobbles like standard talking on a menacing laugh. **(cutscene/facial animation)**

01:10 Juggle Napalm 99 and Alex catches him in an air grapple! **(teamwork/partner)**

01:15 Find McKinzie stunned on the ground and groundpound

01:30 Standoff with McKinzie, I punch, get redirected, then grapple break his attempt to punish **(combat/defence)**

- My attempt to punish fails as I swing at air and he shoulder tackles to close the gap **(spacing)**
- Super deflect off of the ground, catch McKinzie's leg and grapple

01:40 Napalm 99 somehow GRAPPLE BREAKS the head slam! **(grapple break/AI/contextual grapple)**

01:50 Some teamwork footage, Alex pops damage SPA buff so I hover around him. Grapple break McKinzie and groundpound, Alex tries to join in

02:00 McKinzie's juggle combo is mean, quick shoulder barge to launch, perfectly timed slide tackle to catch me on the way down, and then a ground bound grapple, a neckbreaker which is quick and highly damaging! **(AI/moveset)**

- The AI are good at spacing, and I suppose this reveals the greatest weakness in Brad's moveset, his ground grapples are slow and laborious, leaving him open for long stretches, as well as being easily denied. **(observation/moveset/Brad's weakness)**

02:10 McKinzie gets me in a grapple, doing two strikes before transitioning into a leg grapple, lose a ton of health and my legs are busted! **(regional damage/AI)**

- Thrown to the ground, and one last legbreaker ends the fight, game over! (60)

02:35 Both Brad and Alex are hit by a kick which causes us to spin and collapse, funny animation playing in sync **(hit reactions)**

02:40 Stun taunted and then combo'd by Napalm 99

- Restart! (43)

- Next attempt goes poorly, me and Alex get separated repeatedly and I am juggled. Restart! (44)

- Next attempt I am quickly grappled and worked by McKinzie, then utterly cock up a SPA block, restart! (45)

03:35 Double team attack on McKinzie

UR 071 CONT – Brad & Alex vs Napalm 99 & McKinzie

03:40 As Napalm 99 attacks me, Napalm 99 caught in heavily damaging SPA kick from Alex **(partner/SPA)**

- Alex launched by McKinzie, he collides with me and I'm staggered **(collision)**

03:45 As Alex is combo'd by McKinzie, I arm grab and throw the man into Napalm 99 **(collision/grapple)**

- Alex stun taunts McKinzie and he walks into a double team!

03:50 Sweep kick launches foe and Alex catches them with air grapple! He takes off with a running grapple! **(awesome/partner/teamwork)**

04:00 A super armoured Napalm 99 spaces out my SPA Combo and then punishes **(SPA buff/spacing)**

- Then I get SPA Tackled, with no SPA to defend myself **(metre/SPA)**

04:10 Walk into another SPA attack, McKinzie flattens me

04:25 McKinzie dodges my combo and punishes me, launched into a juggle combo

04:35 Me and McKinzie footsie, I throw a combo and he throws a kick combo with greater reach, I lose the exchange and get juggled, attempt to flee and get caught as I attempt to wall run. **(spacing/moveset/range)**

- Catch both enemies in a low sweep.

- Napalm spaces out and punishes me SPA combo, game over! (61)

05:05 Save Alex from a running grapple, this attempt I try to stick around Alex more, using my ally to get attacks off on enemies

05:20 Double attack on two foes!

05:30 Alex launches Napalm 99, I catch him, juggle a bit, then AIR GRAPPLE and bodyslam him to the ground! Then groundpound!

05:40 Caught by Napalm 99's horrible ground tackle grapple

05:55 Good dodging, Dodge shoulder tackle, then dodge run up dive strike, before punishing with high sweep kick. **(combat/reach/dodge)**

- Keep rejecting McKinzie's redirects with my own until I eventually win the exchange, taking him out. Now it's just me and Napalm 99

06:05 We square up, circling each other until he rushes in. SPA tackle, I spa block with a combo and catch him **(SPA block/circling)**

06:20 Back to circling, he charges in, I redirect his wild swing and high sweep him into a wall, he's momentarily stunned

- I pursue and am caught in a turnaround combo, escaping via a grapple break. After a moment, take a SPA haymaker. Napalm rushes in and catches me with the grapple tackle. Next time he comes with a slide, I successfully roll over him, grapple punish, and then groundpound for the win!

07:00 Unlock the Outlaws, Bain, and Cooper for multiplayer, then a cutscene!

- The yakuza ominously approach an office block, they're welcomed in, a new faction arrives! **(story)**

UR 072 - M71 - A New Foe - Yakuza arrive, attack chinatown, defend Shun Mission

00:00 MISSION 71: RESTAURANT: "A New Foe"

"Someone's come into the restaurant, they'll be here any minute. It's probably not what's left of the outlaws or the Shadow Platoon. If it's a bunch of new kids in town, they gotta be pretty ballsy to walk right up to my front door. I'm sure they've got the outside surrounded too... Here they come. Let's fight our way out of here."

- It's a good thing I'm still on retainer eh? **(story)**

- What is Brad doing?

Objective: Take the enemy down while protecting Shun Ying. **(objective/defence mission)**

00:30 Cutscene opens on Shun Ying holding a blade, the camera pans to three invaders. Suited Yakuza types, two carrying katanas.

00:35 Shun opens with a slide tackle and I juggle the foe she catches, before dodging a sword swing.

- I am then caught with a heavy slash into a stab, dealing great damage and shattering a window. **(environment/weapon)**

- Stun taunted and hit with another stab, before a ground stab with the katana **(weapon ground attack)**

00:40 Juggle foe then leg grapple, catch his katana out of the air

- Katanas have thrust attacks, stab a foe Shun is grappling. **(teamwork/weapon)**

- Her grapple sends a foe into a man running up behind me, colliding and launching him, I immediately air grab! **(collision/teamwork/partner)**

00:55 Shun is then launched into me, staggering and causing me to drop my weapon

- Recover Katana and thrust attack, hitting distant foe. **(range/weapon)**

01:00 Juggle combo into air grapple! I'm learning! **(development)**

- SPA Spin to back up foes approaching from behind

01:15 Get hit by yakuza combo, I love how it's animated like a thuggish yankee combo, with big cartoonish swings and an exaggerated punk door opener kick **(animation)**

- and it launches me into a wall so hard I rebound right next to him **(collision/wall/bounce)**

01:20 Shun Ying SPA get up kicks a man through an asian divider

01:30 Regroup with Shun and take shots at foes who attempt to attack her, she saves me from a combo and I SPA combo between a few foes. **(teamwork/partner)**

01:35 Get away with a powerbomb **(slow grapple)**

- Shun hit by highly damaging sword combo, she's on low health! **(partner/objective)**

01:40 Start using sweeps to knock foes down and focus on defending Shun, trying to keep only one enemy active at a time **(crowd control)**

- Enemy killed by Shun's SPA Sword dance

01:50 Juggle combo foe, my punches also bounce a sword off a wall behind him **(weapon/juggle)**

- Shove foe into wall twice for chip damage, then arm throw

- Me and Shun finish off the stun taunted enemy, mission complete

UR 073 - M72 - Killers - Sword wielding foes - Shun seems strong against, turns three on one to two on one

00:00 MISSION 72: GREEN HILL: "Killers"

"I asked one of my contacts to help me investigate the recent attack. Apparently, we're dealing with an organized crime syndicate known as the "Mushin-Kai". These guys are professionals: fearless and cold-blooded contract killers. We've also uncovered that they've got connections that go up to some pretty high places at various corporations, so we know that they are well-financed as well. Looks like we've really kicked the hornets nest this time. But there's no way I'm gonna give in. I want to send them a clear message. We'll show those killers hanging out in Green Hill a world of hurt."

- Yeah, that's Sonic's turf bud. **(joke/bad joke)**

- Take Park with me **(partner)**

00:50 Three sword wielding Yakuza foes

01:05 Get grappled and thrown to the ground by a Yakuza with a unique clothesline looking throw animation

01:10 SPA Combo foe, then Park does his own SPA Kick combo and takes the guy away, a third of his health bar evaporates.

- I am then punished by a nearby foe

- The swords give them great reach, and having failed to learn to slide tackle like a dolt, I am unaware of the game's greatest gap closing tech and best anti-sword move.

(observation/tutorialisation/combat)

01:20 Leg grapple gets me knee'd in the dick, funny stumble animation as Park runs in and hits Ryuji

01:25 SPA Punk kick, attempt to punish as it misses only to get grapple broken!

- Park launches foe, I attempt an air grapple and he GRAPPLE BREAKS IT!

01:30 Annoying thing, I dodge roll away from a sword attack, which puts me out of range to punish, but puts me in range of his fucking thrust attack, meaning I can fuck myself by dodging!

(observation/defence/weapons)

- Enemies can also stab through each other to hit you, their reach is great and fighting groups is now even more terrifying.

01:40 As I dodge one attack, a second one is allowed to collide, I only have I-Frames to the specific blow I defended against. **(observation/hitbox/moment/combat)**

- I guess this could be considered me failing to crowd control, but I am punished while successfully using the mechanic. **(observation)**

01:50 Groundpound foe as Park gets in extra hits **(partner/teamwork)**

02:10 Get sword, some slashes, SPA Spin disarms me **(weapon/SPA)**

02:15 Get run up grappled, stun taunted, dodge second run up, rolling away

- Clothesline slammed, stun taunted, SPA combo out of stun status

02:35 Hit foe with thrown sword **(weapon/throw/toss)**

02:40 Funny groin hit reaction, Brad begging for a moment

- Try to play defensive, dodge strike, attempt to punish, but Masa's sword is faster, game over! (62)

UR 073 CONT – Vs. 4 Yakuza

03:05 Funny moment where I dodge a sword strike, Park launches a foe towards me, and I accidentally wind up juggling him in my failed attempt to capitalise off my dodge
(partner/launch/funny/lucky)

03:15 Unusually glitchy redirection repositions me to get hit **(glitch/issue)**
- That's very rare

03:20 Park hit's a SPA Home Run with a bat **(weapon)**
- Then uses me as a springboard for a dive strike! **(partner/dive attack)**

03:30 Park gets double teamed, I cannot help **(i-frames)**

03:50 Sword slice on enemy, get SPA spin bursted away
- Then hit by SPA yanki kick, I kinda love the Yakuza (called Sword/Katana) moveset very punky
(observation/moveset)

04:10 Enemies become hyper aggressive and I keep getting cut up by swords, eventually I succumb, game over! (63)

04:25 Swap Park for Shun Ying Lee **(partner)**
- Partners now start with weapons, and with a sword Shun is a bit more dangerous, having a unique-ish moveset around it **(observation/weapon moveset)**

04:50 Grapple break foes attempted neckbreak, then get off two groundpounds before kicking him away.

05:10 Attempts to hold onto a sword end with me getting double teamed with a rare beatdown animation. My arms held behind my back as another foe wails on me!

05:25 Standoff as two foes approach, splitting up so I can't keep track of both
(AI/enemies/footsies)

05:30 Time a SPA block a moment too slowly, me and foe trade a bunch of damage. **(SPA block fail)**
- Try to punish foe in corner but he SPA spins and I eat the whole attack, I panic and throw out a second SPA combo, taking them out.

05:35 Dodge sword swing and punish

05:40 Lock on targets guy ages away instead of foe I'm facing. Shun is taking care of him.
(partner/issue/lock on)

05:45 Sword fight with enemy, space out their swing then punish, lose the second exchange
(weapons)
- Weapons aren't just a straight upgrade, handling them feels distinct from fists, requiring greater care for spacing, they have advantages and disadvantages, especially in Brad's slippery ass hands.
(observation/moveset/weapons)

05:55 Walk into massively telegraphed SPA sword swing, probably should do more damage

06:05 Wall run over opponents attack and dive strike them into wall, then punish and win the fight!

UR 074 - M73 - Vicious Steel - That steel do be vicious - Ally starts with weapon - Have to gang up on foes

00:00 MISSION 73: SOUTHEND: "Vicious Steel"

"Some new out-of-towners have moved into Southend. Since they're carrying swords, my guess is that they're not here as tourists. But they're not the Mushin-Kai's people either. I recognise them as the "Tin Jiao," a group that splintered off from Chinatown some time ago. But it doesn't matter, they're small time. Still, why have they returned? They were led away from Chinatown by... Anyway, now's not the time to worry about that. Get out there and show 'em how to really use those swords."

- Dropped on the floor like soap, got it. **(joke)**

00:40 Bring up the partner help screen, tells you what each stat's abbreviation stands for... Very helpful. **(menu)**

- Take Kadonashi, no idea why, he comes with a wooden sword. **(partner/weapon)**

- Could be a Jo? **(research)**

01:00 Kadonashi uses his stick like a baseball bat, clearly not a weapons man.
(moveset/observation)

01:25 Enemies in this stage are highly aggressive, and they have a very annoying to deal with sword moveset. Filled with quick jabs to punish up close, as well as big wide spinning sweeps of the blade to make approach tricky. **(difficulty/observation)**

- And again, I do not yet have the slide tackle!

01:25 SPA Combo launches one enemy into one Kadonashi is battling. **(collision)**

01:30 Wall dive strike disarms foe, grab his sword out of the air. **(cool/weapon)**

01:35 With no SPA Metre, eat a heavily telegraphed SPA Jump kick **(SPA/METRE)**

01:35 Super deflection and recovery during sword combo, launch opponent then sweep kick to hit them as they land on ground. **(defence/dodging/weapon/good combo)**

01:45 SPA Spin to burst out of failed exchange **(burst/defence)**

01:55 Grapple break and punish with high sweep

- Followed with another grapple break soon after, then dodge over a low attack and grapple punish.

- Kadonashi obviously dead, now a 3 on 1

02:20 Triad double attack on Brad

02:25 As I grapple break one foe, a SPA Kick catches and ends my run, game over! (64)

02:40 Get juggled with a series of kung fu strikes and sword slashes

02:45 Misjudge distance and swing at air as Kadonashi gets battered, restart! (46)

02:50 Groundpound foe Kadonashi launches to me **(teamwork/partner)**

- Get two groundpounds while Kadonashi hits em with a stick

03:25 Struggling to fight sword guy, beats me in speed and reach, misjudge dive strike and get punished

UR 074 CONT – Me & Kadonashi (Dead) vs. 3 Sword wielding Triad

03:25 Grapple break foe, launch combo aided by Kadonashi, launch into SPA Combo to block enemy SPA, and then Kadonashi pulls me into a double team attack.

03:40 Me and Kadonashi both get caught in a wide slash, Kadonashi fucking dies **(partner/hitbox)**

03:45 SPA Combo to burst out of damage, foe times a SPA Block to the end to hit me away.

03:50 Backing away from three sword guys

04:00 Dodge swipe and try to punish, foe immediately pops a SPA Sword combo to deny me. Get juggled to death, game over! (65)

04:20 Swap Kadonashi for Alex

04:35 Alex immediately rushes in, throws a guy to the ground and kicks his sword away! **(partner)**

04:40 Dodging sword swipes, then low sweep to trip foe

04:55 Hanging around Alex to flank attack foes **(partner)**

05:00 Hit with an overhead flipkick causes Brad to fall to his knees, unique hit reaction
- SPA Combo out of it, Alex grabs foe I'm hitting. **(hit reaction/partner)**

05:10 Get juggled by two sword wielding foes

05:20 Steal foes crowbar and beat him with it **(weapon/weapon combo)**
- Use crowbar to keep fights solo

05:30 Throw crowbar at foe and he catches it... Shit! **(weapon/throw fail)**

05:50 Redirection on foe as he approaches from behind, trying to keep foes isolated for one on ones
(crowd control/deflection)

05:50 Grapple break interrupted as I get hit, SPA Punch to burst out, disarms enemy of crowbar

05:55 ABSURDLY FAST OVERHEAD GRAPPLE tosses me and stuns, SPA Spin to escape and throw off foe

06:10 SPA Buff and KO foe, two left.
- Then I get juggled and groundpounded into the dirt, game over! (66)

06:40 Foes SPA Sword Combo hits behind him! Hitting me! **(hitbox/SPA)**
- Launched into foe, juggled, and sent flying into Alex. **(collision)**

06:50 Stunlocked between several foes, restart! (47)

06:55 Alex dive grapples foe to ground and I groundpound **(partner)**
- Meanwhile Alex fucking lays into the guy I'm beating with a crowbar! His health melts as I get another groundpound and crowbar combo! **(teamwork/partner)**
- Foe now has a ton of metre and is liberal about letting off SPAs to force his way out, hit by three SPAs in a row, stun taunted, and SPA combo someone else, leaving Alex to it. **(SPA/metre)**

UR 074 CONT – Me & Alex vs. 3 Sword wielding Triad

07:20 Rush back to Yan Jun (injured foe), get sworded, super deflection back to feet only to land in time for another hit to land! **(moveset)**

- SPA Punch enemy off of Alex, need him up and alive!
- Foe Super Deflections out of juggle combo and launches into SPA to punish me! WHY DO THESE CUNTS HAVE SO MUCH SPA?! **(Metre/combo)**

07:45 Get beaten, combo'd stun taunted, only break free with a dive grapple break! Finish Yan Jun with a groundpound

07:50 Throw sword at distant foe, he's out of range

- He's floored, I kick him (and the sword) away, sword bounces off of him **(collision/weapon)**
- As Alex Groundpounds foe, I kick him to pile on bonus damage, Ye Wei is out the way! **(joke/wordplay/teamwork)**

08:15 Me and Alex team up on final foe, still has most of his health. We juggle him and I air grapple powerbomb him! **(moveset/teamwork)**

- The air grapple powerbomb is unlike it's normal version, much faster, a reward for the greater set up and tighter timing to hit it. **(moveset/observation)**

Post-Note: Most Complicated String

- This game is, compared to a standard fighter, very simple on inputs, no quarter circles, no complex strings. The most intimidating series of inputs for this game was a slide tackle, to juggle combo, to running air grapple. That's the most daunting combo I found in the game, and it pales in complexity to a proper fighting game. It has tight timing and takes some mastery of positioning, but not much. **(observation/moveset/controls/genre)**

08:40 End fight with redirection into SPA Punch

UR 075 - M74 - Tit for Tat - Bunch of sword wielding foes - Not too bad

00:00 MISSION 74: MOTEL: "Tit-for-Tat"

"A bunch of goons led by a killer from the Mushin-Kai have reared their ugly faces. It looks like they've received my message. Once they figure out we won't surrender, they'll send their men to force our hand. Well there's no way we're backing down. I have a feeling this is gonna be a bloody war of attrition. We'll figure out our next move after we whack those fools."

- Brad takes whack literally... **(joke)**

00:35 Take Park as Partner for this

00:50 Opening cutscene, a bunch of goons from the Shadow Platoon (including Bain) are stood in front of a Mushin Kai member

- Cool detail, the yakuza will hang back for awhile before joining the fray, another little thing which makes this fight a little unique, more *real* **(event/story/details)**
- Also no music, atmospheric. Sometimes fights have music, sometimes the music kicks in on the first hit landed, sometimes you're just left to make your own chin music **(joke/music/post-note)**

00:55 Sweep kick enemy groundpounding

01:05 Double teamed, Bain attempts to stab me as I'm floored, I roll away.

- Contextual punch to enemy behind me pulls me away from Bain AND MISSES! **(Contextual attack/turn attack/fail/issue)**
- And I get punished for the game pulling me away from my target

UR 075 CONT – Vs. 3 Shadow platoon and a Yakuza

01:15 Wall run, miss dive strike but dodge Bain's attack, but then get hit by his turnaround jab for a meaty launch. **(hit reaction/contextual attack)**

01:25 Redirect and punish bain, awkwardly grab knife and hit him with a thrown blade. **(throwing weapon/controls)**

- Picking up objects is probably the worst the controls get in this game, they're a little particular and being a two button press definitely adds to how cumbersome it is. The fact Brad has butter fingers really compounds on this, making weapons feel like more trouble than they're worth.

(controls/post-note)

01:35 Grab knife, try to slash Bain who SPA Punches through it, his i-frames ignoring the knife.

- Bain pops another SPA and I SPA Spin to pass through it. **(SPA Block)**

- Recover knife and corner bain, stabs easily stunning him. **(weapon)**

01:55 Kick Bain into a shelf leaning against the wall, it jostles in reaction to him. **(environmental detail/map)**

02:00 Run around thrown knife, dodging it. **(weapon/dodge)**

- Approach and finish Bain with a SPA combo

02:10 The Yakuza has joined the fight but Park has taken one foe down himself.

02:30 SPA Blocked, sent flying into Park's corpse **(collision/partner)**

- Finish Cooper, now it's just me and the Yakuza

02:35 Grab and use SPA drink, recover a bunch of metre... I wanted health! **(consumable)**

02:40 Grabbed by Riki, hit in nuts, SPA Combo to burst out and retaliate

- I'm hit with a thrown sword **(weapon)**

- The Katana moveset is very simplistic when without a weapon, with slow, laboured hits

(moveset/observation)

02:55 Stand off, Riki charges in, I redirect their punch and hit them in the back. They collide with their mates corpse, then grab Park's bat.

- We circle eachother for ages, no music, just a stand off

- I approach, he dodges my kick and I dodge roll his swing, but he quickly follows up with an overhead, sending Brad flying like a sack of shit. **(dodge/weapon)**

- Try to outrange bat with high kick, fail, lose exchange and SPA combo to break out. One last redirect and punish and we take a very slow win!

UR 076 - M75 - Storming In - Take out Masa - Easy Enough

00:00 4 New missions on map

- I guess you could pick and choose missions to find easier ones and get a stat advantage for the tougher ones

00:05 MISSION 75: ABANDONED THEATRE: “Storming In”

“It seems the Mushin Kai are taking in all the leftover outlaws who were orphaned after we took care of their boss. We’ve got to break up their recruitment ring now before they can mobilize. If you take out the Mushin-Kai fighter, the crowd will probably disperse.”

Objective: Take Masa Down

- Take Jake before his model can even load in. **(partner)**

00:30 Three absolutely MASSIVE men stand before Masa, there is a joke in my mind seeing this image that will not make it to the video for a variety of reasons. **(joke/bad/cutscene)**

- Jake rushes into the fray, I circle around and charge Masa

- Get him in the corner, get some blows in before I’m redirected and hit with a confusing grapple **(mix-up)**

00:45 hit with SPA Yanki kick

- Stun taunted, recover with redirection.

01:00 combo’d into corner, dodge roll sword swing. Juggle combo Masa into air. Jake air grapples him, but is then kidnapped by a double team attack!

- Very complicated exchange of interactions! **(partner/interactions)**

- And now Masa is surrounded by allies! I back up and wait for an opening to separate Masa from the group. Catching him with a SPA combo

01:25 Grapple break on Masa, he SPA spins to burst me out, I recover with a redirection, combo him to ground, and groundpound for the win!

UR 077 - M76 - Dogs of the Killers - Escort mission where escort does all the work

00:00 MISSION 76: BORDIN BLDG. MAIN GATE: “Dogs of the Killers.”

“Dwayne’s Crew were ambushed downtown. I heard the guys behind the attack are headed towards the civic centre. They’re just puppets of the Mushin-Kai, and they won’t get away with this. Among the group of attackers was McKinzie, I guess each of the small-time captains are brown-nosing the Mushin-Kai big wigs. Go and take care of those dogs. Make sure you’re watching your partners back. If people see you carrying your wounded partner around the civic centre, there’s gonna be trouble from the cops.”

- This city has cops? **(joke/observation/story)**

- Anyway I take Jake

Odd note: The mission name on the loading screen is simply “The Dogs” and I’m not sure if I prefer it. **(observation/inconsistency)**

00:50 Game begins, this is an absolutely giant map, and it’s hilariously used at times acting as two maps, just by spawning on the other end. **(map/observation/asset reuse)**

- This time, me and my partner start by the gate, a very, very long way away from enemies by the door. I can see one foe, I presume the others are hid behind the pillars. **(spawn/setup)**

- Yep, they rush out to greet us, Jake lets one of them run into a bodyslam!

- Trigger double attack on two foes **(contextual attack)**

01:05 Mistime SPA Block with combo, still come out better in exchange

- McKinzie dodges thrown weapon

UR 077 CONT – Me & Jake vs. 4 foes on massive map

01:15 Grapple interrupted by foes kick (**crowd control fail**)

- Then get wombo combo'd by two enemies
- Also funny hit reaction to damage

01:25 Find Jake doing a grapple bat beatdown on an enemy (**weapon grapple**)

01:35 Groundpound rejected

01:40 Save a stun taunted Jake with a face slam on McKinzie (**back grapple/stun taunt/status effect**)

01:45 McKinzie juggle combo into ground neckbreaker

- Escape stun taunt by dodge rolling away from bat swing, my attempted low sweep is punished. Again, funny hit reaction as Brad wiggles in pain from a blow to the lower side.
- Attempts to dodge falter quickly, SPA Combo to burst out

02:20 Very good fight footage with McKinzie, dodge roll away from slide tackle, McKinzie rolls under thrown bat into combo string.

02:45 Hilarious end, get battered and stun taunted, instead of finishing me off McKinzie runs off to help his friends who are getting annihilated by Jake, only for Jake to finish the fight without me! (**partner/partner WIN!**)

- Jake is the best! (**observation/partner!**)

UR 078 - M77 Collusion - Another escort on rooftop, easy

00:00 MISSION 77: APARTMENT ROOFTOP: "Collusion"

"The Mushin-Kai is using a room in that building as one of their bases of operations. Men brandishing chinese swords are going in and out of there. Well just as I thought, the Mushin-Kai and the Tin Jiao are working together. Right now, the Mushin-Kai guys are nowhere to be seen. All that's guarding the building right now are a handful of goons and a couple of heavies. If your partner goes down, you're gonna have a hell of a time getting outta there in one piece when their reinforcements arrive. In other words, make sure your partner doesn't go down."

- You can opt for no partner so it's a toss up before you thrown down.

(**tip/gameplay/objective/joke**)

- Also it's a unique way to increase difficulty. (**observation/difficulty/objective**)
- Take Jake, he's my man

00:40 Opening cutscene tilts down to a Yakuza with a blade. Absurd reflections on a BG building.
- Camera then pans to Jake facing off against another goon holding a knife.

00:50 Fight immediately opens with a knife getting lobbed at me, Brad collapses to the ground

00:55 Jake double team grapple, tag team powerbomb! (**partner**)

01:15 Super deflection redirect

01:55 Groundpound foe as Jake kicks him. Very easy 2v2 closes without much fuss as I SPA Combo a guy while my damage is buffed.

UR 079 - M78 - The Monster - GOLEM IS A MONSTER

00:00 MISSION 78: ABANDONED BASEMENT: The Monster

"Damn! The Mushin-Kai have brought along a real beast. His name is Golem and he used to be a professional wrestler. His career took a dive when he went overboard and killed his opponent during a match. Ever since then, he's been active as a prize fighter in underground fighting circles. Two of Glen's boys were beat down pretty badly by Golem in the industrial district. We've got no choice but to deck this guy right here and now. He's dangerous, so take a backup and be careful!"

Post-Note: Golem is the final test

- Golem is the games penultimate challenge, he is a deeply unfair opponent on first blush. He punishes a ton of behaviours the rest of the game ingrains and doesn't allow you to half-ass the ones it encourages. He has Napalm 99's buff of super armour, but combined with a moveset which is fast and highly damaging, and an AI that is deeply oppressive. Each fight with him is a genuine test, but he's also the games final way of allowing you to really feel your own growth.

The first battle with him, you still have a partner, this is essentially a preview, when you face him alone. He feels nigh insurmountable, but by the final time you face him, even if he's slightly harder, if you've persevered, you're now someone who has been turned into a diamond via pressure.

(use clips of first play versus my revisit) (Remember tweet about how the game punishes you)

- This is a trick the game has done really well over and over, steadily turning up the heat with challenges that seem insurmountable at first, but on revisit you curbstomp them, the growth is so satisfyingly pronounced. Golem is the ultimate version of that due to how downright unfair he seems, but how defeatable he really is when he's understood. He forces you to grow.

00:40 Highly intellectual resource from Wikipedia: *The most famous golem narrative involves Judah Loew ben Bezalel, the late-16th-century rabbi of Prague. According to Moment magazine, "the golem is a highly mutable metaphor with seemingly limitless symbolism. It can be a victim or villain, man or woman—or sometimes both. Over the centuries, it has been used to connote war, community, isolation, hope, and despair."*

- Well, Golem, uh, Urban Reign's represents despair... Then hope. It's made of game overs and wishes for you to get fucking good! **(joke/research/post-note)**

00:40 Intro cutscene makes immediate impression. Golem tosses a guy down a shaft, and turns to face us, he is a massive, tattooed man.

- Fight opens, he pops his SPA in a fraction of a second and closes the gap in less. Slamming Brad into the ground with a speedy, nigh unreadable grapple. SAY HELLO TO GOLEM!

(Boss/combat/gameplay/SPA buff)

01:00 I fruitlessly punch at Golem as he grapples Park, I cannot save him, Golem is super armoured... I guess I'm doing damage at least, good work Park! Fight on! **(joke/observation)**

01:15 Golem does a double attack, hoisting and SLAMMING me and Park together, Park is already almost dead. Golem has absurd damage output and even getting several free combos on him, I have maybe taken 5% of his life. **(Boss/health/damage/observation/grapple)**

01:20 Pop SPA combo and lay into Golem, it's like Raiden laying into Armstrong, I'm getting nowhere! **(observation/reference)**

- get combo'd down by Golem, game over! (67)

01:50 Swap Park for Alex **(partner)**

02:20 Golem running grapple slams me into a wall, chunks of concrete fracture off **(detail/map)**

02:25 Brad and Alex double team attack against Golem

UR 079 CONT – First Golem Encounter

02:55 Attempts to use Alex as bait for the monster are mixed

- Killed when Golem hoists and slams me into a wall, game over! (68)

03:30 Grapple break denied by Golem, I SPA Combo burst out of his combo

04:00 Juggle and air grapple golem, he escapes a follow up air grapple with grapple break. I panic SPA Combo and he super armours through it to grapple, and I am killed by a Giant Swing, game over! (69)

04:20 Absurd interaction. Alex grapples Golem, he grapple breaks and it reverses into his attack, I AIR GRAPPLE Golem as his grapple break is a jumping powerbomb, and then he grapple breaks me... So absolutely nothing was gained in the exchange! **(observation/moment/grapple break/grapple breaking)**

04:35 Golem SPA spins to burst away me and Alex

- A stunned Alex stumbles into me as I act as a club in Golem's giant swing **(collision/friendly fire)**

- Grapple break Golem trying to toss me around by the leg like a ragdoll

- Golem grapple breaks me and Alex back to back! Then pops his buff and hits... uh, back! **(joke)**

05:15 Hit to the ground and slide tackled to death, game over! (70)

05:25 Pointlessly dive strike a super armoured golem, then get stunned by him popping super armour AGAIN!

05:35 Start realising I should be grappling more, punching a guy with super armour is a quick way to die, grappling burns time on his metre! **(strategy)**

- Punch him off of Alex as he grapples! Get bursted away by a SPA get up, then we slowly re-approach and manage to get a double team attack!

- I have to imagine this is how bullfighters feel! **(joke/observation)**

- Granted before long it's me seeing red! **(there's the joke)**

05:55 Get double attacked by Golem, slamming me and Alex together! **(contextual attack)**

06:10 SPA combo and lay into Golem as he focuses down Alex, I get him to half health before Alex dies

- I then play defensively, redirecting and wasting time, especially as he pops his buff

06:45 Terrifying exchange of redirections as I can't afford to take a hit, eventually I get off a SPA combo and take the win!

- Golem is actually toned down for this fight on top of it being a 2 on 1! **(observation/difficulty)**

UR 080 - M79 - He's back in town - Shun's brother Lin Returns - Defeat his men - Chris is getting outpaced

00:00 MISSION 79: ABANDONED THEATER: "He's Back in Town"

"That's... that's my brother, Lin Fong! So he WAS back in town. But why now... after all this time... ? When our father died. I was given control over Chinatown. That didn't sit well with my brother so he skipped bail. So it seems Lin ong is the one in charge of the Tin Jiao now. Don't take him on just yet. I'm sure he's got something up his sleeve. We should wait and see what he's up to. One more thing: he's an expert when it comes to swords. Our father was, after all, Chinatown's master swordsman."

- Dun dun dun! Love this game trying drama in this format, at least it commits, also sorry but I'm more worried about the monster than the brother. **(story/drama/observation)**

- Seriously this format is less than ideal, but I think the game knows this is daft, it's just doing whatever. **(observation/story)**

Objective: Take Lin Fong's men down.

- Take Chris as partner

- Slight scene setting to make things interesting, he's present and will activate if you get close. So it's like a danger zone, adding a potential boss to the arena you have to avoid. Also adds to the story, gives him a legit presence. **(observation/gameplay/story)**

01:20 Knocked into wire mesh fence leaning against the wall, they rattle in response **(map detail/environmental detail)**

- Then shatter window

01:30 Get ganged up on and fucking launched across map after hits from all three enemies drain my life bar

01:45 Nab sword, Brad is not very good with it, his moveset is labourious, luckily by using directional inputs I still have access to one of his combos

02:00 End fight with some really good dodging, mopping up three weakened foes.
(defence/moment)

UR 081 - M80 - Watchdogs - Super close timed mission!

00:25 MISSION 80: UNDERGROUND PARKING: "Watchdogs"

"Seems like Napalm 99 is also reporting to the Mushin-Kai now. They've put those scumbags in charge of car security. It's a perfect job for a bunch of lowly hoods. This one's an easy job. Go and give those watchdogs a hard time before their masters return"

- Take the enemy down within the time limit.

- Take Alex as Partner

00:50 Me and Partner vs. Two large, tough foes! 2 minutes on the clock!

01:00 Hilarious failed SPA block, it's not only late, the attack wasn't even aimed at me. As Napalm 99 wipes out Alex! **(spa block fail)**

- Run up behind Napalm and get grapple kicked in the dick **(contextual attack)**

- How does this fucker have a grapple to a guy coming up behind him which is faster than a standard grapple? **(observation/grapple/moveset/contextual attack)**

- Get launched into a car, it wobbles **(environmental detail)**

01:45 Juggle combo foe to death

UR 081 CONT – Me and Partner vs. Three huge foes (TIMED)

01:50 SPA block SPA swing with bat (**weapon SPA**)

02:00 Groundpound rejected

02:05 SPA punch Napalm 99 as he has super armour, achieves little

02:10 Successful SPA block with combo

02:25 On low health, Napalm 99 SPA Spins to burst out of my combo, I am stunned and beaten to death, game over! (71)

02:30 Kick foe and grab his dropped mace out of the air (**cool/weapon**)

- Land a big running swing on opponent, then get launched from behind

02:40 Good use of SPA Spin to clear foes, in dangerous spot where getting double attacked was possible. (**SPA/positioning/crowd control**)

02:55 Mace combo used, decent damage

03:00 tackled, ground grappled, combo'd and SPA, health evaporates

03:10 Low sweep trips two foes, recover mace

03:20 Muck up weapon swing cause inputs are a bit weird, get grappled. (**issue/weapon controls/weapon fail**)

03:20 Funny hit reaction, Brad holding his foot after it's stomped on

03:25 Get foe in corner and just lay into him with combos and multiple SPA combos, end with face slam and groundpound. Foe finally breaks free by denying groundpound. One last combo takes him down however. (**combo/moment**)

03:55 Ended by wombo combo, one foe grabs me while another hits me with a SPA tackle, game over! (72)

04:10 Groundpound instantly rejected, kicked into foe who hits a jab combo with a metal pipe. (**weapon combo/animation**)

04:25 Foe attempts to jump on me, I turn it into a juggle and air grapple!

04:25 SUCCESSFUL GRAPPLE BREAK ON TACKLE! IT BARELY DAMAGES FOES! (**Cool/awesome/grapple break**)

04:35 Launch foe into van, it rocks in response. (**environmental detail/wall/map**)

04:50 Attempted powerbomb interrupted

05:05 Cornered by three foes, saved by Alex running in and dive striking two and grappling the third, an absurdly cool combo which buys me room to go on the offensive!

05:15 Save Alex from running grapple! (**partner/teamwork**)

UR 081 CONT – Me and Partner vs. Three huge foes (TIMED)

05:35 Two foes suddenly die, for a winning run it doesn't feel all that... spectacular, I'm not sure how we beat them better than previous goes. **(observation)**

- I whiff an entire SPA combo as Alex juggles the final foe out of my height

05:55 With less than ten seconds left I sweep Napalm 99 and then whiff the grapple repeatedly!

- WITH ONE SECOND LEFT I LAND A COMBO TO END THE FIGHT!

UR 082 - M81 - City Under Siege - Yak and Mkinzie team up - Me and Alex have to stick together to win

00:00 MISSION 81: GREEN HILL: "City Under Siege"

"The Mushin-Kai are gaining control of the city's underworld. McKinzie walking together with a Mushin-Kai killer confirms that. Well, they can take this city over my dead body. They couldn't have pulled this off in such a short time, unless there's a powerful figure behind their organization. We've got to find out who that is... And then there's dealing with my brother. Leave that one up to me, I'm going to do a little digging of my own."

- Take Dwayne as partner... Mostly cause I haven't used him in awhile. **(partner/observation)**

00:40 Versus McKinzie and Riki, two boss tier foes

- We start a good distance away from each other on an open road.

01:00 Riki starts with a sword and puts it to good use. It quickly turns into two simultaneous one on ones, and Dwayne is losing his.

01:05 Hit by SPA Yanki kick! **(funny animation)**

- Successful wall dive strike

01:25 Funny moment where Dwayne lands right by my feet, he is losing his fight badly!

- He SPA Spin bursts out of stun taunt status, I SPA Buff for bonus damage

01:40 Cool dodging of a sword stab and punish, take out Riki.

01:50 McKinzie juggle combos, I try to SPA Combo out, and he SPA Blocks

- I am thoroughly battered by McKinzie in a series of grapples, throwing me to the ground and following up. Game Over! (73)

02:15 Attempt dive grapple off of Dwayne, grapple broken by Riki!

- On this stage, the music kicks in with first damage! **(scene setting/music)**

02:20 Catch a launched McKinzie for an air grapple

02:25 Throat slit by McKinzie **(grapple animation)**

- Oddly low damage for having my throat slit **(observation)**

02:35 Powerbomb interrupted by McKinzie, as I am having my leg broken Riki gets off multiple stabs on me for HUGE damage

02:55 Save Dwayne from grapple, but death stays close

- Me and Dwayne are stabbed to death shortly after, game over! (74)

03:20 Swap Dwayne for Alex! **(partner)**

UR 082 CONT – 2 V 2 against boss level foes, McKinzie and Riki

03:30 Alex dive drop kicks Riki to the ground and I quickly get in a groundpound

03:50 Keep getting hit on wake up by Riki's sword swings, eventually SPA burst out!

- Grapple break Riki, attempt to follow up but he SPA Spins to burst me out, and immediately rushes over, grapples and stabs, restart! (48)

Jokes:

- This isn't Like a Dragon, this is a whole different beast!

Early on, talking about why I beat the game this time: This is another title it took a couple years to beat, don't worry, while I am slow, this isn't a Brigade E5 situation, this isn't real time with pause for thought. I basically always broke this game out, hit a snag, and got pulled away by another project.

This time, I was going through Yakuza 7, and I was craving some brawling! Now, this game isn't Like a Dragon, this is a whole different beast! Using this game to satiate my need for street fights is like a sugar fiend cracking their craving with crack cocaine, it is, in many senses of the word, harder stuff! **(joke/post-note/structure)**

04:10 Alex fucks me over! Using me as a run up stops me in place, and I get caught in a double team! **(partner/fuck you Alex!)**

04:20 Good brawling footage, all four fights in close proximity **(shot/camera)**

04:20 Stun taunted McKinzie stumbles into a double team attack!

04:25 STRIKE! As Riki slide tackles through both me and Alex, sending us in different directions!

04:35 Pull Riki off Alex! **(teamwork/partner)**

04:35 Land double attack on McKinzie and Riki, then get a double team attack on McKinzie! **(contextual attacks)**

04:50 Face slam saves Alex from enemy grapple **(teamwork/back grapple)**

04:30 → 05:15 Amazing teamwork footage, lots of protecting (baiting) partner for grapples, tons of double team attacks, we dominate our two uncoordinated foes!

UR 083 - M82 - Fists of Iron - Defeat Ting Jiao - Kadonashi kinda mid partner

00:00 MISSION 82: WAREHOUSE: "Fists of Iron"

"My brother, Lin Fong's men have hit Kadonashi Dojo's turf. Kadonashi's disciples are in way over their heads with Lin Fong's men so I'm sending you in to bail them out. The Tin Jiao don't appear to be armed, but they're masters of unarmed combat, so watch yourself."

- Back to their jobber status, I see. **(joke/story/observation)**

- Take Kadonashi as Partner, avenge your students or join them in death. **(joke/partner)**

Spa learning joke

While I dislike the drip feed of mechanics, I am sort of okay with Brad getting his SPA moves gradually. He tends to learn one after facing an opponent with the skill, making it feel like he's watching his opponents like a Hawk. **(joke/post-note/tutorials)**

00:25 This one starts with the shelves separating me and Kadonashi from our three opponents, we split up and start the fighting! **(map/spawn)**

- Music kicks up immediately here!

00:35 Right in with a juggle combo, and another!

- Get grapple broken

- Grapple break a leg grapple! Very hard to do!

00:55 Get thrown violently into a shelving unit for big damage! **(hazard/prop/stage)**

- Kadonashi is already dead **(partner)**

- I'm starting to understand why your students are always getting the shit beaten out of them **(joke/observation)**

01:00 Awesome shot of me getting punched through a pile of pallets as they explode and I take bonus damage **(map/hazard/environmental detail)**

01:05 Super deflection out of air, recover and punsih foe

01:10 SPA Combo misses, as downed foe is smart enough to not get up and evade all my hits **(AI/SPA)**

01:15 SPA Spin kick launches me into shelf, I am then hit for a juggle

01:20 Whiff dive strike, get punished, kicked into shelf and boxes drop **(environmental details)**

01:30 Launch foe through shelf for bonus damage

- Super deflection redirect, dodge one attack but get hit by another mid-dodge, I could be annoyed that I wasn't allowed to evade this given I was successfully dodging, but I am being punished for my positioning, allowing myself to get swarmed by three foes **(positioning/crowd control fail/dodge controls/observation)**

01:40 SPA Spin to burst out of stun taunt and hit foe, then quickly dodge roll away from dive strike

- Me and foe both dive strike, I went too early and lose the exchange!

- Cornered and taken out by SPA Combo, game over! (75)

02:00 Punch out shelf to remove it

02:10 Juggle and launch foe through two shelves for bonus damage **(hazard)**

UR 083 CONT – Me and Kadonashi vs. Three Triad Foes

02:10 Double team attack with Kadonashi

- Get away with powerbomb thanks to Kadonashi defending me! (**partner/teamwork**)
- Kadonashi grapple breaks opponent

02:30 SPA Punch to burst away opponent

- Then turn around haymaker sends foe flying into his mate and bouncing off a wall, quickly follow up with face slam! (**contextual attacks/good footage to demonstrate**)

03:10 Finish the fight with a dodge and grapple punish!

UR 084 - M83 - Limbering Up - Defeat Mushin Kai unarmed guys - The swords are holding them back!

MISSION 83: APARTMENT ROOFTOP: “Limbering Up”

“The Mushin-Kai is meeting in their urban district hideout right now. Lucky for us, they’ve assigned guard duty to a bunch of unarmed nobodies. Now’s our chance to strike. Let’s see how well they do without their swords.”

- They’re guarding the roof... Incase I come in by helicopter? (**joke/observation**)
- Take Alex

00:25 Opening cutscene, they look peeved. I’d be sad if I didn’t have my sword too. (**joke**)

- 2 v 3, me and alex vs 3 Yakuza!

00:30 Bait Alex to get off a couple of combos

00:35 Dodge, redirect and punish foe, Alex winds up juggling him. (**partner/combat**)

00:45 Grapple broken, reversed into a suplex!

01:00 SPA Block Yanki kick with combo!

01:20 Dodge roll into bad position, double teamed!

01:40 Redirect and juggle combo punish

01:45 KO foe, launch his body at enemy, who staggers. (**collision**)

01:55 Take out foe with SPA combo

- Grapple broken by final foe, knee’d
- Play carefully with last foe, we’re both on low health.
- Then attempt a hail mary dive grapple as he chases, get grapple broken and thrown to the ground! Then eat two SPA attacks in a row!
- Successful dive grapple, but then I rush into a SPA get up and die, the tightest game over! (76)

02:30 Get off double attack inbetween two foes! (**contextual attack**)

- Then double team attack!

02:40 High sweep sends two foes flying, getting them away from Alex

02:45 Spa spin from foe bursts me away, I get flung into ANOTHER SPA Spin! (**pinball**)

02:55 Attempt powerbomb, kicked out of it (**crowd control fail**)

03:00 Back facing sweep kick (**contextual attack**)

UR 084 CONT – Brad & Alex vs. 3 unarmed Yakuza

03:05 Missed dive strike and punished

03:15 Grapple break reversal, powerbomb enemy!

03:25 SPA Block with buff

03:40 Double teamed

03:45 Win with SPA Combo SPA Block, ignoring Yanki kick!

UR 085 - M84 - Revenge - Defend Chris from Napalm and a tough Yakuza guy

MISSION 84: ABANDONED THEATRE: “Revenge”

“Chris ran into Napalm 99 when he was patrolling the urban district. Being pumped at the chance to settle an old score, he’s probably already kicking ass and taking names. Even so, he might have bitten off more than he can chew. Go and lend him a hand.”

Objective: Take the enemy down while protecting Chris

00:25 Find Chris facing off against Napalm 99 and a Tin Jiao member, both armed

00:40 Struggle to kick Napalm 99 off of Chris.

- Chris nabs Napalm 99’s sledgehammer and we double team attack him! **(partner/weapon)**

- Me and Chris get Napalm 99 in a corner and batter him, juggle leads into air grapple while Chris smacks him

01:00 Napalm 99 pops SPA Buff and super armours his way out, rushing me down and landing a lot of damage

01:20 SPA Haymakered off wall!

01:25 Take a ton of damage from sword combos, SPA Combo to burst out

01:35 Foe uses me for dive strike, I SPA Spin to burst out, hitting both enemies! **(run-up/Spa Burst)**

01:50 Dodge and juggle combo punish, finish off Napalm 99 **(defence)**

02:05 Very close win, groundpound foe while Chris assists to take the win!

UR 086 - M85 - Pursuit - Spotted by Lin Fong, fight!

00:00 MISSION 85: UNDERGROUND PARKING: “Pursuit”

“Lin Fong just entered this building. Hate to ask you this, but I’d like you to tail him and check the place out. Remember, the whole place is enemy territory, if you get spotted, abort the mission and fall back.”

Objective: Take Lin Fong down.

- I think Brad is getting spotted and aborting Lin Fong... **(joke/observation)**

00:25 Fight begins, Lin Fong pops a purple SPA and charges me

00:35 Opening of fight is dodge heavy, neither me or Lin landing a blow, I dive strike over his slide tackle. **(dodging/defence)**

00:40 First blow is landed when Lin Fong pops a SPA combo, before going into a juggle combo

UR 086 CONT – Vs. Lin Fong

00:50 Thrown through wooden traffic barricade, it breaks (**hazard/prop/environmental detail**)

00:55 Lin Fong has an ABSURDLY LONG SPA Combo that I fail to SPA Block through

- I do manage to SPA combo through most of his second one however. (**SPA Block/metre**)

01:20 Started playing defensively, letting him run in, deflecting and punishing.

- Land a dive grapple break

01:35 Get SPA Blocked

01:40 Koed by Lin Fongs unique highly damaging kung fu style Grapple, game over! (77)

01:55 Powerbomb grapple broken

- Redirection into face slam, a strong option (**observation/moveset/good contextual footage**)

- *Good footage to show difference between front and back head region grabs (note)*

02:10 Another redirection into face slam (**grapple/contextual attack**)

02:15 ABSURD: He grapple breaks MY grapple break!

- A GRAPPLE BREAK CAN BE GRAPPLE BROKEN? The actual fuck?!

02:30 Opponent super deflections out of my combo and immediately slide tackles into an extended juggle, eventually super deflection out and SPA Combo to punish!

02:35 Amazing hitbox moment, I slide tackle as Lin Fong jump attacks and we miss eachother!
(**amazing hitboxes**)

- Then punish a slide tackle! He gets me with the next and goes into juggle

- Seemingly knowing my weakness, Lin Fong starts going for slides and leg grapples. I do feel I hate leg grapples, they're so fast! (**observation/moveset**)

03:15 SPA Block Lin Fongs combo with my own

03:25 Stand off, Lin Fong charges and I win the exchange, my hit coming out faster, but I hesitate and he takes the initiative

03:35 Whiff dive attack, but catch and punish slide tackle

03:45 Dodge roll out from under dive attack

- Pop SPA Buff and grapple break a dive attempt

- Groundpound denied, stand off, one last redirection into face slam and I take the win!

UR 087 - M86 - Return of the Monster- AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH

00:40 MISSION 86: BORDIN BLDG. MAIN GATE: "Return of the Monster"

"Just as I suspected, their headquarters is somewhere in this area. They're not gonna let us escape that easily. Golem's waiting to jump you as you leave the parking lot, and unfortunately, you won't be getting any backup on this one, you're going in solo. We'll figure out our next move once you take care of business."

- Plenty of time to plan then! **(joke)**

Objective: Take Golem Down. Tall. Fucking. Order. **(observation/difficulty)**

01:15 Terrifying opening cutscene, Golem stands before the Bordin Building door, axe in hand.

- He narrows his eyes at me.

- I feel like if Urban Reign got a movie adaptation this guy would be played by the Rock, the role would suit him cause like the Rock, Golem is not allowed to lose! **(joke/observation)**

- I'm gonna count my deaths for this, but to sum up the Golem fight quickly, I tweeted this after I beat him: Golem Rematch. Whiff a hit? Get punished. Miss a grab? Get punished. Mistime a dodge? Get punished. Poor use of SPA? Get punished. Land a hit? Get punished. Successful grab? Get punished. Dodge? Get Punished? SPA? Get Punished. More losses here than I counted.

- Golem is fast and strong, his AI is highly aggressive and uncompromising, he forces you to make mistakes and permits none! **(difficulty/boss)**

- He has zero weaknesses beyond a slightly simple moveset. But this is the crack in his armour you have to break wide open. He's so unfair in a straightforward way he essentially forces you to abuse every little advantage you can create. Using the greater variety and leverage in Brad's moveset to wrangle control of the fight. The whole game has asked you to get good, this guy, he asks you get bad! **(joke/wordplay)**

01:15 Fight begins, Golem pops his super armour SPA buff and charges

- Hits, launches, juggle with axe. I panic attempt to burst with a SPA combo but against his super armour it's meaningless, he just buffers an axe combo and I eat more damage.

- Walk into his axe and that's it, my first attempt lasted less than 30 seconds! Game over! (78)

01:55 Walk into axe, restart! (49)

- Too fast of me I know.

02:15 Dodge roll fucks me often here, dodge rolling away from his axe only serves to put me in better range of his swings! **(dodge roll/issue)**

02:30 Dodges exchanged, feeling each other out, grapple break Golem's fast torso stab grapple, ends when I eat a HUGE SPA HAYMAKER

02:55 Get running grappled, stun taunted, let Golem wander into me and surprise SPA COMBO!

- and he SPA Blocks me with a SPIN for MASSIVE DAMAGE!

- I can't even safely SPA combo this guy much of the time!

- He stun taunts me and leg grapples

03:30 Whiff an axe swing, get punished, fatal shin kick! Game over! (79) **(joke)**

03:50 Hit by Golem's axe grapple, a home run with an axe! **(animation/grapple)**

- Get hit with the bullshit tackle grapple, restart! (50)

04:15 Redirect Golem, pop SPA Buff, and leg grapple. Grab axe and attempt to buffer strike, get punished by SPA Get up

UR 087 CONT – Vs. Golem Solo – AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH

04:30 FALL FOR IT AGAIN! Buffering axe does not work when this dude generates SPA faster than a fucking aquaduct!

04:40 Toss axe at Golem, he dodges, rushes in, I dodge his combo, redirect and leg grapple

04:55 get giant swung, stun taunted, attempt to bait SPA Combo but Golem spaces me out

05:10 Giant swing near lamp post creates animation glitches, pretty fun. **(glitch)**

- Running grappled into wall, and die, game over! (80)

05:30 Launched and axe combo'd TWICE IN A ROW! Less than ten seconds into the fight and I have lost nearly half my life. **(damage/weapon/AI)**

- Eventually I whiff a dodge and eat a face full of axe, game over! (81)

06:45 My SPA Get Up is punished as Golem has super armour, so I get up and am immediately launched and juggled by axe swings! This is insanely cruel!

06:55 Grapple break, reversal golem into powerbomb!

07:00 Super deflection on Golem, punish with leg grapple!

07:15 Stunned by Golem popping his buff and killed with axe! Game over! (82)

- Menu tip telling me to just run away when he pops SPA, the game is wise. The game is telling you to fight smart, not nobley! **(observation)**

- Stupid as it is, part of me winning this fight was abandoning what dumb notions of honour and “earning the win” I hold to. **(observation/strategy/funny note)**

07:45 Golem's SPA pop stuns!

08:20 Golem lets me lay into him with a SPA combo then kills me with his Axe Grapple, game over! (83)

08:35 Grappled and axe combo'd, restart! (51)

08:45 Tackled, restart! (52)

08:50 Whiff dive grapple and get hilariously punished for it. Tossed like a ragdoll! **(dive fail/funny animation)**

- Attempt another dive grapple, get grapple broken and powerbombed!

- Tombstoned, restart! (53)

09:30 Repeatedly fail to escape Golem, each time I get up I get rushed back down, restart! (54)
(hyper aggressive AI)

09:45 Combo'd, restart! (55)

09:50 Attempt dive strike, the sprint system is so sticky I see Golem sprint across the whole screen. **(funny/sprinting/controls/observation)**

10:00 Run away from Golem (who also runs faster than me!) Until his super armour wears off and then get a dive strike! **(status effect/buff/strategy)**

11:00 SPA Combo, Golem eats some then hits a SPA Spin, I come out far worse in the exchange!

11:30 Giant swing, tossed into wall, die, game over! (84)

12:35 Cool dodge of axe swing and punish

13:40 Golem staggers his axe combo to prolong it, smart AI, I restart! (58) **(AI/observation)**
- It's actually genuinely impressive that the AI plays to the games rules in such a way

13:50 Tackled and axe combo'd, restart! (59)

14:25 Next attempt is a real back and forth, tons of grapple breaks both way, but I lose more in each mistake, and a SPA block from golem causes me to restart! (60)

14:35 Launched, juggled, and slide tackled on landing, restart! (61)

14:40 I give up instantly, restart! (62)
Restart! (63) (64)

15:40 Low sweep a super armoured golem, get grappled for it!

16:50 Fail to dodge axe combo, game over! (85)

17:05 Golem's high grapple, he hoists a foe up high and then fucking slams them to the ground using his bodyweight to land on top of them! **(animation)**

17:15 Attempt to dodge a punish a motherfucker with super armour, I am very smart. **(joke)**

- Get fucking bodied, restart! (65)
- Shin kicked and axed, restart! (66)
- Running grappled and axed, restart! (67)
- Leg grappled, restart! (68)
- Breeze annoyed me, restart! (69)

18:10 Run around until Golem's buff wears off

18:25 Successfully dive grapple golem, gets him to drop his axe, I grab it!

- Dodge low kick and punish with axe combo
- The axe is also the secret tool to this fight, it lets you space out Golem, you have to master it before you master yourself! **(strategy/gameplay/joke)**
- I am felling a mighty fucking oak here!

18:35 Good dodge and punish with axe (**weapon**)
- Streak ends when he hits me with the surprise tackle, and then SPA Haymakers and recovers the axe!

19:00 → 19:20 Bizarre Golem combo, he basically stunts on me and I am helpless!
(difficulty/combo/cruel)
 - Restart on barely any health! (70)

19:50 Dive strike punished, jump right into axe!

- As the game goes on, enemies start seriously punishing the move given it is long and predictable, it turns into a trap! **(AI/moveset/combat)**

20:10 Keep redirecting golem and getting broken, it really does feel like the game is resisting you when it doesn't allow you to go through with moves!

20:35 Grapple break two axe grapples

- mistime buffering my swings, Golem gets in with his greater reach. SPA Block his running grapple!

21:45 I'm making progress, I've got Golem in a rhythm and his health is dropping!

(weapon/strategy/disarmed)

- Successfully dive strike Golem and regain the axe!

- I attempt another dive and land on his foot, an accidental non-whiff!

- Grapple break Golem, eat two axe swings, and one last panic SPA combo to burst away wins the day! What a terrifying victory!

UR 088 - M87 - Capture - Leg Breaker Mission

“Lin Fong has got to be up to something. I need to know where their hideout is located, and woh’s pulling the strings behind the scenes. Capture one of the Tin Jiao guys. We’ll make him talk. Don’t jack him too much or he won’t be of any use to us but break a leg or two so that he won’t be running off anywhere soon.”

Objective: Bust up Yan Jun's lower body.

- So am I jacking him or not? (joke/objective)

00:55 Cutscene zooms in on my sole enemies legs... Incase the player doesn't know what legs are.
(joke/cutscene/camera)

01:10 Grapple break overhead throw

01:20 Dodge and low sweep punish

01:30 Grapple break low grapple

- Then leg grapple, another one does the job, and this is a very easy mission

UR 089 - M88 - Grilling - Stop ting jiao from rescuing friend - Shun off on business it seems

00:00 MISSION 88: RESTAURANT: "Grilling"

"We got him to spill pretty much everything we needed to hear. (*I jacked him good*) I'll fill you in on the details later, but we don't have time for chit-chat right now. Several members of the Tin Jiao are on their way over here. I'm not sure whether they're planning on rescuing their comrade, or killing him before he's had a chance to flip. In any case, we've gotta cancel their reunion. I've got some minor business to attend to just now so I'll leave the situation in your hands."

- Shun is off on some business! I'll take Park with me.

00:45 2 on 3 in the Restaurant, 2 tin Jiao and one shadow platoon!

00:50 Double team attack! And another! **(partner)**

01:00 SPA Block with punch! Then get leg grappled!

- Then another double team attack!

- Face slam on foe behind Park to protect him!

01:15 Redirect and leg grapple on foe sneaking up behind me!

01:30 Get doubled teamed

- SPA burst out of combo and take out foe

01:40 Grapple break leg grapple and low kick foe

01:45 Dive attack over slide tackle, we miss each other! **(cool moment)**

- Super deflection redirect and face slam punish, finish with a groundpound

01:55 Accidentally trigger sprint attack, and it's redirected! And so is my ability to learn!

(joke/tutorial/sprint attacks/redirection)

02:00 Park finishes foe, and I air grapple his corpse!

UR 090 - M89 - An Unexpected Call - Lin Fong calls! Shun is captured - 4 VERY HARD ENEMIES OUTSIDE

00:00 MISSION 89: CHINATOWN: "An Unexpected Call"

"Hello, Mr. Brawler. (*Hawk, actually*). This is Lin Fong. What? Are you surprised to hear from me? Well, get over it. Do you have any idea where my sister, Shun Ying is? Well, I do... I bet you have a lot of questions for me right now... I've sent some of my boys over there. If there's anything you'd like to know, feel free to ask them. But I must tell you, they're not the most talkative types."

- Dun dun dun! In a shock twist, this game has another voice actor! Last thing I expected, oh, also Shun Ying has been kidnapped.

- Also I had more trouble with this mission than Golem. **(joke/difficulty)**

- Golem took 23 minutes, this mission took 30, four uncompromising, highly aggressive foes with good health and damage, it's like fighting four minibosses simultaneously!

(difficulty/mission/observation)

00:45 Opening cutscene shows only two foes. Bain and a Yakuza, both armed, but two more foes are behind me, it's a cruel opener, an ambush, and it really does make you despise your enemies, it's a trick this game pulls a few times. **(cutscene/observation)**

01:00 Get juggled nastily by multiple foes!

01:10 Camera occludes buildings when I'm backed into them. **(camera/foresight)**

UR 090 CONT – 4 very tough foes in Chinatown

01:15 Back up, dive strike, trying to separate out foes. **(crowd control)**

01:20 Pick up and throw knife, miss

01:20 foe whiffs SPA Sword swing, charge in and punish, my juggle is interrupted as another sword wielding foe capitalises!

01:25 Dive strike misjudged, punished, sword foes are very good at shutting it down!

(moveset/observation/rock paper scissors)

01:30 Super deflection dodge roll and punish

- Pop SPA Buff to interrupt foe **(burst)**

01:45 Dodged and punished, restart! (73)

01:55 Two hit dive strike combo

02:05 Dive strike punished, I never learn

02:15 Cool dodge and punish

02:35 Dive grapple grapple broken

02:50 Take down one foe, consume health drink!

02:55 Another whiffed dive strike punished, keep falling for it!

03:10 Move like an idiot and get between two foes, double teamed!

03:25 Stun Taunted repeatedly and CUT TO RIBBONS, fail to escape! Game over! (86)

03:55 Pursue Bain solely, trying to keep him isolated **(crowd control)**

04:00 Dodge two strikes of a combo, then stumble and eat shit.

04:35 Enemies swarm, Bain is now backed up, I fall back and await a new opportunity, which baits, sprinting ahead, I pop a SPA Combo too soon and he spaces it out. **(crowd control/SPA/AI)**

- Cool crowd control, I use a Dive strike to blow away two foes, then finish off the isolated Bain!

(combat/crowd control success)

- Then attempt another dive strike, whiff, and get stabbed for it! **(spacing)**

04:55 Dodge two sword swings, waiting for opening, eventually I am the opening, I roll into a bad position and get sliced! **(wordplay/dodge)**

05:00 Get grapple broken and kicked into another foe swinging at me, pinballed between foes and then bounced off of a wall for more damage. **(hazard/wall)**

- Get grappled, while grabbed I also eat sword swings for massive damage

- Slashes continue, I burst out with a SPA combo!

05:10 Dive over Yanki kick

05:20 Manage to secure health drink

05:30 Manage to dodge two swings and powerbomb foe **(bad crowd control success)**

UR 090 CONT – 4 very tough foes in Chinatown

05:35 Grab sword, clumsily slash at opponent **(weapon)**

- whiff sweep, get punished, burst out

Music: No music on this stage **(atmosphere)**

05:55 Pursue foe I hit, get kicked in the legs and die. Game over! (87)

06:15 Juggle bain, grab his knife and throw, his mate dodges it. **(weapon throw)**

06:30 Beat up a downed bain, groundpounds and kicks

- Bain super deflects, I redirect and keep up pressure, eventually he super deflects and back grapples. **(contextual move)**

06:35 SPA Combo Bain, launches him into an ally **(collision)**

06:40 Dive misses, but also causes me to JUMP OVER the foes sword. **(cool)**

- Punish, juggle foe and launch him into bain, he stumbles and I charge in to capitalise on the opening. **(collision/crowd control)**

06:55 Powerbomb foe and grab his sword!

- Throw it through Bain! Then low sweep to hit him as he collapses

- Back up, circle around foes until I have Bain isolated again and finish the job! **(crowd control)**

07:10 Hit foe with thrown energy drink, how ironic! **(joke)**

- As I juggle one foe, get stabbed by another!

07:25 Hit with SPA Yanki kick

- Punished on wake up and sent right back down to the ground

- Happens repeatedly, can't fight one foe without another cutting in, literally!

(joke/wordplay/crowd control fail)

- The swords and heightened aggression makes controlling crowds far tougher, as they can spread out further while still covering each other, and this greater distance also makes my crowd clearing moves relatively weak. I have to pick my time, and when my time arrives, it is always scant!

(observation)

07:55 Burst down foe and finish them off quick, down to 2!

- Catch health drink out of the air and down it!

08:15 SPA Block Yanki Kick!

- Not enough metre to SPA Block kick, eat a TON of damage! **(combat/metre/SPA)**

- The run was going well, but then I get stun taunted and cannot escape as I am cut to pieces, game over! (88)

08:45 Groundpound denied as enemy slices me **(crowd control fail)**

- Foe staggers attacks to lock me up, restart! (74)

09:10 powerbomb foe, acquire sword, get one combo off before Bain pounces on an opening.

- Then do dive strike, hit two foes!

- powerbomb interrupted **(crowd control fail/enough examples)**

09:55 SPA Buff deflects sword thrust! **(i-frames/burst)**

UR 090 CONT – 4 very tough foes in Chinatown

10:00 Full SPA Combo while damage buffed takes a ton of health! **(SPA/BUFF)**

10:15 Take out foe, and then hit Bain with thrown drink, it bounces, I catch it, and throw it again! It bounces, I throw it again! **(funny)**

10:25 Funny hit reaction, Brad clutches back of head in pain after getting whacked there!

10:45 Take out Bain

10:55 Whiff dive strike, punished!

- IMMEDIATELY DO IT AGAIN AND GET PUNISHED WORSE! **(Spacing fail)**

11:05 Throw knife, both foes dodge it **(weapon)**

- Grab sword, both foes dodge it!

11:25 Get sword, stab cornered foe and slice

- Poorly judge distance, whiff stab, get stabbed! **(weapon/spacing)**

12:20 Get third foe, one left, but I have no health

12:25 SPA block Yanki kick!

- Me and foe both doing footsies with blades, I lose the exchange and die, game over! (89)

13:00 Take Bain into the corner and get as many blows in as I can before his mates close in

- Pop SPA Buff and PUNCH through sword swipe

- Backfires when I get sent into the corner by four men with swords, eat a ton of damage **(crowd control fail/map)**

- Escape dive strike hits two, is punished by third, try again and get double teamed, restart! (75)

13:50 Hit into car, it rocks in response. **(environmental detail)**

14:00 Shove Bain into wall for tiny bit of damage!

- Dive strike over Bain's slide tackle

14:20 Bain is smacked into a wall, and the chip damage finishes him! **(colission/hazard)**

14:30 Bad crowd control, basically walk into the midst of foes and get punished **(crowd control fail/spacing)**

14:55 Super deflection dodge roll

15:15 Yanki kicked into stab, then cannot escape

15:25 Shish kabob two foes with stab!

15:45 Screwed over by lock on picking wrong foe! I stab at air as other foe charges me! **(lock on fail/camera/controls/issue)**

15:50 Stabbing downed opponent with sword

- Hit foe into car, it deforms, he SPA Spins to burst me away

16:10 Low sweep dodges under knife attack. **(hitbox)**

16:25 Sick dodge, low sweep ducks me under attack, shin kick foe **(hitbox/dodge)**

- Get slide tackled

- Clothesline tackle takes me down, game over! (90)

UR 090 CONT – 4 very tough foes in Chinatown

17:05 Lock on goes to foe a mile away *while I am getting fucking stabbed* (**camera/lock on fail/issue**)

17:20 Break out of corner with double dive strike (**crowd control/map**)

18:00 Hit foe with health drink (**irony/weapon/thrown weapon**)

18:15 Stun taunted and sliced to shit repeatedly, die, game over! (91)

18:55 two hit dive strike combo, land short of third opponent and get punished. (**spacing**)

19:10 Big punished on bad dive strike attempted

19:25 SPA Spin to clear enemies around me (**crowd control**)

19:35 Launch Bain, he lands on the table for bonus damage

- Launch Bain up and air grapple powerbomb him down!

19:50 Attempt to burst out of a foe hitting me with a sword, he walks out of range and then punishes! (**SPA Burst fail/Spacing**)

- I am then juggled by two separate foes alternating sword swings, I lose nearly all my health and restart! (76)

20:05 Flub opening and immediately restart! (77)

20:25 Shove Bain into corner and batter him, SPA Buff to deflect foe sneaking up behind!

- Summing up fight: The four foes, with great reach and less forgiving AI, making separating foes out far tougher, you have to really make smarter use of crowd control and be ready to break away at a moments notice (**strategy**)

20:45 SPA Blocked by foe

21:10 Three hit dive strike combo!

22:20 Walk into big ass SPA Sword Swing, game over! (92)

22:40 Throw weapon at foe, it bounces off and I catch it! (**weapon throw**)

23:05 Get locked in a sword combo and restart! (78)

23:10 Win the fall for it again award as I dive strike into a kick, punished!

- Get beaten up and grappled! (79)

23:40 Use of knife on Bain (**weapon**)

23:45 Throw knife at Bain, he punches it back, I time my own punch and slip through his combo

23:55 Bain taunts as we circle

24:15 SPA Combo foe and attempt to pursue, he SPA Spins to deny me!

UR 090 CONT – 4 very tough foes in Chinatown

24:50 Bain launches off an ally and grapples me

25:10 Me and foes make dodging motions at each other, then he beats shit out of me

25:30 Redirected and punished!

25:50 Launch foe into table (**hazard**)

26:10 Double teamed

26:15 Foe lands behind me, this causes a contextual backhand, dragging me off of the enemy I'm after, and missing on top of that! (**contextual attack issue**)

26:20 Launch foe into air, he collides with his own dropped weapon and the damage ends him!
(**moment/collision/weapon/rare KO**)

- Eat obvious SPA Yanki kick and get cut up. Game over (93)

27:10 Stabbed off of groundpound (**crowd control fail**)

27:40 Foe fails to SPA Block

28:10 Punched off of wall run, thrown to ground

- Successful Dive Grapple
- Finish enemy with SPA Punch

28:45 SPA Spin kicked into foe, sliced, low kick deflected and punished. (**pinballed**)

- Double teamed
- Finish third foe with powerbomb

29:20 Just me and Masa, toughest foe.

- Grapple break and punish
- Launch foe into car, quickly pursue and face slam!
- Pop SPA Buff and SPA Combo him on wake up for massive damage!
- One arm throw and I took em out! These guys gave me more grief than Golem good god!
(**difficulty**)

UR 091 - M90 - The Trap - Tough 3 on 1- not as bad as the last one

00:05 MISSION 90: GREEN HILL: "The Trap"

"Guess it was my bad to send over tongue-tied imbeciles to get the job done. Cut me a little slack. But you've still got questions, right? Well I've got your answers, but you'll need to get over to Green Hill. Alone, of course."

- You know, you're pretty cocky for a guy I've already kicked the shit out of once... After several attempts. **(joke/difficulty/story)**

00:40 Cutscene: Three Tin Jiao members are ready to face me, they're tough. It's sort of the same as last mission, open area with three weapon wielding angry foes, so one less than last time. This one takes a third of the time the last mission did.

01:00 Roll over slide tackle and punish **(deflection)**

01:15 Will dive strike over Ye Wei and plant him into wall, sick dodge! **(cool moment/dive)**

01:45 Foe wall dive strikes me!

01:55 Health drink knocked from hands

02:00 Super deflection dodge knife and low sweep punish!

03:05 Dive into kick, punished, die, game over! (94)

03:20 Dodge knife and attempt powerbomb, enemy interrupts. **(crowd control fail)**

- Pulled into combo, restart! (79)

03:35 Run right into double team attack and restart! (80)

03:40 Whiff dive strike and get grappled, restart (81)

- Once I pop restart, I can't stop

04:05 Super deflection in air, flip back down to feet

04:35 Super deflection in air

05:00 Ye Wei combo, keeps pressure on me, SPA Get up to clear room and reset the rhythm **(SPA)**

- I spa block and win the exchange, take him out with a groundpound

05:35 Grapple break overhead throw, slam enemy into ground!

06:00 Bad positioning, get SPA'd by two foes, game over! (95)

06:10 Get caught in combo, restart! (82)

06:40 Punished attempting wall dive strike

07:10 SPA sword combo hits me as another foe gets hits in, restart! (83)

07:20 Grapple break run up

07:45 Restart (84)

- I have no more excuses (85) (86) (87) (88)

- I just keep giving up when I don't land first hit

09:05 I PULL OFF A SLIDE TACKLE! I don't even think I register what I had done! **(sprint attack/observation)**

UR 091 CONT – One on Three

09:05 Very cool moment, two hit dive strike combo and grab dropped sword from the sky!
- Before I toss it right through an enemy!

09:20 SPA Block with COMBO

- Another foe SPAs me, I have no metre... **(metre)**

09:40 Dodge, punish, then grapple break!

09:55 SPA Block with PUNCH

10:15 Juggle combo into air grapple! Into groundpound!

- He breaks out and I finish with a SPA Combo

10:45 Final enemy gets a good couple combos off, I start recovering.

10:55 Grapple break foe and high sweep to punish

- Redirect and face slam. Panic SPA Combo as foe falls to ground, smart enough to stay down to evade the whole thing! **(AI)**

11:20 Win with SPA Block Punch

UR 092 - M91 - The Monster Unleashed - NOT SO BAD GOLEM

00:00 MISSION 91: GREEN HILL: "The Monster Released"

"She's gone. I told Golem to kill her the moment he finds her. You probably won't see her again alive. Such a shame. If you want to save her, you'd better find a way to track her down before Golem gets his hands on her. There's probably not much you can do at this point, but... Let me wish you the best of luck."

- Thanks for the phonecall! **(joke/story)**

00:40 Cutscene, Golem, just standing there, axe in hand, round 2!

- He pops SPA and charges, smaller arena, but still plenty of room to run!

- I flee until his buff wears off! **(strategy)**

00:55 I accidentally slide tackle! **(sprint attack)**

01:00 Redirect and face slam!

01:20 SPA Combo blocked by Golem's much more powerful SPA Spin

01:25 Slide tackle and air grapple... I am learning???? **(tutorial/sprint attack)**

- And he grapple breaks me!

- I start slide tackling, locking it in, I've learned what I've been missing! **(sprint attacks)**

01:40 Then I get caught in a grapple and restart (89)

01:45 Wall run dodge over Golem's attack! Get caught a moment later

02:10 Slide tackle into turn around haymaker **(sprint attack/contextual attack)**

02:20 Redirect into face slam into downed kick

- Whiff slide tackle into airgrab

02:40 Whiff axe combo and get punished

- Juggle combo into attempted air grab, broken, dodge punish attempt, pop SPA Buff. SPA Spin burst when Golem lands hit

UR 092 CONT – EAT SHIT GOLEM

03:10 GRAPPLE BREAK TACKLE! GET FUCKED GOLEM!

- My cockiness falters as Golem starts landing blows, he needs less hits than me to win, I SPA Spin to shut down his momentum
- Rush and grab the axe, fall back on this
- Two well timed combos and I take Golem down SECOND TRY! (**SKILL growth**)
- Hell yeah, eat shit Golem! I am stronger!

UR 093 - M92 - The Escape - M93 - Little Brother - Save Shun, dual boss with GOLEM AND LIN (won kinda easily)

Stupid note: In Rush hour the bad guy is called Jun Tiao, in this game the triad are the Tin Jiao

00:15 MISSION 92: APARTMENT ROOFTOP: “The Escape”

“It’s me, listen up. I’ve only got a few seconds. I saw a window of opportunity and managed to escape. I’m in a building in the urban district. They haven’t found me yet, but-damn, they’re...”

- Objective: Take the enemy down while protecting Shun Ying
- Have to take Shun as partner

00:40 Mission: 2 v 4 while keeping Shun alive. We start separated, with two gangsters on Shun and two on me.

- Sprint past my two guys and slide tackle gangster! (**sprint attack**)
- Whiff turnaround haymaker (**contextual attack**)

00:50 Double team attack with Shun

00:55 Dodge roll sword and punish, get hit in back and SPA Burst out

01:10 Shun Ying gets ganged up on and her health melts! Swap to her and try to escape, fail, game over! (96)

01:25 Shun Ying’s cool running grapple move

- Punch foe into wall, follow up with double team attack (**partner/team work**)
- Then get off another double team attack

01:40 Dodge and another double team

- Three team attacks and an air grapple!

01:55 Cornered by foes SPA Spin to escape! (**crowd control**)

02:05 ABSOLUTE CHAOS IN THE CORNER

- Super deflection out, run back in and SPA Spin to scatter the crowd! (**crowd control**)

02:10 Get launched, land on Shun (**collision**)

- Hang around Shun to defend her, low health.

02:30 Get grapple broken and suplexed

- Stun taunted, SPA Spin to escape, scatters foes

02:40 Three high sweeps crashing foe into wall repeatedly, it’s a pretty solid move, less risk than combo

- Clear up foes and Shun somehow avoids taking too much punishment, still ends on a slither of health. (**partner/objective**)

- In a rare instance, the game progresses right to the next mission with no break!

UR 093 CONT – M93 – Little Brother

03:15 MISSION 93: RESTAURANT: “Little Brother”

(No mission text)

Cutscene: The camera pans around the empty restaurant, revealing Lin Fong and Golem, waiting with weapons. Shun tells him to get the hell out. Lin Fong reveals how their father died, it was him! “He was old and weak. Survival of the fittest. Simple, really. Believe me, this hurts me too. But, I have my orders. Say hello to our father for me.”

- We square up, and the fight is on. **(story)**
- What a twist!

04:05 Gameplay begins. 2 v 2, Brad and Shun vs. Lin and Golem, arena with a lot of props!

- Golem Pops SPA, I get staggered and battered, half health within ten seconds!
- And a third within another five, restart! (90)

04:30 These two are hyper aggressive and we start in striking distance

- Lin slide tackles and grabs sword out of air

04:40 Hilarious collision, I go to face slam Lin Fong, but the launched Shun touches me, interrupts my grapple, and then Golem air grapples me and I super deflection out, what a bizarre series of interactions! **(moment)**

04:50 I am then juggled and launched into a wall next to Golem, he batters me, and I restart! (91)

- I am then beaten down by Golem and Lin, restart! (92)

05:10 Redirect and face slam Golem through a fucking table **(hazard)**

- Shun Ying lands double attack on Lin and Golem
- get grapple broken by Lin and punished
- Get absolutely bodied by Lin, restart! (93)
- Staggered by SPA pop and grappled, restart (94)
- Miss dive and combo'd, restart! (95)

05:50 New attempt begins with me backing off, Lin pursues and me and Shun captures him with a Double Team attack

06:00 Shun saves me from a grapple

- As Golem redirects me Shun punishes him!
- Grapple broken by Golem and punished with a tackle!

06:20 Golem pursues and slide tackles, smashes through a divider! **(environmental details)**

- Shun has battered Lin Fong by herself with barely a scratch... How the hell?

(AI/Partner/difficulty)

- She's locked in, saving me from a beatdown with a double team attack, then getting hits in while I groundpound. With a sword she easily spaces Golem out while I sneak in punches, and he goes down yet again! Not so bad Golem!

UR 094 - M94 - Enemy Stronghold - Tag match again finally - Jake got me through!

MISSION 94: BORDIN BLDG. MAIN GATE: "Enemy Stronghold"

"My brother, Lin Fong. He's fled the city. He lived by the motto "might makes right." Which is why after being defeated, he probably won't show his face around these parts for awhile. From what I overheard when I was held hostage, the leader of the Mushin-Kai, the same guy who's trying to gain control of the city, goes by the name of Shinkai. I found out he's been sending out henchmen from a certain building near the civic center. Head over there, bust through the front door and take Shinkai down. Show no mercy to anyone who gets in your way. We're almost to the end now, just give me a little more of your strength."

- Lin Fong, a truly embarrassing arc... Also I kicked his ass *on sight*, but I guess Shun doesn't know about that run in in the parking lot. **(story/observation)**

- Also I'll lend you my strength, I genuinely have no idea if Brad is even getting paid for this. **(story/observation)**

- He better be getting time and a half at least by now!

- Take Alex as Partner!

00:50 Stood before the Bordin Building is McKinzie, flanked on both sides by a HUGE man.

01:00 Whiff slide tackle.

- The controls are a little funny for slide tackling. Sprinting is activated with just a tap of X, and stopped when the player either taps again or moves in a contrary direction. Slide tackling is STRIKE + Down, so it's easy to slightly throw your aim off when tackling. **(controls/issue)**

01:00 – 01:30 Great enemy management, handle two foes by forcing them to approach me separately, knock one away just as the other closes in. Double dive strike, powerbomb, a redirect and punish, then pop SPA Buff and combo a distracted foe. **(SPA/buff/crowd control)**

01:35 Groundpound while surrounded, Alex saves me with a slide tackle! **(partner/teamwork)**

- And the foe lands on another enemy for more damage! **(collision)**

02:00 Alex Koed

02:10 Knock out of powerbomb

- Roll back towards foes and get double teamed while McKinzie piles on more damage.

- You know, McKinzie just feels like Bain if he went through a pokemon evolution.

(observation/joke)

02:30 Dodgeroll through crowd and stupidly attempt a powerbomb when I stop, get punished for it **(bad crowd control fail)**

- Hit in the back of the head with a crowbar, game over! (97)

02:55 Swap Alex for Grimm **(partner)**

03:10 Instantly knife combo'd be McKinzie, then he dive strikes off an ally! Restart! (96)

- Whiff slide tackle and get punished out the gate, restart! (97)

03:25 Mistime press and accidentally sprint kick at the wall, get punished, restart! (98)

- combo'd, restart! (99)

03:40 Grimm loses his wrench, I nab it and get some hits in **(weapon)**

- Grab a mace and hit McKinzie in the back as Grimm wallops him. Then get drop kicked!

- Funny hit animation as Brad holds his knee in pain. **(hit reaction)**

UR 094 CONT – McKinzie and Two Big Blokes guard the Tower

04:10 Hit by McKinzie's SPA Knife combo, shreds my health! SPA Block too late and knock him away.

- Manage to get hit without losing weapon!

04:15 Sledgehammer combo on McKinzie!

- Foe slide tackles, knocking me away, best move against weapons, as I would could to learn. **(observation/gameplay)**

04:25 Whiff dive strike and dodge punishment

- Then get double teamed! DOUBLE ARM BAR! **(RARE ANIMATION)**

- GRAPPLED AND STABBED IN THE NECK, restart! (100)

04:55 Used for run up and dive grappled!

05:00 Redirected and knife combo'd, SPA Spin to burst out

05:10 Pulled off enemy while groundpounding **(crowd control fail)**

05:25 Double teamed and thrown to ground, stun taunted, SPA Spin to burst out and recover

- Dive grappled and restart! (101)

05:45 Punch foe off of Grimm! **(partner)**

05:55 Using Grimm as bait

06:15 Working two foes, one combo each.

- McKinzie dodges behind me and I do a turning back punch. **(contextual attack)**

- Super deflection redirection and punish

- Grimm dies and I am suddenly surrounded and double teamed!

06:40 dive strike into a mass of foes and get punished, juggled. Caught in double team, and ultimately restart! (102)

- Swap out Grimm for old reliable Jake, the boy is back! **(partner)**

07:35 Grapple break McKinzie's throat slit

- He SPA's to try and stop my punishing him, I SPA Block with the spin!

07:45 Dodge weapon and punish two foes **(crowd control)**

08:00 Good use of SPA Spin to clear room for me and Jake

08:15 Beat foe to death with a mace **(weapon use)**

08:20 Attempt homerun with mace, get interrupted with a quick jab **(weapon use fail)**

- Weapons are hard **(observation)**

- Grapple break neutral grapple, shove him into mate who gets staggered **(collision)**

- Weapon somehow glides through enemy. **(i-frames?/glitch?)**

08:30 Get grappled, lose weapon, Jake recovers it

- Foe sneaks up behind Jake, but I punch him away! **(teamwork/partner)**

- McKinzie grapples Jake, I grapple him, then face slam. Jake stun taunts the guy, and I let Jake get the final blow!

UR 095 - M95 - Forcing Through - Another tag match – Easier

00:00 MISSION 95: BORDIN BLDG. MAIN GATE: “Forcing Through”

“Looks like they’ve heard the commotion and sent out reinforcements. The entrance is blocked, but we may be able to get in from where they came out. We’ll simply blow past anyone who gets in our way.”

- Take Jake again, first boss, final bro! **(joke/partner)**

00:20 Another 2 v 3 against easier foes.

- What’s hilarious is this mission takes place on the same map as the previous, only we’ve been moved to the other side, closer to the parking lot entrance. It’s amusingly ramshackle story telling and really goes to show how some of these maps are far bigger than their needs, they’re effectively good for more than one stage! **(map design/observation/storytelling)**

00:35 Super deflection, fail to back up Jake and get stabbed

- Cool guitar track, some shredding guitar which occasionally cools off into a more chill, calculated rhythm.

00:55 Grapple broken and shoved into a foe’s knife!

- Tag team foe, juggle him with Jake, who then air grapples him while I perform a grapple on a foe behind me! **(teamwork/contextual attack)**

- Hit with SPA Get up!

01:10 Juggle foe with SPA Buff animation

- Defeat foe with dive grapple break and downed kick

01:20 The biggest slide tackle whiff ever **(sprint attack fail)**

- Finish foe with air grapple powerbomb

01:35 Double team attack on Ye Wei

- Groundpound while Jake kicks him, Ye Wei is destroyed! Easy win!

UR 096 - M96 - Incursion - Breaking into garage - Same enemy again, he must have gotten up and chased us

00:00 MISSION 96: UNDERGROUND PARKING: “Incursion”

“I think we can access the building from this underground garage, but there are loads of guys waiting for us. They’re not even worth our time. Let’s take care of them and find the elevator.”

- Bugger it, Chris. **(partner)**

00:25 New map, but some of the same guys we fought outside... I guess they got up and chased us in, round 2! **(observation/enemies)**

00:30 I hit a wall with a fire extinguisher and it falls off and rolls along the floor! **(environmental detail/maps)**

00:45 Catch foe Chris is juggling in an air grapple! He breaks out! **(grapple broken)**

00:50 I low sweep as he SPA Spins, and my low sweep DODGES the kick, I SPA Spin to block **(hitbox/SPA Block)**

00:50 Arm throw foe into van, it rocks in response. **(map/environmental details)**

01:10 As I juggle a foe, Chris launches his mate into him! **(collision/teamwork)**

UR 096 CONT – Me and Chris assault a car park

01:20 Lock on picks distant foe instead of guy in front of me! **(lock on fail/camera/issue)**

- Foe finished off with double team attack!

01:45 Foe proves tricky, gets off a SPA, a combo, and a throw on me, Chris rushes in, I pop SPA Buff and flank. Working him down with strikes and a SPA Combo

UR 097 - M97 - Disembowling - Fight through lobby - Jake still got me!

00:00 MISSION 97: BORDIN BLDG. ENTRANCE: “Disembowelling.”

“We’ve finally made it to their lair. Here comes more of them to greet us. It’s too bad there isn’t a better way for us to exchange pleasantries, but then again. This is a matter of life and death for both parties. If we breach their perimeter, they’ll probably have to take responsibility and face the consequences. I don’t even want to know what those are.”

- Take Park as Partner

00:35 Me and Park vs. 4 armed Yakuza in a spacious office with some corner booths.
(mission/map)

00:45 Approach foes, they make heavy use of long range thrusts and stick together to poke and interrupt **(enemy/AI/weapons)**

- Then get double teamed

00:50 Whiff dive strike but jump over foes sword stab and punish

01:00 Grapple break neckbreaker!

01:10 Grab and use sword, get off some hits before a SPA Spin clears me away!

- The SPA Spin disarms me of the sword, then KICKS the sword INTO ME as I fly away

- AND ANOTHER FOE BUFFERS A HIT TO JUGGLE ME AS I FLY INTO RANGE! **(Weapon collision/INSANE INTERACTION/MOMENT)**

- Then I get double teamed and restart! (103)

01:30 Swap for Jake

01:40 Dodge roll away from sword swing, landing in perfect distance for foe to punish my successful dodge!

- Then get the absolute piss beaten out of me, grappled, double teamed, groundpounded while another enemy kicks me, restart! (104)

01:55 This time I hang back and follow Jake’s lead, in interesting AI, not all 4 enemies are set to charge at once, some hang back and watch. **(AI/mission detail/mission behaviour)**

- Me and Jake beat foe, juggle, I air grapple and powerbomb

02:10 Double team launch foe through booth seating! **(hazard/map)**

02:40 Get kicked through booth for bonus damage **(hazard)**

02:45 Get stun taunted between two foes, SPA Spin to escape!

02:50 Side grapple on foe! Cool animation! **(contextual attack)**

03:00 See Jake losing, rush over to help and take a foe out!

UR 097 CONT – Me and Jake clear the lobby of four Yakuza!

03:05 Grapple break foe, the break pushes him out of punishable range!

- Take a hit grabbing a SPA drink (**consumable**)
- he eats a SPA punch for that, one foe left!
- Land a slide tackle! (**sprint attack**)

03:25 Grapple foe to pull him off of Jake

03:35 Foe fails to SPA Block combo, a second SPA combo ends the fight!

UR 098 - M98 - M99 - Golem tag match - EVIL JAPANESE WARLORD - Monstrous battle against a cheating swordsman

00:00 MISSION 98: BORDIN BLDG. ENTRANCE: “Monster Slayer”

“Once we dispatch with those two bodyguards, we’ve only got to deal with the head of the Mushin-Kai, Mr. Shinkai. According to my brother, Shinkai’s a master swordsman and one tough warrior. In many ways, you’ll be in your element for this fight. You’re the only one who can end this bloody war. But first, let’s take care of the bodyguards.”

- My element is losing so sure, I agree.
- Also one last clash with Golem I see!
- Take Jake with me

00:35 Golem and Napalm 99, N99 swings his hammer, through bloodshot eyes he screams “KILL ‘EM NOW!” Very menacing cutscene, they know exactly how terrifying these two fuckers are, but by now, you’re a monster all your own. (**observation/skill growth**)

- Napalm 99 is supercharged and Golem is giga pissed, a 2v2 with the games greatest monsters! (**objective/challenge**)

01:05 Golem beats the shit out of me, get grappled, tombstoned, and launched through an entire row of booths. Restart (105) (**hazard**)

01:15 Two redirects, get grapple broken, then manage a face slam and a groundpund

- Double team attack on Golem!
- Grapple break Napalm 99 as he sneaks up behind!
- SPA Combo Golem, he SPA Spins and I eat a ton of damage
- Get axe and use it, with no metre I have to eat a SPA Haymaker when one is thrown.

02:00 With weapon, Jake launches Golem, I air grapple as Jake piles more hits on!

(**teamwork/weapon**)

02:10 Get SPA clapped and DIE, game over! (98)

02:15 DOUBLE REDIRECT! Redirect one enemy, another sprints in behind and I immediately redirect them into him! Very good reading of context in controls!

(**redirection/moment/defence/contextual controls good!**)

02:25 Grapple break Golem’s axe homerun

02:55 SPA Burst combo into super armoured Napalm 99

03:10 Golem pops two SPA moves on Jake, evaporating his health!

- Meanwhile Golem pops a SPA and combos me near death, restart! (106)

UR 098 CONT – Me and Jake vs. Golem & Napalm 99

03:20 Grapple break Golem's tackle, throwing him into wall!

- Then he immediately does it again! And I restart (107)

03:25 Roll over slide tackle and punish **(deflection)**

- Jake meanwhile has almost died within the first 10 seconds

- Napalm 99 Shoulder barges and grabs weapon from my hands, I then get pulled into a running grapple and restart (108)

04:05 Swap Jake for Alex

04:15 Launched and axe juggled by Golem

04:30 Take SPA clip and then SPA Block a second one, it veers off and hits Napalm 99

- Grab weapon and hit Golem, Alex has almost defeated N99 **(partner)**

04:40 Toss crowbar at Napalm 99, massive miss **(thrown weapon)**

04:45 Alex getting double team attacked while I stand back taunting

04:55 Whacking Napalm 99 with a crowbar

05:00 Launch Napalm 99 into Golem with crowbar **(weapon/collision)**

05:05 SPA Blocked by Napalm 99

05:25 Alex down, just me and two of the hardest foes in the game!

05:35 Combo away Napalm 99 (KO) and then grapple break Golem, reversing into powerbomb! **(deflection)**

05:40 Throw weapon at Golem, he catches it, I grab his axe

- Pop SPA Buff and get a combo off on him, one more, and he's down!

06:00 game jumps me right into next mission!

06:00 MISSION 99: BORDIN BLDG. ROOFTOP: "Closing In"

(No mission Audio)

- No dialogue cutscene, we face off against an elderly yakuza, he's suited, and carries a big sword. He steps forward, raises his blade, and stares menacingly at the camera

06:15 FINAL BOSS time! Well, penultimate boss, but this is the game's ultimate challenge. And as this fight takes 45 minutes I'll keep it to highlights and what's unique. **(notes)**

- Small arena, Shinkai is aggressive and has many 'Traps', he punishes any mistakes and poor behaviours you may have left over.

- His large sword and the small arena means he has a wide zone of terror a player has to penetrate, and there's little room to evade. **(observation/gameplay/strategy/boss)**

- He also starts with full SPA, seems to generate it faster, meanwhile I generate it much slower, so I have to depend on rock solid fundamentals and can't just spam to win. **(observation/metre)**

UR 098 CONT – SHINKAI ON THE ROOF

06:35 Eating hits from the sword.

- The issue with the sword is there's a sweet spot where you can dodge it, its range is longer than that dodge spacing, meaning a player has to be extra careful, it forces you to get in and confront him, but many of his moves are very good at keeping you from getting close! So you need to force an opening and then stay on top of him, and it's not like he's safe up close, but at least you can react to the danger! **(boss/spacing/observation)**

- Cut down! Game over! (99)

06:40 Run in and slide tackle to get past sword.

- He super deflections out, I dodge his sword, but dodge roll *OUT* of dodge range, he also turns and reaquires me really quick! **(boss)**

07:05 SPA Combo to burst out, Shinkai will *always* punish this with a more highly damaging SPA uppercut. If you have been leaning on SPA Combo to clinch tough fights, it is now a crutch he'll cut out from under you. **(boss/final boss/strategy/observation)**

07:20 Dive strike over slide tackle. **(cool moment)**

- Get knocked down and have a downed sword attack used on me, big stab!

- Nab Shinkai's sword, attempt to use, launched and SPA Upperlcutted, die! Game over! (100)

07:50 Attempt to use Dive strike, punished easily!

- Knocked away and pursued, Shinkai is on me before I have a chance to recover, restart! (109)

- Next attempt, Shinkai keeps me in perfect sword range and refuses to let me get up, restart! (110)

- Stun taunted and sword launched, restart! (111)

- Shinkai has mean juggles, restart! (112)

- Bad opening approach, restart! (113)

- Dodge roll, land, attempt dodge too early, get cut up, restart! (114)

09:15 At end of sword range, I cannot dodge, I needed to be closer *or* further away
(spacing/sword/issue?)

- Attempt SPA Combo to burst out, get punished with SPA uppercut, this happens many times I'll stop noting it, but this time he tops it off with an air grapple! **(SPA Blocked)**

- Restart! (115)

09:40 Shinkai's redirection also *deals damage automatically!* **(boss/final boss)**

- This is insane because it means that just a basic combo is technically *unsafe*, you can be punished if he just decides he's allowed to dodge! **(combat/observation/challenge)**

- this also does good damage! Restart! (116)

09:55 Get off two consecutive slide tackle deflections! Punishing both!

- Stun taunted, grounded for neck slit grapple, restart! (117)

10:20 Two consecutive dodges and I punish, and for daring to *do what fighting games often reward* I am super deflected and automatically receive damage! **(bullshit/damage/final boss)**

- With no metre I eat a SPA Sword swing, lose a big chunk of health, and restart! (118)

- And incase anyone does read this yes I regret restarting so much

10:30 Fail to get in, get cut, restart (119)

UR 098 CONT – SHINKAI'S 99% DAMAGE MOVE

10:50 hit by Shinkai's SPA THRUST, a move which deals a whopping 99% DAMAGE!

- If you have taken any other hits, even chip damage, Shinkai has an instant kill move! And while it's a bit slow, it has absurd range! **(Final Boss/damage/SPA)**

11:00 Me and the boss have a stand off, I taunt, which must be believable when I'm a hair follicle from death **(observation/taunt)**

- Approach, get sliced, die, game over! (101)

11:15 SPRINT AT HIM, THOROUGHLY MISS THE SLIDE TACKLE AND GET PUNISHED!

- Restart (120)

11:20 But I have cracked the opening, the gap closer that'll get me beyond his sword! The slide tackle gets me in... If I can aim it! **(strategy/spacing/range)**

11:25 Hit with Shinkai's sword grapple, it comes out absurdly fast and does roughly 40% of your lifebar in damage! **(damage/final boss)**

- Get back up and get instantly combo'd, restart! (121)

- I did not understand the slide tackle yet... hit and restart! (122)

11:45 Dodge and punish gets me... dodged and punished! With the auto damaging redirection! Great!

11:50 Hit with another Shinkai Special, he dodges behind me, his back grapple deals a whopping 75% of lifebar amount of damage! I am nearly dead!

- Hit with low sweep and restart (123)

- Whiff opening, restart! (124)

- Whiff opening, get outranged, restart! (125)

- Hit with damaging deflection, restart! (126)

- Not in sword dodging range, get hit **(spacing)** (127)

- Dodge roll rolls me out of dodge range and I get battered, restart! (128)

12:40 Kicked in shin, learn Shinkai's version of the groundpound is both fast and deals 1/3rd of your lifebar in damage!

- He has a ton of moves which force you to go... Okay, I must never be in this situation or I risk instant death, which is fine for a final challenge, but some of those situations are just, do not get punished for hitting him, and I feel if I've successfully bobbed and weaved my opponent and am punishing them, then I'm fighting a damage slot machine with very bad odds!

- What's funny is though, it is possible to work around him, it just takes a very long time to figure out. He's a good final boss even if instead of feeling like a culmination of your skills, he's reshuffling them into a new, but still recognisable form. **(observation/difficulty/bullshit?)**

12:50 I just lay down and die, but the boss forces me up, before cutting me back down. I am defeated. **(final boss/difficulty/give up)**

- game over (102)

13:00 Whiff opening (129)

- Punished attempting dive strike (130) Stun Taunted and SPA'd (131) Stun taunted and combo'd (132) Whiff opening (133) Dive struck twice and launched (134) Whiff opening and punished (135) Fail spacing (136) Fail spacing (137) playing defensively fails (138) Fail approach (139) High sweep outranged (140) Instantly hit with sword grapple (141) Punished and sword grappled (142) Grapple break Shinkai, and he is pushed OUT OF PUNCH Range but I am still in SWORD RANGE, RESTART! (143)

UR 098 CONT – SHINKAI Battering me

15:30 Actually get away with SPA Combo as I hit Shinkai when he's already airborne, turning it into a juggle, he gets his revenge by letting me run into his SPA Uppercut

- Lose enough exchanges and die, game over! (103)

I am very curious by what Shun was thinking saying I'd be in my element in this fight. Is the element Carbon, is she turning my ashes into a fucking diamond ring or something?

(joke/observation/story)

16:00 Four consecutive dodges, punish with some hits and instantly get super deflected and damaged! **(bullshit)**

- I barely build any metre, back off, and now I can't get back in, keep getting cut and restart! (144)

16:25 Successful slide tackle opening!

- Then get hit with the SPA thrust, restart (145) Then get dive grappled, restart (146) Then get launched, restart (147) Then get outranged (148) Then just have a bad run (149) Then get dive struck and grappled (150)

17:45 Super deflection redirected and shoved away before getting combo'd with sword

18:00 Standoff with Shinkai, before I run in and slide tackle, then catch him with an air grapple, he grapple breaks out and punishes, keeping me in the corner with sword strikes **(sprint attack/spacing)**

- Cannot escape corner, restart! (151)

18:15 Slide tackle opening, am I starting to get it? There's over half an hour of footage left!

18:40 Brutal combo I struggle to escape, then get stun taunted, manage to escape with dive grapple break!

- I finally start taking the advantage, right until Shinkai SPA Uppercuts and I lose the initiative!

- Whiff two slide tackles in a row, one I started too early, the other I slide tackle right into a SPA Swipe, which kills me. Game over! (104)

*- Besides anything else, Shinkai feels like he fights perfectly, and even punishes the player for playing correctly, in ways that have been rewarded up until now. On top of that, he has more health and defence than you. You not only need to play well, he can afford more mistakes than you, and he doesn't make mistakes! **(difficulty/challenge/observation/final boss)***

19:25 Fail to get in, restart! (152) Dodge roll away from dive strike, but before I even HAVE CONTROL AGAIN Shinkai has turned and already hit me! I could not escape that, I am punished FOR SUCCESSFULLY DODGING! What are my options? Restart! (153) **(observation/final boss/bullshit)**

- Slide tackle, whiff air grapple, get sword grappled, restart! (154)

19:50 SUCCESSFUL SLIDE TACKLE TO AIR GRAPPLE OPENER! **(Strategy/boss fight)**

- Talk about how I recalled slide tackling being a move most foes could do... Could I slide tackle? Is this the tool to break into his range quickly and safely? **(moveset/structure/story)**

- And from here, talk about the skill growth, beating Shinkai, and immediately playing through the game again, turning former roadblocks into rubble, and Challenge mode **(structure)**

20:10 Hit with Shinkai's back grapple, lose a ton of health

- Then whacked, put to ground, and get katana guillotined! Game over! (105)

UR 098 CONT – SHINKAI Battering me

Map note: The background is great, a dramatic sunset on one side, and a darkened cityscape on the other, it's a fittingly dramatic but not overblown spot, and the strong background lighting does not sacrifice readability in the arena, it's very tastefully considered. **(observation/art style/graphics)**

20:30 Start using the slide tackle opening consistently, with varying degrees of success **(strategy)**

20:45 Killed by the 99% SPA THRUST, game over! (106)

21:20 Good dodging

21:25 Air grapple break

- Then get dive struck and restart! (155)

- When explaining restarts: Restarts are a little inflated cause I gotta a problem, I'm kinda like pringles, once I got popped I just couldn't stop... Actually it's more accurate to say I couldn't start. **(joke/wordplay)**

22:30 Dodged and killed by back grapple, game over! (107)

22:35 Whiff opening, restart! (156)

22:55 Punished for using SPA Combo, SPA Uppercutted

- juggled, stun taunted, pop SPA Punch too early and get punished, restart! (157)

- Sprint into sword, restart! (158)

23:30 Slide tackle, air grapple, kick prone foe into wall and attempt to punish, SPA Uppercutted!

- As the boss starts with full SPA and his attacks aren't as costly, he can just *reset* the fight more often than you too! He has a ton of almost free damage on demand! **(final boss/metre/observation)**

23:40 Hit with damaging deflection, awesome! Restart! (159)

- And again! Restart! (160)

23:55 Slide tackle, juggle, and air grapple opener!

- Whiff next attempt, SPA Punch burst out, this is where I learn the SPA Punch is a pretty reliable disarmer! **(weapon)**

- Shinkai doesn't like that, get a couple swipes in before he grapples, combos, and SPA Uppers me for my insolence!

24:25 Space out Shinkai's SPA Punch and punish with sword

- Doesn't help, he slips through my combo, and I can't get a hit in, he gets his blade back and guillotines me! Game over! (108)

25:00 slide tackle, combo, super deflected, but then I AIR GRAPPLE HIS deflection and slam him down! **(dodge denied)**

- Kick Shinkai into wall, attempt to pursue leads me into SPA Uppercut, grapple break his air grapple

- Slide tackle, air grapple, and grab Shinkai's sword

- Attempt SPA Combo, punished with SPA Uppercut

- Super deflection sword thrust **(weapon use)**

26:00 KILLED BY DAMAGING DEFLECTION! GAME OVER! (109)

26:20 Dodged and grappled, restart (161) Whiff opening, restart (162)

- Shinkai dives over my slide tackle, but I grapple break his dive grapple! **(defence/grapple break)**

UR 098 CONT – Making dents in SHINKAI

27:10 cut down, stabbed in foot, super deflection out and stupidly try to punish with a SPA Combo, get punished again, escape via grapple break

27:20 Acquire sword and stab downed opponent

- Killed by SPA Uppercut, game over! (110)

27:55 SPA Spin to burst off Shinkai

- Get a good corner combo going with powerbombs, juggles and air grapples, until Shinkai SPA Get ups to burst me away!

28:10 Even disarmed, Shinkai has a deflection which pivots into a grapple and damages!

(punished/damaging deflection)

- Killed by SPA Yanki kick! Game over! (111)

28:35 Bad run attempt, restart! (163)

28:45 Grapple break Shinkai's slash, then get punished and restart! (164) Whiff opening and restart!

(165) Opening super deflected and punished, restart! (166) Whiff opening (167) Eat SPA Slash

(168) back grappled (169) thrust attack hits me at start (170) Foe SPAs and ruins opener (171) get slashed (172) So many restarts!

31:05 Successfully SPA Block yanki kick and Shinkai whiffs SPA Uppercut

- Juggled and killed by karate punch, game over! (112)

- Whiff opening, restart! (173) (174) (175) Stun taunted and slashed (176) whiff opening (176)

Slide tackle into SPA Slash (177) whiff opening (178) Hit with SPA Thrust (179) Whiff opening, get damage deflected (180) dive grappled (181) air grapple broken and punished (182) damage deflected (183)

34:25 kept stun taunted for an extended period and beaten, escape with SPA Punch **(burst)**

- hit with SPA Punch, Shinkai retrieves his sword and finishes me, game over! (113)

35:00 SPA Punch to loosen sword, grab it

- Even using it to range the enemy out, Shinkai is tricky, and it's not long before he gets a hit in, and once I'm hit once, I'm easily hit many more times!

- Juggled and SPA Uppercut, game over! (114)

- Continually stabbed and then dive grappled, restart! (184)

- Hit with 99% SPA Thrust, restart! (185) Whiff opening (186) (187) Grapple broken and beaten up

(188) Slide tackled (189) Grapple broken and punished (190) Whiff opening (awkward controls)

(191) Opener works, but is quickly countered (192) guillotined (193) Hit with SPA Thrust (194)

Grapple broken and punished (195) Damage deflection (196)

38:50 SPA Punch disarms Shinkai, I nab the sword **(weapon/SPA)**

- Shinkai immediately slide tackles and regains his blade!

39:20 Slide tackle into SPA Uppercut! Grapple break air grapple but get punished on landing!

- Slide tackle too late, get hit and killed, game over! (115)

- Whiff slide tackle and get hit, restart! (197)

40:05 SPA Block Thrust with punch! **(SPA Block)**

- This also gets me out of Stun Taunt

- Then get guillotined and restart (198) Whiff opening and restart! (199) Hit with SPA Thrust (200)

Whiff dodge (201) Misjudge dodge range and get hit (202) whiff opening (203) Misjudge range

(204) Bad attempt (205)

UR 098 CONT – Breaking through SHINKAI

41:55 SPA Uppercut in corner, all hits connect and I lose 80% of my health! Massive damage!

- Foe super deflections and SPA Yanki kicks, I die, game over! (116)
- Whiff opening, restart! (206) (207) (208) Punished with SPA Upper (209) Whiff opening (210) Can't capitalise on opening (211) (212) Attempt dive strike and get punished (213) Mistime SPA Block on thrust (214) Drop opening momentum (215) Many restarts!

44:55 Shinkai SPA Uppercuts to disarm and punish me, nabs his own sword and thrust attacks and stun taunts. Stun taunted and SPA Swiped down, game over! (117)

- Opening rejected, restart! (216)

45:55 Hit by tip of sword range **(spacing/weapon/final boss)**

- SPA Punch to disarm, and this activates Shinkai's pissed off mode as he starts SPA uppercutting, juggling, and not letting me get up!

46:10 Let Shinkai run in, time him jumping into a juggle combo and then air grapple!

- Grab his sword and start using thrust to poke him, keep him at distance, this works until he SPA Uppercuts through it, killing me! Game over! (118)
- *I cannot play this battle safely and slowly, he can force an opening, I need to match his aggression with perfect play, which is HARD! (STRATEGY/OBSERVATION/FINAL BOSS)*

46:55 Attempt goes roughly, get caught by a SPA thrust and hit pause... I contemplated quitting and trying again later, but having forgotten I was allowed to save, and seeing the message unsaved progress would be forgotten, I knuckle down, and commit to what I had achieved so far, I had not quit any mission, the moment I started, I was there until the job was done. No matter how badly the game beat me, it never beat *me*, how little I knew how close I was to victory, mere minutes away.

(story/my story/gameplay/save/observation)

... I do restart though (217)

- Then have a bad attempt, restart! (218)

47:55 Me and Shinkai BOTH whiff slide tackles, passing each other by! **(controls/moment)**

- Attempt to sprint in, get launched, juggled, and lose half my health before I have a chance to regain my footing! **(damage/final boss)**
- Restart! (219)

49:10 Stun taunted and cut down, game over! (119)

- Opening rejected, restart! (220)
- Opening deflected and back grappled, restart! (221)

49:35 FINAL ATTEMPT BEGINS!

- My opening slide tackles, air grapples and kicks, as I combo him into a corner Shinkai SPA Uppers to burst me out!

- I quickly get up and charge back in, slide tackle and air grapple again (hard to hit but I'm getting practice!), kick into wall and arm grapple, he SPA get ups but I back out in time.

- Hits me with sword and I reflexively SPA Combo out, but only take minimal damage from his punish SPA Upper! I then grapple break his air grapple and quickly slide tackle to deny him outpacing me on the followup!

- He has no SPA now, I groundpound, kick into wall... Then WHIFF MY punch and am punished!

- I escape, juggle combo and air grapple, grab his sword.

- Get a couple stabs before he SPA Uppers and I SPA Punch to block some damage! I chase into corner, combo, air grapple, and groundpound to WIN! GAME DONE! I AM THE URBAN REIGN!

UR 098 CONT – SHINKAI DEFEATED, BLACKMAIL DISCOVERED

50:35 Brad stands over a defeated Shinaki, an envelope lies on the floor. Brad dramatically picks it up and examines it!

- I've unlocked the Mushin Kai and Tin Jiao to play!
- But wait, there is one more stage!

UR 099 - M100 - The Mastermind - The Mayor was behind it all, Brad punches him and says he has no friends!

00:00 MISSION 100: BORDIN BLDG. TOP FLOOR: "The Mastermind"

"As it turns out, the mayor runs a security firm in the city. He's also running for state governor next month and his governorship is reported to be a certainty, with the boost in his popularity after he has restored civil order to the city in such a short time. Yet, the city is really no better off than before you got here. You get it? It's not so much that order has been restored, the city fell apart and it's just now been stabilized back to its original state, but this all appears statistically as his accomplishment. The kidnappings, riots, and killers, what do you know, they come up just before the governorship election, where he'll be seen as the hero who cleaned up our city.

I first thought it was just a lucky coincidence, but that's not the case. I've checked out these documents you found. It's a contract hiring Shinkai of the Mushin-Kai to be acting consultant for the mayor's security firm. That's right. The events that plunged the city into chaos were orchestrated by the mayor and Shinkai. The kidnappings were a ploy to get the gangs to fight amongst themselves, while the riots were designed to exacerbate the situation.

When it looked hopeless, the Mushin-Kai gangs moved in and quickly mopped things up. As a quid pro quo, he offered Shinkai the consultancy gig, it was all just a scam to get the mayor into the governor's office. Of course, you were the X factor. Guess what? The mayor wants to cut you a deal. A limo just arrived to pick you up. He's expecting you in his office."

- I'd have asked for way more than a quid to destabilise the city. **(joke/bad joke/funny)**
- Also damn can't be said Shun doesn't trust the shit out of us. I love how the bad guy is the one we see for five seconds in the intro, but honestly, as Rush Hour taught me, follow the rich white man. **(joke/reference/possible call back if I keep that other joke)**

- Also Shun talks much faster than the text crawl, and there's hilarious bleak music playing underneath these reveals, the story may be more threadbare than a nudist beach, but it stays balls out! **(joke/wordplay)**

01:55 A dark piano reprise of the main theme plays. Mayor Bordin stands looking out over his city. He turns and acknowledges Brad Hawk. **(story/music/cutscene)**

Bordin: So you're the guy I've been hearing so much about.

- He walks out from behind his desk

Bordin: I've actually called you here to, shall we say... Recruit your services.

Brad: You want me to replace your dogs? (Brad asks with a hint of amused derision in his voice.)

Bordin: Very perceptive. Brawn and brains. This should be right up your alley.

- Brad turns

Brad: Not interested. Aren't you worried I might go public with our little secret?

- Shot: On Brad's side of the shot are pictures, evidence. On Bordin's side are guns, all pointed at him. Just as the evidence does, and it shows his violent streak and I am reading far too much into this. Little piano sting as Bordin smugly harrumphs, amused by Brad's threat.

Bordin: Even if you did. It'd be your word against mine. (he turns and backs off from Brad)

UR 100 CONT – THE FINAL SHOWDOWN

Brad: I see... You're right. And this piece of paper with your signature on it?

(Brad produces the envelope and taps it against his hand)

- Brad strikes me, well, and many others, but he strikes me as the kind of guy who hasn't made any back up of that. **(character/story/observation)**

Brad: Probably won't prove anything. Maybe I can put it up for sale on the Internet.

Bordin: You... You lousy piece of scum

- He grabs a gun from his desk! The one man in this american city with a piece!

Bordin: I don't know where you got that from, but you're gonna hand that over... Now!

- Bizarrely, I got it on the roof.

- Bordin fires a shot off, shattering a glass behind me, final boss!

02:55 The real final boss begins, and double taps me!

- This is the funniest final boss of all time! It's just a man with a gun, if you stand still, he two taps you, if you run, he lands a headshot which is instant death!

(challenge/boss/gameplay/observation)

- Shot dead, game over! (Fake 120)

03:05 Charge Bordin. Shot dead! Game over! (121)

- Slide tackle and boot Bordin into a wall for the funniest victory ever as a unique jingle plays!

03:25 We cut to Brad and Shun leaving the Chinese Restaraunt

- They stop outside, and Shun turns to Brad, impressed.

Shun: Your reputation's well deserved.

- Brad turns away, and proves his sigma male status

Brad: That's why I don't make any friends

- Oh brad, you're so mysterious!

Shun: Huh

- Shun is... rightfully confused by that embarassing line. But Brad seems to have a weak smile on his face as he steps away...

Brad: But this is how I do my job.

- Brad we made loads of friends!

- And Brad walks off into the city

04:05 We return to that alley where we had our first fight so long ago. The two Zaps gangsters are still chatting, but this time, the war isn't coming. They see Brad, and let him pass as the guitars build.

04:40 CREDITS! Set over stills from the many stages we fought through!

07:40 We unlock Free Mode, Challenge Mode, and Maximum Abilities function, where all stats are maximised to make each character totally equal! **(unlocks/that's all folks!)**