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SEASON 1: To be named

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Deviant Version: 1.2.1
Animations Revised



1. Attacks | Punches | Kicks | Basic Moves

Move Name	Description	Reaction on Hit
Jab	A quick punch for starting combos or interrupting opponents.	Opponent staggers briefly, allowing for follow-up attacks.
Chop	A forward strike aimed at the upper body.	Opponent flinches and takes moderate knockback.
Haymaker	A powerful, charged punch with significant damage.	Opponent is launched backward, potentially falling to the ground.
Ground Pound	A downward slam that hits a wide area around you.	Opponents hit are knocked down.
Low Kick	A sweeping kick targeting the legs.	Opponent falls to the ground, tripped by the sweep.
Air Punch	A simple punch performed in mid-air.	Opponent staggers if hit; airborne targets are knocked slightly backward.
Air Kick	A more powerful aerial strike.	Opponent is knocked further back, with potential to be launched into the air.
Dropkick	A double-footed kick that propels the attacker forward.	Opponent is knocked down or sent flying backward on a direct hit.
Elbow Smash	A short-range, powerful elbow strike.	Opponent staggers with slight knockback, enabling follow-up attacks.
Spinning Backfist	A wide-arcing punch hitting a broad area.	Opponent flinches and takes moderate knockback.
Irish Whip	Grabs and throws an opponent across the arena.	Opponent is thrown forward; if they hit a wall, they bounce off.
Charge Punch	A slow, unblockable heavy punch.	Opponent is launched back a significant distance, often falling prone.

2. Reactions | Basic Moves

Move Name	Reaction on Hit	Effect
Jab	Stagger	Opponent staggers backward slightly, allowing for follow-up attacks.
Chop	Flinch and Knockback	Opponent flinches and is knocked back with moderate force, but not too far.
Haymaker	Knocked Back (Far)	Opponent is knocked backward a significant distance and may fall on impact.
Ground Pound	Knocked Down	Opponents hit are knocked to the ground, and their movement is interrupted.
Low Kick	Tripped and Falls	Opponent falls to the ground after being tripped.
Air Punch	Knocked Back Slightly	Opponent is knocked back slightly and could be sent into the air.
Air Kick	Knocked Back Further / Launched	Opponent is sent flying, with greater knockback than the air punch.
Dropkick	Knocked Down or Launched	Opponent is either knocked down or launched backward.
Charge Punch	Knocked Back Great Distance	Opponent is launched back with significant knockback, potentially falling.
Elbow Smash	Knocked Back or Staggered	Opponent staggers briefly, or if hit with force, they are knocked back.
Spinning Backfist	Staggered / Knocked Back	Opponent is staggered or knocked back, but they do not go far.
Irish Whip	Thrown (Knocked Back or Launched)	Opponent is thrown across the arena and may bounce off walls or obstacles.
Sign Swing	Staggered or Knocked Back	Opponent is either staggered or knocked back depending on hit force.
Sign Overhead Slam	Knocked Down or Knocked Back	Opponent is knocked down or knocked back with maximum knockback effect.
Sign Charge Attack	Knocked Back (Far)	Opponent is launched with extreme force and falls, potentially into the sky.

General Reaction Overview:

1. **Stagger:** This occurs with **lighter attacks** (like **jabs** or **elbow smashes**), where the opponent gets pushed back slightly but can still remain in a position to continue fighting. This can be used to create openings for follow-up moves.
2. **Knockback (Short/Medium/Long Distance):** Attacks like **chops**, **spinning backfists**, and **charge punches** can send opponents flying **short, medium, or long distances** depending on the force. The heavier the attack (like **charge punches**), the further the opponent is sent.
3. **Knocked Down:** Some moves, especially **ground pounds**, **low kicks**, and certain **sign attacks**, will **knock down** the opponent, causing them to fall to the ground and interrupting their ability to act immediately.
4. **Launch (Airborne):** Stronger moves, like **air kicks** or **charge punches**, can **launch opponents into the air**, which often opens up further aerial combos or resets their position entirely.

3. Vicious | Basic Moves

Move Name	Type	Reaction	Description
Chokeslam	Grab	Knockdown / Ground Slam	Lifts the opponent and slams them into the ground with force, causing a powerful knockdown reaction.
Suplex	Throw	Launch Behind	Flips the opponent over your head and throws them behind you with high force, launching them backward.
Giant Swing	Throw	Launch / Knockback	Spins the opponent around and throws them forward, launching them far with a significant knockback effect.
Diamond Crusher	Slam	Knockdown / Stagger	A high-damage body slam that stuns and knocks down the opponent with a hard impact.
Sumo Slap	Strike	Knockback / Minor Stagger	Delivers a powerful slap that pushes the opponent away and can hit multiple enemies with a shockwave effect.
Uppercut	Strike	Air Launch	Sends the opponent into the air with an upward punch for a juggling opportunity.
Javelin Tackle	Rush	Wall Bounce / Knockdown	Charges forward, ramming the opponent into a wall for extra impact and follow-up combos.
Rocket Jump	Leap	Launch (Self and Enemy)	Leaps high into the air, knocking back or launching nearby enemies upward.
Bull Rush	Charge	Knockback	Rushes forward, pushing the opponent far away with heavy force.

4. Movement | Fall | Stand Up

Move Name	Description	Reaction on Hit
Walk		
Run		
Parkour 1		
Parkour 2		
Parkour 3		
Parkour 4		
Parkour 5		
Parkour 6		
Fall 1		
Fall 2		
Fall 3		
Stand Up 1		
Stand Up 2		

5. Block | Dash

Move Name	Description	Reaction on Hit
Block 1		
Block 2		
Dash 1		
Dash 2		

6. Special Moves | Finishers

Move Name	Description	Reaction on Hit
Clothesline		https://www.youtube.com/watch?v=i2UYhD71kW8&t=265s
Spear		
Superkick		
UpperCut		
Giant Swing		
RKO		
Claymore		
Brough Kick	CLAYMORE	
Super DDT		
Rock Bottom		
F5		
Trouble in Paradise		
Swanton Bomb		
Stone Cold Stunner	RKO	
Pedigree		
Attitude Adjustment	F5	
Gorilla Press		
Headbutt		
KO Punch		

7. Power Ups

Move Name	Description	Reaction on Hit
Syringe		
Coconut		
Super Sugarcane		
U/Coconut		

8. Weapons

Move Name	Description	Reaction on Hit
Sign Swing	A horizontal attack using a grabbed sign weapon.	Opponent is staggered or knocked back based on distance.
Sign Overhead Slam	A vertical slam with a sign.	Opponent is knocked down forcefully, bouncing off surfaces.
Sign Charge Attack	An unblockable, heavy attack using a sign.	Opponent is thrown far and falls hard, with maximum knockback.
Bat attack 01		
Bat attack 2		
02.CHAIR HIT		
chair hit attack 01		
chair hit attack 02		
03.HAMMER HIT		
Hammer hit attack 01		
hammer hit attack 02		

04.TRAFFIC HIT		
traffic hit attack 01		
Traffic hit 02		
05.PARKING HIT		
Parking hit 01		
Parking hit 02		
06.ROCK HIT		
Rock hit 01		
Rock hit 02		

9. Emotes

Move Name	Description	Reaction on Hit
Emote 1 (cat)		
emote 2 (hyena)		
emote 3 (rabbit)		
Emote 4 (eagle)		
Cheetah		
HammerHead		

10. Idle

Move Name	Description	Reaction on Hit
Idle 1		
Idle 2		
Idle 3		
Idle 4		
Idle 5		
Idle 6		

11. Victory | Lose

Move Name	Description	Reaction on Hit
(cat)		
(hyena)		
(rabbit)		
(eagle)		
Cheetah		
HammerHead		

12. Entrance

Move Name	Description	Reaction on Hit
1		
2		
3		
4		
5		
6		