

## Night Slashers X Rebalanced



First Author	BonusJZ
First Release	2008
Author	Oldyz & LifeofFinale
Release	15/08/2021
Version	1.31
Original build	6391
Players	4 Coop
Run in	1H30
Screen size	16/9
Forum old	<a href="http://www.chronocrash.com/forum/index.php?topic=39.0">http://www.chronocrash.com/forum/index.php?topic=39.0</a>
Forum	<a href="http://www.chronocrash.com/forum/index.php?topic=4658.0">http://www.chronocrash.com/forum/index.php?topic=4658.0</a>
Playthrough	<a href="https://www.youtube.com/watch?v=Yccmfpg60MU">https://www.youtube.com/watch?v=Yccmfpg60MU</a>
Youtube	<a href="https://www.youtube.com/watch?v=JALwfGj_-qI">https://www.youtube.com/watch?v=JALwfGj_-qI</a>

### :: Description:

#### FRENCH

C'est un jeu à thème d'horreur. Le joueur doit battre des hordes de zombies et de mutants qui attaquent, ainsi que d'autres ennemis, comme des loups ou des élémentaires. Les boss sont aussi des monstres stéréotypes, comme des momies, des golems et des sosies du Comte Dracula et du monstre de Frankenstein.

Comme dans le jeu d'arcade original, nous avons ses trois personnages jouables, ainsi que trois nouveaux, Jasmin, Ortega and Ash. Le jeu ajoute un système de combos, de nombreuses armes et de nombreuses attaques spéciales. Dans le second niveau, vous pouvez choisir le chemin que vous allez emprunter. Si vous allez tout droit, vous allez vous battre contre un scientifique et un Frankenstein. Si vous entrez dans la bibliothèque après un ascenseur, vous vous battrez aussi contre des scientifiques, mais au lieu de Frankenstein, vous affronterez Red Arremer de 'Ghosts and Goblins'. En fait, il y a plusieurs routes possibles pour une meilleure "Replay value" et vous croiserez des Boss de divers beat'em-ups et jeux de combat. La musique, le gameplay, le gore et quelque chose en plus des autres... Si vous y jouez, vous l'apprécierez.

#### ENGLISH

It is a horror themed game. The player has to beat hordes of attacking zombies and mutants, as well as other enemies, like wolves or elementals. Bosses are also stereotypical monsters, like mummies, golems, and look-alikes of Count Dracula and Frankenstein's monster.

Like in the original arcade I, we have its three playable characters, as well as three new ones, Jasmin, Ortega and Ash. The game adds a combo system, lots of weapons and lots of special attacks. In the second level, you can choose the path you are going to

take. If you go straight, you are going to fight a scientist and a Frankenstein. If you enter the library after an elevator, you will also fight against scientists, but instead of Frankenstein, you will face Red Arremer from 'Ghosts and Goblins'. In fact, there are several possible routes for better 'Replay value' and you will come across Bosses from various beat'em-ups and fighting games. The music, the gameplay, the gore and something besides the others ... If you play it, you will enjoy it.

## :: Features:

### FRENCH

- 7 personnages
- Christopher, le fameux chasseur de vampires
- Jack, le chasseur de monstres équipé d'armes cybernétiques
- Jasmin, qui pratique les arts martiaux
- Hong-hua, Ortega, Aska et Ash
- Refonte complète du design et changement du gameplay, qui est maintenant plus rapide et plus sanglant.
- 6 nouvelles armes mortelles, cela inclut des chaînes de scies, des haches, des fusils de chasse, mitrailleuses, ou grenades
- Mécanisme de jeu dans OpenBOR complètement nouveau
- Mouvements désespérés
- Nouveau combo et système de scores
- Script d'écran continu
- Possibilités de mouvement des personnages énormes, comme des charges, saisir avec un grappin, système de lancés et de jonglage
- Amélioration des niveaux qui contiennent maintenant plus de couches de fond, et de nouveaux effets de stage
- Plusieurs centaines de frames éditées, y compris des intestins de zombies volants
- Nouveau morceau de musique
- 8 gros niveaux avec des sous-niveaux, des étages, et des boss.
- Cutscènes dynamiques
- 3 fins possibles
- Niveaux cachés
- Beaucoup de sang qui coule...

### ENGLISH

- 7 characters
- Christopher, the famous vampire hunter
- Jack, the monster hunter equipped with cybernetic weapons
- Jasmin, who practices martial arts
- Hong-hua, Ortega, Aska and Ash
- Complete design overhaul and gameplay change, which is now faster and bloodier.
- 6 new deadly weapons, this includes chain saws, axes, shotguns, machine guns, or grenades
- Completely new game mechanism in OpenBOR
- Desperate movements
- New combo and scoring system
- Continuous screen script
- Huge character movement possibilities, like charges, grabbing with a grappling hook, throwing and juggling system
- Improved levels which now contain more background layers, and new stage effects
- Several hundred edited frames, including flying zombie intestines
- New piece of music
- 8 big levels with sub-levels, floors, and bosses.
- Dynamic cutscenes
- 3 possible endings
- Hidden levels
- Lots of blood flowing ...

## :: Updates:

06/01/2022

By RVGM

- Unlock the cheat menu
- The damage between players is configurable (Yes / No)
- 100% tested on buil 6412
- Update "Title" and "Menu" screen to 16/9 ratio
- Update "BonusJZ" and "Title" animations to 16/9

v1.31

15/08/2021

By LifeofFinale

- Critical bug fix: stage 2 & others...

v1.30

13/08/2021

By LifeofFinale

- Critical grab bugs are fixed now
- Knight stage bug fix
- Elevator stage bug fix (with aska)
- Airplane landing stage bug fix
- Aztec bug fix
- EPIC mode added
- New selection & title screen
- Enemy lifebar renewal
- Ending renewal (ortega, honghua, jasmin, aska, ash)
- Puppet boss added
- Other bug fix & etc

v1.20

24/07/2021

By LifeofFinale

- Rogue-like mode (test version)
- New Ash version (WIP)
- MP Max Display System
- In-game manual added
- Now hotkey is added and manual has been updated
- Desperation moves are now more powerful and easier to hit enemy
- More recovery items in stage and new items for MP
- Rebalancing characters
- Bug fix
- And lots of changes

----- NOT USED

v2.1c

05/07/2021

By Oldyz

- Update "Title" and "Menu" screen to 16/9 ratio (by RVGM)
- Update "BonusJZ" and "Title" animations to 16/9 ratio (by RVGM)
- This release combines March & April releases
- Now it has new evasion system similar to Smash brothers (block plus - Direction to dodge)
- Continue countdown bug is fixed
- Players 3 & 4 have full set of moves & animations
- Hong Hua, & Ortega fully integrated

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v1.1  
11/05/2021  
By LifeofFinale

- Bug Fixes
- Sprite fixes
- Adding stage clear message
- Skill fixes
- Adding more demo messages and endings
- ETC

v1.0  
10/04/2021  
By LifeofFinale

- Now Hong-hua and Ortega are playable
- Now Ash can use shotgun item
- Now all characters have chaser and event mode
- Desperation moves are changed and improved
- More skill sets (refer to the manual)
- Ending for several characters are added
- Demo and intro animation for all characters
- Many parts of game balance are reformed
- Bug fixed, ETC

v1.0  
12/04/2020  
By Dexameta

Night Slashers X Rebalanced

- New character (Aska)
- Balanced some enemies' movements
- Now Ash is using MP System
- PC sharing continue counts
- Now jack is invincible when using air special attack
- Fixed some bugs

24/12/2019  
By oldyz  
<http://www.chronocrash.com/forum/index.php?topic=4658.0>

Night Slashers Widescreen

- First Widescreen version
- Improvements here & there.
- A Bonus level from hell - survive & you get a life - lose & lose all lives & a continue (it is not a defect - its a feature - A FEATURE i tells ya) :o
- 4 player game-play
- Replay-value of 2
- Add a new character from Evil Dead, especial thanks to nsw25 for the 4th hero

18/09/2017  
Blaze Rhodon

- Fixed this game myself, it had broken script in level 3-2 and I removed it.

05/12/2015

- More Ammo & Weapons can be picked up many times when dropped. Idea taken from "Super Night Slashers X"

29/11/2015  
By Netspider1

- Some visual improvements like bonus level where you are fighting on the van roof, the enemies and you can fall on the ground in front of the van and the van is passing over the body. In the old version all is falling like in hole.

23/03/2014

By Stin

- Fixed Jasmin's unlimited life Bug (Jasmin's Invulnerability is now removed)

20/09/2013

By Bloodbane

- Fixed the crash in level 3.