

# NEW SAILOR MOON VIDEO GAME!!!

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*We are currently producing a FAN MADE Sailor Moon Video Game. To learn More go here!*

<http://z9.invisionfree.com/ImperialSoldiers/index.php?act=idx>

Provided by Fanart Central.

[http://www.fanart-central.net/stories/user/Tuxedo\\_Mini\\_Mask/53979/NEW-SAILOR-MOON-VIDEO-GAM](http://www.fanart-central.net/stories/user/Tuxedo_Mini_Mask/53979/NEW-SAILOR-MOON-VIDEO-GAM)

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# 1 - Imperial Soldiers

HEY!!! As many of you may know, we are coming out with a video Game for the site. The Video Game is everything I thought This Story would turn out as. MEANING, that it may not all be accurate.

Well anyways lets get down to business..

Possibility's:

ONLINE???

We are thinking of Adding an Online Feature Once you have completely finished the game. meaning That we can all interact with each other in scout form!!!

Pixel Movement???

We May be adding pixel movement as a feature once we learn how to take out some of it's bugs.

Caterpillar effect:

Party Members should be able to follow behind each other.

Features: To Be's, Be's, and Wana B's

Equip Menu-

Here is a TO BE. We will be adding this Equip menu

[\[http://img468.imageshack.us/img468/9767/sceneequipkh8.jpg\]](http://img468.imageshack.us/img468/9767/sceneequipkh8.jpg)

\*of corse we will customize it to Sailor Moon ETC. Right now, it currently has a \*

Compact Menu- Wana be!

The menu I wana have will be split into numerous parts. (For now I only have a picture of the equip menu.)

1. Items
2. Equip
3. Techs

4. Status
5. Party
6. Options
7. Save

Battle System-

I am having HUGE problems with the making of a perfect battle system... The Closest one I can Find is this...

<http://www.rmxp.org/forums/index.php?topic=36268.0>

With the ACTUAL BATTLEING of.. well I can't find 'a good side view battle system' so, Just wait for updates about that

I will say that it is VERY close to Final Fantasy.

Sailor Moon:

ALL Characters of Sailor Moon will be playable in the Battle arena.

happy.gif

Here Are the requirements:

#### Minimum System Requirements

- \* Microsoft® Windows® 98/98SE/Me/XP/2000
- \* PC with 800MHz Intel® Pentium® III equivalent or higher processor
- \* At least 128 MB of system RAM
- \* 1024x768 or better video resolution in High Color mode
- \* DirectSound-compatible sound card
- \* At least 100MB of available hard disk space

#### Recommended System Requirements

- \* Microsoft® Windows® XP
- \* PC with 1.5GHz Intel® Pentium® 4 equivalent or higher processor
- \* At least 256 MB of system RAM
- \* 1024x768 or better video resolution in True Color mode
- \* DirectSound-compatible sound card
- \* At least 500MB of available hard disk space

Be awaiting updates

COMMENT!

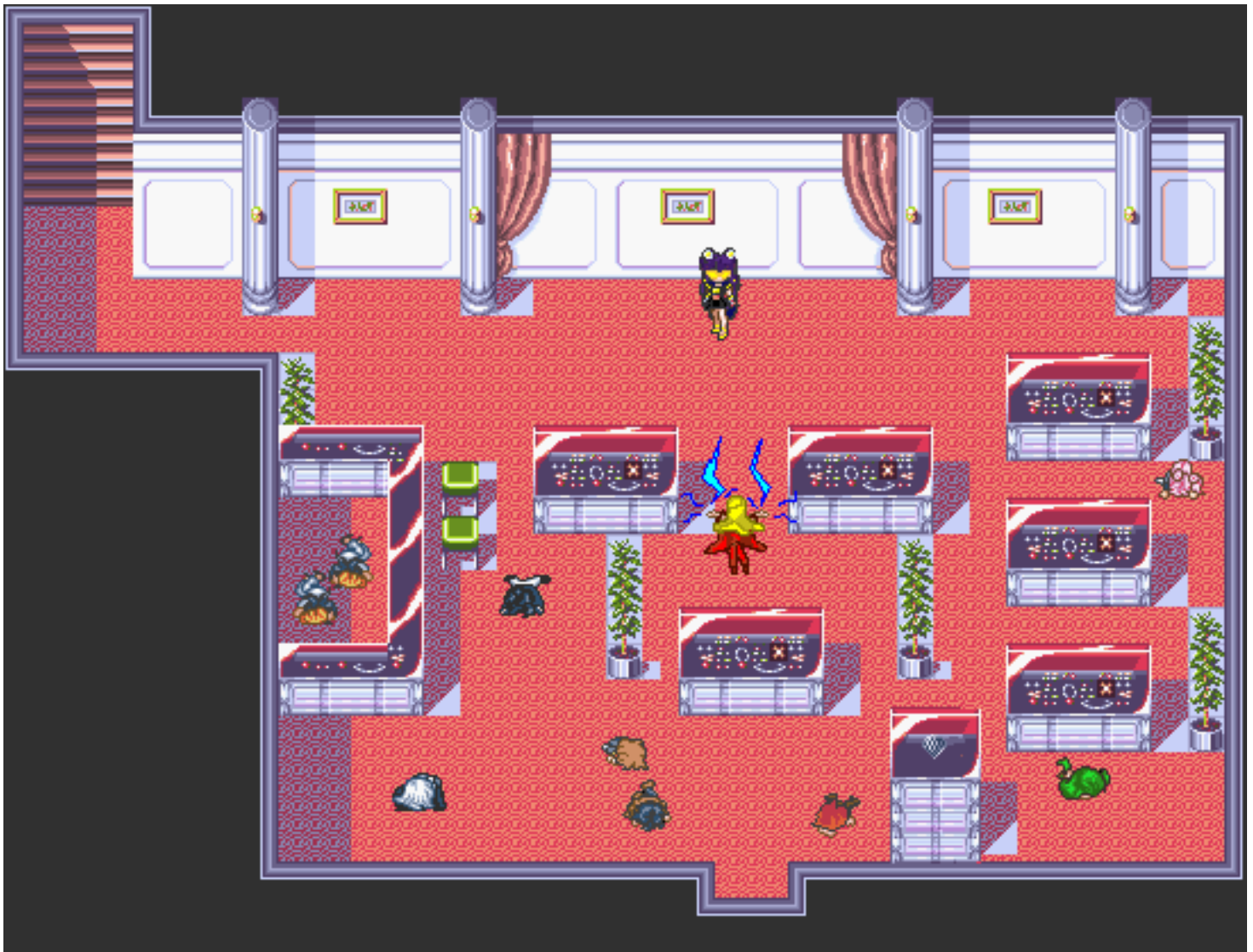
## 2 - Screenshots and town Maps

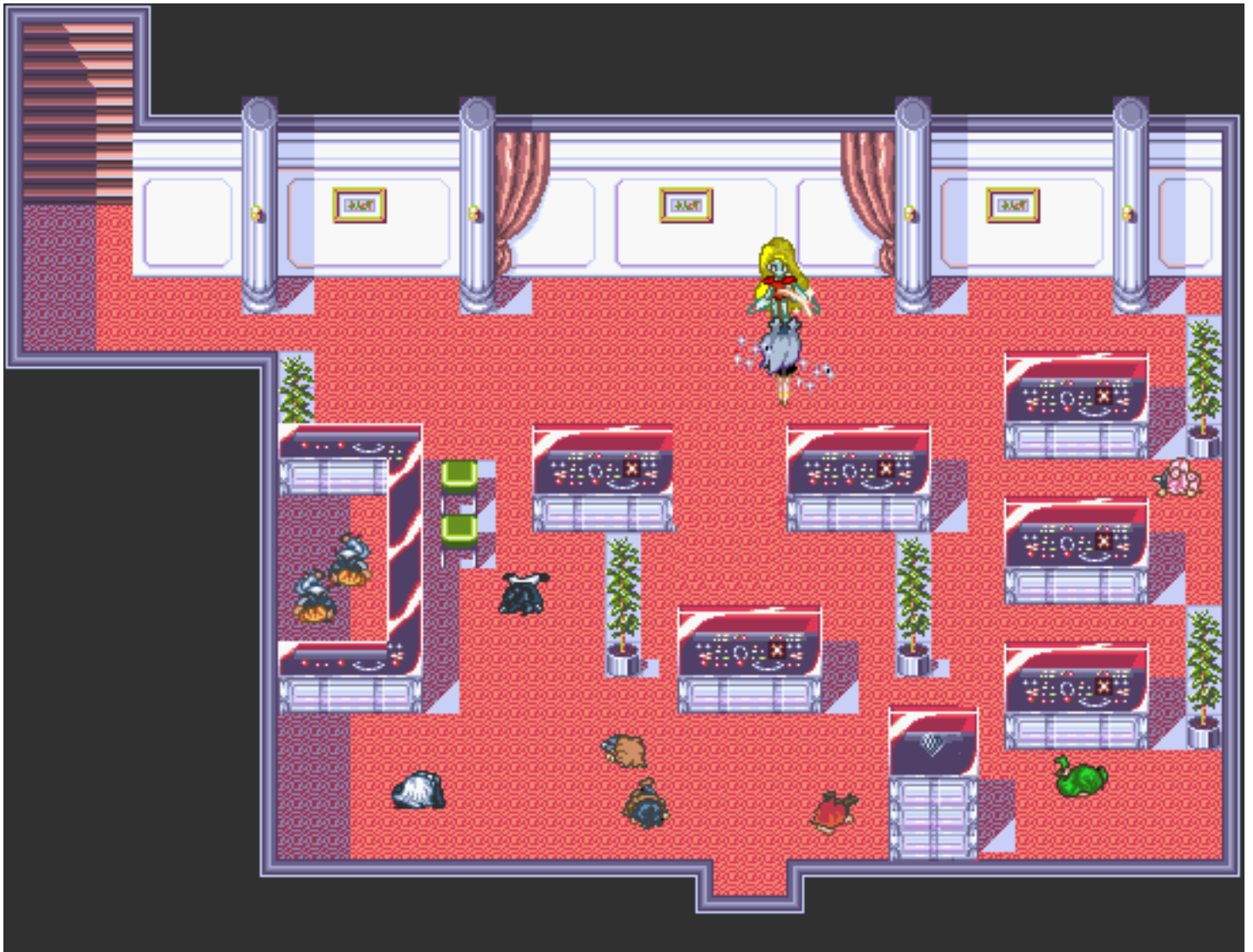
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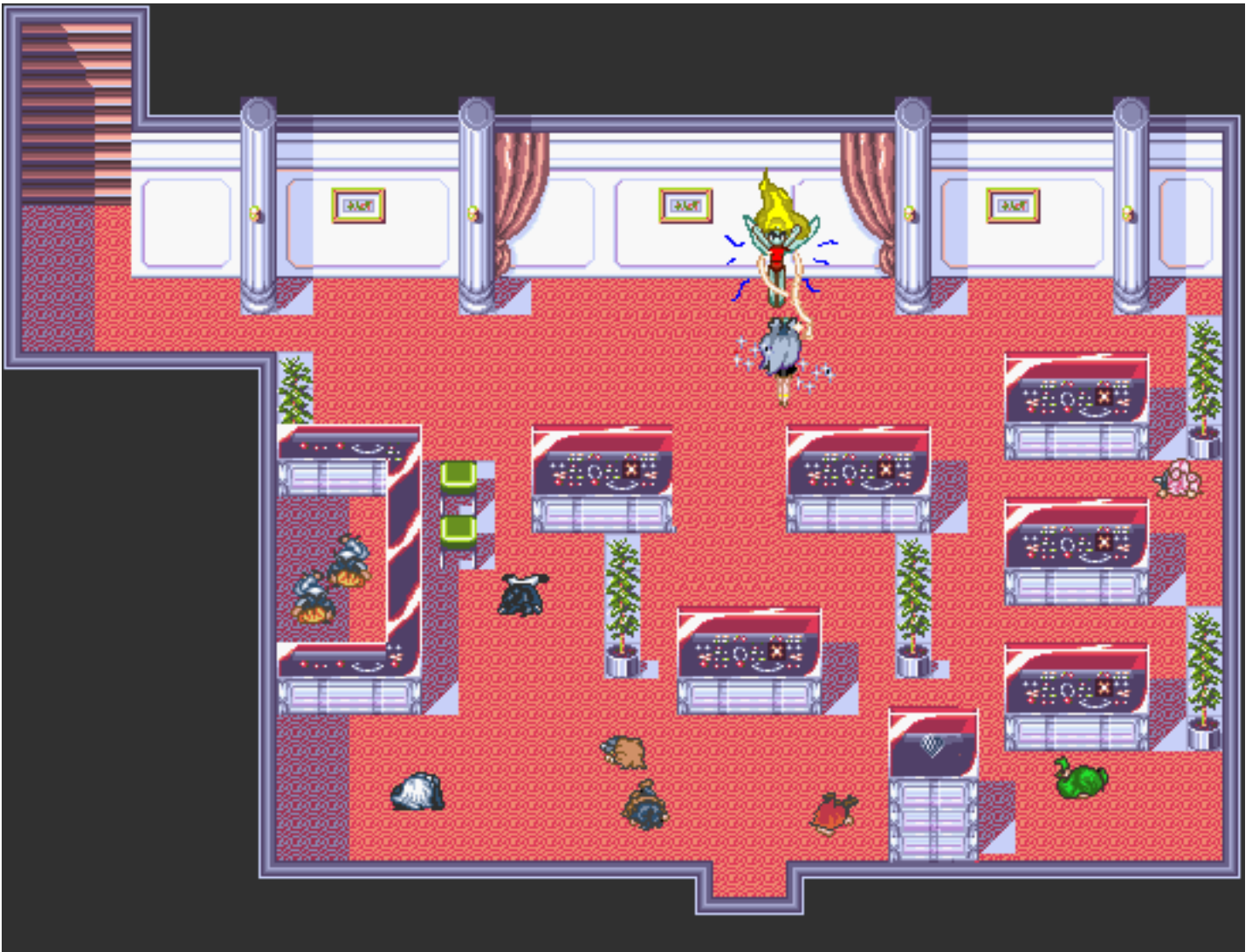
Umm... Right now we have not finalized ANY maps. Considering we are ripping most materials from Sailor Moon another story For the game, I would like to Re-build and Re-make the towns. And Plus, The town sets we have now do not match the sprites YET. but that can be fixed when we rebuild it.

Understand that we are NOT using these town sets with our sprites, It's just kind of a preview.

Here they are:







Not the best. I re-created the images. NOT very good com[pared to what it will look like. But good for the basic visual!

Hope you liked!

COMMENT!!!