

## HERO MOMENTS

The player will be given the opportunity to cut together a string of **'HERO MOMENTS'** into a small video clip. They will be moments when they have achieved something grand in game and their avatar reacted correspondingly with a set animation in front of the cabinet.

## CREATE HERO MOMENT

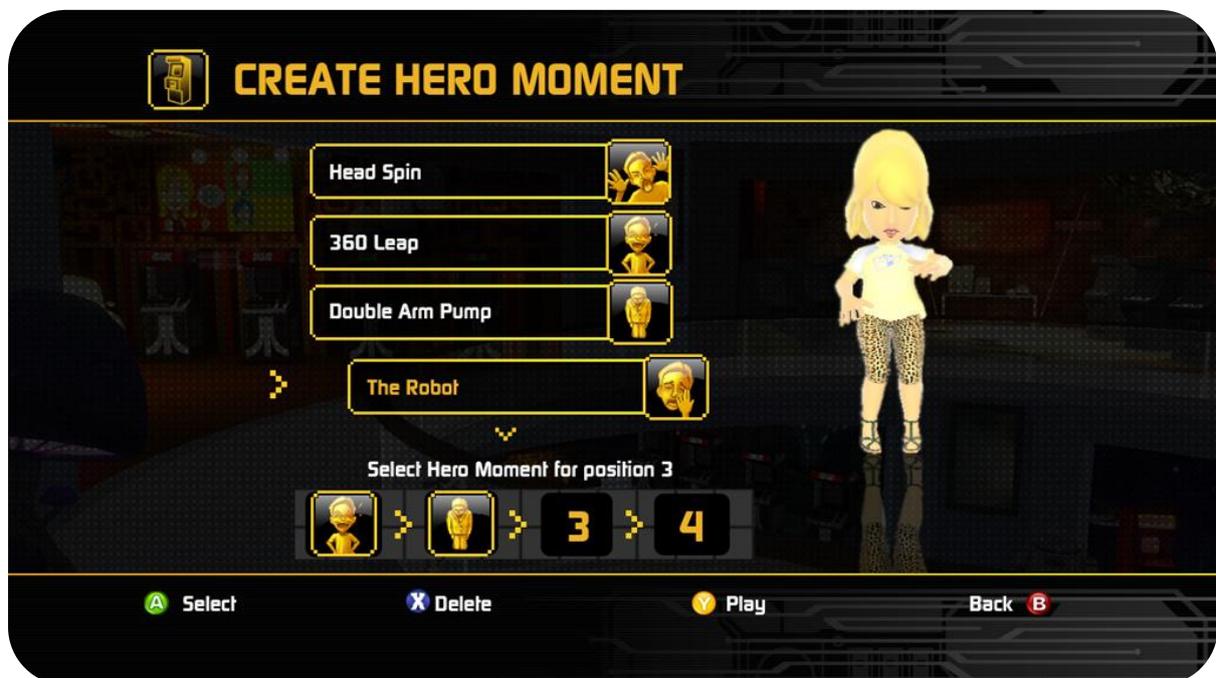
In addition to the regular **GAME OVER** options, the player is given the ability to **'CREATE A HERO CLIP'**.



The hero clip will also be something that can be selected and sent along with a challenge in the way a taunt would be.

## CREATING A HERO MOMENT

- ❖ In the Create Hero Moment menu the player can fill up to 4 slots with hero clips.
- ❖ A selection of the set animations will be available to select from.
- ❖ Adjust the order of the animations into a small 16 second clip.
- ❖ Apply slowdowns to your favorite parts to really show off your avatars skills.
- ❖ The animations are strung together to create one full length clip of hero moments.
- ❖ All 4 slots do not have to be used.



### Example Animations:

- ❖ 360 leap into the air with fist raised
- ❖ Arm pump
- ❖ Stretch arms and fingers
- ❖ Break dance foot work
- ❖ Hand hops
- ❖ Control arcade with feat
- ❖ Hand spin to stand up and arm cross
- ❖ Head spin
- ❖ Double arm pump

- ❖ Jack hammers (hoping on one arm while spinning)
- ❖ The robot
- ❖ Gun slinger (shooting fingers)
- ❖ Splits
- ❖ Windmills
- ❖ The worm
- ❖ Straighten eyebrows in a cool 80's way

❖ Each short animation lasts up to 4 seconds and begins and starts from the idle position (to allow smooth transitions between animations).

❖ The Avatar on the right will demo each animation as it is highlighted.

❖ Pressing  cycles through the available options.

❖ Pressing  selects the current animation and adds it to the next slot.

❖ Pressing  deletes the last animation in the Custom Taunt list.

❖ Pressing  plays the current Custom Taunt (Avatar performs the taunt).

❖ Pressing  saves the current Custom Taunt and returns to the **'Select Taunt'** screen.

**NOTE:** Only one HERO MOMENT is available per Profile and will always display whatever is currently set.

Once cut together **'SAVE HERO MOMENT'**