3DS Big Hero 6 Battle in the Bay (April 24, 2014)

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👤 Hexadecimal Mantis · 🕐 Aug 7, 2020

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H	**Hexadecimal Mantis** ✉
	Registered Registered

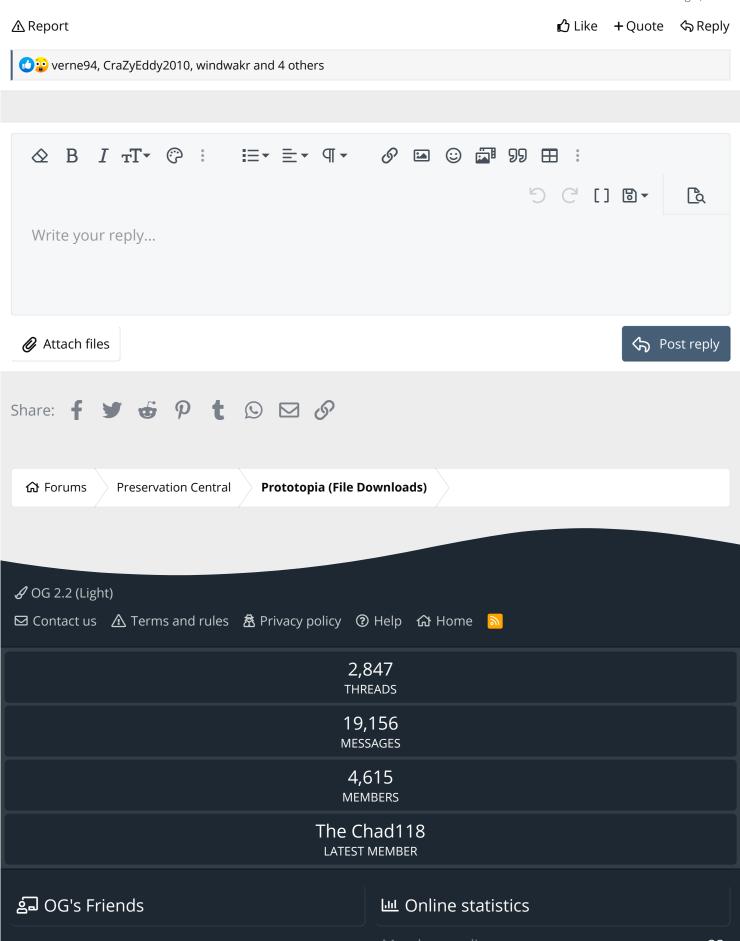Aug 7, 2020   ↑   ⇄   🔖   #1

The build appears to be quite early and primitive when compared to the final game, and most of the levels lack detail. It also contains a myriad of unique debug information and toggles.

Note: cia uses development encryption

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TAUNT_IDLE
dist: 172
alert: 480
health: 40/40
velX: 0

○ 255   📷 imgur

1P_BH6_3DS_FirstPlayable_24APRIL2014

Last edited: Aug 7, 2020

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👍😮 verne94, CraZyEddy2010, windwakr and 4 others

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🖌 OG 2.2 (Light)

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About OG

Obscure Gamers is a Video Game Preservation group founded in 2017. We actively work to preserve long lost video game history & hardware for educational research and historical purposes. Our long term goal is to work with Video Game Developers in preserving this important history from being lost.