

# Cham Cham

## Guardian of the Jungle

Body Points: 15      Height: 4  
Tactics Points: 10      Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	Bash O	36	50	+2	
	Smash O	24	50	+1	
Side Swing	Strong O	28	64	+1	
	High R	10	64	0	
	Low B	2	64	0	
Thrust	High R	32	54	0	
	Low B	14	54	0	
Paku Paku Gabool	B				
	Scorching* R	12	58	+4	
Throw Boomerang	High R	22	60	+2	
	Low B	38	60	+2	
Flying Scratcher!	Ripping! O	44	56	+1	
	Scratch Face! B	48	56	0	
	Scratch Body! R	6	56	0	
Special	Kick B	34	56	+2	
	Wild Swing Y	40	64	+2	
	Dislodge Weapon B	30	56	-3	
	Retrieve Weapon G	46	52	-6	
Block	High G	26	56	-1	
	Low G	4	56	-1	
Jump	Up G	18	52	-6	
	Dodge Y	8	52	-6	
	Duck G	20	52	-6	
	Away Y	16	62	-6	
Extended Range	Metamoranimal W	50		+4	
	Swing Boomerang K	64		+1	
	Paku Paku Gabool* K	58		+4	
	Thrust Boomerang W	54		0	
	Throw Boomerang W	60		+3	
	Block and Close N	56		0	
	Dodge N	52		-6	
	Change to Stuffed Girl N	62		-6	

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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Gear: Boomerang named *Yok Mok Mook*, 3 General Items

\* **Paku Paku Gabool:** You will temporarily lose 1 Body Point as the result of this maneuver. (This can cause you to lose the combat.) You regain the Body Point after your next maneuver is resolved.

**Boomerang Attacks:** Down Swings; Side Swings; Thrusts; Throw Boomerangs; Special Wild Swing; and Extended Range Swing, Thrust, and Throw Boomerang are Boomerang attacks.

**Character Design:** Cham Cham is from the *Samurai Spirits/Samurai Shodown* series by SNK.

**Gear:** The Gear list comes from the translation.

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## Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging:** "Do no Thrusts next turn."
- 05 **Throwing Boomerang:** "Do no Boomerang next turn."
- 07 **Dazed:** "Do only Jumps next turn.  
If scoring 11 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting Boomerang:** "Do no Swings or Scratch Face! next turn."
- 11 **Scratch:** "Add +3 to any Flying Scratcher! or Kick that scores next turn."
- 13 **Leg Wound:** "Do no Orange next turn.  
If scoring 8 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Blue next turn."
- 17 **Boomerang Blocking:** "Add +2 if you score next turn."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Boomerang Attacks until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Orange next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Flying Scratcher! for the rest of the combat."
- 33 **Dodging:** "Add +3 to any Down Swing, Side Swing, or Scratch Face! that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +3 to any Orange that scores next turn."
- 39 **Metamoranimal:** "Do no Green or Yellow next turn."

- 41 **Knocked Down:** "Do only Jumps next turn.  
If scoring 5 or more, then include Critical restriction.  
CRITICAL: Do no Paku Paku Gabool for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again.  
No restrictions next turn."
- 45 **Parrying:** "Add +2 if you score next turn."
- 47 **Paku Paku Gabool:** "Lose one Body Point. Do no Orange next turn, and after your attack is resolved regain one Body Point."
- 49 **Extended Range Paku Paku Gabool:** "Lose one Body Point. Do only Extended Range next turn, and after your attack is resolved regain one Body Point."
- 51 **Extended Range Attacking:** "Do only Extended Range (except Metamoranimal) next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat."
- 55 **Extended Range Change to Stuffed Girl:** "If any Body Points have been lost, regain 1 Body Point. No restrictions next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Throwing Boomerang:** "Do only Extended Range (except for Boomerangs) next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn."
- 63 **Flying Scratcher!:** "Add +2 to any Flying Scratcher! that scores next turn."



### Cham Cham Credits

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