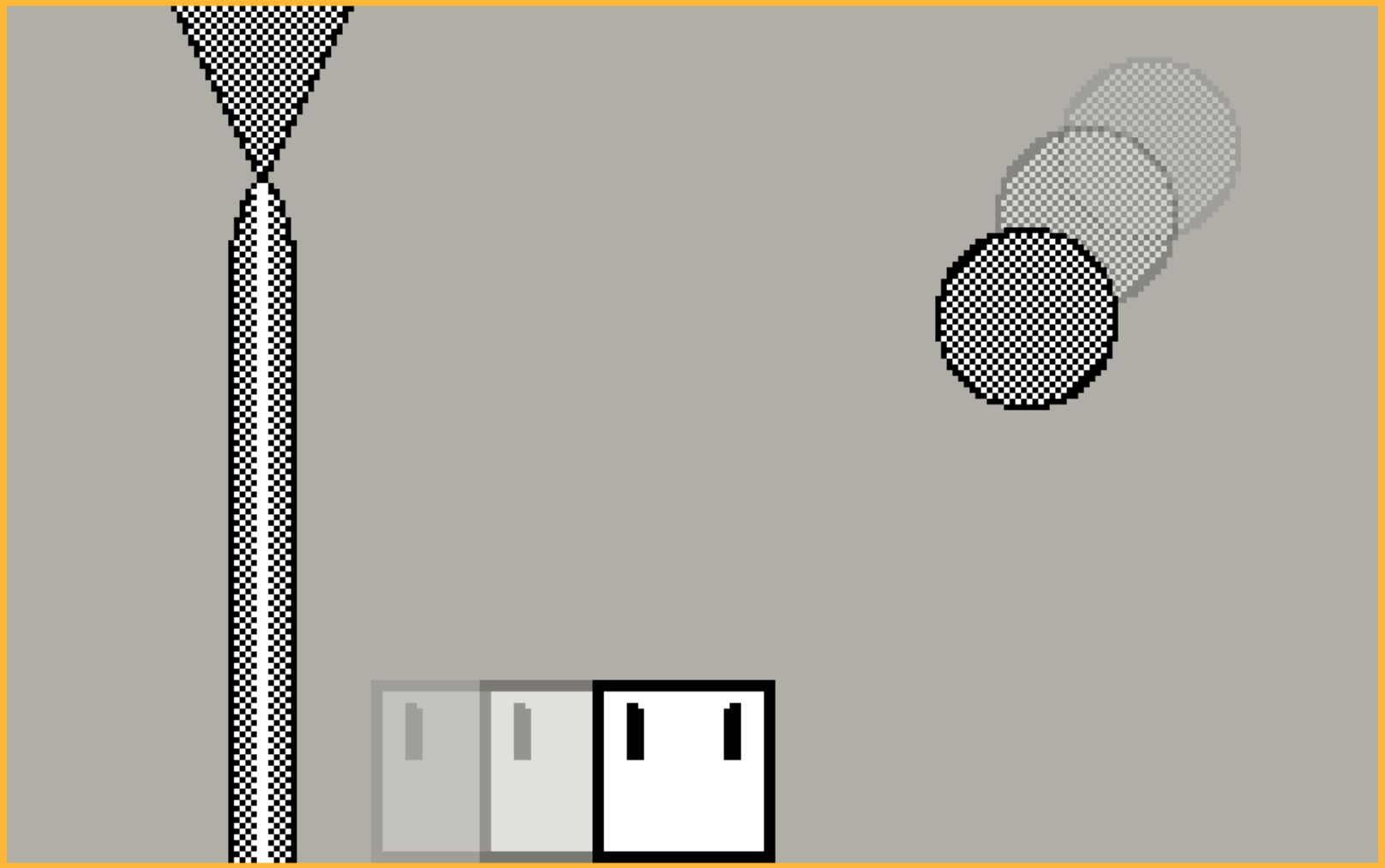

BOXFIGHT

INSTRUCTION BOOKLET

BOXFIGHT

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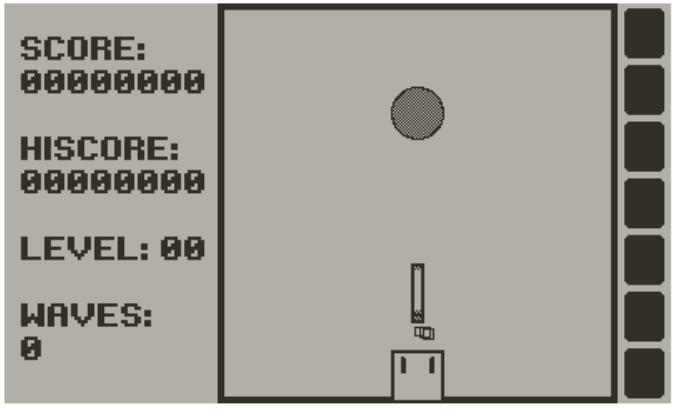
GETTING STARTED

When BoxFight is launched for the first time, you are greeted by the title screen. To continue from this screen, press the A and B buttons at the same time.

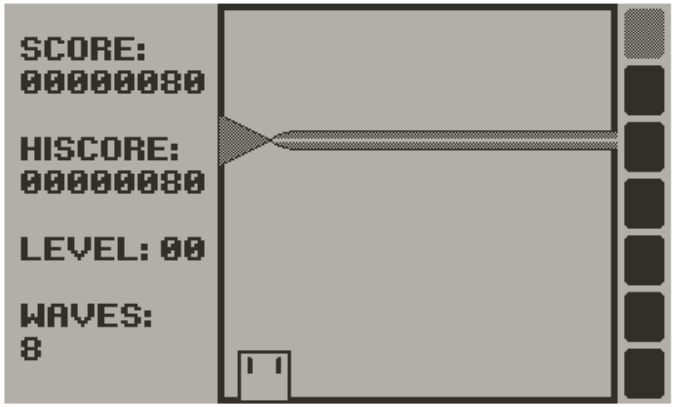
You will then begin the tutorial. You cannot move until the tutorial starts to explain the controls. Press down to proceed through these prompts.

Move using the crank, and hold right to snap your rotation. Press up to shoot the enemy that spawns. Finish the tutorial by proceeding through the rest of the text.



On the title screen, there are now four options you may select after pressing A and B. "START" begins a game, and "SCORES" lets you view your highscores.

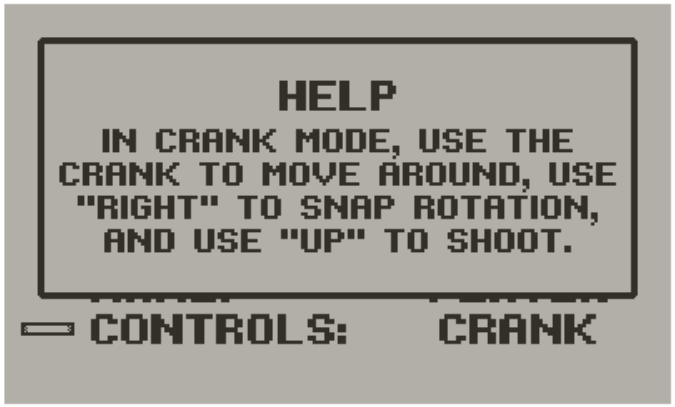
Select "START" to begin a new game. A game can start in either "WAVES" or "CLASSIC" mode. "WAVES" is the default, and will spawn randomly selected waves. In-game, the left of the screen displays information about the game such as your score and how many waves have spawned, while the right side displays your health points.



CONTROLS

BoxFight has two options for controls, being crank and buttons. You can select these from the "OPTIONS" selection on the title screen.

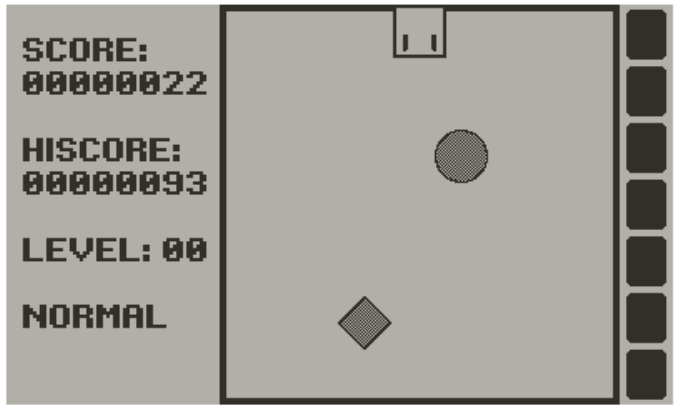
With crank (default) controls, the angle of the crank directly corresponds to your position. You can hold right in order to "snap" rotation, and press up to shoot.



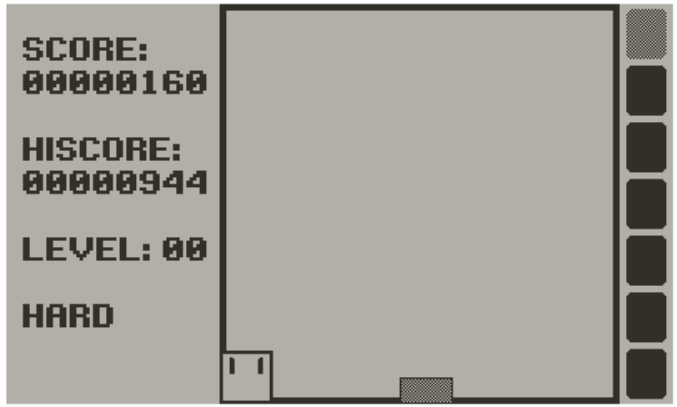
With button controls, you use the dpad to move around the side you are on, you use B to switch side (moving counterclockwise), and use A to shoot.

ENEMIES

BoxFight has four different types of enemies. The first of these, and easiest to avoid, is the circle. Circles spawn in the center and move towards the player.

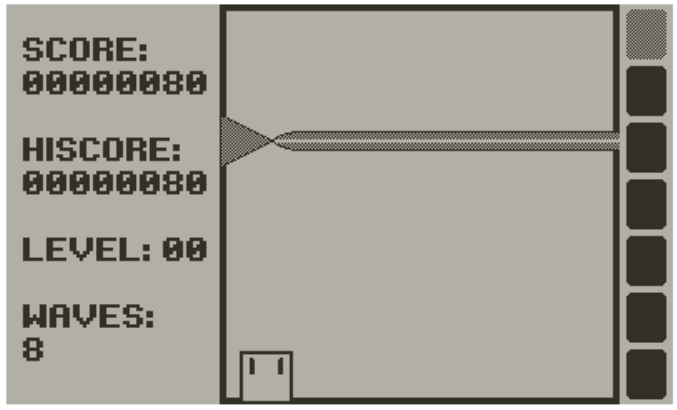


Rectangles will spawn on the same side as you, but as far away on that side as possible (some waves change this).



Diamonds spawn in the center, and bounce around the box a la the dvd screensaver.

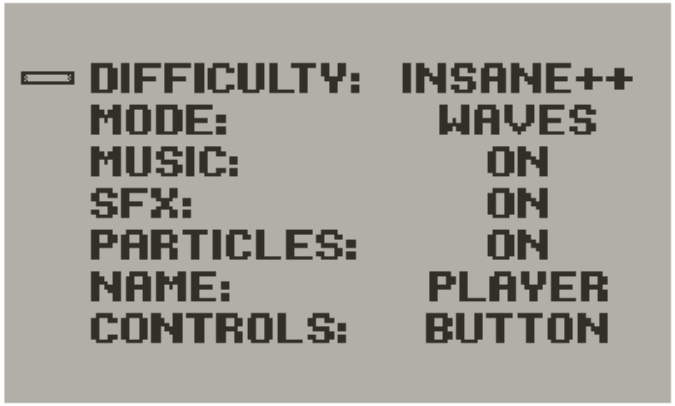
Triangles will spawn on the walls, and don't hurt the player. After a short time, they will spawn a laser in the direction they are pointing.



OPTIONS

DIFFICULTY: There are five difficulties in BoxFight, being Baby, Normal, Hard, Insane, and Insane++. The harder difficulty you go to, the faster enemies get and the more points they are worth.

MODE: There are two modes at the time of writing, WAVES and CLASSIC. WAVES spawns waves of enemies, and CLASSIC spawns enemies randomly.



MUSIC/SFX/PARTICLES: Turn on/off Music/Sound Effects/Particles

NAME: The name your scores use when being added to your leaderboard (or your friend's during pdportal score transfer)

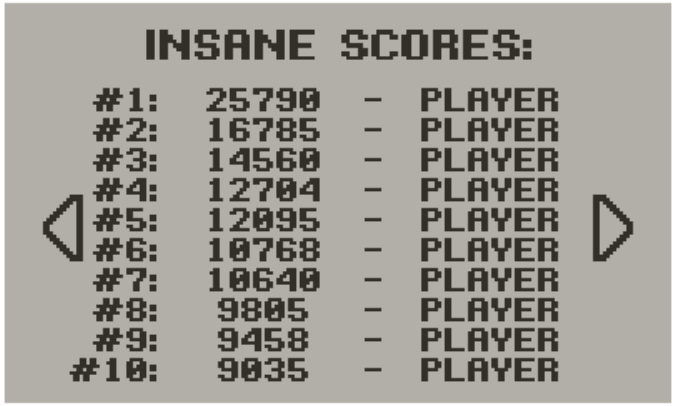
CONTROLS: See page 3

STRATEGY GUIDE

BoxFight has many different waves and scenarios and it is important to know the ins and outs in order to maximize your score!

First, choosing the right difficulty is very important in order to balance difficulty and score bonuses. The difficulties and their speed/score multipliers are below:

NAME	SPEED	SCORE
BABY	0.5	0.5
NORMAL	1.1	1.0
HARD	1.6	2.0
INSANE	2.1	3.5
INSANE++	3.5	6.2



For getting a high score, I would personally recommend HARD or INSANE as they have a very good speed-score balance, but if you can manage INSANE++ then that 6.2x multiplier is definitely worth it.

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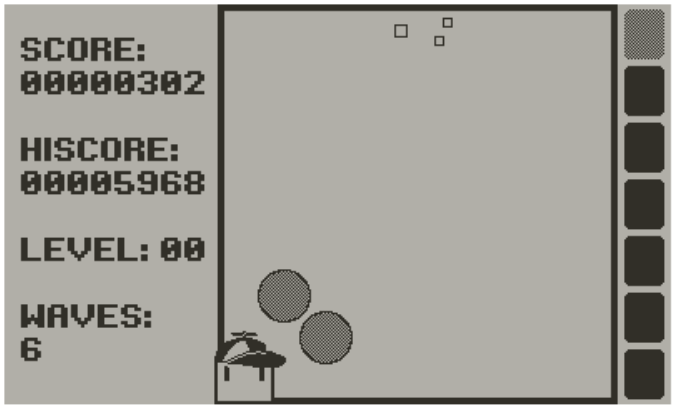
Now for how to survive on your chosen difficulty. First off, staying in a corner is a very good strategy (especially on button controls) because circles always spawn in the center, so the corners are the farthest you can be from them. Rectangles will always spawn on your side of the box, but as far away on that side as possible, so the corners are also safeer from rectangles. Rotating on button mode snaps you to the center, so you can teleport out of the way of diamonds.

The player can only shoot every 350ms. Because of this, avoid holding the shoot button or you might not have a projectile ready when you need it! It is always a good idea to save your shots for circles and diamonds to get them out of the way quickly.

Dodging circles can be done easily by rapidly rotating about the box, because this will force the circles into the center where they are easier to hit.



Dodging rectangles and lasers is one of the hardest parts of BoxFight, so this page will go over some basic strategies on how to do this.

Single rectangles will always spawn as far away from you on your side as possible, so they are easy to dodge. If there are two rectangles on your side, however, (and on the other side, in later waves) it can get tricky, especially on crank controls. If you are using button controls and are stuck in between two rectangles, press rotate ONCE. If you press it twice there is a chance you can hit into rectangles on the other side of the box. If you are using crank controls, hold right and crank to snap to the next wall over. If you don't hold right, you will not do snap movement and as a result will hit into the rectangle you tried to dodge.

4-rectangle waves appear starting at level 3 in normal/baby/hard mode, 2 in insane, and can happen anytime in insane++. 2-rectangle waves can happen just about any time except the first level even on lower difficulties, so always be prepared!

SCORE SHARING

BoxFight supports sharing scores via pdportal, which allows users to "fuse" their "BEST SCORES" scoreboards together, so scores from both players will show on each others' devices.

In order to start score sharing, select "SCORES" in the main menu, and press left once (or until you see the screen displayed on the right of this text).

NOTE: You will need a computer and the yellow cable that came with playdate. Follow the prompts on the playdate screen in order to connect to your friend's playdate. Unplug playdate only after the process is complete.

RintaDev 2024