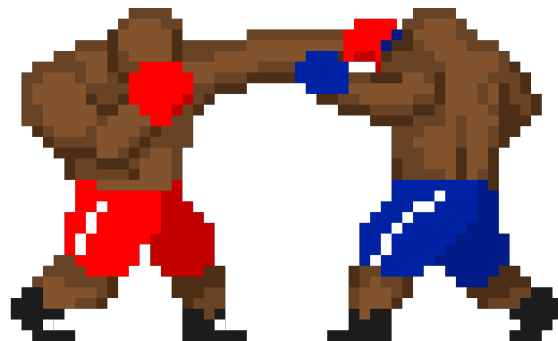


Canvas Express Game Manual

Version 1



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Canvas Express is a free as in freedom, minimalist and fast-paced, boxing-themed fighting game. Matches consist of a single 30-second round that probably won't event last as long—three of four well placed punches will send your opponent to the canvas!

Basics

Controls

- Left and right on the d-pad are used for moving
- Up and down on the d-pad are used for guarding
- The face buttons (ABXY) are used for throwing punches
- The right shoulder button is used for slipping

Each of the typically four face buttons on a gamepad throw a different punch.

Unlike gamepads, where their index determine which fighter it controls, the keyboard can be used as an input method for both players simultaneously. Because of this, each players' key mappings can be configured from within the game. Found in the **Configure** sub-menu, the **Remap P1 keys** or **Remap P2 keys** sub-menus will present you a list of each re-mappable control for that player. When OK (jab) is pressed, the next input will be bound to the selected control, unless that input was already taken in the other player's mappings.

By default, keyboard controls for player 1 are:

- A and D for moving
- W and S for guarding
- F, G, T, and Y for throwing punches
- Left shift for for slipping

And for player 2:

- Left arrow and right arrow for moving
- Up arrow and Down arrow for guarding
- N, M, K, and L for throwing punches
- Right shift for for slipping

Menu

The game starts in the main menu. You can move your selected item within the menu with the up and down buttons. The jab button acts as an OK button.

Fight will take you to a special menu where each player chooses their fighter's colour for the round *in secret*.

Configure will take you to a configuration sub-menu in where you can change the screen's scale or re-map either player keys.

Moving around

Fighters can move forwards and backwards within the bounds of the ring. They can't move while punching or while recoiling from a punch themselves. Fighters also can't cross each other over.

Hit points

Each fighter will begin the match with 20 hit points, deducted as a they take or throws punches or dodge, and regenerated after not taking damage for a short while. Some punches, like low body hits, will permanently reduce the amount of hit points in addition to dealing damage.

Yellow stars represent the current hit points while the white ones behind them represent the maximum amount of hit points.

Punching

Fighters have four different kinds of punches they can throw whenever they're not in the process of throwing another punch, recoiling from damage, or dodging. These are:

- Jab: A quick lead-handed straight punch. Great at controlling space but not useful for damage-dealing or knocking-out
- Straight punch: A quick, strong and long-reaching cross from the rear hand
- Power punch: A very powerful lead-handed hook made risky by its short reach and slow recovery
- Body punch: A strong rear-handed uppercut to the body that guts an opponent's maximum health

When a punch is thrown, it first goes through a startup period. Once this startup period ends, the punch becomes active for a short window of time in which it'll hit the opponent if it connects. Then a recovery period follows, in which the fighter will still not be able to perform any other actions.

Straight punches like the jab and cross aren't effective in very close quarters, as they need space to be effectively thrown.

Taking and avoiding punches

Getting punched will result in the deduction of hit points and in a set amount of recoil in which the fighter can't take action.

Fighters can raise or lower their guard with the up and down buttons to block head or body punches respectively. Blocking dramatically lowers a punch's damage and recoil.

Another way to avoid punches is by dodging them: fighters can perform a slip dodge by pressing the dodge button. This grants them a certain period of invulnerability (followed by a short period of recovery), which can be used to avoid a punch to then counter it.

Win conditions

A round will end whenever a fighter gets knocked-out by losing all of their hit points—in which case their opponent wins—or running out of time. If this occurs, the winner will be decided by the judges based on each fighter's performance, who take note of the number and strength of the punches landed for each during the round.

Choosing colours

Before entering the ring players choose the colour of their fighter. They represent different fighting styles:

- Red: Well-rounded boxer-puncher boasting great balance between offense and defense
 - Green: Swarmer who favours closing into their opponent and pressuring them with relentless, albeit, shorter-ranged, punches
 - Blue: Quick-footed out-boxer that excels at hit-and-run with their great footwork—although their power punches can have lackluster impact
-

Advanced techniques

Feinting

Punches can be interrupted during their startup (that is, while not yet active) by pressing the dodge button. The punch will be immediately cancelled and the hit points spent will be recovered. It can be hard to execute and take advantage of, but a good feint can easily decide an entire round.

Interruptions and stuffing

Punches can sometimes be interrupted before they become active in two ways: if the puncher gets hit while their punch is starting up, it will be interrupted; and if a straight punch is thrown too close to the opponent, it'll be interrupted as it becomes "stuffed".

The power punch, as an exception, can't be interrupted in any way.

Regeneration and keeping up a rhythm

When a fighter takes no damage for a certain period of time, they'll begin regenerating hit points at a rate of one hit point every half second. Taking damage from one's own punches and dodges or rising the guard will only reset the shorter half-second regeneration timer.

Many strategies to maximize regeneration emerge from this:

- A fighter can time their actions to their half-second regeneration timer, punching and dodging right after regenerating a hit point
 - Blocking just-in-time rather than holding the guard up
 - Stopping an opponents regeneration with jabs or by using hit-and-run tactics
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Running the game and troubleshooting

This game runs using LÖVE. You can get LÖVE from your distribution's repository or from their website. Once you have it installed, you should be able to execute `canvas-express.love` to get the game running.

[LÖVE website](#)

If you need help or have any other questions I invite you to shoot me an e-mail!

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Copyright and license

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This game is under the GNU General Public License v3.0 (see COPYING.txt for the full license). The source code for the game can be obtained by extracting the `.love` file as you would a zip file.