

# *Not So Extreme Fighting!*

## *User Guide*

Not So Extreme Fighting is a simplistic fighting game that gives its players a taste of what it means to go toe to toe in hand to hand combat. The key to winning is spacing and patience. However, if you're more of a reckless brawler then go for it! Once the game is popped in, this is what the home screen looks like:



As indicated, press "Enter" to proceed and you will then be able to choose your character. If you are using a controller as personal preference for increased comfort, you may press the start button instead and it will also take you directly to the character select. Note that gamepad users automatically become Player 1 if Player 2 is using a keyboard.



For console gamers



For pc gamers

Once you are at the character select, your screen will look like this:



Both players must hover over their desired character and then press enter to proceed to stage selection. Once you are at the stage selection, your screen will look like this:



There will be a total of 9 stages to choose from. Only Player 1 will be able to select the stage. To navigate through the available selections, you may use the D-Pad on your controller or these keys on the keyboard:







Key	Input
"W"	Up
"A"	Left
"D"	Right
"S"	Down

After selecting your characters and stage, you'll finally be able to fight! The goal of the match is simple, get your opponent's health bar to 0 or have more health than your opponent if the 99 second timer runs out.

Each character will have unique attributes that make them special but it's the player's job to find out their individual strengths and weaknesses.

Universally, all characters have something called "Power". The power bar is displayed right underneath the health bar and has a max of 100 to start the match. "Normals" (Attack Buttons), dashing, and blocking each cost 25 power. Managing power wisely will be essential to winning the fight.

While in the match, this will the button layout:

In-game Function	Keyboard Key (Player 1 = P1, Player 2 = P2)	Gamepad Button
Walk Forward	"D" (P1) or Left Arrow (P2)	Hold Analog based on direction
Walk Backwards	"A" (P1) or Right Arrow (P2)	Hold Analog based on direction
Jump (Twice for double jump)	"W" (P1) or Up Arrow (P2)	
Block (Hold)	"S" (P1) or Down Arrow (P2)	
Normal Attack	"E" (P1) or Shift Key (P2)	
Dash Forward	"F" (P1) or Ctrl Key (P2)	
Dash Backwards	"Caps Lock" (P1) or O (Num,P2)	
Toggle screens (Full/Window)	"T" (Player 1 and Player 2)	
Pause (Hold)	"P" (Player and Player 2)	

Once the match is over, you will be taken back to main menu for the option to play again. Click esc to exit on the keyboard or press back and start simultaneously on the gamepad to exit the game. Enjoy!