

Thanks for playing Binary Opposition! a local multiplayer fighting game for two players that's all about knocking your foe out of the arena on a single axis. The game can be slowed down so it's easier to start, but ideally the game should be played at normal speed (default on startup) which will always have a winner within 10 seconds of round start.

Up arrow -> speed game pace up (max = normal speed for a 10 second round)  
Down arrow -> slow game pace down by half speed (min = super slow for an 80 second round)

Player 1:

Num key 2 -> Single Space

Num key 1 -> Double Space

Player 2:

Num key 9 -> Single Space

Num key 0 -> Double Space

#### **TIPS:**

- Start the game at the slower speeds (down arrow 3 times before you play the first time), this way you can learn the controls
- Try to play without the counters to get a feel for the controls (it's just a pushing match in this case), then counter once you get the hang of it

The goal is simple, use the single space and double space buttons to bump your foe off the board and into the black to win. But the combo system is what drives this game. The button mappings are based on distance and can be countered when your foe is holding down a button opposite of the one you execute. (**Note:** all images are depicted from **BLUE player's perspective**, so a single move will move the BLUE square towards the red square)

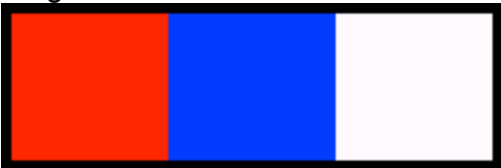
Single Space - (COUNTERED when you "punch" a foe that is holding the DOUBLE MOVE key)

**SINGLE MOVE** - executed when foe is **exactly** two squares away  
(Counter not possible): Advance one square toward foe

Single Move Start



Single Move End



**PUNCH** - executed when immediately next to foe  
(Not Countered): Knock back foe 1 square  
(Countered): your avatar is knocked back 1 square

Punch Move Start (**NOT Countered**)



Punch Move End (**NOT Countered**)



Punch Move Start (**Countered**)



Punch Move End (**Countered**)



Double Space - (COUNTERED when you "jump kick" or "throw" a foe that is holding the SINGLE MOVE key)

**DOUBLE MOVE** - executed when foe is at least three squares away  
(Counter not possible): Advance two squares toward foe

Double Move Start



Double Move End



**JUMP KICK** - executed when foe is **exactly** two squares away

(Not Countered): Land on foe's square, knocking them back one space

(Countered): Foe remains in square, but you land in the square on their opposite side

Jump Kick Start (**NOT Countered**)



Jump Kick End (**NOT Countered**)



Jump Kick Start (**Countered**)



Jump Kick End (**Countered**)



**THROWING** - executed when immediately next to foe

(Not Countered): You jump to opposite side of foe, and throw them so they are flipped to the other side of your new position

(Countered): Your foe jumps to the opposite side of you, and then you flip over your foe's current position to their opposite side

Throw Start (**Not Countered**)



Throw End (**Not Countered**)



Throw Start (**Countered**)



Throw End (**Countered**)

