ARK BOX

UNLIMITED

GAME MANUAL

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BASICS

Welcome to ARK BOX Unlimited. In this game you control a orbital «Defender» to bounce a energy ball in space to hit all incoming blocks and enemies.



You can move the «Defender» left & right with the mouse, a gamepad / joystick or the keyboard. The ball will bounce off the «Defender» and Orbit pads on the left, right and top of the screen. On the bottom of the screen, the ball can leave the area and be lost, you will need a new ball. Once all balls are lost, you need to restart the stage or start over from Stage 1-1 in arcade mode.



When you collect a Blaster Power Up or enter a bonus Stage, the « Defender » turns red and is ready to shoot.

The blue dots show the size of the «Defender»

If the «Defender» takes damage, a HP (Hull Points) bar will appear. When the defender has no more HP, it leave the area and you need to restart the Stage or Arcade Run.

GOAL

Welcome to ARK BOX Unlimited. The goal of the game in each Stage is to hit all blocks or enemies with the ball. Once all Blocks or boss enemies are destroyed, the stage is complete.

NEW GAME

To Start a new game, choose play in the main menu. In the gamemode selection screen you can select from the 3 main modes of ARK BOX. Each mode has separate leaderboards.

FREE PLAY

The Free Play is recommended for new players. It lets you select each unlocked stage and progress will be saved after each completed stage.

ARCADE RUN

The Arcade Run is a survival mode, where no progress will be saved. You have only the initial amount of energy balls plus extra balls you can unlock with rare powerups or when reaching a certain score limits.

COMMUNITY

In this mode you can create, share or download new Stages for ARK BOX Unlimited. Choose between create or download to begin. When the editor slots show up, select one and press again to open the editor or download section. Once a stage has been created, you can press the «share» button to share the stage over the workshop with the steam community.

CONTROLS

MOUSE

Hold the mouse button to move the «Defender» left or right.

Mouselock:
In the Game options, the Mouselock function can be enabled to make the «Defender» follow the mouse automaticly without holding the left mouse button.

Hold the right mouse button to fire the blaster after collecting ammo.

If a Catch PowerUp has been collected, the Ball can be fired with the Left or Right Mouse Button.

Change Editor objects with the mouse wheel up & down

GAMEPAD / JOYSTICK

Use the analog stick, digital pad or L/R triggers to move the «Defender» left or right.

Hold the A Button to increase the movement speed or fire the blaster

Press Select to switch editor objects.
Use the analog stick or digital pad to navigate the menus.
Hit the A button to enter / select a menu option or button.
Hit the B button to exit to the previous menu area.

KEYBOARD

Use the left or right arrow keys to move the «
Defender
» left or right.
Hold Spacebar to increase the moving speed.
If a Catch PowerUp has been collected, the Ball can be fired with space or enter.

EDITOR CONTROLS

In the Editor, Objects can be selected with the category numbers 1-8, page up/down or the mouse wheel.

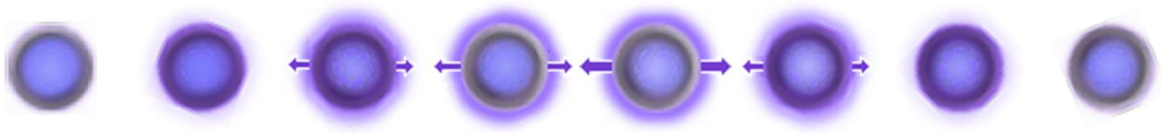
When using a gamepad, Object scan be selected with the L/R buttons or the select button.

Place Objects with Spacebar, Gamepad Button A or the left mouse button.

To remove/destroy objects in the Editor, use Delete on the Keyboard, B button on the gamepad or the right mouse button.

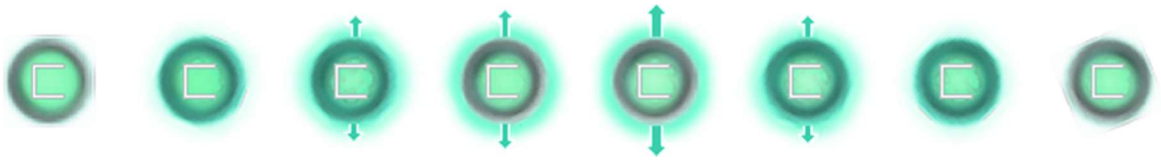
POWER UPS

ENLARGE



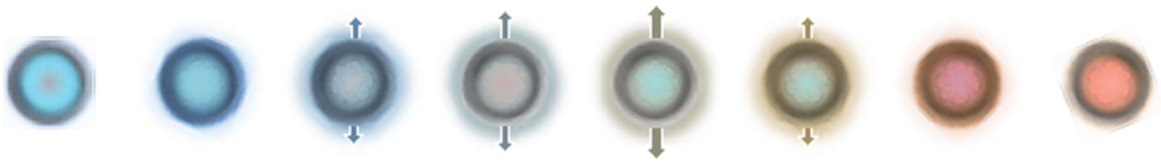
Increase the «Defender» size to have a better chance to reach the energy ball. The size is indicated by small blue squares on the «Defender».

CATCH



This PowerUp allow to catch & hold the energy ball. The «Defender» will start to glow when this PowerUp has been collected and is active. Once the ball has been caught, it can be fired with the main button.

BLASTER



The Blaster PowerUp fills up the Defender’s ammunition and allow it to fire at enemies and blocks. Some objects will take more damage from it than others. Choose wiseley what you attack when having this bonus and don’t forget to bounce the ball.

SPECIALS

CREDITS



Blocks and enemies can also drop credits, that can be collected to buy new Upgrades between stages or arcade runs.

ZONK



Try to avoid Zonk's! These items will reduce the «Defenders» size to the minimum.

EXTRA LIFE



Extra Lifes are a rare drop that gives an additional energy ball.

HINT

Power Ups and Credits also restore Hull Points of the Defender by a small amount.

UI



LIVES

The Balls on the left side of the screen show the remaining balls (lives).

TIME

The remaining time is displayed in the top left of the screen. You need to complete the stage within this time frame to complete it.

AMMO

When a Blaster PowerUp has been collected, it fills your ammo bar in the top left of the screen.

SCORE

The score is displayed on the top right of the screen. A red score indicates that a combo is running. A blue score shows that the combo has been finished.

COMBO

The combo bar is shown below the score and indicates how much time is left to increase the combo until it runs out. When a combo runs out or the player gets hit, the score amount will be added and the combo counter resets to 0. Points will be increased by 10% per combo counter.

EDITOR

ARK BOX Unlimited let’s you create your own stages or download unlimited other user created stages. Select the editor button in the main menu and choose create or download to proceed.

CREATE

Here you can create new stages. Select a free slot and confirm to start editing. In the Editor interface you can place new objects in the grid. The stage will automaticly be saved as you create it. To play a stage directly in the editor. Open the menu and choose play.

SHARE

To share a created Stage, select it’s slot and the «Share» button will appear. Confirm and set tags, privacy and a name for the Stage. Once you’re ready to upload, hit Share. Please wait while your Stage is uploaded. Once «Upload complete» is shown above the button, you can open the uploaded stage on steam by selecting «Open».

DOWNLOAD

Here you can download unlimited new stages to one of 32 download slots. To open the Steam Workshop overview, select a slot and confirm. You can subscribe to multiple items at once.The game will download subscribed items via Steam. They will be shownin the Downloads list of your steam client. If other downloads are 13 | 15

running, this can be delayed. The stages will automaticly appear after downloading. This can be delayed due to connectivity issues.

UPGRADES

Install Upgrades for your « Defender » in the Upgrade Shop.

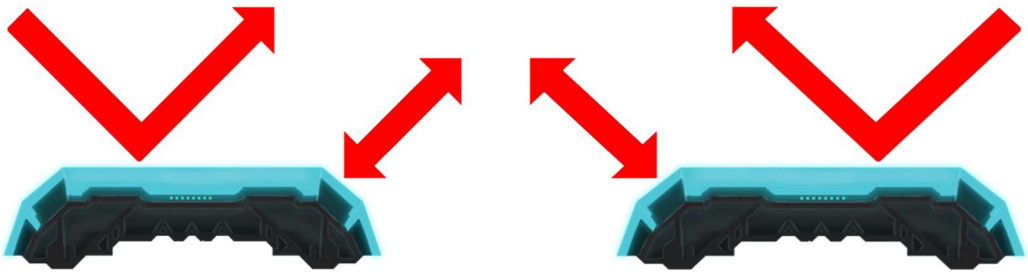
With Upgrades you can modify Time, Weapons, HullPoints, Speed and more.

To buy Upgrades you need to collect credits during stages. Make sure to enable the credits option in the mode customization.

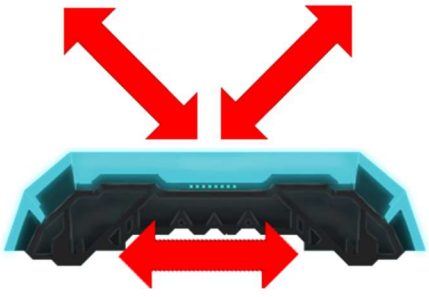
To buy and install Upgrades you can press the Upgrades button in the bottom right area of the screen.

DIRECTIONS

You can change the ball direction angle, when you play the ball with the sides or even the edges of the « Defender ».



Stand still or move slow



Move fast in the opposite direction

CREDITS

ARK BOX Unlimited by PolarityFlow, Adrian Zingg 2016

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COF Recordings
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