

Override/256 - PlayerManual

Nightwolf Games 2025

You're about to jack into **Override/256**... the glitchiest, flashiest, most brain-meltingly awesome arcade shooter this side of the neon void!

This is **Override/256**, a futuristic ride into the heart of the **Glitch Grid**, where players jack into a fake MMO, upgrade their **DOA** stats, and blast their way to the top.

Everything wants to kill you, and survival means staying sharp, moving fast, and ranking up. Your mission?

Defeat Rank 000. Override the system.

Grab your joystick, power up your pizza-fueled reflexes, and enter the **Glitch Grid**.

BASIC CONTROLS

(All inputs are rebindable)

- **WASD / Left Stick**: Move
- **Mouse / Right Stick**: Aim
- **LMB / LT**: Fire Left Weapon
- **RMB / RT**: Fire Right Weapon
- **Space / B**: Dash or Jump (based on skills)
- **Q / LB**: Change Left Weapon
- **E / RB**: Change Right Weapon
- **X / Y / Triangle**: Change Item
- **F / Square**: Use Item

YOUR MISSION: RISE THROUGH THE RANKS

You start at **Rank 256**, the lowest of the low. Every player, AI or human, has a rank. Defeat one, and if they're stronger than you, you climb faster.

- Defeating enemies drops **STATIC**, glowing glitch-energy used to boost your three core stats:
 - **Defense**: Reduces damage taken. If zero, you too!
 - **Offense**: Increases weapon power. If zero, you are unable to shoot!
 - **Agility**: Affects speed, jump height, dodge, and stamina. If zero you will move very very slowly.

AGILITY: YOUR LIFELINE

If you run out of Agility, you become a sitting duck.

You *must* stop or walk slowly to **regenerate agility**. If you're out of breath in combat, you won't dodge, sprint, or even fire certain weapons.

Pro Tip: *Run smart. Move like a shark, but rest like a ninja.*

CO-OP OR CHAOS (2–4 PLAYERS)

Play together... or betray each other.

- Share static, team up...
- ...Or backstab, steal loot, and flex your rank.
The grid doesn't care. Only the strongest survives.

CHARACTERS & UNLOCKS

Start with **Cinco**, your default training avatar. Simple loadout, basic energy weapon, and supportive skills.

Unlock over **20+ characters**, each with their own **stat balance** and **unique ability combos**.

WEAPONS, SKILLS & ENEMIES

You can equip 2 weapons at a time, and switch freely.

You'll start with:

- **Pulse Shot:** The default. Balanced and reliable.
- **Tri Beam:** Three powerful bolts.
- **Arc Nova:** A very explosive projectile.
- **Arc:** Slow arcing projectiles with area splash.

Defeat Red-class enemies to unlock these and more. Some weapons are rare. Some are *legendary*. All of them are fun to discover.

SKILLS

Each character can equip up to 5 skills. These change how you move, fight, and survive.

Here are some early ones:

- **Apex Leap:** Jump twice as high. Escape danger or reach secrets.
- **AutoTarget:** Your shots gently curve toward enemies.
- **Fail Save:** Will survive a lethal damage once per rank.
- **Data Scope:** Auto-map

There are **dozens** of skills. Some synergize. Others break the rules. You won't find them all in one run.

Experiment. Adapt. There's no perfect build, only the right one for the moment.

DOA TOWERS

Scattered throughout the grid, **Towers** restore your DOA stats.

- Step inside to regain strength.
- Towers have limited charges, but **recharge during storms**.
- Be careful: during a storm, towers become dangerous.

THE STORM

Every 2–3 minutes, the **Grid becomes unstable**, triggering a **Storm**:

- **Some skills are temporarily disabled.**
- **DOA towers** (used to recover your stats) will **damage** instead of heal.
- However... towers **recharge** during storms.
- A **temporary boss** spawns and **rampages** across the map.

Risk or reward? Fight the boss and gain powerful loot from fallen enemies... or hide and survive the chaos.

HOLOGRAM SHRINES & BOSSES

Across the world are **Hologram Shrines**. Activating one will initiate a **boss challenge**. Defeat the boss in the arena, and you will be one step closer to your objective. And you will get an upgrade too.

- Choose carefully ... there's no going back!
- Some bosses may also appear **temporarily** during storms.

THE SANCTUARY

A **safe zone** where enemies cannot enter.

- Rest.
- Recover your DOA.
- Talk to mysterious **holograms** for helpful (or cryptic) advice.

GAME MODES

- **Softcore Mode**: Respawn with your progress partially intact.
- **Hardcore Mode**: One death. Game over.
Unlocks secret rewards for brave warriors.

ADVANCED TIPS

- Stop moving to recover stamina! Running empty is a **death sentence**.
- Avoid fights you're not ready for... every second counts.
- Look for glowing red enemies... they drop powerful upgrades.
- Learn the bosses' behavior... or die trying.
- Returning to the **Sanctuary** is always a good call.

PATCH STATUS: PROTOTYPE BUILD

- A game by Game by José Ignacio Rodríguez Fernández
- Placeholder art and level:
 - Additional Icons: ChatGPT
 - Music: SUNO

- Some bugs and weirdness
- Constantly evolving as wild ideas come and go.
- Your feedback helps shape the future of Override/256

INSPIRED BY

Override/256 honors the spirit of **Immercenary (1995)**, an experimental, surreal shooter lost to time. Now rebuilt in neon, chaos, and couch co-op madness.

THIS IS AN ARCADE GAME.

There's no save. There's no hand-holding.
Just you, the grid, and whatever's waiting at Rank 000.

NOW GO!

Thanks for jacking in, cyber-warrior. Good luck out there and ...

If you survive... the grid might remember your name.

Override the system!