

NOVA DRIFT: Cheats for Debugging

Press **SHIFT + Delete or F7** to toggle Debug Mode, enabling the following:

H: Show or hide the debug readout

B: Level up

N: +1 Reroll. Hold control for +10 Rerolls

K: Destroy all enemies

G: Spawn a comet

I: Spawn a train

L: Destroy the player

M: Spawn a black hole or close an existing one

O: Advance to the next wave

P: Kill your constructs

Y: Teleport all enemies to the center of the screen (use if an enemy is stuck off-screen)

J: Spawn a HYPERBOOST powerup

U: Restore your shields and hull

0: Spawn a dummy and stop waves from advancing (useful for testing your DPS)

9: Stop all spawns, or start them again

F8: Advance the BGM

Page up: Increase the game speed

Page down: Decrease the game speed

F11: Destroy and stop all waves

Using the Combat Log and Wave Log Tools

Press `/~ to enable the **combat log** (This is not considered cheating)

Once enabled, press `/~ plus SHIFT to toggle to the **wave log** (This IS considered cheating, and requires debug mode to be on)

Using the Wave Tools (Requires debug)

[] : Toggles through the three tools: Prefab builds, enemy spawner, and wave teleporter

+ - : Toggles through the choices for each tool

INSERT: Spawn the build / Spawn enemies / Teleport to wave

HOME: Spawn the planet associated with the current background color

END: Toggle through the background colors (translates to the color slowly)

SHIFT + HOME: Remove all background elements except stars