

Tab 1

Null Charge Info

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Controls

Escape: Pause/Unpause

WASD: Movement

Space: Jump

Ctrl: Ground Slam

Shift: Dash (Costing energy)

F: Punch/Interact (EVERYTHING IN THE ARMORY IS CONTROLLED WITH THIS)

N: Save game (saves stuff like equipped weapons, and technically fov but you cant change that yet)

Left click: Primary fire

Right click: Secondary fire (Some weapons may not have a secondary fire function)

Q: Switch to your equipped "Sprayer" type weapon

E: Switch to your equipped "Precise" type weapon

4: Switch to your equipped "Throwable" type weapon (Cooldown in top-right)

1: Switch to your equipped "Fuel" type weapon

2: Switch to your equipped "Consumable" type weapon (Cooldown in bottom-left)

R: Switch to your equipped "Grapple" type weapon

Read this before playing

Ok I just want an area to say that you have to use "F" in the level select box to start the game and it took me fucking ages to find that out. Ok that's it.

Bullets

Standard bullets

The standard projectile used by most shooting weapons

- If damage doesn't exceed target hp, deals normal damage and is destroyed
- If damage exceeds target hp, deals damage equal to enemy hp and excessive damage carries through
- When overheated, converts to a flame bullet

Flame bullets

- Deals damage on contact
- Phases through enemies rather than disappearing
- When overheated, turns blue/purple and deals double damage

Overheating

Weapons generate heat shown on the heat meter in the bottom right corner

When bullets are overheated:

- Standard bullets: converts into flame bullets
- Flame bullets: turns purple/blue, deals x2 damage

Weapons

Weapons are separated into many categories

Sprayer

Many small bullets with spread

- Shotgun
 - Normal bullets
 - 20 bullets * 5 damage = 100 damage
 - 0.2 Spread
- Pesticide (Formerly Spray Bottle)
 - Flame bullets
 - 50 bullets * 2 damage = 100 damage
 - 0.5 radian spread
 - Bullet speed 5-30

Precise

High damage, singular non spreading shots

- Pistol
 - Normal bullet
 - 70 damage
 - No spread
- Dual Pistols
 - Normal bullets
 - 20 damage
 - No spread
 - Uses primary and secondary fire for left and right gun

Throwable

Using primary fire throws the item, secondary fire triggers an effect depending on weapon when out

10s cooldown, ticks 2x faster when selected, cooldown bar in top right.

- Brick
 - 50 Damage
 - Secondary fire: Recalls, reduces brick damage by 1 for each recalled brick
 - If punched, moves very fast but loses 5 damage.
 - When damage < 0, disappears
- Bomb
 - When out for 2 seconds OR used secondary fire, triggers explosion
 - 50 damage explosion
 - 50 * 1 damage flame bullets in random directions
- Coin
 - Triggers a flip when hitting an enemy OR after five seconds OR recalled
 - Heads
 - 50% chance (There are going to be *real people* who aren't going to get that it is 50/50 unless I put this)
 - "HEADS +50" score bonus
 - Heal 100hp
 - 50 damage explosion
 - Replenish throw cooldowns
 - Tails
 - 50% chance
 - "TAILS -25" score bonus
 - Deal 10 damage to player
- Playing cards(future update)
 - Standard 54 card deck
 - No replacement drawing
 - Secondary shoot to view cards

- When hitting target or ground, triggers a “card draw” event, having different effects for each suit and rank
 - Clubs: Deal rank*5 damage, give rank*2 score
 - Spades: Deal rank*10 damage, give rank score
 - Diamonds: Deal rank*2 damage, give rank*5 score
 - Hearts: Heal rank*4 damage, give rank*2 score
 - Joker: Heal 100hp, give 500 score, 100 damage explosion

Fuel

Weapons that cost hp to use

- Flamethrower
 - Flame Bullets
 - 5 damage
 - Deals 1 self damage, and shoots 15 bullets every 0.1sec
 - High spread
- Rail Gun
 - Flame bullet
 - 20 Damage
 - Very fast projectile speed
 - Deals 5 self damage
 - Zero cooldown

Consumable

To use again, you must fill up bar in bottom left by healing over max hp

- Yeast juice
 - Increases punch damage
 - Glitch visual effects
 - Slows walking speed
 - Wears off after a while
 - Stackable
- Energy Drink(future update)
 - Less friction
 - Increase speed
 - (Harder to control)

Grapple

- Sticky hand
 - Very slowly pulls you towards it
 - Secondary fire to yank yourself towards it and ungrapples
 - When hitting a target, deal 5 damage, pierces
- Spring
 - A stronger pull than sticky hand
 - When hitting target, pulls target towards you and deals 5 damage

(Melee)

Cannot be selected, use with punch

- Fist
 - Default weapon
 - Damage scales with movement speed
 - Hitting enemies restores health maxing at enemy health
 - $\text{Damage} = 8 + (\text{player meters per second} / \text{some number i forgot})$

Scoring

Bullet Scoring

- Normal Bullet
 - SHOT +X - When it hits a target, $X = \text{ceil}(\text{damage} / 2)$
 - OVERHEAT +X - When bullet overheats, $X = \text{ceil}(\text{damage} / 1.5)$
 - TWIRLSHOT +X - When you hit an enemy with high “twirl” (gained by spinning), $X = \text{damage} / 2$
 - AIRSHOT +X - When a bullet hits an enemy that is midair, dealing X damage
- Flame Bullet
 - OVERHEAT +X - When bullet overheats, $X = \text{ceil}(\text{damage} / 2)$
 - ROASTED +10 - Per each 80 damage dealt with flame bullets
 - TWIRLSHOT +X - When you hit an enemy with high “twirl” (gained by spinning), $X = \text{damage} / 2$
 - AIRSHOT +X - When a bullet hits an enemy that is midair, dealing X damage

Weapon Specific Scoring

- Brick
 - BRICKED +X - When dealing X damage with brick
 - BRICK PUNCH +X - When punching brick (X is (it gives it a ton of momentum in punch direction btw)
- Coin
 - "HEADS +50" score bonus
 - "TAILS -25" score bonus
- Playing cards(future update)
 - Clubs: deal rank*5 damage, give rank*2 score
 - Spades: deal rank*10 damage, give rank score
 - Diamonds: give rank*5 score, deal rank*2 damage
 - Hearts: heal rank*4 hp, give rank*2 score
 - Joker: heal 100 hp, 100 damage explosion, give 500 score
- Flamethrower
 - FLAMETHROWN +10 - When flamethrower is used, happens every ~0.2 seconds
- Yeast juice
 - YEAST JUICE +50 - When yeast juice is used
- Sticky Hand
 - SLAPPED +10 - When a target is damaged by the sticky hand
- Spring
 - GRAPPLED +15 - When the spring is used on an enemy
- Fist
 - PUNCH +X - When dealing damage with a punch, $X = (\text{damage capped at enemy hp}) / 4$
 - OVERKILL PUNCH +X - When damage exceeds target maximum health, $X = (\text{damage} - \text{enemy hp}) / 2$
 - SLAM PUNCH +5 - When punching during or up to 0.2 seconds after a slam
 - UPPERCUT +5 - When punching while vertical velocity > 0
 - AIR PUNCH +5 - When punching a midair target

General Scoring

KILL +X - When killing a target with X hp

KABOOM +X - When an explosion deals X damage to an enemy

TWIRL +X - When you spin really fast, the faster the score you gain.

Endless Mode

Each floor can generate a maximum of $(\text{floor}/2)$ points worth of enemies

Starts on floor 0

Cost for each enemy:

- Rogue - 1
- Projectile guy - 1
- Laser guy - 5
- Shockwave guy - 7
- Flamethrower - 6

Process for picking enemies:

- Picks random enemy
- Each enemy has a $\frac{1}{5}$ chance to be prismatic (individual 50/50 per, effect, chooses from speed, hp, and damage) and multiplies its cost by 1.2 per effect
- Has a chance, varying by floor, to turn into stone, halving its cost (First pick can never be stone)
- Then the cost is ceilinged
- If the remaining points are enough, spawn, then repeat the process. Ends when points remaining is zero

On floors that are multiples of 10("boss floors"); the first half of the points spawn only prismatic non-stone enemies with hp buff of [10 or 20 or smth i dont know] may spawn, costing 5x more.

The second half of the points are used in the standard entity generating process.

Enemies

Types of enemies:

- Rogue
- Flamethrower
- Projectile guy (placeholder names from here & down)
- Shockwave guy
- Laser guy

Enemy modifications:

- Prismatic
 - Strengthens enemy by speed, health, and/or damage
 - Shines a color on the enemy (Blue for speed increase, Green for health increase, and Red for damage increase)
- Stone
 - Cannot be damaged
 - Dies when all non-stone enemies are killed (doesn't happen in levels for some reason)

Removed mechanics(v0.0.3+)

(prob missing some stuff)

GRAPPLE PUNCH +10 - When punching with a grapple out (removed v0.2.1)

Already unused files that you wont notice (Removed as of like every update)

Saves from before 0.2.0 (removed v0.2.0)

Score running out 2.5x faster (added v0.2.0, removed v0.2.1)

I-frames from projectiles (removed v0.2.0)

Score decreasing in armory (removed v0.2.0)

To do list

- ☐ Removed mechanics
- ☐ Include information about heat mechanic