

Video of the run referenced here: <https://www.youtube.com/watch?v=KJZjA8Ha088>

1/15/24 guide patch notes

Some big things happened between the post below and now. The biggest thing is that enemies will now come from all angles instead of just the four cardinal directions. This does make it a bit harder, but incentivises camping out in the center even more, since it is now by far the safest option to not get cornered. Secondly, the speed of the game has increased, making a score of 1000 a lot harder, maybe even impossible for someone with little aiming skill like me. Lastly, the new parry mechanic. It's really cool if you do get it, and slows down the game a little for you to process what is going on. I found the best way to use the parry mechanic is by waiting for the nearest enemy to sneak up on you, then shooting when it's close enough. Even if you're not aiming directly at said enemy, you will still hit it, so look around for the best lines before taking the shot.

The new update incentivises avoiding killing the boss even more. Because of the faster overall enemy speed, and differing spawn points meaning you have to shoot more often, you will find yourself getting overwhelmed a lot faster. However, the boss is relatively unchanged, and you still have ample time to clear waves of enemies before they overwhelm you.

The glitch at the end has also been patched.

Main article on the next page

Hello, I'm quaxtator!

I would consider myself a friend (and financial backer) of the creator, but also probably the first person to break the score of 1000 in this game!

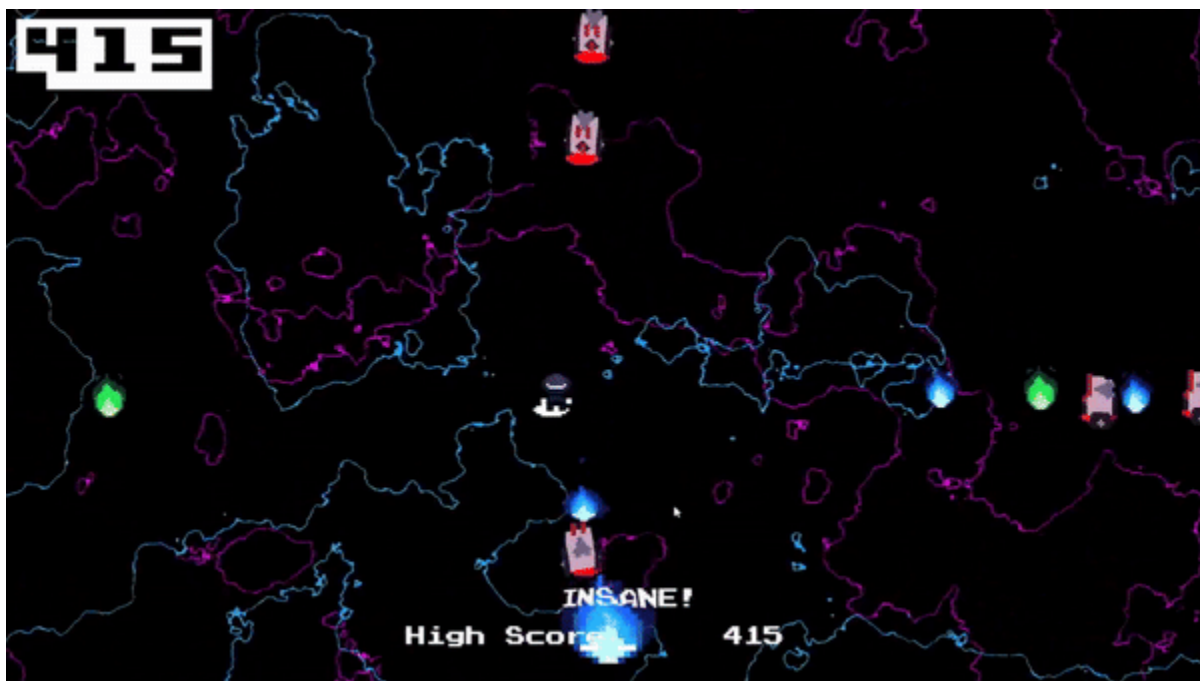


This game is pretty good, with cool graphics, amazing art and the tried and true gameplay of infinite waves of enemies trying to kill you. This time, the gimmick is in the drops that can help you clear other enemies in a pinch when you shoot them and the very slow but powerful bow-like weapon you have to clear them (although as you might see later on, this isn't always the case) But you're probably not here for an explanation, you're probably wondering how I got to 1000 points on the first day of release? Well as it turns out: mostly by exploiting the way the game is designed. So be warned- in the off chance that Saucekye reads this far down in my comment and cares about the balance of the game, this guide might not last more than one or two updates. First is the movement. Or more specifically, not moving.



Pictured: Riveting Gameplay

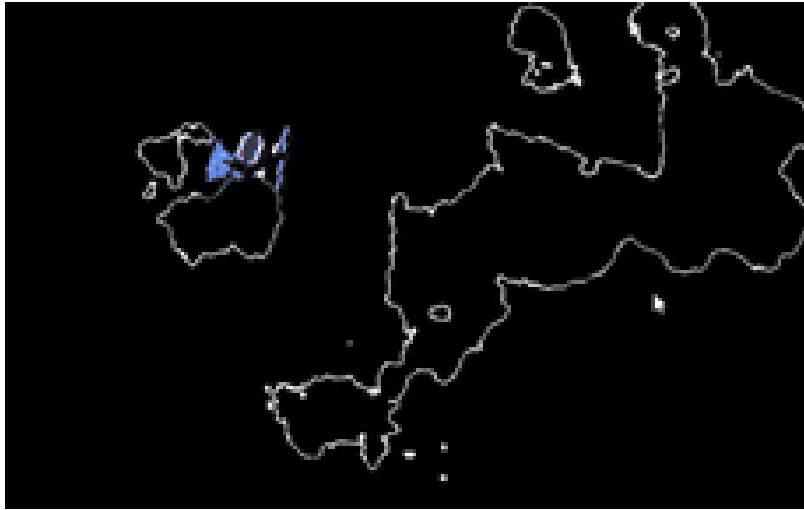
While the game expects you to move around by shoving enemies at your face, the enemies are slow enough and only spawn in four places along the edges of the screen and move directly towards you, so you have time to shoot in all four directions before they get to you. The center is also the place where the enemies have to move the furthest to get to you, so you don't have to worry about getting ambushed on one side by a rogue enemy. When shooting in this position, you only really have to focus on shooting in the four cardinal directions. Keeping this in mind, mainly shoot up and down before shooting left and right as the ones on the sides don't have to travel nearly as far to get to you. When shooting up or down, try prioritizing down as you can sometimes hit a blue drop, killing two birds with one stone.



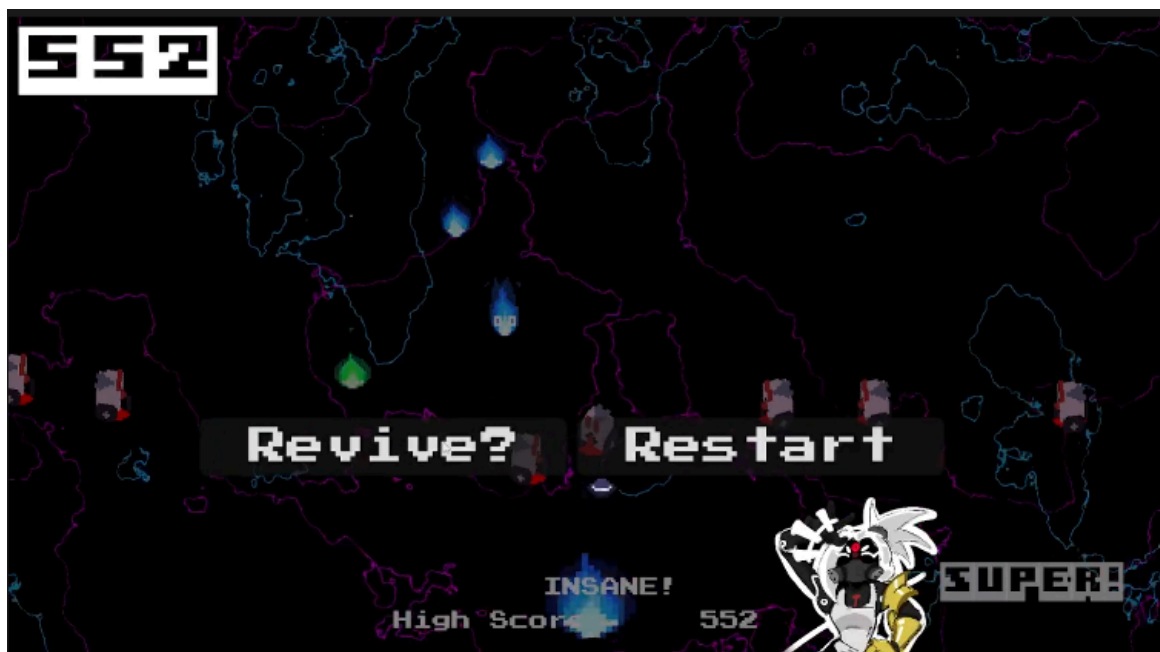
Pictured: Gaming

While this can already give you an infinite score, you are human after all (assuming you took the captcha before starting up the game) and will eventually make a mistake which will push you out of your safe spot in the center. Whenever this happens, the next safest spots are the corners of the map, and shooting at the different drops (especially the green ones) can potentially get you a quick break to get back in the center. You might have also noticed that in the first gif, the player character never actually pulls out a bow. If you can click to pull back your bow before your character finishes the shooting animation, you can cancel the starting animation. While you still have to wait to draw the

bow before shooting, the game still thinks you're in the normal standing state, which leads to some funny shenanigans like:



That's right, you can get movement while shooting! I found this to be most consistent by holding click, releasing very quickly when you want to shoot and immediately holding click again, almost like a reverse click. Use this technique whenever you're in trouble of getting overwhelmed by enemies, but be warned: this trick is not super consistent, and has ended quite a few of my runs. Speaking of which:



Pictured: Amateur Hour

Well I died :(If the run is going well enough, this would happen around 700-800. Luckily for me, I get one revive each playthrough, with the one downside being a boss guarding your escape from death. However this turns out to be a blessing in disguise. Let's look at how the boss operates.

The boss waves back and forth on the horizontal axis in the little space it doesn't take up. with enemies continuing to spawn on the left and right, as well as some more enemies the boss summons in itself. Critically, this means that the enemy spawns from the top and bottom are removed, meaning you have to deal with half the amount of enemies. The laser has a giant weak spot: anywhere that isn't the center of the screen, and the boss' summons doesn't nearly make up for the reduced enemies. On top of this, the boss is able to shoot down its friends.



Pictured: Shocked Pikachu Face :0

This means that once you know how it works, the boss fight is actually easier to rack up points with than the regular playing field. Just camp in the bottom right or left corner of the map, and focus on killing all the enemies that spawn on your side of the map. Because of this, I actually recommend avoiding killing the boss until it dies on its own via collateral damage through enemy drops and stray shots. And that's about it for tips!

Once the boss decides that it's had enough, you are greeted with a clear board state with the same suggestions as before. Just make sure to hurry back into position in time before the incoming enemies inevitably overrun you.

Just be sure to screenshot before this happens to you...

