

“The Contract” Documentation

Due to the Boss Rush Game Jam's time limitation, we've decided to put the game's various features in this documentation document. Feel free to use this document as a wiki too.

1. Characters, Bosses, and Skills:

In the beginning of the game, all five heroes are available from the very beginning of the game. Bosses also have their own skill set. The list below refers to the skill's effects. All of the multipliers below are based on the character's Attack.

1.1. Knight

- 1.1.1.  Double Attack (1)
 - Attacks an enemy twice; 2 * 100%
- 1.1.2.  Triple Attack (1a)
 - Attacks an enemy three times; 3 * 100%
- 1.1.3.  Dual Attack (1b)
 - Attacks an enemy twice and **taunts** enemies for 3s; 2 * 100%
- 1.1.4.  Shield Bash (2)
 - Attacks an enemy and **stuns** for 1s; 125%
- 1.1.5.  Shield Dash (2a)
 - Attacks an enemy and **stuns** for 1s; 200%
- 1.1.6.  Shield Smash (2b)
 - Attacks an enemy, **stuns** for 1s and **decrease DEF** by 10% base for 5s; 125%
- 1.1.7.  Flash (3)
 - Attacks an enemy and **stuns user** afterward for 3s; 500%

1.2. Valkyrie

- 1.2.1.  Battle Cry (1)
 - **Increases all allies' ATK** by 10% base for 5s
- 1.2.2.  Cheer (1a)
 - **Increases all allies' ATK and DEF** by 10% base for 5s

- 1.2.3.  War Yell (1b)
- **Increases all allies' ATK** by 20% base for 5s
- 1.2.4.  Cure (1)
- Heals an ally with the lowest HP%; 450%
- 1.2.5.  High Cure (1a)
- Heals an ally with the lowest HP%; 600%
- 1.2.6.  Purge (1b)
- Heals an ally with the lowest HP% and removes ailments; 450
- 1.2.7.  Divine Wall (3)
- Nulls damage once OR Halves all damage for 5s

1.3. Cleric

- 1.3.1.  Heal (1)
- Heals all allies; 250%
- 1.3.2.  Twinkling Light (1a)
- Heals all allies and removes ailments; 250%
- 1.3.3.  Healing Light (1b)
- Heals all allies; 350%
- 1.3.4.  Recuperate (2)
- Regenerates all allies for 10s; 10 ticks * 30%
- 1.3.5.  Regenerate (2a)
- Regenerates all allies for 15s; 10 ticks * 30%
- 1.3.6.  Refill (2b)
- Regenerates all allies for 10s; 10 ticks * 40%
- 1.3.7.  Exorcism (3)
- Attacks an enemy and **silences** for 5s, ignores DEF; 500%

1.4. Archer

- 1.4.1.  Toxic Shot (1)
- Attacks an enemy and **poisons** for 5s; 200%; Poison 5 * 20%
- 1.4.2.  Venom Shot (1a)
- Attacks an enemy and **double poisons** for 5s; 200%; Poison 2 * 5 * 20%
- 1.4.3.  Penetrate (1b)
- Attacks an enemy and **poisons** for 5s, **ignores DEF**; 200%; Poison 5 * 20%
- 1.4.4.  Tri Shot (2)
- Attacks an enemy triche; 3 * 100%
- 1.4.5.  Debilitating Shot (2a)
- Attacks an enemy triche, **ignores DEF**; 3 * 100%
- 1.4.6.  Quin Shot (2b)
- Attacks an enemy five times; 5 * 100%
- 1.4.7.  Misery Shot (3)
- Attacks an enemy, **damage doubles if ailed**; 400%

1.5. Wizard

- 1.5.1.  Fireball (1)
- Attacks an enemy, **ignores DEF**; 500%
- 1.5.2.  Firemelt (1a)
- Attacks an enemy, **ignores DEF and decrease DEF** by 10% base for 1s; 500%
- 1.5.3.  Fireblast (1b)
- Attacks an enemy, **ignores DEF**; 800%
- 1.5.4.  Flaming Arrows (2)
- Attacks an enemy triche, **ignores DEF**; 3 * 200%
- 1.5.5.  Poison Arrows (2a)

- Attacks an enemy triche, **ignores DEF** and **poisons** for 5s; 3 * 200%; Poison 3 * 5 * 20%

1.5.6. Flaming Bullets (2b)

- Attacks an enemy five times, **ignores DEF**; 5 * 200%

1.5.7. Meteor (3)

- Attacks an enemy and stuns for 1s, **ignores DEF**; 1000%

1.6. Boss 1: Goblin

1.6.1. Charge (1)

- **Doubles** next attack's damage

1.6.2. Goblin Smash (2)

- Attacks the frontmost enemy; 250%

1.7. Boss 2: King Slime

1.7.1. Slime Poison (1)

- Attacks 2 random enemies and **poisons** them for 5s; 100%; Poison 5 * 20%

1.7.2. Slime Sap (2)

- Attacks all enemies and **decrease DEF** by 10% base for 5s; 150%

1.8. Boss 3: Witch

1.8.1. Shock (1)

- Attacks 3 frontmost enemies, **ignores DEF**; 175%

1.8.2. Bolting (2)

- Attacks the backmost enemy, **ignores DEF**; 200%

1.8.3. Thoron (3)

- Attacks the enemy with the highest HP and then attacks all enemies, **ignores DEF**; 200%; 100% for aoe

1.9. Boss 4: Bigfoot

1.9.1. Double Punch (1)

- Attacks 2 frontmost enemies; 250%

1.9.2. Knockout Blow (2)

- Attacks the frontmost enemy and **stuns** for 1s; 300%

- 1.9.3.  Silent Crash (3)
- Attacks 2 backmost enemies and **silences** for 10s; 300%

1.10. Boss 5: Throne Mimic

- 1.10.1.  Beam Ray (1)
- Attacks 2 frontmost enemy and **stuns** for 1s, ignores DEF; 300%

- 1.10.2.  Cut Cut (2)
- Attacks 2 different enemies and **stuns** for 1s; 500%

- 1.10.3.  Majestic Overload (3)
- Attacks all enemies and **stuns user** afterward for 3s, ignores DEF; 500%

1.11. Boss 6: Skeleton King

- 1.11.1.  Death Tourney (1)
- Attacks the enemy with the lowest HP%; 400%

- 1.11.2.  Slice Through (2)
- Attacks 3 frontmost enemies; 300%

- 1.11.3.  Soul Crush (3)
- Attacks a random enemy, **stuns** for 1s and **decreases DEF** by 10% base for 5s; 500%

1.12. Boss 7: Cult Leader

- 1.12.1.  Rotten Hands (1)
- Attacks all enemies and **poisons** for 5s, **ignores DEF**; 500%; Poison 5 * 20%

- 1.12.2.  Curse (2)
- Attacks all enemies and **silences** for 5s, **ignores DEF**; 100%

- 1.12.3.  Soul Harvest (3)
- Attacks all enemies, **damage doubles if ailed**, **ignores DEF**; 500%

1.13. Boss 8: Rock Golem

- 1.13.1.  Rocky Hands (1)

- Attacks the 3 frontmost enemies; 400%
- 1.13.2.  Breaking Hands (2)
 - Attacks 2 frontmost enemies and **decrease DEF** by 10% base for 5s; 250%
- 1.13.3.  Gaia Stomp (3)
 - Attacks the 3 backmost enemies and **stuns** for 1s; 500%
- 1.14. Boss 9: Poison Serpent
 - 1.14.1.  Poison Breath (1)
 - Attacks all enemies and **poisons** for 5s; 250%; Poison 5 * 20%
 - 1.14.2.  Tail Whip (2)
 - Randomly attacks 5 times, **damage doubles if ailed**; 5* 250%
 - 1.14.3.  Scary Roar (3)
 - Attacks the 2 backmost enemies and **silences** for 5s; 400%
- 1.15. Boss 10: Mad Titan
 - 1.15.1.  Madness Overload (1)
 - Attacks all enemies and **silences** for 5s; 500%
 - 1.15.2.  Crazy Slap (2)
 - Attacks 3 different enemies and **stuns** for 1s; 750%
 - 1.15.3.  Overcrush (3)
 - Attacks the frontmost enemy and **stuns user** afterward for 1s; 1000%

2. Levelling and EXP

- 2.1. Levelling is done through the EXP orbs which are gained from damaging and defeating bosses and the number goes higher as the player progresses through the game.
- 2.2. There are three kinds of EXP orbs: HP, Attack, and Defence, and each character has its own specific EXP based on one's colour.
- 2.3. To upgrade the stats, click on the "Heroes" tab and then click and hold the stats that the player wishes to level up. **Every 10 levels**, the level up button will disappear and the player will need to 'limit break' the cap by either (i) capping all of the specific character's stats and pay

some of the same type of EXP to limit break that character for levels ending in odd-numbered tens (10, 30, etc) or (ii) capping everyone's specific stat and pay some of the same type of EXP to limit break that stat for levels ending in even-numbered tens (20, 40, etc). Please note that the cost will ramp up as the game progresses.

- 2.4. There is a special type of EXP: Skill which can be spent on the 'Skill' tab. Skill orbs are used to grant Skill Points to the characters and the player is free to spend them anywhere, but spending more on the same character will cause the cost to ramp up too.
- 2.5. Different skill tiers cost differently too, and using multiple of the same skill will also increase the cost. Tier 1 and 2 starts at 1 Skill Point and Tier 3 starts at 5 Skill Point. The 'a' and 'b' variants of each skill will count as a different entity in the Skill Point calculation and they cost a bit more than skill 1 and 2.
- 2.6. The skill's order is 1 → 1a → 1b → 2 → 2a → 2b → 3.
3. Disclaimer
 - 3.1. Because the game is not done, we plan to continue the development even after the Boss Rush Game Jam 2024 is over.