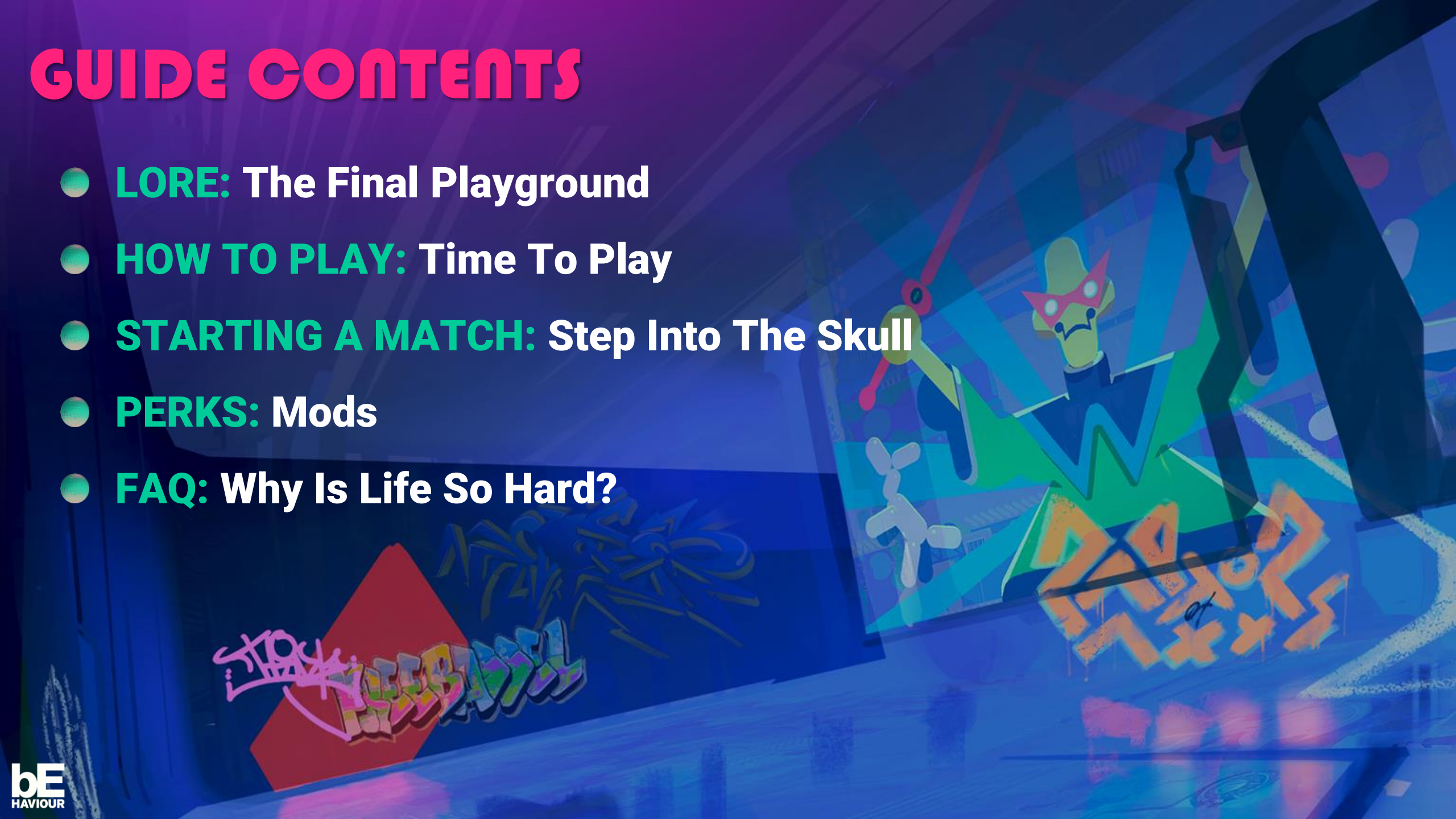

FLIPPIN
MISFITS
OFFICIAL GUIDE FOR MAYHEM
bE
HAVIOUR

GUIDE CONTENTS

- **LORE:** The Final Playground
- **HOW TO PLAY:** Time To Play
- **STARTING A MATCH:** Step Into The Skull
- **PERKS:** Mods
- **FAQ:** Why Is Life So Hard?




LORE

THE FINAL PLAYGROUND



You're about to join in the fun-having, unhinged, day-to-day lives of the *Flippin Misfits*, a band of renegade youths reigning at *The Blank*, a nearby trio of black holes.

Aboard the *Arkade*, their stolen and repurposed starship, they're issuing each other challenges, all crazier than the last. Their aim? To show off their skills and rub their awesomeness in everyone else's faces!

Using their *allegedly* stolen *Blazarpack* technology, the *Flippin Misfits* run around on the walls, ceilings, and even out there in empty space. Always on the lookout for odds and ends drifting into *The Blank* to modify their ship with. Over the years, the *Arkade* has been converted from a prison barge (or was it a garbage tanker?) into the weirdest, deadliest, most amazing playground in the galaxy.

So, buckle DOWN and forget what is UP, because we're diving into the depth of *Flippin Misfits*!

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HOW TO PLAY

GET A GRIP





FLIP



FIGHT



FRATERNIZE

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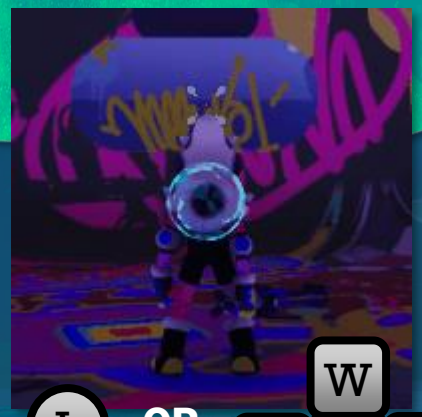
MOVEMENT



Running Around

Ah, but there's a catch: you can run up walls and walk on ceilings!

No matter where you want to go, there's a good chance you can reach it by running toward it at full speed.



L OR W A S D

Looking Around

Your character will always face the direction you're looking at.

You'll want to keep scanning the world around you for opponents since, you know, they can walk on the flippin' ceilings!



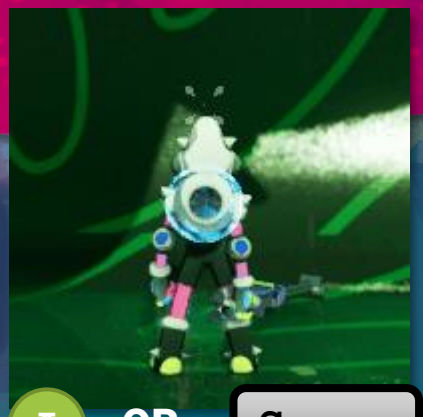
R OR

Jumping Around

A little hop goes a long way when trying to avoid a rocketing opponent or some single-minded mines.

Remember that you can jump off ledges at different angles to fall according to your current gravity's orientation. It's a bit confusing at first, but it's a powerful traversal tool.

Just don't ask us how many times we lunged into oblivion ourselves...



A OR Space

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MOVEMENT



Dashing



Got to get out of the way in a hurry? Then dashing's for you!
Whether you want to move faster toward your target, avoid an opponent careening toward you with a drawn weapon, or maybe you're just falling a bit too far to the left. Dash!

Wait until opponents are close to you and then dash out of the way to break their lock on you. It's that simple.

Pro tip: You can dash to the sides AND while in the air. Don't think, dash!

Troll tip: Dashing out of an attack is a nasty way to psych out your opponents.



LB OR Shift

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MOVEMENT



Swapping Gravity



Using the revolutionary (and illegal) Blazarpack technology strapped to your back, you can reorient your own gravity to fit your whims. Up is down, right is left, and everybody's falling with style!

Watch where you're headed though, since after swapping **your Blazarpack will only reactivate after you've touched the ground or attacked someone**. We'd hate to see you go in a poetic burst of flames at the edge of the atmosphere (but if you *do*, please send us the footage for meme-making purposes).

Pro tip: align your reticle with the surface you want to fall toward before activating the Blazarpack and remember that you can still realign slightly while in the air by moving around.



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MOVEMENT

Hazards

Lava pools and flaming exhausts look beautiful, but drink the fire, and you'll die!

Also, watch out for the Stray Mines, with their lovely doggy escort, they'll kill you dead if you get too close.

Oh, and you might want to steer clear from the speakers and balloons, they're *vibing.. hard...* Maybe a tad too intensely for your survival.

Just... just watch your step is all...







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COMBAT

Attacking

So, they've insulted you, or your mama, and now's the time to show them they should've kept their mouths shut? HIT THAT TRIGGER!

When you initiate an attack, you'll be locked onto your target and your Blazarpack will erupt, propelling you toward them at great speed. Keep them in your sight until you connect and show them who's the boss.

RT OR 



Cancelling An Attack

Jumped the gun? A bit too aggro there? "Oh no what have I done I am so going to get killed?"

Fear not, you may cancel an ongoing attack, giving you all the time to contemplate the fragility of existence.

Pro tip: Cancelling an attack only to trigger another right afterwards is what we call a fakeout and it's a naughty-but-nice move to pull.

RB OR B OR X

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COMBAT

Attack Ranges

To come out alive from a skirmish, you'll need to either match your opponent's range, causing a clash, OR to attack at shorter range, overpowering them with your nerves of steel.

Pro tip: Wait until the last possible second before reacting to an attack and you'll be a force to be reckoned with.







Short > Mid > far

Tracking Opponents

The little gadget spinning around you is your threat tracker.

It'll appear whenever an opponent is aiming at you, letting you know where they're coming from. So, when it turns on, make sure to either get out of the way, or turn around to face them (and attack them) head-on.



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COMBAT

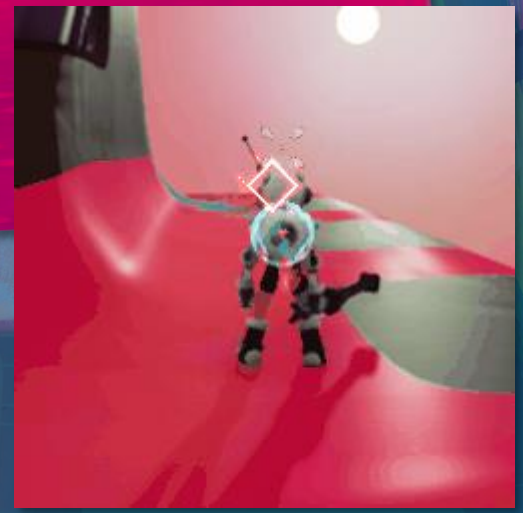


Clashing

Sometimes when two people fight each other, it's possible for them to attack with the same power, causing a clash.

When clashing, everyone walks away scot-free, unless they get pushed back into a lava pool, or the deafening silence of space.

It's a normal thing, that happens to anyone, don't feel ashamed by it.
Revel in the bright lights of the clash and vow to forever slice and dice your enemies.
You got this.



SOCIALIZING

OR 1 2 3 4



Want to taunt the enemy? Maddened by a very clutch attack that killed you so the opponent must be cheating? Bonked back someone into a lava pool and you feel like they should know it's making you laugh?

Jump into the air and then:

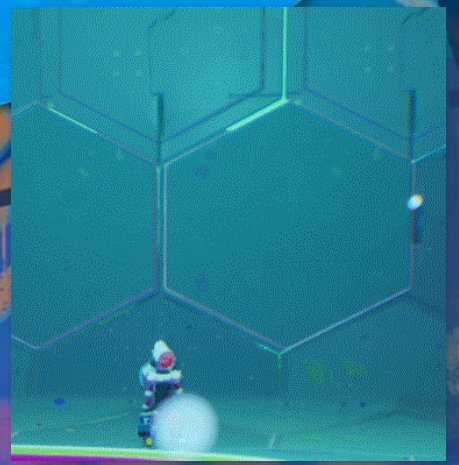
FLIP OUT!



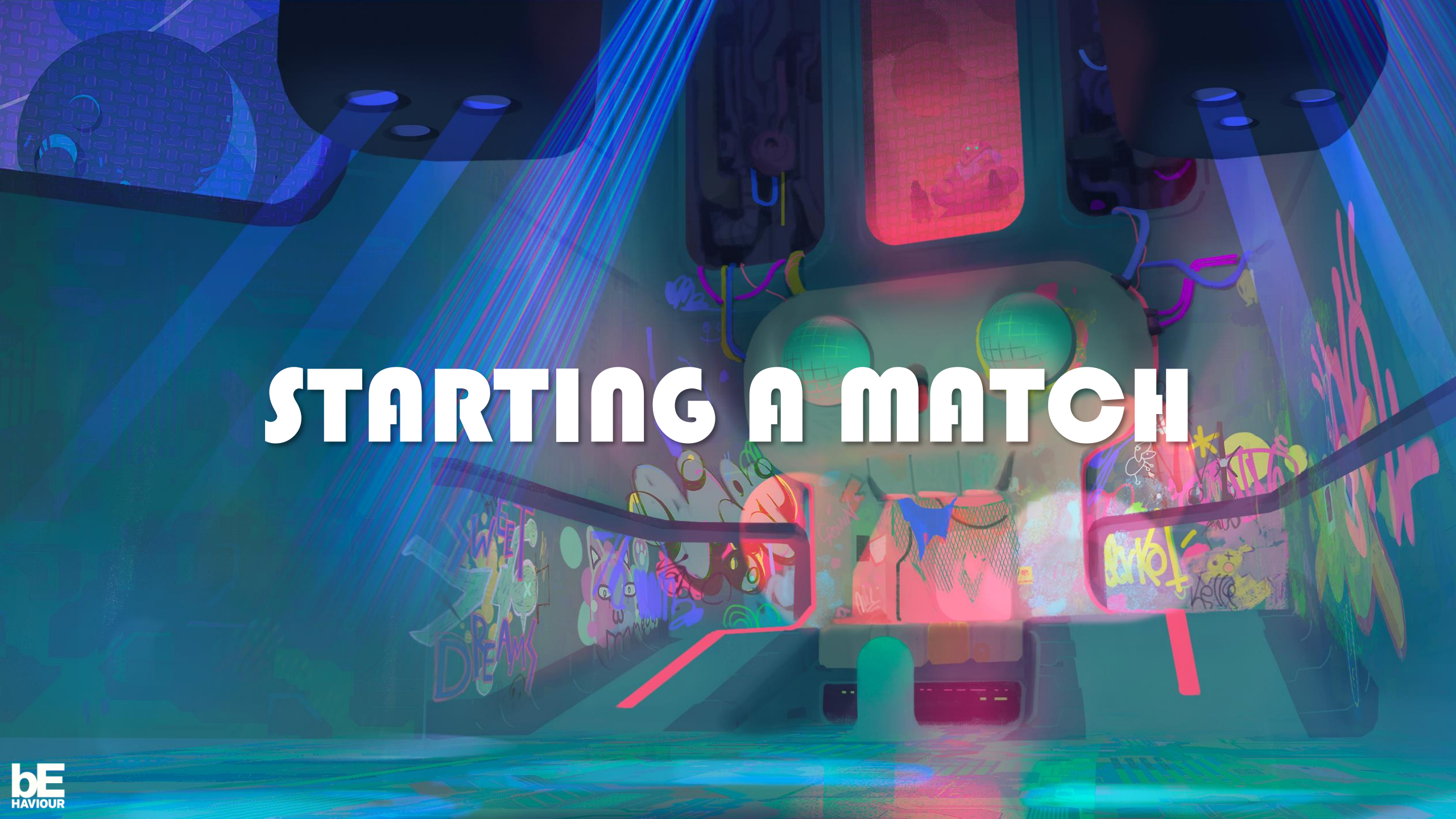








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STARTING A MATCH

STEP INTO THE SKULL (1/2)

Step Into The Mouth

To start a match, or join one, you first need to enter the Skull-shaped door.

From there, the UI allows you to choose between Quickplay (“A” or Left-Click) and Private Server (“B” or Right-Click).



Quickplay

Quickplay will search any public server and add you to it.

If none are found, you’ll create one yourself and be the Host.

Private

A Private Server will allow you to restrict access to only your invited Friends (and whomever they might invite).

STEP INTO THE SKULL (1/2)

Better With Friends

Once you have a server (public or private), you can invite Friends using Steam Friend Invite feature.

Open the Game Menu (“Start” or Esc) and use the “Invite Friend” button to open the Steam Invite overlay.

Once you’re done, use Shift + Tab to close the Steam overlay.





Start Playing!

As soon as you have at least 2 players in your server, simply stand in the Mouth area to start a match (or wait until there are 4 of you)!

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STYLISH FIGHTING





Suit Up!

The Flophouse's wardrobe is opened to every Misfit aboard.

So, step into the spotlight, pick a suit that fits your vibe, and be ready to *slay in style*!

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MODS


MOD IT UP!
Assign a mod to your suit and gain power!
NEXT MAP:
QUANTUM RODS
0:16
Rush
Antigrav Boots
Extra Swap
The Shiv
Concentration
Misfit_Two
During a match, you'll be presented with the Mods Screen, where you can pick a single mod to equip on your suit.
Select a mod, then drag it over the slot you want to equip it in and drop it in place. You can also swap out equipped mods this way.
Misfit_Three
PICK UP


FAQ

FAQ

I SEEM TO ALWAYS LOSE WHEN I ATTACK SOMEONE...

Hey, it's okay, it happens to the best of us.

Twitchy fingers will get the best of you in *Flippin Misfits*. You must **remember that power increases at close range**. So let them come to you, bait them into making the first move, and then, when they're near, hit that attack button and bash them out of this world!

You might also want to be sneakier, creeping up on them from the back, and then hitting them where the sun doesn't shine... It's all about getting results. But remember they can see when you're aiming at them, so act quickly!

FAQ

I KEEP THROWING MYSELF INTO SPACE...

First, slow down. Take a bit of time to aim your gravity swap.

If the first tip fails, spend some time in the Lobby's tutorial room and try to swap gravity towards the numbered plates in sequence.

Remember that you can move while in the air to tweak your trajectory. It also means that you might want to refrain from moving while swapping the first few times, so you'll land where your reticle was aiming at when you started.

And if all else fails, try, retry, and overcome. We believe in you!

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FAQ

I NEVER GET TO PICK MODS FIRST. WHY DO YOU HATE ME?

It's not personal, we assure you!

The pick order for mods is based on the round's score. The lowest scoring player gets to pick first, and so on until the round's winner picks, last.

The one exception to that rule is the first Mods pick, which uses a random order. So, you see, you're not picking *first* because you're doing *good*.

Keep at it!

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