BASIC CONTROLS

Mouse = Aim/Shoot (The player will look wherever the crosshair is aiming, right click to shoot or menu select)

WASD = Movement

1234 = Select Weapon (1 = Pistol, 2 = Rifle, 3 = Shotgun, 4 = Knife)

H = Commands Turret (Allows you to move the companion turret to a desired spot, must have a direct path)

F = Flashlight (Provides a cone of light wherever the player is looking, useful for dark operations)

E = Use Door/Interact (Allows you to scrap old machinery, use the refiner, open up heavy doors and ammo crates)

P / ESC = Pause/Menu (Pressing P pauses the game, while Pressing Escape takes you back to the main menu)

Developer Mode/Cheats

(Developer Mode is activated by selecting Cheat Mode in the Main Menu Options)

Q = Spawns Bug (Spawns the most basic form of insectoid bug)

` = Spawns Ranged (Spawns the ranged attack insectoid)

Tab = Spawns Pincer (Spawns a very dangerous insectoid)

P = Health/Teleport (Pauses the game, and when unpaused you teleport to crosshair location with an instant 333 health)

T = Spawn Ammo (Instantly gives the player free ammunition)

N = Daylight Mode (Removes all darkness from the gameplay)



The graphic used in-game to display the controls. Developer mode is only visible if the cheat mode is selected in the options menu on the main menu.

The goal of the game is to destroy the insectoid menace. You can find scrap on the ground, easier with the Flashlight (F) and convert into resources at the refinery. This will allow you to replenish health and ammo and is relatively abundant. You can find basic pickups on the ground, on ammo crates. If you have extra ammo and are feeling lucky, you can crack open a dumpster and find supplies.

PDF Manual is WIP.