MASTER SHEET
VERSION 1.0

DIFFICULTY LEVELS
#D1: LOOK MA, NO HANDS
#D2: HURT ME BABY ONE MORE TIME
#D3: PAIN YOU SAY
#D4: NIGHTMARE
#D5: DOO M

GAIN ACTION POINTS BY:
COMBOS
- RESULT -
MORE SPECIAL ABILITIES AVAILABLE

TIME ELAPSED
SCORE
ACTION POINTS
COMBO POINTS
COMBO PROGRESS

GAIN SCORE BY:
DODGING
COMBOS
KILLING ENEMIES
USING ACTION POINTS
- RESULT -
HIGHER SCORE ON LEADERBOARDS

GAIN COMBO POINTS BY:
DODGING
KILLING ENEMIES WITH A SHIP
- RESULT -
COMPLETING A COMBO WHEN PLAYER GAINS ENOUGH COMBO POINTS.
RESULTS IN 1 GAINED ACTION POINT.

___ ON LAND ___
ON DODGE PLAYER GAINS 1.0 COMBO POINT
WHEN HIT PLAYER LOSES 0.5 OF COMBO POINT

LOST TIME (SECONDS) ON HIT PER DIFFICULTY (D)
#D1: 0.20 SEC. #D2: 0.25 SEC. #D3: 0.30 SEC.
#D4: 0.35 SEC. #D5: 0.30 SEC.

ROW BONUS IN EFFECT ON DODGE, SHIP KILLS
- RESULT -
HARDER TO DODGE, BIGGER REWARD

___ ON SHIP ___
ON DODGE PLAYER GAINS 0.2 COMBO POINT
WHEN HIT PLAYER LOSES 1.0 COMBO POINT

LOST TIME (SECONDS) ON HIT PER DIFFICULTY (D)
FORMULA: D / 2
#D1: 0.5 SEC. #D2: 1.0 SEC. #D3: 1.5 SEC.
#D4: 2.0 SEC. #D5: 2.5 SEC.

ROW BONUS IN EFFECT ON SHIP KILLS
- RESULT -
EASIER TO DODGE, SMALLER REWARD

PROJECTILE HOMING UNTIL DISTANCE TO PLAYER
#D1: 5.5 METERS #D2: 4.0 METERS
#D3: 3.0 METERS #D4: 2.5 METERS
#D5: 2.5 METERS (SAME AS D4)

COMBO POINTS NEEDED FOR 1
COMBO PER DIFFICULTY (D)
#D1: 8
#D2: 6
#D3: 4
#D4: 3
#D5: 3

MAXIMUM NUMBER OF ENEMIES AT ONCE
#D1: 5 ENEMIES #D2: 8 ENEMIES
#D3: 10 ENEMIES #D4: 12 ENEMIES
#D5: 30 ENEMIES

___ ROW BONUS ___ - GAINED BY REPEATED ACTIONS IN A ROW:
DODGES IN A ROW, WITHOUT GETTING HIT
KILLS WITH A SHIP IN A ROW, WITHOUT GETTING HIT

___ ROW BONUS TABLE ___
DODGES OR SHIP KILLS (ACTIONS) IN A ROW (N) PER DIFFICULTY (D)
FORMULA: 1 + (N - 1) * D

EXAMPLE:
DIFFICULTY 1 = D1 3 ACTIONS (DODGE / SHIP KILL) IN A ROW = N3

D1 N3 1 + (3 - 1) * 1 = 3 POINTS	D1 N6 1 + (6 - 1) * 1 = 6 POINTS
D3 N3 1 + (3 - 1) * 3 = 7 POINTS	D3 N6 1 + (6 - 1) * 3 = 16 POINTS
D5 N3 1 + (3 - 1) * 5 = 11 POINTS	D5 N6 1 + (6 - 1) * 5 = 26 POINTS

- RESULT -
3 ACTIONS IN A ROW AT 3RD DIFFICULTY GAINS 7 POINTS

ACTION COST (ACTION POINTS)
ATTACK | 1.0   TELEPORT | 0.5
MULTI-ATTACK | 3.0   HIGHLIGHT
SLOW MOTION | 0.5   CLOSEST | 0.0
ENEMIES

ACTION POINTS GIVEN AT DIFFICULTY TO START
#D1: 3.0 #D2: 2.0
#D3: 1.0 #D4: 0.0
#D5: -1.0

ON COMBO PLAYER GAINS 0 BONUS POINTS + POINTS GAINED FOR ACTION × D
ON ACTION POINT USED PLAYER GAINS D / 2 BONUS POINTS
ON COMBO PLAYER GAINS 2 TIME IN SECONDS

TIME GAINED (SECONDS) ON PLAYER   #D1: 8 SEC.
ENEMY SHIP KILL PER DIFFICULTY (D)   #D2: 7 SEC.
#D3: 6 SEC.
#D4: 5 SEC.
#D5: 5 SEC.

BASE TIME (SECONDS) PER DIFFICULTY
#D1: 90 SEC. #D2: 120 SEC. #D3: 150 SEC.
#D4: 180 SEC. #D5: 210 SEC.

TIME GAINED (SECONDS) ON PLAYER   #D1: 2 SEC.
PROJECTILE KILL PER DIFFICULTY (D)   #D2: 4 SEC.
#D3: 6 SEC.
#D4: 8 SEC.
#D5: 10 SEC.

MAX. NUM. OF ACTIVE ENEMY ATTACKS (PROJECTILES) AT ONCE
#D1: 8 PROJECTILES #D2: 9 PROJECTILES
#D3: 10 PROJECTILES #D4: 14 PROJECTILES
#D5: 32 PROJECTILES

PLAY STYLE

THE ONE
USE CONTROLLER TO KICK SOME ASS
ATTACK TO KILL AND GAIN SCORE
MANUALLY TELEPORT AROUND
USE SLOW MOTION TO GET OUT OF TIGHT SPOTS
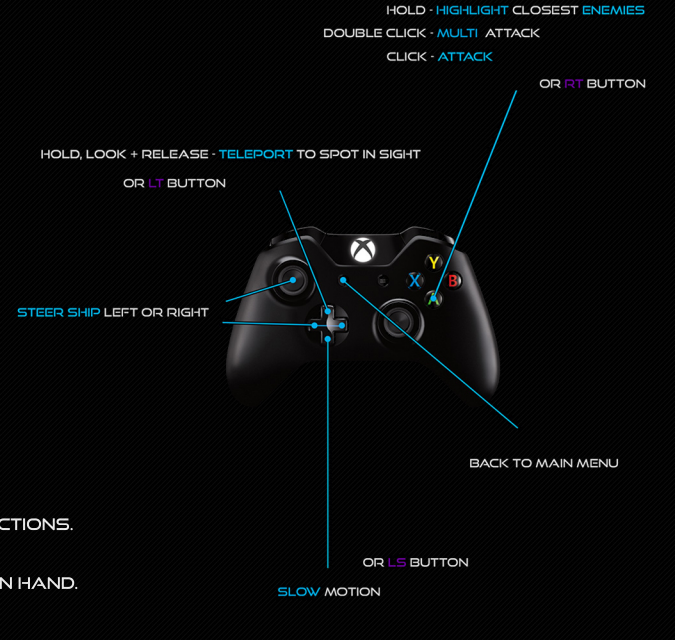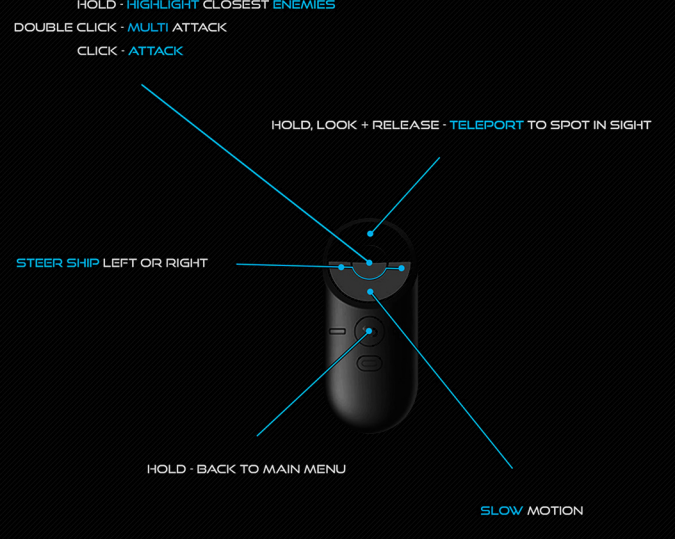STEER SHIP OVER ENEMIES TO GAIN TIME

THE ONE STYLE ACTION COST

ACTION	COST (ACTION POINTS)
ATTACK	1.0
MULTI ATTACK	3.0
HIGHLIGHT CLOSEST ENEMIES	0.0
SLOW MOTION	0.5
TELEPORT	0.5

UNTIL COMBO TO GAIN ACTION POINT

DODGER
WORRY ONLY ABOUT DODGING!
NO COUNTER ATTACKING
NO MANUAL TELEPORTING
NO SLOW MOTION
YOU CAN STILL STEER SHIP

EACH STYLE IS INTENDED FOR DIFFERENT USER PREFERENCES.

DODGER DOES NOT REQUIRE ANY CONTROLLER IN HAND, BUT LACKS USER ACTIONS.
THE ONE FULLY SUPPORTS ACTIONS BY USER AND REQUIRES CONTROLLER IN HAND.

CONTROLS
NAVIGATE MENU WITH THE SAME KEY BINDINGS AS STEERING THE SHIP.

HOLD - HIGHLIGHT CLOSEST ENEMIES
DOUBLE CLICK - MULTI ATTACK
CLICK - ATTACK

HOLD, LOOK + RELEASE - TELEPORT TO SPOT IN SIGHT

STEER SHIP LEFT OR RIGHT

HOLD - BACK TO MAIN MENU

SLOW MOTION

HOLD, LOOK + RELEASE - TELEPORT TO SPOT IN SIGHT

STEER SHIP LEFT OR RIGHT

BACK TO MAIN MENU

SLOW MOTION

HOLD - HIGHLIGHT CLOSEST ENEMIES
DOUBLE CLICK - MULTI ATTACK
CLICK - ATTACK

OR (Y) BUTTON.

HOLD, LOOK + RELEASE - TELEPORT TO SPOT IN SIGHT
OR (X) BUTTON.

STEER SHIP LEFT OR RIGHT

BACK TO MAIN MENU

OR (B) BUTTON.
SLOW MOTION

TIPS
PROJECTILES GET FASTER WITH TIME.
MAXIMUM NUMBER OF ENEMIES INCREASES WITH DIFFICULTY.
MAXIMUM NUMBER OF PROJECTILES INCREASES WITH DIFFICULTY.
ENEMY'S ATTACK TRACKING ABILITY AND MAXIMUM VELOCITY INCREASES WITH DIFFICULTY.
PLAYER'S ATTACK TRACKING ABILITY DECREASES AND VELOCITY INCREASES WITH DIFFICULTY.
EACH DIFFICULTY LEVEL PROVIDES PLAYER WITH MORE GAME TIME.
PLAYER CAN EXTEND GAMEPLAY TIME BY KILLING ENEMIES.
PLAYER CAN KILL ENEMIES IN TWO WAYS, ATTACK WITH PROJECTILES OR RUN OVER BY SHIP.
PLAYER CAN STEER SHIP AT ANY TIME AND USE IT TO DEFEAT HIS ENEMIES.
ENEMIES WILL RESPAWN EVENTUALLY WHEN KILLED.
ENEMIE'S ATTACK FREQUENCY INCREASES WITH DIFFICULTY.
ENEMIES WILL TRY TO DODGE MORE FREQUENTLY WITH INCREASED DIFFICULTY.
THE NUMBER OF SPAWN ENEMIES AND THEIR DIFFICULTY PER TELEPORT AREA THAT THE PLAYER CAN VISIT, INCREASES WITH DIFFICULTY.
DODGING JUST BEFORE THE PROJECTILES HIT YOU WILL INSURE YOUR DODGING SUCCESS.
TRY DECIVING ENEMIES AND PROJECTILES WITH YOUR MOVEMENT.
PLAYING STANDING PROVIDES YOU WITH ADDITIONAL LEVERAGE AND DODGING OPTIONS.
DUCKING DOWN IS A VERY GOOD OPTION TO DODGE MULTIPLE CLOSE PROJECTILES AT ONCE.
WHEN ATTACKING ENEMIES, PLAYER'S ATTACK WILL TARGET THE CLOSEST ENEMY.
HIGHLIGHT THREE CLOSEST ENEMIES BY HOLDING ATTACK BUTTON FOR TWO SECONDS.
DODGING ON SHIP IS EASIER THERFORE PLAYER GAINS LESS POINTS.
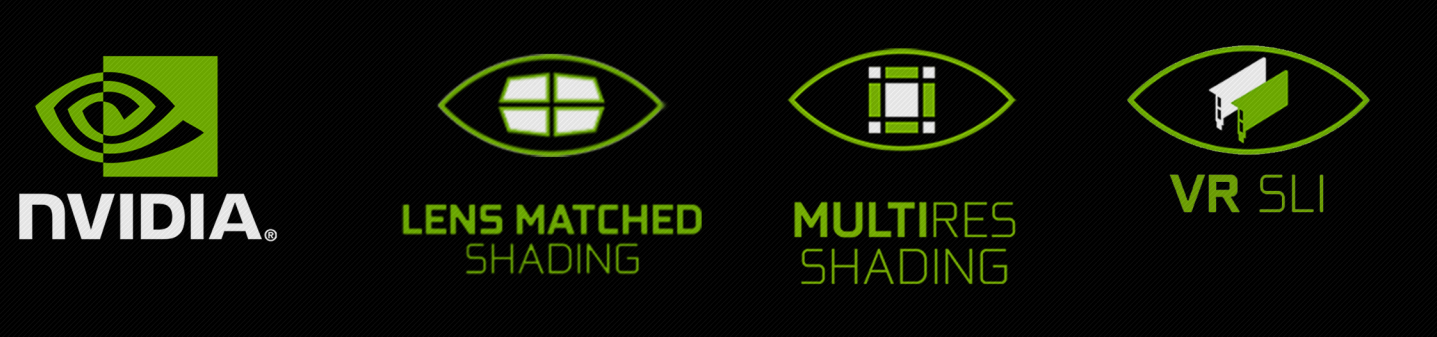WHEN ON SHIP, TRY EXPLORING TO FIND ENEMY HOT SPOTS AND SMASH INTO THEM WITH A SHIP TO GAIN TIME AND COMBO POINTS.

BENCHMARKING
WHEN IN MAIN MENU PRESS KEYBOARD KEY (B) TO TOGGLE BETWEEN 3 GAME AND BENCHMARKING MODE.
AFTER COMPLETING BENCHMARK, THE RESULTS ARE DISPLAYED IN A FORM OF AVERAGE FPS, MAX FPS, MIN FPS.
BENCHMARK RUNS OUTSIDE OF VR MODE, PRESS (B) TO TOGGLE BACK TO VR.
WHILE RUNNING BENCHMARK, PRESS (ESC) KEY ON KEYBOARD TO STOP AND RETURN TO MAIN MENU.

ADDITIONALLY, BENCHMARKING IS VERY USEFUL TO TEST NVIDIA TECHNOLOGIES*. CONFIGURE THEM UNDER GRAPHICS.

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*NVIDIA GPU REQUIRED