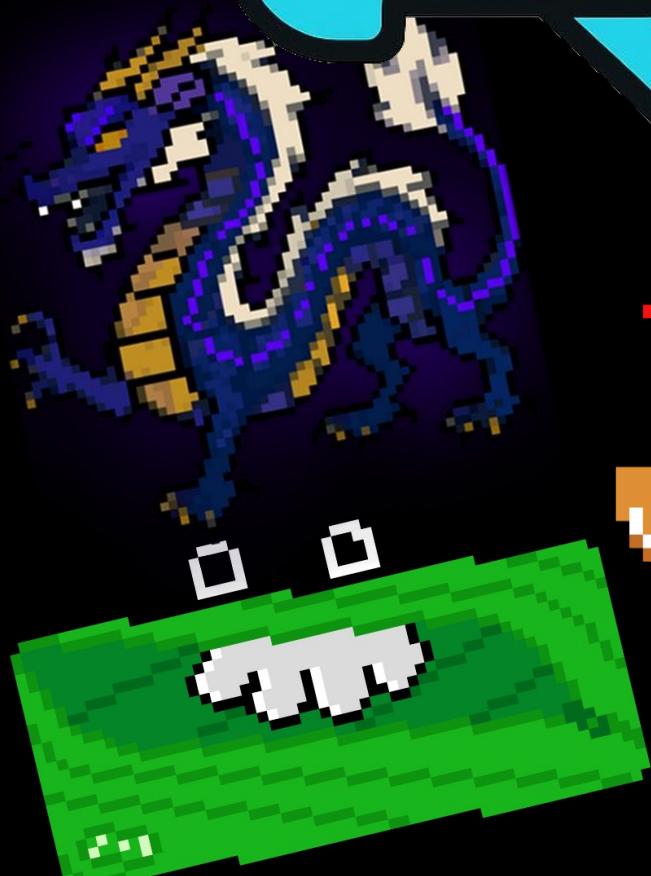




# JOYCLASH

ZERO MOTION



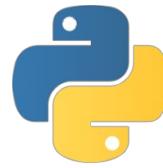
A game design by Dukook company

# HOW TO SETUP THE GAME

## STEP 0

You need to have:

Latest version of python & pygame



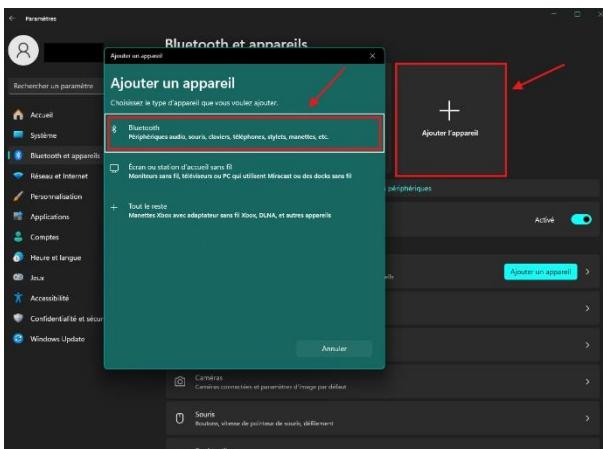
Bluetooth

Execute drivers (Admin)



## STEP 1

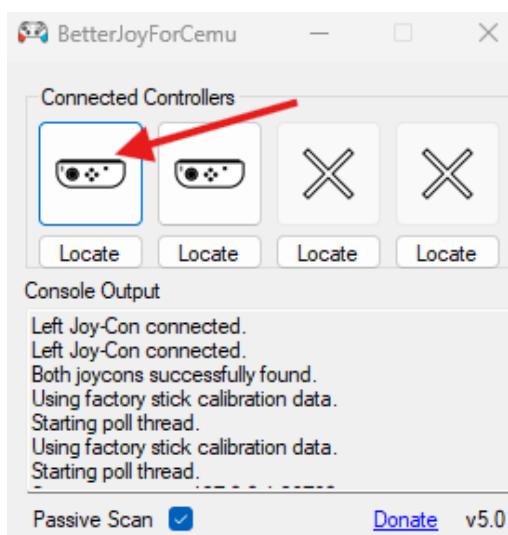
Press and hold the sync button on the side of both joy-con,



then connect them to the PC with Bluetooth in the settings

## STEP 2

When both joy-con are paired, install drivers and execute BetterJoyForCemu



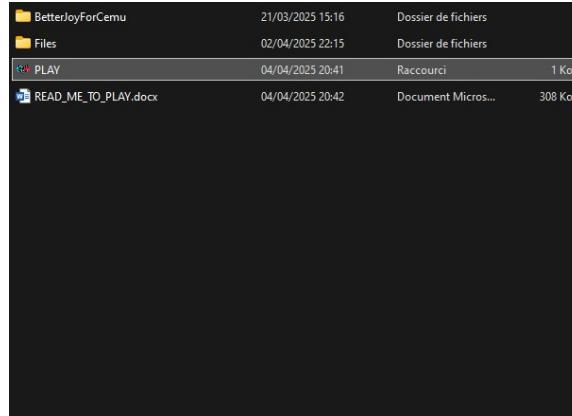
JOYCLASH (E:) > BetterJoyForCemu >			
Trier Afficher ...			
Nom	Modifié le	Type	Taille
Drivers	21/03/2025 15:16	Dossier de fichiers	
.Driver Install (Run as Admin)	28/02/2025 15:28	Fichier de commandes	2 Ko
.Driver Uninstall (Run as Admin)	28/02/2025 15:28	Fichier de commandes	2 Ko
BetterJoyForCemu	28/02/2025 15:28	Application	372 Ko
BetterJoyForCemu.exe	28/02/2025 15:28	Fichier source C/C++	3 Ko
Crc32.NET.dll	28/02/2025 15:28	Extension de l'application	8 Ko
Crc32.NET.xml	28/02/2025 15:28	xmlfile	14 Ko
hidapi.dll	28/02/2025 15:28	Extension de l'application	19 Ko
LICENSE	28/02/2025 15:28	Fichier	6 Ko
Nefarius.ViGEClient.dll	28/02/2025 15:28	Extension de l'application	72 Ko
settings	28/02/2025 15:37	Fichier	1 Ko

Click on them to rotate on the side and you're good to go

# HOW TO PLAY AT THE GAME

## STEP 0

Click on the PLAY shortcut and run the program

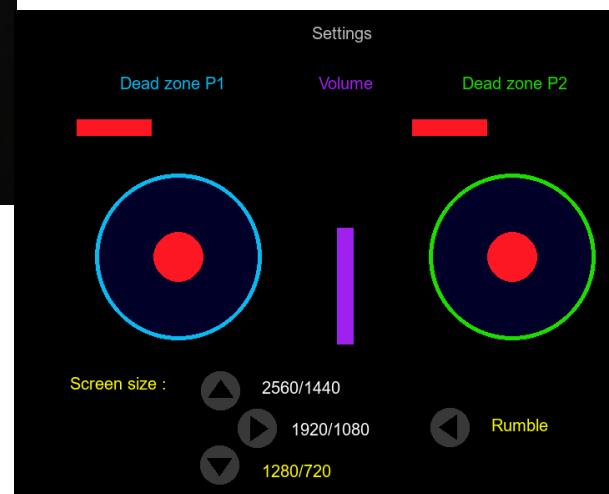


## STEP 1

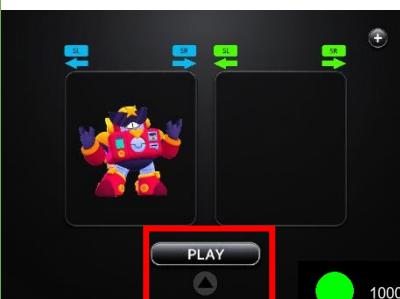


Here, you can change:  
Dead zone  
Volume  
Screen size  
Vibrations

Choose your fighter with SL/SR and if you want, go to the settings with -

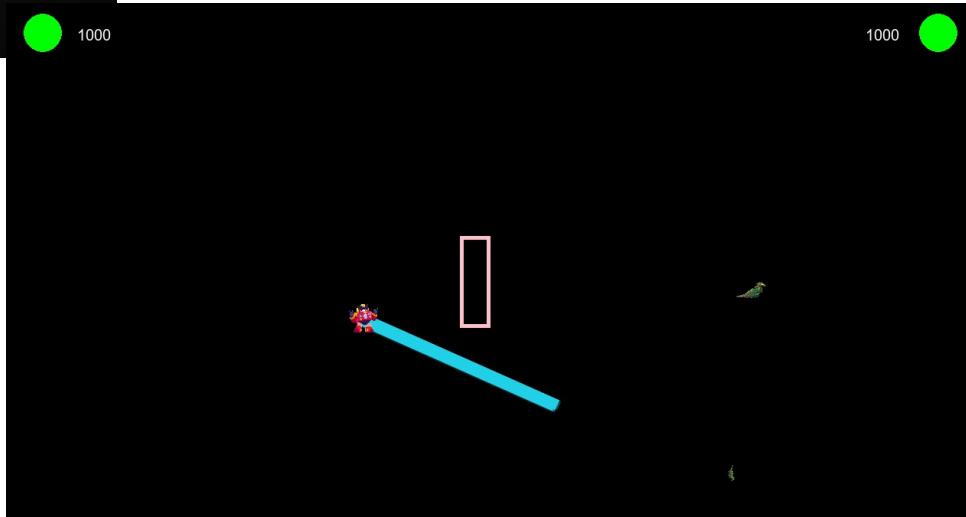


## STEP 2



All feature is:  
-stamina to go faster (↓)  
-lock to aim shoot (SR)  
-shoot to attack (→)  
-joystick to move and aim also  
-wall to block movement and projectiles

When you're both ready, press D-pad up ↑ together and the game will begin



-thumbs down to be toxic (↑)  
-reload to shoot again (←)

# HOW TO NOT CRASH

## Crash 1

You need to have 2 or more controller connected on the PC

~~Need more controllers. 1 controllers connected instead of 2~~

~~There is 2 controllers connected~~

## Crash 2

Path could be incorrect for you so change “chdir” line to your absolute path: (should not append)

```
from os import chdir  
chdir('D:\\Files')
```

JOYCLASH [D:]

## Crash 3

Don't connect two same accounts, that could create some issues. (Patched in the version 3.0)



Don't change any name's file if you want to play

If you want to swap controller you can press space in setting's menu but it will not swap account.

## HOW TO PLAY WITHOUT JOY-CON

### STEP 1

You need to plug or connect your controller

### STEP 2

There is no step two, it's so simple to play this game

You won't play with all of the buttons of your controller, only the upper side can be used.



### STEP 3

To swap between Xbox input and PlayStation input you need to press the key numpad 1 for the first player and 2 for the second one.

# Fighters!

Hank

Berry

Surge

Carroje

Popofox

Spookie

Mushy

Bubule

Chick'n bob

Owleaf

Squeak

Furbok

Zipit

Semibot

Chauss-être

Paper Dukook

MiraDraco

Pyroxis

hidden (...)

UIIA

# Mechanics!

Potions

Maps

# Hank



He shoots Torpedoes that deal a lot of damage and heal himself for 80HP. He doesn't have particularities.

Stats:

Health: 1320

Damage: 240

Speed: 0.9

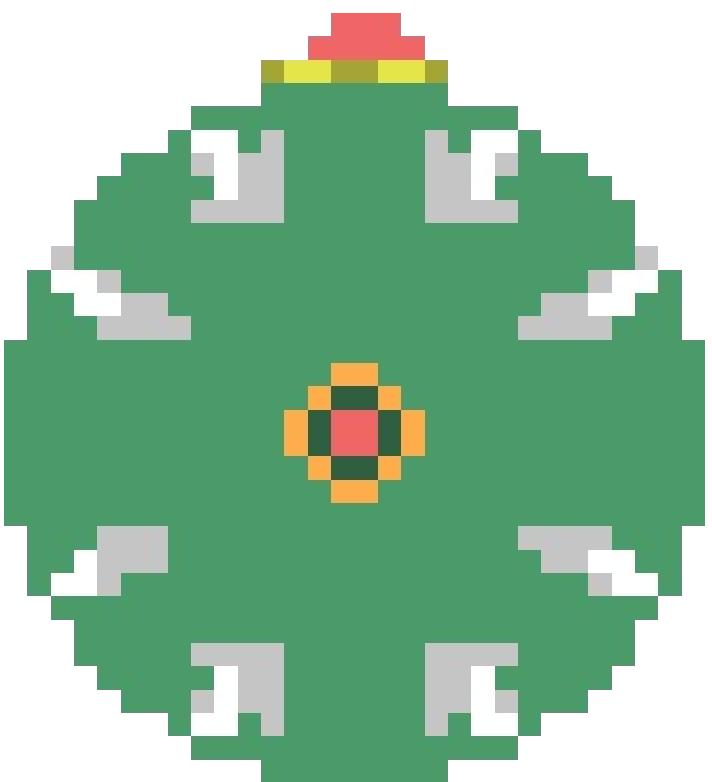
Bullet slowness: 1.2

Range: 700

Delay: 1300

Ammo: 6

Price: free



# Berry



His attack is a mix of damage and healing. He leaves melted ice cream at the end of his projectile that last until he shoots another time. Healing stats are 50 times less than damage

Stats:

Health: 1000

Damage: 230

Speed: 1.1

Bullet slowness: 1.2

Range: 600

Delay: 1200

Ammo: 5

Price: free



# Surge



He shoots coca cola that explode whenever it touches a wall, an enemy or his max range. The explosion deals 1.2 times more damage

Stats:

Health: 1260

Damage: 225 (or  $225 \times 1.2$ )

Speed: 0.9

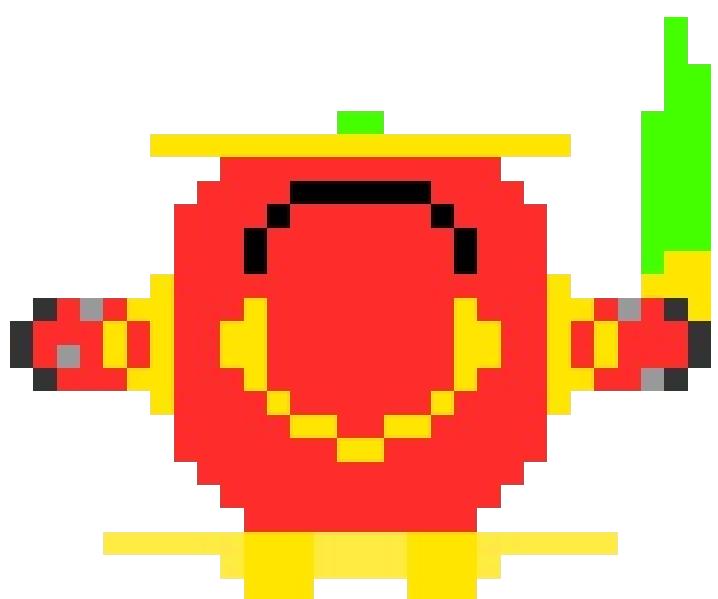
Bullet slowness: 1.3

Range: 650

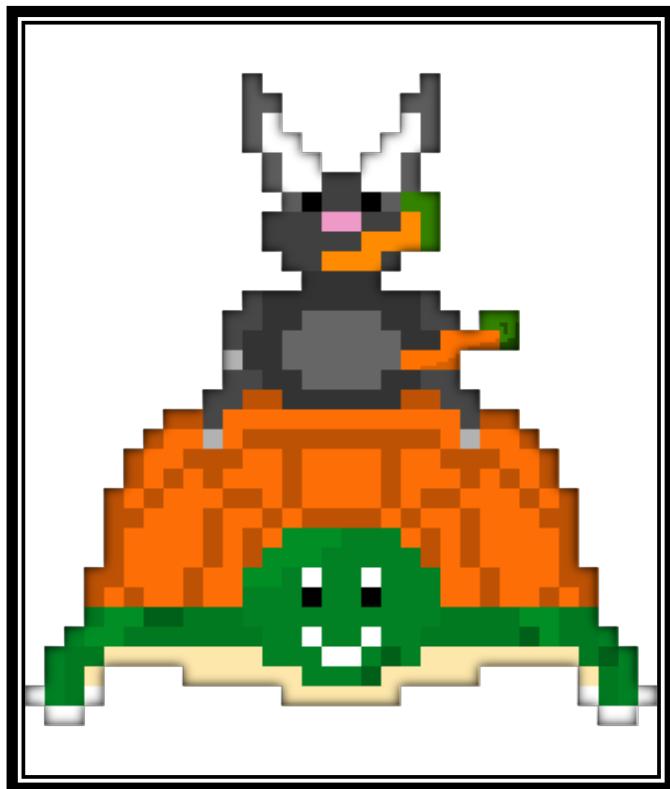
Delay: 1300

Ammo: 6

Price: free



# Carroje



She shoots carrot through wall and deals a ton of damage but she has slow movement speed and bullet travelling.

## Stats:

Health: 1080

Damage: 280

Speed: 0.8

Bullet slowness: 1.7

Range: 1200

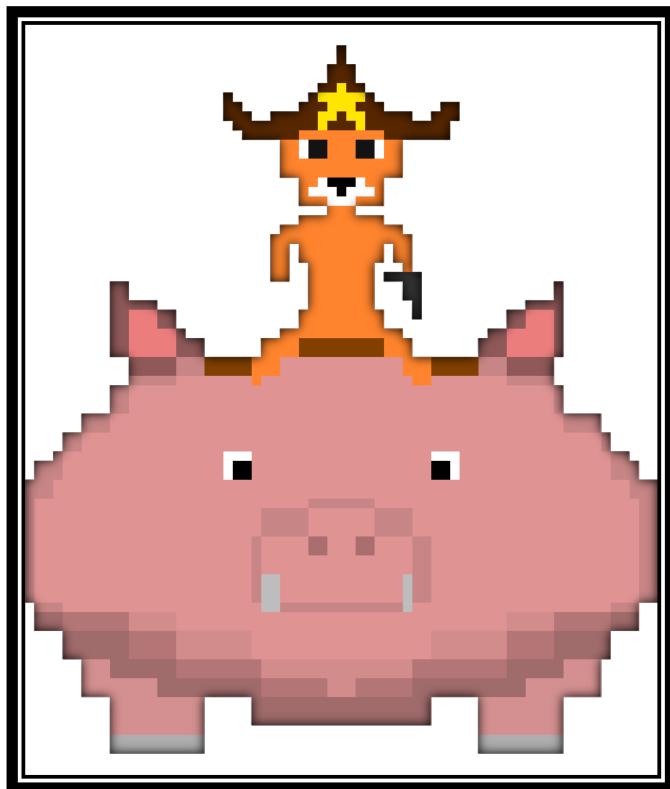
Delay: 1300

Ammo: 4

Price: 10



# Popofox



Popofox has the fastest attack speed in the game and one of the best movement speeds, however, he has small damage and a pretty short range.

## Stats:

Health: 1150

Damage: 155

Speed: 1.2

Bullet slowness: 0.6

Range: 450

Delay: 700

Ammo: 18

Price: 10



# Spookie



He is a direct reference to the P2W Crimson R-T's skin that was able to shoot a projectile and a damaging area around himself. Area deal 1.2 times more damage

Stats:

Health: 1220

Damage: 150 (+150\*1.2)

Speed: 1.0

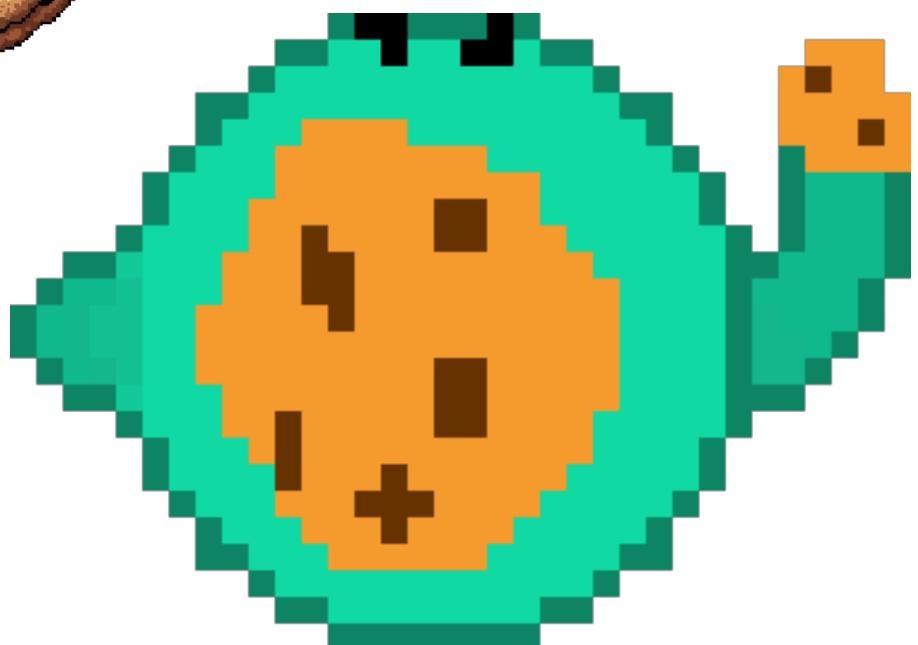
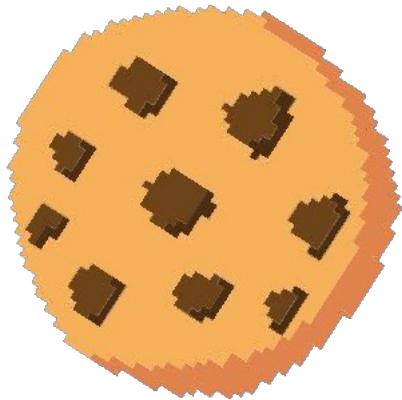
Bullet slowness: 1.0

Range: 650

Delay: 1400

Ammo: 5

Price: 10



# Mushy



He is the most annoying fighter of this game, he is able to invert your controls and poison you over time (4 ticks), but he doesn't deal a lot of damage. His poison doubles his damage but reset after each hit.

Stats:

Health: 1050

Damage: 130 (+130)

Speed: 1.05

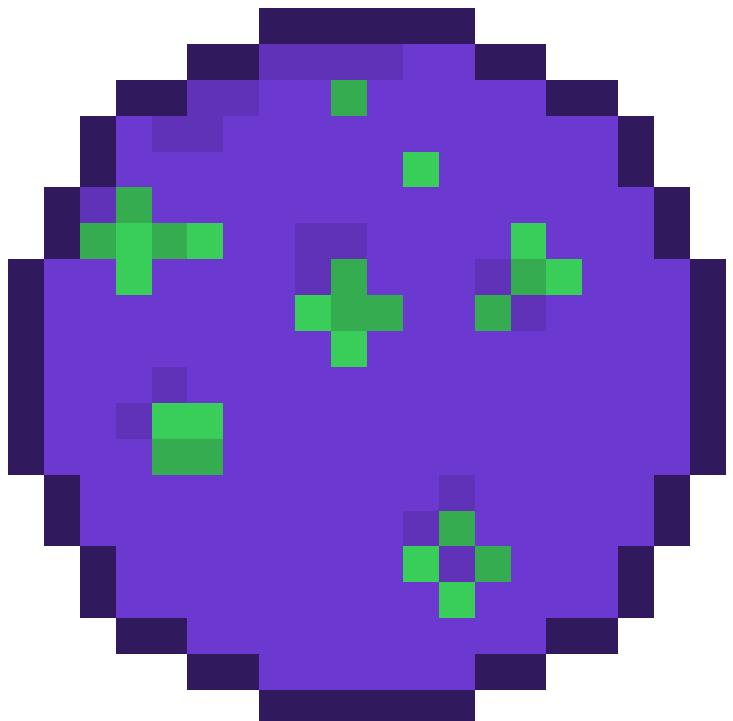
Bullet slowness: 1.1

Range: 500

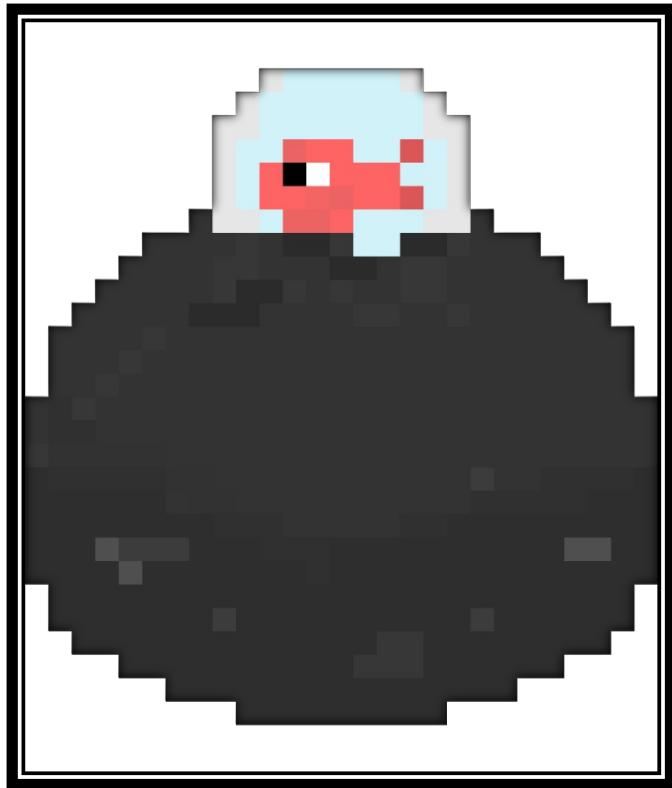
Delay: 1450

Ammo: 8

Price: 10



# Bubule



Not like Angelo in Brawl Stars, Bubule can go UNDER water to hide or attack from here, he is also a great spammer with those hooks.

## Stats:

Health: 1400

Damage: 200

Speed: 0.85

Bullet slowness: 0.9

Range: 600

Delay: 1000

Ammo: 10

Price: 10



# Chick'n bob



His mechanic is simple to outplay with high movement speed, however he can three shot all other fighter at max range. He deals percentage damage that scale on the distance his shot.

Stats:

Health: 950

Damage: 37% (9% min)

Speed: 1.25

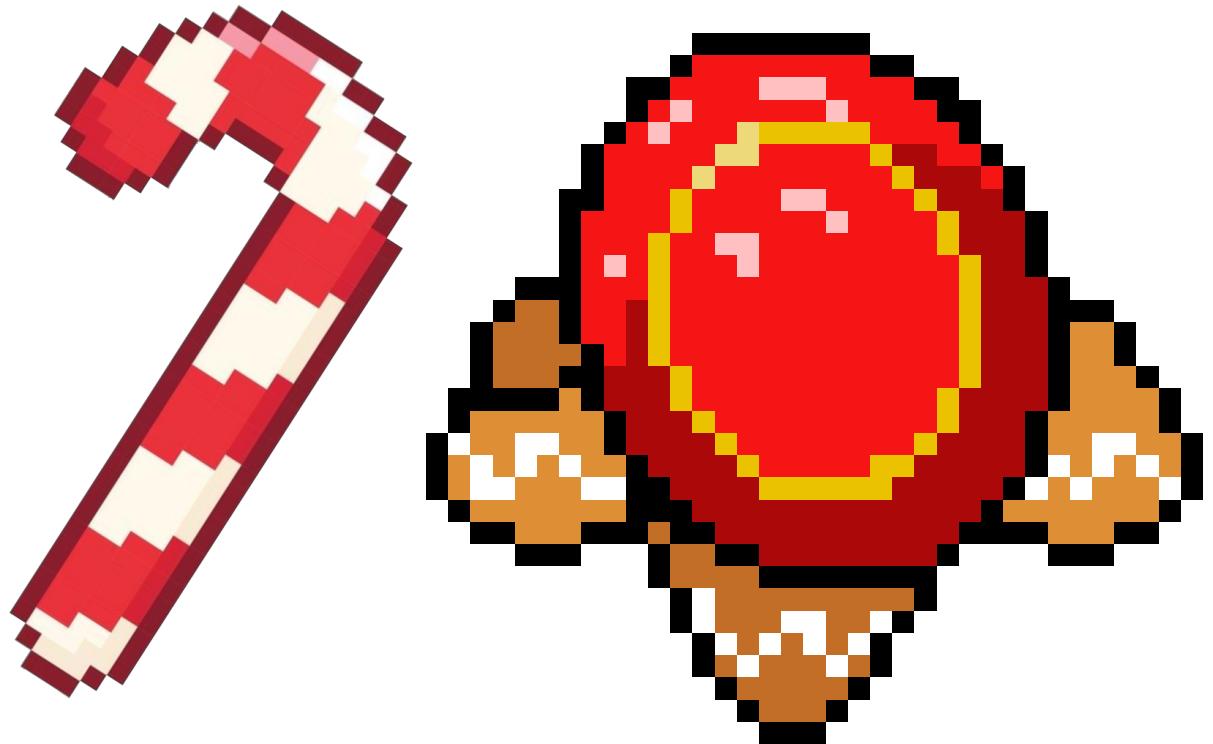
Bullet slowness: 0.9

Range: 500

Delay: 1100

Ammo: 7

Price: 10



# Owleaf



Like Clancy, he has to be the most broken brawler but got nerfed as hell. His three projectile was able to kill some fighter in 2 shots! His blue dagger give ammo, his red deal 1.2 times more damage and his green give 20% lifesteal. (15°angle)

Stats:

Health: 1300

Damage:  $170 \times 3$  (or  $170 \times 1.2$ )

Speed: 1.0

Bullet slowness: 1.0

Range: 650

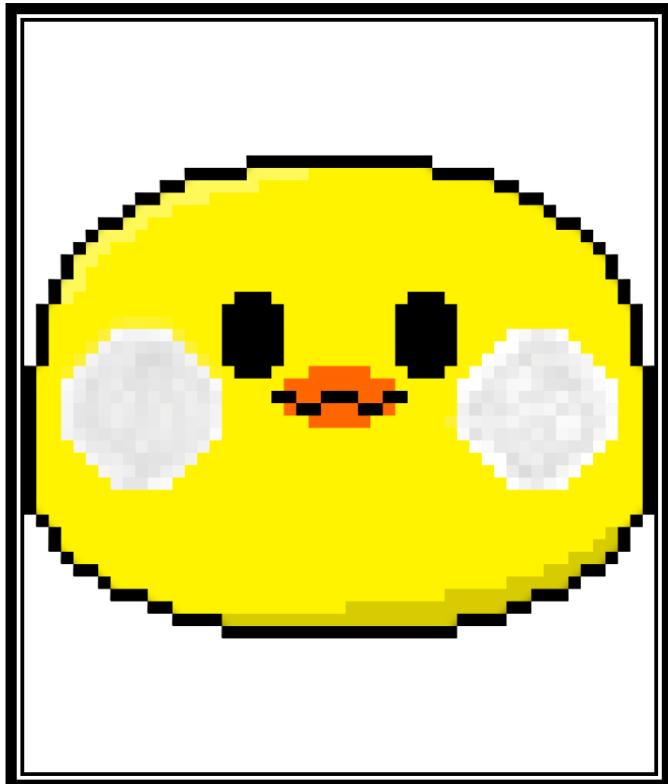
Delay: 1450

Ammo: 3

Price: 10



# Squeak



Inspired by Rico, Squeak is able to bounce his shots on wall to gain extra range. He should be good but his low damage doesn't carry him.

## Stats:

Health: 1350

Damage: 180

Speed: 0.9

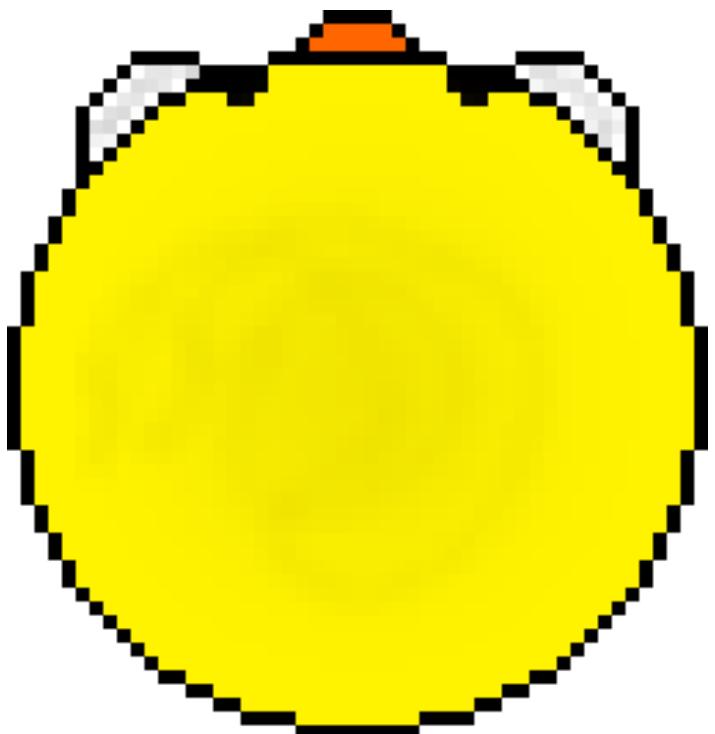
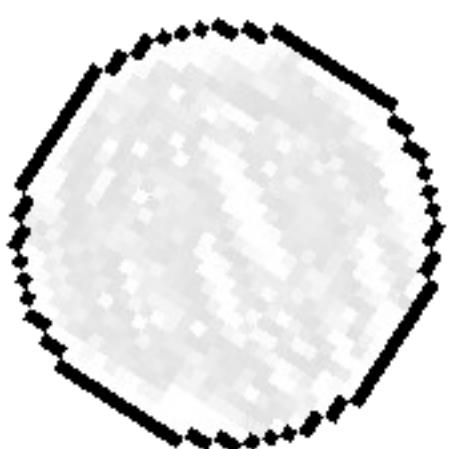
Bullet slowness: 1.1

Range: 900

Delay: 1310

Ammo: 5

Price: 10



# Furbok



He has the highest DPS in the game, however, in the lore, he is also the dumbest fighter and randomise controller whenever he shoots. At the beginning, controls are normal. "Cailloux" is his best friend.

Stats:

Health: 1500

Damage: 780

Speed: 0.75

Bullet slowness: 0.7

Range: 700

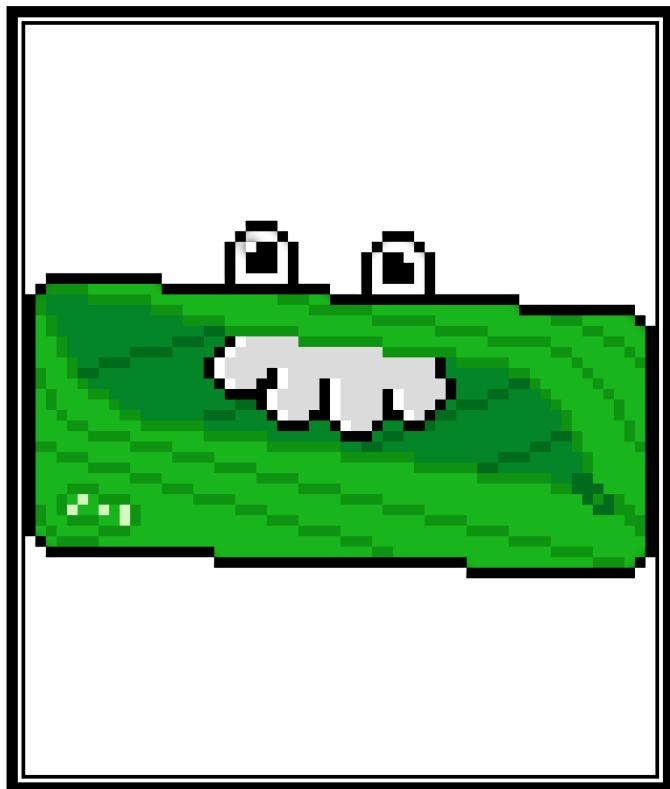
Delay: 2200

Ammo: 2

Price: 10



# Zipit



If this fighter seems like a pencil case, it's because it's true. He shoots a zipper pull at the enemy to pull him near Zipit and deal more damage. Damage goes from 100% to 50%.

## Stats:

Health: 1220

Damage: 305 (min 152.5)

Speed: 1.0

Bullet slowness: 0.8

Range: 650

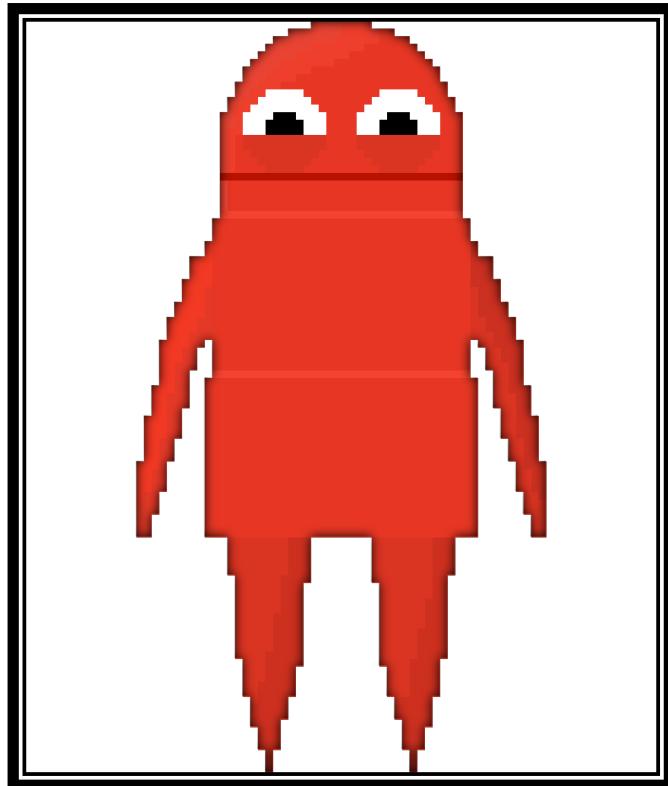
Delay: 1500

Ammo: 3

Price: 10



# Semibot



He shoots an object from the game R.E.P.O. (uranium tea cup) to deal massive damage to the enemy and a fraction to himself (60HP)

## Stats:

Health: 1330

Damage: 260

Speed: 1.2

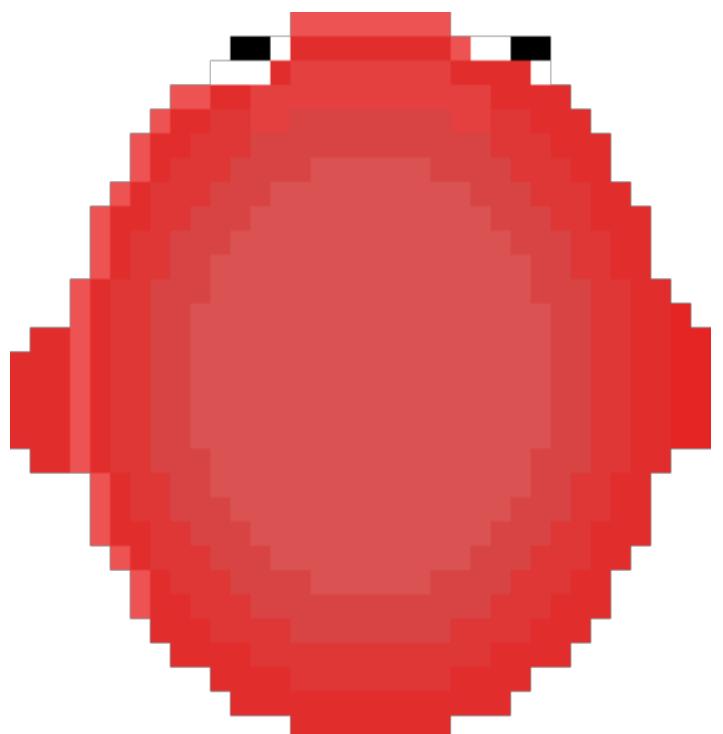
Bullet slowness: 0.85

Range: 750

Delay: 1250

Ammo: 5

Price: 10



# Chauss-être



He seems very unfair against some fighter because he can counter most of them. However, his lack of range and health can be beat by hight speed/DPS.

Stats:

Health: 1180

Damage: 8 (\*45 DPS)

Speed: 1.1

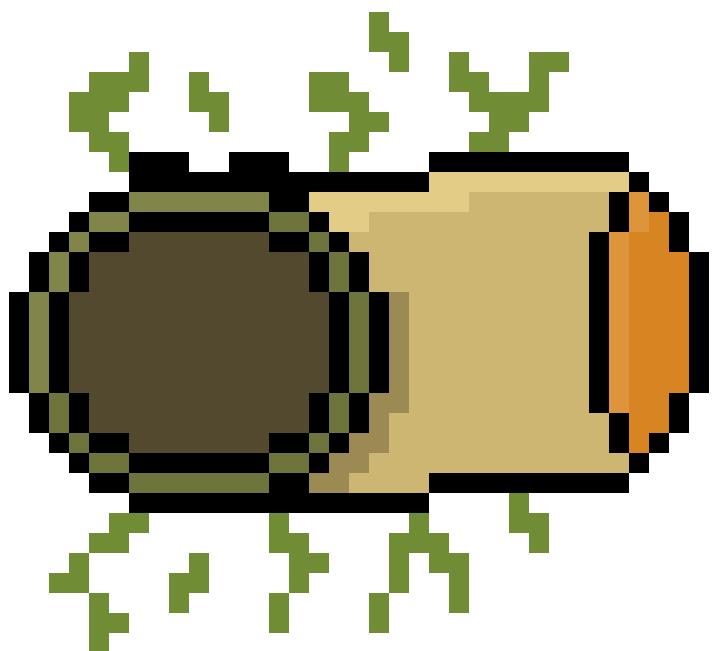
Bullet slowness: 1.0 (useless)

Range: 200

Delay: 450

Ammo: 6

Price: 10



# Paper Dukook



He comes from Paper Mario TTYD and he bring back the 7 crystal stars in the battle.

SweetTreat: PV+60 ammo+1

Diamond: damage\*1.2,

Emerald: 1.4 sec sleep,

Gold: atk\*1.1, def/0.9,

Ruby: damage\*1.8,

Sapphire: PV+200 ammo+2

Garnet: 10% damage\*5\\*0

Crystal: damage\*2.5

His stars are also bigger and use ammo depending on his cost in the TTYD game

Stats:

Health: 1200

Damage: 180 (\*stars)

Speed: 1.1

Bullet slowness: 1.1

Range: 720

Delay: 1200

Ammo: 8

Price: 10



# MiraDraco



He is inspired by Chamber in Valorant. He has color in common and has a TP base that he places where he shoots. When he reloads, he goes back safe to his TP but gets stunned for 0.7sec.

## Stats:

Health: 1340

Damage: 220

Speed: 0.9

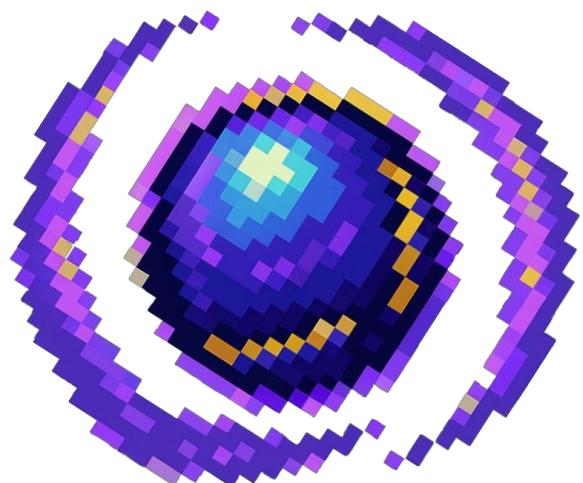
Bullet slowness: 0.8

Range: 700

Delay: 1450

Ammo: 4

Price: 10



# Pyroxis



Really dynamic, this fighter has the potential to kill you very fast with his high DPS. When he touches an enemy, he applied a burn (half of his damages) that stack and deal a third party of this stacks every tick (min 15). He scales his damage whenever he gets close to low HP.

Stats:

Health: 1210

Damage: 160 (+80; \*2 if low)

Speed: 1.1

Bullet slowness: 0.9

Range: 500

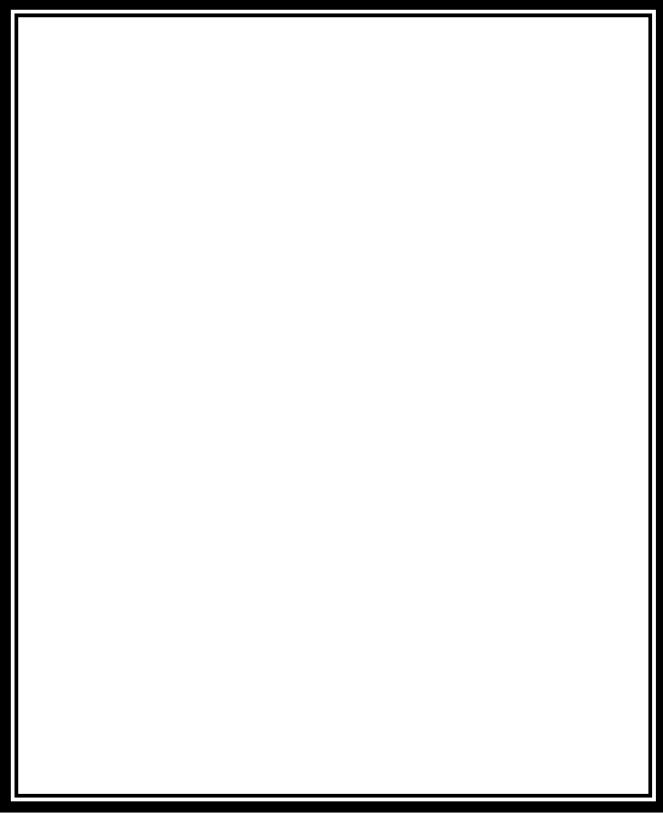
Delay: 1000

Ammo: 4

Price: 10



...



He doesn't want to talk  
about his features but he is  
absolutely invisible. Mute?  
Vibrations?

Stats:

Health: ???

Damage: ???

Speed: ???

Bullet slowness: ???

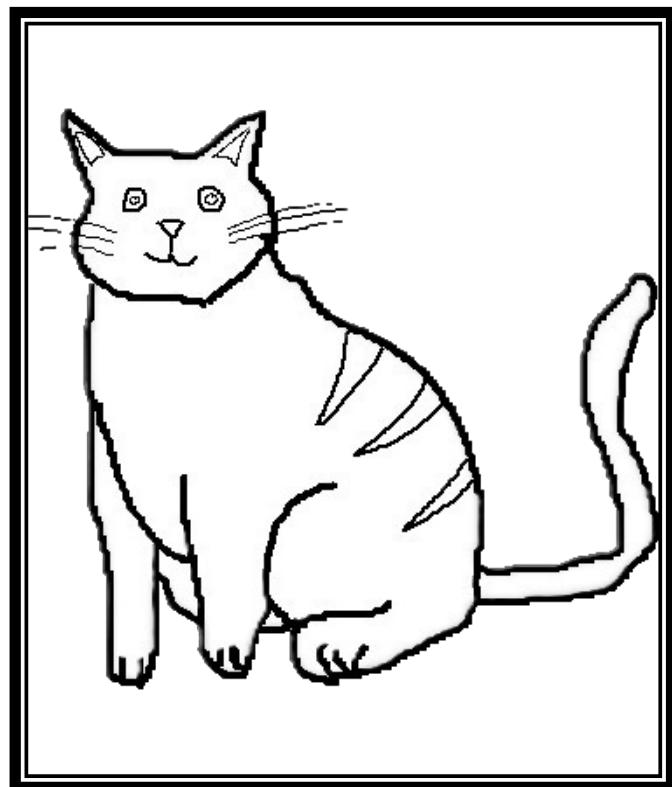
Range: ???

Delay: ???

Ammo: ???

Price: 10

# UIA



Nobody knows how he enters the game and how to chooses him, but he is a menace and is the most overpower fighter. When he touches someone, he is stun for a while (5sec). He also ignores every wall and the stage; he is in another dimension.

Stats:

Health: 1800

Damage: 310

Speed: 1.5

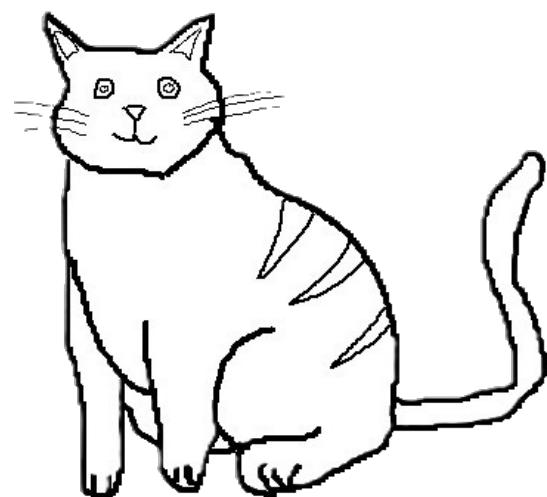
Bullet slowness: 0.65

Range: 1000

Delay: 1000

Ammo: 69

Price: Free!?



Potions are buffs that affect the player to give him opportunities to win



There are different effects but only one buff can affect the player at the time



Boost outcoming damages by 20% for 5 seconds



Give 300 extra health when the player takes it



Bring back all munitions to the player during 5 sec



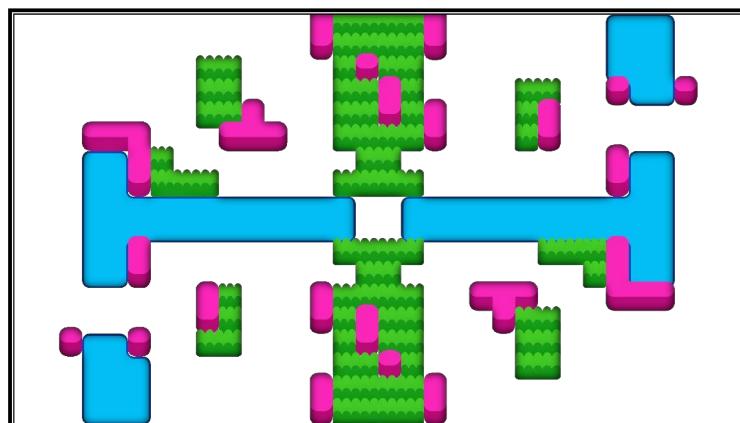
Make the player fall in love and lose all of his HP



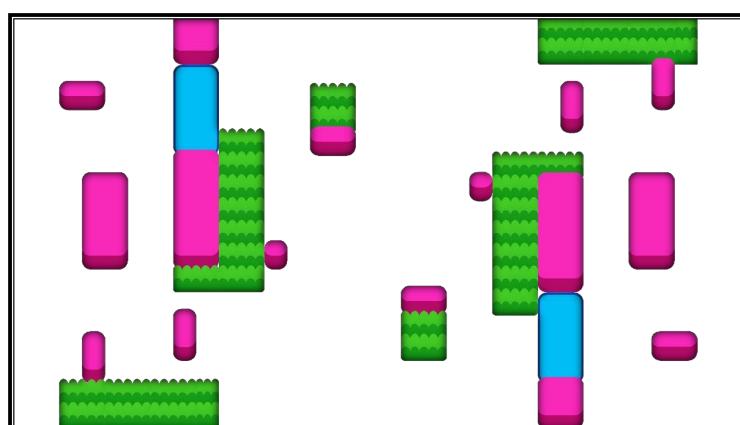
Boost the player movement speed by 40 %

# Maps

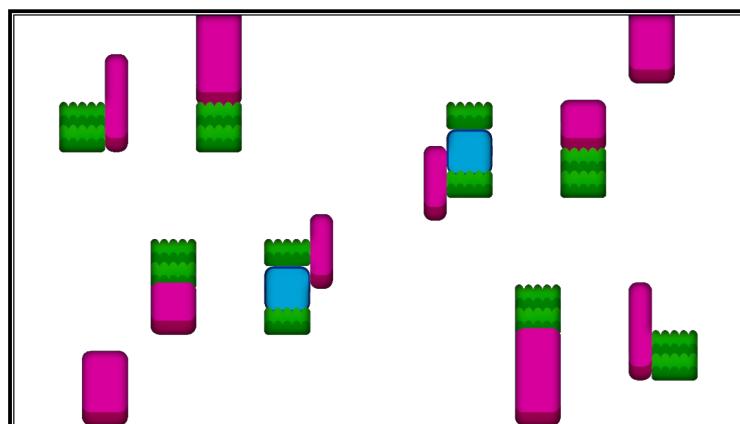
Canal Grande is great for close range fighter but also for Carroje and Squeak



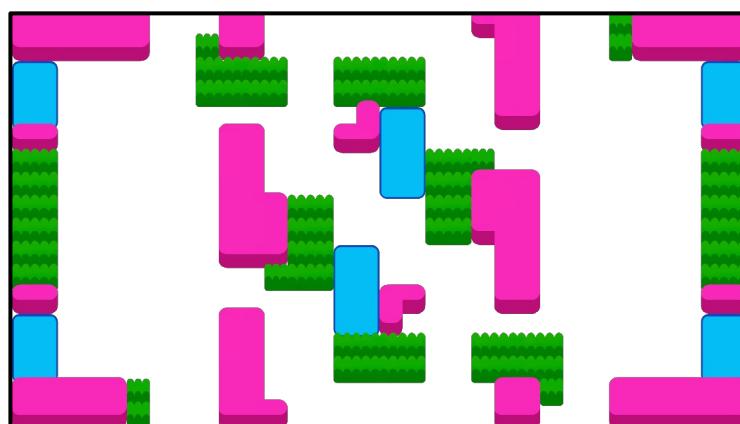
Out in the Open can be hard if you are stuck in the top-left or Bottom-right corner of the stage



Shooting Stars is the paradise for marksmen who can hold distance between them from the enemy



Zen Garden is the most beautiful map good for every fighter, the hidden can get lost very easily here. For this map, fighter spawn in bushes



## Game effects

**Game effects were added to create more spice in the gameplay and to make every game unique**

**For now, there is 4 modifiers :**

- **Normal (50%)** → Does not change the rules
- **Potion unleash (20%)** → more potion and stronger effect
- **Gotta go fast (20%)** → Movement and reload speed increase by 1.6 and 2.56
- **Over time (10%)** → Everyone is 1hp, no heal and death timer increase by 2.5