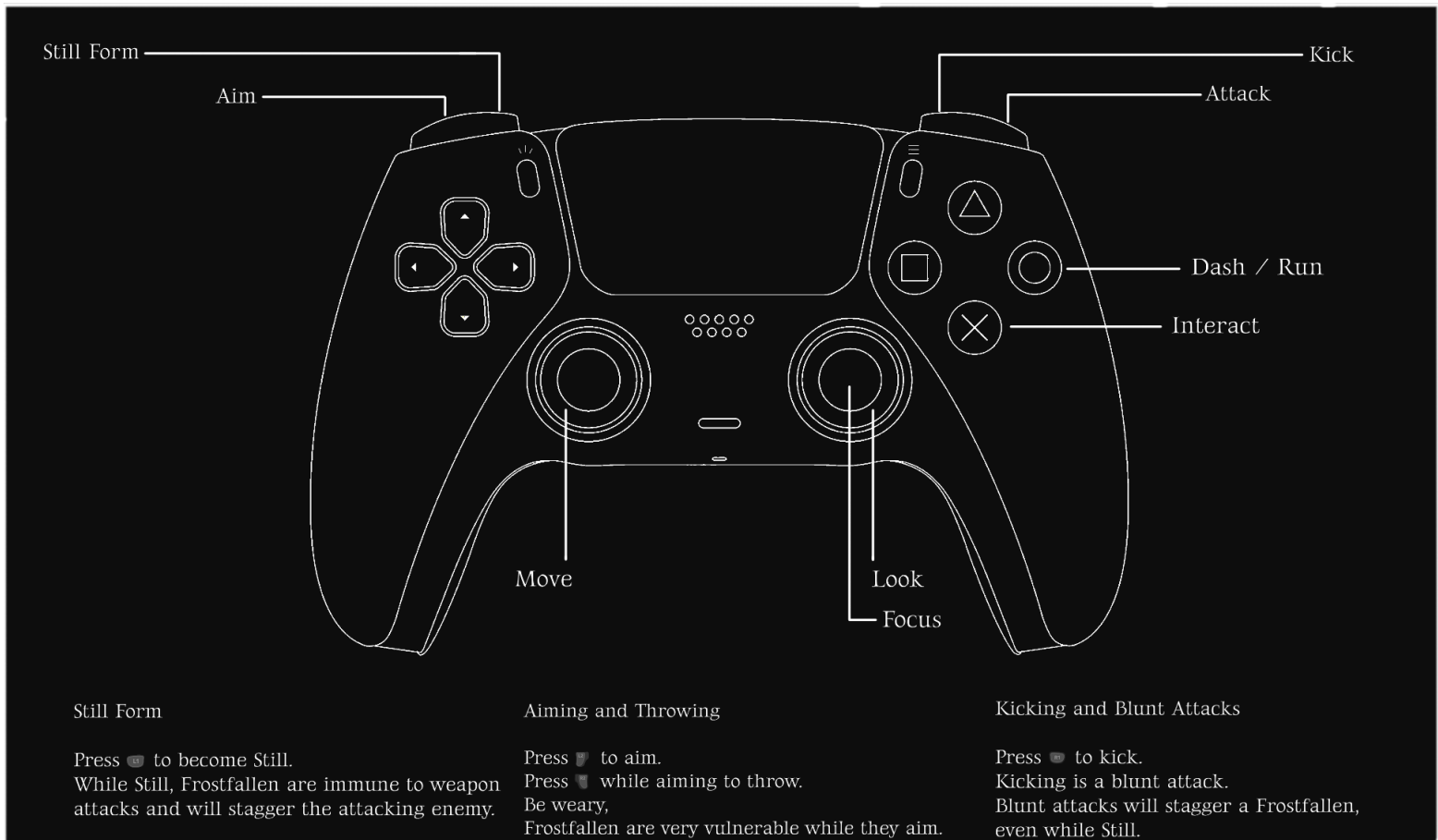


Controls



Mechanics:

- Attack (R2)**: For the player to do damage.
- Freeze (L1)**: For the player to parry enemy attacks and gain invincibility for a moment.
- Throw (L2 Aim R2 throw)**: If axe in hand player can throw it .
- Kick (R1)**: For player to space out enemies.
- Freeze Bomb (L2 Aim R2 throw)**: For player to freeze enemies for a limited time if they have no axe in hand.
- Interact (X)**: to grab items like axes and open doors.
- All weapons break eventually

- Axes kill every enemy in 1 hit, Bats kill enemies in 2-3 hits.
- Shearing attack(X): If player throws axe on throwers head or shearable doors, they can get close to the axe and pull it out to deal a hit.

Challenges:

- Marauder: aggressive melee enemy that is unhittable until player parries an attack from it or kicks it, after that it's only hittable for a short period of time. If player kicks Marauder after a parry they will drop their axe.
- Thrower: Throws axes at player, spawning one after each throw. Player needs to throw an axe to its head or kick it to unfreeze the enemy as to be able to deal damage.
- Bomber: throws freeze bombs which deal no damage but freezes player and enemies, can hit this enemy at any time as it is not frozen.
- Pull Axe Door: Door that player needs to throw axe to and then shearing attack to be able to break it open.
- Breakable Door: Door that player needs to hit to break open,