

Basic Info

Welcome to “The Chemdemming of Isaac” enter the dungeon, explore each floor grabbing items and pickups, killing enemies, and finding secrets. To go to the next floor you must find and slay the boss of the floor and enter the trap door that spawns. Get to the final (3rd) floor and defeat the final boss to beat the chemdemnation.

Run the game through the main game file

Rooms

Start room -> where you start on each floor

Normal rooms -> rooms that might contain enemies that must be beaten to get to the next room

Shop room -> a key locked room where you can buy items and pick ups

Item room -> a key locked room where you can get an item

Boss Rooms -> contain boss that must be killed to get to the next floor

Secret Rooms -> explosion locked rooms that contain loot like pick ups and items

Doors

All doors will be locked if enemies are still alive in the room. Some additional doors like item room doors will be key locked signalled by the lock icon. To unlock them the player must have at least one key that will be used to unlock the door once the player touches the door.

Additionally secret room doors that initially look like walls must be blown up by an explosion either caused by a bomb or another source. If the door is blown up while enemies are still alive it will reveal itself once they are dead.

Health

Red hearts -> Normal health that need health containers

Grey Hearts -> empty heart containers that can be filled with red hearts

Blue hearts -> Soul hearts that do not need a heart container and act as extra health

Black hearts -> Evil hearts that do not need a heart container and act as extra health, once removed all enemies are damaged

Pick Ups

Coins -> currency for shops, different values for different coins (pennys ->1, nickel -> 5, dime -> 10)

Keys -> Unlocking doors and golden chests

Bombs -> blowing up enemies, doors, rock chests, yourself

Chests -> contain pickups once opened, golden chests require keys and rock chests need to be blown up

Items

Items are powerups that can be collected through the games that effect stats, health, and many other factors.

Active Items can be collected and only one can be held at a time. They will be represented in the UI on the top left of the screen. Each active Item has a charge and can only be used once fully charged (has no grey segments).

Controls

WASD -> Moves character Left, Right, Up, and Down

Arrows -> Shoots tears in directions, opposite directions cancel each other out

E -> places down bomb

Space -> use active item if you have one and its fully charged

Esc -> exits the program

m-> returns back to menu

left mouse button -> clicks the buttons