Super Spicy Robot Bois Complete User Manual

(Extended Edition)

# The Game:

*In a barren post apocalyptic* *wasteland suspended above an infinite abyss* (and also other engaging locations) *you are the last Canadian, and you are cold. You have a robot that shoots at other robots. Shoot the other robots using your shooting robot before they shoot you. Our game (working title: Super Spicy Robot Boys 23: Mega Ultra Super Good Edition; Game Of The Year; New York Times Bestseller; IGN 9/10 Not Enough Water; Service Pack 2; Standalone Edition) is a minimalist, 2D top down wave survival shooter embracing the best features of other games in the genre such as Nuclear Throne, Hyper Light Drifter and The Binding of Isaac.*

The objective of SSRB is simply to survive. Start the game, load a level, and live for as long as you can fighting off hordes of enemies each wave. The highest wave you’ve personally reached will be saved as your highscore for you to beat in the next round.

# The Levels:

## Level 1:

Level 1 is a large open area where movement is fairly free around the various crates. Dodging enemies is much easier, and the bridge in the centre can make a good holding point. The dead end in the top left can be retreated to in a pinch, however it’s easy to get trapped once you’re at the end. This level is the easier of the two.

## Level 2:

The harder of the two level, this level is defined by long corridors connecting medium sized square platforms. Movement in the corridors is very restricted, making it hard to maneuver, and the platforms have a plethora of pipes inhibiting movement across them.

# The Controls:

WASD: Moves the Player Up, Down, Left, and Right. Movement can be diagonal.

Left Click: Fires the current equipped weapon from your robot companion.

Right Click: Swaps your equipped weapon. Weapons cycle between the pistol, shotgun, sniper, and machine gun.

Space: Player enters a dodge for a short time. During this time, the player cannot be damaged, and moves much faster than normal.

Esc: Pauses the game. While on the pause menu, you can hit Esc again to resume the game or hit E to return to the main menu.

# The Enemies:

## Basic Enemy:

*KEEP YOU ON THE RUN  
SHOOT THEM WITH YOUR GUN  
THEY WILL END YOUR FUN  
IF YOU DON’T SHOOT THEM WITH YOUR GUN*

*Chase you down, bad touch!!!  
No touch!!!!!*

These enemies will slowly move towards you, damaging you once they come into contact with your character. They have average health and don’t pose much of a threat alone. However, they can act as a shield for other, more powerful enemies.

## Shooting Enemy:

*ROOTY  
TOOTY  
HE POINT  
AND HE SHOOTY  
  
If he gets to close he’ll clickity clack shoot you in the back.  
Lots of health, can kill you by himself.*

The ranged enemies will very slowly move towards you until they come within a certain range. After that, they will charge for a few seconds before firing a single shot directly at your character. Keep an eye on these enemies once they stop moving so you can dodge the bullet once they shoot. Their health is formidable, and they take quite a few shots to kill.

## Exploding Enemy:

*NYOOM  
VROOM  
HE ZOOM  
AND KABOOM*

*Let him get too close, it’ll be your doom*

These enemies will very quickly charge at you, making them difficult to outrun. When they get close or die, there will be a short delay before they will explode, dealing a large amount of damage in an area around them. Be sure to constantly keep an eye out for them.

## Spawning Enemy

*HE CHASE  
HE SPEW  
FIRST ONE  
THEN TWO  
SMALLER ENEMIES  
CHASING YOU*

*Once he’s in range he’ll start bringing the pain  
Making smaller enemies to ruin your day*

While these enemies do not deal damage by themselves, once they get close they will start spawning hordes of Small Enemies. They have a lot of health and can hurt a lot once they start spawning, so it’s advised to kill them as quickly as possible.

## Small enemies

*THEY ARE SMALL  
KILL THEM ALL  
BEFORE THEY TAKE YOUR LIFE  
BEING TOUCHED BY THEM  
IS LIKE BEING STABBED BY A KNIFE*

*Small and many,*

*Touching them hurts plenty*

These small enemies are only spawned by the Spawning enemies. They are fast, and will latch onto you if they get close, dealing damage continuously. The only way to escape is by dodging or shooting them. Thankfully, they die very quickly, so as long as they don’t get too numerous they’re easily managed.

# The Weapons and Pickups:

In addition to standard shooting, each weapon also has its own limit break. While playing, a yellow-orange bar will charge up above the player’s health bar. When this bar fills, the next shot will be a greatly empowered shot from the currently equipped weapon. This cannot be deactivated, so time these shots wisely and plan accordingly. Ammo can be refilled by picking up the black boxes around the map. In addition to the ammo pickups, health pickup can also be collected to restore any lost health. Both pickups will occasionally drop from enemies when they are killed.

## Pistol

*SMALL AND WEAK  
SHOOT ALL WEEK  
WITH YOUR INFINITE BULLETS*

Weak with an average fire rate, the pistol is mostly used to clear out smaller enemies or when there’s no other option. Bullets are unlimited, so feel free to shoot as much as you’d like.

Limit Break: Fires a massive, slow moving projectile in a line which deals very high damage to the first enemy hit. Useful for taking out high health targets.

## Shotgun

*FIRE MANY SHELLS  
SEND ROBOTS BACK TO THE FIRES OF HELL FROM WHENCE THEY CAME  
AMMO IS NEEDED  
TO KEEP THIS GUN HEATED*

*LIKE YOUR ENEMIES  
IN HELL  
BECAUSE YOU KILLED THEM  
THEY FEEL PAIN YOU KNOW  
FUNCTIONALLY SENTIENT*

The shotgun fires a spread of bullets that deal low damage individually, but incredible damage when an enemy is close to the origin. Use this to take out ranged or spawning enemies who get a bit too close. It holds an average amount of ammo.

Limit Break: Fires many more bullets than normal, meaning it can cut through a lot more enemies.

## Sniper

*SHOOT IN A LINE  
WATCH THE ROBOTS ALL DYIN’*

*BULLETS ARE FEW  
TO MAKE THIS GUN GO PEW-PEW*

Fires a long line which pierces through all enemies in its path, dealing massive damage. Use this to take out high health enemies from afar. Ammo is very limited, however.

Limit Break: Fires several waves of shots which spread out from the center, decimating enemies in a cone.

## Machine gun

*POP POP POP  
WATCH THE ROBOTS ALL DROP  
HOLD DOWN THE TRIGGER  
WATCH YOUR KILL-COUNT GROW BIGGER*

Fires very quickly in the direction of the mouse while it is held down, dealing low damage with each shot. Useful against large groups of weak enemies.

Limit Break: Fires a ring of bullets originating from the robot, useful to clear out enemies encircling you.

# The Editor:

Make and play your own levels!

N: Create new level  
Z: Swap between mouse and keyboard mode  
Enter: Save your level  
1,2,3: Swap between eraser and tile types

Left Click: Place a tile  
Right Click: Erase a tile

F: Fill an area

# Tips and Tricks:

* Use your dodge often, it makes it much easier to avoid enemies and projectiles, and it has a very low cooldown.
* Save your sniper shots for when it counts. It’s the most powerful weapon, but can’t be used much.
* The limit break CANNOT be turned off, don’t waste it.
* Certain parts of the soundtrack will become louder or quieter based on certain conditions in the game. Listen for these volume shifts to know what you’re up against before you see it.
  + The Melody is controlled by the Basic Enemies
  + The Bass is controlled by the Shooting Enemies
  + The Main Key is based on the Exploding Enemies
  + The Secondary Key is based on the Spawning Enemies
  + The Drums are based on the Number of Enemies currently alive.
  + The low health noise will play at full volume once you’re below 25 Health