- Main character appears as villain but is actually the protagonist
- New York / London underground and city setting
- Hero corrupted by the creatures that he tried to stop
  - That hero is the final boss
- Generic slime enemy
- Mutant enemies
- Acquire different weapons
- Infinite ammunition
- Switch between weapons that you have
- Weapons are kept the whole time
- Hazards like trains and pits
- Energy shields system that takes damage before your health
- Crate props that give items or do something random
- Oil drum props
- Different weapon types like shotgun, rifle, machine gun, pistol, etc.
- Player chosen names
- Slime enemies come from background grates
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