



## The User Guide

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# About Not Important

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Not Important is an action, rogue-like game with some RPG features.

You appear in a small arena. How and why did you end up there? Well, that's *not really important*.

You have different issues you should take care of. Like the hordes of enemies who want to kill you for some reason. It's only up to you and your axes throwing skills how long you are going to last. The arena you are in grows over time offering more space for movement and enemies to spawn.

One last detail - the game is hard. A lot. So prepare for a lot of dying, even dying is *not important* in this game.



# Controls

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Move up



Roll



Move left



LMB - Attack



Move down



Move right

# Player

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This is you, the player. Your goal is to survive as long as possible.

You can utilize throwing axes, rolling quickly away from hordes of enemies and using traps.

Keep in mind that your rolls are limited and they regenerate very slowly.

Also your health does *not* regenerate, so you should really watch out, every hit you receive counts.

How much health you have left can be seen in-game on red bar indicator under the player. Underneath that is a blue bar indicator which indicates how many rolls you have left.



# Upgrades

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With every new wave your enemies are getting stronger and harder to defeat. To give you even a chance to oppose them, you can pick one of three randomly picked upgrades that you can get from *the Upgrade Chest*.



The upgrades in the Upgrade Chest are divided into three classes – *Defense, Offense, Utility*. Wow!

The Upgrade Chest is dropped into the arena after every other wave.





When you open the Upgrade Chest, you will see this screen. You can pick any of the available upgrades or heal yourself up.

The more upgrades you pick from the same class, the more unique/stronger upgrades you get from the class next time.

Once you pick 7 upgrades from one class, the upgrades in that class reset themselves.

## The Offense Class



The right class for aggressive players who want to deal as much damage as possible.

This class can offer upgrades not only for *higher damage and attack speed* but also upgrades for *ricochet axes, explosive axes, better piercing* and more!

## The Defense Class



This class is great for more passive players who want to be able to take a lot of hits from enemies, thus last longer.

This class offers upgrades mostly for *more health*, but also some fancy ones like *thorns* (dealing damage to an enemy who hits you), *increasing damage and attack speed when you are on low health*, option to *take only half damage but you won't be able to roll and chance to heal up after you kill an enemy*.





## The Utility Class

This class focuses on movement. Do you want to be fast and nimble enough to outrun the enemies? Pick some upgrades from this class.

The class offers upgrades for higher *movement speed*, higher *attack speed*, higher *projectile speed* and also *poisonous axes*, *unlimited rolls*, *poison trail* behind you and much more!

# Traps

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Just running around and throwing axes will not do in the long run. You need traps!

Traps are a unique feature which allows you to customize the arena. Be aware, even though traps can help you in some situations, they can also affect you.

You have a choice to pick a trap every other Upgrade Chest you collect. If you pick the same trap multiple times, it will make more of those traps in the arena.

## Spikes

A simple, but effective trap. It damages anyone who steps on them – even you.



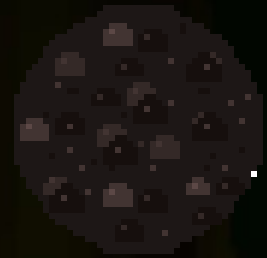
## Explosive barrels

When you hit one of those, they will go **BOOM**. The explosion will also damage everything around.



## Tar pools

If anything steps in them, it will slow them down a lot.



## Barricades

These appear as another wall inside the arena and can help you avoid some projectiles!



# Enemies

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Not Important has 6 types of enemies. Which one will you hate the most? Their strength grows with every wave you defeat and they give you no space to stop and breathe.

## Goblin

This green little fella is fast and always on your tail. Its only mission is to annoy you. The Goblin is relatively weak, so few hits should take care of it.



## Beholder

Behold! It's the shooting eye! It will follow you everywhere and shoot you. It's not that strong, nor that fast.



## Dark Mage

The Dark Mage will also follow you and shoot at you, but will last longer than the Beholder and shoots a lot of projectiles at once, creating a bullet hell.



## Golem

Another long range enemy, but this one damages the area around the player.



## Minotaur

The Minotaur is a relatively strong and slow unit. When the Minotaur sees you, it will charge at you at very high speed!



## Shaman

The Shaman is quite a weak unit, but its strength is in buffing other enemies, which can make them stronger and faster.

