Characters
- Apathy is a starting character.
- Seven base playable characters are available to play including Apathy.
- Additional eighth character with random stats and talents (including abilities) that unlocks after unlocking all other characters.
- Couple secret characters to unlock later.
- Each character has its own completion marks and challenges.

Lobby
- Lobby contains all playable characters and their leader (character that is not available to play).
- At the first time you appear in the lobby as Apathy, and the next time you log into the game, you will be in the lobby as your last played character.
- You can see your character completion progress on a special board.
- Also there will be specially story dialogues as you progress through the game.
- When you exit the lobby to the street, the game starts.

Floor architecture
- Each level starts from the exit from the elevator, this means that the room on the lift side will not spawn.
- All rooms will be large, sometimes they will connect directly, and sometimes there will be corridors between them.
- All special rooms are small: XP room, game room, shop.
- XP room is a room with the TV set into it, after you watch it, it gives you XP.
- Game room contains slot machines with mini-games that give you money if you win.
- Shop is located in the toilet. There will be an NPC that will offer u guns, equipment, craft materials, heals, etc.
- Player can get additional items and XP from loot boxes that will randomly drop after clearing room.

Run progression
- First three locations are pretty basic. They will have three floors each.
- Fourth, flfth and sixth locations have two floors.
- Fourth location has the Emperor boss at the end.
- After beating the Emperor, player have to choose a further way.
- There is no branching at the fifth location yet, but boss abilities depend on player's previous choice.
- Sixth location depends on your choice, and contains final boss at the end (Propaganda or *Team leader from the lobby*).
- Every floor in the game ends with a boss fight.
- If the player passes all location floors with a *certain condition*, they will get an additional boss with a good reward after.

Inventory and equipment
- Inventory has three sections.
- First - Player equipment (Head, body top, body down, hands + active item).
- Second - Gun and gun upgrades (Sight, keychain, magazine, bullets).
- Under the first two sections are eight slots for unused items and consumables.
- There will be consumables in the game with a random permanent effect or buff (known to the player in advance) for one room (no more than one buff in the room).
- Third section - talents (passives and abilities).
- Player can easily change weapons during the game, it does not take up space in the inventory and all upgrades are automatically applied to it.
- Weapons use ammo, ammo drops from loot boxes and applies to active weapons.
- You can aim at RMB, this will increase the accuracy of shooting.
- Game will also have melee weapons.
- Instead of aiming, melee weapons have a special attack

Game progression

- First runs - four locations is the limit. Player need to unlock all seven characters and beat the Emperor with them.
- Next player unlocks eighth characters and Fifth location. After that, they need to beat the game with all eight characters.
- Next player unlocks final locations and now they need to beat all final and additional bosses + unlock secret characters and make it with them.
- After beating all bosses with at least one character, player unlocks an alternative version of lobby with alternative characters.