

DARKVERSE

ROGUE

GOAL:

The goal of each level is to explore, find weapons or augments, gather resources and progress to the next level by finding the teleporter room.

COMBAT:

During your exploration you will encounter a variety of enemies. Combat in DarkVerse:Rogue is a mix between melee and ranged combat. Dispatching enemies with ranged weapons is safer but consumes ammunition, using melee weapons, on the other hand, is riskier. The key is to keep a balance between combat styles.

During melee combat it is important to keep an eye on your stamina bar. Actions like attacking, dodging, jumping deplete your stamina. If you run out of stamina the character gets briefly exhausted. Dodging is often much more effective at avoiding enemy attacks than simple movement.

During ranged combat the player should keep track of his ammunition. Ranged weapons are divided into two ammo types, Physical and Energy. There are different ways to collect ammunition: melee kills drops, breaking boxes, smashing alien eggs or opening small chests. Switch to melee weapons, when possible, to replenish your ammo stocks.

AUGMENT SYSTEM:

During each run, the player will find different kind of augments. These augments can be equipped in the Inventory screen. Armor augments improve the defensive and movement capabilities of your suit, while weapon augments improve your weapons.

KEYCARDS:

Keycards are required to access locked areas (often containing goodies). They can be found in small chests or by defeating enemies.

HEALING:

Healing in DarkVerse:Rogue is done by using Healing Shots. Gathering healing plasma from defeated enemies or boxes/eggs fill the yellow bar under your health. Once the bar is full you receive one Healing Shot. You can spend the shot to replenish your health.

BIOMATS:

Biomats are the main progression currency of the game. You can gather Biomats in each run and permanently upgrade your player character (Work in progress). Biomats are saved in each run, which means that you can progressively upgrade your character.

CONTROLS:

