# DEVIDICON

Instruction Manual

## STORY:

In the year 2197, Space Station Ominious 19 has collapsed.

A band of space pirates have taken over. They have killed the entire staff and residents residing on the station and have caused massive amounts of damage.

An Elite Trooper, a cyborg unit designed for battle by the Teldar Corporation's Assault Division has been deployed to wipe out the bandits before the station is completely looted and destroyed.

Every area of the station must be cleared at all costs. A cleanup crew will be dispatched once your mission is completed.

The goal of the game is to kill every space pirate, alien creature etc. in all areas of the game. An area must be fully cleared before you can move to the next area.

## MAIN MENU:

The Main Menu displays the Devidicon game title. The button selections below will load the corresponding screens or actions.

## NEW GAME:

The New Game button will start a new game. If returning from a previous game, a Continue button will appear below the New Game button.

If you choose New Game once a save file has been created, a prompt with Yes or No will popup notifying you that level progress will be overwritten. Only stats will carry over.

## OPTIONS:

This will load the Options Screen where you can change the volume for Music and Sound Effects as well as display the controls of the game..

## MANUAL:

This will load the Manual screen that explains details on how the game is played

NOTE: As you progress through the game, you can unlock other menu features and screens such as a Soundtrack, Characters viewer, Artwork and more.

## OPTIONS:

The Options screen on the Main Menu and in game allows you to adjust the volume of the Music, Sound Effects as well as toggle on/off Subtitles.

This also displays the PlayStation® 5 DualSense controller and what the game controls are.

Subtitles: Toggle on / off all text that displays when narration occurs.

Back Button: This will return you to the previous menu.

Main Menu Button: This button only appears during play and will exit an area taking you back to the Main Menu.



## MANUAL:

The Manual screen displays the entire games Instruction Manual.

You can scroll up or down with the arrow buttons. Here you will find everything you need to know about playing the game.

Back Button: This will return you to the previous menu.

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## GAME SAVING:

This game saves automatically when an area is cleared. The icon will display briefly when a new area is started. This indicates that the game is automatically saving.

Do not shut the game down while the game is saving.

## POWER SAVER:

This game also supports the Power Saver option on PlayStation® 5.

To enable this setting for less power consumption during play, go to Settings / System / Power Saving / Power Saver for Games.

Turn on Use Power Saver and check Devidicon.

# HUD:

The Game Hud will display the players stats, weapons etc. in each of the four corners of the screen.

Weapon: This will display the name of the current weapon the player has equipped.

CredCores: This will display the amount of CredCores the player has in their possession.

CredCores are required to unlock certain doors of an area and to purchase new weapons and mods from the Auto Vendor. When standing at the door, the amount needed will be displayed below.

CredCores are acquired by destroying containers around the areas.

Blue containers contain 10 CredCores.
Pink containers contain 50 CredCores.

Rockets: This displays the amount of Rockets the player has. Maximum of 6.

Mines: This displays the amount of Mines the player has. Maximum of 6.

Restore Node: This will display the amount of Restore Nodes the player has in their possession.

Restore Nodes act as extra lives. Instead of dying when a players health reaches 0, if they have a Restore Node, this will instantly restore all health. Maximum of 9.

Key: Some doors require a key to enter the area. This will display that the key is in the players possession once they obtain it.

# AUTO VENDOR:

The Auto Vendor alllows the player to purchase new weapons and mods as long as they have the proper amount of CredCores.

The top row contains weapons and the bottom row contains mods.

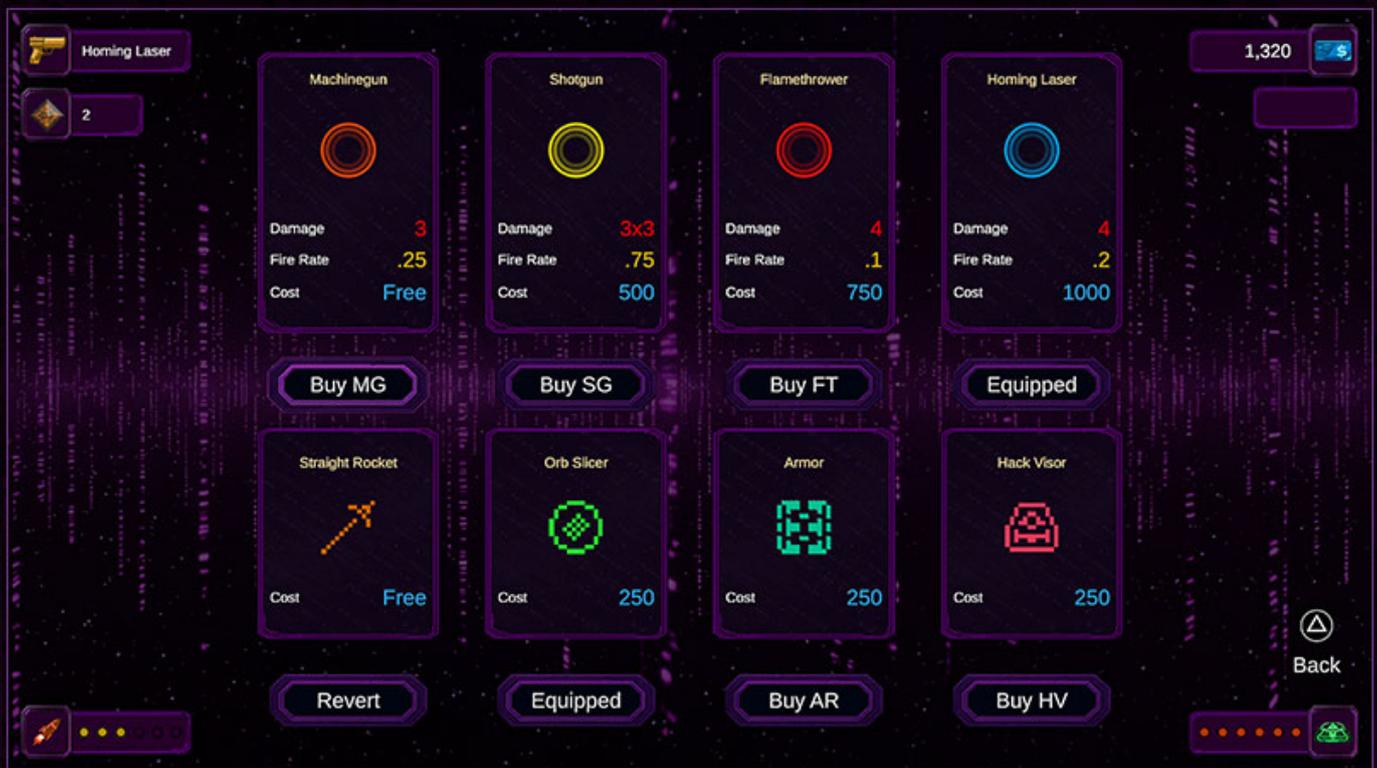The weapons row for each weapon will display each weapons Damage, Fire Rate and Cost.

If something is not in the players posession, the button will say Buy. If they do have something in their possession, the button will say Equipped.

The default weapon Machinegun is always free if you ever want to revert back to it.

You can only carry one weapon at a time so if you purchase a new weapon, you will lose the currently equipped weapon.

In the case of Rockets, there are two types. Staight Rocket and Homing Rocket which if Striaght Rocket is equpped the button will say Revert which is free.

Triangle Button: Pressing the triangle button will enter / exit the Auto Vendor menu.

| | Homing Laser | | |
|---|---|---|---|
| | 2 | | 1,320 |

| Machinegun | Shotgun | Flamethrower | Homing Laser |
|---|---|---|---|
| Damage 3 | Damage 3x3 | Damage 4 | Damage 4 |
| Fire Rate .25 | Fire Rate .75 | Fire Rate .1 | Fire Rate .2 |
| Cost Free | Cost 500 | Cost 750 | Cost 1000 |
| Buy MG | Buy SG | Buy FT | Equipped |

| Straight Rocket | Orb Slicer | Armor | Hack Visor |
|---|---|---|---|
| Cost Free | Cost 250 | Cost 250 | Cost 250 |
| Revert | Equipped | Buy AR | Buy HV |

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# HACK TERMINAL:

The Hack Terminal allows the player to play a mini-game that bypasses the security of shields. Each shield is blocking a Restore Node. When the player matches the switches to the On / Off sequence, the shield is disabled.

Triangle Button: Pressing the triangle button will enter / exit the Hack Terminal menu.





| Sequence | | | Switches | | |
|---|---|---|---|---|---|
| On | Off | On | | | |
| Off | On | On | | | |

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# WEAPONS / MODS:

There are a variety of weapons and mods the player can obtain in the game. Weapons and mods are purchased through the Auto Vendor with the right amount of CredCores while Rockets and Mines are found as pickups in various areas.

Machinegun: The Machinegun is the default starting weapon for the player. It shoots rapid pulse rounds. If a player has purchased a different weapon from the Auto Vendor, they can always revert back to the Machinegun at zero charge to CredCores.

Shotgun: The Shotgun shoots three projectiles for 3 times the damage. One projectile shoots straight while the other two shoots at a left and right angle.

Flamethrower: The Flamethrower shoots a long distance flame. This will set the enemy on fire.

Homing Laser: The Homing Laser shoots rapid laser rounds that home in on their target. They can even loop around a corner to find their target.

Mine: A Mine can be placed anywhere on the ground and will detonate when an enemy gets close.

Straight Rocket / Homing Rocket: The Straight Rocket is the default setting for Rockets and shoots them straight forward until impact. If you purchase the Homing Rocket mod, Rockets will now have the ability to seek an enemy around a corner and home in on their location. If the plaeyer decides they want Straight Rockets back, they can Revert to default free of charge. at the Auto Vendor.

Orb Slicer: The Orb Slicer is a melee damage tool. When activated, it spins around the player 180 degrees slicing and doing damage to all enemies.

Armor: The Armor protects the player by allowing them to absorb 4 hits without taking damage. A blue circular meter will display when armor is equipped.

Hack Visor: The Hack Visor gives the player the ability to hack terminals. If you don't hack a terminal, you cannot obtain any Restore Nodes.


# PICKUPS:

There are several pickup items laying around different areas of the game that can aid in progression.

Ammo: Ammo crates will replenish completely both Rockets and Mines inventory.

Health Regen: Health Regen is an item when picked up will restore 4 bars to the players health bar.

Bleeder: The Bleeder is a spinning sphere of energy. If anything is caught within the sphere, their life source will be drained. This can also penetrate through walls. A circular purple meter appears around the player and lasts for 30 seconds.

# MAP SCREEN:

The Map Screen displays the entire map of an area. The icon list on the right will display icons of various objects on the map. All icons and movement are in realtime while viewing the Map Screen.

**Ammo / (R,G):** This displays the icon for Ammo pickups for Rockets / Mines.

**Bleeder:** This displays the icon for Bleeder pickups.

**CredCores 10x:** This displays the icon for containers that contain 10 CredCores.

**CredCores 50x:** This displays the icon for containers that contain 50 CredCores.

**Enemy:** This displays the icon for all enemies. Some enemies stand still while others roam and pace back and forth.

**Health:** This displays the icon for Health pickups.

**Player:** This displays the icon for the Player location.

**Restore Node:** This displays the icon for Restore Node pickups.

**Vendor:** This displays the icon for the location of the Auto Vendor machine.
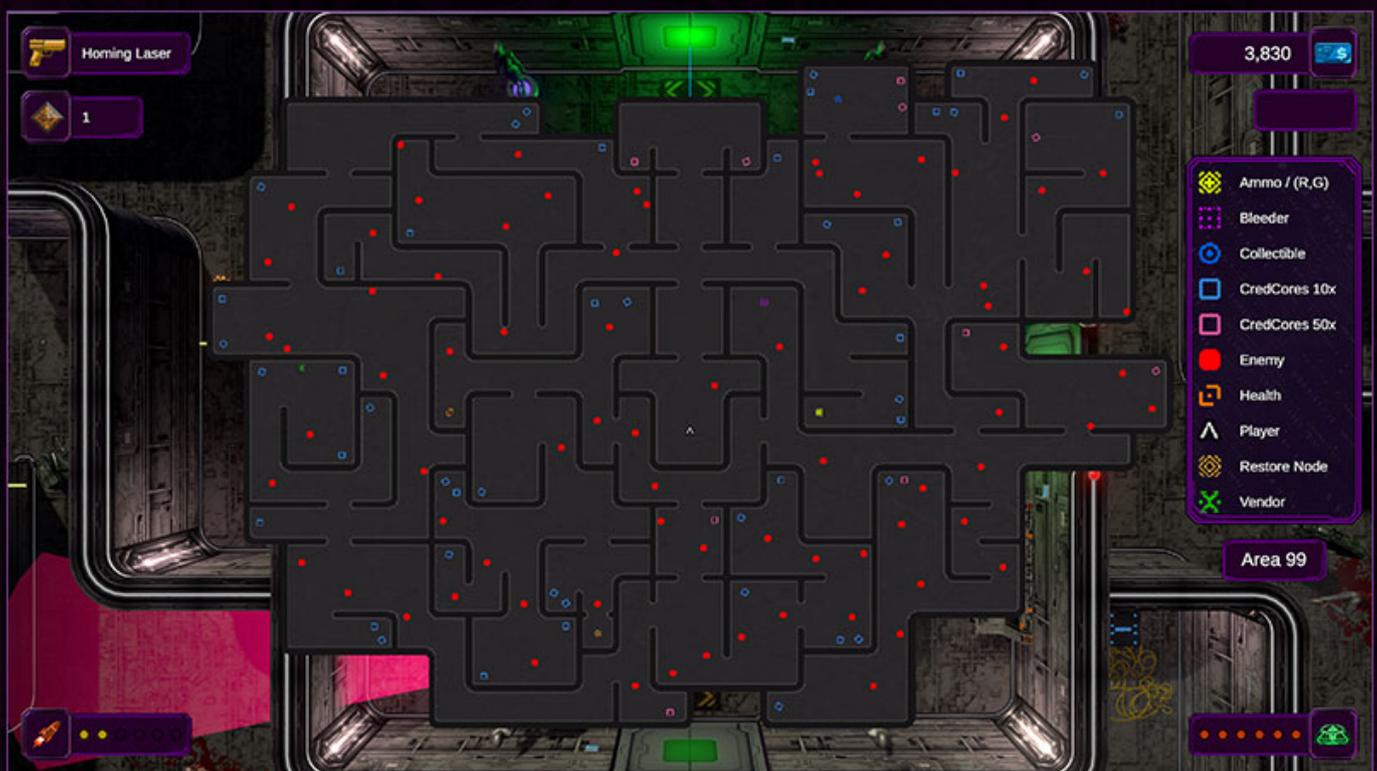
## COLLECTIBLES:

Every area in the game contains a Collectible. They are sealed in a room where the doors can only be opened by having enough CredCores.

While some doors can be unlocked through a normal first time playthrough, it may take multiple playthroughs to unlock them all. This is all dependent on player skill and what the player invests in during play from the Auto Vendor.

Most of the Collectibles will unlock certain features and sections on the Main Menu while others will boost your amount of CredCores.

What is unlocked on the Main Menu will not be displayed in the Manual to prevent any game spoilers.
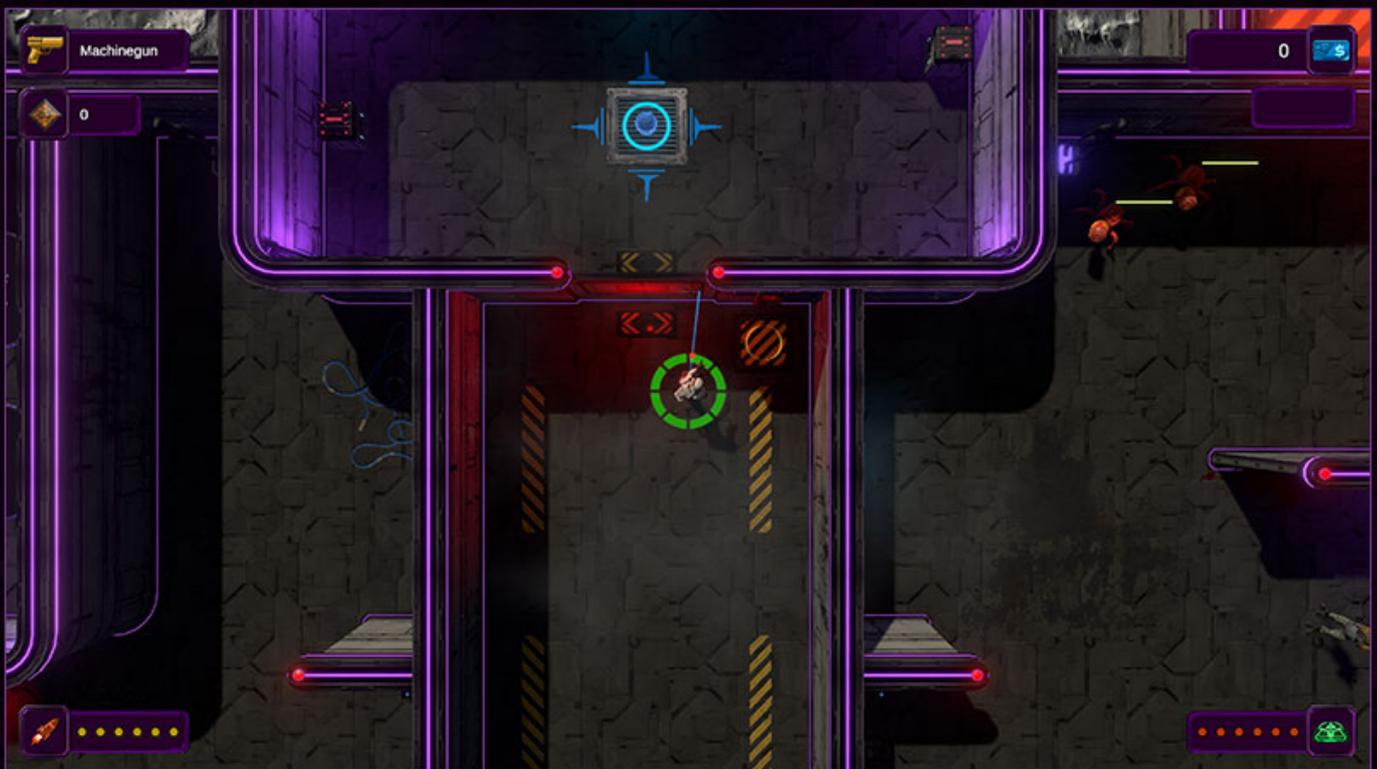


## PLAYER HEALTH:

The players health bar is a green, circular, 8 part health bar that is displayed around the player at all times.

This is the same location as the Armor health bar and the Bleeder countdown timer bar.

## GAME OVER:

When the player loses all of their health and they do not have any Restore Nodes in their inventory, they will see a Game Over screen.

At that point, the level they were on will restart automatically and reload the stats from their last saved game.

If the player chooses to quit the game at any time, they can always Continue from the last area they made it too with all saved stats.