



# “FIRST RUN” OPENDEV GAME GUIDE

# 2 OBJECTIVES

## "FIRST RUN" OPENDEV

### 01 EXPLORE

Open **Doors** to find the path, resources and equipment.

### 02 PREPARE

Build **Turrets** on Turret Slots and position **Heroes**.

### 03 DEFEND

Protect your **Crystal Bot** against the waves of monsters!





# OBJECTIVES

## "FIRST RUN" OPENDEV

### 03 WATCH

The **Spawners** bring waves of monsters when you move your **Crystal Bot**, research new turrets, or during regular waves.

### 01 PROTECT

Your **Crystal Bot** must survive. If destroyed, your run is over.

### 02 ESCORT

You must guide your **Crystal Bot** from **Slot** to **Slot** in order to stop the infinite waves of monsters and to progress through the floor!

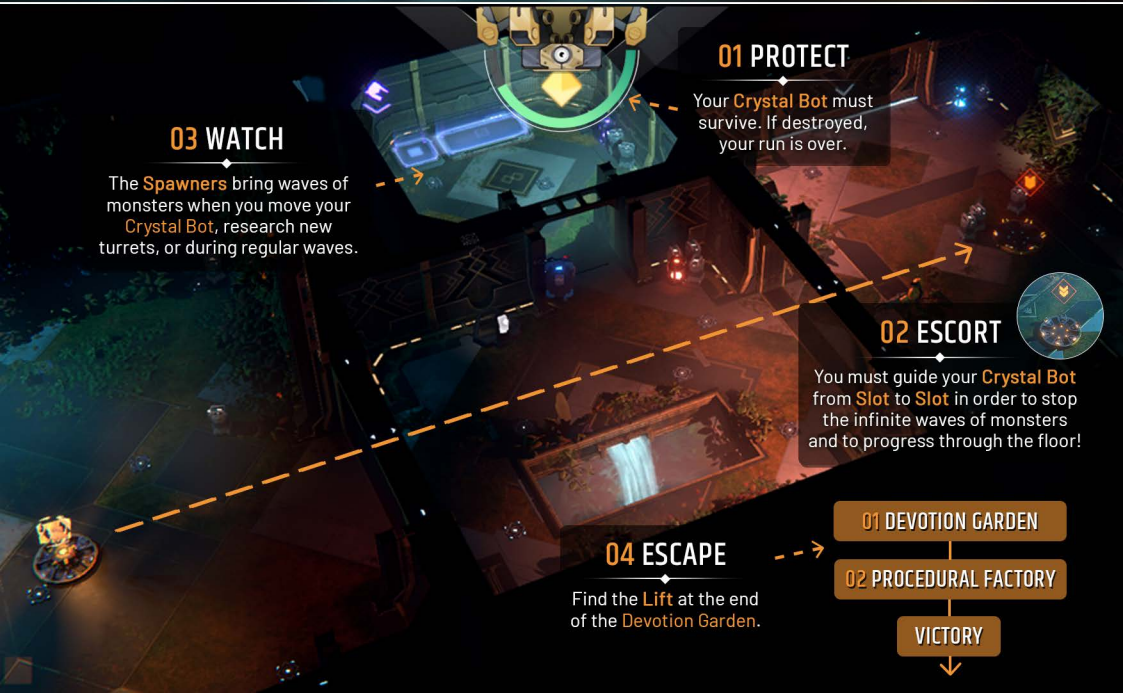
### 04 ESCAPE

Find the **Lift** at the end of the **Devotion Garden**.

01 DEVOTION GARDEN

02 PROCEDURAL FACTORY

VICTORY

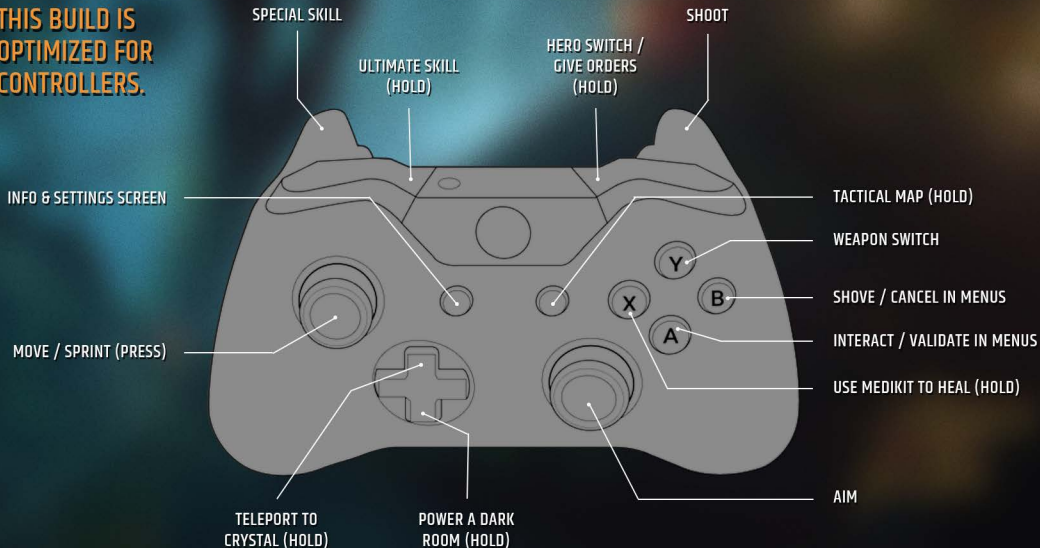




# CONTROLS

# "FIRST RUN" OPENDEV

THIS BUILD IS  
OPTIMIZED FOR  
CONTROLLERS.



# RESOURCES

## "FIRST RUN" OPEDEV



### SCIENCE

To unlock new Turrets and improve them.



### INDUSTRY

To build Turrets and Resource Generators.



### FOOD

To buy medikits, hero upgrades and items from the Merchant.



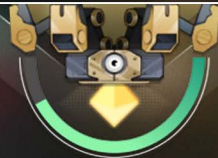
### MEDIKIT

To heal and revive Heroes.



### DUST SHARDS

Can be harvested from the station to buy Crystal Upgrades and power Dark Rooms.



### CRYSTAL BOT LIFE

If empty, your **run is over!**  
Crystal cannot be healed during your run in this version.

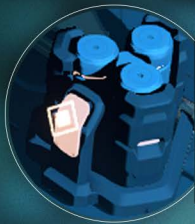


### EQUIPMENT

Heroes can equip:

2 Weapons (switch with **Y**) with various stats and damage types.

1 Device to improve your hero stats.



## RESOURCE GENERATOR

Spend Industry to build a generator that creates Food, Science or Industry at each opened door. The cost increases for each active generator! You produce +1 of each resource by default.

## RESEARCH TERMINAL

Research new turrets or improve them in the Research Terminal. Defend it against the waves of monsters to complete the research.



## MEDIKIT DISPENSER

Spend Food to buy Medikits.



## HERO UPGRADES

You can buy hero upgrades using food at the upgrade modules (you can remotely upgrade heroes that are not nearby).

## CRYSTAL UPGRADES

When the crystal bot is slotted, you can interact with it to buy one Upgrade per slot by spending a Dust Shard.





# HEROES

# "FIRST RUN" OPENDEV



## ZÉDOÉ

A quick and powerful Berserker that uses heavy weapons and sound waves from her shoulder speakers to cause a lot of damage.

### SPECIAL SKILL

An audio wave that kills monsters in a straight line.



### ULTIMATE SKILL

Reduces the speed and defense of monsters around her and increases her own speed and firepower.



ULTIMATE  
SPECIAL



WEAPON

LIFE



## BUNKER

A very resistant security robot that uses handguns to cause damage and her shield to slow down monsters. She can also quickly repair turrets.

### SPECIAL SKILL

Deploys her shield and knocks back / stuns monsters in front of her.



### ULTIMATE SKILL

Creates an energy dome that attracts monsters while protecting her from the attacks for a few seconds.



## BLAZE

A powerful artificer who uses heavy weapons and explosives to make his way through the Station!

### SPECIAL SKILL

Places a charge of explosives that explode on contact with monsters (max cap then can be increased).



### ULTIMATE SKILL

Triggers a bombardment on surrounding monsters.



SHOVE **B**

SWITCH HERO **RB**

TOGGLE (FOLLOW / STAY) ORDERS **RB** (Hold)

HEAL HERO **X** (Hold)

TELEPORT TO THE CRYSTAL **Up**



# CRYSTAL BOT MOVEMENT

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OPEN TACTICAL MAP **start**

SET CRYSTAL DESTINATION **A**

MAKE THE CRYSTAL FOLLOW YOU **RB** (Hold and up)

## 01 CRYSTAL SLOT

You can move your **Crystal Bot** to a new **Crystal Slot**.

When the Crystal is slotted, the waves are stopped, and you earn a reward.

## 02 DUST SHARD

Drill it while you're moving your **Crystal Bot**.

## 03 EXIT CRYSTAL DOOR

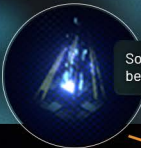
Open it with your **Crystal Bot**. It will close when the Crystal is slotted behind it: bring the heroes to the other side!






# 2 TIPS


## "FIRST RUN" OPENDEV




Some **doors** are locked. A **switch** must be activated to unlock them.




Some **doors** require that you bring the **Crystal** to a slot in an adjacent room to be unlocked.




When well placed, the **turrets** will light up: **Press A** (once) to level them up. They can also be repaired in the same way.




**Dead heroes** are respawned at the end of a wave (with low life) but lose equipment found during the run.



**Bugs** are weak against **fire** and resistant to **poison**.



**Bots** are weak against **electricity** and resistant to **light**.



In **Dark Rooms**, turrets cannot be built and modules cannot be used. Put a **Dust Shard** inside (press D-Pad down) to power up the room!

