

A GUIDE TO COSMIC TRIP





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TUTORIAL

The first stop for new players, the tutorial will cover the basics of picking up items, building structures, and commanding bots. Drop back in any time to review controls, or show a new player around.



CHILL

The most relaxing of relaxing. This is similar to the Strategy game mode, but everything is much slower paced. There are a lot more resources, and the enemy is less aggressive. Take your time to look around and enjoy the scenery.



STRATEGY

The main core game mode. Collect resources and expand your base, take control of the map and destroy the enemy base before it expands and overwhelms you. Destroy the Enemy Heart to win.



WAVES (DESERT)

The wave mode is a simplified wave shooter style, built on the main large desert map. Survive as many waves as possible, while the enemy becomes stronger and more numerous with each wave.



WATERFALL

A nice change of pace on a vibrant waterfall scene. In this mode, enemies will come steadily from multiple directions. There is only one base here. Hold your defenses at the center of the waterfall as long as you can.



VACUUM

Pick up distant objects with ease, using the amazing vacuum tool. Point at the desired object and hold the [TRIGGER] button.

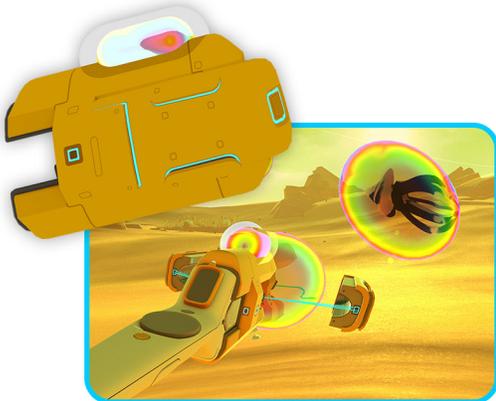


DISC

Slice enemies with this convenient and stylish weapon. Throw like a frisbee for best range. It can double as a melee weapon.

SHIELD

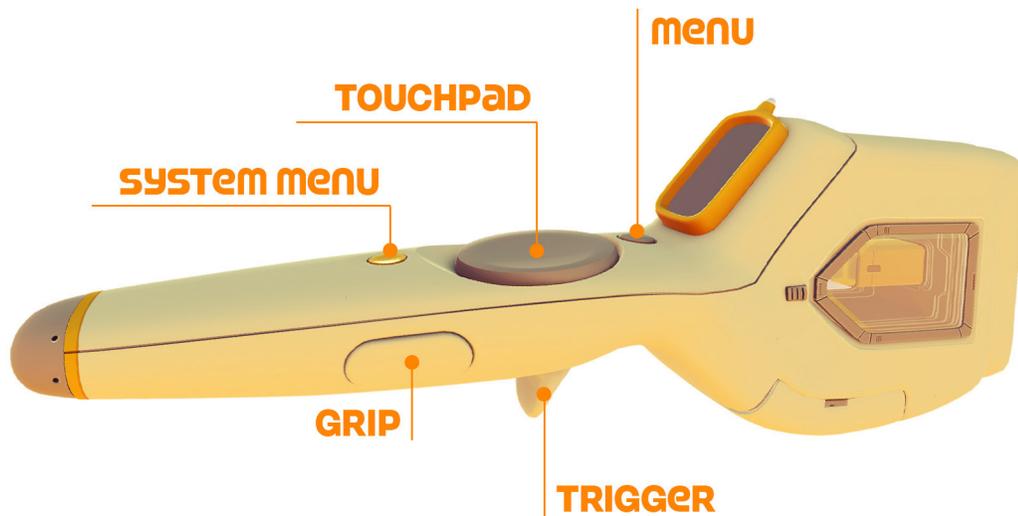
Stay safe with your trusty shield tool. It keeps you safe from ranged enemies, laser beams, and it can knock back enemies that get too close.



BUBBLE GUN

Drop bubbles around to distract and trap incoming enemies. Enemies trapped in bubbles take extra damage.





2/5

1 /s

460

10

60

SCORE

ECTOPLASM AVAILABLE

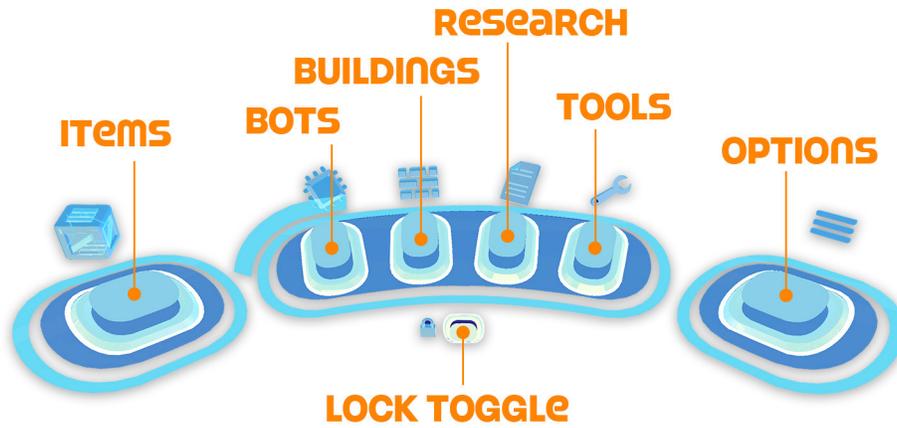
CRYSTALS AVAILABLE

CRYSTALS COLLECTED PER SECOND

NUMBER OF BOTS / BOT CAPACITY

BALANCE OF POWER

OVERVIEW OF THE ITEM MENU



TOGGLE MUSIC ON/OFF

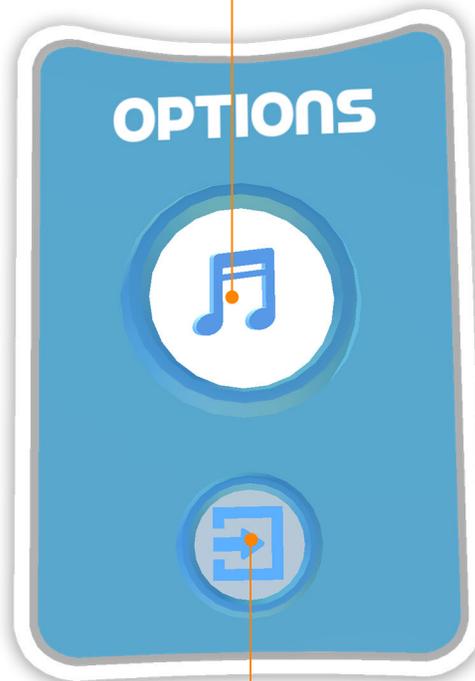
PROFILE PHOTO

OPTIONS

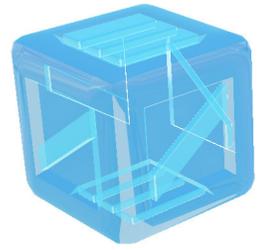


ECTOPLASM available

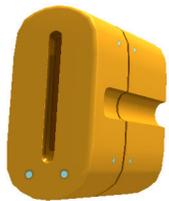
CRYSTALS available



EXIT TO MAIN MENU



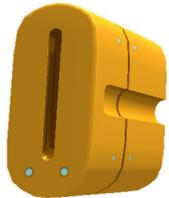
ITEMS



BATTERY

Provides power to your buildings. Insert into slot in front of building.

Cost: 10



SUPER BATTERY

Longer lasting, stronger battery. Makes building production faster.

Cost: 50 10



BOMB

Throw and detonate to damage enemies. Useful for large swarms.

Cost: 25 1



BOMB +1

Much stronger and larger explosion. Destroys most small enemies instantly.

Cost: 50 5



SUNGLASSES

Protect your robots from UV rays. Deals with things.

Cost: 15



TOP HAT

For the refined robot, a stylish hat. Free Monocle included.

Cost: 20 1



FUNKTRONIC!

The swaggiest swag. Get funky.

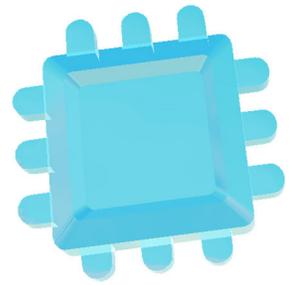
Cost: 30 2



CROWN

There can be only one true king. Can purchase multiple.

Cost: 100 5



BOTS



WORKER BOT

Harvest crystals. Can help carry batteries and disks. Can help destroy enemy buildings.

Cost: 20



WORKER (UPGRADED)

Increased harvest and extract speeds. Increased health.

Cost: 50 2



BATTLE BOT

Core combat robot. Close ranged and fast shooting. Keep healed up with medic bots.

Cost: 40



BATTLE (UPGRADED)

Increased damage and rate of fire. Increased health.

Cost: 95 2



LASER BOT

Defensive laser bot. Powerful but slow shooting. Keep safe from fast moving enemies.

Cost: 50 1



LASER (UPGRADED)

Increased damage and double-shot. Increased health.

Cost: 120 4



MEDIC BOT

Heals bots and buildings. Cannot fight. Keep safe from enemies.

Cost: Cost: 50 1



MEDIC (UPGRADED)

Increased healing rate. Increased health.

Cost: 135 5



BUILDINGS



CAPTURE NODE

Required to build anything in the local area. Requires a node socket on the ground nearby.

Cost: 125



REFINERY

Converts crystals into money.

Cost: 50



BOT SERVER

Increases maximum bot count. Cost increases with each server built.

Cost: 50



TURRET

Controllable turret. Insert hands to grips and aim. Extremely powerful. Drains battery quickly.

Cost: 150 10



BOT FACTORY

Fabricates robots from data disks. Requires battery to operate.

Cost: 100



RESPAWNER

Provides an extra life when player dies. Batteries are fully drained when respawned.

Cost: 150 10



RESEARCH



WORKER BOT RESEARCH & UPGRADE

Unlocks purchase of Worker Bot disks, and upgraded Worker Bot disk.

Cost: 125
 [Upgrade] 200 20



BATTLE BOT RESEARCH & UPGRADE

Unlocks purchase of Battle Bot disks, and upgraded Battle Bot disk.

Cost: 150
 [Upgrade] 250 20



LASER BOT RESEARCH & UPGRADE

Unlocks purchase of Laser Bot disks, and upgraded Laser Bot disk.

Cost: 175
 [Upgrade] 300 20



MEDIC BOT RESEARCH & UPGRADE

Unlocks purchase of Medic Bot disks, and upgraded Medic Bot disk.

Cost: 100
 [Upgrade] 200 25





TOOLS



DISC UPGRADES

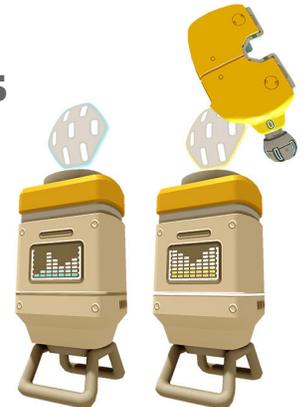


Increased damage per upgrade level.
Increased maximum charge per upgrade level.

[LV 1] 100 5
[LV 2] 150 25

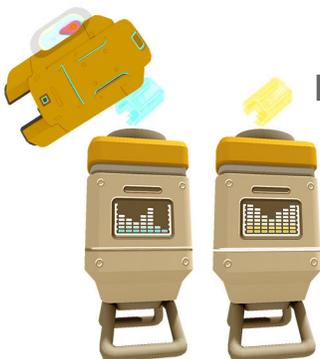
SHIELD UPGRADES

Increased health per upgrade.
Increased knockback force and damage per upgrade.



[LV 1] 100 5
[LV 2] 150 25

BUBBLE GUN UPGRADES



Increased bubble size and damage per upgrade.
Increased maximum bubble count per upgrade.

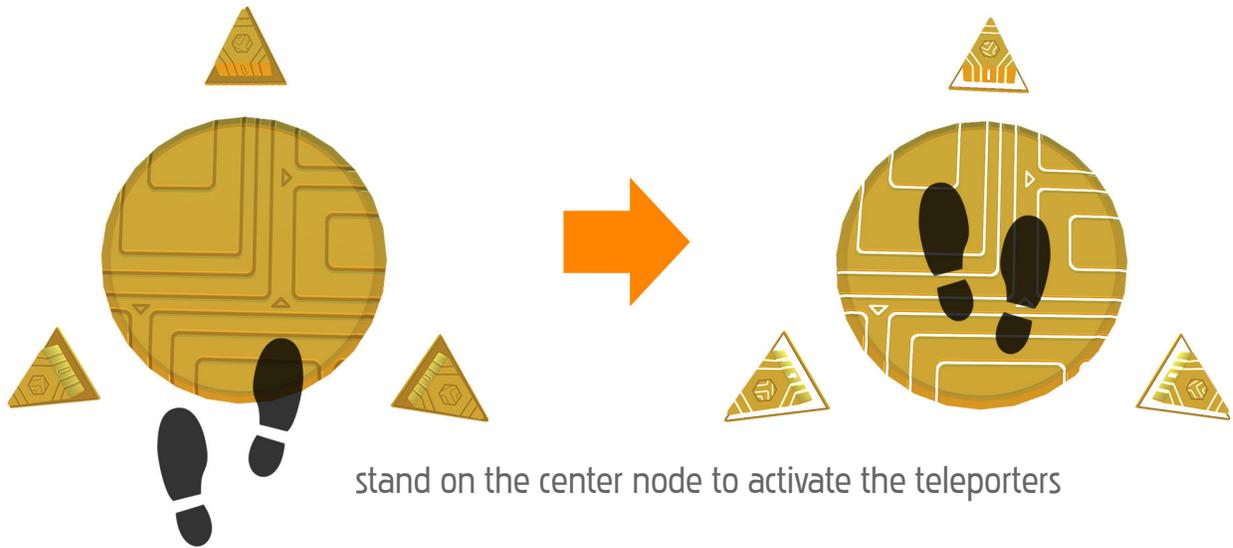
[LV 1] 100 5
[LV 2] 150 25

BOMB RESEARCH & UPGRADE

Unlock Bomb and Bomb +1 for purchase

[LV 1] 100 5
[LV 2] 150 25





stand on the center node to activate the teleporters

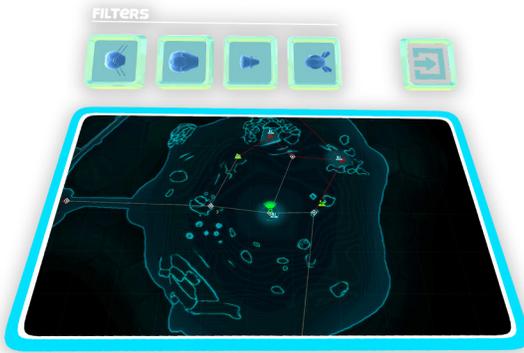
MAP ICON



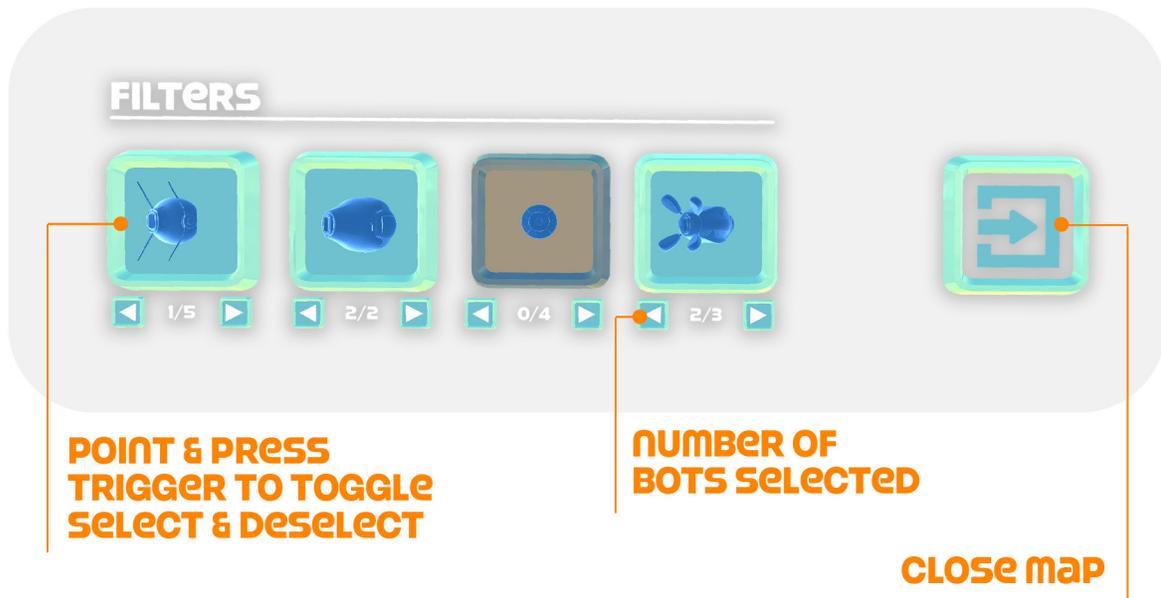
Node

Point the controller at a teleporter (▲), then press and hold [TRIGGER] to pull it up. You'll be able to catch a glimpse of the Node the teleporter is attached to. Either walk into the open teleporter or pull [TRIGGER] while looking directly at it to warp through.





The map is a useful tool that allows you to check on the location of the enemies, enemy buildings, resources, and the nodes you can teleport to. You can also view your current location and your bot army's location, as well as command your army to go to different nodes. The map can be opened with the [GRIP] button.

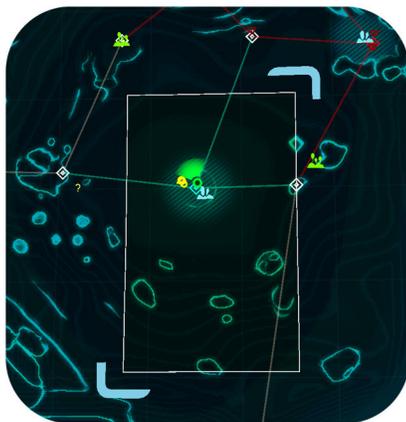


**POINT & PRESS
TRIGGER TO TOGGLE
SELECT & Deselect**

**NUMBER OF
BOTS SELECTED**

CLOSE MAP

COMMANDING BOTS



press and hold [TRIGGER] to
highlight selection



point cursor to desired node
and press [TRIGGER] to deploy bots



● MAIN MAP

● WATERFALL MAP

MAP LEGEND

PLAYER	
DRONE	
BUILDING	
ENEMY HEART	
ENEMY	
ENEMY BUILDER	
ENEMY BUILDING	
TELEPORTER NODE	
CRYSTAL PATCH	
ECTOPLASM PATCH	
MYSTERY	



CRYSTALS

Crystals are the primary resource for producing bots and buildings. Worker Bots will harvest crystal patches and bring them to Refinery buildings to be processed. You can also use your vacuum tool to harvest by hand. Check your minimap to see where Crystal patches are on the map, and expand your bases to control more resources.



Crystal Patch

MAP ICONS



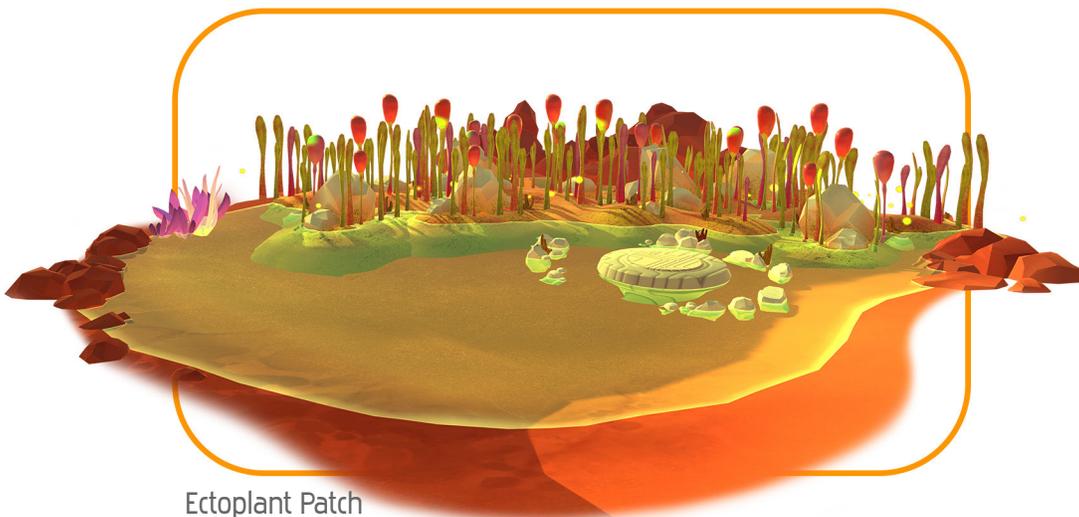
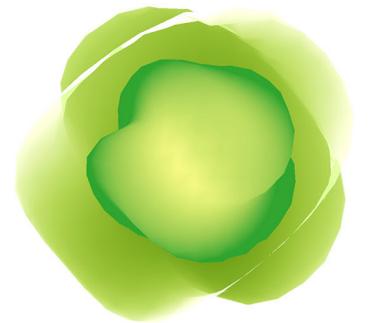
Crystal Patch



Ectoplasm Patch

ECTOPLASM

Ectoplasm is an unstable alien energy source. These can be dropped when enemies are killed, or harvested from native alien Ectoplants. These are primarily used for research and advanced construction. You can find large patches of Ectoplants around the map, find and harvest these to get your research and upgrades quickly. Medic bots can also harvest Ectoplants.



Ectoplant Patch

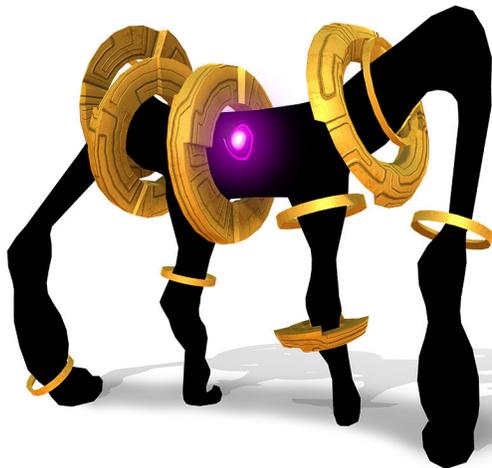


ANTIBODY

Highly aggressive mindless alien. Dashes in with a close-range stab attack. Tends to come in swarms.

MACAROON

Slow and larger long-range attacker. Fires long range blobs in a high arc. Keep your shield ready, or try and catch and throw back the blobs.



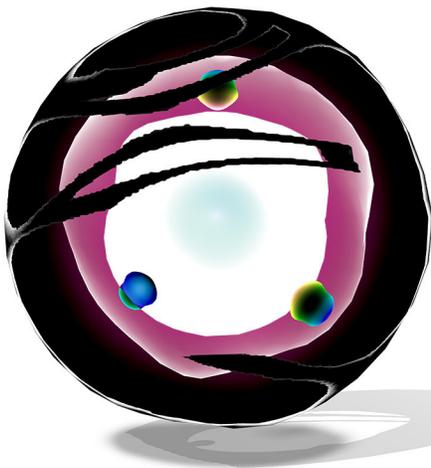
ROLLER ENEMY

Ancient ruin fragments animated by dark alien energies. Extremely powerful siege attacker and can destroy buildings with ease. Highly dangerous.



SLIPPY BOY

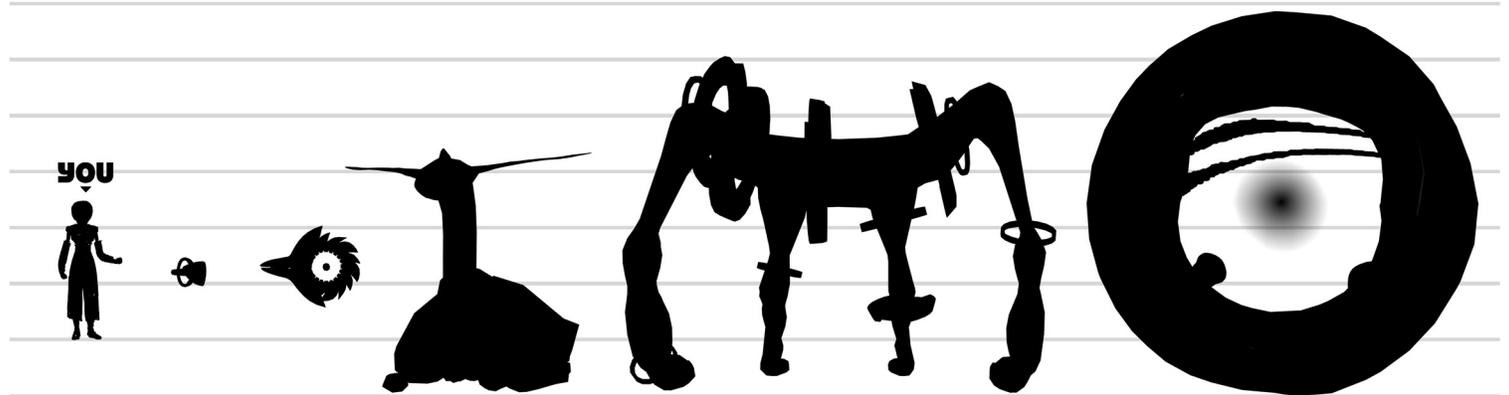
Sneaky and tricky snake-like alien creature. Burrows underground and pops up in unexpected locations. Spits orbs of acid, take them out quickly.



ORB

A condensed sphere of alien energy. Fires blob projectiles in rapid succession, and moves erratically. Breaks into a cluster of eggs when killed.

ENEMY HEIGHT COMPARISON



ENEMY STRUCTURE TYPES

enemy heart

The main core of the enemy that you face at the end of Strategy Mode. It shoots lasers through the three hovering orbs above the main orb. Pull out its ruins and destroy its core to win.

HYPNO TOWER

Obstructs your vision when you look directly into it. It also stuns bots for a few seconds.

ORB SPAWNER

TURRET

Shoots lasers from its hovering orb 'eye'.

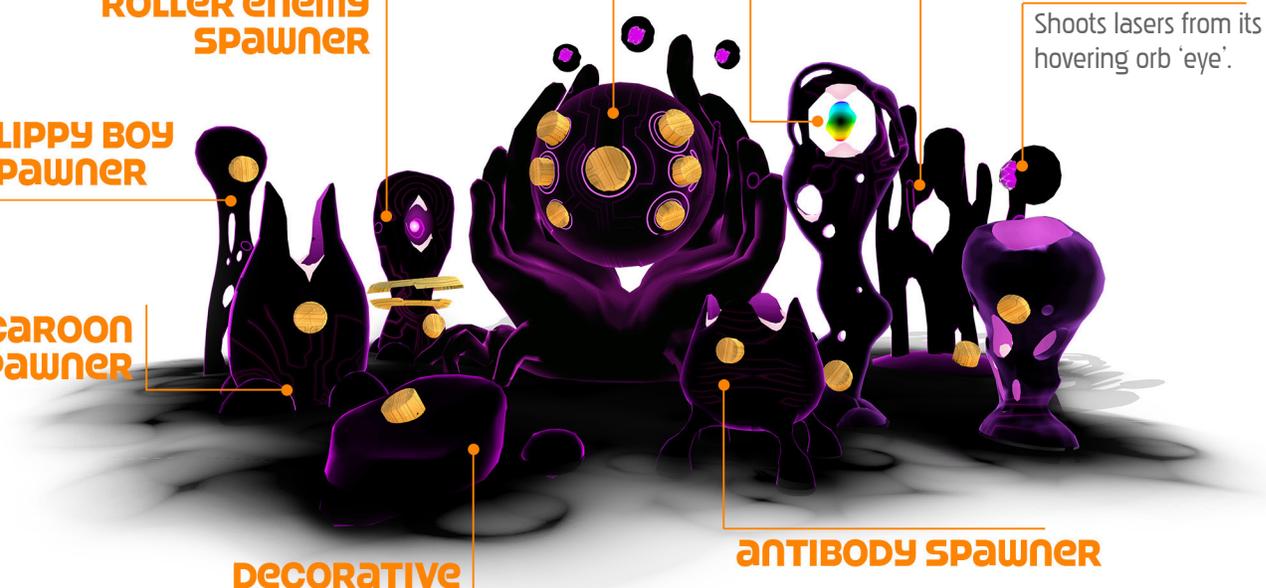
ROLLER enemy SPAWNER

SLIPPY BOY SPAWNER

MACAROON SPAWNER

DECORATIVE

ANTIBODY SPAWNER



The screenshot shows the 'STREAMING SETTINGS' interface. On the left, there are four input fields: 'Username', 'Channel Name', 'Auth Key', and a Twitch logo icon. Below these is a large orange 'CONNECT!' button. On the right, there are four checkboxes: 'Viewer Events' (checked), 'IRC Send Rights' (unchecked), 'Game Chat' (checked), and 'Screen Chat' (checked). Below these is a 'GET KEY!' button and a 'CLEAR CHAT' button.

TWITCH BUTTON

Expand/minimize Twitch Settings

AUTH KEY

After typing in your username press the button to the right. Copy and paste the given key into this box!

CHANNEL NAME

Example: #YourChannelName [Hint] It's the end of the url for your channel, <https://www.twitch.tv/YourChannelName>

USERNAME

Your login username for your Twitch account.

VIEWER EVENTS

Allow your fans to participate in your game via comment driven commands. Press ~ to try them out from your PC.

IRC SEND RIGHTS

Grants Cosmic Trip permission to post to the given Twitch channel from your account. This is to respond to players.

GAME CHAT

Show player comments on your controllers in-game.

SCREEN CHAT

Show player comments and events on the screen!

MONEY

Viewers of a channel hooked up to Twitch mode in Cosmic Trip will gradually generate money over time. The more viewers there are, the slower this money generation will become per-user. Typical generation gives each player 25 crystals per minute. Each 1000 participating viewers will cause this number to decrease. Players can use !give PlayerName to give another player all of their money.

LIST OF SPAWN TYPES

antibody - EnemyAntibody: 40
 macaroon - EnemyMacaroonRanged: 80
 slipperyboy - EnemySlippyBoy: 120
 roller - EnemyRoller: 250
 builder - EnemyBuilder: 5
 battery - ItemBattery: 10
 batteryupgraded - ItemBatteryUpgraded: 50
 sunglasses - ItemRewardSunglasses: 15
 tophat - ItemRewardTopHat: 20
 afro - ItemRewardAfro: 30

crown - ItemRewardCrown: 100
 worker - DroneWorker: 20
 workerupgraded - ItemWorkerUpgraded: 50
 fighter - DroneFighter: 40
 fighterupgraded - DroneFighterUpgraded: 95
 defender - DroneDefender: 50
 defenderupgraded - DroneDefenderUpgraded: 120
 medic - DroneMedic: 50
 medicupgraded - DroneMedicUpgraded: 135

Spawned items and enemies will have the user's name on top of who spawned them.

**THANK
you**