

Nordenfelt Gameplay

This document contains a few basic gameplay tips for steampunk shmup [Nordenfelt](#).

Controls

First things first – the control scheme:

- Movement: WASD or cursor keys
- Fire: Y, Z, CTRL or left mouse button
- Equipment: X, SHIFT, or right mouse button
- Pause: P or PAUSE
- Leave Screen: ESC
- Accept: RETURN
- Delete Saving: F10 in title screen

Ship Speed

Your ship will move slower while you're shooting. You can use this to your advantage when dodging enemy bullets.

Using equipment does not affect movement speed.

Charge Emission Pattern

There is a pattern when and which charges enemies emit. The first few emitted charges are small ones, followed by a big charge. When you collect any charge, the pattern restarts. Therefore, collecting a small charge will prevent big ones to show up. Try to avoid the small ones and you will get the big charges which results in faster leveling up your primary weapon.

Resource Points

Resource points are used for buying equipment in the shop screen. You will get 1 resource point for each completed level. Additionally, you get a resource point for each 100% enemy kill (killing all enemies in a level).

Equipment Details



Doppler Bomb

A radial wave of compressed aether, wiping out enemies and shots.



Auto-Aim System

Aims the primary weapon at close enemies in front of your ship.



Bots I

Two shooting bots following your ship's movement.



Bots II

Four shooting bots following your ship's movement.



Tesla Giga

Electrical discharges, roasting close enemies. Good for killing formations.



Tesla Exa

Like its predecessor Tesla Giga, but tuned up to its maximum.

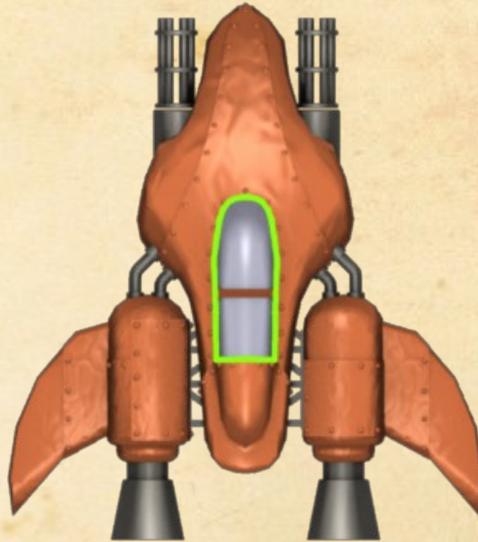


Omega Weapon

A thick beam of relentless fire, piercing through anything and everything.

Hit Box

The ship's hit box is represented by the blue cockpit glass (in green frame):



Rank

The game ranks your gameplay. This rank is shown in the left bottom corner. The higher your rank the more difficult the game gets. The positive effect is that the rank also increases the score multipliers.

When you (re-)start a level your rank is always zero.

The following aspects raise or lower your rank:

- Time: for each second the rank goes up, so bosses get tougher over time.
- Shots: each fired shot from your primary weapon increases the rank.
- Missed shots: fired shots which do not hit anything raise the rank.
- Collecting charges: each collected charge symbol increases your rank by the same amount. So try to avoid the small ones and go for the big charges which give your primary weapon a full charge level.
- Death: the only way to reduce the rank is to lose a life. The less lifes you have left the higher the rank decrease.