
RUN & GUN · CYBERPUNK · 1 PLAYER
TYPHURION
FREE BETA!
INSTRUCTION BOOKLET

# THE LAST SUIT

The machines did not wake up with a bang. They simply took over, one system after another, until an AI controlled everything with a power cable.

Robot swarms now hunt the last humans through the ruins of the old cities. To make sure nobody can fight back, the AI drives the climate off the cliff on purpose: storms, floods and wildfires are now its weapons.

But there is one thing the machine did not plan for. **Typhurion suits** were built for rescue crews, to survive natural disasters and carry the last survivors to safety. They carry everything a rescue crew could need, and a few of them are still out there.

**You wear one of the last suits.** Your mission: cross the jungle, survive the storm, tear through the robot swarms and destroy the mainframe server farm that runs the planet.



THE JUNGLE

**BETA NOTICE.** You are holding the booklet for an early beta. This version contains the jungle test level. Things will change, and things will break. Please tell us what you find: nils.nolting@me.com

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# GETTING STARTED



## WINDOWS 10 / 11

- Unzip **typhurion-beta-windows-x64.zip** anywhere.
- Start **typhurion.exe**.
- Windows may warn about an unknown publisher, because the beta is not code-signed yet. Click **More info**, then **Run anyway**.

## LINUX & STEAM DECK

- Unzip **typhurion-beta-linux-x86_64.zip**. Keep **typhurion.pck** next to the program.
- Make the game executable:
  `chmod +x typhurion.x86_64`
- Start it with
  `./typhurion.x86_64`
- **Steam Deck:** do this in Desktop Mode, then add the file to Steam as a non-Steam game to play in Game Mode.

## MACOS

- Unzip **typhurion-beta-macos.zip** and drag **Typhurion.app** into **Applications** (“Programme” on a German Mac).
- Open **Terminal** and run both lines. Tip: drag the app into the window to insert its path.
  `xattr -cr /Applications/Typhurion.app`
  `chmod +x /Applications/Typhurion.app/Contents/MacOS/Typhurion`
- Still blocked? Right-click the app, choose **Open**, then **Open** again.

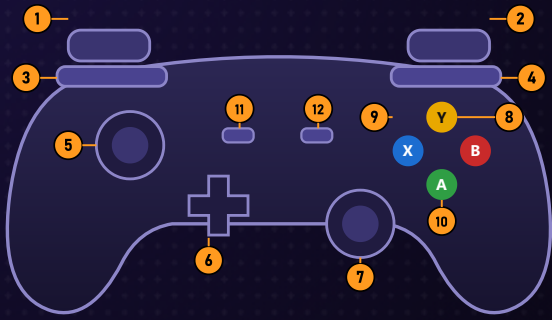
## YOUR FIRST MINUTE

- Plug in or pair your controller **before** you start. Xbox, PlayStation and Steam Deck controls are supported, and a keyboard works too.
- On the start screen, press `Enter` or the **Start / Menu** button.
- Open the **Options** menu to check or change your controls (see page 12).

## WHAT YOU NEED

- A 64-bit PC with a graphics card that supports OpenGL 3.3 or newer.
- About 1.5 GB of free disk space after unzipping.
- The game is a free early beta. No account, no sign-up.

# YOUR CONTROLLER




**Y** button = Wall of Death. Face buttons on PlayStation: ✕ ○ □ △ sit where A B X Y are. Steam Deck uses the Xbox layout: A B X Y, bumpers L1 R1, triggers L2 R2.

| | BUTTON | PLAYSTATION / DECK | WHAT IT DOES |
|---|---|---|---|
| 1 | **Left trigger** | LT · L2 | Power Beam (hold) |
| 2 | **Right trigger** | RT · R2 | Frost Beam (hold) |
| 3 | **Left bumper** | LB · L1 | Grapple Hook (hold, release to fire) |
| 4 | **Right bumper** | RB · R1 | Walk slowly / single shots (hold) |
| 5 | **Left stick** | | Run, crouch, jump, steer beams |
| 6 | **D-pad** | | Same as the left stick |
| 7 | **Right stick** | R3 | Free 360° aiming on the ground |
| 8 | **B button** | Circle | Nuke |
| 9 | **X button** | Square | Fire your current weapon |
| 10 | **A button** | Cross (X) | Jump |
| 11 | **View button** | Share · Create | Open the Options menu |
| 12 | **Menu button** | Options · Start | Pause / resume |

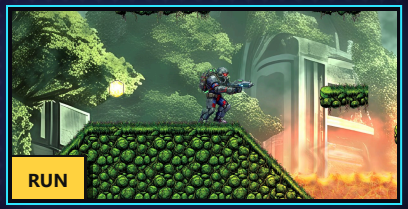
Everything can be remapped in **Options → Controllers**. A preset for Xbox, PlayStation or Steam Deck changes only the button names shown there.

# EVERY CONTROL

| ACTION | KEYBOARD | XBOX | PLAYSTATION | STEAM DECK |
|---|---|---|---|---|
| **Run left / right** | A D or ← → | Left stick or D-pad | Left stick or D-pad | Left stick or D-pad |
| **Jump** | Space W ↑ | A or D-pad up | Cross ✕ or D-pad up | A or D-pad up |
| **Crouch** | S or ↓ | Stick or D-pad down | Stick or D-pad down | Stick or D-pad down |
| **Aim freely (on the ground)** | Use the beams and hook to aim (below) | Right stick | Right stick | Right stick |
| **Fire current weapon (hold)** | F | X | Square □ | X |
| **Walk slowly · single shots (hold)** | Shift | RB | R1 | R1 |
| **Power Beam (hold)** | G | LT | L2 | L2 |
| **Frost Beam (hold)** | H | RT | R2 | R2 |
| **Grapple Hook (hold, release)** | C | LB | L1 | L1 |
| **Wall of Death** | P | Y | Triangle △ | Y |
| **Nuke** | B | B | Circle ○ | B |
| **Morph Ball: roll up** | Crouch S + Jump Space | Crouch + Jump | Crouch + Jump | Crouch + Jump |
| **Morph Ball: stand up again** | ↑ | D-pad up | D-pad up | D-pad up |
| **Pause / resume** | Enter | Menu (≡) | Options | Menu (≡) |
| **Options menu** | Esc (or O while paused) | View (⧉) or Home | Create / Share | View (⧉) |

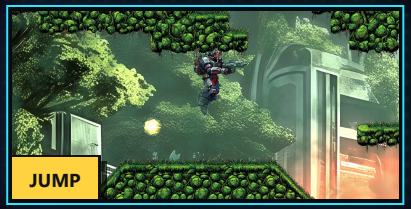
While a beam or the hook is active, **left / right** (stick, D-pad or A D) swings the aim. You can change every binding in **Options → Controllers**.

# RUN, JUMP, ROLL




## RUN

Running is your normal gait. Hold **Walk** (`Shift` / RB / R1) to walk slowly for precise steps.



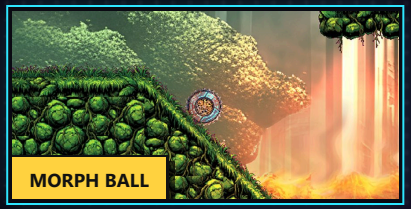

## JUMP

You can steer while you are in the air. Landing on top of some walkers squashes them flat.




## CROUCH

You stay in place while crouching, which makes you a smaller target. You can still shoot.




## MORPH BALL

Hold **Crouch** and press **Jump** on the ground: your suit folds into a spinning ring that rolls fast, and enemies cannot hurt you by touch. **Fire** lays a mine that blows up under the first enemy to touch it, or after 5 s. Press **Up** to stand again, if there is room.

## AIMING

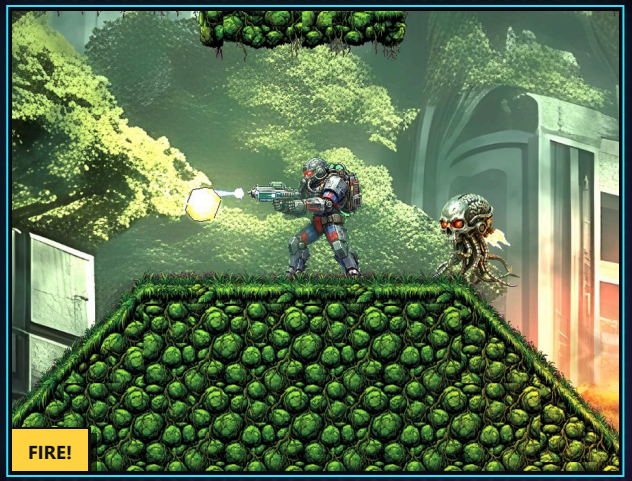
On a controller, push the **right stick** in any direction and the suit aims there while you stand on the ground. For the **Power Beam**, **Frost Beam** and **Hook**, hold the button and press **left / right** to swing the aim round. On the keyboard, use ← → for that.

# YOUR WEAPON

The **Fire** button (F · X · □) shoots the weapon you collected **last**. Hold it for continuous fire.

| WEAPON | LEVEL 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| **Rapid Fire** | Pistol | Machine gun | Gatling | Anti-missile |
| **Spreadshot** | Single | 3-way fan | 5-way fan | 7-way fan |
| **Laser** | Damage 1 | Damage 2 | Damage 3 | Damage 4 |
| **Bounce** | 1 split | 2 splits | 3 splits | 4 splits |

- Every weapon has **its own level**. A capsule of the same type raises that weapon by one level.
- **Rapid Fire** gets faster at each level. **Spreadshot** trades speed for a wide fan. **Laser** hits harder at each level.
- **Bounce** throws a big ball that rebounds off walls and splits into small balls, which is great for corners.
- Hold **Walk** (Shift / RB / R1) to fire exactly **one shot per press**.




## HOMING MISSILES

With a missile capsule, your suit also launches homing missiles while you hold Fire. They fly straight up first, then curve toward the closest enemy. Up to level 4.

# BEAMS




## POWER BEAM G LT

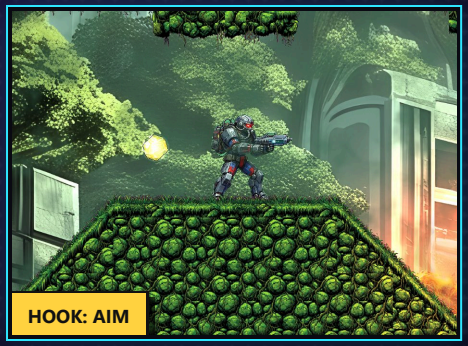
- Your suit's welding torch, turned up to the maximum. Hold the button and a whip of lightning streams out of your gun and **hurts everything it touches**.
- You are **locked in place** while it is on: no walking, jumping or crouching. Swing it round with **left / right**.
- It stops at solid ground. Beam capsules make it longer, by up to +75% at level 4.
- Not usable as a Morph Ball or while using the Hook.




## FROST BEAM H RT

- Your suit's fire extinguisher, turned into an ice cannon. Hold the button while standing on the ground and the beam **freezes the first enemy it touches**. It does **no damage** by itself.
- Frozen enemies cannot move or attack. Flyers drop like a stone, and fish float up to the surface.
- It turns exposed **lava into black stone** for 4 seconds: a bridge across the fire. Swing it with **left / right**.
- Freeze first, then shoot, or just slip past.

# RESCUE GEAR



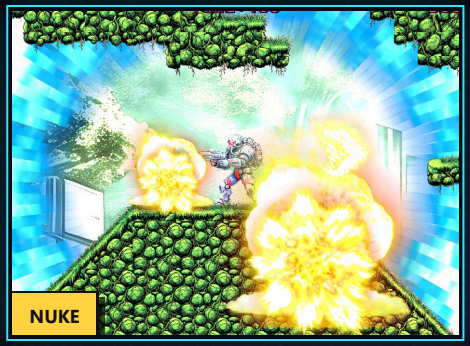

## GRAPPLE HOOK C LB

- **Hold** to aim, swing the aim with left / right, **release** to fire.
- On solid ground the rope sticks and you **hang and swing**. Left / right pumps the swing. Up and Down reel the rope in and out.
- Press the hook button again to **let go** and keep your speed. If the hook misses, it snaps back.




## WALL OF DEATH P Y

- Two tall walls of energy sweep **left and right** from where you stand and destroy everything in their path.
- Solid ground blocks them, and leaves a gap at that height.
- You start with **3 charges**. The counter is on your HUD. Each Wall of Death capsule adds **one more charge, up to 99**. If you lose a life, you keep at most 3.




## NUKE B B

- A ring of energy expands from you and **destroys every enemy** it passes, and it flies straight through walls.
- You carry **one nuke**. A Nuke capsule gives you a new one. Save it for a swarm.

# PICKUPS & BLOCKS





**Gem**
Counts towards your gems and score. The jungle is full of them.




**Extra life**
One more try. Your lives show at the bottom of the screen.



**Health capsule**
Refills your health bar completely.



**Shield capsule**
You are **invincible for 15 seconds**. Nothing can hurt you.



**Rapid Fire**
Raises Rapid Fire by one level, and makes it your weapon.



**Spreadshot**
Raises Spreadshot by one level, and makes it your weapon.



**Laser**
Raises the Laser by one level, and makes it your weapon.



**Bounce**
Raises Bounce by one level, and makes it your weapon.



**Beam**
Makes the Power Beam longer.



**Homing Missile**
Raises the missile level by one, up to 4.



**Wall of Death**
Adds one Wall of Death charge, up to 99.



**Nuke**
Gives you a new nuke.

## HIDDEN BLOCKS

Some blocks are **invisible**. Shoot where a block might be and it appears, then it stays solid, so you can stand on it. After that, every **third hit** pops out a random capsule: a weapon, health or a shield. A hidden block holds only a few capsules.

## DESTRUCTIBLE BLOCKS

Cracked blocks of pale stone. **One shot** blows them up, and clears the way.

## HOW CAPSULES WORK

Walk into a capsule to collect it. Some enemies and blocks release one when destroyed. Capsules for the same weapon stack up level by level, and the **last weapon capsule you collect** decides what the Fire button shoots. Health, shield, Wall of Death and Nuke capsules work at once and do not change your weapon.

# THE HUD




| | ELEMENT | MEANING |
|---|---|---|
| 1 | Gems | Your gem counter. |
| 2 | Time | Counts down. The seconds you have left become bonus points at the end of the level. |
| 3 | Score | Your points. Enemies, gems and the time bonus all add to it. |
| 4 | Frames per second | How smoothly the game runs. Useful when you send us feedback. |
| 5 | Lives | How many tries you have left. |
| 6 | Shield bar | The white bar. It soaks up damage first, then recharges by itself. |
| 7 | Health bar | The green bar. It turns red as you get weaker. At zero, you lose a life. |
| 8 | Wall of Death | How many charges you have left. |
| 9 | Nuke | Shows whether you have a nuke ready. |

## READING THE NUMBERS

All damage in this booklet is given in **hit points** (HP). You have **32 HP** of health and **16 HP** of shield, so a hit for 50 damage ends you in one go. The health bar changes colour as it drains, from green towards red.

# STAYING ALIVE

## HEALTH AND SHIELD

- You have **32 HP** of health and **16 HP** of energy shield.
- Damage drains the **shield first**. Health only drops once the shield is empty.
- If nothing hurts you for **4 seconds**, the shield recharges, fully in about 4 seconds. Back off and wait.
- After each hit you are safe for a brief moment (about 0.3 s).
- Touching an enemy hurts **every second** you stay in contact. Step away fast.

## LIVES AND GAME OVER

- You start with **3 lives**. Collect extra lives to add more.
- You lose a life when your health reaches zero, or when you **fall into a pit** (off the bottom of the screen).
- When the last life is gone, press **Fire** to try again or **Start** to go back to the start screen.

## PAUSE AND OPTIONS

- **Pause**: `Enter` or the Menu / Start button. Press it again to resume.
- **Options**: `Esc`, or View / Create on a controller.
- **Controllers**: see and change every binding, or pick an Xbox, PlayStation or Steam Deck preset.
- **Credits**: who made what.

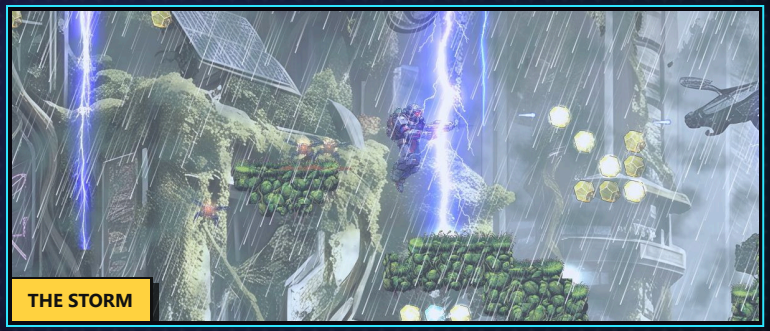
## DIFFICULTY

In **Options** → **Difficulty** you choose how tough the machines are.

| SETTING | ENEMY HEALTH | TOUCH DAMAGE |
|---|---|---|
| **Easy** | × 0.5 | × 0.5 |
| **Normal** | × 1 | × 1 |
| **Hard** | × 2 | × 2 |

Your own health and weapons never change.

# DANGERS OF THE JUNGLE




**Weather.** The jungle has rain, wind and a **thunderstorm**. Wind pushes you around, so watch your jumps. The AI is turning the sky against you, and the storm is the first sign.

- **Lava.** Glowing pools burn you for **10 HP every second** you touch them. Jump over it, or freeze it with the Frost Beam to make a stone bridge.
- **Water.** Underwater sections hide fish, jellyfish and sea mines. Look before you dive.
- **Pits.** Fall off the bottom of the screen and you lose a life.
- **Falling debris.** Rocks and scrap drop from above in places and hurt on contact, but any shot shatters them.
- **Machines.** Almost everything that moves wants you dead. Turn the page to meet them.






# ENEMY GLOSSARY



## TROTTER

**WALKING PATROL MECH**

| | |
|---|---|
| HEALTH | 4 |
| TOUCH | 20 per second |
| ATTACK | Fires a **10-round burst** (1 each) when you are within about 600 px. Reloads for 2 s. |
| THREAT | ■■□□□ |

A simple machine. It only walks forward, turns around at walls, ledges and lava, and never steps off an edge. It does not chase you.

> **TIP** Stay out of its line of fire, jump over the burst, then shoot it from a platform above.



## ROBOT

**HEAVY GATLING MECH**

| | |
|---|---|
| HEALTH | 8 |
| TOUCH | 20 per second |
| ATTACK | Chooses a new attack every 1.4 s: **Gatling burst** (10 shots), **Charge** (runs at you for up to 2.2 s, hops low walls) or **Stomp** (leaps, crashes down: **20 damage** within about 260 px). |
| THREAT | ■■■■■ |

It watches for you within 650 px, turns to face you and never repeats the same attack twice in a row.

> **TIP** Jump over the charge, and stay well clear of where it lands. It is the toughest machine in the jungle, so bring heavy weapons.

# ENEMY GLOSSARY



## MOSQUITO

**QUADCOPTER DRONE**

| | |
|---|---|
| HEALTH | 2 |
| TOUCH | 5 per second |
| ATTACK | Dives at you when you come within about 800 px, weaving from side to side. |
| THREAT | ■□□□□ |

It roams around its home spot until it sees you, then chases you fast. It cannot fly through terrain. If you get far enough away, it gives up and flies home. Frozen, it drops to the ground.

**TIP** Weak, but they come in swarms. A Spreadshot or the Wall of Death clears them quickly.



## ACID PUKER

**ARMOURED ACID BEAST**

| | |
|---|---|
| HEALTH | 6 |
| TOUCH | 30 per second |
| ATTACK | Spits a glob of acid for **50 damage** every 3 seconds, which is more than your health and shield together! |
| THREAT | ■■■■■ |

It strolls around until you come within 400 px. Then it turns to you, charges and rears up to spit. It never charges over ledges, into walls or into lava, and it loses interest if you get far away.

**TIP** Do not get close. Shoot it from beyond 400 px, or freeze it. Keep moving and jump over the glob.

# ENEMY GLOSSARY



## BRAIN BUG

**PSYCHIC BRAIN BEETLE**

HEALTH 3
TOUCH 16 per second
ATTACK Calls down a **huge lightning bolt** on you for 40 damage. The bolt also hurts other enemies it passes.
THREAT

It patrols its patch of ground. When you come within about 560 px, it stops, charges a glowing plasma orb and draws a thin aiming line. Then comes the bolt.

**TIP** It is fragile, so hit it while it charges, or break line of sight and jump away when you see the aim line.



## FLYING SKULL

**CYBER-SKULL DRONE**

HEALTH 1
TOUCH 16 per second
ATTACK Fires a **laser** (1 damage) when you are within about 720 px and level with its eye.
THREAT

It drifts in a slow wave until it spots you, then it chases you and lines up its shot. One hit destroys it. It comes in groups.

**TIP** Shoot first. Stay above or below its eye line, or just keep moving.

# ENEMY GLOSSARY



## JELLYFISH

**CYBER JELLYFISH (WATER ONLY)**

HEALTH 4
TOUCH **250 per second**
ATTACK None. Touching it is the attack, and it is almost instantly fatal.
THREAT

It pulses diagonally up, sinks a little, pulses up again, and climbs to the surface. Then it sinks to the floor, rests and starts over. It never goes through terrain. If frozen, it drops like dead weight.

**TIP** Never touch it. Shoot it from a distance, and swim wide round its path.



## SEA MINE

**SPIKED NAVAL MINE**

HEALTH 3
TOUCH Blast only
ATTACK Explodes in a big underwater blast for **50 damage** if you are inside the burst.
THREAT

It floats on a chain anchored to the sea floor and bobs gently. **Touching it or shooting it** sets it off.

**TIP** Shoot it from far away so the blast cannot reach you. Never bump into one.

# ENEMY GLOSSARY



## CYBER BASS

METAL PIRANHA (WATER ONLY)

HEALTH 3
TOUCH Light, plus the bite
ATTACK **Bite**: 6 damage each time the jaws connect.
THREAT

It patrols its patch of water, and swims fast at you when you come close. It lunges once, swims past you, turns round and comes back until it is dead or you leave. It never leaves the water. Frozen, it floats up to the surface.

**TIP** Shoot it as it approaches. A Spreadshot hits it nicely, but it is quick, so keep your distance.

## AT A GLANCE

| ENEMY | HEALTH | TOUCH PER S | THREAT |
|---|---|---|---|
| Trotter | 4 | 20 | |
| Robot | 8 | 20 | |
| Mosquito | 2 | 5 | |
| Acid Puker | 6 | 30 | |
| Brain Bug | 3 | 16 | |
| Flying Skull | 1 | 16 | |
| Jellyfish | 4 | 250 | |
| Sea Mine | 3 | blast 50 | |
| Cyber Bass | 3 | bite 6 | |

Health = hits from a basic pistol shot. Touch = damage per second on Normal difficulty. Higher weapon levels do more damage.

# SURVIVAL TIPS

- **Keep moving.** Almost every attack in the jungle can be avoided by jumping.
- **Retreat to recharge.** If your shield is empty, get out of sight and wait four seconds.
- **Shoot everything that looks suspicious.** Hidden blocks and capsules are everywhere.
- **Look before you dive.** Jellyfish and sea mines wait underwater, and a pit can be deeper than it looks.

- **Freeze, then pass.** The Frost Beam stops almost anything, and it is the safe way past a Jellyfish.
- **Use the Morph Ball** to roll under low gaps, and to lay mines in front of a patrolling machine.
- **Save the Nuke** for a crowd or a nasty surprise.
- **Swing on the Hook** to cross gaps and reach high ledges. Let go at the top of the swing to fly further.


KEEP MOVING


FREEZE, THEN PASS


SURVIVE THE STORM

## FOUND A BUG?

This is an **early beta**. If something is broken, confusing or just too hard, we want to know. Write to nils.nolting@me.com. If you can, say what you were doing, which system you play on, and the FPS number from the bottom-left of the screen.




Made by one person, with a lot of help from AI.

The art and the code grew out of local AI models running on a home server and gaming PCs, with support from Claude, DeepSeek and Gemini. The game is guided by more than 40 years of playing games.

**WWW.TYPHURION.COM**

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