



34 OVER-THE-TOP WEAPONS. ONE ARENA. **ZERO CHILL.**

Opens full screen · Plays in the browser on Mac, PC and iPad · Progress saves on this device

34

WEAPONS

9

PETS

6

RIDES

4

MODES

5

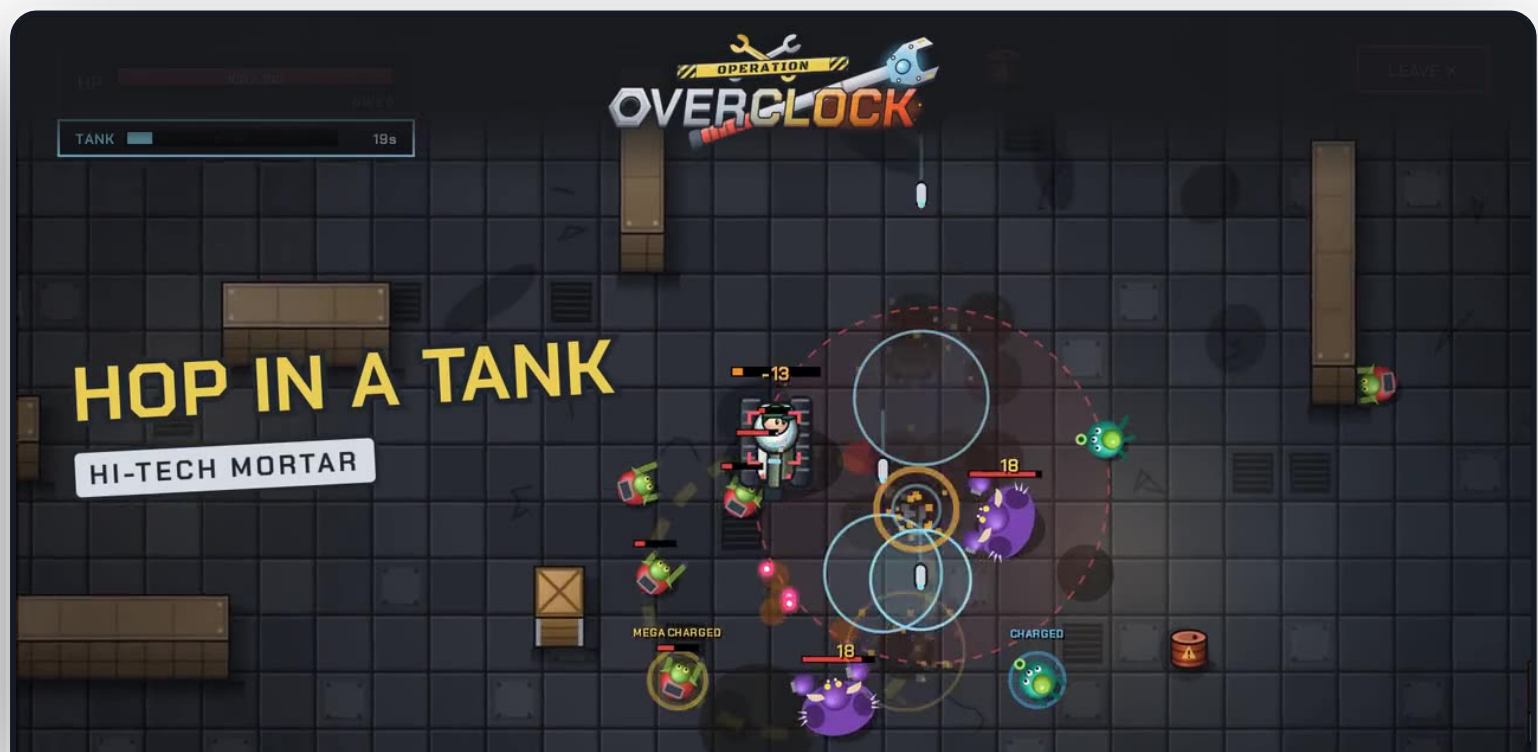
BOSSES

11

RIFT BOONS

TRAILER

SEE IT IN ACTION





 **SOUND ON**

GAME MODES

PICK YOUR FIGHT

Four ways to play, three difficulty settings, and a new map layout (with its own music) every game.



Default

WAVES

Survive wave after wave. A boss shows up every 5th wave. The further you get, the better your loot roll.



Press B

BOSS RUSH

Fight the 5 bosses back to back. Beat it to earn the Phoenix, a ride that flies over walls.



Press B x2

OBJECTIVES

7 missions: flag heists, escorts, beacons, bombs, generators, data cores and the reactor. Each one earns a cosmetic.



Press B x3

RIFT RUN

A roguelike run. Pick a boon after every round while enemies get mutators. Every 5th round cleared drops a Mythic charge.

HOW TO PLAY

MOVE. BLAST. UPGRADE.

Your hero aims for you: they automatically target the nearest enemy. Your job is to move, keep firing, and fire off your abilities at the right moment.

KEYBOARD



Move (arrow keys work too)



Fire your weapon (hold it)



Special abilities (unlock at weapon Lv 1, 2, 3, 4)



Pet ability

MENUS



Start from the title screen



Change difficulty



Switch mode on the title / open a chest on the weapon screen



Charge bench (fit and merge charges)



Change ride (walk one way for a second to hop on)



Pause



Leave the round and keep your rewards



Sound on / off



Quests, bounties and Hunter Rank



Switch weapon skin



Roll a new map



Loot odds



Touch controls: auto / on / off

On iPad or a touch screen: drag anywhere on the left to move with a floating joystick, hold the fire button to shoot, and tap the ability buttons. Everything in the menus can be tapped.

Launch goes full screen. Press **ESC** to leave full screen (the game pauses), then use **Back to site** or **Full screen** in the top bar. On a phone the game always plays in **landscape**: just hold your phone sideways (tap **FLIP** if it's upside down).

THE LOOP

1

Pick a weapon

Each one has its own class and 4 abilities

2

Survive

Waves, bosses, missions or the Rift

3

Get loot

Coins, weapon XP and a loot roll when the run ends

4

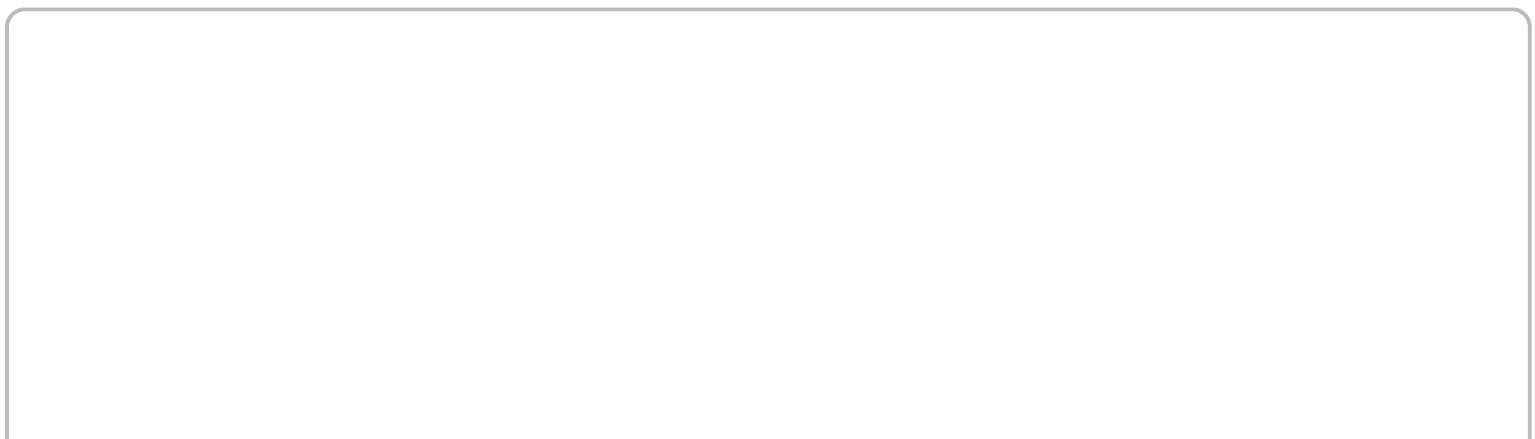
Power up

Open chests, fit charges, level weapons, finish quests

TUTORIAL

YOUR FIRST RUN

Eight quick steps from the title screen to your first chest.





WAVES

BOSS RUSH

OBJECTIVES

RIFT RUN

Survive wave after wave. A boss appears every 5th wave.

Beginner mode

+10% weapon damage
 Enemies have 25% less health
 Fewer enemies each wave

Normal people mode

SELECTED

Standard weapon damage
 Enemies: +10% health and damage
 Standard enemy numbers

OG mode

-10% weapon damage
 Enemies: +37% health, +10% damage
 More enemies each wave



MAP FOR THIS GAME

Rust Belt

A big new layout every new game, with its own music.

NEW MAP (N)

TOUCH CONTROLS

Auto (off for this device)

Pick Always on if they do not appear.

CHANGE (T)

MUSIC ON



CHARACTER

Ranger · key C

START WAVES IN NORMAL PEOPLE MODE



QUESTS & RANK

Rank 1 Rookie · key J

Reset account

← difficulty · B mode · U music · Enter start

Progress saves automatically on this device

SET UP YOUR GAME

- Choose a **mode** at the top: Waves is the best place to start.
- Pick a **difficulty**: Beginner, Normal people or OG.
- Every game rolls a new **map**. Press **N** if you want a different one.
- Hit **Start** (or **ENTER**).

START ON BEGINNER

+10% damage and weaker, fewer enemies. Move up to Normal people or OG mode when you are ready.

MATCH CHARGES TO THE WEAPON

Each weapon has 3 charge slot types. A Power charge on a hard hitter goes a long way.

DO YOUR BOUNTIES

Three daily bounties give coins and Hunter XP. Finish all three for a free chest.

KITE, DON'T TANK

Keep moving in circles so enemies bunch up behind you, then turn and unload your abilities.

USE THE WALLS

Crates block enemy shots. Mortars and some abilities fire over walls.

TRY THE RIFT

When you own a few weapons, Rift Run is the only place to get Mythic charges.



Techno Fists

ALL ROUNDER

CHEST / LOOT



Bow

RANGE

STARTER



Flamethrower

MELEE

CHEST / LOOT



Chain Whip

MELEE

CHEST / LOOT



Boomerang

RANGE

CHEST / LOOT



Frost Staff

CONTROL

CHEST / LOOT



Thunder Hammer

TANK

CHEST / LOOT



Plasma Cannon

ARTILLERY

CHEST / LOOT



Pyro Shield

TANK

CHEST / LOOT



Zaprod

MELEE

CHEST / LOOT



Anti-Matter Mace

MELEE

CHEST / LOOT



Lava Flail

TANK

CHEST / LOOT



Hi-Tech Mortar

ARTILLERY

CHEST / LOOT



Rail Sniper

RANGE

QUEST UNLOCK



Ripper Chainsaw

MELEE

QUEST UNLOCK



Bomb Maniac

ARTILLERY

CHEST / LOOT



Drone Commander

SUMMONER

QUEST UNLOCK



Storm Fan

CONTROL

QUEST UNLOCK



LifeLeecher

MELEE

CHEST / LOOT



Hacker Deck

CONTROL

CHEST / LOOT



Mega Wrench

BUILDER

CHEST / LOOT



Laser Minigun

ARTILLERY

QUEST UNLOCK



Gravity Gun

CONTROL

QUEST UNLOCK



Chrono Blade

ALL ROUNDER

QUEST UNLOCK



Omni Rifle

ALL ROUNDER

CHEST / LOOT



Grave Caller

SUMMONER

QUEST UNLOCK



Pack Leader

SUMMONER

CHEST / LOOT



Tesla Architect

BUILDER

CHEST / LOOT



Fortress Hammer

BUILDER

QUEST UNLOCK



Singularity Gauntlet

ALL ROUNDER

CHEST / LOOT



Iron Colossus

TANK

CHEST / LOOT



Prism Lancer

RANGE

CHEST / LOOT



Legion Banner

SUMMONER

CHEST / LOOT



Orbital Nailgun

BUILDER

CHEST / LOOT

Pets follow you and act on their own. Press **TAB** for their active move. Each pet is found in chests or in loot rolls once you reach wave 5 (base odds 1.2% each, rising the longer you last). Pets have their own 3 charge slots.



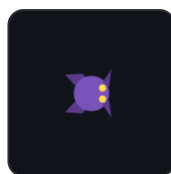
RUSTY

SCRAP HOUND

Bite: leaps at enemies near you [2.5s]

Fetch: grabs coins from far away

Slots: Power · Focus · Health



ECHO

SONIC BAT

Screech: stuns enemies around you [5s]

Leech Bite: bites an enemy and heals you [3s]

Slots: Power · Heal · Focus



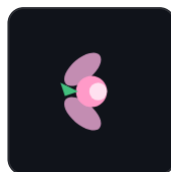
VOLT

SPARK DRONE

Zap: shocks the nearest enemy [1.3s]

Repair: heals you 8% every 10s [10s]

Slots: Power · Heal · Focus



PETAL

HEALING SPRITE

Pollen: heals you 5% every 5s [5s]

Bloom: under half health, a flower heals 20% over 4s [18s]

Slots: Heal · Focus · Health



CHARGE MANIAC

FLAME IMP

Flame Burst: burns enemies near it [0.6s]

Last Stand: unbreakable 3s shield under 15% health [25s]

Slots: Power · Focus · Health



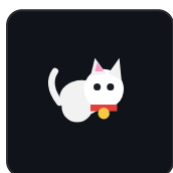
AEGIS

SHELL BEETLE

Shell Guard: a shield that blocks one hit [14s]

Spike Burst: spikes hit enemies around you [7s]

Slots: Health · Focus · Power



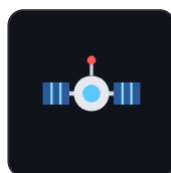
LUCKY

FORTUNE CAT

Fortune: +25% coins from everything you pick up

Lucky Star: a falling star hits a random enemy [6s]

Slots: Power · Focus · Heal



NOVA

ORBITAL SATELLITE

Laser Ping: zaps the toughest enemy near you [2.2s]

Overshield: a 25 HP energy shield [16s]

Slots: Power · Focus · Health



BYTE

NANO BOT

EMP Burst: stuns enemies around you [8s]

Data Leech: drains an enemy and
heals you (4s)

Slots: Focus · Heal · Power

Walk in one direction for a second and you hop on your ride. Press  to switch rides.
Rides drop from chests and loot rolls (4% each). The Phoenix is only won in Boss Rush.



SCOOTER

+30% MOVE SPEED

The starter ride.



SHOPPING CART

+35% MOVE SPEED

Rattles as it rolls.



HORSE

+45% MOVE SPEED

Gallops fast.



HOVERBOARD

+50% MOVE SPEED

Floats and glows.



MOTHERSHIP

+55% MOVE SPEED · FLIES OVER WALLS

The drone mothership. Hovers over walls.



PHOENIX

+60% MOVE SPEED · FLIES OVER WALLS

Flies over walls. Boss Rush prize.

CHARGE TYPES



HEALTH

+15 / 20 / 25 / 30 / 40 max HP



POWER

+4 / 6 / 8 / 10 / 13% damage



SPEED

+3 / 4 / 5 / 6 / 8% move speed



FOCUS

+3 / 4 / 5 / 6 / 8% faster abilities



HEAL

+10 / 15 / 20 / 25 / 32% more healing



ATTACK SPEED

+4 / 6 / 8 / 10 / 13% attack speed

TIER

TIER	FOUND BY
Basic	50% of charge rolls
Advanced	25% of charge rolls, or merge 10 Basic
Professional	12% of charge rolls, or merge 10 Advanced
Mega	5% of charge rolls, or merge 10 Professional
Mythic	Rift Run only: every 5th round cleared

Every weapon (and pet) has **3 charge slots** of set types. Fit one charge per slot on the charge bench (). Take it out any time; it goes back in your bag.

Merging: 10 charges of the same type and tier become 1 of the next tier, up to Mega. Mythic can't be merged. It only comes from the Rift.

MONSTERS



GRUNT

The basic monster. Walks at you and bites.

HP 30

Speed 88

Hit 12



RUNNER

Small and very fast. Comes in packs.

HP 16

Speed 172

Hit 8



SPITTER

Keeps its distance and spits at you.

HP 26

Speed 76

Hit 8



BRUTE

Big, slow and hits very hard.

HP 170

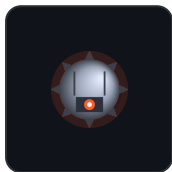
Speed 54

Hit 25

Enemies get a little tougher every wave. 15% show up **Charged** (+10% stats), and some of those are **Mega Charged** (+25%).

BOSSES

every 5th wave, and all of them in Boss Rush



SCRAP TITAN

1100 HP

Charges at you and slams the ground



HIVE QUEEN

950 HP

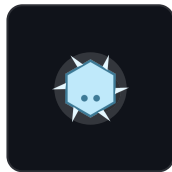
Spits fans of acid and calls her swarm



TESLA CORE

1150 HP

Spins out bullet spirals and calls lightning



FROST WARDEN

1050 HP

Ice shard rings, freezing ground and blinks



INFERNO KING

1400 HP

Rains fireballs and sends out flame rings

DIFFICULTY



BEGINNER MODE

- +10% weapon damage
- Enemies have 25% less health
- Fewer enemies each wave



NORMAL PEOPLE MODE

- Standard weapon damage
- Enemies: +10% health and damage
- Standard enemy numbers



OG MODE

- 10% weapon damage
- Enemies: +37% health, +10% damage
- More enemies each wave

OBJECTIVE MISSIONS

each one earns a cosmetic

#	MISSION	WHAT TO DO	PAR TIME
1	Flag Heist	Steal 2 enemy flags and carry each one back to your base.	120s
2	Escort the Researcher	Keep Dr. Bolt alive. He stops at 2 research stations on the way, and monsters swarm him there.	160s
3	Hold the Beacons	Charge 2 beacons, one after the other. They drain fast when you step out.	110s
4	Bomb Squad	FIVE bombs are ticking. Stand next to each one to defuse it before it blows.	120s
5	Power Down	Destroy the 4 armored generators. They shoot at you and keep making monsters.	110s
6	Data Heist	Grab all 8 data cores. Every pickup calls in a squad.	115s
7	Defend the Reactor	Monsters want the reactor. Keep it alive for 60 seconds.	60s

BOSS RUSH

All 5 bosses in a row: Scrap Titan, Hive Queen, Tesla Core, Frost Warden, Inferno King. Clear it to win the **Phoenix** ride.

Rift Run is the roguelike mode. You keep one weapon for the whole run. After every round you pick 1 of 3 boons, and from round 2 each round gets a random mutator. Every 5th round cleared drops a **Mythic** charge.

BOONS

OVERPOWER

+20% damage

Stacks up to 5

HAIR TRIGGER

+20% attack speed

Stacks up to 5

THICK SKIN

+25 max HP and heal to full

Stacks up to 5

QUICK FEET

+15% move speed

Stacks up to 4

DEEP FOCUS

Abilities recharge 15% faster

Stacks up to 3

VAMPIRE

Heal 3% of the damage you deal

Stacks up to 4

CHAIN REACTION

Enemies explode when they die

Stacks up to 3

THORNS

Enemies that touch you take 25 damage

Stacks up to 4

GREED

+50% coins

Stacks up to 3

LUCKY HITS

15% chance to deal double damage

Stacks up to 4

SECOND WIND

Once per run: come back with half HP

Stacks up to 1

MUTATORS

SWIFT

Enemies are 30% faster

GIANT

Enemies are bigger with 60% more health

VOLATILE

Enemies explode when they die. Keep your distance!

SWARM

50% more enemies this round

ARMORED

Enemies take 25% less damage

WEAPON LEVELS

Weapons earn XP as you use them. Abilities unlock at Lv 1 to 4. From Lv 5 to 10, abilities recharge 3% faster per level. Lv 10 unlocks the weapon's **mastery skin** [Golden, Diamond, Obsidian, Emerald, Ruby or Neon].

LEVEL	TOTAL XP	UNLOCKS
Lv 1	0	Q ability
Lv 2	70	E ability
Lv 3	175	R ability
Lv 4	325	F ability
Lv 5	520	+3% faster abilities
Lv 6	760	+6%
Lv 7	1060	+9%
Lv 8	1420	+12%
Lv 9	1850	+15%
Lv 10	2360	+18% · mastery skin

CHESTS

A chest costs \$ 300 and always gives something: a pet, weapon, ride, skin or charge. You can also get free chests from bounties.

COMMON
Charges (Basic, Advanced) and coins

RARE!
Skins and Professional charges

EPIC!!
Weapons, rides and Mega charges

LEGENDARY!!!
Pets and Mythic charges

UNLOCK QUESTS

These 9 weapons never drop from chests. Earn them:



RAIL SNIPER
Knock out 150 enemies with the Bow



RIPPER CHAINSAW

Knock out 200 enemies with Melee weapons



DRONE COMMANDER

Complete 5 objectives



STORM FAN

Clear 25 rounds in any mode



LASER MINIGUN

Deal 30,000 damage with Artillery weapons



GRAVITY GUN

Defeat 3 bosses



CHRONO BLADE

Reach Hunter Rank 12



GRAVE CALLER

Knock out 1,000 enemies with any weapons



FORTRESS HAMMER

Clear 12 waves in a single Waves run

WEAPON QUESTS

Once you own a quest weapon, a 3-step quest chain unlocks cosmetics for your hero:

WEAPON	SPECIAL STEP
Rail Sniper	Hit 4+ enemies with one rail shot (6)
Ripper Chainsaw	Land saw hits (900)
Drone Commander	Swarm drones hit enemies (60)
Storm Fan	Tornadoes hit enemies (300)
Laser Minigun	Get kills at full spin (40)
Gravity Gun	Thrown enemies smash into foes (40)

Every chain: knock out 60 enemies with it, then the special step, then deal 20,000 damage with it.

DAILY BOUNTIES & HUNTER RANK

3 bounties each day, worth 150 to 300 coins and Hunter XP. Finish all three for a free chest. Kills, waves, bosses and the Rift raise your Hunter Rank:

- Rookie Lv 1+
- Hunter Lv 10+
- Veteran Lv 25+
- Elite Lv 40+
- Champion Lv 60+
- Legend Lv 100+

FEEDBACK

TELL US WHAT YOU THINK

Found a bug, have an idea for a weapon, or just love blowing things up? Send it straight to the developer.

WE READ EVERYTHING

Every message goes to the developer's inbox. Leave your email if you'd like a reply.

For bugs, tell us what you were doing and what happened. The game mode and weapon help a lot.



WHAT IS IT ABOUT?

- ♥ LOVE IT
- BUG
- IDEA
- OTHER

YOUR RATING (optional)



MESSAGE

Tell us what you think...

NAME (optional)

EMAIL (optional, for a reply)

FAVOURITE WEAPON (optional)

Pick one...



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