

COMBAT SYSTEM

Three-element combat system. Each element is activated quickly by pressing a button. These weapons are created from Virgil's soul.

SPEAR

It allows the player to perform a 3-hit melee attack on the ground and a 1-hit directional attack in mid-air (neutral, up and down, as in Hollow Knight and Super Smash Bros.)

At higher levels, damage and attack speed increase.

GLOVE

It allows the player to perform a bullet attack, firing bullets through the soul of Virgil. They work like in Mega-Man games, at a fixed rate of fire.

At higher levels, damage and attack speed increase.

SHIELD

It allows the player to summon a protective aura that protects the player from a single blow. The player can still move and jump with the shield up, but cannot attack.

The shield indicator is represented by segments. The player can only use the shield if AT LEAST ONE segment is full, otherwise it cannot even be summoned.

Each time the shield is activated, a segment is used.

The segments are restored over time thanks to Virgil's power.

At higher levels, the shield meter gains one segment per upgrade (up to 3).