

BUILDING A UNIVERSE



ORANGEPixel GAMING SECRETS

How it's all connected
and the secret unlockables
you never found



Intro	4
The Orangepixel Universe	5
Dungeons Era	5
War and Aliens Era	5
Apocalyptic Event	6
Space and Exploration Era	6
Timeline distortion	6
The Ori	6
Ashworld	7
Unlocking the Dinosaur	7
Touchscreen version of the game	7
PC version / keyboard	7
Game console / gamepad	7
Tips & Tricks	8
Mission list	8
1 Find garage	8
2) Kill some ragers	8
3) Home sweet home	9
4) Dog-rescue	9
5) The butcher/shop	9
6) Exterminate!	9
7) Find Captain	9
8) Delivery Boy	10
9) Totems	10
10) Satellite and Gizmo	10
11) Rescue mission	10
12) Retaliation	10
13) Sniper	10
14) The Raid	11
15) Motherboards	11
16) Ooze	11
17) Consoles	11
18) Terra eggs	11
Gunslugs	12
Inspiration	12
A shiny cube	13
The success	14
Sir Questionnaire	15
Unlock the Voodoo outfit	15
Touch-screen (iOS+Android)	15
PC, using keyboard	15

Gamepad on any device	15
What should happen	15
Tips&Tricks	15
Gunslugs 3: Rogue Tactics	17
Unlocking the General	17
With Touchscreen	17
With Keyboard	17
With Gamepad	17
Space Grunts 2	18
Unlocking the character	18
With keyboard (PC)	18
For Gamepads	18
For Touchscreens	18
Snake Core	19
Unlocking the clones	19
With touchscreen	19
With keyboard	19
With gamepad	19
Summary	20

Intro

Thanks for checking out this, continuously updated, Orangepixel Gaming PDF. This is a free document that I'm mostly giving away to newsletter subscribers (you have joined it right?) but I was thinking, we hardly know each other !? You probably played at least one of my games, but who am I and who is Orangepixel ?

Well, my name is Pascal ('Orangepascal') born and living in the Netherlands since 1976. I started Orangepixel back in 2004 when I started diving into mobile-games.... and yes, that was long before modern day smart-phones!

Orangepixel is a one-man company, so I take care of the design, programming, graphics, and marketing and promotion and that's a pretty FULL-time job.

For the music I team up with free-lancers who are much more talented than I am, and create amazing soundtracks to go with my games. I also work with people who create nice high-resolution artwork to be used in marketing, social media, and websites. And I partnered up with various people to bring my games to many consoles.

So that's Orangepixel and Me in short!

With this little book I wanted to give you some hints, tips, and background information on some of my games. Hopefully it will help you enjoy them even more than you already did !

My plan is to add more and more to this digital book and give you a really interesting document that can't be found anywhere else.. I hope you enjoy it.

- Pascal

The Orangepixel Universe



In recent years I have been creating games that all fit in a single Orangepixel Universe. This means that all games are somehow linked together.

Dungeons Era

The timeline starts with the Heroes of Loot games, these take place in the Dungeons Era, and these games are filled with imps, demons, skulls, and magic. Somewhat later in the timeline we find Sir Questionnaire, a sophisticated gentleman, who is a distant relative of the Heroes of Loot squad.

War and Aliens Era

The Gunslugs kick off the War and Alien era as they battle against the evil Black Duck Army who are the cause of much problems later on in the timeline. The Gunslugs games are fast paced action games, taking place in a modern world with the first alien-technology encounters and a whole lot of problems dragging the world into a looming apocalypse.

The Black Duck Army is tangled up with alien lifeforms, and even though the Black Duck Army gets stopped time and time again by the Gunslugs, this doesn't mean the aliens gave up on this planet full of resources. They invade the earth, and they are met with a strong resistance in the shape of the Groundskeeper.

With Groundskeeper pushing back the aliens, and taking care of business on earth, a new team has joined the battle in 2020 in the shape of Snake Core. A group of brave soldiers in different shapes and sizes, sent out as the first wave to battle the aliens on their own planet(s). Using an Omega-gate they find themselves fighting an off-planet war against technology and aliens.

Apocalyptic Event

The timeline is a bit unclear on what has happened since the war and alien era.. but what survivors have told us and what is clearly visible, is that planet Earth was somehow destroyed, and we find the Orangepixel universe in an Apocalypse during the Ashworld game series. The world is doomed, we find, mostly destroyed, omega-gates around the surface of the planet, and a new species called Skellies roam the planet at night.

Space and Exploration Era

Luckily, in the future, we also find news that a large group of humans has made it off the planet before the apocalypse happened, and the Space and Exploration era shows hope. One of the first space travel ships is Meganoid and it has been breezing through space for many centuries. Of course things rarely go perfect, so alien lifeforms and mechanical glitches have found their way onto the Meganoid, and are in need of a hero!

Speaking of heroes, before the Meganoid started having these issues, one research analyst went out on a little scouting of an asteroid field in the Residual games. Some mechanical glitches caused him to get a bit too close to the asteroids, making his ship crash onto a planet where he stumbles onto an ancient secret and mystery!

In the furthest edges of the timeline, we find a group of heroes. The Space Grunts are a team that sets out in space to help human colonies and space ships in trouble. This team has their training roots firmly planted in centuries of knowledge leading all the way back to the Gunslugs and first off-planet teams part of the Snake Core.

Timeline distortion

Weird information in the timeline also shows that remnants of Gunslugs and Space Grunts teams have been found in the Heroes of Loot dungeons.. the how and why on this are still wrapped in mysteries.

The Ori

One big mystery remains, as seen in Heroes of Loot, Space Grunts, and mostly Residual.. there was an ancient civilization.. not much is known about them.. for now!

Ashworld

So, can you keep a secret? Cause I have a secret, a secret playable character in Ashworld! Just for silly reasons I added a little dino character which you can unlock and play as!

Unlocking the Dinosaur

So, how do we unlock this Dinosaur character in Ashworld? Well it depends on what device you are playing and which controller you have.. but here's the full walk through for each device!

Touchscreen version of the game

On both iOS and Android you unlock the game in the same way. Simply go to Options, Credits, and when the credits are rolling, tap ten times on the screen. If you do it correctly, the screen will flash greenish and a sound is playing. Now, if you go to the settings menu, and press on the right side of the "Looks" bar, the last character in the list should be Dino!

PC version / keyboard

For players with keyboard+mouse (pc, chromebook, etc). Same as for the mobile version, first head into the Options menu, then select Credits. While the credits are rolling type the letters : D I N O and if done correctly, you should also get a green flash and a sound playing. Go to the settings menu, browse to the most right character in the Looks list, and there you go.

Game console / gamepad

Finally for players with a controller only (AndroidTV, or PC, etc). Again, head over to the Options menu, select credits, and when the credits are rolling use either the left-stick or the dpad and press the following directions:

UP - DOWN - DOWN - RIGHT - LEFT

If done correctly, the screen flashes green, a sound plays, and you should now also be able to select the Dino character from the Settings, Look menu!

That's it! You should now be able to walk around in Ashworld as a cute little Dinosaur - does require starting a new game to have effect.

Tips & Tricks

- Running and jumping requires stamina. So before you dive deep into buildings, make sure you have food and water. Once you are low on stamina, you might find yourself stuck at the bottom of a building! IF you are low on water/food when entering a building, find some friendlies or cabinets, they are slightly skewed to give you a higher chance of water (I don't want you to die).
- Sleeping restores your health. You'll have your home assigned to you pretty early, so use the bed there or use random beds in buildings after you killed all monsters nearby)
- Experience unlocks skills. All your actions give experience, and with experience you can unlock new skills. Very important for your survival. Skills can be unlocked at a skill-table, you'll always have on at your home but they are also available in random buildings.
- Got lost? The compound is often the start for most missions, or if it's not there are often friendlies around that you can talk to and they will point you to nearby missions.
- Avoid contact early in the game or when low on food and ammo. You can find a lot of stuff at the compound, which is a safe area of buildings, and then slowly make your reach bigger from there.

Mission list

Besides the story missions mentioned below, there is also a host of sub-missions (destroy X totems, clear all houses of radiation, fix any cogs not turning, etc). These missions are either a returning version of a main story mission, or very self-explanatory.

Besides these submissions, there are also some rare-items that have a purpose. These items include a game-console, snow globe, book, and a phone. These items have only one purpose, which you'll have to figure out yourself! - one extra hint, the snowglobe gives an alternate ending to the game.. sort of.

Anyway, on with the walkthrough:

1 Find garage

you start at a campfire, dude tells you about the garage, and gives you the location. Make sure to grab and search the camp for some things

2) Kill some ragers

garage asks for help with bad guys. Make sure to snatch the boomerang in the building.

3) Home sweet home

The garage guy points you towards the compound, and tells you to talk to the captain. So head over to the compound, and look for the captain within the compound walls (he'll be the one walking towards you and whistles). He'll assign you a home near the compound, but just outside (usually to the north).

Check the home for a full fridge, a skill-table to use any of your experience points, and a bed to rest and restore your health.

4) Dog-rescue

When you exit your home, a kid will tell you about a dog, pointing you toward the dog. It's locked in a gray box, surrounded by a bunch of ragers. Destroy the box as soon as possible, and the dog will help you out with attacking. After saving the dog, the dialog mentions there might be more to do in the compound.. so head over back there if you're ready for more missions.

5) The butcher/shop

The butcher/shop has a little icon twirling above it, there's a mission there to kill some sandworms, you can grab a weapon in the shop for free, and you'll need to find some sandworms.

Make sure to check the armory and other buildings in the compound, tool up as much as possible. Once you have some scraps, talk to any of the friendlies and they can point you to the sandworm locations (tip, some friendlies ask less than others for their info!)

Find the sandworms, kill at least two, they should drop some sandworm-meat which you should take back to Butch in the compound.

After getting the sandworm burger from Butch, exit his shop, and Captain has a little task for you: Exterminate some nests

6) Exterminate!

Find the building that Captain has pointed you towards, and go in. Kill all the skellies until the nest is exterminated. Then head back to the compound (or your home for some sleep and refreshing)

7) Find Captain

In the compound, time to bring up the communication arrays, find the main tech guy and see what he needs, so visit Max at the communications building and see what he needs.

Max will need a couple of batteries, so time to find them if you don't have them yet. They are mostly found in random buildings. Once you have enough of them, head back to Max and talk to him.

8) Delivery Boy

Head back to compound, and Butch' shop. He needs a "delivery boy" to do a supply run. He'll give you a package in your inventory, and tells you where to bring it (another shop somewhere in the ragelands). Head over to the shop, go in, and deliver the packages!

9) Totems

You can now find Captain in HQ (the bigger building at the north border of the compound). Rager clans have various camps marked with totems, let's bring the fight to them and take down a totem (and all other totems you can find if you like).

10) Satellite and Gizmo

Check back with the captain in the compound, it seems Max has made a breakthrough so he'll ask you to return to the com-system. When you talk to Max he'll tell you about an item found at a crashed Satellite. Good thing: there's only one satellite that crashed, so that's the one.. bad thing: it can be anywhere in the ragelands.. hunt it down! (possibly some friendlies can point you toward it for some scraps).

Find the gizmo, return it to Max, and leave communications. You'll now have a walky-talky and it will be used very quickly after leaving the communications!

11) Rescue mission

The first radio transmission will let you know that the ragers took the captain hostage! So find the city, and the right building, and save the captain! (target building is usually in the north-west area of the city). Head into the building, save the captain, save the world!

12) Retaliation

Captain is pretty angry, he wants retaliation. Let's destroy some of their fuel-bases! You'll get a random near fuel base as target, head over there and take out the fuel depots and all ragers that are surrounding and protecting it.

13) Sniper

Ragers have now put up gadgets to interfere with our communications, these gadgets are fortified, find a way to destroy them (tip: sniper rifle or rocket launchers).

14) The Raid

Well done, but now the Ragers are taking their turn. They are raiding the compound! So get back there ASAP, and protect the compound until all attacking ragers are dead.

15) Motherboards

Max has found some information, and now asks you to locate the mysterious arches (portals) and collect the broken motherboards and bring them to Max. There are four portals, and you can find them in each wind direction near the world's order. So North, West, East, and South. Find the portals, search them to grab the motherboard, and return them all to Max.

16) Ooze

To get these motherboards up and running, we need some weird conducting ooze.. only one place to find it: grab it from a dead sand-crab. Find one of the huge sand-crabs, kill it, and grab ooze from it's dead body!

17) Consoles

Bring the ooze to Max, and he can then fix the motherboards. You'll have to place these motherboards into the consoles one by one. So take the motherboards, and find all four consoles to generate portals. Step through the portals, each portal houses an ancient-technology building, and each building has a Terra-former missing a key component.. let Max know through radiochatter.

18) Terra eggs

So the four huge white mystery towers have now revealed a door opening, and you can enter those buildings. Each tower houses a "Terra-egg" which is the missing piece for each terra tower. Get all terra-eggs, and bring them to each terra-tower.

The terra-forming devices rumble, and rain will start falling.. this should finally make an end to the dry sand world.

Well done, that's the story missions done!

Now even with the story done, that's only like 20%-30% completion. For full completion you'll need to also complete all sub-missions, and get rid of all the ragers in the world! Heavy task, but you can do it, I'm sure.

Gunslugs

When I started working on the first Gunslugs game, it was a peak time for “Indie” games. That same year saw other developers release Rogue Legacy, Towerfall, Papers Please, and the year before had ended with titles like Fez, Journey, Dustforce, Spelunky and many more.

I had just completed Meganoid 2: Grandpa’s Chronicles, Neoteria - a side scrolling shooter, before that, and INC a black and white platform game. Seeing all the other “hit” indie games, I started feeling a little bit lost in the type of games I was making. They were still a lot of fun, and certainly on the smartphones of that time, they were enjoyable, but something felt missing. A lot of my game design was based on the “old school” way of games, and here all these indie games showed different ideas and new concepts.. I had to “up my game”!

Inspiration

I started working on Gunslugs without a real clear goal, as I’ve done many times on many game projects. Not saying that’s a good way to do it, but it certainly works for me. One of my previous games was INC:The Beginning, and it was the closest thing to doing something different. Even though it was a platformer, it had a certain style and look to it, an interesting story that unfolded, and I figured that could be a good starting point to make one of these “indie” games that everybody was raving about.

So Gunslugs started as a more colorful version of INC. The main character was simply the INC character but in color, and the game design was also quickly following the same mold I had set out with INC... which of course was not the direction I wanted to go, I wanted to try new things and not just re-do things.

At the time I was playing one of, or maybe, THE best racing game ever made: Split/Second. The game shines when you get enough power to create chaos by having whole parts of the game blow up, airplanes crash, towers fall over, earthquakes happening, and having the road split up into new sections and different passages.

The game uses a lot of very vibrant colors, blue tones, orange tones (I later found out this is the “orange and teal” look that you will find in many movies and games) and these vibrant colors combined with all the mayhem of blowing up big stuff, started shaping my vision of what the Gunslugs world should feel like.

My game design and code was still very much focussed on mobile phones, and in those days that meant very weak processors, tiny screens (with low resolutions) and crappy sound possibilities. Creating big explosions and buildings which would crumble down was never going to be as great as I had it in my head, but reality never really stopped me creating my fantasy worlds.

Working within the limitations, the “big buildings” that would crumble down became towers about 4 or 5 times bigger than the main character, you’d hop in, activate it, and the tower would crumble. Enemy choppers flying near that crumbling tower would also get hit and crash down into the ground, taking out any enemy that might be standing there.. I had my explosions going, and it was chaotic, and amazing! I added a slow-motion effect to those chaotic destructive moments, again inspired by the way Split/Second does it, and I was extremely pleased with the end results.

I wanted the levels to be procedurally generated, as other games were doing all these proc-gen type things.. but my knowledge of doing such levels was VERY limited, so the levels were pretty much straightforward “left to right” events, with random placement of enemies, buildings, and obstacles.

I figured it was good enough for a first attempt, as my mantra has always been to not dive into too many new technologies per game project, it will just delay such a project making it harder to earn money with it (more time, means more investment).

Unintentionally this kept the game very simple and basic, and easy to get into, which was actually one of the key reasons for many people to pick it up and play.

A shiny cube

While working on Gunslugs, something new and shiny came onto the market. In the middle of smartphones and the big consoles from Nintendo, Sony and Microsoft, a kickstarter was doing big numbers as they promised a very cheap, indie-friendly, console running: Android.

The Ouya was a small cube that ran Android as it’s OS and was fully open for users to install their own things on, or develop games for it. Eventually, as with many Kickstarters, the delivery of the gadget was somewhat overhyped, but let’s not go into those details here.

I loved the concept of the Ouya, and seeing as my games were already written for Android (alongside iOS) it was very interesting to think about running Gunslugs on it. The Ouya also came with mutli-player capabilities by hooking up multiple controllers.

Gunslugs became my first game with local co-op play mode. Meaning you could grab a buddy and play the game together, rushing through the levels, causing chaos and mayhem. It took me a bit of time to figure out how to actually do co-op play, because suddenly all the game enemies have TWO players to focus on and target. And you also need to do some smart work on your camera code to keep both players on the screen - which is pretty much focussing on the “center point” between both characters.

As for all the interaction with enemies, my very simple solution for that was: the nearest player gets all the attention of enemies.. It’s slightly flawed, but it mostly works because enemies can come from different sides onto the screen and in all the chaos with players jumping and running, the damage for both players is still there. BUT I guess there is a little tip for you to survive longer in the game: grab a friend to play Gunslugs, and let them take

the lead towards enemies, so you'll get shot less! - I actually used this same method in Gunslugs 2, and both Heroes of Loot games.. so you now know how to minimize your damage in those games as well.

The success

When Gunslugs was released on iOS, Android and Ouya, it got a little bit of extra promotion from Ouya as it was one of the first games showing off the console with co-op play. Free promotion is always a great thing!

It also performed very well on the iOS and Android markets. The game has very simple controls with left, right, jump and shoot buttons shown on screen, and it's "easy to pick-up" gameplay makes it a successful game.

The game eventually got released on PC, PS Vita, Nintendo 3DS, and Switch. And at some point I had a Firefox OS version running and a ChromeOS version, and even a standard HTML5 web version. The plan is to bring all Gunslugs games to Xbox and Playstation in 2022.

All in all, that year (2013) the original Gunslugs was one of my bigger games... until I released a bigger game later that same year: Heroes of Loot.

Sir Questionnaire

Sir Questionnaire comes with a lot of little secrets and things to figure out, and since I don't want you to go into the dungeon and get slaughtered or overwhelmed, I've put together a short list of some basic tips and tricks.

Besides those tips, as a subscriber to the newsletter, you also get this exclusive unlock code for the Voodoo character!

So let's get going!

Unlock the Voodoo outfit

First I wanted to let you know how to unlock the exclusive character/outfit. Now the unlocking depends on what type of controller you have, so let's split this up:

Touch-screen (iOS+Android)

Start the game, wait for the title-screen to show up, and then tap 10 times on the fireplace (no rush, just normal taps).

PC, using keyboard

Start the game, wait for the title-screen to show up, and then type the following text (without the quotes): "firepit".

Gamepad on any device

Start the game, wait for the title-screen to show up, and then press/push the following directions: UP, UP, UP, RIGHT, LEFT, DOWN.

What should happen

If done correctly the screen should give a little flash, and there's a sound playing, and that should have unlocked your Voodoo character!

When you start a new game, select the Voodoo mask from the outfit screen, and it should give you new starting skills as shown on the screen. Enjoy!

Tips&Tricks

Now for a few basic tips & tricks and I'm trying to not spoil anything here, just give you some extra hints.

- Monsters and weapons. Some monsters are weaker and easier to defeat with the right type of weapon. In most cases use some logic thinking for this. A fire or magical creature is best attacked with magic, a tough and strong creature is often best slashed with a good big weapon. Flying (bats) or elusive (rats/ghosts) creatures are often best attacked with a sling-shot or blunderbuss!
- Spiders have a lot of cob webs around them... ever tried using a broom on all those cob webs and spiders ?
- Minotaurs are scared for little worm-like tentacles. It really makes them frozen to the ground!
- Carniplants are always hungry.. maybe someone should drop some food near it. Doesn't always work, but sometimes, it's an interesting tactic!
- Ever used a Seashell near the water?
- A crowbar is pretty weak as a weapon, but you can also use it to open up almost any type of lock, and that includes locked gates!
- Slime in a bottle has a lot of magical powers, ever dropped one near a creature? Watch out tho.. it can also backfire on you!
- Skull-gates are normally very random in what's behind them. There are ways to force the outcome of a skull-gate tho. You can bump into an Ancient color wheel device, it contains the colors that match the four elements. So turn it to Blue, and you'll be 100% sure the next skull-gate houses King Splash, same goes for the other colors and the elements behind it.

You can also force a skull-gate to lead to the Minotaur by holding a "Thread of Yarn" or force it to Medusa's lair by holding a "Piece of Stone". Just make sure you are prepared for the battle behind those Skull gate doors before you enter!

I hope some of these tips are useful to you when you enter the dungeon the next time. There are a lot more little things to figure out and find out, so make sure to experiment a bit with items in combination with monsters!

Gunslugs 3: Rogue Tactics

I did it again! I've added a secret character to Gunslugs:Rogue Tactics, as I did with a few other games. And I wanted to share with you the secret info on how to unlock it!

The character is: The General, and his specifications are a mix of all the other characters, he's not a bad one to play with I can tell you that, especially as he comes with a plasma gun to start with !

As a bonus, by unlocking the general, you also get the joy of having 3 starting characters in all your games, so that should make it easier to survive the full game!

Unlocking the General

So how do you unlock the General? It depends on which device you are playing and how you're controlling the game, so let's split this up in sections:

With Touchscreen

Fairly simple, go to the main menu (the one that says "New game") and then give 11 taps on the bullets (one for each bullet) underneath the menu. If you do it correctly, you should hear a sound and the general becomes visible!

With Keyboard

Go to the main menu (the one that says "New game") and then type: "yessir" (without the quotes and no capitals). If done correctly, you hear a sound and the general becomes visible!

With Gamepad

Go to the main menu (the one that says "New game") and then press the following directions in the right order: left,right,down,up,left,right. If done correctly, you hear a sound and the general becomes visible!

Space Grunts 2

In Space Grunts 2 you are up against an army of aliens and other outer-space weirdness. You get a few interesting starter characters, but there is another character for you to unlock and play as - I will not lie, he is somewhat based on Spock.

Unlocking the character

This character has somewhat higher stats and a good collection of cards will be available right from the start! So a perfect character to learn and play the game with (and possibly own the leaderboards).

Alright, let's dive into the unlock information:

With keyboard (PC)

Go into the Credits menu, and when the credits start rolling, type: FRONTIER. If done correctly, the screen should flash, and you'll be able to play with this new character! Don't worry if you make a typo, just start over with the F and try again.

For Gamepads

Go into the Credits menu, and when the credits start rolling press the following directions one after another: Left, Right, Down, Up, Left, Right.

If done correctly the screen should do a quick flash, and you'll be done!

For Touchscreens

Go into the Credits menu, and when the credits start rolling tap each avatar picture once. If you tapped all four characters, the screen will do a quick flash, and the character should be playable !

Snake Core

Snake Core is a fun take on the classic Snake games, but spiced up with an army, aliens, and different unit types. A spiritual sequel to a classic Orangepixel game: Mini Army, the game pretty much brings the gameplay of Mini Army into a more modern century!

Unlocking the clones

Besides all the units you can unlock in the game, there is a little extra unit type called "Rumble clones". These are small clones of the legendary Gunslugs hero Johnny Rumble!

So let's unlock the little yellow-headed dude with these steps

Play the first mission of a new game, and once you complete it you should be taken to the unit-upgrade screen.. this is where the magic happens:

With touchscreen

In the unit upgrade screen: Tap 7 times on the General avatar.

With keyboard

In the unit upgrade screen: type "rumble" (without the quotes)

With gamepad

In the unit upgrade screen press: LEFT,RIGHT,DOWN,UP,LEFT,RIGHT

If you do it right, you should hear a little sound and see a little flash. Now if you play a game there will randomly be Johnny Rumbles added to your army! Enjoy! :)

Summary

And that's it for now, more game secrets will be added, and maybe some fun and interesting behind-the-scenes stories of how certain games were made, with sketches and artwork.

You can contact me on the following places:

Email: pascal@orangepixel.net

Twitter: @Orangepascal / @Orangepixel

Discord: discord.gg/orangepixel

And if you are not on my mailinglist, make sure to sign up ASAP:

<https://www.orangepixel.net/signup/>