

# DEFORMERS

## GAME GUIDE

### WELCOME TO DEFORMERS

Hi! We're the development team behind Deformers, and we've put together this game guide to help you get started. To search this guide, press CTRL+F.

First things first: Thank you so much for playing Deformers! What started off as a passion project in 2014 has turned into something so much more amazing and has given us the opportunity to hear from and meet incredible players like yourself. We couldn't have made it this far without your support and passion.

We hope you find this guide useful, and we'd love to hear your feedback on how we can continue to improve it. Please don't hesitate to reach out to us with your thoughts about this guide on our official Deformers forums (link below).

Want to get all the latest updates from us? Make sure to check out the following:

Twitter – [www.twitter.com/DeformersGame](http://www.twitter.com/DeformersGame)

Facebook – [www.facebook.com/DeformersGame](http://www.facebook.com/DeformersGame)

YouTube – [www.youtube.com/c/Deformers](http://www.youtube.com/c/Deformers)

Official Forums – [talk.readyatdawn.com/c/Deformers](http://talk.readyatdawn.com/c/Deformers)

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### TABLE OF CONTENTS

<b>WHAT IS DEFORMERS?</b> .....	3
<b>LEARNING THE BASICS</b> .....	3
Default Controls.....	3
Movement .....	5
Jump.....	5
Pick-Ups .....	6
Gibs.....	6
Debris.....	6
Core Actions .....	6



Ram.....	6
Shoot.....	6
Block.....	7
Grab.....	7
Throw.....	7
Struggle.....	7
<b>GAME MODES</b> .....	7
Deathmatch.....	7
Team Deathmatch.....	8
Form Ball.....	8
Custom.....	8
<b>CLASSES</b> .....	9
Ranger.....	9
Striker.....	9
Guardian.....	9
Marksman.....	9
Speedster.....	9
Magnet.....	10
Boomers.....	10
Blast.....	10
Aura.....	10
Cloak.....	10
Rampage.....	11
Thumper.....	11
Bouncer.....	11
Meteor.....	11
Tilt.....	11
Spin.....	12
Rise.....	12
Gravity.....	12
Glob.....	12



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## WHAT IS DEFORMERS?

Deformers is a physics-based arena brawler where the goal is to out-battle, out-eat, and out-score your opponent. With a focus on multiplayer and online connectivity, up to **8** players control adorable, squishy “Forms” as they battle each other in fast-paced melee combat for supremacy. Deformers will be launching on **PC (Steam), PlayStation 4, and Xbox One** and can support **2, 3, and 4-player** splitscreen.

Deformers delivers unique, tactile game play for those who love to show off their skills, determination, and domination.

- Conquer your opponents using Powers and your Form’s ability to roll, jump, ram, shoot, grab, throw, and block.
- Consume the remains of your defeated opponents and other objects in the arena to become bigger and stronger.
- All skill levels can jump in and enjoy the simple game mechanics.
- Multiplayer options provide a social setting for a group of friends to compete and have a great time.
- Compete in social combat – games are better when bragging rights are part of the experience.

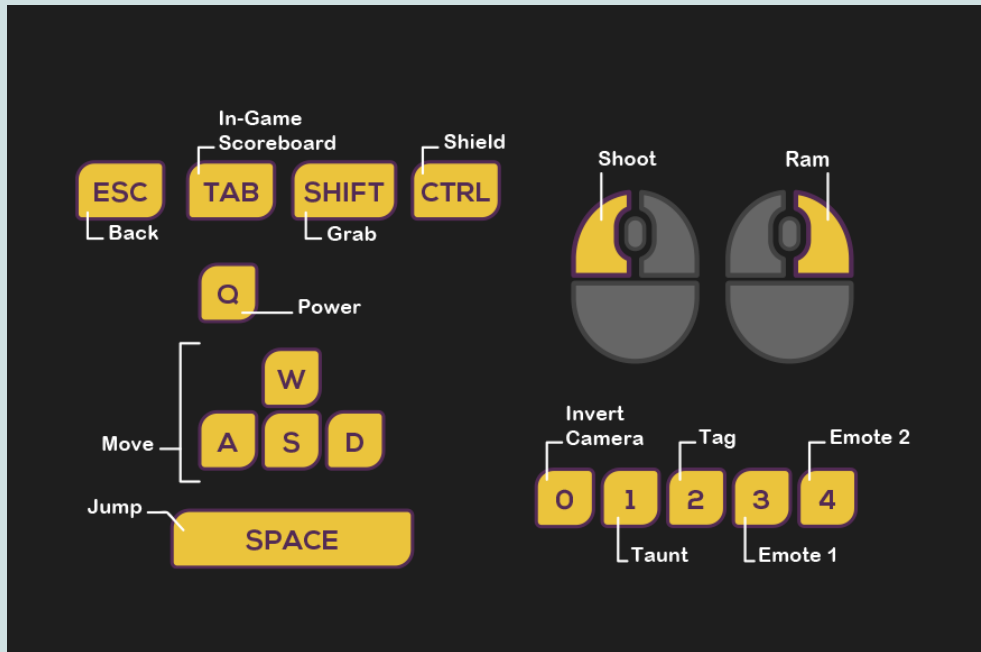
## LEARNING THE BASICS

### Default Controls

The following layouts are the default controller configurations for Deformers. At this time, you can customize your Keyboard & Mouse controls, however you cannot change your controller layout.



## Keyboard & Mouse Default Layout



## PlayStation 4 Controller Layout



## Xbox One Controller Layout



## Movement

### Basics

In Deformers, you play as a Form, which is a squishy, spherical creature. Due to your unique shape, you can roll forward, backward, side to side, and all around!

**PlayStation 4 Controller:** Tilt the Left Stick to move, tilt the Right Stick to look around

**Xbox One Controller:** Tilt the Left Stick to move, tilt the Right Stick to look around

**Mouse & Keyboard:** W, A, S, D keys to move, Mouse to look around

### Jump

Use Jump to dodge attacks or to help you move around.

**PlayStation 4 Controller:** X Button

**Xbox One Controller:** A Button

**Mouse & Keyboard:** Spacebar



## Pick-Ups

### *Tribs*

You can acquire ammo for shooting by rolling over the small orange globes you find around the map (we call them “Tribs”). Tribs can be found by destroying crates, damaging your opponents, or picking up Tribs you’ve already shot. The more Tribs you pick up, the bigger your Form gets!

### *Gibs*

“Gibs” are what we call the lumpy health pellets that you can pick up after a Form has been destroyed. When you see your Form covered in bandages, it’s time to find some Gibs and heal up.

### *Debris*

Destroying crates or smashing breakables (such as cacti) can litter the map with Debris. Collecting Debris will award you points towards your score.

### *Critters*

Crates may randomly contain “Critters”, which are dummies that roll around aimlessly with a bandolier of Tribs strapped to them. If you destroy a Critter, it’ll drop all of its Tribs and also give you some Gibs to heal up!

## Core Actions

Combat is the core of Deformers. All actions can be performed on the ground or in the air.

### *Ram*

Ram is the basic form of offense in Deformers. The Ram button can be held down to make it more powerful, increasing its damage and distance. The crosshair will turn blue to indicate the amount of charge you have before you release the button.

PlayStation 4 Controller: R2

Xbox One Controller: Right Trigger

Mouse & Keyboard: Right Mouse Button

### *Shoot*

Shooting is a great way to deal damage from a distance, though it depletes your Trib count.

PlayStation 4 Controller: R2

Xbox One Controller: Right Trigger

Mouse & Keyboard: Right Mouse Button



### ***Block***

Block is how you can defend yourself from other players ramming or shooting you, or if they try to drop on you after spawning. However, it will not protect you from thrown objects, Powers, or if you're grabbed.

PlayStation 4 Controller: L2

Xbox One Controller: Left Trigger

Mouse & Keyboard: Left CTRL Key

### ***Grab***

You can Grab Objects, Players, and the Form Ball.

PlayStation 4 Controller: L1

Xbox One Controller: Left Bumper

Mouse & Keyboard: Left Shift Key

### ***Throw***

Once you've successfully grabbed something you can then Throw it. Throws can be charged up for a more powerful version. There are two forms of throws: The Lob which has more of an arc (like a pop-fly in baseball), and the Toss which is more of a straight line, like a pitch.

PlayStation 4 Controller: Lob – R1 / Toss – R2

Xbox One Controller: Lob – Right Bumper / Toss – Right Trigger

Mouse & Keyboard: Lob – Left Mouse Button / Toss – Right Mouse Button

### ***Struggle***

If you are Grabbed by another player, you can Struggle to try to break out of the Grab before your opponent tries to Throw you.

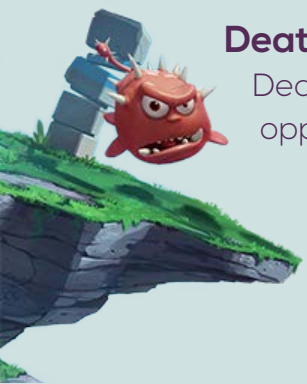
To Struggle, rapidly mash any of the core action buttons. Mash faster to escape more quickly.

## **GAME MODES**

There are 3 game modes currently available in Deformers: Deathmatch, Team Deathmatch, and Form Ball. Understanding how each mode works will improve your gaming experience and help you get the most out of Deformers. If you create a Custom game, you can select all three of these game modes as long as you meet

### **Deathmatch**

Deathmatch is the cornerstone brawler mode of Deformers. Defeat your opponents to earn points and rise to the top of the scoreboard in a free-for-



all battle royale. The higher your score, the better chance you have of winning the match!

Almost everything you do earns points. Defeating opponents, dealing damage, using Powers, and even eating debris can increase your score.

Keep an eye on the score tracker at the top of the screen or you can also use the in-game scoreboard. Access the in-game scoreboard by pressing "" on PlayStation 4, "" on Xbox One, and Tab on PC.

## **Team Deathmatch**

Team Deathmatch pits two teams against each other in a fight for supremacy. In Team Deathmatch, your team shares a collective score. Rules are the same as normal Deathmatch but this time, you can have up to 4 friends watching your back!

## **Form Ball**

Take your Forms and your skills to the pitch and get ready to ram, jump, shoot, grab, throw, and defend your goal in this team sport mode. You'll be on either the Blue or the Orange team, and your goal is to get the Form Ball into the opposite team's goal. If you're Blue, try to put the ball into the Orange goal and vice-versa!

Score more goals than the enemy team to ensure a better chance at victory. Don't be afraid to take out players with your short, mid, and long-range combat actions to give your team an advantage when heading in for a goal.

In the event of a tie, the winners will be determined by their team's collective score. Earn additional points for your team by defending or assisting on goals, defeating enemy players, and eating Gibs.

## **Custom**

Start a Custom match to play privately with your friends, or get in some target practice against "Dummies". Dummies are Forms without AI that don't move – perfect for practicing your aim with shooting and ramming, and trying out Powers against them to see how they work!

In a Custom match, you can select your preferred Game Mode (Deathmatch, Team Deathmatch, or Form Ball) and choose the arena you want to play on.

If you have more than 4 players in your Party, you'll automatically be restricted to Custom matches only.





## CLASSES

There are 5 Classes in Deformers: Ranger, Striker, Guardian, Marksman, and Speedster. The core controls of each class are the same, however some of their mechanics slightly differ from each other to set them apart.

### Ranger

The Ranger is our base class, the jack of all trades. They can shoot, ram, block, and throw with the best of them. If you pick the Ranger, you have the best of all worlds, with the weakness of none!

### Striker

The Striker is the brute of Deformers, using their ram ability to deal heavy damage and knock their enemies off the platform. Be warned, the Striker's drastically improved ram means they're not as great at shooting and they're a bigger target on the battlefield.

### Guardian

The Guardian is Deformers' tank class. Their increased health lets them live longer than most, and using their block ability is the way to victory. Unlike other classes, the Guardian deals damage to enemies when they block against ram! Due to their increased size and health, Guardians are the slowest of the Forms and deal the least amount of damage.

### Marksman

The Marksman is built around its ability to dish out damage with its shooting prowess. Unlike other classes, the Marksman can hold down the shoot button to unleash an unstoppable barrage of Tribes on their foes! Watch out though... you're a soft target, so you'll need to use all of your other abilities to keep your range and outsmart those pesky Strikers!

### Speedster

The Speedster is the fastest of all the classes, using their increased agility and mobility to run circles around their foes. All of their actions charge faster than others, but they also have a few other tricks up their sleeves. Be warned, the Speedster is the squishiest class in the lineup. Think fast, play smart, and don't get hit.



## **POWERS**

Powers are in-game pickups that you will find at certain locations on each map. Some Powers have multiple charges that let you use it more than once, while others can only be used once before they're depleted. Some Powers will also remain active for a short amount of time after they've been activated.

As you continue to play, you'll find that using Powers at the right time in a battle could mean the difference between sweet victory or bitter defeat.

Once you pick up a Power, you can activate it by pressing...

**PlayStation 4 Controller:** Square Button

**Xbox One Controller:** X Button

**Mouse & Keyboard:** Q Key

### **Magnet**

Magnet creates a powerful magnetic effect that draws nearby Tribes towards you so you can pick them up more quickly than usual. It's best to use Magnet when your Trib count is low.

### **Boomers**

Boomers are small sticky bombs that deal a large amount of damage when detonated. Boomers can be placed on any solid surface (even other Forms!). Once placed, they become armed and when your opponent enters their range, they'll explode.

### **Blast**

Blast unleashes a powerful burst of energy around you that knocks back Forms and deals damage to them. Make sure to jump into the middle of the fray before using it!

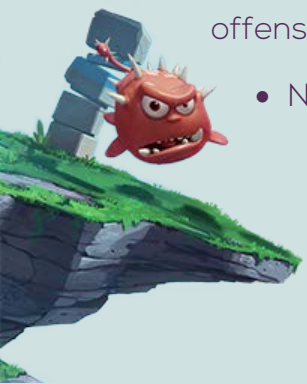
### **Aura**

Aura deploys an area-of-effect beacon that lasts for a short duration once it's planted in the ground. Standing within the beacon's range heals yourself and allies over time while opponents caught in the Aura will be drawn towards the beacon and take damage for every second they remain within its range.

### **Cloak**

Cloak turns the player nearly invisible for a short duration. Cloak works well in both offensive and defensive maneuvers:

- Need to shake off an enemy? Try using Cloak so you can escape more easily!



- Want to get the jump on your opponent? Cloaking yourself opens up opportunities for a sneak attack!

## Rampage

Rampage turns the player into a giant ball of pure destruction for a short duration. Everything you touch is automatically destroyed! Take note that while you're Rampaging, you can only roll around and jump. Additionally, other Powers like Blast, Meteor, and Boomers could knock you off the side of the map, cutting your path of destruction short.

## Thumper

Thumper unleashes a blast of energy in the shape of a cone in front of you. Shooting your opponents with Thumper will deal a large amount of damage to them and knock them back.

## Bouncer

Bouncers are explosive bouncing bombs that you can launch at your opponents. Bouncers will explode when it hits another Form or on its own shortly after it is launched. Opponents hit with a Bouncer will take a small amount of damage and become dazed for a short duration, giving you an opening to follow up with an attack.

## Meteor

Meteor adds explosive projectiles to your arsenal, which you can shoot at other players. Once it hits, the Meteor will explode, knocking back and dealing a large amount of damage to everyone within its range.

## DISASTERS

Disasters are short events that can randomly occur once per match in Deathmatch modes (Disasters do not occur during Form Ball matches). Disaster can strike at any time in any round, but you'll be warned before it happens so be sure to stay on the lookout for the HUD notification!

As you continue to play, you'll find that you can also use Disasters to your advantage (for example, you could try grabbing and throwing one of your opponents into the Glob while you make your escape)!

### Tilt

Tilt causes the map lean to and fro. The amount of weight will affect which direction the level tilts.



When Tilt happens, try to move towards the highest side of the map to increase your chance of survival.

## **Spin**

Spin makes the level Spin clockwise and counterclockwise.

Try to stay in the middle of the map during a Spin disaster, as this makes it less likely for you to get flung off the sides.

## **Rise**

Rise makes the map bounce up and down.

Staying airborne will make this Disaster much easier to deal with. Otherwise, your Form will be bounced high into the air, and will be more difficult to control (which could lead to you being bounced off the side of the map)!

## **Gravity**

Gravity temporarily suspends the effects of gravity on the map, which results in everything floating.

Make sure you don't float too high or too far away from the level when this happens because when the Disaster is over, you could find yourself falling off the sides of the map.

## **Glob**

A giant, destructive Form called the "Glob" appears on the map.

Stay out of its path (and as far away as possible) as it will destroy anything that touches it!

