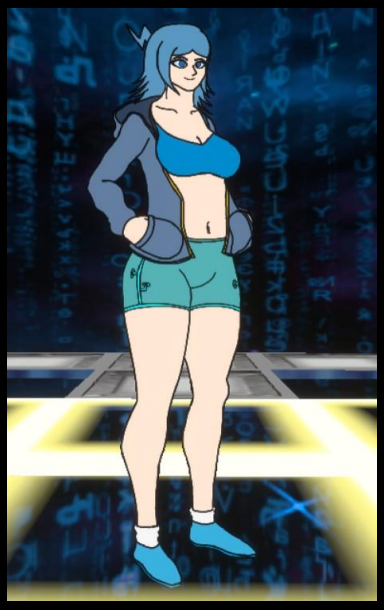
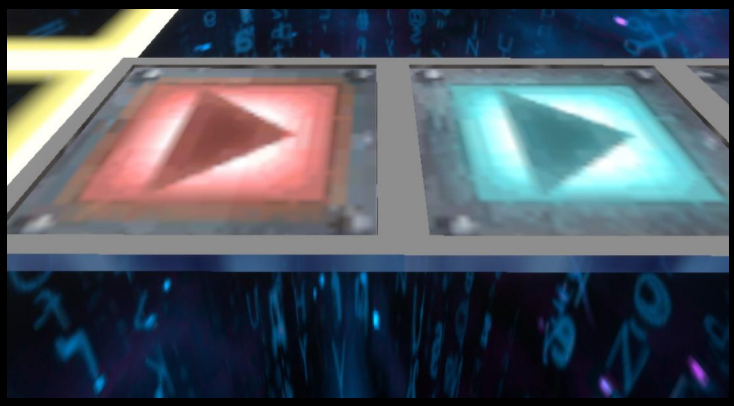
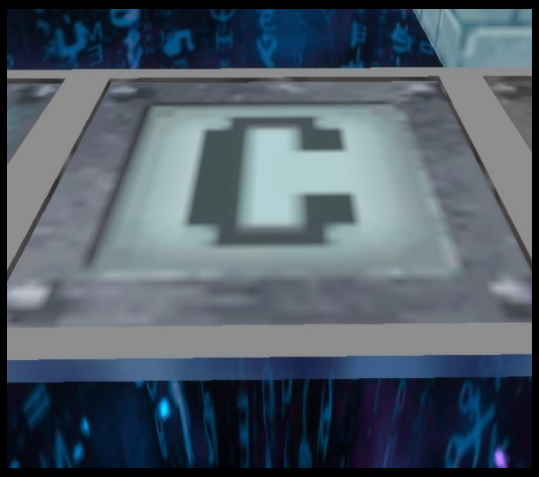
TROJAN FATTY PRE-ALPHA DATABASE



Seraph (Returning): Has 2 health points and 2 storage points (5/5KB = 0, 10/5KB = 1, 15/5KB = 2). Seraph can move, interact, sprint, and crawl. She has three cameras alongside her main camera: the overview camera, first person camera, and spycam camera (which can't be used if a scanner is activated). Seraph can also freely reboot to her previously saved location. If Seraph eats an **antivirus**, she can't eat another one until she uses a **downloader**. Upon being heavier, she'll move slower and break platforms such as **SPoGs** and **Bridges**.

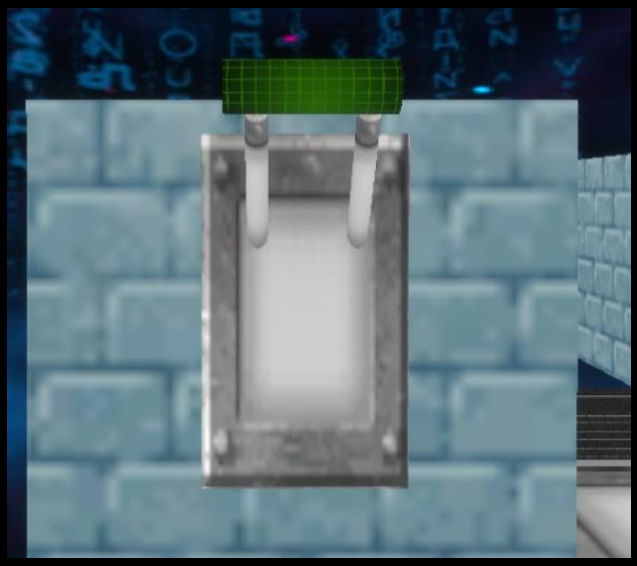


Reroutes (Returning): Forces Seraph to move one of four directions. The direction can be changed from a **switch** or **toggle**, and the reroutes can be changed to basic paths after a **button** is pressed.

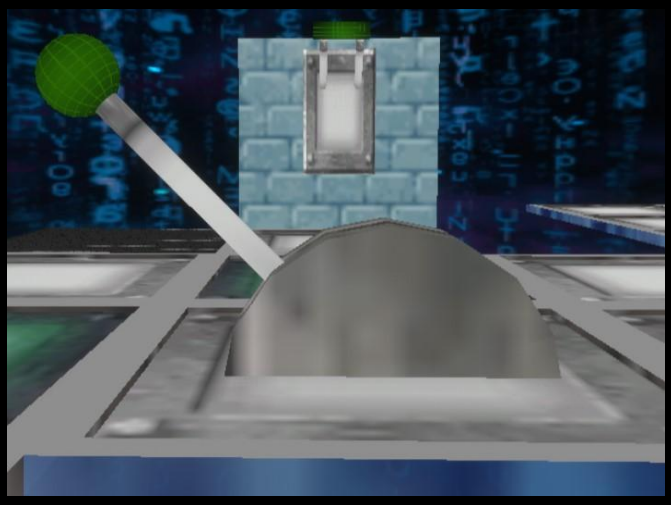


Scanners (Returning): A timer counts down and activates all level features once activated. If Seraph doesn't arrive at the receiving end of the scanner in time, she'll be terminated. Completing the scanning process will contribute toward unlocking the **transmitter**.

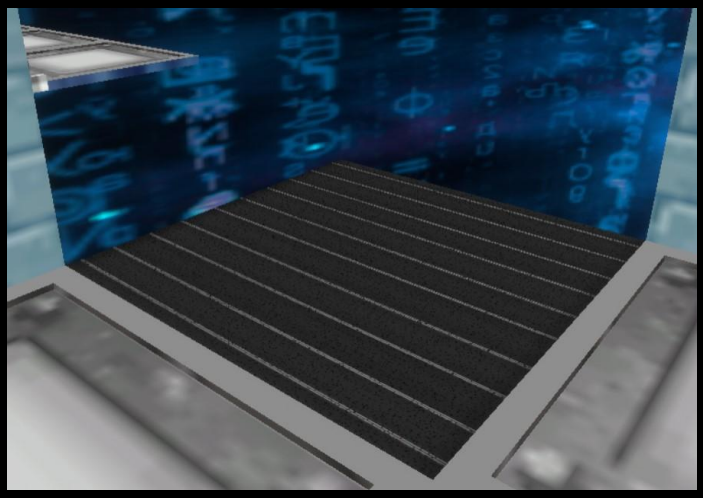
Gaps (New): Allows Seraph to descend to a lower floor.



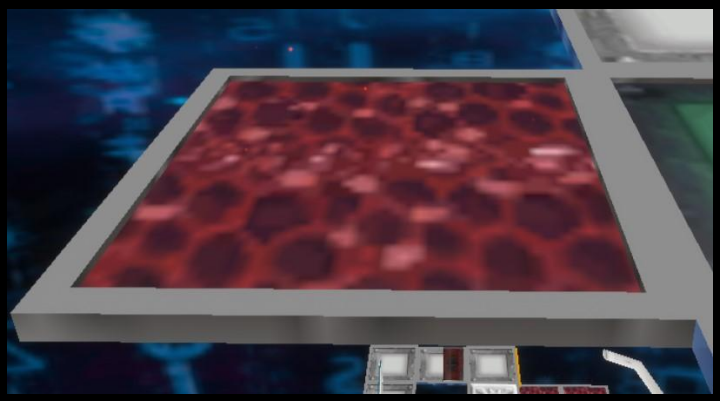
Switches (Returning): Changes the direction of **reroutes**. If all switches are activated, the **button** will be unlocked.



Toggles (Returning): Changes the direction of **reroutes**, but doesn't work toward unlocking **buttons**. Temporarily unlocks **timed doors**.

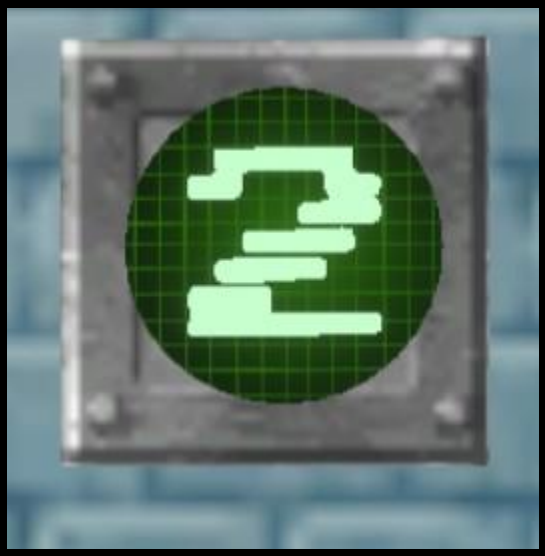


Conveyors (New): Moves Seraph in a certain direction. Slows Seraph down if she moves the opposite direction.



Lavapits (Returning): Deals full damage to Seraph upon stepping on it. Can be sealed after pressing the red **button**.

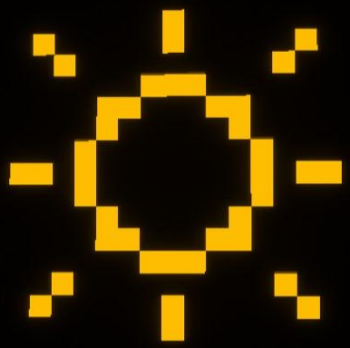
Timed Doors (New): Activated from any colored **toggle** for a limited time. If Seraph makes it through the opened door before the timer ends, the door will remain open.



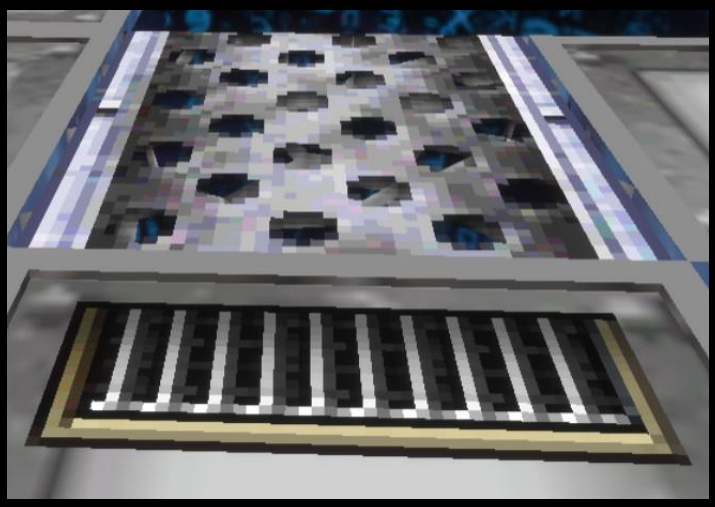
Buttons (Returning): Once enough **switches** are pulled, or there are no **switches** in the level, a button can be pressed to destroy all **reroutes** and **gates**. Pressing buttons contribute toward unlocking the **transmitter**.

Gates (New): Gates can be unlocked once a **button** of the same color has been pressed.

Leaks (Returning): Stuns Seraph and deals half damage to her.

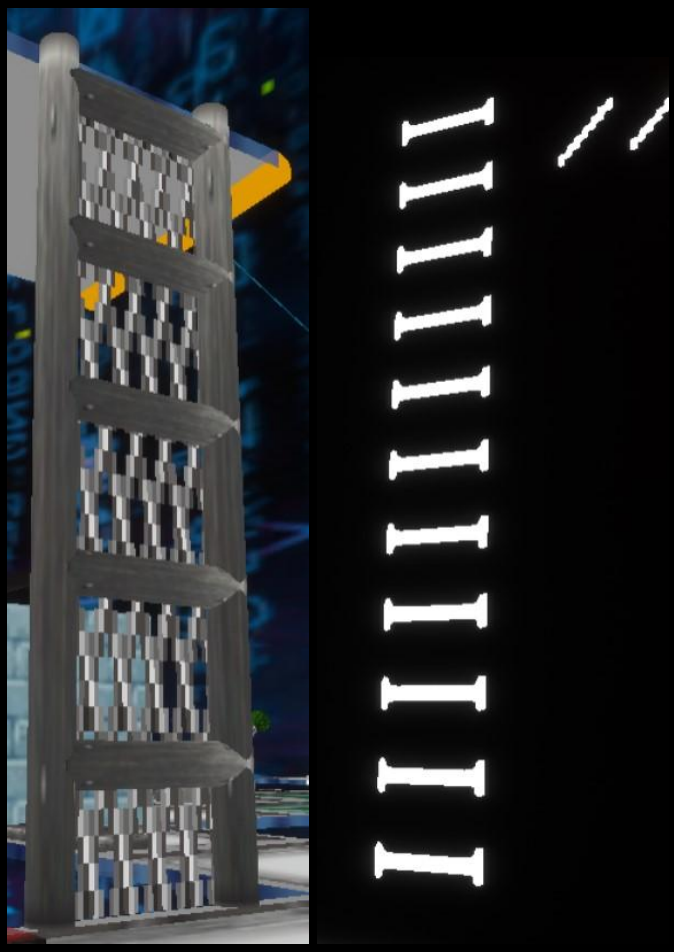


Refreshes (Returning): Fully heals Seraph and creates a new reboot location.

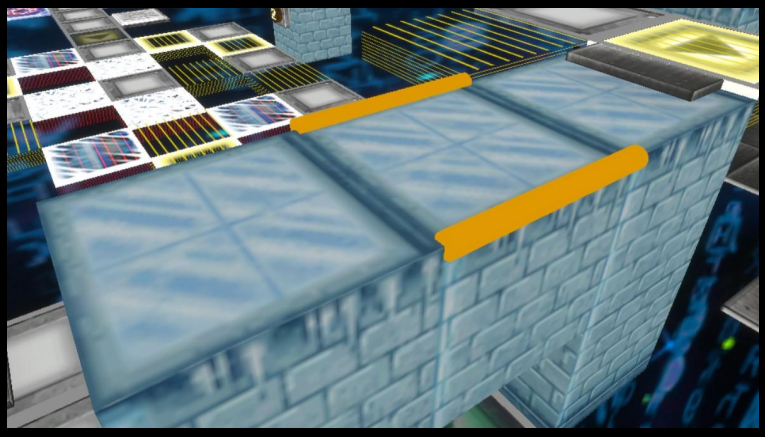


Bridgeports (New, Was Cut): Seraph can store one **bridge** or **reroute** in her inventory. If there's an empty port, Seraph can plug the platform in her inventory to the empty port's location. If Seraph's fully bloated while stepping on a **bridge**, the platform will break.

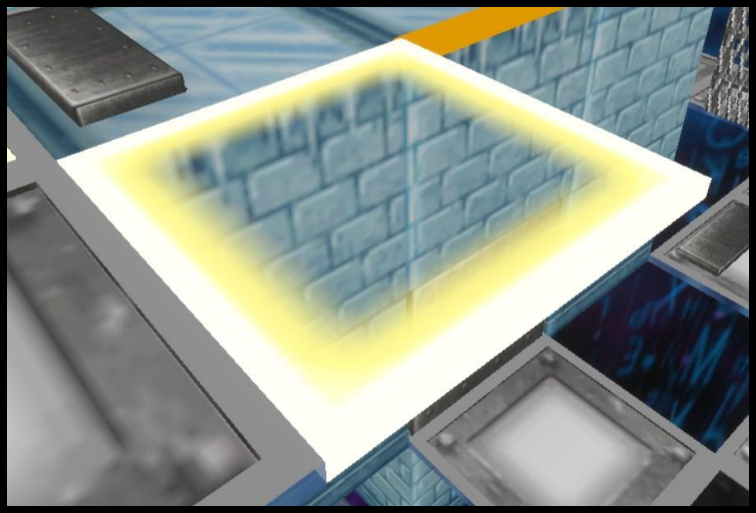
Adblocks (New): Blocks Seraph's back. Can be deactivated by stepping on its pressure plate from the otherside.



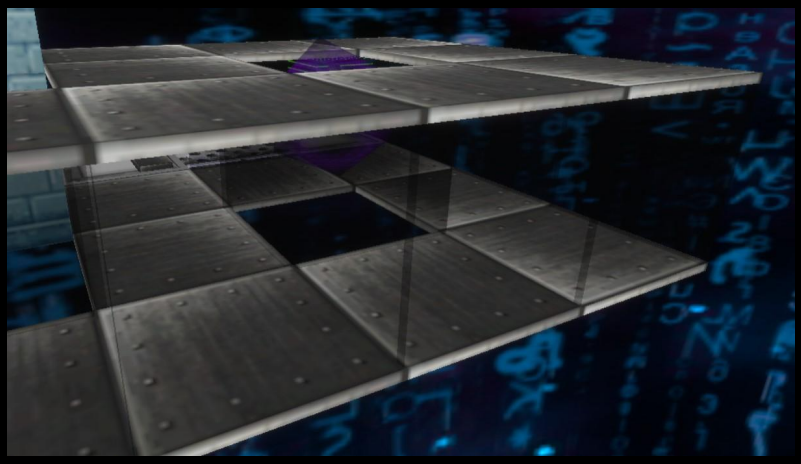
Conduits (New, Was Cut): Brings Seraph to a higher or lower location.



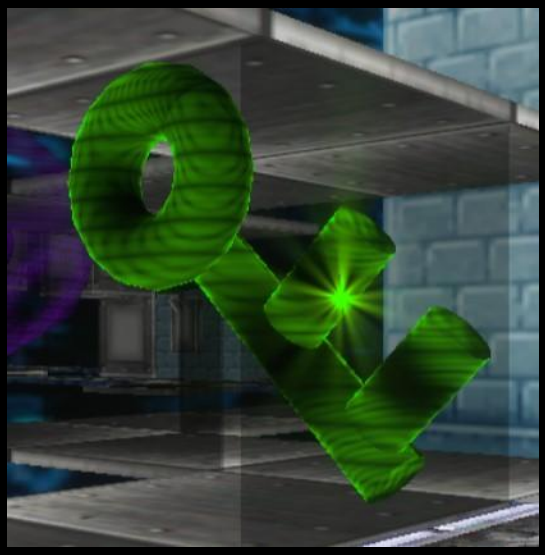
ICs (Redesigned): Walls with a slippery roof.



Nodes (Returning): A platform that can be activated or deactivated from yellow switches and toggles. Once the yellow button has been pressed, all nodes will be activated.

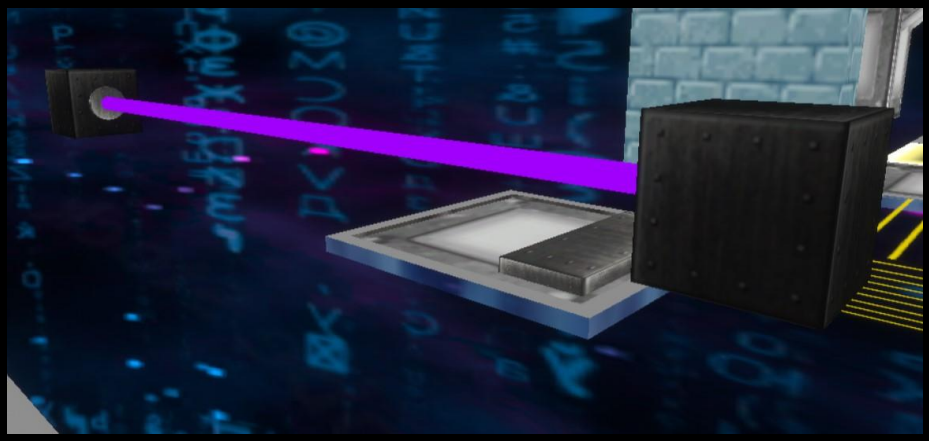


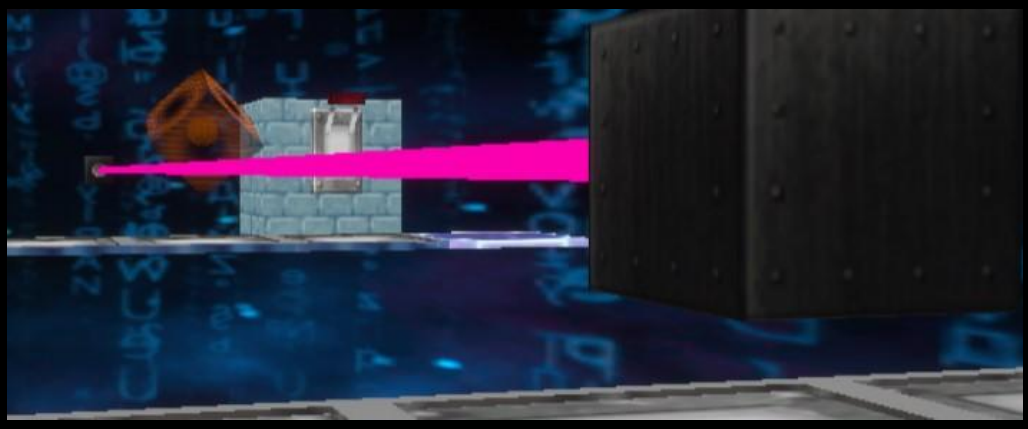
Vents (New): Forces Seraph to crawl.



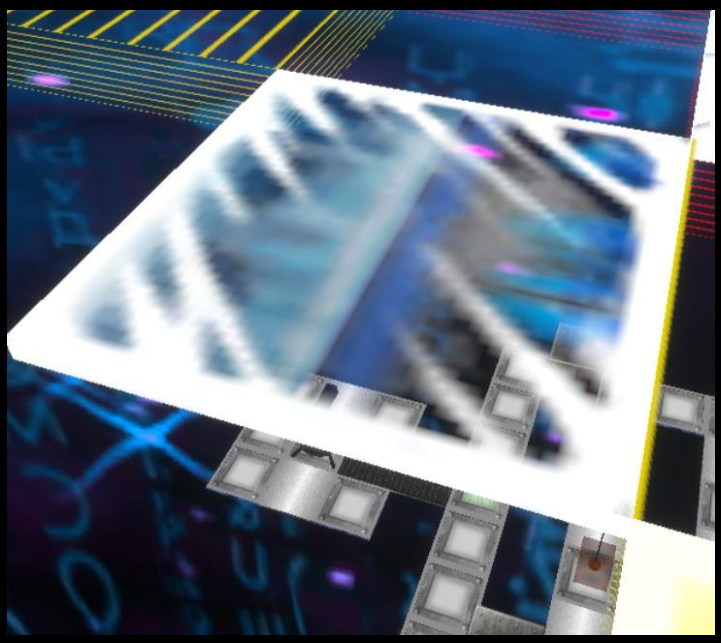
Keylogs (New): Unlocks **key doors**.

Springs (New, Was Cut): Makes Seraph jump to a higher floor.

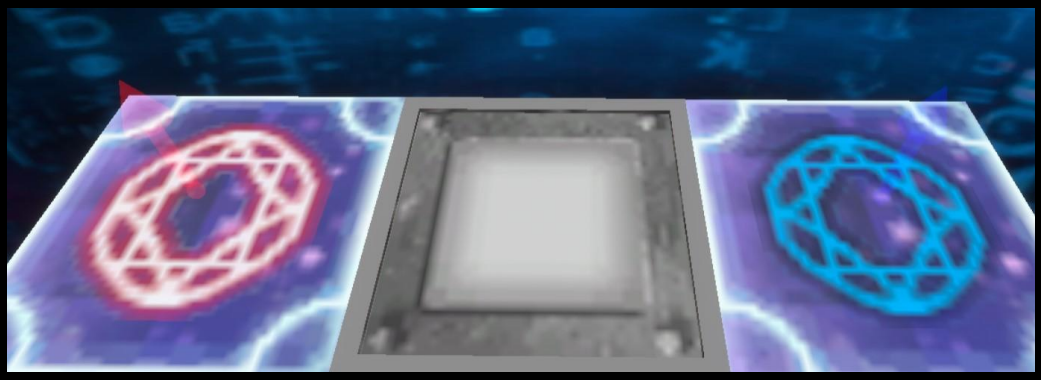




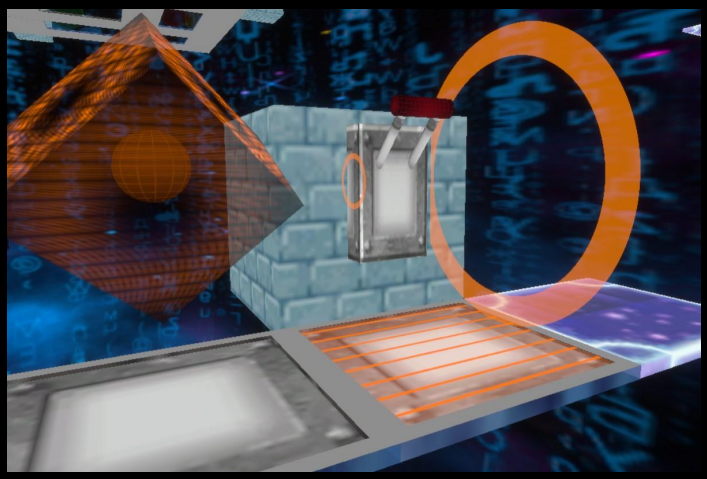
Packets (New): Deals half damage to Seraph when crossing the laser. Static Packets are orange, Blinking Packets are purple, and Moving Packets are pink.

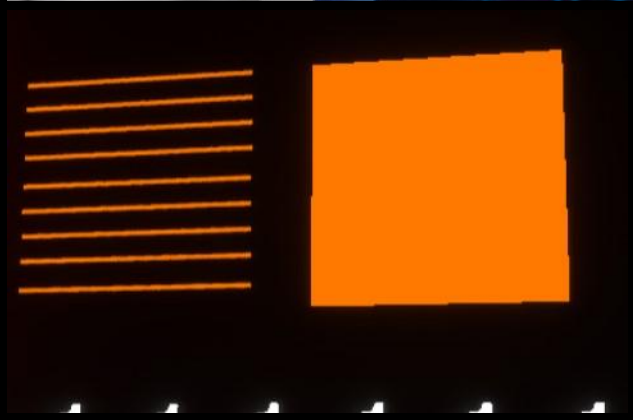


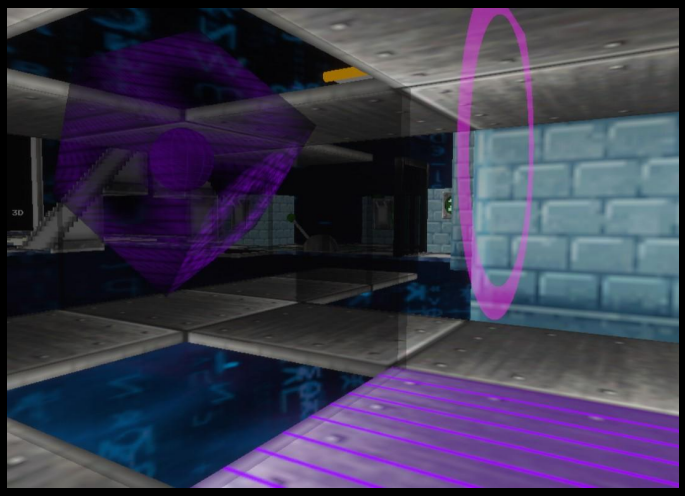
SPoGs (Returning): Single Panes of Glass that break if Seraph crosses it twice. If Seraph is bloated or fully bloated, the SPoG will break after crossing once.

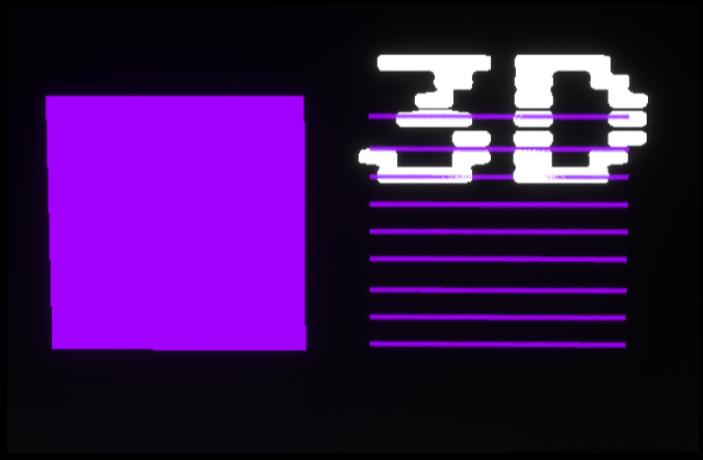


Launchers (Returning): Transports Seraph to the receiving node of the same color. If a red or blue **switch** or **button** is activated, the launcher will change positions.

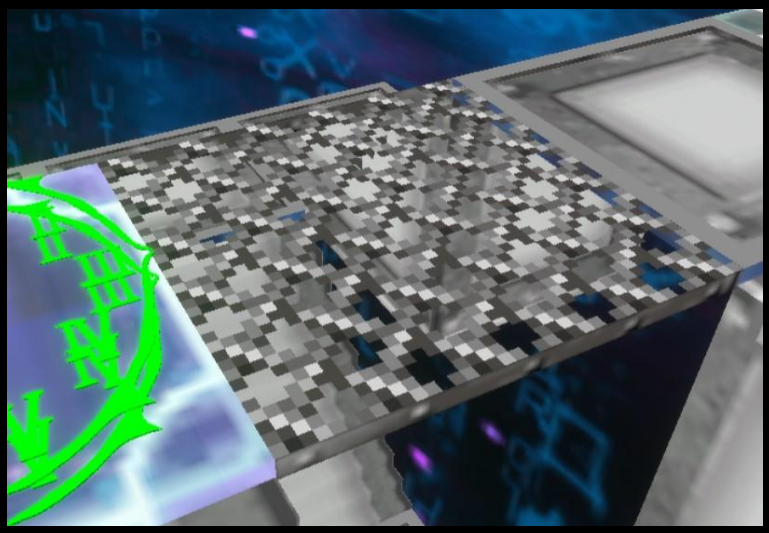




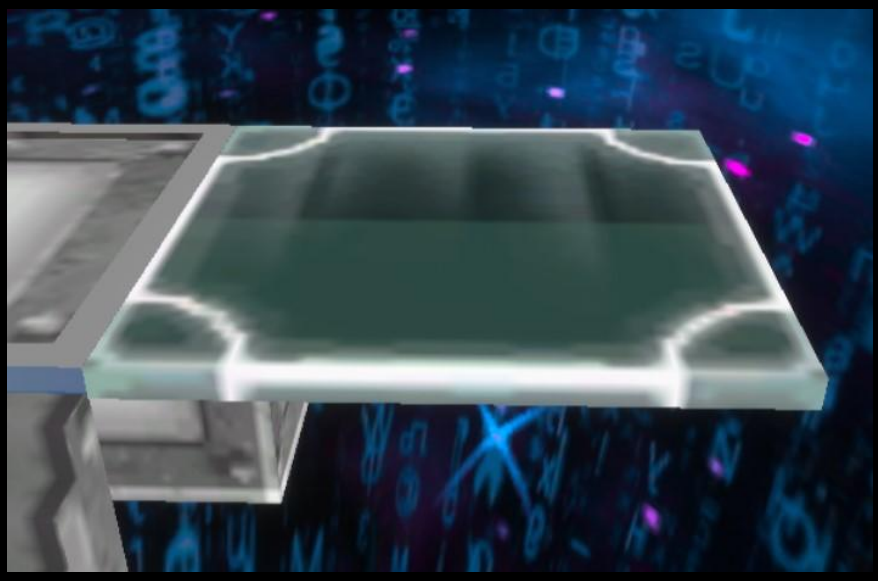



3D

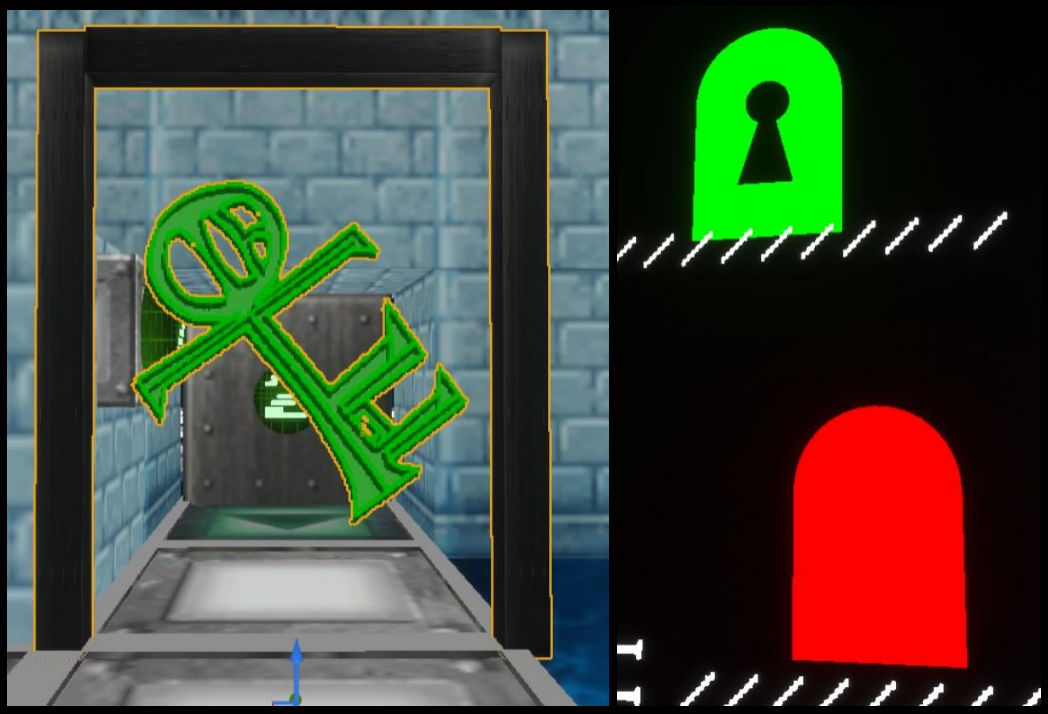
Antivirus (Redesigned): Security guards that will deal full damage to Seraph if caught. Unlike in the rpg maker version of Trojan Fatty, Seraph simply has to avoid being seen from them instead of initiating combat. Seraph can get up close, eat them and gain one storage point. Turrets (Static Antiviruses) are orange, Guards (Rotating Antiviruses) are purple, and Patrols (Moving Antiviruses) are pink.



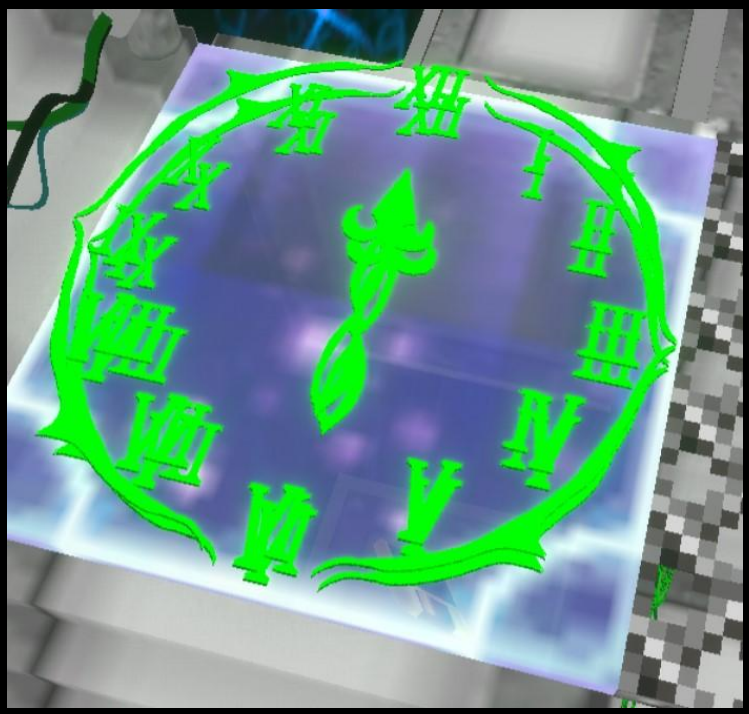
Contraptions (New, Was Cut): An automatic moving platform.



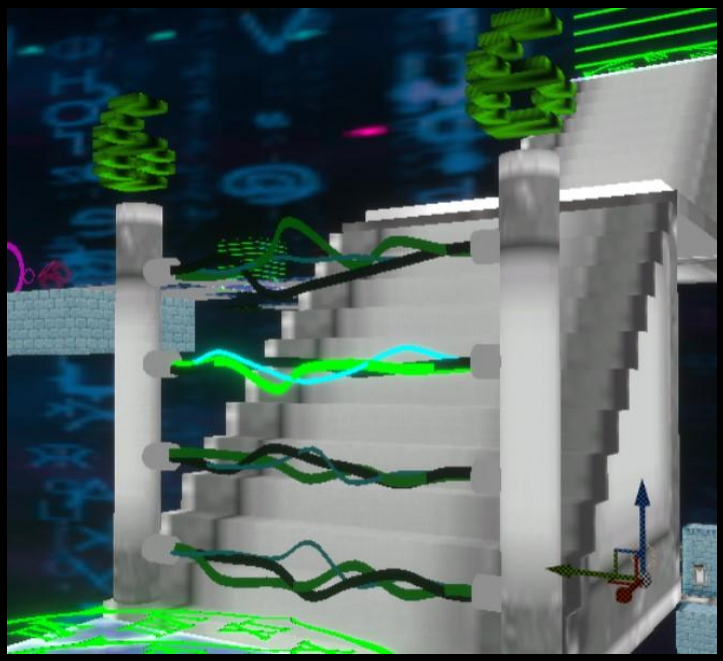
Downloaders (Returning): Makes Seraph burp and reduce her storage points by one. Can only be activated once. If Seraph has a **Timebomb**, she'll reset back to 0 storage points.



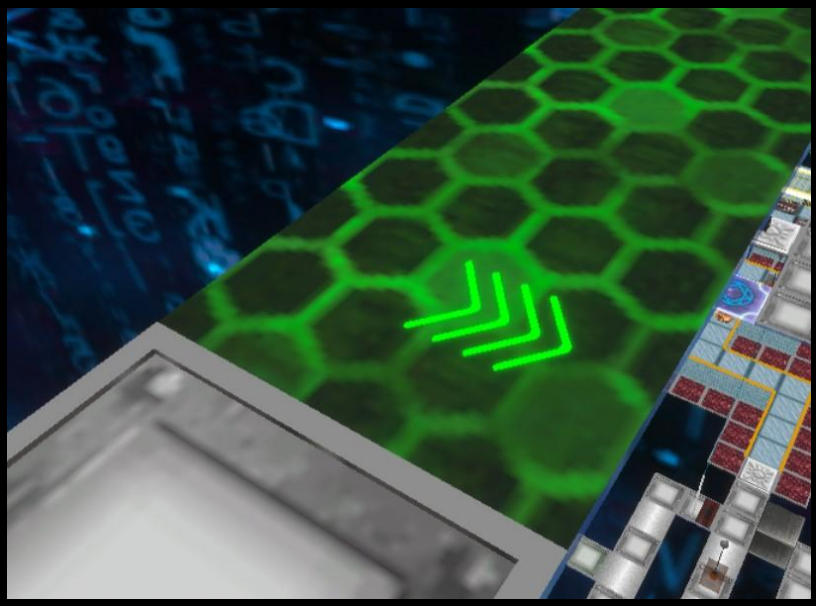
Keydoors (New): Closed doors that can be unlocked with a keylog. In 2D mode, some doors are already unlocked.



Clocks (Returning): Manually change between one of four directions: 12 (Up), 3 (Right), 6 (Down), and 9 (Left). Alters the directions of **reroute reflectors** and opens **fences** at a certain time.



Fences (Returning): Blocks Seraph and only opens after the **clock** lands at a specified time.



Circuits (Returning): Boosts Seraph forward until she reaches the receiving end of the circuit. **Reroute reflectors** can change the direction Seraph moves in.

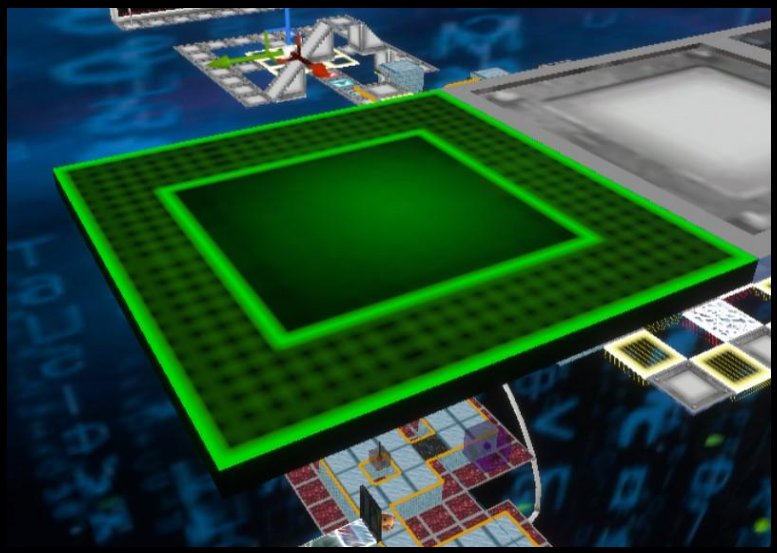
Reroute Reflectors (Returning): When Seraph is boosted by a circuit, overlapping with a reflector changes the direction of Seraph based on the time from the clock.

Laser Reflectors (Returning): Fires a laser in one of four directions. Deals full damage to Seraph if hit.

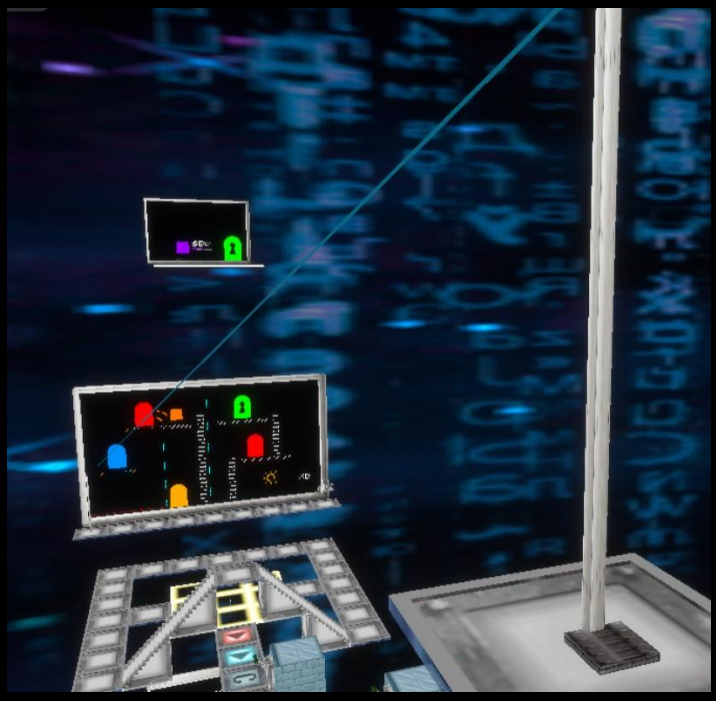
Forkbombs (Returning): If one forkbomb is hit by a **laser reflector**, all forkbombs of the same color will light up. If Seraph steps on a forkbomb that's lit up, the bomb will deal half damage and regenerate after exploding.

Scale (New): Functions exactly like a **button** with the additional requirement of Seraph being bloated.

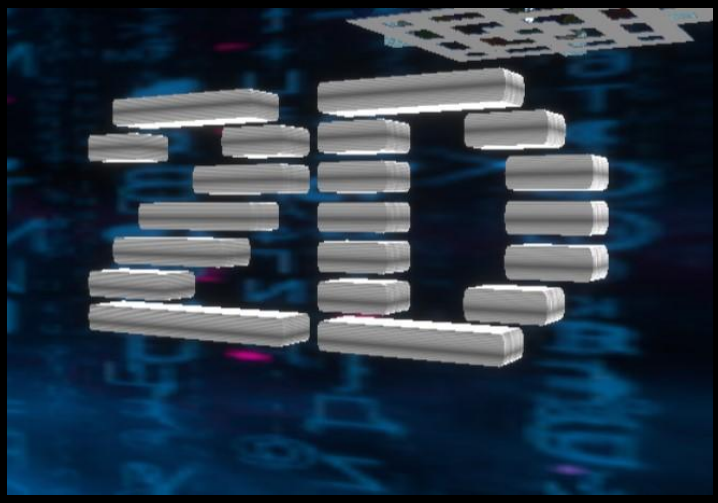
Bloatware (Returning): Bloats Seraph an additional storage point. If Seraph already has a storage point, she'll bloat again and become fully bloated.

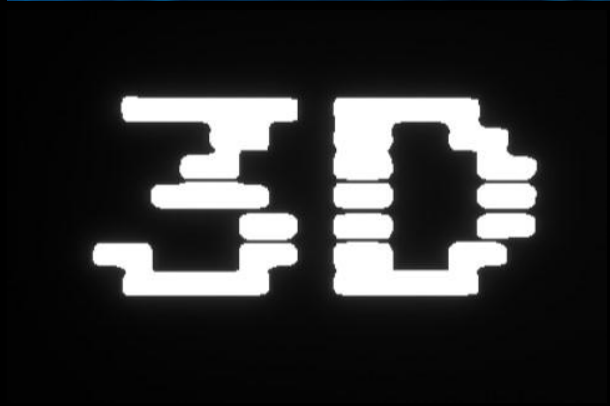


Uplinks (New, Was Cut): Activating this platform will transport Seraph between one of two locations.



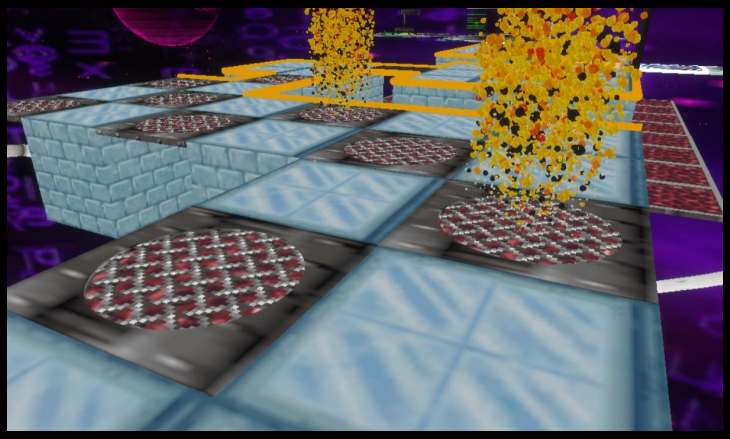
Zipwires (New): Rapidly transports Seraph to a lower floor of the level. Can't ride the zipwire on the receiving end.





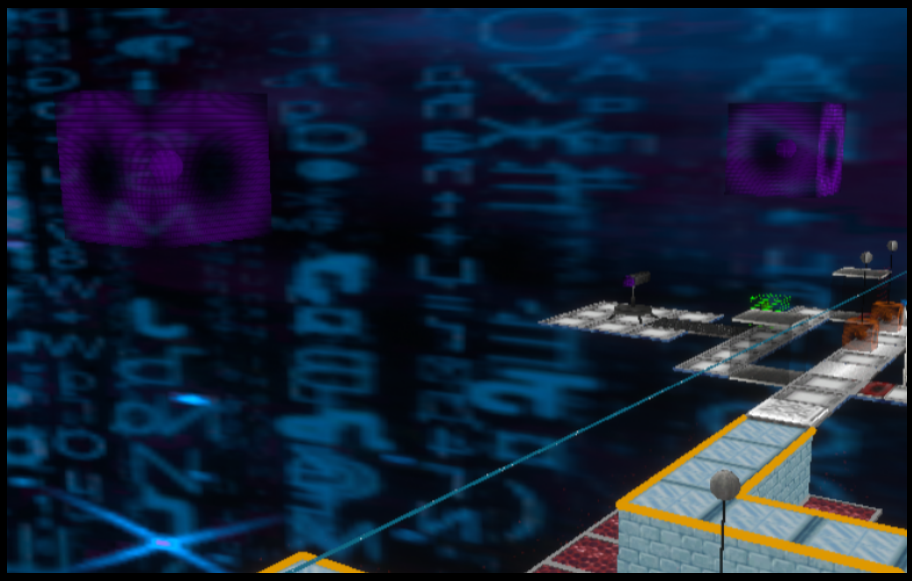
Dimensional Portals (New): Transports Seraph between the 2D and 3D world. If Seraph is in 2D mode, her only functions are to move, interact, and toggle her overhead camera.

Timebombs (Returning): Fully bloats Seraph and activates a timer similarly to a **scanner**. Seraph must make it to a **downloader** to burp back to 0 storage points or else she'll explode.



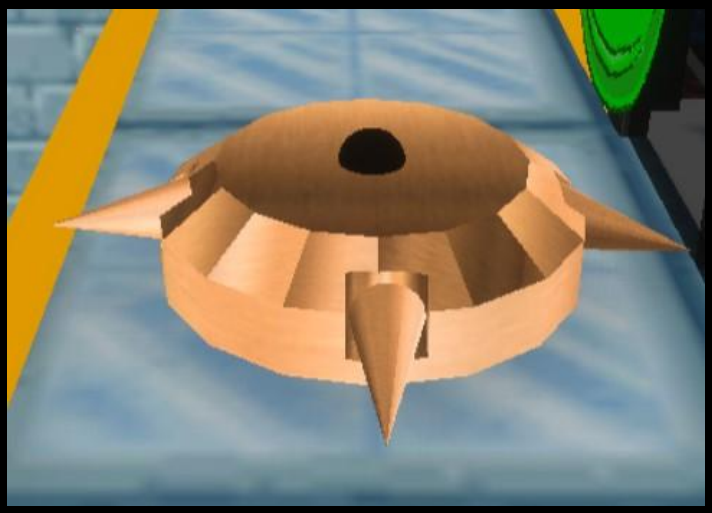
Firewalls (New): After a short time, fire will burst out and deal half damage to Seraph if the fire is active.

Seekers (New): An antivirus that ignores constrained rotation. WIll fly toward Seraph and deal full damage to her if contacted, and return back to its post if Seraph's too far away. Seraph has a very slim window to eat the Seeker or else she'll be terminated.

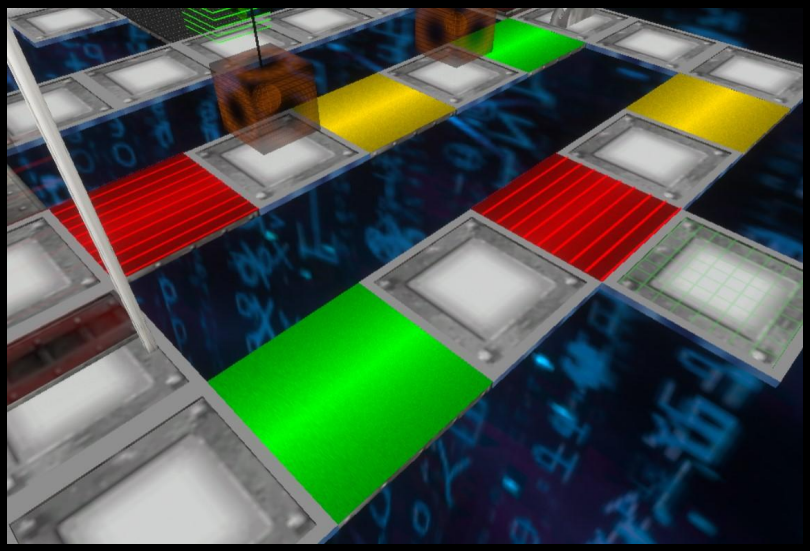


Crushers (New): Seraph has very little time to make it out of the Crusher's radius, or else she'll be dealt full damage. Seraph has a very slim window to eat the Crusher or else she'll be terminated. Crushers can also destroy **Seekers** if caught in its path.

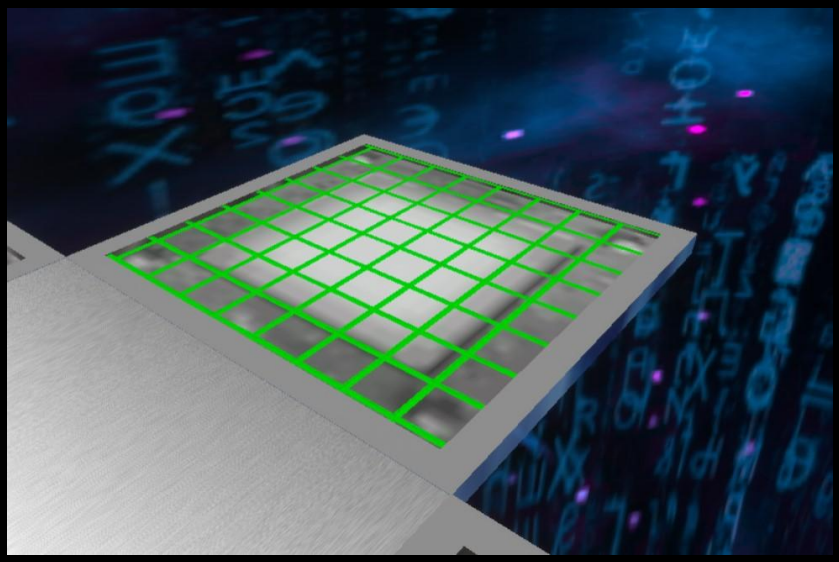
Pendulum (New): A swinging antivirus that'll deal full damage to Seraph if hit. Seraph has a very slim window to eat the Pendulum or else she'll be terminated.



Sensor Mines (New): Overlapping with the sensor mine will activate it. Once Seraph leaves the sensor mine, continuous amounts of **orbital lasers** will fire at Seraph's location and deal half damage to her if hit. Once all lasers have been shot or Seraph's terminated by one of them, the sensor mine will explode and also deal half damage to Seraph if hit.

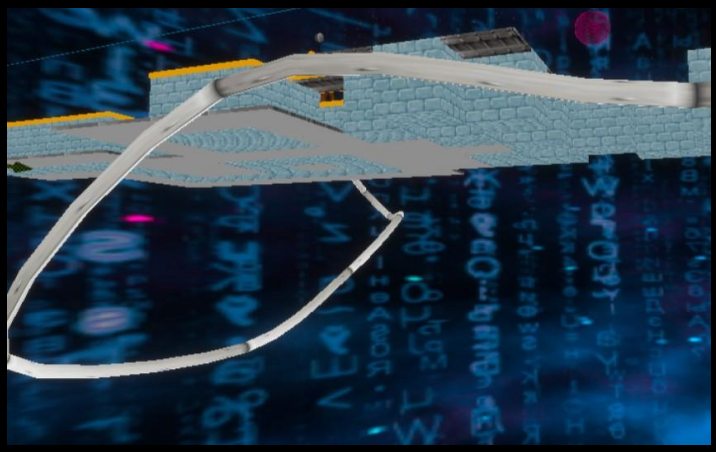


Lights (New): Disco lights that'll deal half damage to Seraph if she steps on a red light.

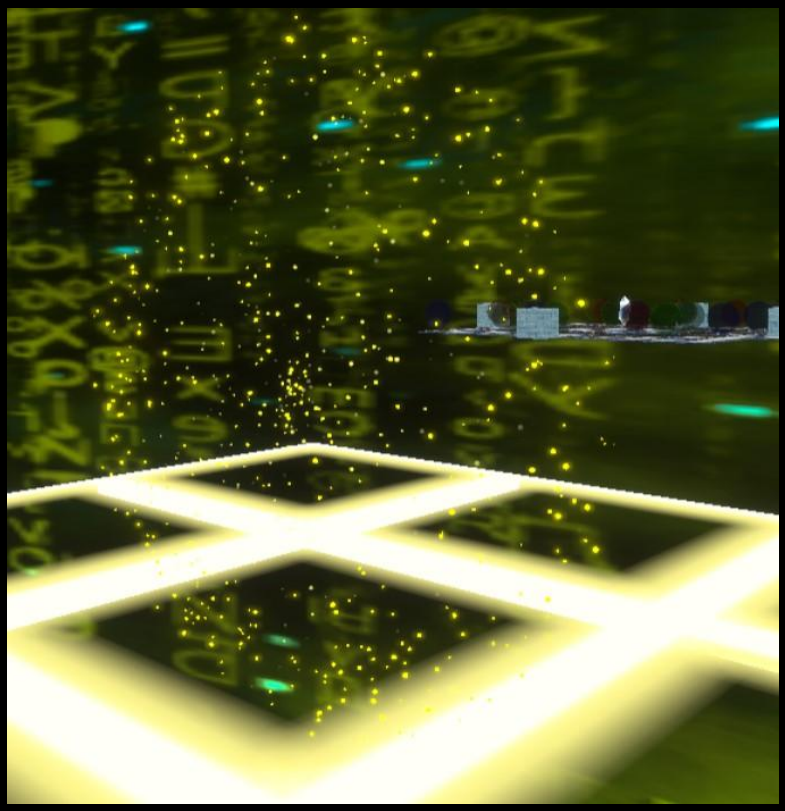


Phishing Nets (New): Forces Seraph toward an unknown location on the map. This can either be used to assist or hurt Seraph.

Terminators (New): Fires a laser at Seraph. If the laser turns fully purple and Seraph's not crawling, the laser will deal full damage to her. Seraph can get behind the Terminator and eat it but if Seraph's already bloated, she's forced to sabotage it. Sabotaging the Terminator will activate a three-second self destruct timer where Seraph must activate from a 3x3 radius explosion or receive full damage.



Railwires (New): Rapidly transports Seraph from the current location to another. Can't enter from the receiving position.



Transmitters (Returning): Once specified criteria has been met (all **buttons** pressed, **scanning** completed, etc.), a portal will open up and transport Seraph to the next level.