

# WIZARD WITH A GUN

## GUNMANCER'S GUIDE



# INTRODUCTION

Thanks for playing Wizard with a Gun!

Wizard with a Gun is a game where you play as a gunmancer surviving in a dying, magical world. As Chaos starts breaking apart the world, return to the safety of your Tower where you can research new spells, guns, and equipment.

As you become more powerful, you can tackle harder challenges and fight enemies guarding Ancient Gears. Each Ancient Gear you recover allows you to roll back the world to a more stable time with new areas to explore.

After over four years of development, we're excited to finally get this game out there. Have fun and craft some cool spells!

**PATRICK MORGAN, GALVANIC GAMES**



## WHAT IS WIZARD WITH A GUN?

An online co-operative sandbox survival game set in a magical wilderness called the **SHATTER**—the crumbling remnants of a world destroyed by **CHAOS**, wrought with dangerous creatures and all manner of arcane mysteries.

As a Wizard known as a **GUNMANCER**, your job is to repair the **CHRONOMANCER'S WHEEL**—a godmachine with the power to turn back time.

Track down and engage in battle with four gun-wielding **RIDERS** who are trapped in the fractured remains of the **SHATTER**, each of whom carry key **GEARS** that will allow the **CHRONOMANCER'S WHEEL** to turn once more.

In the **SHATTER** and your new home, the **TOWER**, research, craft, and experiment with magical guns 'n' ammo to help you piece the world back together.

Rediscover the lost knowledge of the **SHATTER** and restore it to a time where **CHAOS** wasn't ripping it apart, and uncover the origin of the invasion.



## WHO MADE IT?

**GALVANIC GAMES** is a small independent game studio based in Seattle, Washington that specializes in combat-driven multiplayer games—though we have built a lot of other weird, fun stuff too. We aim to create ambitious games that transport players to immersive new worlds, while also empowering their creativity and allowing self-expression.

We focus on good scope management and planning, to avoid crunch and other bad business practices. We plan to remain a small, tight-knit team of highly talented individuals who love building games together.

# GALVANIC

GURGAMOTH



THE RUST BELT



RAPTURE REJECTS



SOME DISTANT MEMORY



## HOW DO I PLAY IT?

### EXPLORE

This is very important! Without exploration you'll never get anywhere, so you'll first need to set out to collect **GEARS** that expand the world via the **CHRONOMANCER'S WHEEL**

### BUILD

Return to the **TOWER** between expeditions into the **SHATTER** to discover new **SPELLS**, build out your research capabilities, store loot, and process collected ingredients



### LEARN

Research **SPELLS** and **POWDERS** and unlock **EQUIPMENT**. Collect Ingredients to craft them. Scan stuff with the **FIRST EDITION** spellbook to learn additional **RECIPES**

### MAINTAIN ORDER

The destruction of the **SHATTER** unleashed pure **CHAOS** in to the world. If you don't keep it at bay, it will consume everything. Keep **CHAOS** in check throughout your adventure

# THE CORE LOOP



Explore the **SHATTER**  
and collect **GEARS**



Return to the **TOWER** and  
place the **GEARS** in the  
**CHRONOMANCER'S WHEEL**



Rewind **TIME** to unlock new  
areas of the **SHATTER** and  
**RESET** the world



Defeat **RIDERS** to unlock  
new **BIOMES** in the **SHATTER**



Collect enough  
**GEARS** to unlock  
**RIDERS**



# ESSENTIAL TOOLS



## THE WORLDBUILDER

A special craftable gun that allows you to build furniture in the Shatter and the Tower. It can also be used to deconstruct placed objects.



## THE FIRST EDITION

An upgradable spellbook found in the Tower. Use it to scan objects and living creatures in the Shatter and the Tower and unlock new recipes.



## THE GROUNDLAYER

After learning the recipe, this craftable gun allows you to build floor tiles. Use it to craft bridges and access hard-to-reach islands in the Shatter.

## AROUND THE TOWER

The Tower is your home now that Chaos has destroyed everything you hold dear. Time stands still here, so spend it wisely to research and build what you need to survive. But take note: each time you return to the Tower, the world must be reset in order to begin a new Expedition. Here are some of the stations and structures that will help you as you journey bravely into the Shatter.



### RESEARCH MECHANA

Expand your knowledge and create deadlier, weirder spells.



### LOADING BENCH

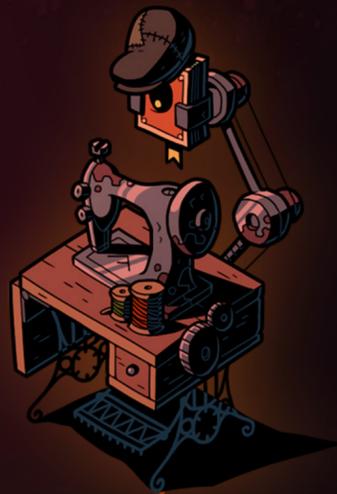
Try out brand new spells or craft charges for existing spells.



### POTION STATION

Brew up some healthy treats to keep you alive during your Expeditions.

## AROUND THE TOWER



### SEWING MECHANA

Enchant your equipment and imbue it with special magical properties.



### PROCESSING STATION

Refine raw ingredients to create advanced ingredients and poisons.



### CHRONOMANCER'S WHEEL

Use Gears to turn the wheel, rewind time, and rebuild the Shatter.

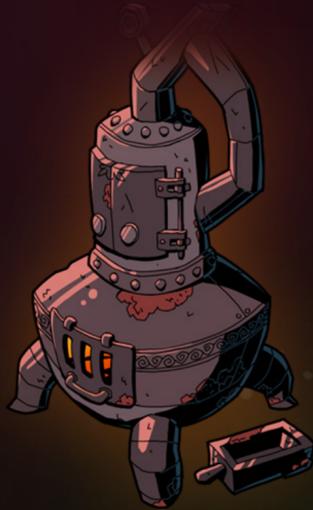


Gears of the Wheel are strewn all over the Shatter, and lots of exploration is required to find them. The more pieces of the Wheel you collect, the more of the Shatter you will reveal.



# AROUND THE SHATTER

As you embark on your adventures in Wizard With a Gun you'll encounter all sorts of interesting artifacts left over from the before times. These curiosities can help extend your time in the Shatter, reveal points of interest, and offer up some fascinating insights into the state of the world.



## STATIONS

You can find Loading Benches, Sewing Mechanas, Potion Stations, and Furnaces on your travels. Just don't hang around them too long...



## MAP REVEALER

Use this handy device to highlight key points of interest on the map.



## NPCS

Some of these folks will have interesting things to tell you, Recipes to share with you, quests for you to take on, or guns to sell.



## REVIVE SHRINE

Interact with this statue to bring your multiplayer buddy back to life.

# THE ARCANES ARSENAL

## GUNS

Your trusty arsenal.  
Either dropped by  
enemies or purchased  
from **YOUNG JOSHUA**

## SPELLS

Magical 'bullets' unlocked using  
the **RESEARCH MECHANA** in the  
**TOWER** and then by building  
**RESEARCH STATIONS**

## EQUIPMENT

Unlock cosmetic and  
enchanted Wizard  
threads by scanning  
creatures with the  
**FIRST EDITION**

## POWDERS

Modify a spell. Speed it up,  
slow it down, add splash  
damage, and more. Unlock  
powders by scanning enemies  
with the **FIRST EDITION**



## GUNMANCY BASICS



Combine specific **SPELL** types (fire, ice, oil, etc.) with different **POWDERS** (area-of-effect, trails, speed, etc) to create unique **AMMO** with interesting properties.

These **SPELLS** can be placed into different guns or even different chambers of the same gun to create emergent gameplay moments in solo or co-operative play.

This could—to give just one of many, many examples—mean using an ice **SPELL** with a specific **POWDER** to freeze an enemy and its surrounding area with one chamber—then a destruction **SPELL** with AOE buffs to shatter that same frozen enemy.

But it's not just offensive attacks you can experiment with. You could charm an enemy turret to attack other enemies, or combine healing, slow, and AOE effects to craft a nifty healing shotgun that will restore your own health when fired.

Experiment, refine, experiment more. That's the Wizard With a Gun way!





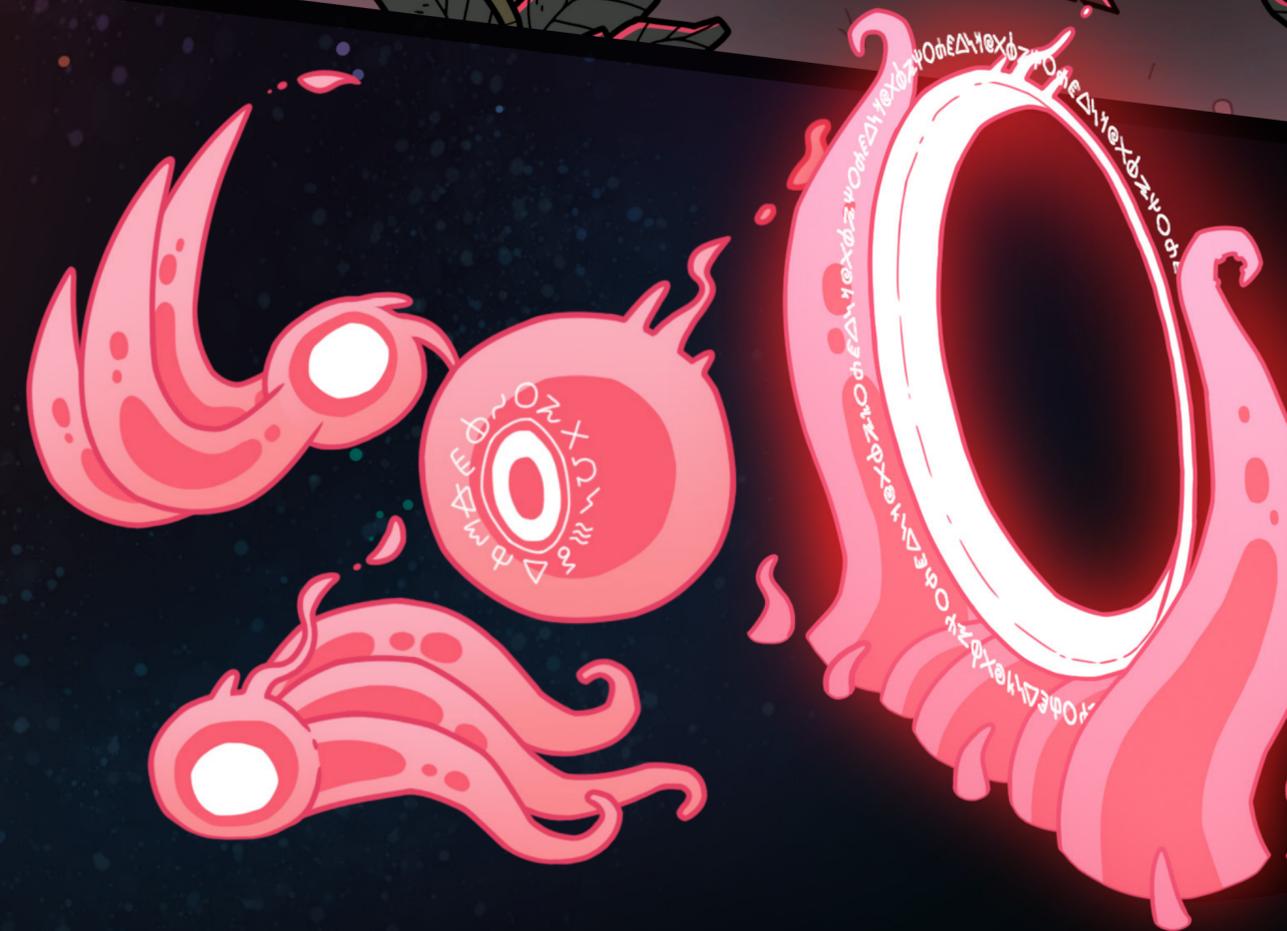
## CHAOS!

The destruction of the **SHATTER** unleashed pure **CHAOS** in to the world. **CHAOS** manifests as **CHAOS RIFTS** and **MONSTERS**. If you don't keep it at bay, it will consume absolutely everything.

Keep an eye on the **CHAOS TIMER** at the top of the screen. If it reaches zero, the apocalypse will begin.

Destroying **CHAOS RIFTS** or larger **CHAOS MONSTERS** will allow you to stave off the apocalypse for a little while longer. **CHAOS MONSTERS** can drop valuable **RESOURCES** for crafting, as well as **ARCANA**, one of the fundamental ingredients in Wizarding research.

But remember: just because the world's ending, it doesn't mean you have to leave immediately. Endure the **CHAOS** for a while (if you dare), and you might discover something valuable...



## WIZARD WITH A FRIEND

Magic is more fun with a partner! So despite the impending apocalypse, the good news is you can also survive the **SHATTER** with a friend. You can choose to either Join or Host a game for the people on your Friends list.

If you die in combat, you can be revived by your teammate. If a player isn't revived in time, they will become a **GHOST**.

**GHOSTS** can move around the map freely, and put some **FEAR** into enemies. If one reaches a resurrection statue, they can be revived by their teammate.

If your teammate returns to the **TOWER**, they will have to wait for you to return before resetting the world.



# TIPS

## TIPS FROM THE DEVELOPERS

- Be sure to unlock Research Stations to acquire more powerful Spells
- Putting chests adjacent to a building will allow you to use the inventory in that chest when crafting
- Keep an eye out for guns dropped by other gunslingers and entities, as they might be useful loot
- If you want Young Joshua to build better guns, try scanning some cultists with the First Edition
- The tile gun (known in-game as the Groundlayer) can be used in the Shatter and the Tower
- If you need to remember to craft something, adding it to your 'tasks' will keep track of it for you





# WIZARD WITH A GUN

**THANKS FOR PLAYING!**