

FACTSHEET: Flashes of Chaos

Flashes of Chaos is a fast-paced roguelike top-down shooter about building brutal guns. Collect ammunition cards, add modifiers, and load them into your weapon of choice to create your own unique experience of pure, adrenaline-fueled destruction.

Genre:

Top-down shooter, Action roguelike, Violent, Deckbuilder (*maybe, not sure, you decide*)

Inspired by:

Gameplay: Hotline Miami and OTXO

Gun Building: Noita's wand mechanic and Sigil system from Inscryption.

Release date: Unknown

Platforms: PC, Steamdeck

Price: Unknown

Features:

- Fast passed top down combat
 - Shooting, smacking, stabbing, dashing, explosions
 - Or any combination of the above.
- Flexible Weapon building system.
 - Place ammo cards in weapons to fire the ammo
 - Add modifiers to ammo cards to change/enhance their behavior
 - Shoot multiple cards per shot by chaining cards with triggers
- Shop to upgrade your run:
 - Buy new ammo cards
 - Buy event cards (Tool or Glitch) to enhance ammo cards (e.g. move modifiers between cards, combine cards, etc)
- Meta progression:
 - Unlock more guns
- *Full release planned features:*
 - *More ammo card types (Blackholes, Electricity, Poison)*
 - *More levels, Guns, Bosses, probably more*

Story:

They killed your dog.

You are furious and want revenge.

Keyart:

Download from: <https://brainburnstudio.com/ashes-of-chaos.html>

Logo zip includes separate key art files to rearrange the layers.

Streaming:

Please mention "Flashes of Chaos". In game music is by Karl Casey, he would appreciate that you include the following in the description: "Music by Karl Casey @ White Bat Audio". If you do not mention the game or Karl your video might get taken down due to the music..

Studio:

Studio name: Brainburn Studio

Developer: Ward

Location: The Netherlands

Contact: mail@brainburnstudio.com