UNLOCK THE POWER OF YOUR FAVORITE PLATFORMER

GAME GOBLIN

PANZER PALADIN ENHANCER



PROGRAMMING MANUAL AND CODEBOOK

TRIBUTE

YO, VIDEO DUDES!

IMPORTANT
- READ THIS -

Your appreciation of the game could be increased. Tribute Games Inc. is not responsible for blown-minds, uncontrollable reactions, nail-bitings or face-palmings.

1 How to access the *Game Goblin*

Use it on any platform on which the game is currently available.

Accessed by entering the **Tribute Code** on the Main Menu:

Nintendo Switch: left, left, left, right, right, right, up, down, up, down, X, B

PlayStation controller: left, left, left, right, right, right, up, down, up, down, △, x

Xbox controller: left, left, left, right, right, right, up, down, up, down, Y, A

2 How to use the *Game Goblin*

You enter a 4-digit code that represents a Key/Value structure.

For example:

```
Key ->  A A    8 8  <- Value
        - -  /  - -
```

The Key points to a variable/property and the Value assigns it a value.
So the example above sets the Lives count to 99. *(See Section 3: Keys & Values)*

You can activate 2 codes at once.

An icon in the HUD shows that the Game Goblin is active. When active, saving is disabled, scores can't be posted to leaderboards and trophies are disabled.

3 Keys & Values

Keys
There are 62 possible cheat codes/keys to input in the Game Goblin using the 8 specific characters you can use to input your cheats codes.

Characters
A B C D 5 6 7 8

Values
Each key responds to a value. There are three separate kinds of values. Integers, Floats and Bool values. If you are reading this I guess you could consider yourself a programmer now. Or not.

Integers & **Floats**
The **Integers** (commonly called an **int**) and **Floats** are two different kinds of numerical data. The Int is a number without a decimal point. Floats, being more precise, do possess a decimal point.

Using the following chart you can express any numbers you'd like.

A = 0
B = 1
C = 2
D = 4
5 = 6
6 = 7
7 = 8
8 = 9

Check out these examples:
Int example: C5 = 26
Float example: C5 = 2.6

Bool
However things are a bit different for **Boolean** type values**.** See the Bool value can only express two "outcomes" - either True or False. You can view it as On or Off.

Using the following chart you can either express the cheat code as working or not working.

Value < 50 = false (AA to D8)
Value > 50 = true (5A to 88)

That's enough technical mumbo-jumbo. Fun time starts now!

4 Game Codes: A World of Possibilities!

Try out different keys! We don't want to spoil it all so we've only gathered a few examples of the various possibilities the Game Goblin has to offer!

AA Lives (int):
Number of lives you start with.

AB Vulnerability (bool):
False = Turn off vulnerability to become invincible!
True = Nothing.

AC Weapon Power (int):
Increase damage of all picked up weapons by this value.

AD Gravity (float):
Multiply gravity by the given ratio (0.0 to 9.9).

A6 Durability (int):
Tired of breaking your weapons?
Increase the durability of all weapons by the given number x10.

BA Backdash Power (float):
Multiply backdash impulse by the given ratio (0.0 to 9.9). *Faster speedruns, anyone?*

B6 Walk Speed (float):
Multiply walk speed by the given ratio (0.0 to 9.9). *Gotta go fast!*

B7 Throw Power (float):
Multiply throw power by the given ratio (0.0 to 9.9).

C5 Drop Rate (int):
Never run out of weapons!
Increase drop rate of weapons by the given value (%).

C7 Spikes (bool) :
False = Spikes deal no damage. *Does as much damage as falling into a ball pit!*
True = Nothing.

DA Color (special):
Shifts the color palette.
The value has 6 bits of data and we have 3 colors (RGB), so we get 2 bits (4 values) for each color. So 0,1,2,3 * 64 for a range of 256 values per color.

Bit values:
A [000]
B [001]
C [010]
D [011]
5 [100]
6 [101]
7 [110]
8 [111]

	Explanation	Example A	Example B	Example C
Example		small B shift (+64)	large R+G shift (+192)	medium R+G+B shift (+128)
Value	`[ X ][ Y ]`	`[ A ][ B ]`	`[ 8 ][ 5 ]`	`[ 6 ][ C ]`
Bits	`[xxx][yyy]`	`[000][001]`	`[111][100]`	`[101][010]`
Colors	`[rrg][gbb]`	`[   ][  b]`	`[rrg][g  ]`	`[r g][ b ]`
Results		B shift = 1 * 64	R+G shift = 3 * 64	R+G+B shift = 2 * 64

NOTE: Shifted values wrap around (ex.: color value 231 + shift 64 = 39)

DD Death (bool):
True = Paladin and Squire are killed in 1 hit by everything.
Now THAT is hardcore mode!
False = Nothing.

5A Invisible (special):
Enemies, projectiles or yourself become invisible!
Player: if second value == 5,6,7,8
Enemies: if second value == C,D,7,8
Projectiles: if second value == B,D,6,8
First value ignored.

5B Clear Stage (special):
Start with some stages cleared
Bit0: Canada, China
Bit1: Egypt, Greece
Bit2: Japan, Mexico
Bit3: Russia, Scotland
Bit4: Switzerland, Tanzania
Bit5: USA

Bit values:

A [000]
B [001]
C [010]
D [011]
5 [100]
6 [101]
7 [110]
8 [111]

	Explanation	Example A	Example B
Example		Japan, Mexico only	All stages but USA
Value	[X][Y]	[A][5]	[D][8]
Bit#	[543][210]	[000][100]	[011][111]

6D Weapon Scale (float):

Paladin weapons scaled at given value (0.0 - 9.9)

8C Enemy Jump (bool):

True = Enemies are constantly jumping around.
False = Nothing.

85 Shrink (bool):

True = Characters are shrinking & speeding up along their HP ratio.
Now that one is funky!
False = Nothing.

Experimentation is key (*ba dum tss*)**! There are a lot more codes to be discovered, cool effects to be tested!**

TO YOUR CONTROLLER!