

BONK JAM

Start: June 23, 2024 End: July 14, 2024

Progs: Bonk (modified Copper 1.3)

Ranger has gotten a hold of a new melee weapon: the Bonk Hammer!
The Hammer allows the player to jump higher, move faster, and fight harder!

This mod (built on Copper) also includes two additional monsters: our good friend the gaunt from Quoth (with reworked code), and Dwell's brute!

Across the set of maps, you will encounter Bonk runes, which can be used to purchase skins for the new hammer in the start map.

Note: a test map is included in the jam pack (bonk_test.bsp), which showcases the hammer's basic feature and serves as a very useful tutorial for those unfamiliar with how to navigate levels using the hammer.

Credits:

Fairweather: major coding, start map contribution, promotional material

Kebby: coding, modeling, promotional material

Sputnik: start map, jam organizer

Other credits and thanks:

Bal, Fairweather, and ptoing: Brute model

Lunaran: Copper, coding help

Kell and Metlslime: Quoth Gaunt

Sven "pteing" Ruthner: console and in-game graphics, textures

Realm of Mind: Start map music ("Crystal Formations", from Runic Resonances)

Maps by:

4LT	CommonCold
ChadQuad	Chuma
Indigo	iYago
Makkon	Milestone
Nickster	Pinchy
Rabbit	Recycled OJ
Shadesmaster	Simon Novak
Sputnik	Sze
ThatSpacePirate	

