

Time Break Manual

Game Objective

To win, be the first player to reduce your opponent's health bar 3 times.

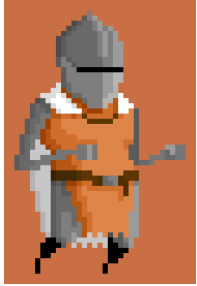



- To begin, each player selects a playable character for the duration of the game.
- A map is then selected for the duration of the game.
- The battle begins! Use the weapons, items, character abilities and the environment at your disposal to best your opponent.


Have fun! And stay frosty.

Controls





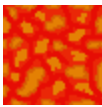

| | Player 1 | Player 2 (with Num Lock active) |
|--------------------|----------|---------------------------------|
| Move Up | W | ↑ |
| Move Left | A | ← |
| Move Down | S | ↓ |
| Move Right | D | → |
| Fire Up | I | Numpad 8 |
| Fire Left | J | Numpad 4 |
| Fire Down | K | Numpad 5 |
| Fire Right | L | Numpad 6 |
| Use Ability | O | Numpad 7 |
| Use/Switch to Item | U | Numpad 9 |
| Pick Up | ; | Numpad + |

Characters

| | | Active Ability/Abilities | Passive Ability/Abilities |
|-----------|---|--|---|
| Knight |  | <ul style="list-style-type: none"> N/A. | <ul style="list-style-type: none"> +50% health. -20% speed. |
| Scientist |  | <ul style="list-style-type: none"> Draws all weapons and items on the field around the scientist's current position. <p>(Can only be used once per game.)</p> | <ul style="list-style-type: none"> N/A. |
| Ninja |  | <ul style="list-style-type: none"> Swaps the weapons currently equipped to each player. | <ul style="list-style-type: none"> +20% speed. |
| Cowboy |  | <ul style="list-style-type: none"> N/A. | <ul style="list-style-type: none"> The default weapon is the revolver. |












| | | | |
|--------------|---|--|--|
| <p>Alien</p> |  | <ul style="list-style-type: none">• Temporarily applies the confusion side effect - randomly remapping their movement controls for a brief period. <p>(Can only be used once per round.)</p> | <ul style="list-style-type: none">• N/A. |
|--------------|---|--|--|


Maps

| | | |
|--------------|---|--|
| Space |  | <ul style="list-style-type: none"> • All friction is reduced to 0, meaning no passive deceleration. • The player will immediately lose the round if they make contact with the edge of the map. • Floor tiles can randomly change to asteroids, which block weapon fire until broken. |
| River Forest |  | <ul style="list-style-type: none"> • Contains a vertical central river that pushes the player downwards when entered. <ul style="list-style-type: none"> ◦ The river gradually expands horizontally. ◦ The player will immediately lose the round if they contact the bottom edge of the river. • Contains long grass that obscures the player. |
| Crystal Cave |  | <ul style="list-style-type: none"> • Contains four type of crystal that activate upon breakage, affecting nearby players: <ul style="list-style-type: none"> ◦ Red crystals explode, applying damage. ◦ Blue crystals temporarily apply the freeze status effect. ◦ Yellow crystals apply the haste status effect. ◦ Green crystals release a poisonous cloud that applies the burning status effect. • Floor tiles can randomly change to fallen rocks, which obstruct projectiles until broken. |
| Swamp |  | <ul style="list-style-type: none"> • Contains swamp water that applies the slow status effect. • Contains vines that apply the slow status effect/obstruct projectiles. • Floor tiles can randomly change to bushes which block weapon fire until broken. |
| Lava Cave |  | <ul style="list-style-type: none"> • Contains lava pools that apply the burning status effect upon contact. • Contains steam vents that apply the jump status effect to the player upon contact. • Safe floor tiles randomly change to lava pool tiles. |
| Ice Field |  | <ul style="list-style-type: none"> • A blizzard gradually expands from the left to right, or right to left - overlaying the map. <ul style="list-style-type: none"> ◦ Being in the blizzard obscures vision and applies the burning status effect. |









| | | |
|--|--|---|
| | | <ul style="list-style-type: none">• Contains ice patches that reduce control in player movement.• Contains ice boulders that obstruct projectiles. |
|--|--|---|



Weapons

| | | |
|------------------|---|--|
| Pistol |  | <ul style="list-style-type: none"> • Medium rate of fire. • Low damage. • Unlimited ammo. |
| Revolver |  | <ul style="list-style-type: none"> • Exclusive to the cowboy as their starting weapon. • Slower rate of fire than pistol, but higher damage. • Unlimited ammo. |
| Ghost Gun |  | <ul style="list-style-type: none"> • Identical to pistol weapon type but bullets pass through obstacles and limited ammo capacity. |
| Full Auto |  | <ul style="list-style-type: none"> • Very high rate of fire. • Low damage (per projectile) but high dps. |
| Sniper Rifle |  | <ul style="list-style-type: none"> • Low rate of fire. • One hit kill. • High speed projectiles. |
| Shotgun |  | <ul style="list-style-type: none"> • Spread fire with 5 projectiles per burst. • Low damage (per projectile). |
| Sword |  | <ul style="list-style-type: none"> • Melee. • Very high damage. |
| Bow and Arrow |  | <ul style="list-style-type: none"> • Medium damage. • Medium rate of fire. • Interacts with grenade items. |
| Grenade Launcher |  | <ul style="list-style-type: none"> • High damage. • Medium AoE. • Medium rate of fire. • Interacts with grenade items. • Explosions can harm the player that fired the weapon. |
| Rocket Launcher |  | <ul style="list-style-type: none"> • High damage. • High AoE. • Low rate of fire. • Low ammo capacity. • Interacts with grenade items. • Explosions can harm the player that fired the weapon. |
| Water Throwing |  | <ul style="list-style-type: none"> • Very low damage. • Very high rate of fire. |







| | | |
|------------|---|---|
| | | <ul style="list-style-type: none"> • Very high projectile spread. • Very high ammo capacity. |
| Air Strike |  | <ul style="list-style-type: none"> • One hit kill. • Very high AoE. • Ammo capacity of 1. • Targets opponent's position when tracking laser hits them. • Short detonation delay after targeting the opponent. • Explosions can harm the player that fired the weapon. |

Items

| | | |
|----------------|---|--|
| Body Armour |  | <ul style="list-style-type: none"> Prevents a single instance of damage from reducing the player's health. |
| Landmine |  | <ul style="list-style-type: none"> Explosive that is deployed in a location selected by the player. Once deployed, contacting the landmine causes an explosion. Can be triggered by either player. |
| Jetpack |  | <ul style="list-style-type: none"> Applies the haste and jump status effects upon activation. |
| Drone |  | <ul style="list-style-type: none"> Temporarily launches a drone that is remotely controlled. Can be destroyed. Fires identically to the pistol. The player is static while the item is active. |
| Taser |  | <ul style="list-style-type: none"> Forces the opponent to drop their currently held weapon. |
| Bouncy Grenade |  | <ul style="list-style-type: none"> Throwable explosive. Interacts with <i>Grenade Launcher</i>, <i>Bow & Arrow</i> and <i>Rocket Launcher</i> weapons. Causes a damaging explosion on detonation. Bounces off map obstructions up to 3 times. Detonates immediately on contact with the player. High damage. |
| Glue Grenade |  | <ul style="list-style-type: none"> Throwable explosive. Interacts with <i>Grenade Launcher</i>, <i>Bow & Arrow</i> and <i>Rocket Launcher</i> weapons. Causes a damaging explosion on detonation. Medium damage. Applies slow status effect. |
| Bullet Grenade |  | <ul style="list-style-type: none"> Throwable explosive. Interacts with <i>Grenade Launcher</i>, <i>Bow & Arrow</i> and <i>Rocket Launcher</i> weapons. Fires 8 projectiles outwards radially, with equal angles between adjacent projectiles. |

| | | |
|--------------------|---|---|
| Concussion Grenade |  | <ul style="list-style-type: none"> • Throwable explosive. • Interacts with <i>Grenade Launcher</i>, <i>Bow & Arrow</i> and <i>Rocket Launcher</i> weapons. • Causes a damaging explosion on detonation. • Low damage. • Applies the haste status effect. • Applies a large knockback. |
| Jump Grenade |  | <ul style="list-style-type: none"> • Throwable explosive. • Interacts with <i>Grenade Launcher</i>, <i>Bow & Arrow</i> and <i>Rocket Launcher</i> weapons. • Causes a damaging explosion on detonation. • High damage. • The grenade has the jump status effect applied. |

Status Effects

| | | |
|-----------|---|--|
| Haste |  | <ul style="list-style-type: none">Increases player speed. |
| Jump |  | <ul style="list-style-type: none">Increases player size slightly.Makes the player immune to map collisions. |
| Confusion |  | <ul style="list-style-type: none">Randomly remaps the player's movement controls until they stop inputting movement. |
| Slow |  | <ul style="list-style-type: none">Decreases player speed. |
| Freeze |  | <ul style="list-style-type: none">Fixes the position of the player. |
| Burn |  | <ul style="list-style-type: none">Applies damage over time. |