

Chrono-Collapse

Players navigate a dissolving clockwork world, solving temporal paradoxes by identifying and manipulating patterns of causality.

Players are presented with a series of interconnected, collapsing clockwork mechanisms from a top-down perspective. The core loop involves observing the erratic, melting movement of gears and temporal streams to identify causal patterns. Players must then 'rewire' these patterns by dragging and connecting nodes, restoring logical flow or intentionally creating paradoxes to achieve a specific outcome. Solutions often involve manipulating time loops or altering past events to affect the present state of the clockwork. A dynamic system responds to player actions, with successful pattern recognition causing parts of the world to stabilize or shift in predictable ways, while failures accelerate the decay.

The game takes place in a universe composed entirely of intricate clockwork, now in a state of chaotic meltdown. Time itself is fracturing, causing paradoxes and illogical sequences of events. The theme explores the fragility of order, the beauty of decay, and the profound implications of temporal manipulation. It's a journey through a dying, yet still beautiful, mechanical cosmos.

Mechanics

Causality Rewiring

Players interact with glowing temporal nodes representing cause-and-effect relationships within the collapsing clockwork. By dragging and connecting these nodes, players can alter the sequence of events, effectively 'rewiring' the causality of a specific mechanism. Successfully rewired patterns stabilize a section of the clockwork, revealing new paths or adjusting the timing of moving parts, while incorrect connections accelerate decay.

Paradox Inversion This mechanic allows players to

intentionally create a temporal paradox within a localized clockwork mechanism. By reversing the direction of a timesensitive gear or forcing a contradictory causal link, players can 'invert' a paradox, causing the mechanism to operate in a non-linear or unexpected fashion. This often leads to unique solutions, such as causing a future event to influence a past state, unlocking areas otherwise inaccessible through conventional means.

Objectives

Restore the Grand Chronometer

Players must identify and correct the core temporal paradoxes that are causing the universal Chronometer to melt. By successfully 'rewiring' causality and strategically 'inverting' localized paradoxes across various collapsing clockwork mechanisms, players will gradually stabilize the Chronometer's gears, preventing the complete collapse of time itself. The ultimate goal is to restore logical flow to the entire clockwork universe, bringing order back to the fractured timelines.

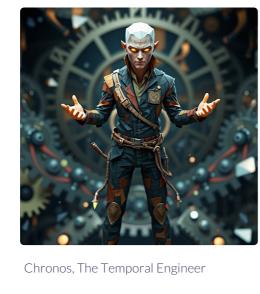
Theme



The game is set within a colossal, ancient celestial engine, 'Aethel's Orrery,' which meticulously governs the temporal flow of the cosmos. Millennia of flawless operation have given way to a cataclysmic 'Chrono-Collapse,' triggered by a cosmic anomaly, causing the Orrery's intricate gears to seize, melt, and intertwine in illogical sequences. Players find themselves amidst the fracturing temporal streams within the Orrery's decaying mechanisms, where islands of once-perfect clockwork float amidst shimmering, distorted time-fabric. The air hums with the discordant symphony of malfunctioning springs and warped chimes, and ethereal wisps of displaced moments drift like cosmic dust.

Characters

Playable



Chronos is a slender, ageless being whose form shimmers faintly with displaced

temporal energy. Clad in patched, utilitarian work-clothes woven from what appears to be discarded clockwork fabric, they possess an innate connection to the decaying mechanisms of Aethel's Orrery. Their backstory reveals them as one of the Orrery's original maintenance automatons, now sentient and driven by a desperate directive to repair the 'Chrono-Collapse' before all causality unravels. Chronos's unique ability is 'Temporal Resonance,' allowing them to perceive and manipulate the flow of time within individual clockwork mechanisms with unparalleled precision, making them uniquely suited to 'rewire' causality and 'invert' paradoxes.

Art

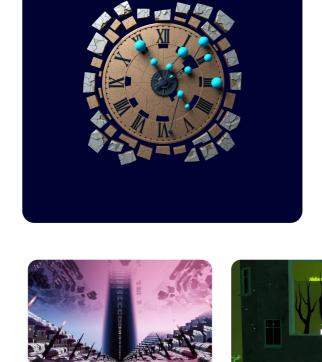


Gameplay





3D Assets



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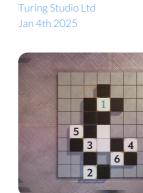
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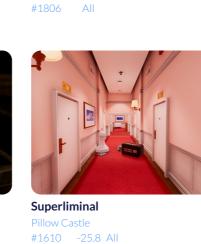
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