

# Ambrosia

## The Official Guide



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## Story:



In ancient Greece, one **ALCHEMIST** is given a challenge by **HERMES**, the Messenger of Gods:

*“Create Ambrosia, the food of immortality,  
and you shall be divinely rewarded...”*

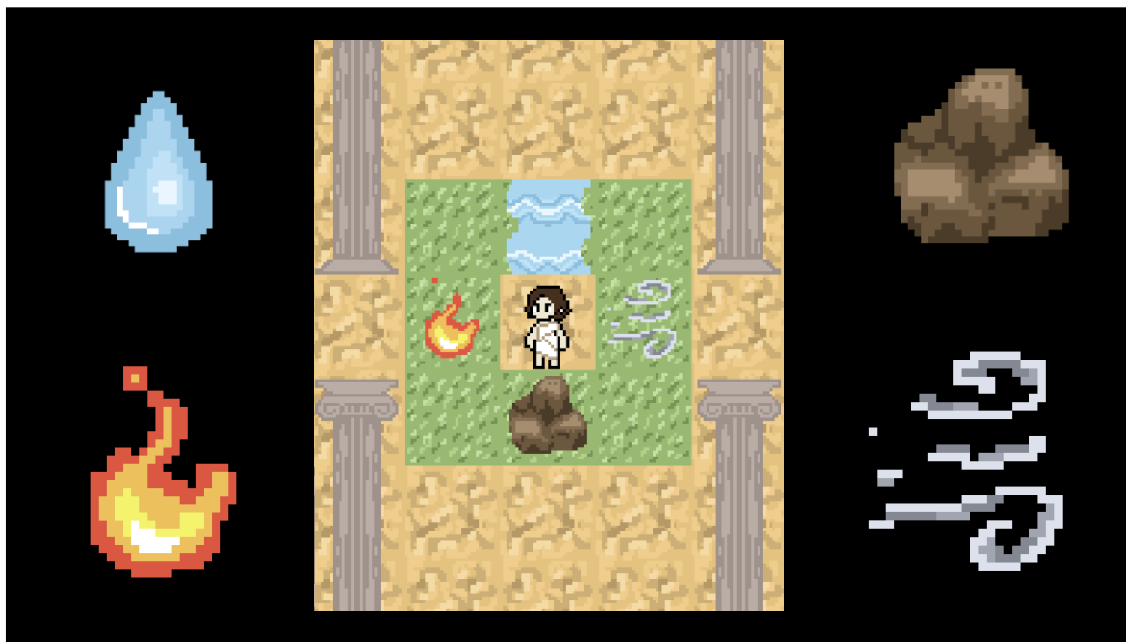
The ambitious Alchemist wants to prove his worth as the master of elements. By creating **AMBROSIA**, he could become a supreme being, free from human limitations. But what will be the final cost?

## Game Idea:

Ambrosia is a puzzle-adventure game, in which the player must clear obstacles and solve puzzles in order to move forward in their journey.

The player has the ability to control four basic elements: **WATER**, **FIRE**, **EARTH** and **AIR**. Combine these elements to create different chemical reactions and make your way through the final destination.

In the first two levels, the player's objective is linear, with a goal of reaching *the forsaken temple*. Once the player has reached the temple, the third and final level begins: the player must find *three ingredients of Ambrosia* in order to complete the game.



## Controls:

### 1) Walk:

- Move the player with WASD or Arrow keys



### 2) Element inventory:

- Browse your element inventory with Q or E keys
- The currently active element is shown to you
- You will also see how many elements you have left. They will be reloaded only during checkpoints. Use your resources wisely!



### 3) Place the elements:

- Move the mouse cursor to target the tile
- Click the left mouse button to place the item
- If multiple elements are on the same tile, they will interact and cause a reaction.



### 4) Waiting for one turn:

- Press SPACE key to wait for one turn
- When you wait for one turn, all the elemental objects will continue their normal interactions even if you are staying in your position.
- Remember this feature: it will be highly beneficial in certain situations!

## General Tips:

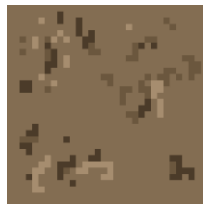
### 1) Normal Tiles:

- You can walk (and place elements) on normal tiles



### 2) Normal Pit (brown):

- You must find a way to walk over this normal pit.



### 3) Deep pit (grey):

- You can NOT place elements directly on this deep pit. However, if it already contains a certain element, there is a way to make it walkable. Be patient and try different approaches!



#### 4) Fragile tiles:

- You can walk over the fragile tile only once.  
Additionally, no elements can be placed on this.  
Be careful!



#### 5) Obstacles and Dangers:

- There are different objects that may block your way or even harm you, but do not get discouraged: for a master of elements, nothing is unsolvable!



## **Final Words**

This game combines three passions: meaningful stories, beautiful art, and the joy of experiments.

Finding solutions to problems can create strong, unique and rewarding emotions — and we want to share them with you.

Thank you for playing this game!