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 talent. 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.
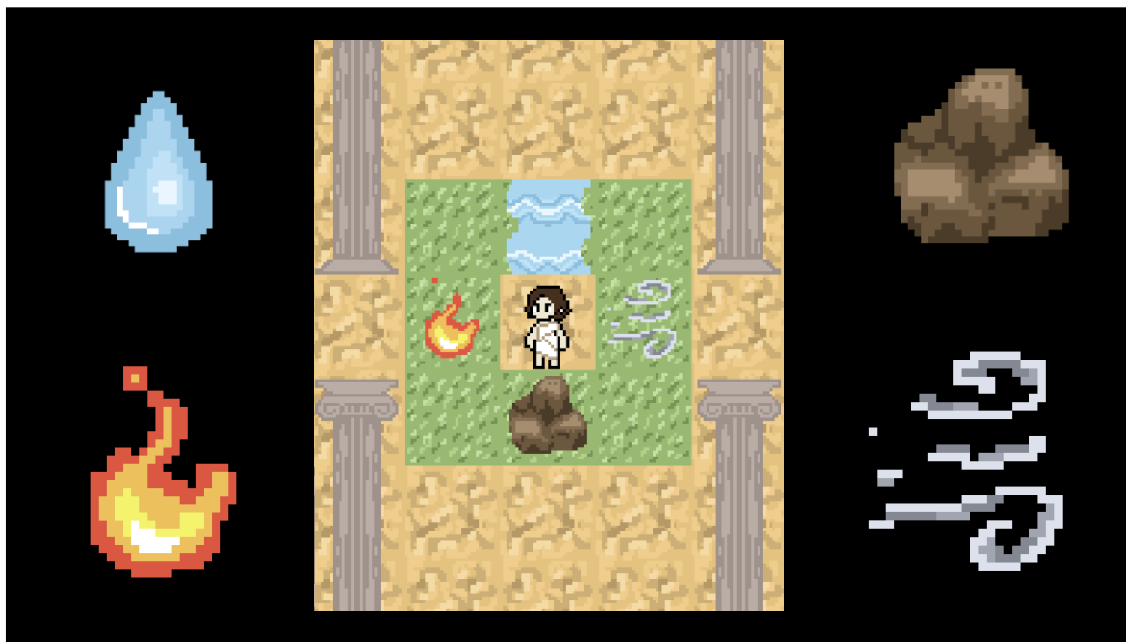
Controls

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 change every time you reach a checkpoint (to correspond the difficulty of the upcoming puzzle). 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
   - <u>If multiple elements are on the same tile, they will interact and cause a reaction</u>.
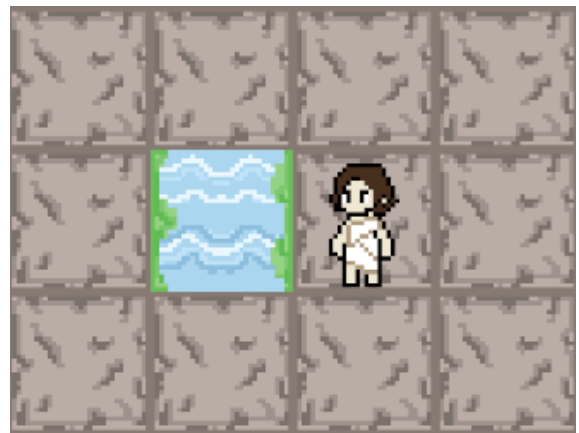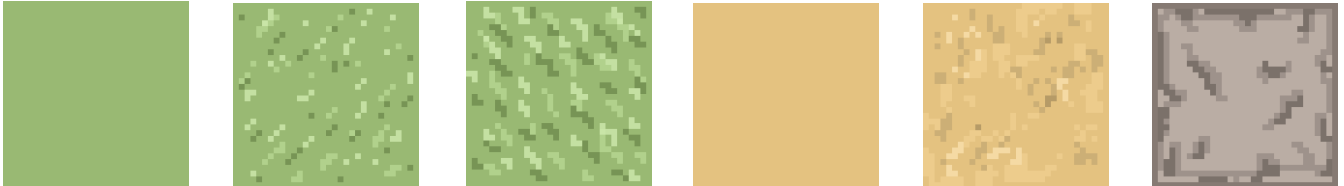

4) Waiting for one turn:
   - Press SPACE key to wait for one turn
   - When you wait for one turn, all the elemental objects will continue their normal interactions even if you are staying in your position.
   - <u>Remember this feature: it will be highly beneficial in certain situations!</u>
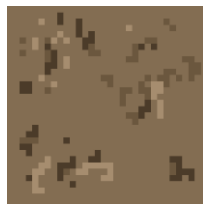
General Tips

1) Normal Tiles:
   - You can walk and place elements on normal tiles.

2) Ordinary Pit (brown):
   - You must find a way to walk over this pit.

3) Deep pit (grey):
   - You **cannot** 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!