

BASU STUDIOS



FIRE.

SAVE THE WORLD.
LOSE YOURSELF.

RISK YOUR FRIENDS.
PROTECT YOUR ENEMIES.

ICE.

GAME MANUAL

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A Message

From the Creator

You are about to be transported to the home of the Elementals, Smitbu. Here, you will undertake a treacherous journey full of tricky platforming, vicious monsters, and, the scariest of them all, other humans. Even so, if you look hard enough into the dark, mystical landscape, you will find vibrant life and compassionate love.

At its core, OxyMoron is a 2D platformer. With rich, fantastical environments, powerful attacks, and a wide array of movement abilities, this game will feel like no other. You will follow the hero, Roxy Moon, an emerging young man who has to leave his sense of comfort behind in order to discover his true self.

Each level you explore will feel like a puzzle as they are intended to challenge both your ability to maneuver your character as well as your method of determining the best route. Coupled with enemies that are blood-thirsty and confusing, at times, you may want to quit. You may want to give up. But I implore you to continue. I want you to think of new, creative ways to utilize Roxy Moon's abilities. If you can imagine it, I assure you it is possible.

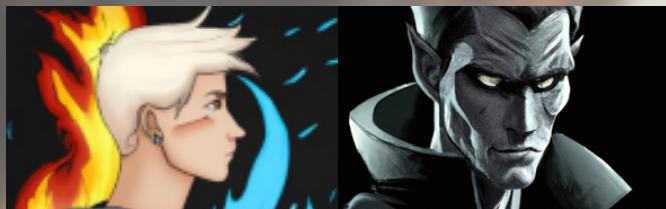
Yet, Oxymoron is more than a simple 2D platformer. The game's soul lies in real life. There are no right answers. There is no true ending. There is only your ending. You choose who to speak to, you choose what enemies to challenge, and you choose which levels to complete. As you follow the game's twists and turns of human emotion, play and react as if you were really there. Only then will your experience will be unique because you are unique.

Thank you for playing my game.

I hope it helps you find your own truth.

STORY

Our story takes place in Smitbu, a fantastical world where people had the innate ability to harness the power of the natural elements: grass, water, and fire. The Potsu region was historically known to be the central hub between the different Elemental Tribes where people came to discover, learn, and hone their powers. However, due to the Elemental War of 2022 brought upon by a struggle for power between the Elemental Tribes, the use of elemental powers was banned and those with powers were forbidden from having children.



Roxy's parents were both Elementals but kept their relationship secret since they were from opposite tribes: his mother from the Fire Tribe and his father from the Water Tribe. After learning about Roxy's imminent arrival, they were overjoyed and planned to elope to an isolated farmland. But in 2042, 3 months before Roxy's birth, there was a coup in the Royal City and a new dictator, Dugal Nox, rose to power. He loathed the Elementals and announced that they all must relocate to Potsu where they will be constantly monitored. Intense outbreaks of violence between Elemental Tribes began to spark regularly as each tribe fought for resources. Fearful of the consequences of keeping their child with no alternatives, Roxy's parents abandoned him the day he was born in front of the ancient Elemental Temple. Roxy cried and cried as he lay in the cold all alone. Even as others walked by, they had no sympathy because a child would only add to the number of mouths to feed. Luckily, late into the night, the elderly groundskeeper returned to the temple and brought Roxy in.

Shofu cared for Roxy as he was his own child since his late wife was infertile. Shofu loved Roxy with all his heart and only gave him one rule: "You cannot leave the main chamber of the temple for any reason." As Roxy grew up, he had excessive amounts of energy and would always get into trouble with Shofu for breaking historic artifacts in the temple. After a less-than-harsh lecture, Shofu always forgave Roxy. He could not stay angry at his little miracle of joy.

However, this all changed on one fateful night. At midnight of Roxy's 12th birthday, Roxy explored outside of the main chamber of the temple looking for his presents. He entered a dusk, dusty covered room with a singular flickering light. He thought to himself, "This would be the perfect hiding place for presents!". Although instead of the Super Nintendo Switch4D like he had asked for, he found two ancient-looking runes. Roxy blew a big breath to uncover their hidden details: one had a symbol of fire and the other had a symbol of water. Roxy's gasp had woken up Shofu who was in the neighboring room. Shofu jumped out of bed and ran out screaming which shocked Roxy, causing him to clasp his hands around each of the runes. Roxy immediately lost control of his body and began shooting out intense streams of fire and water. Shofu scrambled to help and tried to protect Roxy from serious injuries by using his own body as a shield. But, Roxy had unleashed something unimaginably powerful.



STORY

Roxy wakes up feeling a sharp pain on one side of his face. A jagged scar has formed across his face. He feels around to find his bearings. Something's wet. Blood. He yells, "SHOFU!!!" and hears a gasping response. He searches for Shofu and finds him bleeding out. Despite his dismal state, Shofu feels a glimmer of hope as he realizes Roxy is the first person to ever have multiple Elemental abilities. In his final words, Shofu whispers, "Take my gloves. They'll protect you. Roxy... Roxy, you can unite the world ... Bring ... us ... peace.....".

Roxy passes out in disbelief.

Hours later, he wakes up to a faint voice calling his name. As he comes to his senses, he can't pinpoint where the voice was coming from. Nevertheless, feeling guilty, shameful, and depressed, Roxy decides to fulfill Shofu's last request. Immediately after he wears the gloves, Roxy hears Shofu's voice, "I'm still here, boy. You must explore the world and find the Elemental Temples to understand the truth. Only then can you defeat Dugal Nox."



It is now the morning of Roxy's 12th birthday. Roxy prepares himself for his first day out in the real world. He steps outside and is amazed by the beauty of the world around him. He hears the chirps of birds that he had only read about. The crisp morning gusts give him goosebumps. Suddenly, a woman rushes right into him and knocks him down, forcing him out of his trance. The stranger apologizes and helps him back up, but Roxy notices an uncanny-like similarity between him and the woman. Regardless, after being shaken around, Roxy remembers his objective and asks her to aid him in his quest and give him information about Dugal's true motives. She accepts and brings him to her home in the rural part of Potsu, but, again, Roxy doesn't think much of it.



The woman explains that in each region, there are three Elemental Temples arranged in a triangle centering on a Grand Elemental Temple. Each of the smaller temples contains a key that is necessary to unlock the larger temple which contains one of the Scrolls of Truths for each Element. Roxy asks her if she can teach him any fighting moves to protect himself on his arduous journey. The woman glares at Roxy with a tinge of disgust. She warns Roxy that the path ahead may be dangerous but implores him to not kill anyone he meets. She declares that true peace is achieved through peaceful measures only.

With that, Roxy bids farewell to the woman and heads toward the first Grand Elemental Temple determined to uncover the truth.

GETTING STARTED

Each region has its unique environment focusing on one of the three Elemental Powers: grass, water, and fire. As you play through the levels, there will be increasingly challenging enemies and obstacles blocking your path to your objective, the Portal Chest.

It is never required to murder the enemies you face, but doing so may ease your path. Plan your method of attack in advance but prepare to adapt as Dugal Nox may be sneakier than you think! From completing levels, you will be rewarded with Stars which can be used to upgrade your abilities or unlock inaccessible areas. At the end of each region, you will find the Grand Elemental Temple which holds one of the Scrolls of Truth.

GRAND ELEMENTAL TEMPLE



OxyMoron is a 2D story-driven puzzle-platformer requiring twitch reflexes and ethical thought. Take control of the Roxy Moon as he journeys through Smitbu, the enigmatic world of the Elementals, to bring down the evil dictator, Dugal Nox. There are three regions consisting of a multitude of levels to explore.



THE THREE ELEMENTAL POWERS

The Scrolls of Truth will explain how to defeat Dugal Nox and complete your adventure. But to uncover the whole truth of Smitbu and yourself, you must chat with neighboring strangers to form friendships.

Your Reputation in Smitbu determines what items, dialogues, and storylines you will experience. OxyMoron is simple at its core, but the continuously evolving gameplay transforms it into a game that will be difficult to put down!

Basic Rules

HEALTH

AVOID enemy abilities and SPRINT to find the secret Portal Chest before you get overwhelmed!

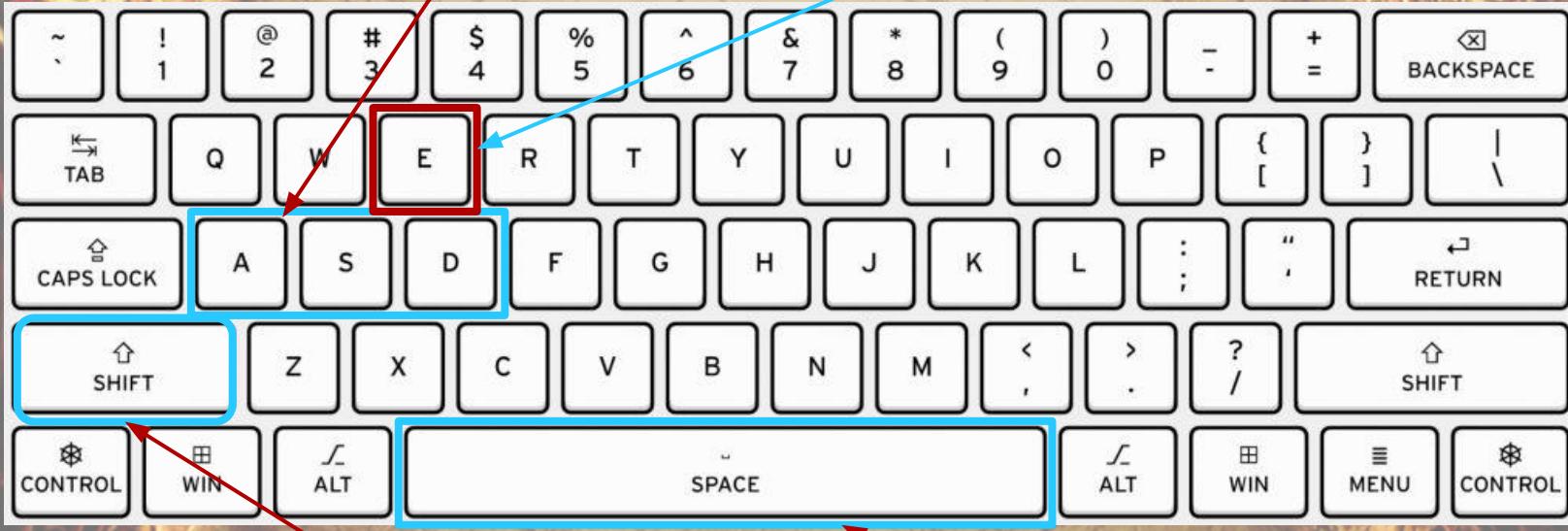


STARS

COLLECT Stars to UPGRADE your abilities!

Use A, D, S to make Roxy move to the left, right, or crouch, respectively
(Hit S while moving to perform Roxy's Blazing Roll)

Press E to interact with other people in Smitbu



Press SHIFT to use Roxy's Flame Boost to propel yourself to previously unreachable and hidden environments

Press SPACE to jump
(Hold SPACE to jump higher)

Basic Rules



LEFT CLICK to unleash Roxy's **Fiery Sword** and slash your enemies, potentially inducing a long-lasting burning effect



RIGHT CLICK to release Roxy's **Aqua Shot** generating a frigid stream of water, launching enemies in its range backward



Use the **MOUSE** to aim the directions of your attacks



Enemies will frequently **surround** you from all sides in surprising ways so plan your attacks **carefully!**

ENEMIES

Each normal level will have a mixture of devious monsters hunting for your blood from three main types: static, flying, and roaming.

Flying enemies take on a fixed patrol path so they can be easily avoided but, since they are airborne, they limit jumping and dashing abilities. If you accidentally fall into their range of sight, they will shoot at you! Be wary of your jump usage! Flying enemies will have a **MEDIUM** amount of health.

FLYING ENEMIES



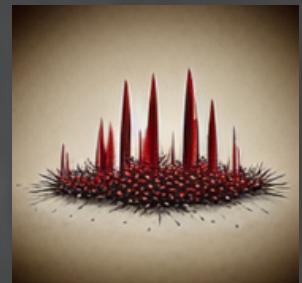
Roaming enemies have high levels of intelligence and, if they lock onto you, they will continuously chase you until you defeat them or reach the end of the level. They will have a **LOW** amount of health because of their powerful tracking abilities. Your best way to maneuver past them is to stay out of their limited field of view determined by a surrounding red ring of doom. If you find yourself being chased by too many roaming enemies, you may have to attack back but, remember, there is always a peaceful way through every level.

ROAMING ENEMIES



Static enemies stay still but have a plethora of different ways to hurt you! These include a manned-sentry turret to shoot you down or a camera sending sensory data to other enemies to track you down, and many others. You may also find **spikes** or other hidden **traps** within most levels. Don't step on them... they hurt and will slow you down!

STATIC ENEMIES



The Grand Elemental Temple of each region will have a mini-boss who is a **Disciple** of Dugal Nox. They are extremely deadly and reached their prestigious rank by causing great suffering to other Elementals like yourself. Fortunately, the disciples prefer to maintain isolation, so, your battle will remain uninterrupted by other pestering enemies. Nevertheless, your task will not be an easy one. The Disciples have unknown magical abilities that can kill you instantly combined with precise intellect to predict your movement and attack patterns. Prepare as you might, defeating these enemies will test your mental willpower and physical strength.

DISCIPLES



ADVANCED GAMPLAY

Roxy Moon can wield both his Fiery Sword, a sleek katana constructed from the flames of his ancient Fire Elemental ancestors as well as his Aqua Shot, an explosive stream of water that has flowed within generations of Water Elementals.

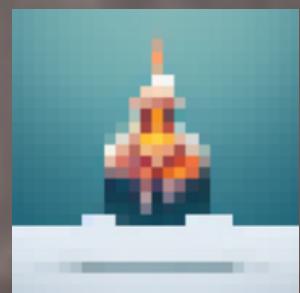
Circling Rain of Fire: Upgrade Roxy's **Fiery Sword** to **Level 3** to unlock a new attack form! Roxy will charge up his Elemental Power of Fire and then release it while spinning, unleashing an attack with far reach and 360-degree range. Due to its extended charge time and increased energy usage, Roxy must **wait 5 seconds** before using this ability again.

CIRCLING RAIN OF FIRE



Rapid Freeze: Upgrading Roxy's **Aqua Shot** to Level 3 unlocks a new ability! Roxy gains better control of his Element Power of Water giving him the ability to freeze the ground. Roxy can slide on the ice to increase his momentum trades losing precise control of his movement

RAPID FREEZE



RejuMeiso: After spending so much time with Shofu, he learned that being old seems very *boring*... But he also learned how to achieve **deep meditation to regenerate his health**. This ability is only available in **Safe Havens** labeled with a Red Heart. Safe Havens will stray away from the main path in levels but are the only way to regain health within a level. If you find yourself in a dangerous situation low on health, consider retracing your steps to find one!

REJUMEISO



DISCOVER NEW ABILITIES!

HELPFUL TIPS

Wise Words of Advice from Shofu

1. Your Actions Matter!

Be aware that your choices impact your Reputation. From interactions with others in Smitbu to how you complete levels, each action you make matters. The entirety of the game can be completed without murdering a single enemy! It is up to your discretion how to play through the game and form your own unique experience.

2. Master the Flame Boost Ability!

Understanding the best time and direction to use this ability is critical to your success. It helps you fly instantly to distant platforms while avoiding some enemies' fast-paced attacks. If you're about to miss a jump, use the Flame Boost as a recovery tool to save yourself!

3. There's No Time Limit!

Try not to rush into each level without first determining some plan of action. Assess what abilities should be used where and what path will lead to the least amount of resistance from enemies. Planning ahead will be the difference between sweet success and a painful death in a bed of spikes.

4. Surprise Your Enemies!

Stronger enemies, especially the Disciples, will learn your movement and attack patterns as you continue playing. They are highly intelligent but you can confuse them by mixing up your ability usage. Take advantage of this to defeat your enemies!

5. Momentum is Essential!

Try using the Flame Boost towards a wall at a slight angle. Roxy will bounce off while maintaining his initial speed. If you use Flame Boost right as you jump, Roxy can perform a Super Jump with increased velocity! Experiment with other strange combinations of your abilities to find new, better ways of traversing through levels.