# Tempus Elemental Manual Book Revision 2.A

**S2 Studios**

**Tempus Elemental** is a game revolving around the idea of top down combat arena where four players can fight each other head to head, competing for the sole spot as the winner. There are many maps and powerups that can be utilized to reach the goal, and each player is equipped with a melee and range attack.

The attacks and powerups are centralized around the idea of player health being the cost for using those attacks. The player health is also composed of literal time, so the longer you wait, the sooner you die. This introduces a style of combat that forces the player to make a choice of when and who to attack with what ability, where each choice of action, or in some cases inaction, could either cost them their lives, or ensure their victories.

**Basic Lore**:

The Tempus Elementals are beings that are called into existence in the form of colorful knights, here to wreak havoc on each other to become the glorious winner in battle. But their very existence has a leash on the neck; they only have a certain amount of time they can be here for, and if that time runs out, they die. Thus, their goal is to use their time wisely to survive and also use their time to steal other Elemental's time in order to prolong their own lives. Welcome to Tempus Elementals, *can you walk the tock?*
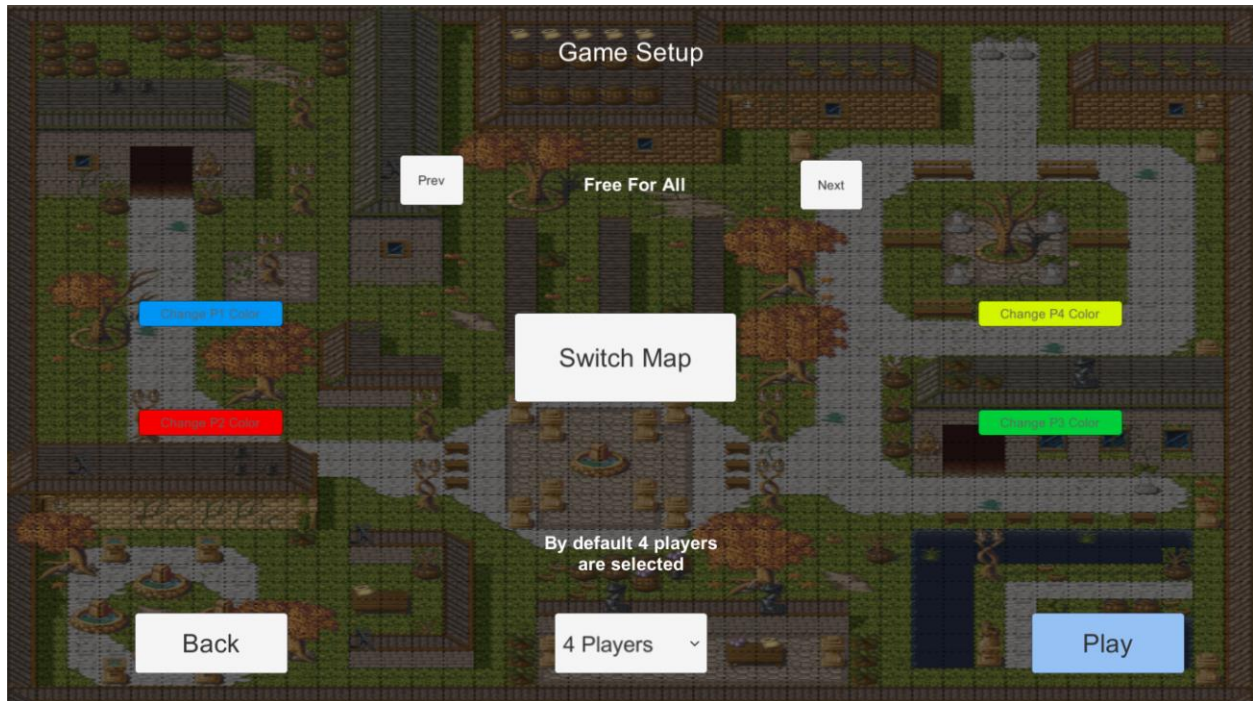
**The Main Menu:**
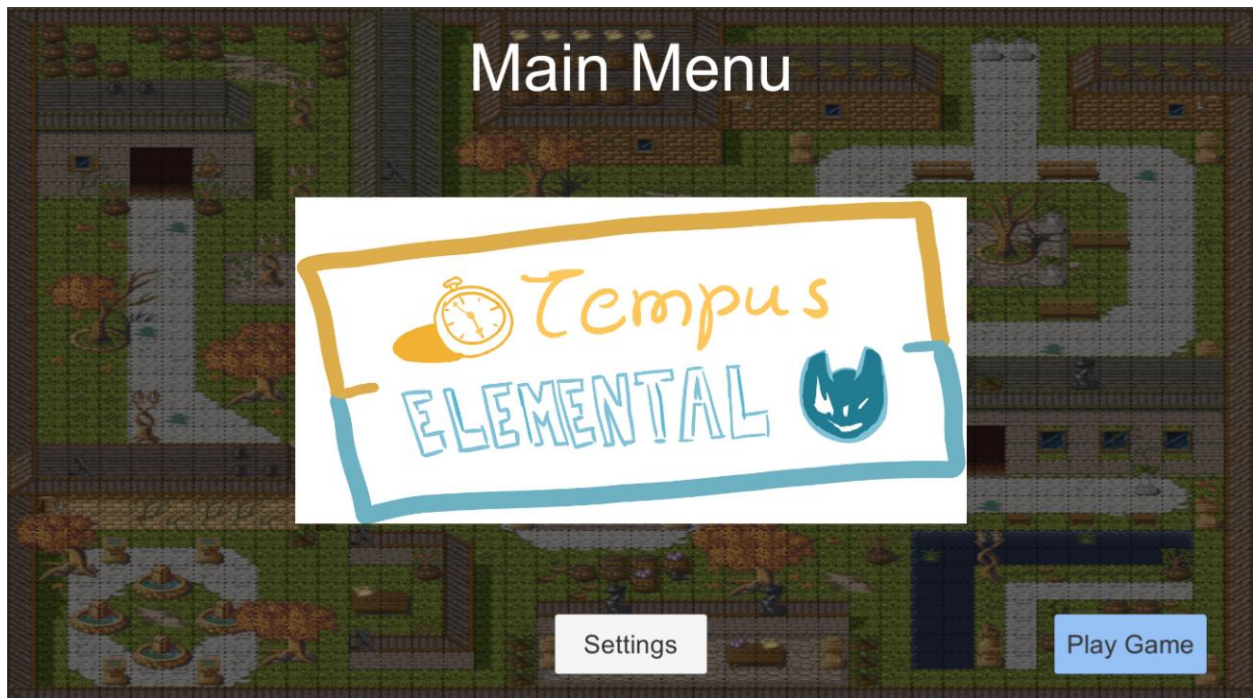


Upon startup, the player is presented with the menu screen, accompanied by a splash logo and two buttons.
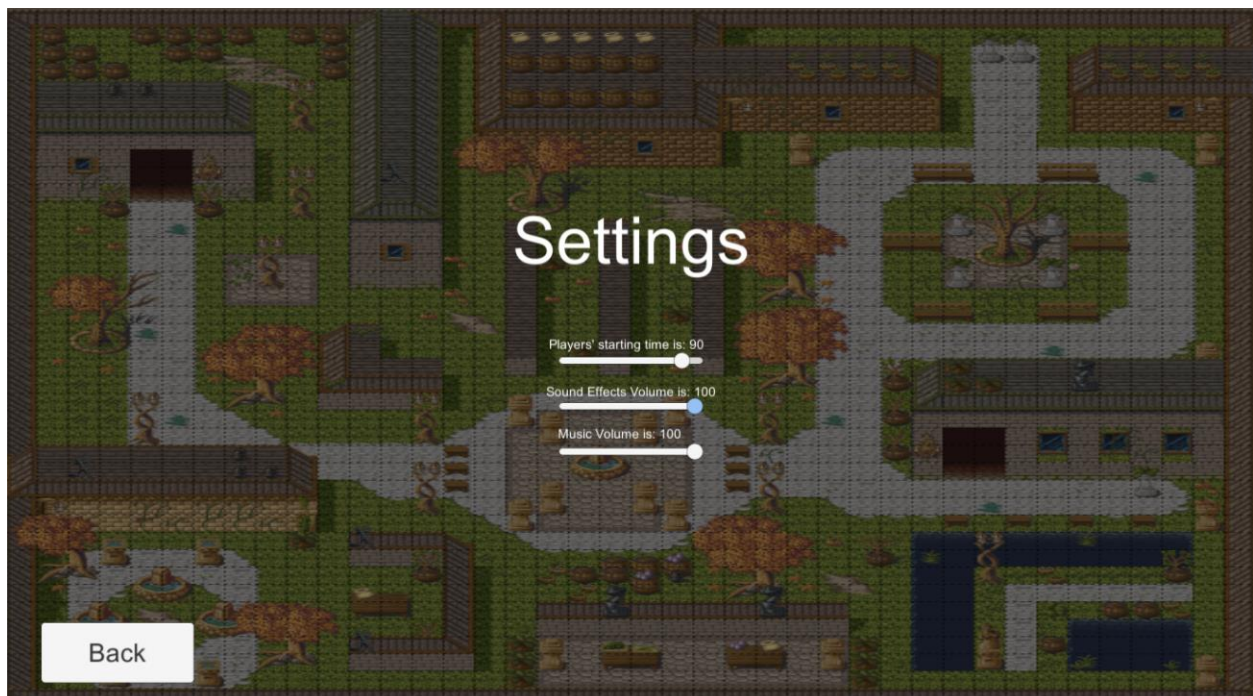


The middle button is the **Settings Menu**, which allows you to toggle settings for Volume levels and the Player's total health pool in gameplay.

The other button on the right brings the user to a Game Setup screen.

This screen contains a **Game Mode Selector, a Map Switcher, a Player Count Selector, Player Color Changer, and a Play Button**.

The **Game Mode Selector** allows the user to choose between the game modes, "Free for All", "Team Death Match", "King of the Hill", "Fill the Bar", and "Capture the Flag".

The **Map Switcher** Toggles between (listed in order) "Olden Town" (the initial view), "Purple Moon Nightmares", "Crossroads Colosseum", and "An Ogre's Swamp".

Being a multiplayer centric game, the **Player Count Selector** allows a selection from 2 to 4 people. The **Player Color Changer** changes the color of each player.
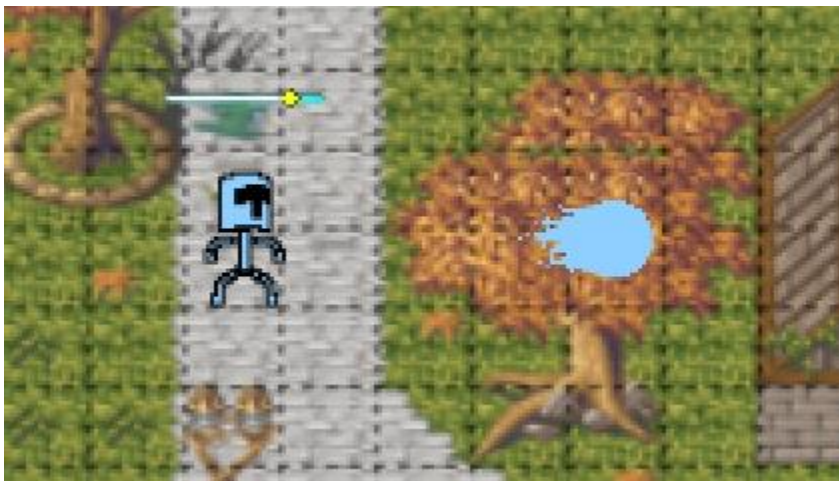
Upon hitting the **Play Button**, the player is brought into gameplay and introduced to the Game's many combat and powerup features.

**The Gameplay:**

The Basic attacks are **Short Range Melee**, and **Long Range TimeSeeker**.



The **Melee** allows the player to make multiple quick attacks in succession in close quarters combat.



The **TimeSeeker** orb allows the player to shoot out orbs that seek and consume time from other players across the map. Your playstyle will dictate the kind of attack you choose.

You are also able to dash in the game to dodge oncoming attacks.

Later on, when you learn about powerups, there is a time freeze powerup that allows you to freeze time around you while launching an array of TimeSeekers around you. When you let go of the Time Freeze, all the TimeSeekers shoot out in all the directions at the same time creating a firewall for other players to dodge. It is this sort of creative freedom in gameplay that really brings the game's essence to light.

The Powerups in the game are listed as: **Time Slowdown, Time Speedup, Time Freeze, Time Reversal, Time Adder, and Time Consumer**.

**Time Slowdown** slows down time for the user in the surrounding area, forcing all moving objects in the area surrounding the player to move at a much slower rate while the rest of the world moves at regular pace.

**Time Speedup** works in the same way but speeds up locally instead of slowing down.

**Time Freeze** works in the same way, but completely stops all motion of time until the powerup active-time ends.

**Time Reversal** Takes the player who activates it and rewinds the player back through time retracing every step back to a specific moment in time. This allows the player to juke other players during crucial survival moments.

**Time Adder and Time Consumer** add or subtract time from the player, adding or subtracting to their life force and ability currency.

With these sets of information in mind, you and your friends can come together to have a thrill ride adventure with technique, trickery, and time management skills in your combat experience of **TEMPUS ELEMENTAL**.