The Instrumental Revolution

Game manual

The Instrumental Revolution is a rhythm game where you play as a trombonist who is able to use magic by playing her trombone. This does come in handy since a robotic renaissance has just started, and while magic and technology are in essence made of the same things, they do not play well together.

The protagonist must fight her way through enemies while also dodging their attacks. There are 5 different actions available to the player through the four arrow keys or not doing anything. The options are as follows:
- Jump into the air using the up arrow key
- Dodge backwards using the left arrow key
- Crouch close to the ground using the down arrow key
- Lunge forwards to parry an attack using the right arrow key
- Do nothing

While these are essential to surviving your opponents' attacks, they are also the way to cast spells - the player must thus think quickly in order to cast spells with the same movements they use to evade damage!

Objective

The objective of the game is to survive a horde of robotic foes by destroying each one of them. The player will only fight against two of them at a time. The player and robots will attack each other at the same time in sync with the beats of music.

How to play

At the top of the screen is a beat indicator, in which a cell will light up with each beat of the music. Pressing an arrow key while a cell is lit up will fill the cell with an arrow symbolizing the action. At the end of a measure, if the actions in the indicator allow it, a spell will be cast and the beat indicator will be cleared.

Dodging attacks

Your opponents will periodically decide to attempt to dispose of you using various attacks. This will be shown to you both by the enemy, which will display a "telegraphing" animation, and in the beat indicator, where a diagonal arrow will appear under one of the beats. The next time this beat is lit up, the player must press one of the directions of which the diagonal is made up or take a point of damage: If the arrow points to the bottom right, the player should press the down or right arrow.

Casting spells

Casting a spell requires doing certain actions in a measure. The final beat of the measure determines the spell to be cast, and the first three beats must simply fulfill certain conditions to enable the spell. Let's say, for example, a spell requires you to make a left and a down move, and a final right move. In order to cast this spell, the final beat of the measure has to contain a right move. The first three beats must contain at least one left move and at least one down move, in any order.

Offensive spells

These spells allow the player to damage the opponents or remove their protection. If the opponent has a forcefield, some of these spells won't be able to hit - but the forcefield can be lowered with one of these spells. Each offensive spell requires a final arrow, and before that, two arrows in the direction opposite to that:

Eruption [up, up, final down]

This spell will damage all opponents that are not airborne for one point of damage. If a forcefield is active, this spell will not be able to hit any enemies.

Burst of water [left, left, final right]

The Burst of Water will splash the first enemy with water and inflict two points of damage. If a forcefield is active, this spell will not be able to hit any enemies.

Poison cloud [down, down, final up]

A Poison Cloud will apply poison to the first robot for three measures. Each measure, the poisoned robot will take one point of damage.

Breach forcefields [right, right, final left]

If a forcefield is active, this spell will get rid of it, allowing future spells to deal damage.

Defensive spells

Also called utility spells, you can use these spells to affect the battle in less direct, but still powerful ways. The formula for these spells is a little more complicated - a defensive spell needs a final arrow, and before that, an arrow opposite to that and an arrow one step clockwise from the final arrow.

Heal wounds [up, left, final down]

Allows you to recover one point of damage. If the player is at full health, the spell has no effect.

Swap enemies [left, down, final right]

This spell will switch the positions of your opponents, making it easier to attack the enemy that was previously in the back.

Raise barrier [down, right, final up]

Creates a shield in front of the player. If the player fails to dodge an attack, this will prevent them from taking damage, but the shield will be lost at the end of that measure - the barrier can block multiple attacks in the same measure.

Stun enemy [right, up, final left]

The first enemy will be incapacitated for three measures, preventing it from attacking.

Combined spells

The attentive reader may notice that, since the first three beats only specify a minimum amount of actions, it is possible to cast both spells with the same final arrow in one measure. These spells combine the effects of their parts, and usually enhance or otherwise build upon the original spells.

Life steal [up, up, left, final down]

Just like the Eruption, this spell damages all grounded robots for one point of damage, and recovers a point of damage to the player for each enemy damaged. If the opponent has an active forcefield, this simply becomes a Heal spell.

Banish enemy [left, left, down, final right]

Deals two points of damage to the first enemy. If this doesn't kill it, it will get removed from the screen temporarily. If the opponent has an active forcefield, this becomes a Swap enemies spell.

Venomous shield [down, down, right, final up]

Raises a barrier. An enemy that activates the shield will become poisoned for three measures. If two opponents hit the barrier in one measure, they will both become poisoned.

Inflict weakness [right, right, up, final left]

Stuns the first enemy for three measures and lowers a forcefield if present. Any flying enemies present on the screen will lose their flight.

Have fun!

We hope you enjoy the game, and wish you the best of luck.
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