

DOOMSDAY CLOCK



INSTRUCTION BOOKLET

ACTION-ADVENTURE
GAME BY JAKE WADE

DOOMSDAY CLOCK

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WELCOME TO THE PARADISE ZONE

The mysterious Church of Oras has risen to power in the nation of Varia. Led by the self-proclaimed prophet, Vogel Marcellus, the church has seen its growth triple over the course of nine years. Housed in a remote compound called "The Paradise Zone," the Church awaits the destruction of the outside world, as the Lord-God Oras showers the planet with a mystical force. Father Marcellus warns the world that the force is the true power of God and is punishment for the evil, hedonistic ways of the world. Parts of the world are starting to be torn apart and made uninhabitable by a force known as The Anger. The world's leaders demand an investigation, and military forces are sent to the compound. Marcellus tells his followers that this is the beginning of a holy war and they must fight back to save the Paradise Zone, as God has decided to destroy the rest of the world in 48 hours. The young soldier Ark Alsnova marches off to battle in order to protect his family from the Varian Military. The battle rages on for 10 hours, and the national troops are gaining the upper hand. Suddenly, the Anger sweeps the battlefield, killing every man on the frontline.

Vogel Marcellus watches as his soldiers give their lives for him....

CHARACTERS



ARK ALSNOVA

Age: 17

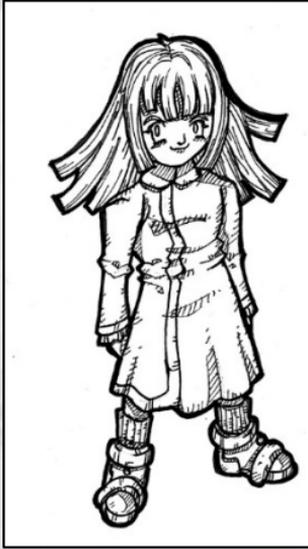
Height: 5'10"

Weight: 135 lbs.

Ark Alsnova is an EX-Class soldier in the Army of Oras, a pseudo-military group created to protect the members of the religious sect, the Church of Oras. The older of two children, Ark has a strong sense of justice and duty toward his mother, Apsara, and sister, Acchara.

He has been sent out into battle with his army comrades in an effort to stop an attack on the Paradise Zone by the Varian Military. According to Vogel Marcellus, the leader of the Church of Oras, this battle is the beginning of the holy war as espoused by the teachings of Oras, and the soldiers must protect the compound at all costs. Believing this to be true, Ark fights with the intent to fulfill the prophecy, but mostly to keep his family safe. When the Varian soldiers get the upper hand, the battlefield is attacked by "The Anger," the mysterious force that is destroying the planet. Every person on the battlefield is killed except for Ark. When he awakens, he thinks about the promise of Father Marcellus that all true believers would never be attacked by the Anger. This infuriates Ark and he decides to go back to the Paradise Zone to confront Marcellus and find out the truth about the Anger and the Church of Oras.

CHARACTERS



ACCHARA ALSNOVA

Age: 10

Height: 4'1"

Weight: 80 lbs.

Acchara Alsnova is the little sister of Ark. She is a kind, cheerful girl who is devoted to learning, much like her brother. She is heavily involved in the Church youth choir, and can often be found practicing her singing skills.

Acchara was brought into the faith when she was only 2 years old, so she has known nothing more than life inside of the Paradise Zone. She was mostly raised by Ark, and she looks up to him, hoping that she can be a smart and dependable person just as he is.

Acchara was patiently waiting for her brother's return from battle when she overheard the news that all the soldiers who went out to fight had been killed. Believing Ark to be the strongest person in the world, Acchara is hoping against hope that he has survived the war and will come home safely. Fear, however, is starting to overtake that hope....

CHARACTERS



VOGEL MARCELLUS

Age: 55

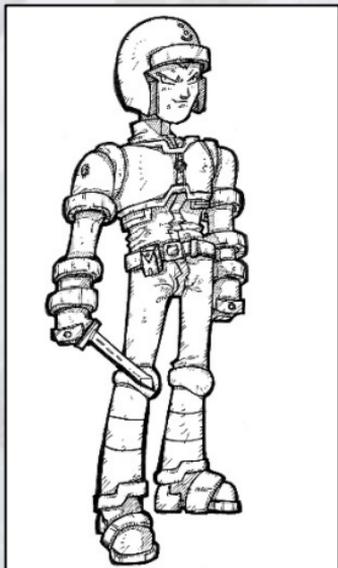
Height: 6'3"

Weight: 220 lbs.

Vogel Marcellus is the charismatic leader of the Church of Oras. He claims to be the voice of God in human form sent to inform the people that the last days are upon them.

He explains that the Lord-God Oras has been watching his people and is disappointed in their hedonistic and sinful ways, so he has begun destroying the planet. Marcellus convinces people to follow him into the Paradise Zone, a fortified compound that he says is the only place that is safe from "the Anger." He has built up a large following over the last 9 years, and is a powerful man in the eyes of many. With the Varian Military investigating his Church, Marcellus aims to finally put Oras' plans of ascension into motion, declaring the planet's end in 48 hours.

CHARACTERS



EXJAG NIVES

Age: 18

Height: 6'1"

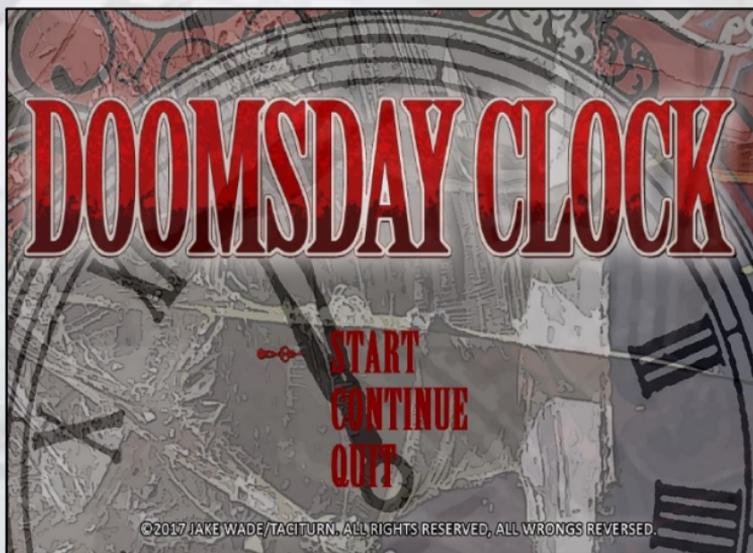
Weight: 160 lbs.

Exjag Nives is a soldier in the Army of Oras. He specializes in close-quarters knife combat. His ranking is S-Class, despite not using a sword. Exjag exhibits fighting skill and traits of all the soldier classes, and he aims to work his way up to EX-Class.

A friend of Ark Alsnova, Exjag is delighted to see that he has survived the battle with the Varian military. He was ordered to stay behind with many of the lower- and middle-ranking soldiers just in case reinforcements were needed. Nives' main job is that of a patroller/guard, and he is often tasked with protecting the secret entrance to the Paradise Zone via Marcellus' personal escape tunnel.

Exjag is a devout follower of Father Marcellus and takes much pride in serving him and the Lord-God Oras. He has vowed to do whatever it takes to protect his leader, even if it means giving his own life.

GETTING STARTED



Title Screen – The Title Screen is the first thing you will see when loading up the game. Use the W, S, and Enter keys (or D-Pads Up, Down, and Start button) to make your selection.

Start – Start a new game from the beginning. Selecting this will delete any previously-saved game, so be sure not to choose this option if you plan to continue where you left off.

Continue – Continue from a previous game. The game saves automatically AT THE BEGINNING of an area, not at checkpoints or anywhere else in the stage. Any progress made after that will not be saved if you quit the game before beginning a new area.

Quit – Close the game.

PLAYER CONTROLS



Domsday Clock can be played with the keyboard or a gamepad. Numpad Keys are the recommended attack keys. The Letters are mainly for keyboards without numpads.

Title Screen:

W KEY or D-PAD UP– Select up on Title Screen menu

S KEY or D-PAD DOWN– Select down on Title Screen menu

ENTER KEY or START BUTTON – Select on Title menu

Gameplay:

A KEY, LEFT ARROW, or D-PAD LEFT– Move left

D KEY, RIGHT ARROW or D-PAD RIGHT – Move right

S KEY, DOWN ARROW, or LT BUTTON – Dash button

X KEY or D-PAD DOWN – Drop from certain platforms

P KEY or START BUTTON – Pause game

BACKSPACE or PRESS LEFT STICK - Restart game

RIGHT CTRL or BACK BUTTON – Restart from checkpoint

SPACEBAR, UP ARROW, or A BUTTON - Jump

NUMPAD 0, H KEY, or X BUTTON – Slash attack

NUMPAD 1, J KEY, or LB BUTTON – Fireball shot

NUMPAD 2, K KEY, or RB BUTTON – Iceball shot

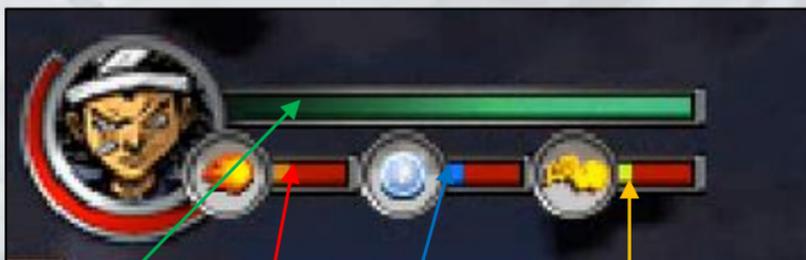
NUMPAD 3, L KEY, or RT BUTTON – Lightning shot

NUMPAD 4, B KEY, or R3 BUTTON – Attack Mode switch

DECIMAL KEY or Y BUTTON – Not used?

ENTER KEY or B BUTTON – Shield Stance, advance dialogue boxes during cutscenes

PLAYER STATS



HP GAUGE SP GAUGE (FIRE) SP GAUGE (ICE) SP GAUGE (ELEC)

The Player Stats Gauge is located in the top left corner of the game screen. It shows you how many Hit Points (HP) and Special Points (SP) remain.

LIFE AND DEATH



Drain Time - Due to the critical injury that Ark has taken in the battle at the beginning of the game, the player's Hit Points (HP) gauge will drain slowly and eventually deplete entirely unless a Holy Potion is used. You must keep an eye on your HP at all times. Drain Time is constant and cannot be stopped.

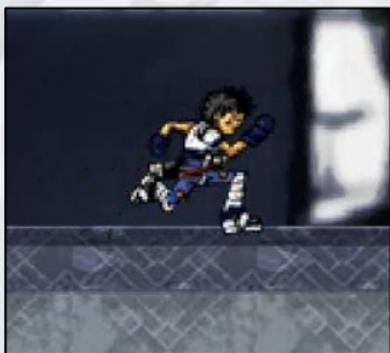
Hit Points (HP) – You have 120 HP. Once the HP gauge is depleted, you will die.

Ark loses HP in a number of ways:

1. Touching or getting hit by an enemy or their attack
2. Being exposed to a hazardous substance
3. Drain Time saps 10 HP every 70 seconds

Being hit too many times, falling victim to Drain Time, touching spikes, or falling in sludge will result in death.

MOVEMENT



Move – Hold A key, Left Arrow, or D-Pad Left to move to the left, and hold D, Right Arrow, or D-Pad Right to move to the right.



Jump – Press the Spacebar, Up Arrow, or A Button to jump. Press it twice to double jump!



Dash – While holding the A key or D key (Left Arrow or Right Arrow, or D-Pad Left or D-Pad Right), press the S key, Down Arrow, or LT Button to dash to the left or right.

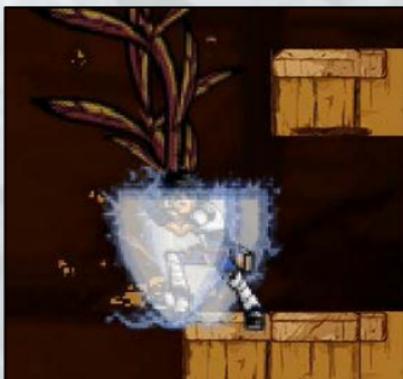
OFFENSE AND DEFENSE



Slash – Press Numpad 0, H Key, or X Button to perform a Slash attack. Press the key/button 3 times to perform a 3-hit combo. Swinging a heavy sword is difficult. Timing is important!



Critical Hit – Performing a normal Slash attack will sometimes result in a Critical Hit. This attack does twice the amount of damage as a normal attack and increases with each combo hit.



Shield Stance – Hold the Enter key or B Button to get into Shield Stance. Ark summons a mystical energy shield that blocks all enemy attacks. The upside is that you're completely invincible in this stance. The downside is that you can't move or attack.

ATTACK MODE SWITCH

Ark has 2 different Attack Modes. The default mode is **Sword Mode** and is a well-rounded method of fighting. In addition to Sword Mode, you also have access to **Punch Mode**. This fighting style will allow you to unleash a flurry of punches that hit faster than your sword, and the combo ends with an uppercut that can launch enemies into the air. **Press NUMPAD 4, B KEY, or R3 BUTTON** to switch into Punch Mode and back to Sword Mode.



Sword Mode – Your default attack mode has a wide range and high attack power. You also have access to Fire, Ice, and Lightning Shots and EX Attacks.



Punch Mode – Your secondary attack mode is a rapid-fire punch combo with a short range and moderate power, but some enemies take more damage from punches than slashes. Also, it appears that there are 3 more slots for Elemental Attacks. Maybe you can learn them somewhere in the world...

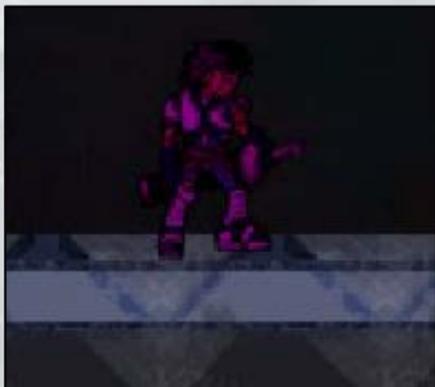
SPECIAL CIRCUMSTANCES



Crisis Mode – When your HP drops to 30 or below, you enter into Crisis Mode. Apparent by Ark's visibly-faster breathing animation, your Critical Hit rate increases. Take advantage of this situation by really letting your enemy have it, or quickly escape and heal up!



Endure – There is a small chance that when you run out of HP you will Endure and escape death. You will regain 30 HP and be placed in Crisis Mode. Take this opportunity to quickly heal or take advantage of your higher Critical Hit rate.



Quick Drain – A rare affliction denoted by Ark's dark purple color, Drain Time speeds up, causing you to lose HP at nearly half the normal rate. Destroy the enemy that is causing the abnormal status before you die!

CLOCKPOINTS



At the beginning and halfway points of an area, you will meet Clockpoints. These stopped clocks remember when you touch them, and if you happen to die, you will restart the area at the last one that you found. A clock with an illuminated face means that your position is saved. If you touch another, its face will light and the previous clock will dim, so be careful if you decide to turn around for some reason.

ELEMENTAL (SP) ATTACKS

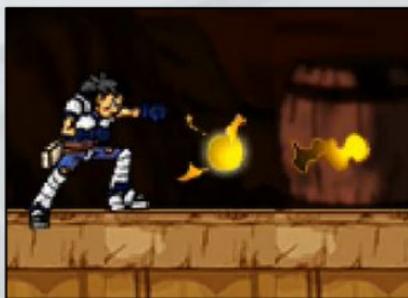
Your 3 Elemental Attacks each have their own amount of Special Points (SP). Fire starts with 2/8, Ice starts with 2/10, and Elec starts with 1/6.



Fireball Shot – Press Numpad 1, J Key, or LB Button to send a quick blast of fire your opponent's way. Uses 1/8 SP. Has a chance of inflicting the Burn status.



Iceball Shot – Press Numpad 2, K Key, or RB Button to toss a prickly ball of ice at the enemy. Uses 1/10 SP. Has a chance of inflicting the Freeze status.



Lightning Shot – Press Numpad 3, L Key, or RT Button to shoot an extremely fast bolt of electric energy. Uses 1/6 SP. Has a chance of inflicting the Shock/Electrocute status.

There are 3 extra Element slots in Punch Mode. Where can you learn them?

ELEMENTAL (EX) TECHNIQUES

In addition to your Elemental shot attacks, you can also apply elements to your sword to unleash devastating EX Techs.



Inferno Strike – Hold Numpad 1 (J or LB) and press Numpad 0 (H or XB) to perform an upward slash capable of launching the enemy into the air. Uses 3/8 SP. Has a high chance of inflicting the Burn status.



Cold Fang – Hold Numpad 2 (K or RB) and press Numpad 0 (H or XB) to transform your sword into a super-sharp ice blade. Uses 3/10 SP. Has high a chance of inflicting the Freeze status, and a chance of Break (instant kill).



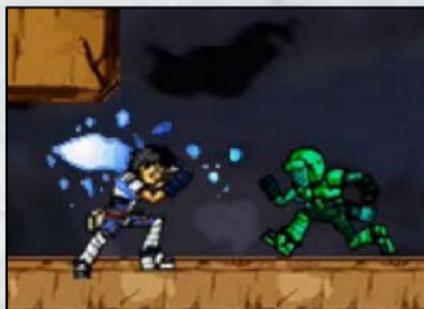
Volt Slash – Hold Numpad 3 (L or RT) and press Numpad 0 (H or XB) to strike your enemy with an arc of lightning that does massive damage. Uses 3/6 SP. Has a high chance of inflicting the Shock/Electrocute (instant kill) status.

ENEMY STATUS EFFECTS

Your Elemental attacks can put your enemies in a few negative states that you can use to your advantage. Some enemies can't be affected by certain statuses.



Burn – Denoted by the red color and fire trailing from the enemy, it slows their movement and makes them unable to attack.



Freeze – The enemy turns blue (or whatever color blue makes when it mixes) and stops all movement and attacking.



Break – More of result than a status, the enemy can be killed instantly if attacked while under Freeze status. It doesn't happen all the time and some enemies can't be broken.

ENEMY STATUS EFFECTS

Your Elemental attacks can put your enemies in a few negative states that you can use to your advantage. Some enemies can't be affected by certain statuses.



Shock – Shocked enemies stop in their tracks while electricity zaps them repeatedly for a second, doing extra damage.



Electrocute – The enemy is zapped into the air as they face unrelenting voltage that continues until they die.



Weak Spot – More of a result than a status, some enemies have a weakness to certain elements and will take more damage or succumb to negative status more easily if you hit them in their weak spot.

HOLY POTIONS

Your Elemental abilities use SP, which is in limited supply. You can restore your SP by collecting Holy Potions. In addition to restoring SP, they also restore a portion of HP.



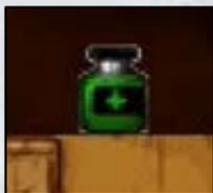
Fire Potion:
Restores 2/8
Fire SP, 10
HP.



Ice Potion:
Restores
2/10 Ice SP,
10 HP.



Elec Potion:
Restores
1/6 Elec SP,
10 HP.



HP Potion:
Restores all
120 HP.



SP Potion:
Restores all
SP, 20 HP.

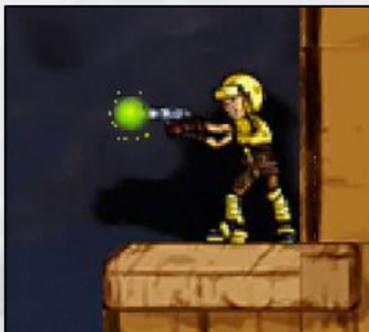


???: There
are 6 other
potions out
there. What
are they
for?

These potions are essential to your survival. They are dropped by enemies and found in various locations. In order to keep your HP from falling victim to Drain Time, you must make sure that you pick up every Holy Potion that you find.

ENEMIES

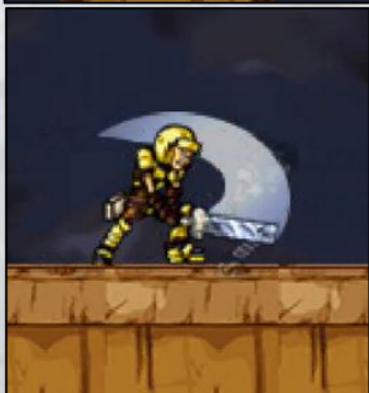
Here are a few of the enemies that you will come across in the world of Doomsday Clock.



Oras Soldier G – The lowest-ranked soldiers of the Oras Army, these gunners are skilled in long-ranged sniping.



Oras Soldier S – S-class soldiers are bodyguards who post up in certain areas where access to the Worship Temple would be easiest. Their sword slashes are extremely powerful.



Oras Soldier R – R-Class patrolling soldiers are skilled in rushing sword attacks.

ENEMIES

Here are a few of the enemies that you will come across in the world of Domsday Clock.



Oras Soldier EX – Ark’s ranking class, EX soldiers use their lightning-fast running and jumping speed to subdue the enemy. Using Holy Potions, they mix elemental shots with jumping slashes.



Camazotz R – The red vampiric bat is an aggressive animal that likes to ambush its prey. It is attracted to the scent of blood and, strangely enough, human hair.



Haatrix – An ancient predatory bird long thought to be extinct, the Haatrix has reemerged due to the destruction around the world caused by the Anger of Oras. These giant birds are known to swoop down and attack any living being they spot.

TIPS AND TRICKS

Before you start, here are some tips to help you fight!

Close-quarters combat doesn't have to be so close – The arc of your sword swing is very wide. This allows you to find a safe distance between you and the enemy. Some attacks will even connect from behind you. Experiment!

Take advantage of your Double Jump – You can jump very high and very far. Master your double jump ability to clear large gaps and evade enemy attacks.

There is an easy way to defeat nearly every enemy – You don't have to fight every enemy the same way or hit them a certain amount of times in every situation. Take note of your enemies' behaviors and weaknesses and their surroundings, and use all of your abilities to find the most efficient way to win.

Use your Shield Stance – When you are in Shield Stance, you are completely invincible. It's the easiest way to avoid damage. Remember that you can only block while standing on the ground.

The Right CTRL key could help – If you happen to get stuck (physically) somewhere, remember that Right CTRL (or Back/Select Button) restarts the stage from the last Clockpoint you touched. You will still have the same amount of HP and SP that you had before.

Secrets? – There might be secret items or rooms around you. Survey the area!

THANKS FOR PLAYING!

I want your feedback! This is my very first game and I want to improve and expand upon it. Please contact me and tell me what you think about the game. If you find any bugs or issues, or just have some suggestions, feel free to email me at jakie.wade@gmail.com .

DOOMSDAY CLOCK

Story &

Art &

Characters &

Programming &

Sound &

Music &

Everything

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