

TANZER



MANUAL

STORY

"The premiere was just a week away. My part in the ballet version of The Ariane would require me to perform at my absolute best.

I decided to stay late one night after practice, to fine tune some of my more complicated moves. That is why I was completely alone in the building when it happened. I could see the bright purple light growing fast outside the window when it hit me straight on - flinging me back against the mirrored wall and making the building tumble to the ground.





I woke up much later, with a transformed body and a world in utter chaos. Somehow I knew what I had to do."







CONTROLS

The default action buttons, presented here, can be changed in the game. Please see the section about the Options Menu for details.

Movement

Press  or  to make the player run left or right. Press  to make the player crouch. Press the  button to have the player jump into the air. The longer you hold the button down, the higher the player jumps.

Six Way Fire

Press the  button to slash in the direction the player is facing. Holding  or  will make the slash be directed in an angle downwards or upwards respectively. When the player is crouching, a diagonal press, like , will have him slash at an angle downwards. There is no possibility to slash upwards when crouching.

Auto Fire

There is no need to press the slash action button repeatedly for fast slashing, just hold the slash action button down for super fast slash action.

Triple Jump

When the player is in the air, another press of the button will have the player jump again. This can be repeated twice for a useful Triple Jump.

Transmutation Ability

After you have forged some of your gold in to a Transmutation Ability, you will be able to perform a special attack by pressing the button.

At the upper right of the screen you can see what Transmutation Ability you have selected as well as the Transmutation Meter.



If you have forged more than one Transmutation Ability, you can select the active one in the Pause Menu.

Depending on what Transmutation Ability is selected, different special attacks are performed. For example it can be a powerful earth moving attack that slays your enemies instantly or a forwards dash to escape and destroy incoming enemies and attacks. The executed Transmutation Ability is situation dependent as well.

After an attack has been performed the Transmutation Meter is reset. The meter is filled again automatically over time.

Another attack can be executed when the meter is full again.

Jump Attack and Infinite Jump

When you make a jump in the air, you also perform a slash action. Any enemy close to you will take a hit. If an enemy is hit, your Triple Jump counter will be decreased so the player can perform another jump in the air.

PAUSE MENU

Press the START button to pause the game. Here you also have the ability to select the currently active Transmutation Ability. Press the START button again to resume the game.



OPTIONS MENU

Controls

Here you have the possibility to change what buttons are assigned to what action. Select the desired action in the menu that you want to change, then press the button on the controller that you want the selected action to be assigned to. The buttons **A**, **B** and **C** are available to select from. If you have a six button controller, all the other buttons are available for selection as well.

Audio

Here you have the possibility to listen to all of the music and sound effects that is in the game. Change the current tune or sound effect by pressing **←** or **→**. Then press **A** to listen. Music will stop when you leave the Audio Menu or start a sound effect. You also have the possibility to turn music and sound effects on or off.

Font

Here you can change the font used by the game. Default it is set to Readable. The other option is Story, which is the original font that suits the story perfectly.

GAMEPLAY

Your objective in each level is to survive and overcome all of the obstacles as well as the end of level boss. Each level is made up of several stages that have their own mini bosses.

Dropped Gold

Most of your slayed enemies drop golden items that can be picked up by moving in close to them. Picking them up will increase your score and your gold counter.



There are several types of gold items which are worth different amounts.

The collected gold can be used as currency at your home base to forge Transmutation Abilities, replenish your health and more. More on this can be found in the Home Base section.

End of Stage Bonus

At the end of each stage you are presented with a bonus screen awarding you points for how

Treasure Chests

Along the way you will encounter different kinds of boxes that drop things for you to pick up. These can contain more gold, extra energy and other items for you to find.



Bosses

At the end of each level you encounter the guardian of that era. The amount of energy the guardian has left is shown at the bottom of the screen.



Secrets

Apart from coming across unexplained pickup items you will also be able to find secret stages and other hidden treasures. Hint: Try to destroy scenery.

HOME BASE

Your home base is your space- and time ship that you use when traveling through the times. Between each stage you have the possibility to forge your collected gold into Transmutation Abilities or replenish your energy and more.

Forging Transmutation Abilities

There are four available abilities with varying costs applied to them. The one requiring the least amount of gold is the Stone Transmutation one.

This Transmutation Ability is a powerful attack force that can be used to ease the destroying of larger and tougher enemies, but it can also be used as a defense since it clears all of the enemies incoming attacks that it touches.

Each Transmutation Ability has slight variations depending on what kind of situation you are in. The transmutations can be upgraded to be even more effective.

Body Repair

You have the possibility to replenish your health.

Projectiles

You can also forge a projectile weapon. It is kind of weak but can be used to snipe certain enemies that are hard to get close into.

State Save

The item requiring the most gold is the ability to save. When you select this your progress (except for your score) is saved. When you get game over you will start from the point where the game was saved. Turning your console off will make the save disappear.



CREDITS

Code, pixel art and game design

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