



# THE DAWNING CLOCKS OF TIME™



**INSTRUCTION MANUAL**

# THE DAWNING CLOCKS OF TIME MANUAL

## LEGAL & NEED TO KNOW

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**THE DAWNING CLOCKS OF TIME is released without warranty to the user with no exceptions. SPACEFARER GAMES LTD. Offers support to users through game distribution stores, primarily STEAM (VALVE) online through its Community Hub. This manual is provided to support the user as first-line information so please consult it first before asking on the Community Forum for support, as your question may already be answered here.**

# THE DAWNING CLOCKS OF TIME MANUAL

## Introduction

Thank you for purchasing THE DAWNING CLOCKS OF TIME!

This manual will help you learn the basics of gameplay, character progression through the RUNE GRID, and some tips and tricks along with technical information for the game.

THE DAWNING CLOCKS OF TIME is a SCI-FI Turn based RPG composed of three-story parts. As you play through the story, you have the option to explore many planets and find hidden rewards that will make your characters stronger than before and customise weapons through SYTNTHESIS. This is key to defeating the strongest of foes, so take your time as you progress through the game.

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## Technical Information

The Dawning Clocks of Time is a retro-art inspired game with both 2D and 3D elements. It will require a modern gaming machine in order to function correctly. The minimum system requirements to play comfortably is listed below.

- Processor- a Intel / AMD 8<sup>th</sup> Gen or higher 64bit Quad-Core Processor running at 2.4GHz or higher
- Memory- 8GB RAM or higher
- GPU – A NVIDIA or AMD chipset with 8GB VRAM or higher
- Storage – 10GB for installation, 64GB or higher total storage recommended. SSD for faster movie playback.
- Internet connection at broadband speed for installation

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## Default Controls

Sven can be controlled by using the UP, DOWN, LEFT, RIGHT keys. You can also change these to WSAD if you wish by pressing the F1 key during gameplay. You can also use a XBOX / Steam supported controller during play.

Z- ACTION / TALK [XBOX - A]

X - BACK / CANCEL / MENU [XBOX - OPTIONS]

R - TOGGLE MINI-MAP [XBOX - LT / RT]

T- Select character on Menu

SHIFT - DASH [XBOX - X ]

ESC - MENU

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## Changing game settings

### General Settings

By pressing the F1 key during gameplay, you can change technical aspects of the game.

- Run in Fullscreen (ALT+ ENTER shortcut) starts the game Fullscreen.
- Enable V-sync- stops screen tearing during cinematic scenes.
- Music Volume – Reduce music volume
- Sound Volume – Reduce sound volume

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You can change the input settings the config window. Any plugged or wireless controller will automatically be set up for its controls, but you are able to set alternative keys or buttons in this window for actions. If you ever forget the controls, go to the config window to view them.

General Settings		Input Settings		
Up	UP	[↑]	[↑]	[↑]
Down	DOWN	[↓]	[↓]	[↓]
Left	LEFT	[←]	[←]	[←]
Right	RIGHT	[→]	[→]	[→]
Confirm/Talk	ENTER	SPACE	C	Z
Cancel/Menu	ESC	X	[~]	[~]
Dash	SHIFT	[⇧]	[⇧]	[⇧]
Key X	A	[A]	[A]	[A]
Key Y	S	[S]	[S]	[S]
Key Z	D	[D]	[D]	[D]
Prev Page	PGUP	Q	[↑]	[↑]
Next Page	PGDOWN	W	[↓]	[↓]
Save		Cancel		Reset

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### Other options

From the 'Config' item in the main menu, the following options appear;

- Tint- Control the red hue in the text boxes during game.
- Auto-Dash – sets the character to run always, at all times.
- Instant-Text – stops text scrolling on screen when reading.
- Instant-Animations – disables all in-game animations for systems that may experience slowdowns, or if you wish to decrease the longevity of battles.
- Enable Voices – Choose whether to enable voice acting for character dialogues and interactions\* (Requires installation of Voice Pack DLC / Full installation)
- System Options- Configure Input and Video settings.



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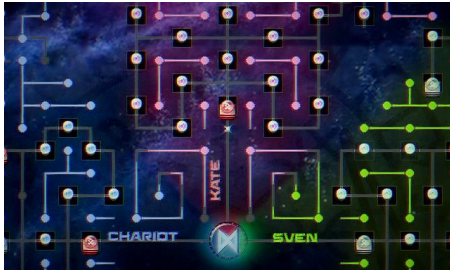
### The Dawning Rune

Is a key item that allows you to travel across the galaxy and through time. There are several instances where you will need to go to the past (Earth) and to the present (Io Sanctuary City) in order to progress through the story.

It also has it's uses in battle. You can learn skills such as TIME DILATION (Slows time) and PARTICLE ACCELERATION. A combination of different energies in battle can help Defeat difficult foes. You learn new abilities through the Use of the RUNE GRID.



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### The Rune Grid

The three protagonists of the game level up by gaining attributes through a node system called the Rune Grid.

Progression through the Rune Grid will require spending a Time & Space relic, these can be found all throughout the planets and areas of the game and also dropped by foes upon their defeat. It will be necessary to unlock each node on your path to get to the next ability. Once you have spent enough relics, you can unlock attribute upgrades which will increase your character's overall stats.

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### Attributes

Like most RPGs, characters have base attributes that will need to be increased in order to progress through the game and defeat foes. There are three ways of increasing attributes, namely,

1. Defeat foes, which will automatically increase all attributes by one each time.
2. Raise attributes by unlocking nodes on the RUNE GRID.
3. Find secrets in the game.

Attributes include Moxie (Attack power), Fortitude (Defense), Agility (Speed), Acuity (Energy Defense) and Knowledge (Energy Power) and Luck.

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### Synthesis

Throughout the game, it will be possible to upgrade your PISTOL or AMG by purchasing items such as screws, bullet clips and more from Synthesis artists. You can also find upgrade items from special places in the game or by completing tasks for people. Like the RUNE GRID, you can use these items to navigate along the node table on the Synthesis grid.

Each time you successfully upgrade the PISTOL or AMG, it will increase in Level. This will highly raise it's attack power and speed. It's highly recommended to start purchasing or finding these items early on as it will help with those tougher fights later on.

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## Characters



Sven Chandra AKA 'The Stranger' - Sven many years ago found a DAWNING RUNE on his excursions to the outer planets. A highly regarded bounty hunter, the Federation of Io find him their most useful asset. He starts off our story, time travelling to Maine in the 1950's.



Kate Green - Sven meets Kate several times during his time travel excursions. She has a difficult past, and had a close encounter during her childhood. She seems somehow to be gifted with powers...



Chariot IX - Named for his ability to carry heavy loads, his armour, the Brilliance shines with a divine light. The first of the Chariot series of cyborgs to become self-aware, he is Sven's pal. His use of Cybernetic attacks can defeat foes in a pinch.

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### Main Menu

The main menu can be accessed at any time during play by pressing the X key or Options button on your controller. Use this menu to use items, check abilities, change gear and guns, access the Rune Grid, Synthesis or save your game.

You can also view your current mission status if you are feeling lost during your travels, along with how much Credit you have and see your current character's attributes. Press the LT or RT trigger button to change selected character.

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### MAPPING TOOL AND MINI-MAP

During your travels, you will encounter huge planets and large and open spaces along with crowded areas. So Sven doesn't get lost during his excursions, the Federation of Io provided him with the Mapping Tool.



This handy device automatically scans the vicinity and provides him with a mini-map. It can be seen from the top right hand corner of the screen at all times.

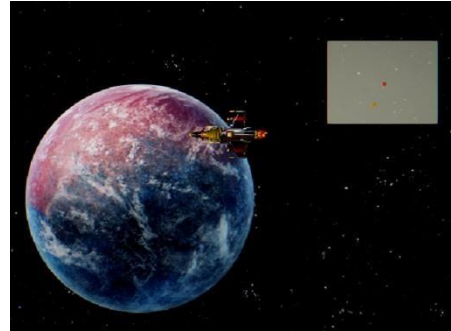
The white area represents areas that can be travelled. The dark blue are walls and non passable areas. Sven's position is always indicated by a red flashing square. Sometimes other characters or objects can be seen on this map if it's of importance. The mini-map will always move as Sven moves so that you know where you are going.

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### SPACE NAVIGATION

The mini-map serves as a different but similar function when navigating the huge, vast space between planetary bodies and star ships.

You'll need to land your Termi-57 ship on the representing square in order to dock or land. Use the mini-map to help with your precision of space flight!





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## STARTING OUT



As soon as you start and watch the introductory sequence, you will enter your first battle. Use the **ATTACK** command to strike with your equipped energy weapon / gun.

Use the **ENERGY** command to use a skill. These can be used on either foe, or ally, depending on it's context. Use the **ITEM** command to use an item during battle.

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## FREQUENTLY ASKED QUESTIONS AND ANSWERS

Q. Where can I get support?

A. You can reach SPACEFARER GAMES LTD by contacting us through our Community Hub on Steam. Please note that any discussions on our Community Hub are not of official status if it has been replied by a thirdparty other than SPACEFARER GAMES itself.

Q. I am experiencing a problem with the game. What can I do to solve this?

A. Check that this is not a progression issue. Explore everywhere and talk to everyone. If it is a gameplay bug or system problem causing the game to crash or act as it is not designed to, check the System requirements for your computer above. The game may not be running on a suitable system in which glitches can occur. If it is a bug, you can report it to us on our Community Hub.

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Q. I have been asked to install DLC to continue, What can I do?

A. The gameplay in the Dawning Clocks of Time is open-ended but with linear story progression elements. To continue certain scenes or progress to a new area, it may be necessary to install additional DLC.

At the time of the publication of this manual, Part One (Base Game) Part Two (New Hopes) Part Three (Spacefarers) and Part Four (Cartographers) has been released and playable. For future DLC, see the game store page on Steam.

Check for further updates on STEAM for further information regarding new releases.

This is part of our episodic release of THE DAWNING CLOCKS OF TIME.

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