AZTEZ

INSTRUCTION MANUAL v1.0

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TEAM COLORBLIND

1. GAME BASICS

CAMPAIGN MODE

In the Aztez Campaign mode, you are responsible for expanding and maintaining the 15th century Aztec Empire. Every turn, events will appear randomly on the map, and these events affect the Empire in different ways.

At your disposal are highly elite combat specialists called Aztez, and every turn you may dispatch your limited number of Aztez to events on the map, at which point you will engage in a real-time action game segment. Success and failure in these events each have consequences...

Campaign Gameplay
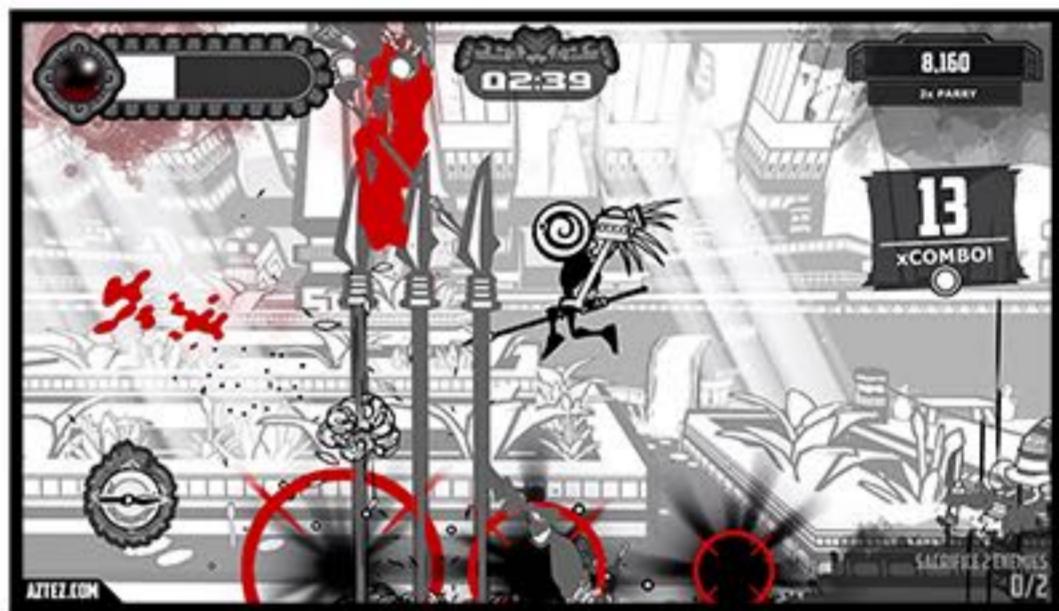
Combat Gameplay

ARENA MODE

In the Aztez Arena mode, you fight your way through the gladiatorial arena at Legendary Tenochtitlan! 50 combat encounters are seamlessly woven into each other, and you can either replay the few you like or go for the gold with a single run through all 50 fights.

(!) There are a few treasures you can only get by making progress in the arena.

TRAINING MODE

In the Training Mode, follow the on-screen instructions to learn the fundamentals of combat from the game. At the end of the training session, you may practice attacks indefinitely on a dummy character.

2. COMBAT GUIDE

ABSORB BLOOD /GOD ATTACK — LT

PAUSE

BLOCK — RT

DASH — RB

ATTACK B — Y

ATTACK A — X

LB — DASH

GRAB — B

MOVE

A — JUMP

SWITCH WEAPONS

Esc — PAUSE

1 2 3 4 — SWITCH WEAPONS

A — DASH

S — DASH

D — BLOCK

↑ — JUMP

Z — ATTACK A

X — ATTACK B

C — GRAB

Space — ABSORB BLOOD /GOD ATTACK

← — MOVE

→ — MOVE
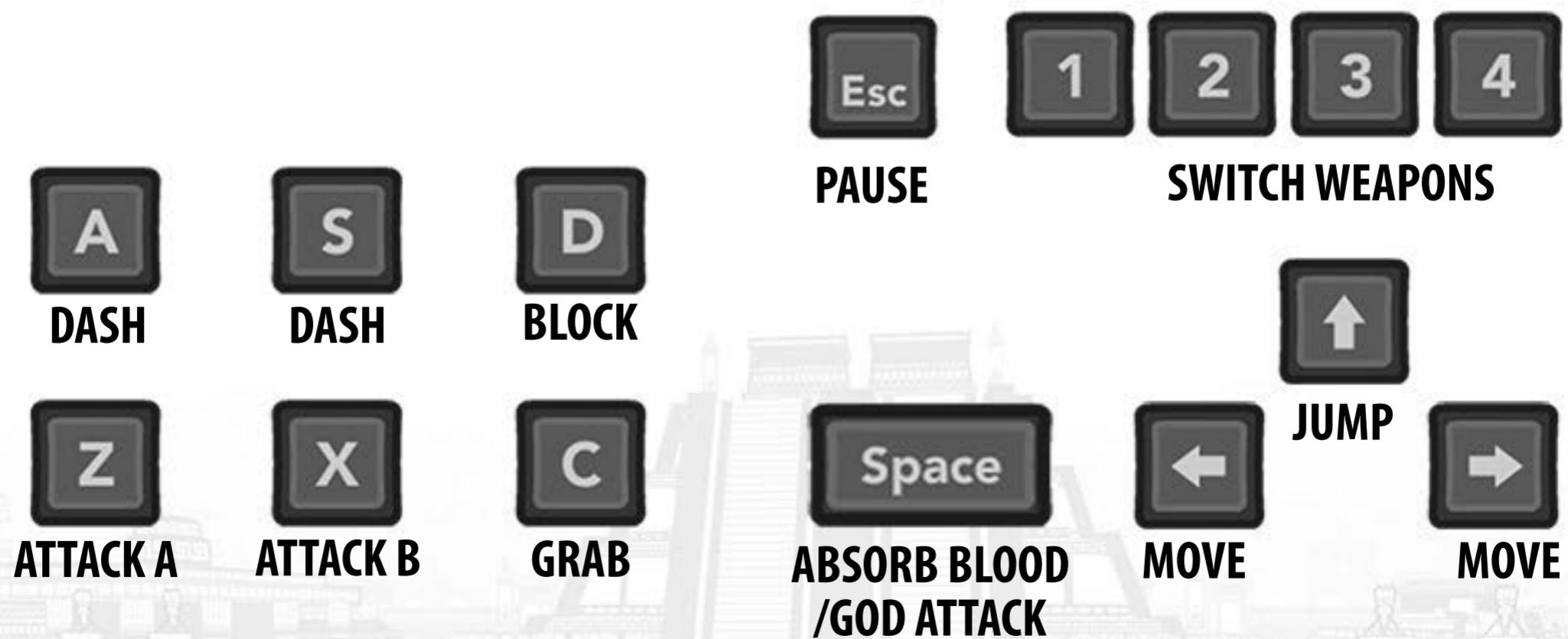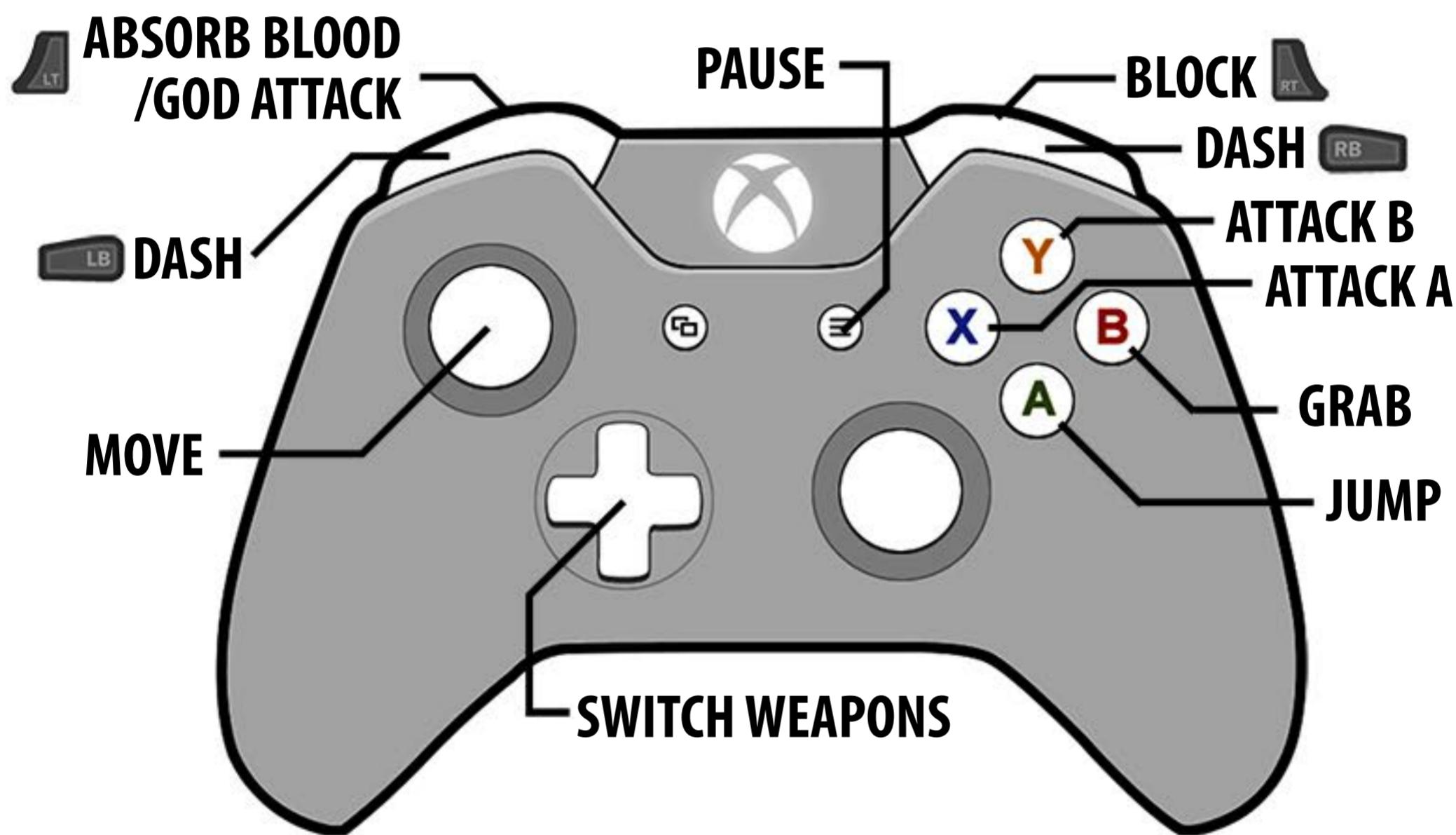
JUMP

- You may tap the jump button for shorter jumps.
- You may jump out of a dash to perform a long jump.

ATTACK

- Neither attack button fires stronger attacks, just different attacks.
- You can attack on the ground, in the air, out of a dash, or while grabbing.
- Attacks can be cancelled by jumps, blocks, dashes, and absorbs.
- Attacks can be cancelled close to the end with movement input.

COMMAND MOVES
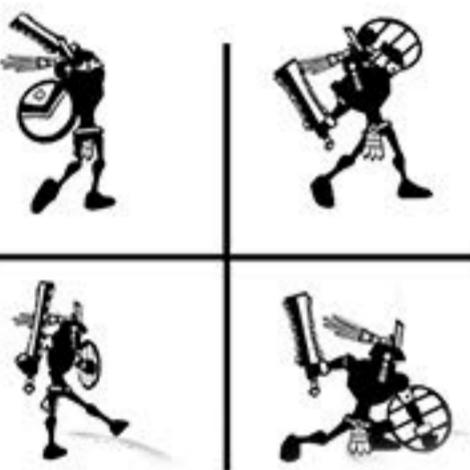
- Command moves are unique attacks with distinct properties.
- Combine up or down with either attack button to fire command moves.
- Can be done on the ground, in the air, in grabs, and out of dashes.
- Most attacks can be cancelled with command moves.
- **Down + A with most weapon performs a sweep, which breaks blocks.**
- Down + B with any weapons performs a bounce. It knocks prone enemies back up into the air.

BLOCKING

- Hold the button down to block incoming attacks.
- The direction you face does not matter.
- You may block in the air.
- Many of your attacks can be cancelled at any point with block input.
- Block right as you are being struck to parry an attack, avoiding damage.
- Press either attack button right after a parry to fire a counter attack.
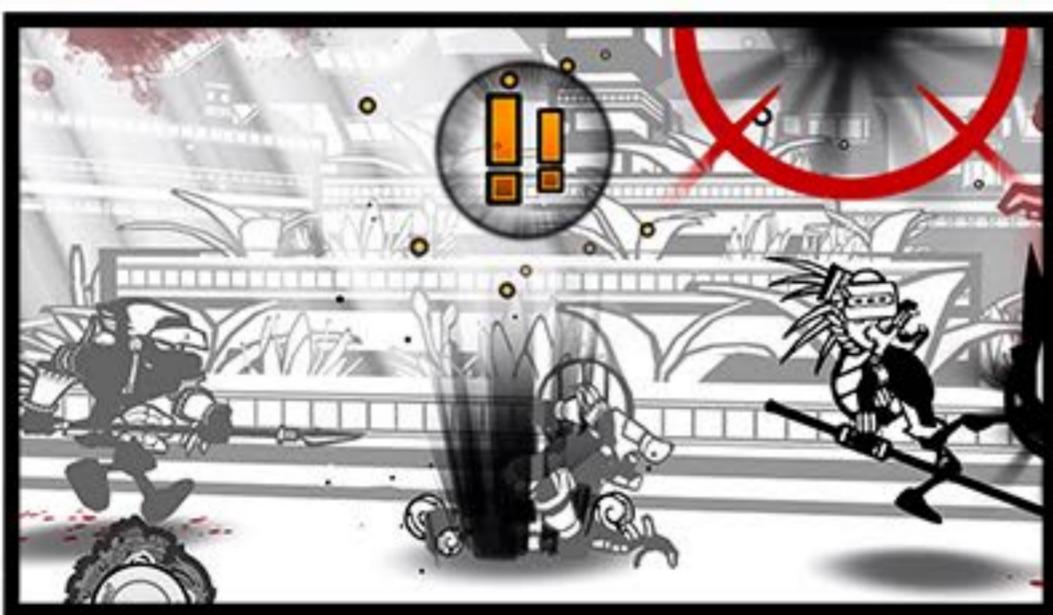
*Orange enemy attacks can't be blocked, but can be parried.*

Red enemy attacks can't be blocked or parried, so watch out!

TEAM COLORBLIND

DASH

- Dashing can be performed on the ground or in the air.
- You can dash in either direction from either facing with directional input.
- If you air dash or long jump into a wall, you will briefly mount the wall, and you can then jump, dash, and perform some command moves.
- Some of the weapon's dashes allow you to move through enemies.
- Some of the weapon's dashes can be cancelled with more dashes.
- You may jump out of a dash to perform a long jump.
- From a long jump, push either attack button to fire unique moves.

GRAB
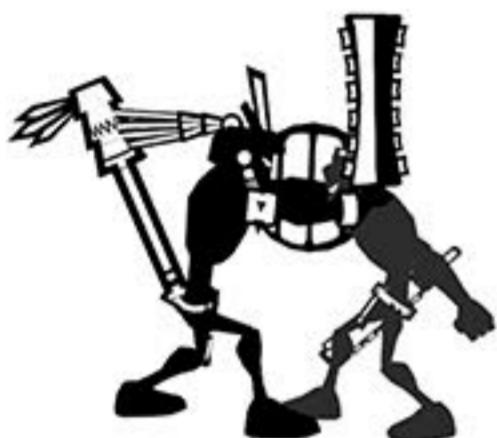
- Grabs can only be performed on the ground.
- **You are vulnerable when you are grabbing, but grab attacks deal damage faster than your standing and air attacks.**
- You may attack and perform command moves while grabbing.
- Break the grab manually by providing block input.
- You may also break a grab by shoving an enemy away with dash input.
- Broken enemies are sacrificed by grabbing them and providing attack input.

> ! **Shield enemies can be swept AND grabbed!**

ABSORB

- Blood can be absorbed by the Aztez at any point by holding the button.
- The blood fills a meter that is used to trigger very powerful techniques.
- When the meter is full, push absorb again to fire chosen technique.
- Blood fades away after 15 seconds on the ground.
- Sacrificing an enemy yields a very large amount of blood.
- You may absorb blood in the air as well.
- You can cancel almost any attack with absorb input.

WEAPON SWITCH

- You may switch between your available weapons whenever you want.
- You can switch weapons on the ground or in the air.
- You may also switch weapons in the middle of an attack (active switch).
- After active switch, you may instantly use newly selected weapon's mechanics.
- The active switch is an attack in itself, and helps to preserves combos.

ENEMY STATES

Enemies that have more than 1 hit point are **"Healthy"**, and all enemies are healthy by default. Healthy enemies are active enemies, and they shed blood when they are struck.

When an enemy's life has been reduced to 0 or less, they become **"Broken"**, and make a glass breaking sound when struck. Broken enemies can't attack and no longer shed blood. A Broken enemy can be endlessly attacked until they fall and stand up for the first time.

When a Broken enemy falls down and stands back up for the first time, they become **"Dizzy"**, wherein they will stand in place for 3 seconds before dying. A dizzy enemy will also die if struck once by any attack.

Dizzy enemies can be sacrificed by grabbing them and providing attack input. Sacrifices yield an enormous amount of blood. This is a core mechanic!

> **!** *You can reset the 3-second dizzy timer on an enemy by interacting with them without killing them. Experiment!*

ASSAULT COMBOS

In Aztez, you are encouraged to start and finish the game's pre-designed combos, or **Assault Combos".** Assault Combos are simply the series of attacks the your perform when you mash on some combination of A and B attacks without cancelling it. All assault combos end with the victim(s) getting knocked away in some form.

Assault Combos are your primary source of damage!

The last 1 or 2 hits of any Assault Combo do significantly more damage than any command move. Stay on your feet but finish your assaults!

ATTACK STATE/INPUT	ANIMATION NAME	TOTAL FRAMES	HIT BOX WINDOW	DAMAGE
Ground A1	Forehand	60	8 - 13	5
Ground A2	Backhand	60	11 - 16	12
Ground A3	Hilt Smash	60	14 - 19	18
Ground A4	Standing Knee	60	17 - 22	25
Ground A5	Overhead Slash	60	22 - 27	40

SCORING SYSTEM

Perform large combos with diverse scoring events in order to score high!

Repeated successful attacks on enemies are counted and scored as "Combos". There is no limit to your combo count. A combo will end if:
   - Too much time has elapsed since your last successful attack.
   - You throw out an attack that hits nothing.
   - You get successfully attacked by an enemy.

As you perform streaks, different successful mechanics will dynamically multiply your score on the spot. These are called scoring events! Scoring events are juggles, hitting broken enemies, performing sacrifices and more.

Constant aggression with minimal mistakes is the key to a high score.

*The combo counter as it appears in the
in-game combat interface.*

ADVANCED TRICKS

When knocked down by an enemy, press jump as your body hits the ground to instantly stand back up.

When struck prone, you may roll in either direction with the dash buttons.

When you shove an enemy to break a grab, their body has a hitbox. Use this to disrupt incoming attacks.

Canceling your attacks with blocks, dashes, absorbs, and weapon switches is the key to expressive combat.
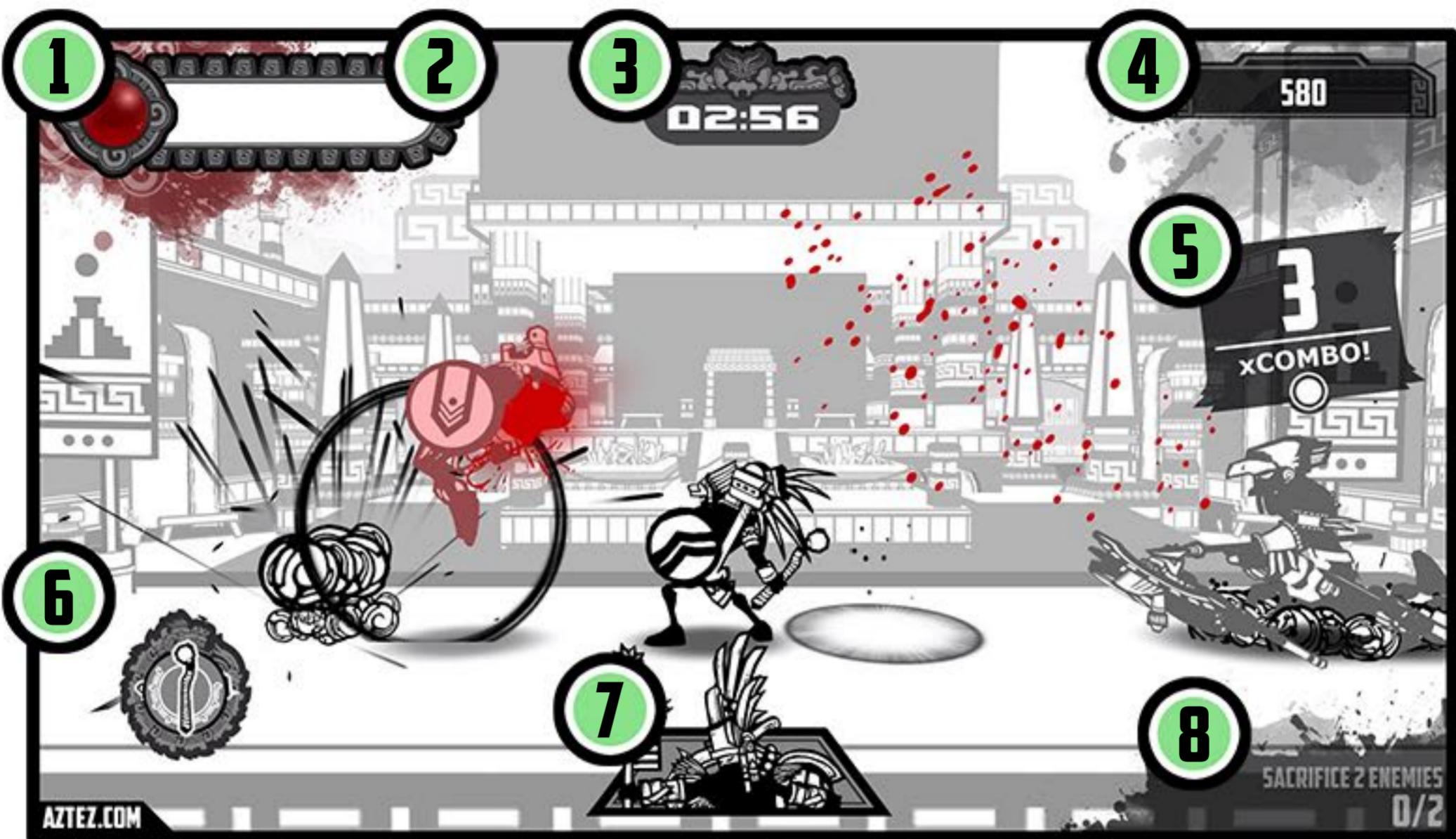
COMBAT HEADS UP DISPLAY:

1. Health Meter - Indicates remaining health.

2. Blood Meter - Fills up as you absorb blood.

3. Timer - Indicates time left in combat event.

4. Scoreboard - Indicates score along with current multipliers, if any.

5. Combo Counter - Indicates current combo count along with time left before combo breaks. Resets on every hit but accelerates as the combo grows.

6. Weapon Wheel - Indicates current weapon.

7. God Attack Indicator - Appears when you have filled the blood meter and are ready to perform a god attack.

8. Dynamic Bonus - Indicates the randomly selected bonus active in this event.

3. CAMPAIGN GUIDE

GOALS

The goal of the campaign is to grow and survive the empire for as many turns as you can! Every turn, you will address empire problems in real-time action segments called combat events. Winning or losing in combat events will have different effects on the empire, but you'll have a variety of items and special agents at your disposal to help you succeed!

The game is over when you lose your last Aztez!

HEADS UP DISPLAY:

1. Aztez - Indicates remaining Aztez and how many are ready for deployment.

2. Resources - Indicates empire's current resource count.

3. Turn Counter - Indicates current turn.

4. Loadout & Inventory - Activates Loadout or Inventory menus.

5. Turn Ender - Will light up when the turn can be ended.

TURNS

The game is divided into roughly 15 turns (it could be more or less depending on what happens in your game). At the beginning of every turn:
- You will receive income for every city in your empire.
- New events will appear on the map.
- Dissent could appear on the map, or existing dissent could spread.
- Populations of cities across the Valley will rise.
- Drought, darkness, or rain could occur.

CITIES

Cities have both a type and a population. City types are:
- **Free City.** Independent city states that does not pay tribute.
- **Empire City.** A formerly independent city state that is now a part of the empire.
- **Dissenting City.** A city whose people are taking a stand against the empire.
- **Ruins.** A former city that is now empty.

A city's population determines how much income they generate as an empire city, and population ranges from 1 to 6. Note that a city's population can be reduced to 0, at which point it turns into ruins.

DROUGHT, DARKNESS, AND RAIN

There are three events that could occur either randomly at turn start, or get triggered by events or items:
- **Drought**: The population of the empire starts declining.
- **Darkness.** The population of the empire stops rising, and frightening enemies appear.
- **Rain.** A cleansing event. Stops drought.

DISSENT

Dissent can and will occur at any point, which turns free cities (and in later turns, empire cities as well) into dissenting cities. Dissent can spread to other free cities and even empire cities, and if dissent hits Tenochtitlan, the game ends.

Dissenting cities.

EVENTS

During the turn, you may address any events on the map, assuming you have available Aztez. Selecting an event will prompt a mission information screen that shows you what you'll be fighting, what you stand to gain & lose, and what the randomly selected combat bonus is.

When you win an event, you'll trigger the win outcome and that Aztez is unusable this turn. When you lose and event, you'll trigger the lose outcome and typically, that Aztez dies and can't be used any longer. Note that festival events do NOT kill your Aztez on lose!

YELLOW EVENTS

Yellow events are the standard event type. They're about taking cities, aquiring artifacts and resources, and gaining new weapons and gear. Sometimes yellow events even yield Aztez!

RED EVENTS

Red events are emergencies. Not addressing them means something bad is going to happen to that location or even the empire at large.

BLUE EVENTS

Blue events are festivals. Aztez do not die participating in festivals, but they will still use a deployment. Festival's rewards scale based on how well you perform!

! *If you change the event location's city type, the event is removed from play...*

AGENTS

From the **Inventory** menu, there is a tab of agents that can be used at any point...assuming you have the resources to afford their services. They all do very useful things, but their cost increases with each use!

The agents are accessed from the inventory menu.

PRINCESS

The princess can be used to acquire a free city. In the Aztec empire, alliances were forged by joining noble families, and this agent represents that act.

ASSASSIN

Dissent will occur in the empire, spread, consume your cities, and it will even end your game if it hits Tenochtitlan. Use these cunning figures to turn a dissenting city back into a neutral city.

CONJURER

The conjurer will randomly produce two items from the game's list of items, and you will get to pick one. It's a way to turn your resources into items, but at a cost...and a roll of the dice.

GENERAL

A city occupied up by an empire military force is impervious to the temptation of rebellion. Use the general to fortify a city, and it will never dissent. Use these to stop the spread of dissent on key roads!

Note that there are one-use versions of these agents that you will find during play; they can only be used once but they don't cost anything. They can also be sold!

ITEMS

From the **Inventory** menu, there is a tab of items you can use as soon as you have aquired them. As you participate in events and score bonus objectives, you will receive items that benefit you in distinct ways. The stars on an item indicates its rarity...and sell value.

The items are accessed from the inventory menu.

There are over 30 unique items that can be found and used. Here are a few examples, along with some potentially helpful use cases:

LIMESTONE OBELISK

This item will increase the population of a city by two, which means more turn-based income when used on an empire city. Alternatively, it can be used to turn ruins back into a free city.

AZTEZ

When activated, this item provides you with an additional deployable Aztez. More Aztez means more events can addressed in a single turn.

FERTILITY IDOL

This item will create an event at the target location that maximizes its population on success. Use this to very quickly up your income, but risk losing an Aztez.

> **!** *If you have no use for any item you've received, sell it off! You'll get its rarity in resources.*

ARTIFACTS

From the **Inventory** menu, there is a tab of items that displays your collected artifacts. Artifacts represent permanent unlocks, like weapons and gods. It's simply a reminder of what you've permanently acquired.

The artifacts are accessed from the inventory menu.

AZTEZ LOADOUT

From the loadout screen, you may customize your Aztez.
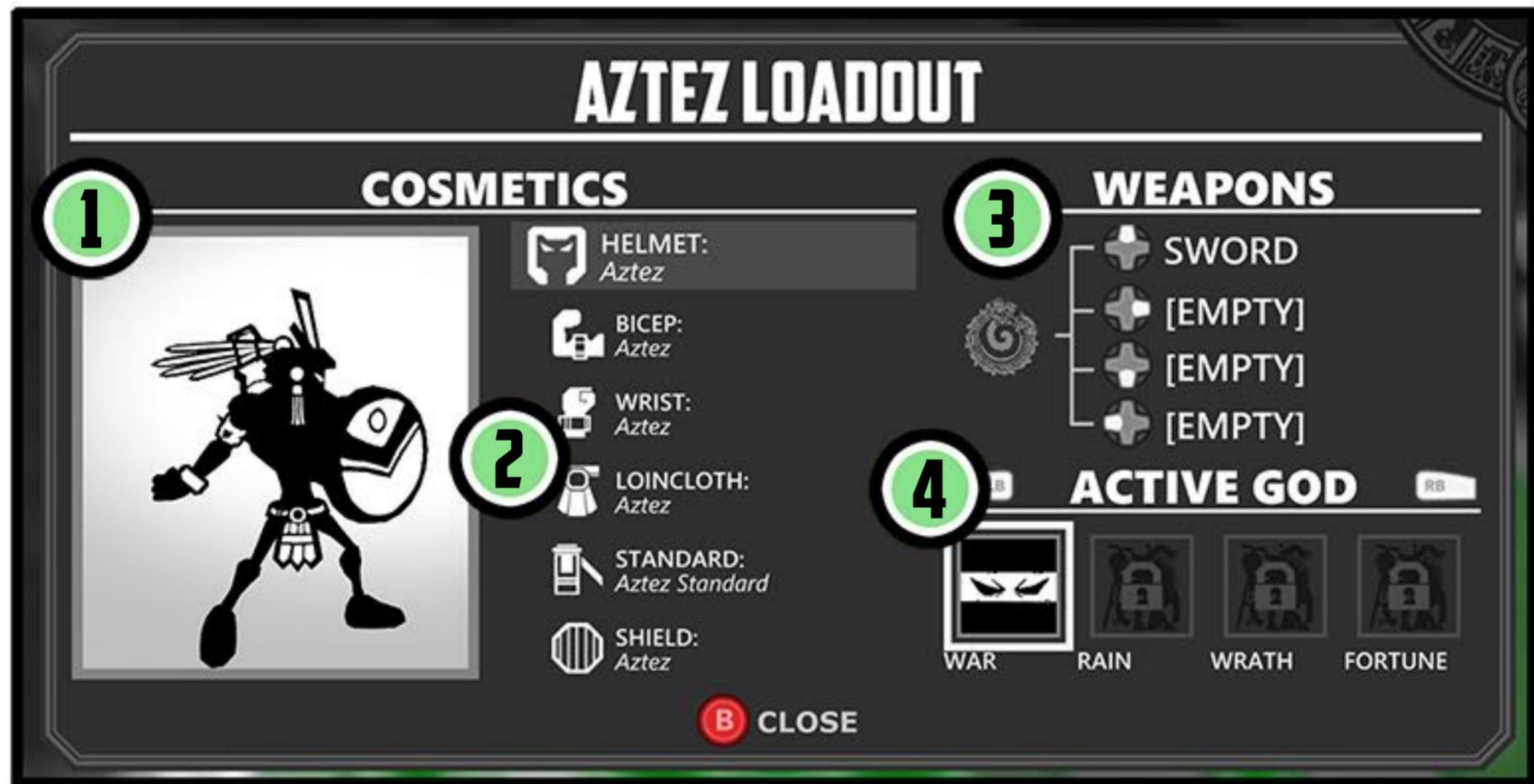
1. Preview Window - Shows you your Aztez as you make changes to its cosmetic items.

2. Cosmetic Slots - Select a slot and then pick a new cosmetic piece from your collection.

3. Weapon Wheel Assignment - Assign your available weapons to any of the slots on the weapon wheel.

4. God Assignment - Pick one of the gods you've unlocked to use in battle when your blood meter is filled.

4. CREDITS

Aztez was made by Team Colorblind:
Ben Ruiz, Artist & Designer
Matthew Wegner, Programmer & Designer

Aztez would not have been possible without:
Jorge Garcia, UI Design
Lorn, Music
Andrew Murphy, Character Artist
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