

INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

ASTRAL FLUX

ORIGINS



ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

OFFICIAL
MODRETRO
PRODUCT

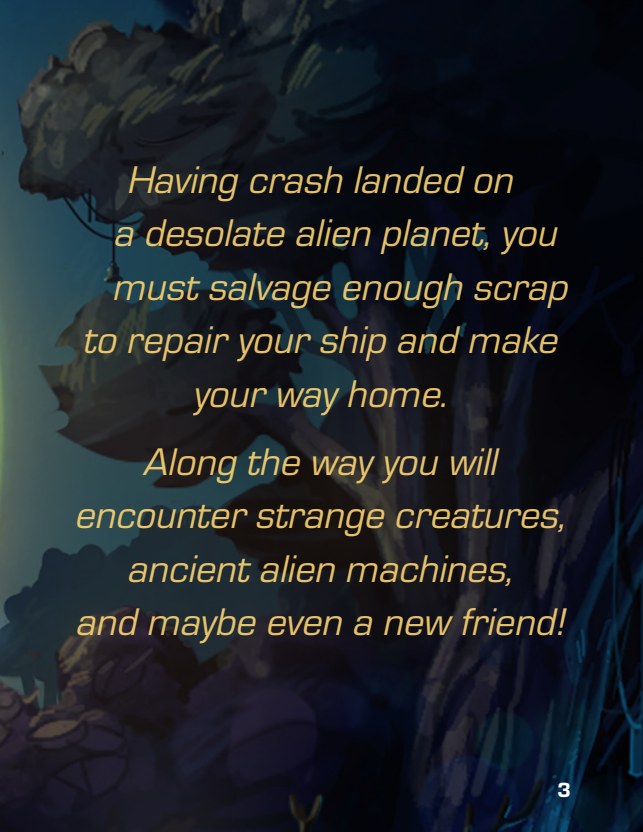
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ORIGIN STORY

Astral Flux: Origins is a brand new action/adventure game for the Chromatic.

In this prequel to Astral Flux, you'll learn the backstory of Wrenchy, the beloved partner of the original game's protagonist.



*Having crash landed on
a desolate alien planet, you
must salvage enough scrap
to repair your ship and make
your way home.*

*Along the way you will
encounter strange creatures,
ancient alien machines,
and maybe even a new friend!*



Chromatic Controls

Control Pad

Move / Interact / Climb Ladder



A Button

Jump



B Button

Throw Wrench



START Button

Pause



SELECT Button

Activate Telekinesis



Wrench Abilities

Wrench upgrades are unlocked by activating Reflective Shrines, with each shrine representing a stage of psychological growth. Shrines are activated by interacting with them in a meaningful way (a puzzle, a trial, an emotional event). Reflective Shrines will reward you with one of the following wrench abilities.



Throw Wrench

Defeat enemies or flip switches from a distance



Echo Wrench

Activate echo platforms to temporarily reveal a new path



Wrench Hold

Place wrench to activate devices, but become more vulnerable



Repair Wrench

Repair broken objects to create new paths



Teleport

Throw your wrench at a teleport point to quickly warp there



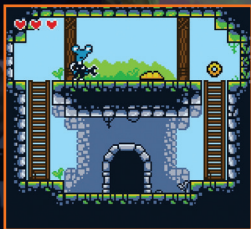
Telekinesis

Control objects with your mind

Mechanics

Platforming

Wrenchy is quite agile, able to run, jump, climb and swim his way through the world.



Health

Wrenchy starts with 3 hearts, shown in the top left of the screen.

Taking damage will remove one heart. Wrenchy will die upon losing his final heart and will be revived at the most recently activated checkpoint.



Checkpoints

Checkpoints are found throughout the world. Interact with a checkpoint to activate it. Your progress will be saved and your health will be restored. Upon dying you will be returned to the last activated checkpoint.



Lore

You will find lore statues scattered throughout the world, often hidden. Interact with them to reveal a new piece of lore.

Objects



Crates

Break to clear the way or reveal an item.



Scrap

This planet is littered with scrap! That's good for you, because you'll need it to repair your ship.



Keys

Keys are used to unlock a nearby door. They can only be used once, but the unlocked door will remain unlocked.

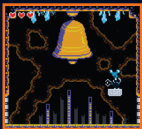


Biomes



Crash Site

Your journey starts here: a deserted rocky landing site.



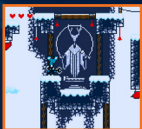
The Abyss

Deep mysterious tunnels, twisting and turning in the dark.



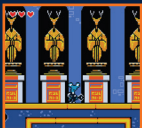
Hidden Swamp

A toxic swamp dotted with ancient tech ruins.



Mountain Ruins

The remnants of an alien city high in the mountains.



Celestial Spire

A majestic temple floating above the planet's surface.

Creatures



Wurmo

An invasive species of slimy, worm-like creatures that can be found all over the planet.



Jellix

One of the oldest species on the planet, these bioluminescent jellyfish are capable of both swimming and levitation!



Starbeak

A crustacean with a thick outer shell. Their sharp edges pose a hazard for fish and swimmers alike.



Blazewing

A winged beast with sharp fangs and poor vision, they rely mainly on echolocation, especially at night.



Desperate Hand

Found exclusively in The Abyss, these deformed hands reach up from the darkness... desperately.



Crystal Bloom

Beautiful but deadly, these crystal clusters shoot crystalline spears when threatened.



Neonfin

Aquatic creatures named for bright orange scales that lure prey. Though harmless-looking, they secrete a mild neurotoxin when threatened.



Firehopper

Amphibious creatures native to the Hidden Swamp. Prolonged toxin exposure has granted them dangerous abilities!



Creatures



Thorno

A distant relative of Wurmo, Thornos have evolved a spikey exoskeleton to deter predators.



Magicopter

A flying mechanical contraption powered by ancient technology.



Celestial Bots

Although their builders are long since gone, these mechanical creatures continue to roam the hallways of the Celestial Spire.

Credits

A Game By

Cosmocat Games

Design & Programming

Adam McLellan

Nathan van der Stoep

Artwork

Nathan van der Stoep

Music

Adam “Snug” McLellan

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CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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