

INSTRUCTION BOOKLET

MODRETRO CHROMATIC®



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

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PRODUCT

TRAUMATARIUM PENITENT

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Penitents and the Ebon Legion

BODNAR



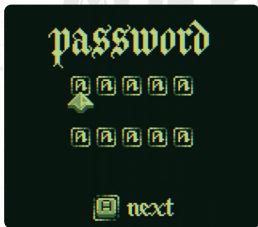
The order Penitent are the descendants of the knights that failed to defend the kingdom during the events of the great evil awakening when the Traumatarium was originally unsealed. They swore an oath to pay back for their sins, not just for the remainder of their days, but for 10 generations. The current Penitents are one of those generations indebted by the utter failure of their fore-bearers.

Ebon Legion is formed of those who chose to continue to fight on the side of evil and stood by the Queen, even as she revealed she was tainted by the great evil of the Traumatarium. They now stand directly at odds with the Penitents, as they wish to revive the slumbering gods, and each day, their ranks grow with both fanatical cultists, as well as trained knights, who want to pursue gold more than a code of honor.



STARTING YOUR ADVENTURE

Traumatorium Penitent is designed as a retro experience. It is best explored in the original DMG palette.



For a pick up and play experience, passwords will be provided as you make your way through the dungeon. Make sure you write those down for later experiences.

The Dungeons



A preview of the rooms near you will be present at the top.



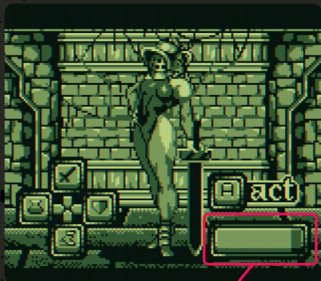
The directions you can head in different rooms will be shown by arrows.



Items that are interactable will show the buttons attached to investigate.

Tip: SELECT will bring up the full map

battles



Battles are quick and merciless. It's purely a matter of kill or be killed.

The directional pad acts as a series of options.

Purifying penitents is crucial to collecting gold, and sometimes receiving items needed for survival.



life bar

Make sure to keep an eye out on your health. Sometimes using a healing item in the middle of battle is the key to surviving.



attack

Use your strength to damage the foe



item

Use healing items. The action uses up your turn.



defend

Defend from an enemy attack.

Hint: time it right and you can block special enemy attacks.



run

Sometimes the best tactic is to run away from the fight



The light of hope in the darkness

In the darkness of the Labyrinth, you may come across a few rooms that provide some level of solace.

Take advantage of the relief they present, as it may be the only reprieve you may receive.

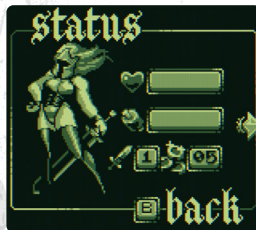


The Inn: provides a place to rest, your Health and Vitality will be recovered, and a password will be provided.

The Shop: use the gold you found to purchase necessary items.



menu



Health: if this reaches 0 you perish.

Vitality: moving tires you, once it reaches 0 your health begins to decrease.

Strength: weapons increase this.

Gold: found in various places, can be used to purchase needed items.



Items List

Fruit and Meat: recover various levels of Vitality

Maps: return you to the nearest Inn.

Potions: recover various levels of Health

Keys: use to unlock doors blocking your advance.

Tip: Whenever possible, try to keep a map on you. It may be just the thing to get you from a sticky situation to the safety of an Inn.

Tip: it's always a good idea to keep some pen and paper handy for notes on your journey, as well as writing down passwords!



Notes

Notes

Notes

credits

ART DIRECTION, PROGRAMMING

horatiu.nyc

ADDITIONAL ART

cyangmou

MUSIC

beatscribe

COVER ART

@DOODLESKELLY

INTERIOR ART

@UPPERMINDINK

@ARMAND_BODNAR

@HOU_JAE04

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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.

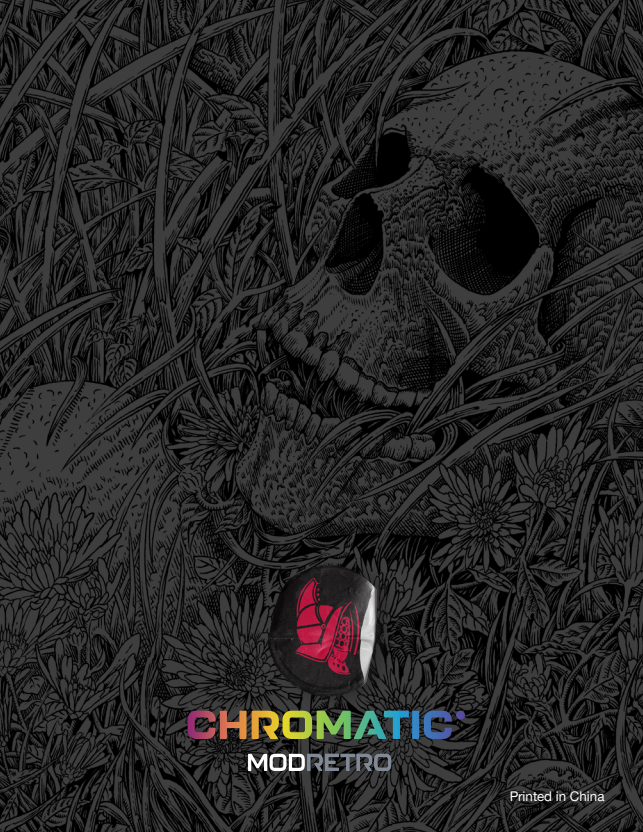
TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

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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