

OFFICIAL STORY & SETTING

GLOSSARY

Objects

- **World Hourglass**
 - A 100-ft tall gilded, floating hourglass that contains the sands of time, located in Central Time City in Time Square. The flow of the sands of time is what pushes time (in a radius around it) forward. If the sands of time every stop flowing, time stops. The World Hourglass has enough sand in it that its affected radius covers the entire world.
 - Every year the hourglass flips automatically, marking the start of a new year. The people of the Kingdom of Clocks hold a celebration at the base of the hourglass every year.
- **First & Second Stopwatches**
 - Identical twin artifacts each containing a grain of the sands of time, capable of allowing the users to move through time without the flow of the World Hourglass. If time is stopped, the stopwatches and whoever they are carried by can continue to move. This also moves the world around them.
 - Both stopwatches are in the King of Clock's ownership at the beginning of the game. The Cryomancer steals the First Stopwatch and the Knight becomes Chrono Knight by claiming the Second Stopwatch.
- **Chrono Golems**
 - Mechanical golems constructed with chonomancy who rove the land, moving in set patterns according to their original programming by the Chronomancers.

Locations

- **Kingdom of Clocks**
 - The setting of Chrono Knight, in which the game takes place in. Led by the King of Clocks and covered by Chrono Golems.
- **Central Time City**
 - The capital of the Kingdom of Clocks. Almost all the buildings in the city are clock towers.
- **Time Square**
 - The town square of Central Time City. The location of the World Hourglass and the opening cutscene
- **Sunrise Forest**
 - A green/brown tree-themed region. Where Central Time City is.
- **Sunset Desert**
 - A tan/yellow sand-themed region.
- **Midnight Tundra**
 - A white/blue ice-themed region. The domain of the Cryomancer.

Characters

- **Chrono Knight**
 - An unnamed knight, genderless. Has different unlockable skins that can be bought with collectable gems.
- **King of Clocks**
 - The unnamed ruler of the Kingdom of Clocks, male. Kidnapped by the Cryomancer in the opening cutscene.
- **Cryomancer**
 - An unnamed ice wizard, female. Speaks in time puns.
 - Freezes time, steals the First Stopwatch, and kidnaps the King of Clocks in the opening cutscene

CHRONO KNIGHT OPENING

In the time before Time, a group of powerful wizards discovered the art of time magic known as **Chronomancy**. The wizard harnessed the magics to become **Chronomancers**, and with it created wondrous artifacts:

They crafted the **World Hourglass** to push forward the sands of time.

They crafted the **Chrono Golems** to defend the lands from evil.

And they crafted the **First & Second Stopwatches**, twin artifacts capable of allowing the users to move through time.

As the ages passed, the secrets of Chronomancy were lost, but the artifacts still remain.

Today is the last day of the year. The citizens of **Central Time City** have gathered in **Time Square** to observe the yearly turning of the World Hourglass.

Little do they know, a more *frigid* destiny awaits...

INTRO CUTSCENE

The intro cutscene is set in **Times Square**, the town square of **Central Time City**, where the **King of Clocks** is giving his yearly speech to his kingdom. He has on him the **First & Second Stopwatches**. Behind him is the **World Hourglass**. Beside the king is the **Knight**.

The **King of Clocks** has a short expository speech in which he grants the **Knight** the **Second Stopwatches**, decreeing him to be **Chrono Knight**, the new guardian of the World Hourglass. An ice portal appears and from it steps the **Cryomancer**. She uses her ice powers to freeze the World Hourglass, freezing Time. The **Cryomancer** re-enters her portal with the frozen **King of Clocks** and his **First Stopwatch**, unknowing leaving **Chrono Knight** behind.

Now **Chrono Knight** must travel across the **Kingdom of Clocks** to defeat the **Cryomancer**, rescue the **King of Clocks**, and unfreeze Time.

GAME LEVELS

- Times Square (only in a cutscene), which is in Central Time City in the Kingdom of Clocks
- Sunrise Forest
 - **Woods**
 - **River**
 - **Mountain**
- Sunset Desert
 - **Dunes**
 - **Ravine**
 - **Oasis**
- Midnight Tundra
 - **Cliffs**
 - **Caves**
 - **Dungeon (has a cutscene)**
- **Times Square (has a cutscene)**

The 10 fully playable levels are bolded.