

## TIMEMELTERS Fact Sheet:

- Developer: AutoExec Games; Based in Montreal, Quebec, Canada
- Release Date: February 28<sup>th</sup> 2024
- Genre: Action-Strategy, Hero defence
- Platform: Windows PC
- Players: 1-2 Players, Online Co-op campaign
- Steam Page: [www.timemelters.com/steam](http://www.timemelters.com/steam)
- Email: [info@autoexecgames.com](mailto:info@autoexecgames.com)
- Website: [www.timemelters.com](http://www.timemelters.com)
- Facebook: [www.facebook.com/timemelters](http://www.facebook.com/timemelters)
- Twitter: [www.twitter.com/autoexecgames](http://www.twitter.com/autoexecgames)

## Description:

Strategy... Witches... and Time Travel! Featuring both a single player and a Co-op campaign, and designed by a small indie team of 3 people, TimeMelters is a strategy-adventure featuring a unique game mechanic which allows the players to go back in time and fight alongside themselves.

Created by the co-designer of *Sang-Froid: Tales of Werewolves*, **Timemelters** brings you to a mythical land of nightmares, where witch trials seem the only answer to the preternatural forces threatening the land.

Timemelters is a hybrid action-strategy game that features a unique game mechanic: Time Travel, which allows the players to go back in time and fight alongside themselves. You play as Teagan, a witch whose powers were just recently unleashed by an unwelcome guest. Now, you must venture forth in a desperate effort to cleanse the countryside from the seeping evil that is corrupting it.

### Game Features:

- Solo and Co-op mode: Play the campaign solo or with a friend online! Using the free Friend's Pass allows 2 player to play the full co-op campaign even if only 1 player owns the full game.
- Unique Time Shift game mechanic: rewind time and fight alongside yourself, not as an AI, but in a fully deterministic fashion. Plan out truly custom strategies and play to your own style!
- Hybrid Action-Strategy gameplay: Plan a strategy and execute it all in real time, across more than 20 distinct missions!
- Skill Tree: Every mission brings you new spell upgrades -- yielding ever more powerful magic and intricate build choices!
- Puzzle maps, boss fights, escort missions, survival, etc. -- each mission has unique objectives and brings unique twists on the time travel mechanic!
- Challenge and Speedrun Mode : Test your skills in over 40 unique challenges that requires 4D thinking, or compete on the Leaderboards in the Speedrun Mode!

### Studio History:

Founded in 2017, AutoExec games is located on the South Shore of Montreal. The CEO of the company is Vincent Blanchard, industry veteran, co-founder of Artifice Studio and co-designer/producer of the game Sang-Froid – Tales of Werewolves, which sold more than 300,000 copies worldwide.

We are a video game studio that strives to create innovative gameplay mixed with rich and unique universes. We are inspired by games of old, whether that be console or PC games such as: Phantasy Star, Castlevania, Dark Omen, Wing Commander, Diablo, King's Quest, Star Control II, etc... In our honest opinion, every game back then had its own unique gameplay. For example, we can describe games as an RTS now, but back then the only RTS games were Warcraft and Dune 2.

With their uniqueness, these games paved the way for entire genres to be formed, and that's what amazed us back then and still amazes us today. Our studio is called AutoExec games as an homage to these pioneers. Back in the day it was a command line you had to enter to start a game, you had to type `c:\autoexec.bat`, and even sometimes edit it or the `config.sys` file in an attempt to free up more RAM to launch the game. In summary, our goal is to create something fresh, something different, something old time gamers like us will find challenging, but above all else, it has to be fun!