

 Perfect Hue

ARENA



Game Manual



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→ How to play

WELCOME TO THE ARENA

Upon entering the Arena, two bot opponents will spawn. The default game mode is Capture the Flag, and there is no score or time limit set.

Stomp your opponents or throw pucks at them to slow them down.

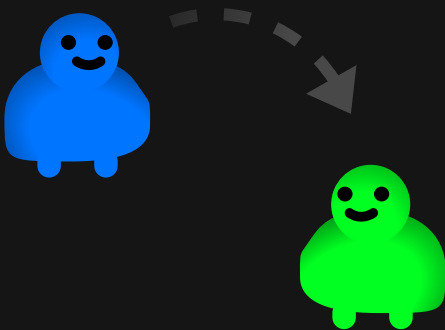
CAPTURE THE FLAG

+10 Points



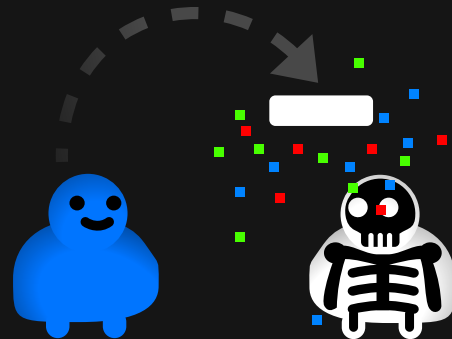
STOMP

+1 Point



THROW PUCK

⚡ STUN

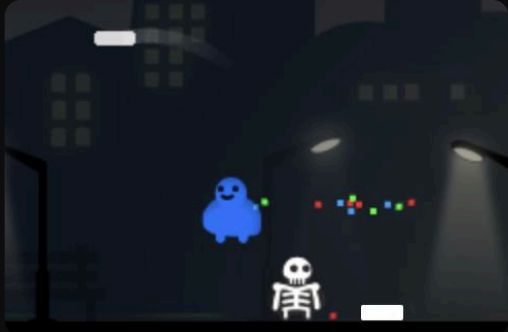


You can start a match in the match settings window or continue free play to get familiar with the controls.





Abilities



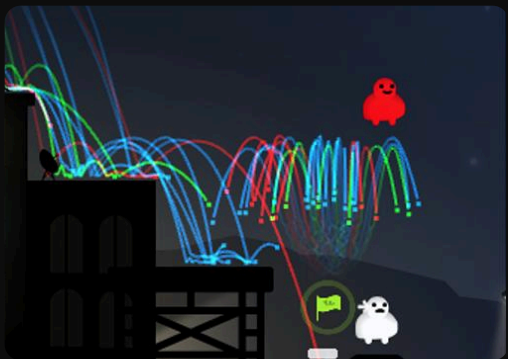
Puck Throw & Drop

Throw a puck to stun your opponent, press down to drop.



Particle Scatter

Break into pixels to evade stomps.



Slow Down Time

Go half speed at any time, with no limits.





Main Controls

SCATTER
(HOLD)



DROP

SLOW TIME



THROW



BACKPACK

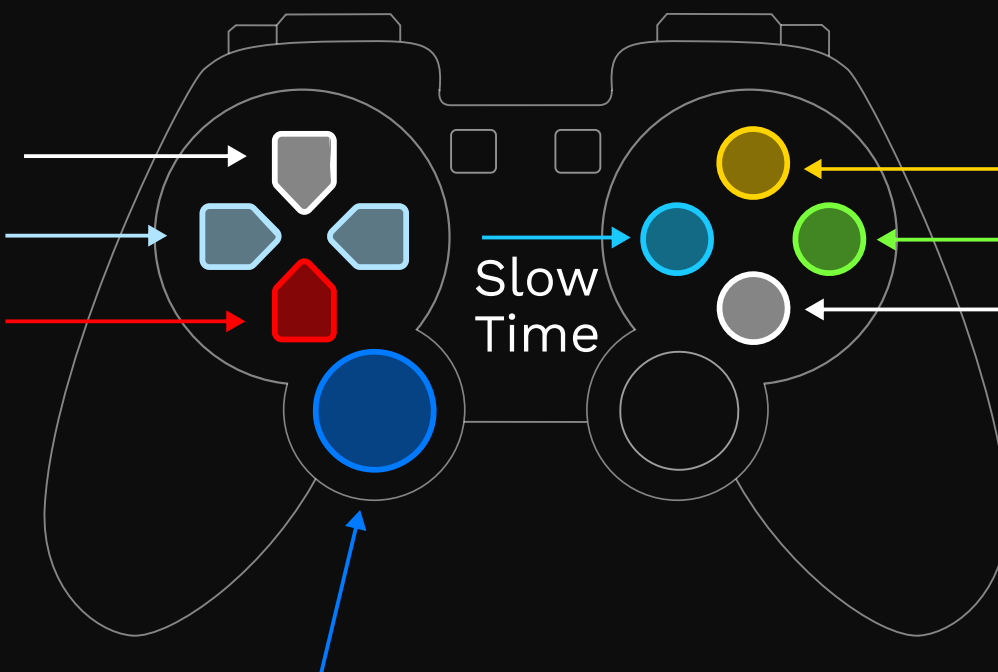


DROP

Jump

Move

Drop



Throw

Scatter
(HOLD)

Jump

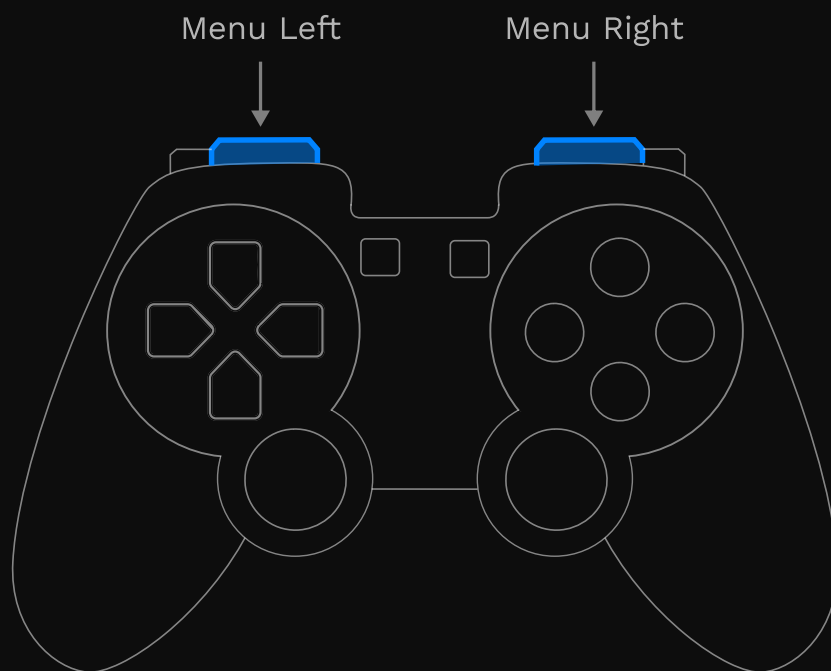
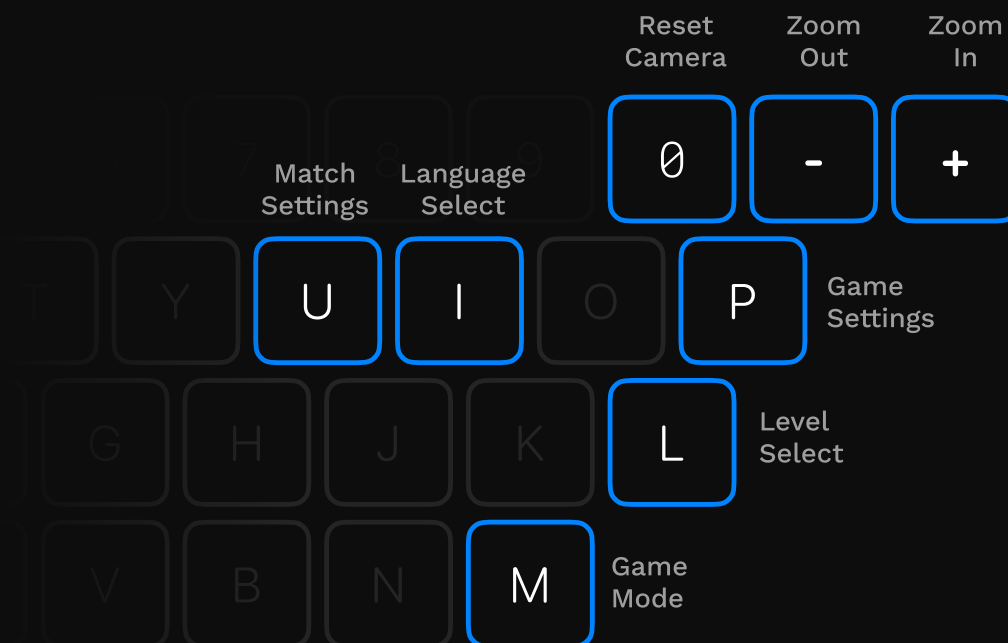
Backpack
& Move

Slow
Time



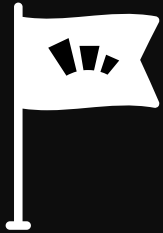


Other Controls





Game Modes



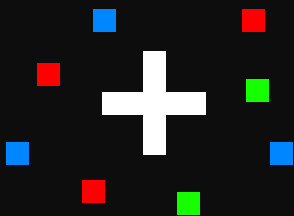
Capture the Flag

Fight for a single flag and return it to the capture zone.



Target Practice

Compete for the most target hits or play solo and hunt for a 5x hit combo.



Pixel Pickup

Smash your opponent into pixels and rush to collect them all.



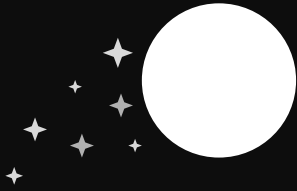


Game Modes



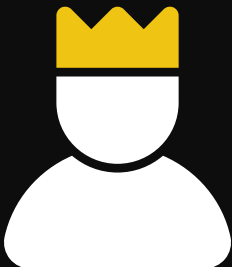
Control Point

Reach the control points and secure them for 25 points each. Progress is faster in Hard difficulty.



Orb

Hit the orb into the goal for 10 points. The next goal line respawns on the opposite side of the map.



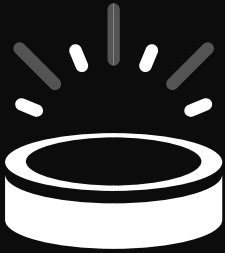
Boss

Defeat the boss by depleting their health meter with multiple stomps. They can evade attacks using a special teleport ability.





Game Modes



Puck

Upgrade your puck with 8 different powerups that spawn randomly. Stomps are disabled, pucks only!





Levels



City Side

The home map with a simple and straightforward layout. Half city, half countryside.



Castle

A quiet castle on the river, designed for flag fortification.



Snowy Day

Cozy city suburb featuring a hockey rink mini-game.





Levels



Rooftop

A busy street separates an expanding business district. Try with the astronaut suit!



Yacht

Ahoy! Battle on the deck of a moonlit yacht. Equip the scuba mask for a fast getaway.



Moon Base

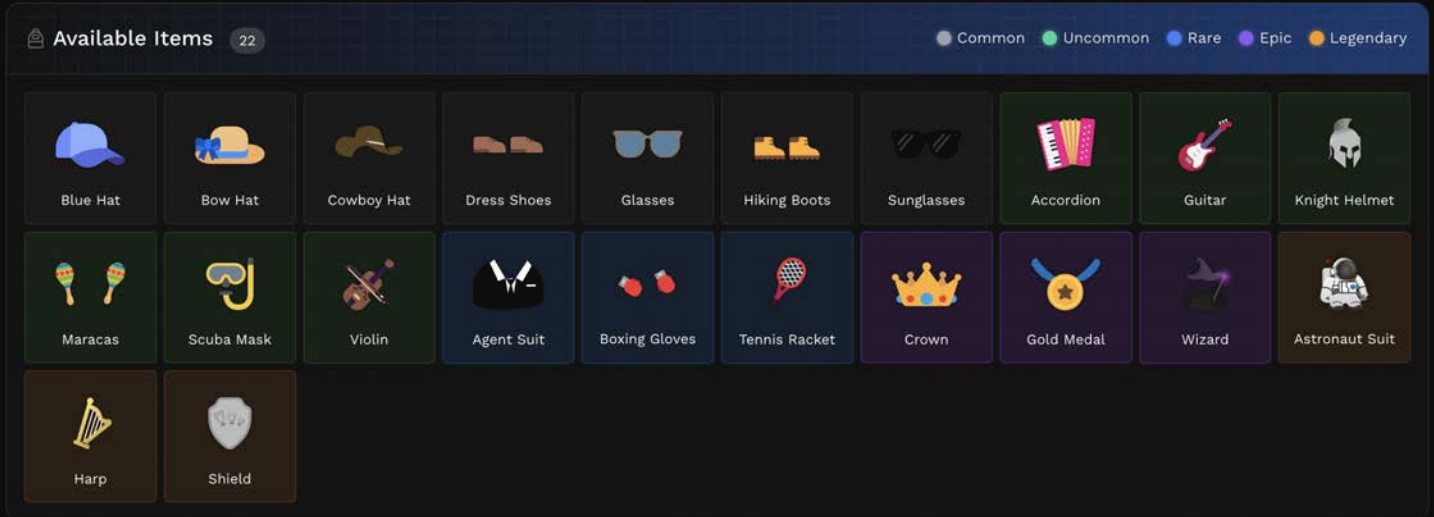
Explore the underground moon facility, or float across the surface in low gravity.





Items & Backpack

Items spawn from a single location in each map with a 10-second cooldown between respawns.



Item Types

Clothing

Look stylish in the Arena with accessories like sunglasses, hats, and shoes.

Instruments

Decorate the airwaves with looping melodies and satisfying sounds.

Abilities

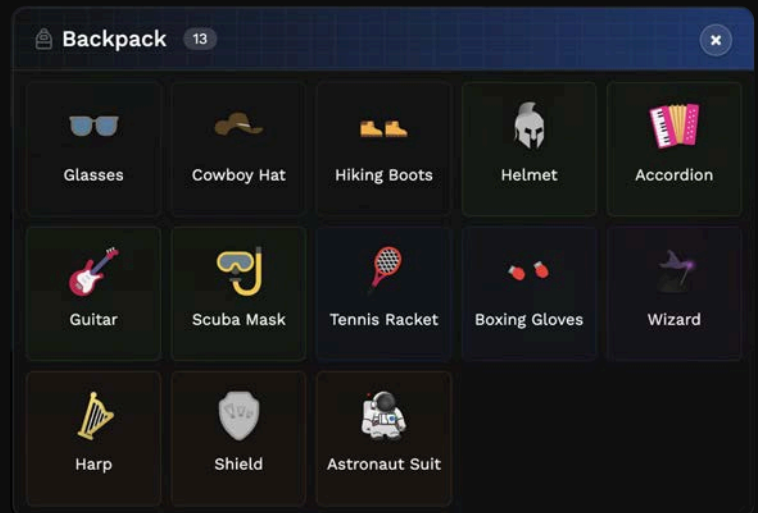
Some items include special abilities like protection from pucks, low gravity, or punching power.

Points & Multi-Points

Get 1, 2, or 3 points, or a multi-point item that scatters into 10 random points.

Minis

Spawns 3 miniature clones. They like to help with control points and pixel pickups.





Items & Backpack

Puck Powerups

These 8 puck powerups are exclusive to the Puck game mode. Players can achieve bonus points for elimination streaks.



VOLATILE

A firework-like projectile and mine that explodes on contact.



HOMING

Automatically seeks opponents and trip mines.



PLASMA

Projects pucks horizontally and vertically with laser precision.



TRIPLE

Throw or drop 3 standard pucks.



ELECTRIC

Creates a powerful electric beam. Extra effective in water!



ADHESIVE

Sticks to opponents and surfaces. Leaves behind sticky pixels on successful hits.



FROST

Freeze opponents with a direct hit or temporarily chill them with ice patches.



VORTEX

Creates a large and dangerous vortex on successful hit.





Interface

Menus & Buttons



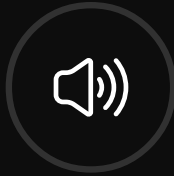
Match
Settings



Game
Mode



Level
Select



Mute /
Unmute



Language
Select



Game
Settings



Full Screen



Team
Mode



Backpack

HUD Indicators



Capture
Zone



Flag
Location



Control
Point



Orb
Location



Orb
Goal



Boss
Location





Team Mode



Solo

Free for all, every player has their own score.



Team

Red vs Blue Teams. Default 2v2. In Two Player mode, 2nd player can join Red or Blue in settings.





Game & Match Settings

The Settings menu is displayed with a title bar containing a gear icon and the word "Settings", and a close button (X). The menu is organized into several sections: "Bot Difficulty" with a slider set to "Medium"; "Bot Count" with a numeric input set to "2"; "Gravity" with a numeric input set to "50"; "Particles" with a numeric input set to "15"; "Volume" with a slider set to "Medium"; "Announcer" with a toggle set to "On"; "Zoom" with a slider set to "1x"; "Player Hue" with a row of 16 color circles, where the 10th circle (blue) is selected with a checkmark; "Player Name" with a text input field containing "Blue"; and "Name Tags" with a toggle set to "Show". At the bottom, there is a "Reset" button and a credit line: "Developed by Perfect Hue".

Game Settings

Bots

Add up to 12 bots, adjust their difficulty, or freeze their movement.

Player

Customize your name and player hue. Your hue also applies to UI windows.

Sound

Adjust sound volume or disable announcer voice.

Misc

You can also adjust the zoom level or reset settings back to their defaults.

The Match Settings menu is displayed with a title bar containing a timer icon and the words "Match Settings", and a close button (X). The menu is organized into two columns: "Time Limit" and "Score Limit". Under "Time Limit", there are three buttons: "1 Minute", "3 Minutes", and "5 Minutes". Under "Score Limit", there are three buttons: "100 Points", "300 Points", and "500 Points".

Match Settings

These apply to any game mode or level.

Time Limit

Whoever has the most points when the timer hits zero wins.

Score Limit

First to 100, 300, or 500 points wins.

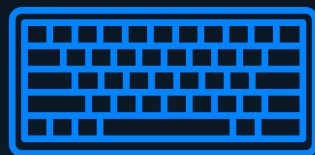
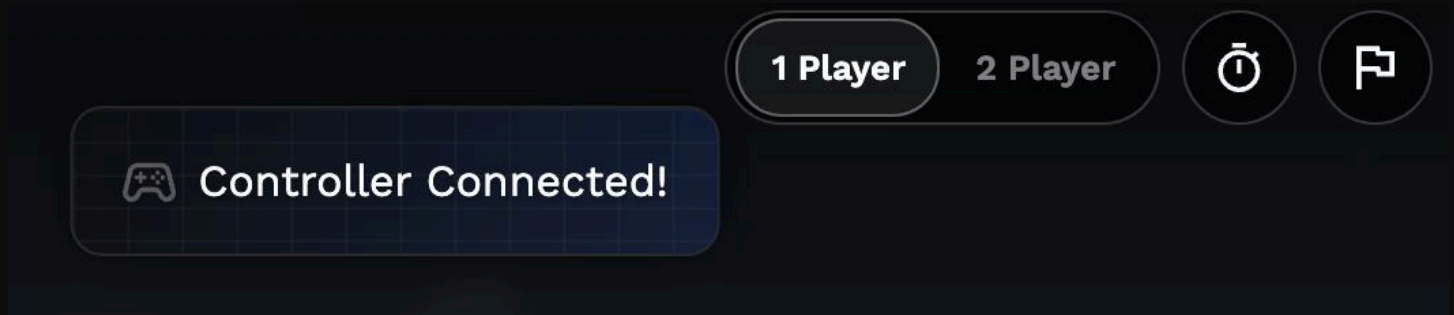




Two Player Mode

Adding a second player

Connect a controller to enable 2 Player mode.



Player 1



Player 2





Supported Languages

EN	English	KO	한국어
ES	Español	RU	Русский
FR	Français	HI	हिन्दी
IT	Italiano	ID	Bahasa Indonesia
PT	Português brasileiro	AR	العربية
DE	Deutsch	HY	Հայերեն
ZH	简体中文	TH	ไทย
JA	日本語	VI	Tiếng Việt





Multiplayer

This is in early alpha stage and still in testing. Provide feedback in the [Discord!](#)

Visit perfecthue.tv/arena/multiplayer to join the multiplayer room. Supports up to 12 players.

Power Ups



Low Gravity



Slow Motion



Slow Motion
Low Gravity

Account Points



When signed in, collected points are added to your Perfect Hue TV account.

Chat

The chat is located at the bottom of the screen, and the log can be viewed by clicking the chat history icon. Toggle the Text to Speech button and make a voice selection (default is Boston accent) to have your message spoken and heard by all players.

Text to Speech



Send

Cowboy

Storyteller

Boston

Evil

Radio

Jessica

James



Diamond

Badges

Your badge can be displayed in the multiplayer arena by pinning it to your Perfect Hue TV profile.

Customization

To customize your name, profile/billboard drawing, and color, click Edit Profile at the top of the website.

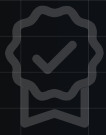
Display Color



Profile Drawing

Clear





Achievements

Achievements are available on the Steam and Newgrounds versions of the game.



Orb

Get 1 goal in Orb Mode for Orb of Tranquility, 10 goals for Orb of Ponderance, and 50 goals for Chaos Orb.



Wizard Orb

Complete the standard Orb goal achievements with the Wizard item equipped.



Boss

Defeat the boss on easy, medium, and hard difficulties,



Target Multiplier

Get 2-5 consecutive targets with a single puck throw.



Armored

Equip the Helmet and Shield.



Collector

Acquire every item.



Perfect Hue TV

What is Perfect Hue TV?

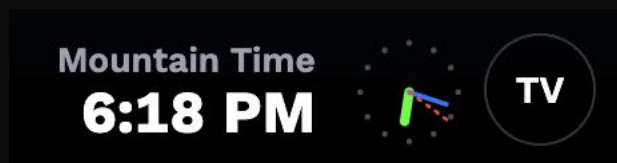
Perfect Hue TV is a 24/7 curated community livestream. Artists, animators, filmmakers, and content creators can submit their work to the schedule, and all submissions are reviewed and approved before airing.

Submit your original work or view the schedule at perfecthue.tv

Enable Perfect Hue TV player & clock

To enable the Perfect Hue TV, press the key combination **shift + 3**

The clock and TV button will appear on the bottom right hand corner of the game.



Features

- Click the pin icon to anchor the TV window location to the game map.
- Click the clock icon to toggle the analog + digital clock display.





Special Thanks

Inspiration

Jump 'n Bump by Brainchild Design

Technology

Phaser • Elixir • Boombox

Platforms & Communities

Newgrounds • Steam • The Iridium • TheIndieDen

Beta Testing & Feedback

jel • MrTspin • Faelkkj lives • qwerty741 • Vortex



DEVELOPED BY



Perfect Hue

THANKS