

GOLDEN HOUR

Field Manual: how to play, what to do, and how to win

You are the healer of a four-hero party. Keep them standing, carry the hurt home, and wake the Caduceus when it matters most.

CODE 1 STUDIOS · IPHONE · IPAD · IPHONE DUO · ANDROID PHONE AND TABLET

START HERE

Your job, in one breath

You don’t swing the biggest sword. You are the **Field Paramedic**, the healer of the party. Your three companions fight; you keep them alive, treat the patients caught in the fighting, and choose the moment to raise the Caduceus.

How you win the arena

Defeat **all four waves** of the Unravelled. When the last foe of wave 4 falls, the game shows **Arena cleared** with your score: **patients saved out of 3**.

Clearing the waves wins. Saving all three patients is a perfect run.

How you lose

If **all four heroes are down at the same time**, the game shows **Party down**. Nobody is lost for good: tap **Play again** to restart the arena.

A single hero going down is not the end. You can revive them (page 8), and Golden Hour lifts every fallen hero at once.

Quick start: your first minute

1. **Read the field.** Your party stands on the left; the Unravelled arrive in waves. The banner says **Get ready**, then **Wave 2 incoming** and so on. You get a moment between waves.
2. **Let your companions fight.** The Vanguard, Ranger and Arcanist attack on their own. You can point them at a target by drawing a line from a hero to an enemy.
3. **Heal.** The Field Paramedic heals the most hurt ally nearby automatically. Top that up with **Pressure Dressing**, **Clot Ward** and the **Tonic Flask** from the skill bar.
4. **Treat the patient.** A trapped villager lies in a ring that shows their vitals. Tap them (or draw a line from the healer to them) and the healer kneels to treat them. Tap the rescue button in time with the pulse to work faster.
5. **Raise the Caduceus.** Every point you heal fills the Golden Hour meter around the big Caduceus button. When the ring is full, press it to heal everyone, lift the fallen and slow every foe.



Art 1. Healing effects are always gold, white and teal; the Unravelled glow toxic green, ember red and void violet. If it’s gold, it’s yours.

READING THE BATTLEFIELD

What you're looking at

This is a real capture of the iPhone build in landscape. Phones put the party rail bottom-left and the skill bar bottom-right, so your right thumb works the skills and your left thumb works the party. Choose **Left-handed layout** in Settings to mirror it.



Screen 1. iPhone 17 Pro simulator, landscape. The numbers match the key below.

1. Info strip: the hero you've selected and their health. While you aim, the target's name and health appear here as well.
2. Patient vitals: how the most urgent patient is doing.
3. Wave counter: the current wave out of 4 and how many foes are left.
4. Pause: opens the menu, settings, HUD layout, controls and companion behaviour. The game saves when you pause.
5. A patient in their vitals ring. The ring fills as you treat them; when it closes, they're saved.
6. Off-screen marker: something important (often a foe) is beyond the edge of the view.
7. Selection ring: the gold ring marks the hero your taps command.
8. Party rail: the four heroes' portraits. Rings show health, badges show their current order, DOWN shows a fallen hero. Portraits wince when hurt and glow when healed.
9. Skill bar: Pressure Dressing, Clot Ward, Blanket Throw, Sprint to Patient, Tonic Flask. A dark sweep and a number show the cooldown.
10. Tonic Flask charges left (three per arena).
11. The Caduceus: Golden Hour. The gold ring around it is the meter. Full ring means it's ready.

Phones, portrait

The rail and skill bar stack along the bottom, and the info strip becomes compact.

Tablets

The rail runs down the side and the skill bar splits between both bottom corners, one for each thumb.

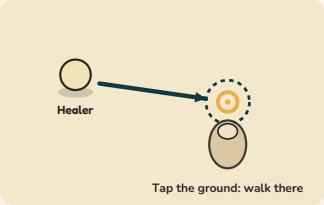
iPhone Duo and foldables

Half-fold the device: the battle sits above the fold and the full command deck sits below it.

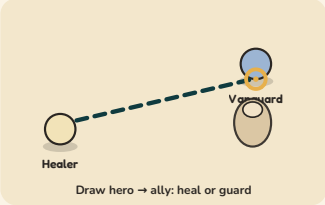
CONTROLS

Giving orders with your fingers

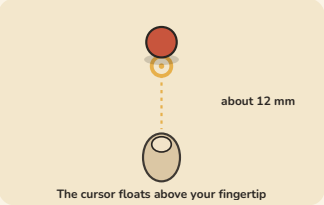
Everything in Golden Hour is touch. You select a hero, then show them where to go or who to help. Hold a skill or portrait for a tooltip.



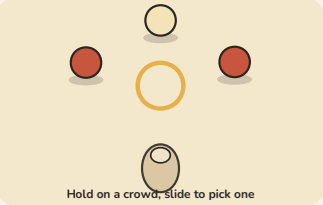
Tap the ground to move the selected hero. Tap an enemy to attack it. Tap a hero to select them. Tap a patient and the healer goes to treat them.



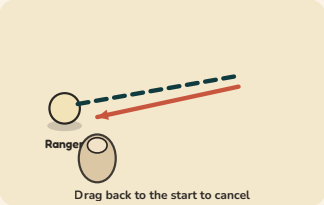
Draw a line from a hero to an ally (heal or guard), to an enemy (attack) or to the ground (move and hold). Lines snap onto the nearest sensible target.



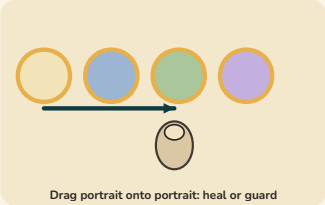
The cursor floats above your finger, so your thumb never hides what you're aiming at. Over crowds, a loupe opens to magnify the spot.



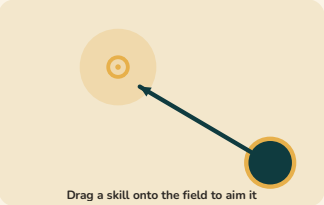
Hold on a crowd of overlapping units and they fan out into a ring. Slide onto the one you want and let go.



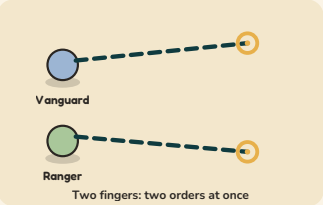
Changed your mind? Drag back to where you started, or off the edge of the screen, and the order is cancelled.



Drag one portrait onto another to send the healer to heal that hero, or a companion to guard them. Tap a selected portrait again to clear their order.



Skills: tap a skill, then tap a target. Or drag the skill straight onto the field and let go on the target or spot.



Two fingers can give two orders at once. **Pinch** to zoom a little in or out.

Triage Time

While you're drawing a line, aiming a skill or holding an armed skill, the battle slows to **30%** so you can think. Change it to 20% or 50%, or turn it off, under **Settings → Touch controls**. It's on by default on Normal.



Screen 2. Drawing from the healer to an ally locks a heal on.



Screen 3. Holding on a crowd opens the pick fan.

THE PARTY

Your four heroes

Your companions act on their own using their **companion behaviour**, and follow any order you give them. Your healing is what lets them keep going.



YOU · HEALER

Field Paramedic

260 health

Heals the most hurt ally within 5.5 m for 20 health every second, automatically. Fights weakly in melee (6–10). Moves fastest of the party (3.4 m/s). Only the Field Paramedic can use the skill bar, treat patients and revive.



TANK

Vanguard

540 health

The wall. Highest health and armour, melee hits of 14–20, and the Unravelled prefer to attack him. Keep him in front and keep him healed, and everyone else stays safer.



ARCHER

Ranger

300 health

Shoots arrows for 15–22 at up to 7 m. She keeps her distance from melee foes on her own. Great for picking off Lanterns.



CASTER

Arcanist

260 health

Slow, heavy bolts for 20–30 at up to 6 m. Each one splashes half damage onto foes within 1.3 m. Fragile: watch her health.

Companion behaviour

Open **Pause → Companion behaviour** to set how each companion acts when you haven't given them an order.

Behaviour	What they do	Use it when
Focus (default)	Attack whatever the healer is attacking, otherwise the foe closest to the healer.	You want the whole party on one target.
Hold	Stay put and fight anything in reach.	A hero is guarding a choke point between hay bales.
Follow	Stay close to the healer and fight foes that come near them.	You need a bodyguard while you move to a patient.
Protect	Guard the nearest patient who hasn't been saved yet.	A patient is down in the open and foes are closing in.

Orders beat behaviour

A line or tap gives a hero a direct order (move, attack, guard or heal), shown as a badge on their portrait. Tap that hero's portrait twice to clear the order and return them to their behaviour.

Protect ranged heroes

If you drop the Ranger or Arcanist onto a spot right next to a foe, they shoot it instead of walking into melee. Switch this off in Settings if you'd rather they go exactly where you point.

THE SKILL BAR

Your healing kit

Only the healer uses these skills. Tap or drag the skill onto its target (pages 4 and 6). If the target is out of range, the healer **walks into range and casts it automatically**; you don't need to move first.



Pressure Dressing

Ally · 7 m · 8 s cooldown

Heals one ally for **45%** of their health. Used on a patient, it adds **25%** to their vitals instead.

Tip: Your big single heal. Save it for the Vanguard when a Rubble hits him.



Clot Ward

Ground · 8 m · 2.6 m circle · 14 s

Heroes standing in the circle regain **30%** of their health over **5 seconds**.

Tip: Drop it where your party is fighting, not where they were.



Blanket Throw

Ground · 7 m · 2.2 m circle · 12 s

Foes in the circle are **stunned for 2 seconds** and pushed back 1.2 m. It also **cancels a Rubble's wind-up**.

Tip: Your best defence. Throw it when a Rubble raises its fists.



Sprint to Patient

Self · 10 s cooldown

The healer moves much faster for **3 seconds**.

Tip: Get to a patient or a downed hero fast, or get out of trouble.



Tonic Flask

Ally · 2.5 m · 3 per arena

Heals one ally for **50%**. You get **three** for the whole arena; the number on the button shows how many are left.

Tip: Emergency use only. The short range means you must be close.



Golden Hour (the Caduceus)

Self · needs a full meter

Heals **every hero 35%** plus extra healing for 6 s, **lifts every downed hero** back up at 40% health, and **slows every foe** for 6 s.

Tip: Your trump card. See the next page.

A skill is ready when its icon is bright. While it's recharging, a dark sweep and a countdown cover it. Hold any skill to see its tooltip.

THE MOST IMPORTANT BUTTON

The Caduceus and Golden Hour

The Caduceus is the winged, two-serpent staff of the Order of the Golden Hour. In the game it's the largest button on the screen: the round brass button at the end of the skill bar, with a gold meter ring around it.



The Caduceus button.

How the meter fills

- You start each arena with the meter about **one-third full** (35%).
- **Every point of healing** you do fills it, whether from your automatic heals, your skills or Clot Ward. About 900 health healed fills it from empty.
- **Saving a patient** adds a quarter of the meter at once (25%).
- When the ring is full, the Caduceus glows and a cream halo appears around it.

What it does

- Heals every standing hero for **35%** of their health, plus extra healing for 6 seconds.
- **Lifts every downed hero** back to their feet at 40% health.
- **Slows every foe** on the field for 6 seconds.
- Empties the meter, so you need to fill it again.

When to press it

Hold it for a crisis: two or more heroes low or down, or a Rubble about to land on a hurt hero. Using it early wastes the revive.



Screen 4. Golden Hour going off in wave 2: the Caduceus heals everyone.

RESCUE

Patients, treatment and revives

Waves 1, 3 and 4 each bring a **Trapped Villager** who is hurt and can't move. Saving them is how you get a perfect score, and each one tops up the Caduceus.

Treating a patient

1. **Send the healer.** Tap the patient, or draw a line from the healer (or her portrait) to them. She runs over and kneels beside them.
2. **Watch the vitals ring.** A patient arrives at about a third and slowly gets worse while they wait. While the healer kneels, the ring fills steadily.
3. **Tap on the beat.** A panel appears: **Treating · tap on the beat**. Tap the heart button as the gold ring closes, about **100 times a minute**, the pace of real chest compressions. Taps on the beat speed things up; the panel tells you **Good rhythm** or **Find the beat**.
4. **Saved.** When the ring closes, the patient is saved, the meter jumps by 25% and the healer is free again.



Trapped Villager.

Faster rescues

Pressure Dressing on a patient adds 25% to their vitals at once. **Sprint to Patient** gets you there quickly. Set a companion to **Protect** so foes don't interrupt you.

When a hero goes down

A hero whose health runs out falls and shows **DOWN** on their portrait. They aren't lost. You have two ways to bring them back:

Kneel beside them

Draw a line from the healer to the fallen hero (or drag her portrait onto theirs). She runs over and kneels; after **2 seconds** beside them, they stand up with 40% health.

Raise the Caduceus

Golden Hour lifts **every** downed hero at once, wherever they are. That's the fastest way to save a run when two or three are down.

Remember: the arena is lost only if all four heroes are down at the same time, **including you**. Keep the healer out of melee and let the Vanguard take the hits.

KNOW YOUR ENEMY

The Unravelled

Lost things risen by the Unmaker: hollow, hungry and drawn to anyone trying to hold the world together. They glow toxic green, ember red and void violet, so you can always tell them from your own gold light.



MELEE

Unravelled Scarecrow

140 health

Shuffles slowly towards you and claws for 9–13. Easy alone, dangerous in groups of four.

Beat it: Let the Vanguard hold them; the Arcanist's splash hits several at once.



RANGED

Unravelled Lantern

100 health

Floats at range and spits glowing bolts for 8–12 from up to 6 m. Fragile, but it chips at whoever is exposed.

Beat it: Send the Ranger after it with a line, or tap it so the party focuses it.



HEAVY

Rubble Unravelled

420 health

Slow, tough and terrifying. Raises its fists for a 1.2 second wind-up, then smashes for 38–52.

Beat it: Watch for the wind-up. Blanket Throw cancels it; a Pressure Dressing straight after keeps the target alive.

Reading the fight

- Health bars float above every unit: **green** for heroes, **red** for foes.
- Foes go for the Vanguard first. A healthy Vanguard in front is your best protection.
- A stunned foe stops in place; a slowed foe moves and attacks more slowly.
- Defeated Unravelled fade away; they never leave anything gruesome behind.



Art 2. The Unravelled of the wider world. Act I's arena features the Scarecrow, the Lantern and the Rubble.

WINNING THE ARENA

The Harrow arena, wave by wave

The arena is a farm field after the storm, 24 by 14 metres, with hay bales, a hay cart, crates and a fence to fight around. Nobody can walk through them, including the Unravelled, so use them as cover.

Wave	Foes	Patient	How to play it
1	3 Unravelled Scarecrows	Yes	The warm-up. Let your companions fight while you treat the patient straight away; you have time.
2	3 Scarecrows, 2 Lanterns	No	Point the Ranger at the Lanterns. Keep Clot Ward for when the Scarecrows reach the Vanguard.
3	1 Rubble, 2 Scarecrows, 1 Lantern	Yes	First Rubble. Keep Blanket Throw ready for its wind-up. Set a companion to Protect before you start treating.
4	1 Rubble, 4 Scarecrows, 3 Lanterns	Yes	The finale. Go in with the meter nearly full. Use Golden Hour when two heroes are low or one is down.

The first wave arrives two seconds after you start, and each new wave four seconds after the last one is cleared. There are three patients in total.

Ten habits of a winning healer

1. **Heal the Vanguard first.** He takes the hits so others don't.
2. **Stay behind the front line.** Your automatic heal reaches 5.5 m.
3. **Treat patients early**, while the wave is still small.
4. **Tap on the beat** during treatment; it speeds rescues up a lot.
5. **Watch for the Rubble's wind-up** and throw the blanket.
6. **Lay Clot Ward where the fight is**, not behind it.
7. **Keep the Tonic Flasks** for emergencies: there are only three.
8. **Bank the Caduceus** for the crisis, ideally wave 4.
9. **Use Triage Time**: slow the fight while you draw orders.
10. **Use the gaps between waves** to reposition and finish treatments.



Screen 5. Wave 1 is cleared and the banner calls the next wave.



Screen 6. Wave 2 under way, with the party engaging the Scarecrows.

MAKE IT YOURS

Settings, comfort and accessibility

Press **Pause**, then **Settings**. Everything is saved on the device.

Section	What you can change
Touch controls	Triage Time and its speed (20, 30 or 50%) · cursor height above your finger (0–20 mm) · loupe over crowds · pick fan delay · snapping lines to targets · protecting ranged heroes from melee · tooltips on long press
Hands	Left-handed layout · detecting which hand is playing · the HUD layout editor and touch heat-map
Camera	Zoom (0.85–1.2×) · keeping the action clear of the HUD and your hand · off-screen markers
Feedback	Haptics · sound cues · screen shake on heavy hits · damage numbers.
Display	Graphics quality · high frame rate (ProMotion) · HUD size (85–125%) · high-contrast battlefield · dual workspace for iPhone Duo and foldables
Gameplay	Difficulty: Normal, Veteran or Mass Casualty

HUD layout editor

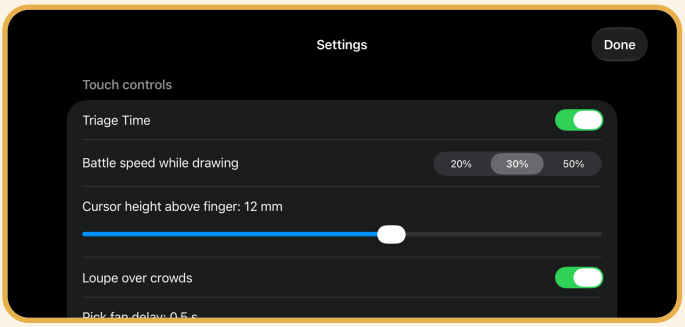
Pause → **HUD layout**. Drag the dashed outlines to move the skill bar and party rail where your thumbs naturally rest. The heat-map shows where your touches really land, along with your mis-tap rate. If you keep missing a button, move it.



Screen 7. The HUD layout editor with its touch heat-map.



Screen 8. The pause menu and companion behaviour.



Screen 9. Settings: touch controls.

BEYOND THE ARENA

The road to the Golden Hour

This manual covers the Act I arena, the part of the game you can play today. The full game, described in the **Lore Compendium** and the **Loot Encyclopaedia**, is being built around it. Here is what's coming.

Act	Title	Town	Final boss
I	The First Call	Harrow's Rest	The Blight Matron
II	Dust and Ash	The Ash Market	The Foreman of the Deep
III	Floodwater	The Harbour of Lamps	The Tide Council
IV	The Burning City	Last Sanctuary	The Ashen Sovereign
V	Golden Hour	Siege Hold	The Unmaker

Winning the full game: carry the Accord across Meridia, rebuild the Caduceus stage by stage, and defeat the Unmaker on the summit of Mount Varrow.



Art 3. The Caduceus is rebuilt in five stages, one at the end of each act. Each stage adds a power, from the Ashwood Rod to the Caduceus of the Golden Hour.



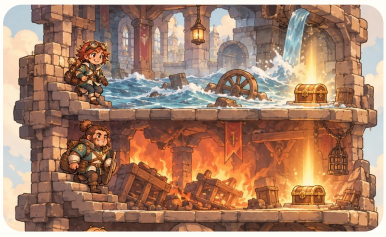
Oriels

The gold coin of the Accord. Monsters drop them, chests hold them, and rescued patients press them into your hands. No ads and no in-app purchases: every Oriel is earned in play.



Generous carrying

No weight limits anywhere. Your backpack starts with three pages and grows to five. Anything that doesn't fit goes to Lost Property, so nothing is ever destroyed.



After the credits

Veteran and Mass Casualty difficulties, Incident Zones, the Echo of the Unmaker and the Long Shift, an endless descent for the healer who stays on after everyone else has gone home.

CUT OUT AND KEEP

Quick reference

Touch

Tap ground	Move the selected hero
Tap enemy	Attack it
Tap patient	Healer goes to treat them
Tap hero / portrait	Select them (tap again to clear orders)
Line to ally	Heal (healer) or guard (companion)
Line to enemy	Attack
Line to ground	Move there and hold
Portrait onto portrait	Heal or guard that hero
Hold on a crowd	Pick fan: slide to choose
Drag back / off screen	Cancel
Pinch	Zoom
Long press	Tooltip

Skills



Pressure Dressing
45% heal (or +25% patient vitals) · 8 s



Clot Ward
30% over 5 s in a circle · 14 s



Blanket Throw
2 s stun, push, cancels wind-ups · 12 s



Sprint to Patient
3 s burst of speed · 10 s



Tonic Flask
50% heal · 3 per arena



Golden Hour
Heal all 35%, lift the fallen, slow foes · full meter

Win
Clear all 4 waves. Save all 3 patients for a perfect run.

Lose
All four heroes down at the same time. Tap Play again.

Meter
Starts at 35%. Fills with healing; +25% for every patient saved.

The healer's three rules

1. Keep the Vanguard standing. **2.** Treat the patient while the wave is small. **3.** Save the Caduceus for the moment it saves the run.

Golden Hour is an original Code 1 Studios game for iPhone, iPad, iPhone Duo and Android phones and tablets. Figures in this manual are taken from the game's content tables for the current Act I arena build and may be tuned before release. Screens are real captures from the iPhone 17 Pro simulator.