

# VANDALBOX

Developed by VandalVermiaDIK

Hello, dear player! In this manual we will teach you how to play our game, VandalBox. In Vandalbox, you'll be given control of the Vandal, a spirit who wants to reach the highest of heights and become the Master. You must help the Vandal reach each magic portal to prove himself before the Gods.

(For the contest judges, we included a Cheat Mode that allows you to move to the next level by pressing 'N'. To play in Cheat Mode, simply run VandalBox - cheat.cdt instead)

## Controls

- O: Move to the left
- P: Move to the right
- Q: Jump
- Spacebar: Grab box
- M: Mute sound
- R: Spend Time to restart the current level
- N: Go to next level. Only works in Cheat Mode

## Game Elements

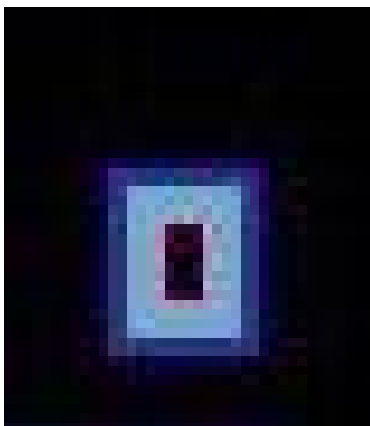
- The Vandal, Spirit of Time. You are the Vandal, which means that if you help him fulfill his quest, you will become an all-powerful Vandal Master.



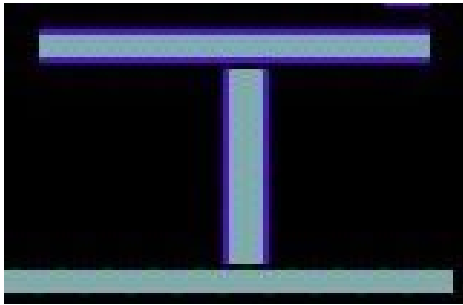
- But be careful! The tests of the Gods might kill you. You're a spirit, however, so you will survive death. Still, dying will mean you lose Time, and if you lose too much Time, your dream of becoming a Vandal Master will be a failure. You gain Time by finishing a level, and you lose Time by dying and restarting. This is a reference to the original Prince of Persia, where you had 60 minutes to finish the game, and, while you respawned after dying, the clock didn't go back to account for the time you spent reaching the place where you died. This means that, in that game, death was a quite literal "loss of time".



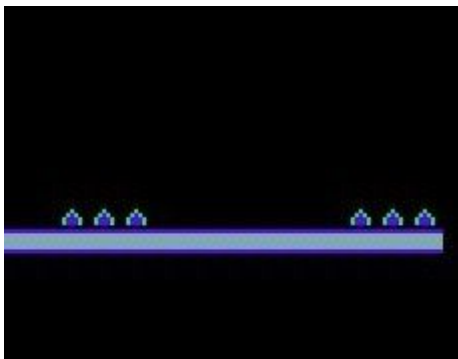
- Magic portals are scattered throughout the realms. The Vandal must go through every single one of these portals if he wants to evolve onto the Vandal Master. Going through one portal will bring the Vandal to the next realm.



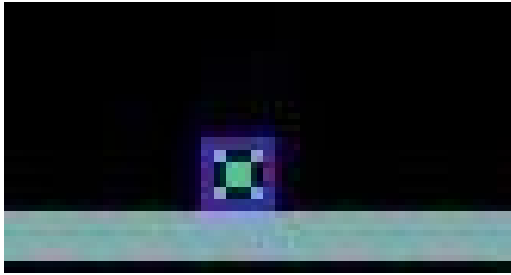
- Platforms and Walls are the foundation that makes up the infrastructure of the realms. Platforms are horizontally aligned and can be stood on. Walls are vertically aligned and will block your movement, and can also be stood on much like Platforms. Also, falling off from these without jumping allows the Vandal to jump in the air. Be careful when jumping towards them from below. You won't lose Time, but your head might hurt.



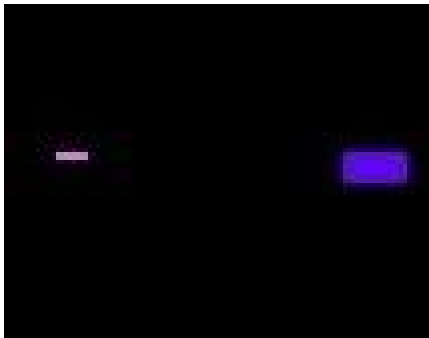
- To test your resolve, the Gods have laid dangerous traps on your way to the portals. Spikes are one of such. They are strong enough to make a spirit lose Time.



- Boxes are mystical objects that can be seen in the realms. The Vandal can push them around, as well as pick them up and drop them somewhere else. The Spikes are strong enough to destroy the Boxes. The main utility of a Box is to stand on top of them to reach higher altitudes when jumping. The only thing that can destroy a Box are the Spikes, which are steeped in divine power.



- Turrets shoot ephemeral bullets that will make you lose Time. These bullets, however, are harmless to the Boxes. These Boxes will also destroy the turret if they come into contact.



- Tokens of Wind are rumored to work differently for each spirit. For the Vandal, though, it only has a single utility: it allows him to jump again after touching it. Once the Vandal would reach the ground, however, the Token of Wind would lose its effect. Tokens of Wind are exhausted when touched by the Vandal but will regenerate soon afterwards.



- Horizontal ladders are meant to help the Vandal in his journey. He can latch onto them and move to the left and to the right, and will only be able to leave them from the edge of it. Once this happens, the Vandal will be able to jump from the air.



## CREDITS

We hope you like the game! We are VandalVermiaDIK (Twitter: @DikVandal), and here are our members:

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And here's the external software we used:

- CPCTelera, library for Amstrad CPC developing in C and assembly  
<https://github.com/Ironaldo/cpctelera>