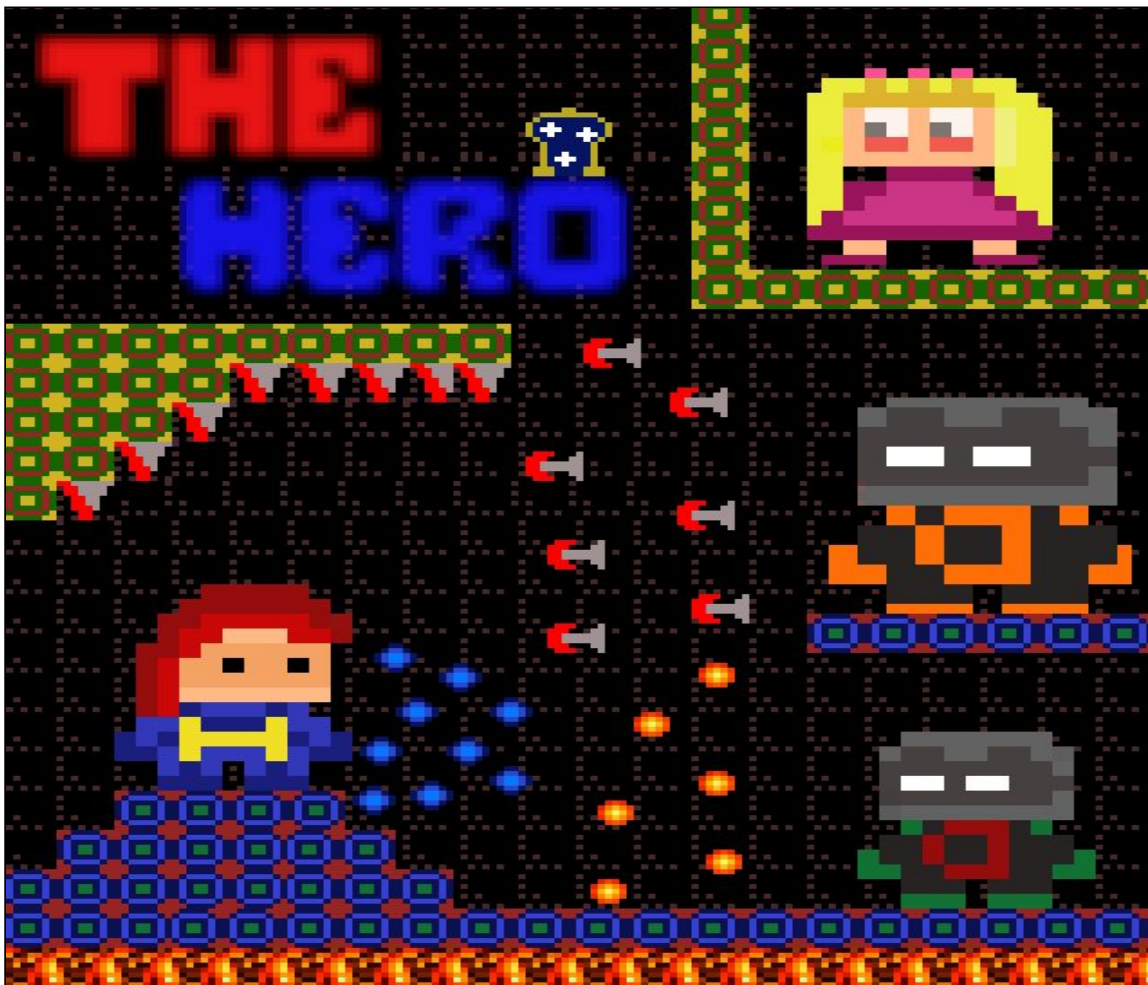
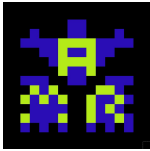


THEHERO VIDEO GAME MANUAL



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Mario Villora Picó
Roberto Ruiz Uclés



History

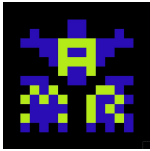
First of all, the purpose of this game is to present a great challenge to the player, due to the fact that it has 30 very hard levels with a very high difficulty and 15 songs. You will suffer playing this game, and you probably will surrender. And now, you can read the story.

“TheHero” video game is about a hero that must rescue a princess who has been kidnapped by several kidnappers. During his trip, he must surpass several obstacles such as spikes, lava, platforms, enemies, arrows and more. All of this while he goes through endless levels in order to rescue the princess.

Keys

In order to play this game, the player must use the following keys or joysticks:

- Q: Jump.
- P: Go Left.
- O: Go Right.
- Space: Shoot.
- Escape: Pause menu.
- R: Restart the game if you are on the pause menu.
- M : Mute/Unmute music.
- 1: Start game
- 2: Controls
- 3: Credits



Characters

In this videogame, you will find the following characters:



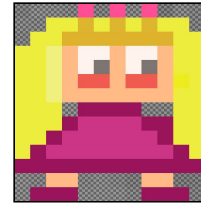
Walker



TheHero

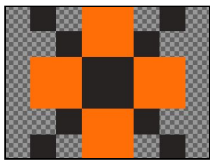


Shooter

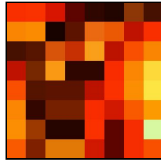


Princess

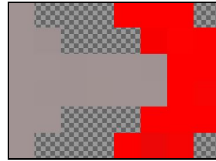
You will also find various obstacles throughout the map:



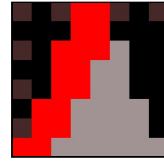
Shuriken



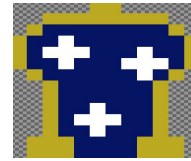
Lava



Arrow



Spikes

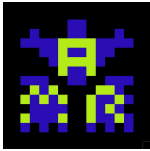


Portal

Jumps

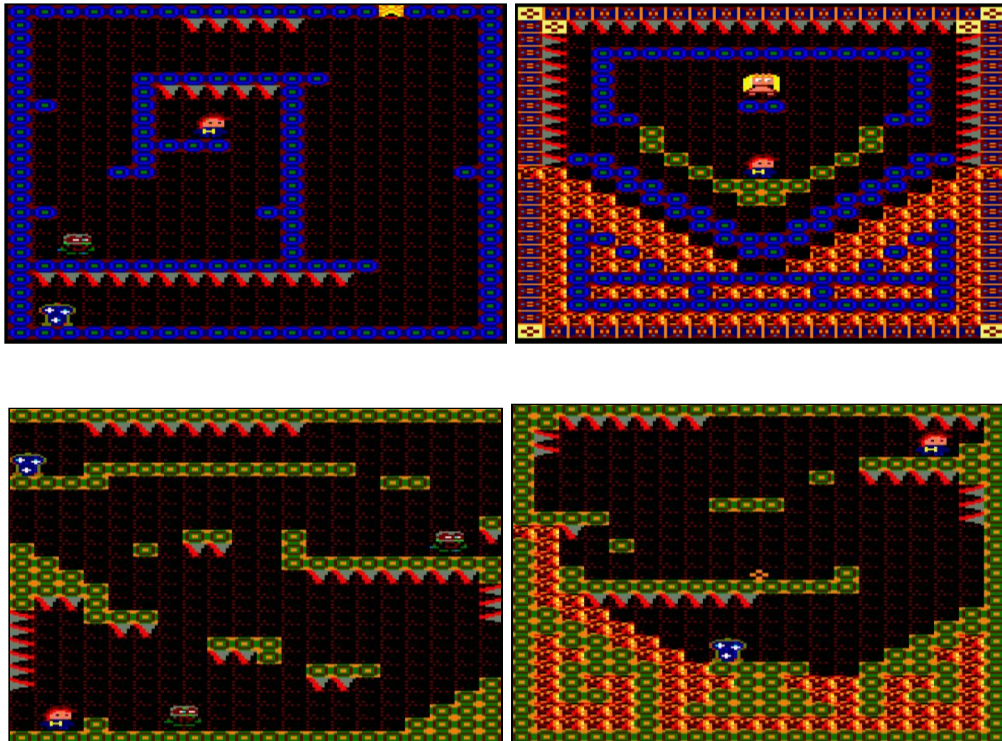
When you play, you will have to jump through different blocks. If you find these type of blocks whose distance is 3 empty blocks, you will have to fall and then jump in order to arrive at the next block.





Levels

Finally our character will have to deal with the different routes spread over various maps such as the following:

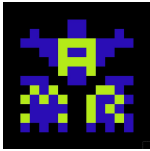


Prince of Persia reference

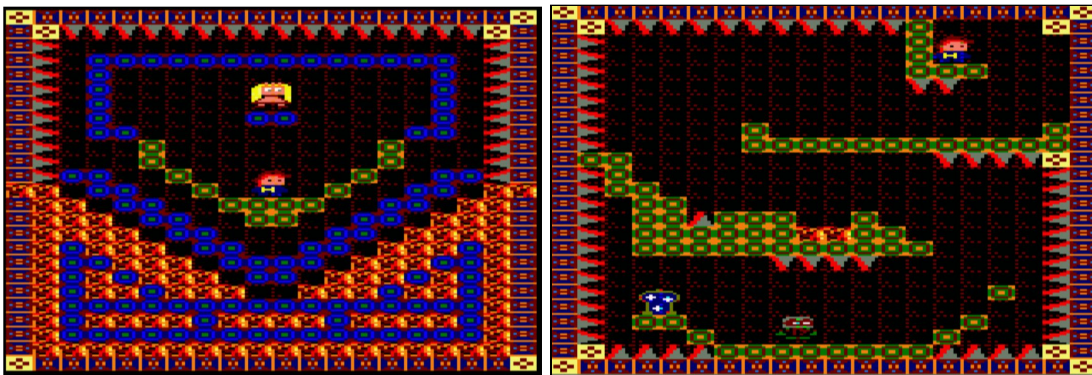
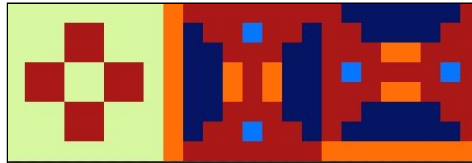
In this game, we have included 2 Prince of Persia de Broderbund references. We have extracted these references from this image from the original game:



- The first reference is the portal that you can use in the game in order to pass the levels.



- The second reference are two tiles that are found in levels 8 and 12, these tiles are the next:



All Prince of Persia fragments of this memory and the references on the game are property of Jordan Mechner as a designer and Brøderbund as a distributor ©.