



BY
CODE OF LIGHT

USER'S GUIDE



~ LUZ A ZUL ~
(LIGHT TO ZUL)
A ADVENTURE
PUZZLE VIDEOGAME.

PROGRAMMING, MUSIC &
TECH DEVELOPING

JESÚS CUADRA

ART, STORY &
GAME DESIGN

IGNACIO NARANJO

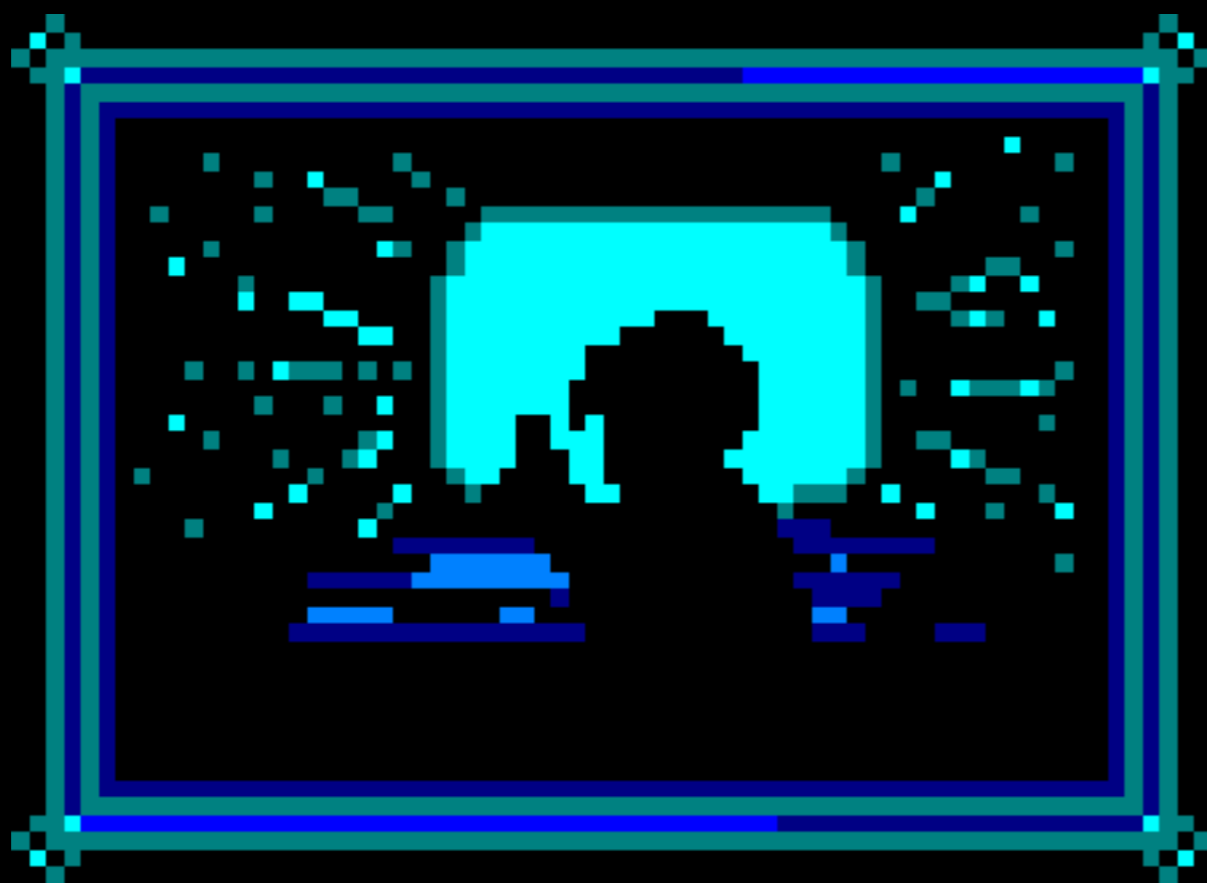
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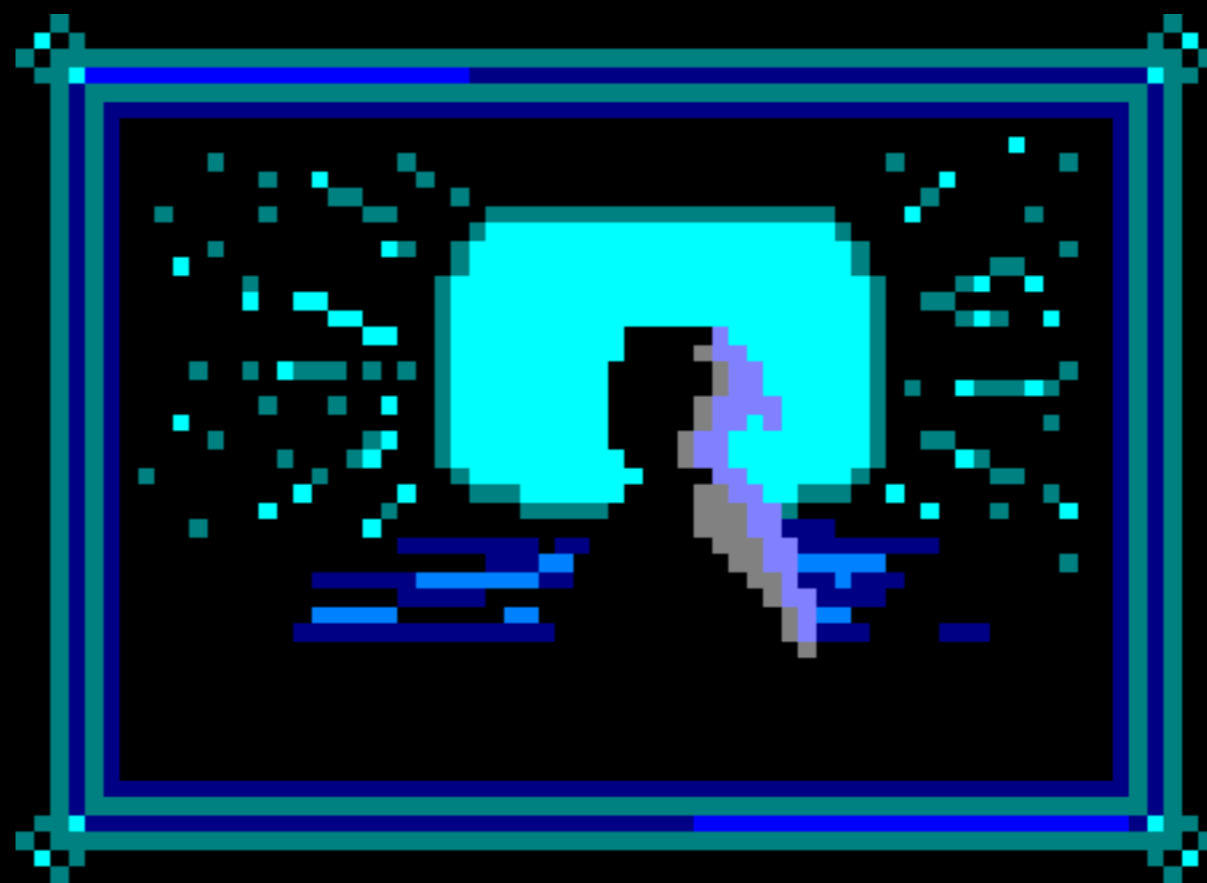
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STORY

THAT DAY I'D SAVED PRINCESS FROM THE
YAFFAR'S HANDS.



CLIMB TO THE HIGHEST
TOWER...



UNLESS...



...A GATE TO THE
OTHER DIMENSION OPEN
IN FRONT OF YOU.



MY HOUSE DESTROYED.
MY FAMILY IN DANGER.



NOBODY FUCKS ME ONE
VIDEOGAME AFTERNOON.
I MUST DEFEAT...



...THAT MONSTER
NAMED ZUL.

CONTROLS



CONTROLS

	RIGHT		MAP
	UP		STEPS
	DOWN		MUTE
	LEFT		
	RESTART LEVEL		
	RESTART GAME		

GAMEPLAY

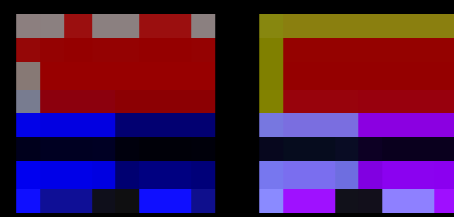
- GOALS.

YOUR HOUSE HAS BEEN RAIDED BY EVIL. ZUL, A BAD CREATURE FROM OTHER DIMENSION, HAS FALLEN APART ALL AROUND YOU.

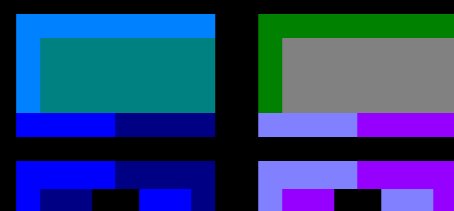
YOUR FAMILY IS IN DANGER. YOUR FAVOURITE GAME HAS BEEN BROKEN AND SCATTERED BETWEEN WORLDS. EXPLORE EVERYTHING CLEVERNESS AND CONTROL CONNECTED WORLD'S PHYSICS , SAVE YOUR FAMILY, FIND SECRETS AND DEFEAT ZUL WITH THE RECOVERED LIGHT.

- MOVABLE ITEMS.

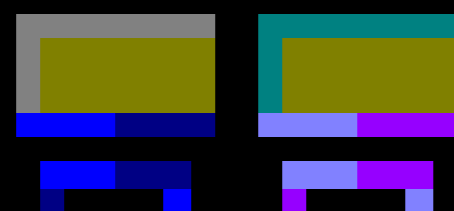
THESE ARE CONNECTED AND INTERACTIVE OBJECTS. THEY MOVE AND REPLICATE MOVES BETWEEN WORLDS. HAY 3 TIPOS:



RED TABLE.
THEY CAN'T MOVE, BUT THEY HAVE MIRROR MOVE FROM THE OTHER SIDE SIMETRIC ITEM.



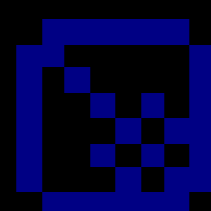
GREEN TABLE.
NORMAL MOVE, ONE BY ONE BOX.



YELLOW TABLE.
THEY MOVE IN COMPLETE LINES, UNTIL THEY COLLIDE AGAINST WALL OR ANOTHER ITEM.

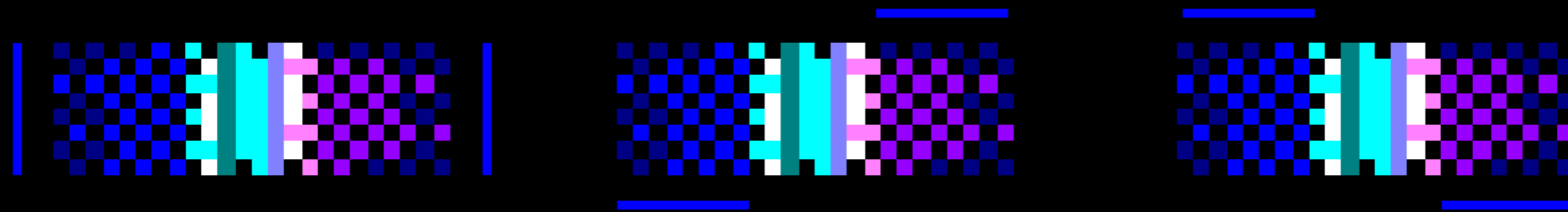
- HOLES.

INTERACTIVE ITEMS THAT DESAPPEAR WHEN A ITEM COLLIDE WITH. THE MOVABLE ITEM FALL AND DESAPPEAR TOO.

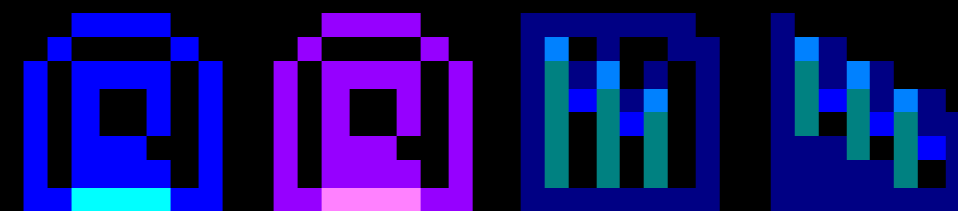


- PORTALS.

THE POINT BETWEEN WORLDS. YOU CAN PASS THROUGH IN 3 DIFFERENTS WAYS (CENTER, ABOVE AND UNDER). YOU WILL APPEAR ON THE OPPOSITE AND CROSSED SIDE.



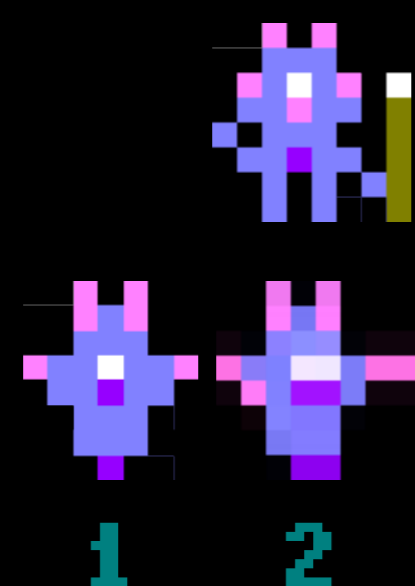
- DOORS AND UPSTAIRS.



CONNECT ROOMS (DOORS) AND FLOORS IN THE HOUSE. THE OTHERSIDE DOORS (PURPLE COLOR) MAY CONTAIN SECRETS O TRAPS.

- ENEMJES.

THEY CAN ELJMNATE YOU. RUN AWAY FROM THEM OR LOCK THEIR SHOOTS.

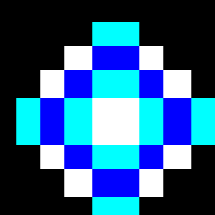


HAUNTING ENEMY.
HE'S SLOW, BUT HE WILL WALK BEHIND YOU FOREVER. ESCAPE FROM HIM.

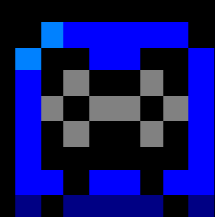
SHOOTING ENEMY.
ONE OF THEM SHOOTS HORIZONTAL (1) AND ANOTHER SHOOTS VERTICAL (2). YOU CAN BLOCK THEIR SHOOTS PATHS.

- COLLECTABLES.

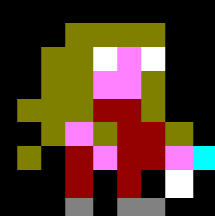
GET ENDGAME CAN BE EASY. BUT EXPLORE AND GET ALL GAME ITEMS WILL DEFINE YOU LIKE A REAL PUZZLE VIDEOGAME PLAYER.



LIGHT.
BASIC ITEM. YOU NEED AT LEAST 5 TO REACH THE LAST ENCOUNTER. THERE ARE 10.



PARTS OF TAPE.
YOUR PRINCE OF PERSIA TAPE (AMSTRAD CPC464) HAVE BEEN DESTROYED. FIND 5 OF THEM.

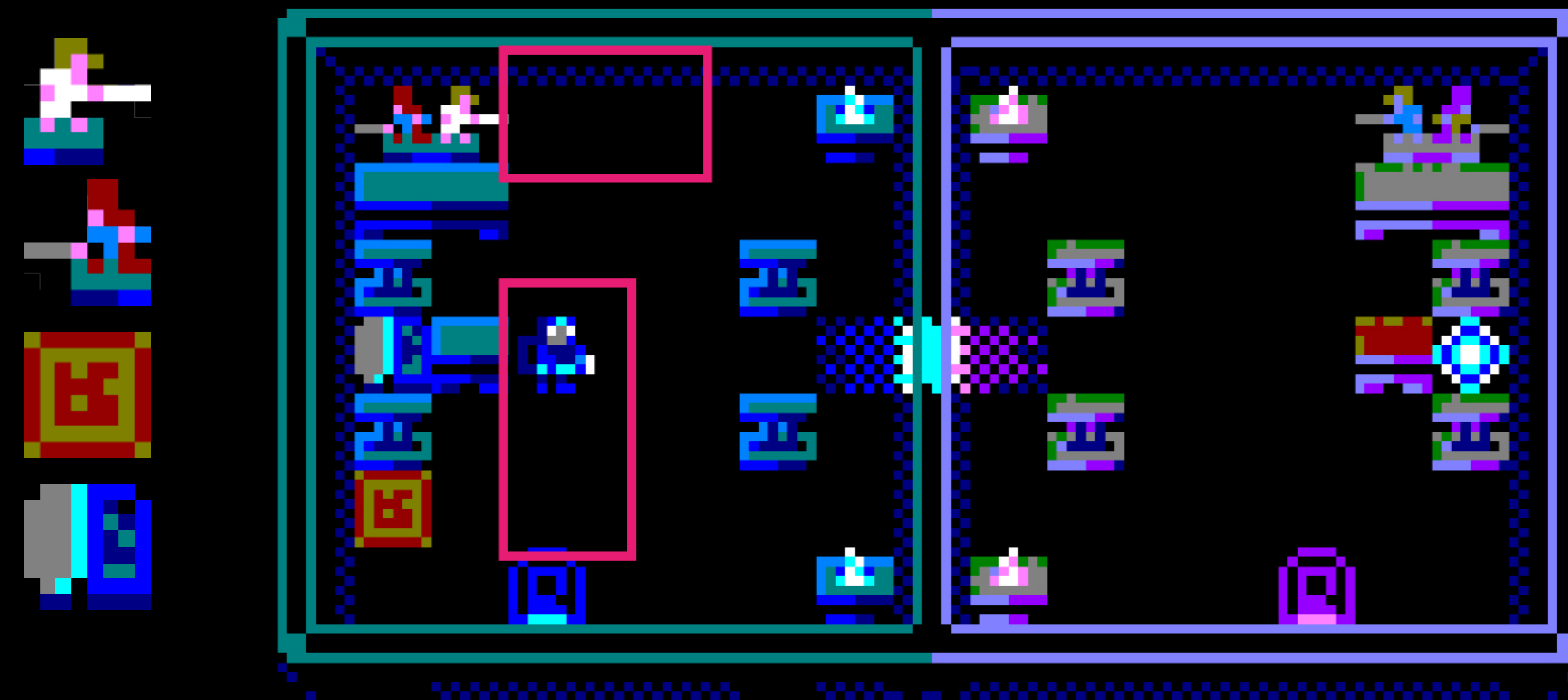


FAMILY.
YOU FAMILY ARE IN DANGER. TERRIFIED, THEY ARE WAITING FOR YOUR CLEVER HELP. YOU ARE 5 IN HOUSE.

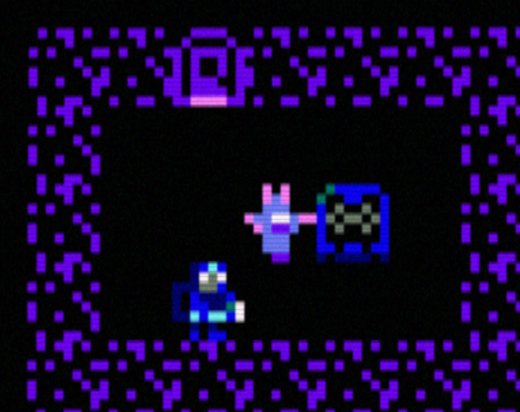
PRINCE OF PERSIA EASTER EGGS


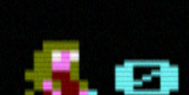
AT THE BEGINNING, YOU START JUST AFTER A PORTAL APPEARS WHILE YOU WERE PLAYING PRINCE OF PERSIA RUN.

YOU ARE A FANATIC OF THIS GAME. IN YOUR ROOM YOU HAVE A PRINCE OF PERSIA FIGURES, NEAR TO YOUR AMSTRAD CPC464.



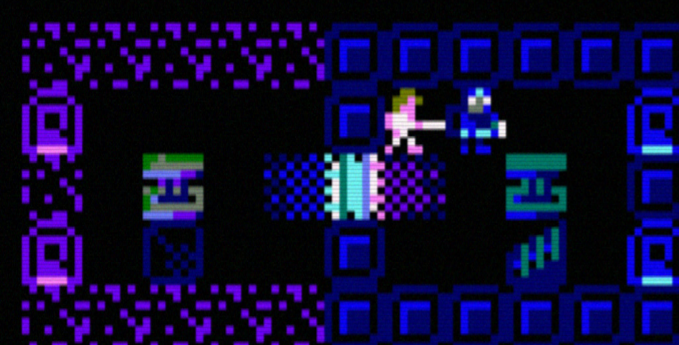
YOUR CASSETTE OF PRINCE OF PERSIA GAME HAVE BEEN DESTROYED. SO ITS BECOME A EASTER EGG IN A COLLECTABLE ITEM IN THE GAME.



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IN A PART OF THE GAME, YOU MEET DASTAN (NAME OF PRINCE OF PERSIA SAGA HERO THAT APPEARS IN THE MOVIE "PRINCE OF PERSIA: SANDS OF TIME").

They destroy his favourite game.



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IN THE END OF THE GAME, THERE IS A LAST PRINCE OF PERSIA EASTER EGG, WHICH WE ENCOURAGE TO DISCOVER BY YOURSELF.

DASTAN - May the light be with you.



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