

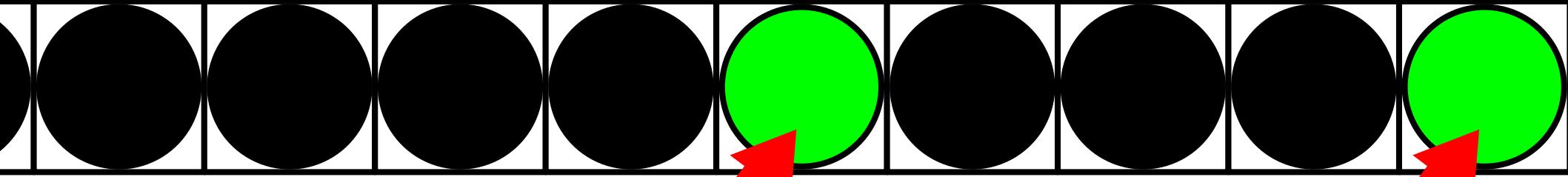
Brightest Dungeon

A 1D Dungeon aRcade & Puzzle Game

Brightest Dungeon is rather simple: You are the green dot and can move on a one dimensional led strip, but beware the red dots! Fend for yourself and progress through the different levels of the dungeon.

But keep in mind that Brightest Dungeon is, at heart, a puzzle game. Finishing a floor is not as simple as killing all the enemies within it. You will have to prove your wits and worthiness by solving the puzzle each floor represents.

Hero

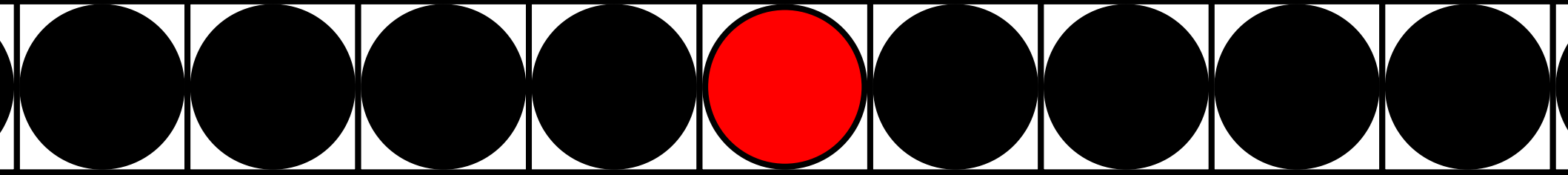


You

Your goal

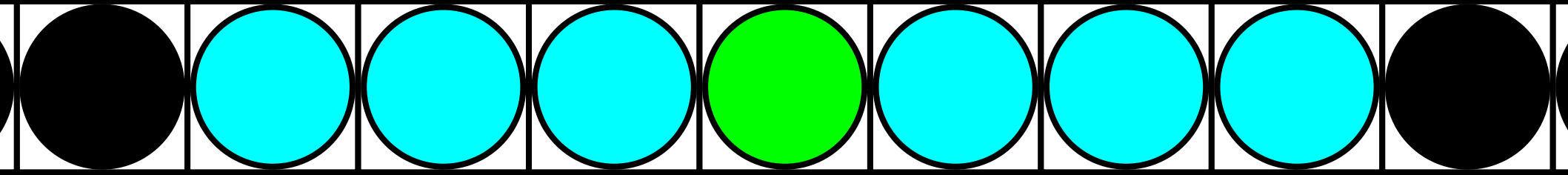
Move by tilting the Gamebox

Monster



Moves back and forth (do not touch!)

Attack

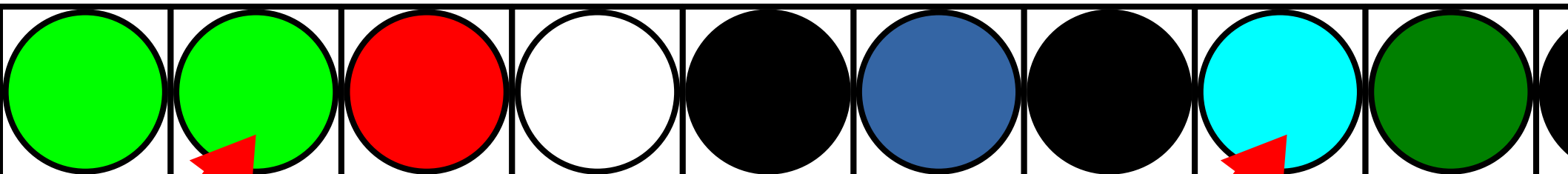


Attack by pressing the button

Sword: your default attack

Shot: your special attack (lost on death)

Lives



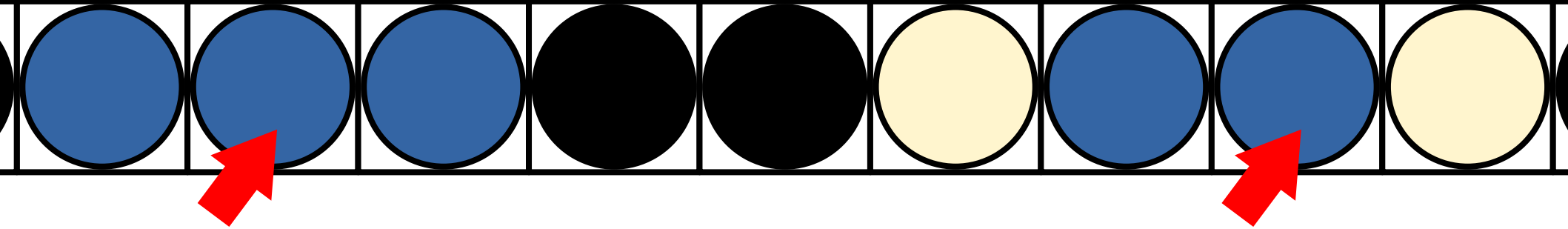
Lives

+1 live

Loosing all lives
resets the current
floor

2 dots orbiting another dot

Colors



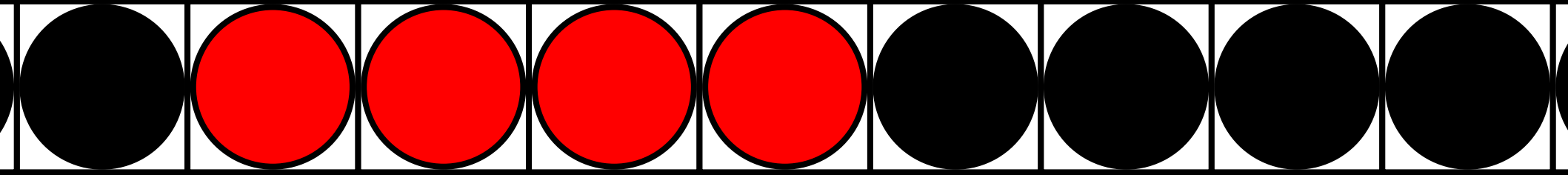
Forcefield
(flickers green/blue)

You can only pass
through if you have
matching colors

Colorchange
(green/blue)

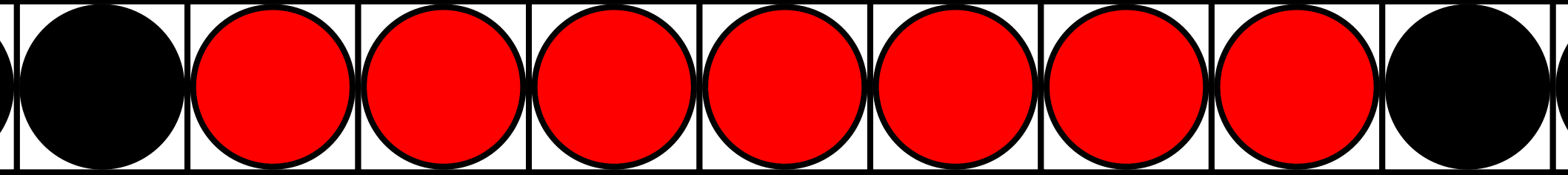
Change your color to
green/blue

Worm



A bit smarter than normal monsters

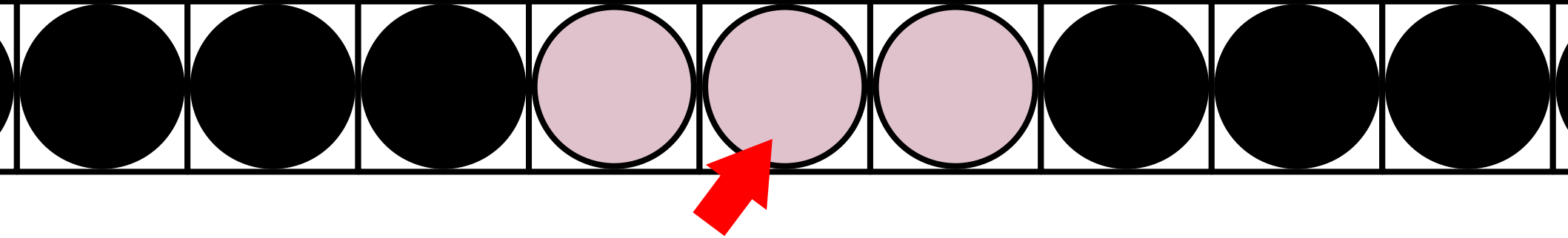
Boss



Has multiple lives and spawns monsters

If a boss is present, you can only progress
to the next floor after defeating it

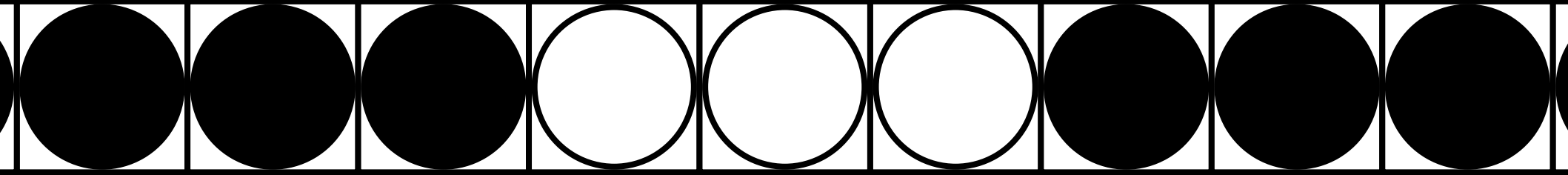
Button



Colors darken on activation

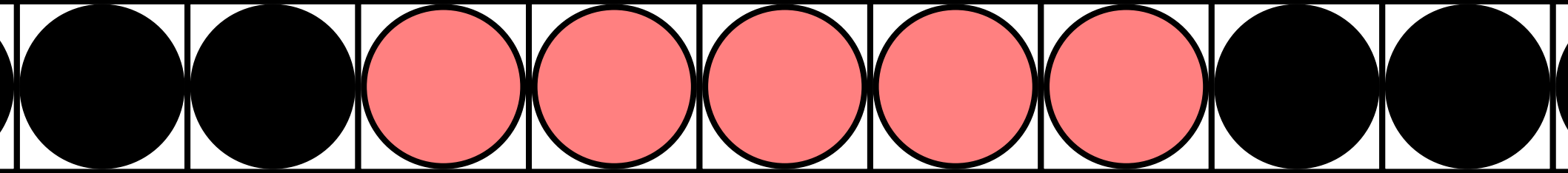
Move over to make changes to the floor
(may revert after some time)

Door



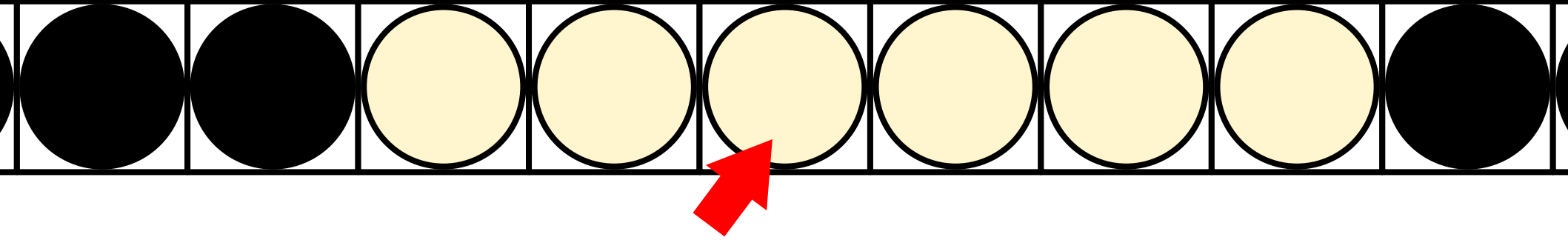
Enter another room on the same floor

Fog



Hides anything underneath it

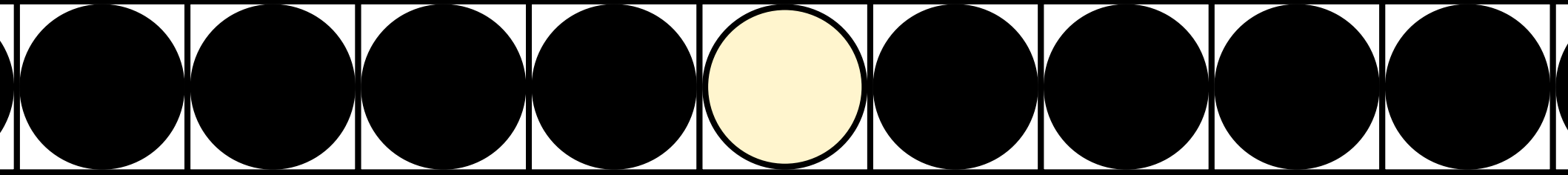
Lava



Flickers

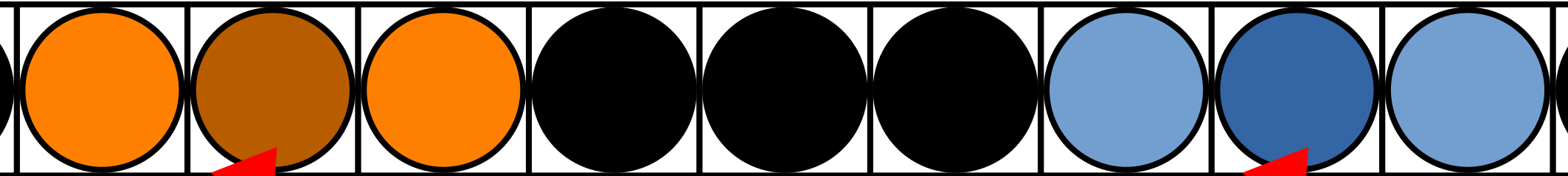
Save to cross when it does not flicker

Mine



Explodes (do not touch!)

Portal

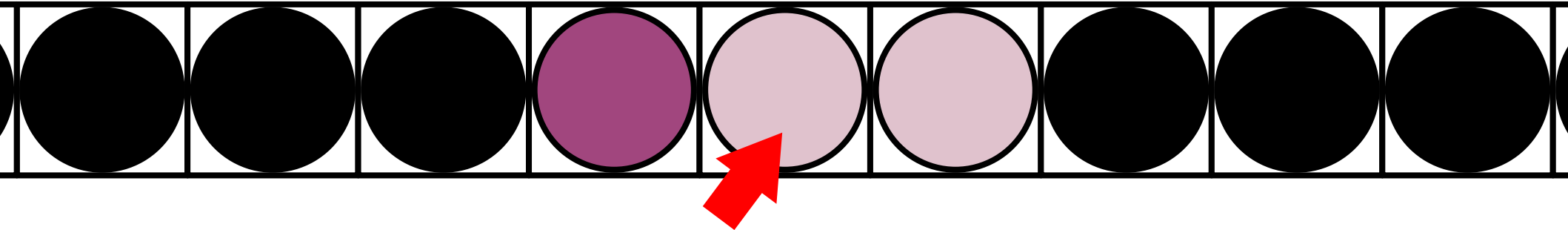


Go in here...

...come out here!

The cake is a lie!

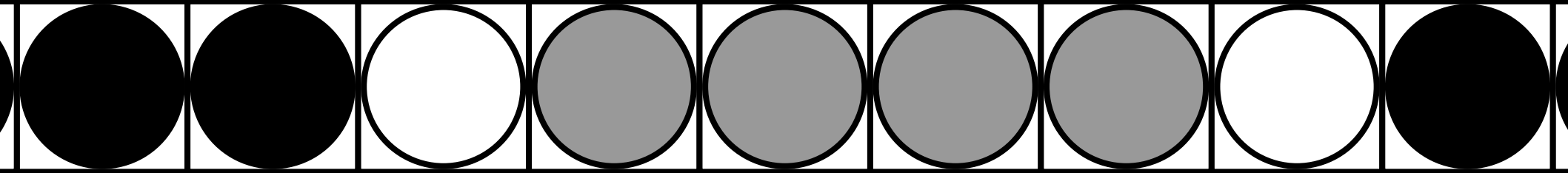
Switch



Colors invert on activation

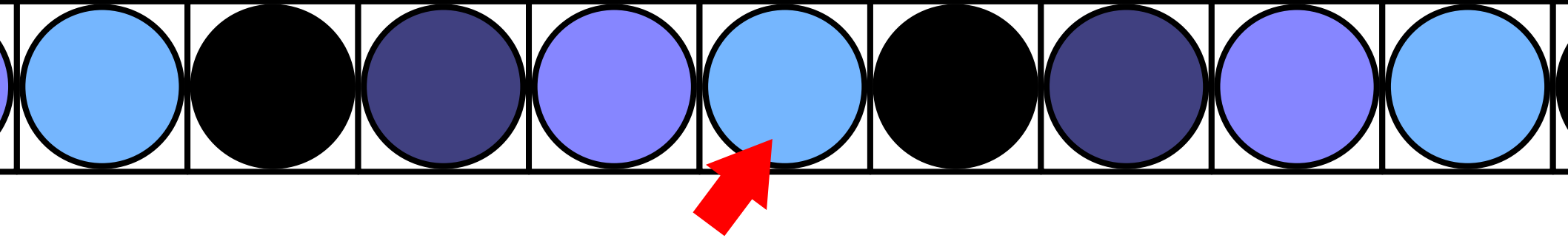
Press to make changes to the floor
(press again to revert)

Wall



Blockade, can't pass through

Water



Pattern moves

The current drags you along with it

OPTIONS 1

Calibrate

Invert Controls

++++++

#LED --

#LED ++

Brightness --

Brightness ++

Volume --

Volume ++

++++++

Leaving the Level
keeps the changes until
the next restart

Writing to EEPROM
saves the changes
permanently

OPTIONS 2

Enable/Disable Checkpoints

++++++

Select Dungeon [0-15] (0: Internal, 1-15: SDCard)

++++++

Select Start Floor [0-255]

++++++

Read Options from EEPROM

Write Options to EEPROM

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