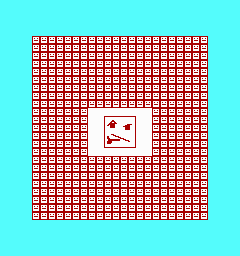
SQUAREBOT

By Gui, Jesse, and Amin



That, is Squarebot. It’s a robot, it’s a square, pretty self explanatory if you ask me, but it looks like it’s thinking real hard about something. What’s it thinking about? I don’t know, don’t ask me.

It’s probably thinking about how to solve the gauntlet of puzzles laid ahead of it with the challenges that may entail. For you see, Squarebot is trapped!

Trapped within a cage assembled ;) by its own creators, who in their sick vision and desire for entertainment have put this little bot in a veritable minefield of trials and tribulations that will test its puzzle solving capabilities to the absolute limit.

That’s where you come in, player! You (and/or family; game rated PG-13) wanna help Squarebot? Well, then go ahead and tell it what to do. What, you think just because it’s a robot that it’ll have some sort of artificial intelligence? What are you talking about? It’s 1981, AI isn’t doing any work for you, yet.

No, Squarebot is an extremely diligent command follower. You press a button on your definitely legitimate and totally not emulated VIC-20 keyboard, and it does the corresponding move. You hold a hold a button and it’s gonna repeat that move.

In your trials you’ll also find many obstacles. Impenetrable walls, deadly spikes, and locked doors just to name a few. “Locked blocks?” I hear you ask. Yes, locked blocks for which you’ll need a key! “But how can a square hold a key?” you ask. Thankfully, the cruel gods that left this poor block in this labyrinth forgot to remove his magnetic capabilities. The keys strewn about the place can be attached to each one of Squarebots sides! Almost like they serve the specific purpose of allowing Squarebot to complete these trials with a series of specific inputs. Best not to think about that too much. And who knows, maybe you could even attach other things to Squarebots sides?

Below are your controls and a brief description of the obstacles and tools you may find in your adventure. Good luck soldier, Squarebots fate lies in your fingertips.

# Instructions Manual

Squarebot is a puzzle platformer based on attaching powerups to your sides and solving levels with them, and you play as the titular Squarebot. All your little square can do is move accordingly!

Your movement keys are:

* A: moves Squarebot one tile to the left
* Q: Squarebot jumps left in an arch motion
* E: Squarebot jumps right in an arch motion
* D: moves Squarebot one tile to the right
* W: Squarebot jumps two tiles up

Your environment may contain:

* Spikes: Little sharp balls of pain that instantly reset Squarebot to the start of the level.
* Walls: Black boxes of impenetrable obstinance.
* Locked wall: A beacon of hope, openable by an opportune key.
* Platforms: Safe to stand on and traversable from underneath.
* Breakable wall: Wall with crack may cave with enough force. Maybe a “boost” could do the trick?
* Goal block and Locked goal block: Both are your objective but one may require unlocking.

To unlock these locks and to surpass these walls Squarebot will find 2 “powerups” that it can attach to any of its sides:

* Key power: Single use. Clears key blocks on collision.
* Booster power: Infinite use. Boosts Squarebot’s movement’s distance opposite to the side it’s attached.

Finally for the casual gamer or quality assurance tester some developer controls may prove useful:

* T: Restarts the level
* P: Skips to the next level
* O: Restarts the entire game from the title screen
* Enter: Starts the game at the title screen

That’s it! Good luck, and thanks for playing our game!