

**ONLY
FOR...**

NEXYS 4TM DDR

PUSH TO P.R.

Player's Manual



**SandyMan
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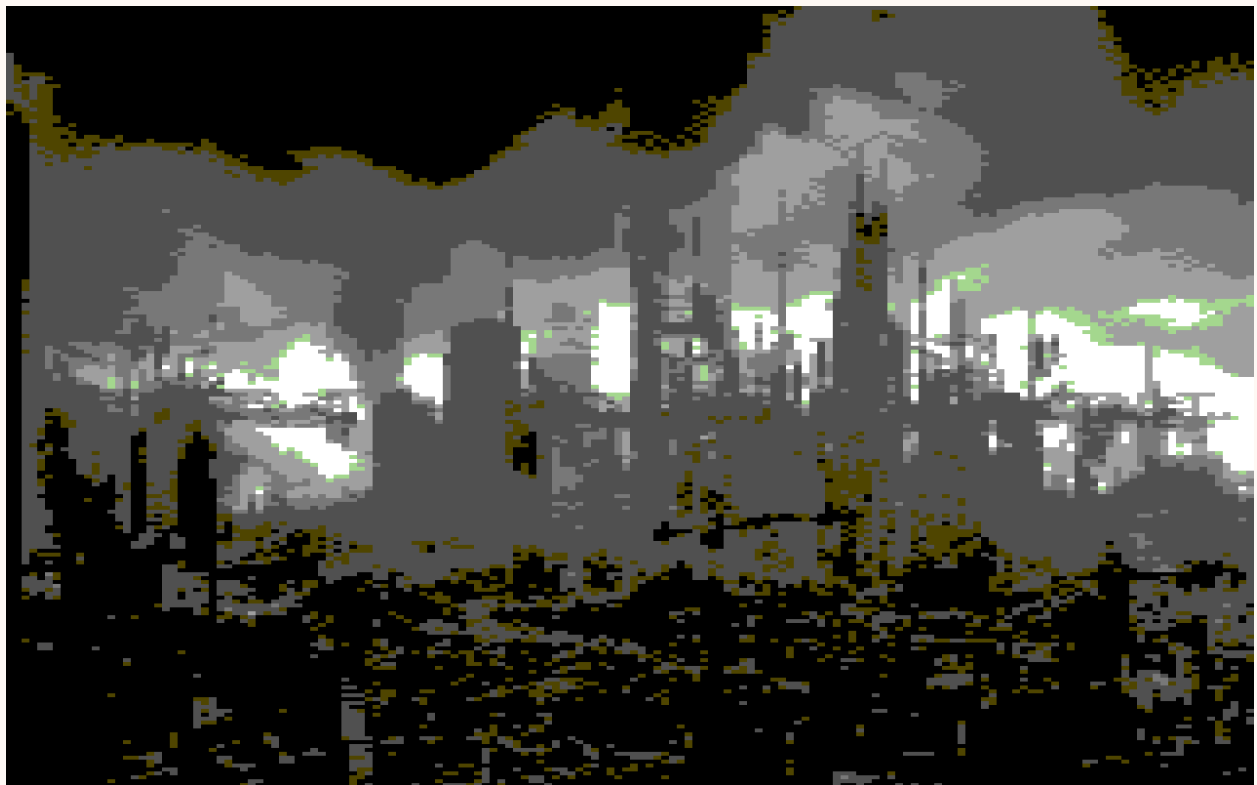
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Introduction

The year is 2018. With the simultaneous and coincidental collapse of every major world government, a new order known as *The Annelids* rises with the goal of salvaging the crumbling world. The *Annelids* place forth a *Hero* to venture out into the treacherous wastes of the old world and find what lies within. You play the part of this *Hero*, bravely poised to uncover the secrets still held within the wastes. This *Hero* is only known as *Dale Nine Vests*.



Getting Started

PUSH TO P.R. has a simple three-step process to starting the game.

- 1) Plug in a VGA-compliant monitor to the *VGA* port on your genuine Nexys 4™ DDR FPGA.
- 2) Plug in a USB keyboard to the *USB HOST* port on the Nexys 4™.
- 3) Power your Nexys 4™, preferably through the on-board Micro-USB plug located on the left side of the board. Alternatively, a 5V DC source can be applied to the plug located on the top left corner of the board.
- 4) Turn on your Nexys 4™ via the ON/OFF switch in the top left corner of the board.
- 5) Flip the “Reset Switch,” *SW15*, to the “ON” position (up) and enjoy the game!

Controls

Below is a comprehensive guide to *PUSH TO P.R.* controls. This page details the controls required to move the *Hero* upwards.



When you press the “up arrow” (pictured) on the keyboard, the *Hero*’s upwards speed increases, up to a maximum speed.

HOWEVER!

If the *Hero* is moving downwards and you press the up arrow, the *Hero*’s downward speed will decrease. This will occur with subsequent up-presses until the *Hero* is not moving in either direction.

Controls (cont.)

Below is a continuation of the guide to *PUSH TO P.R.* controls. This page details the controls required to move the *Hero* downwards.



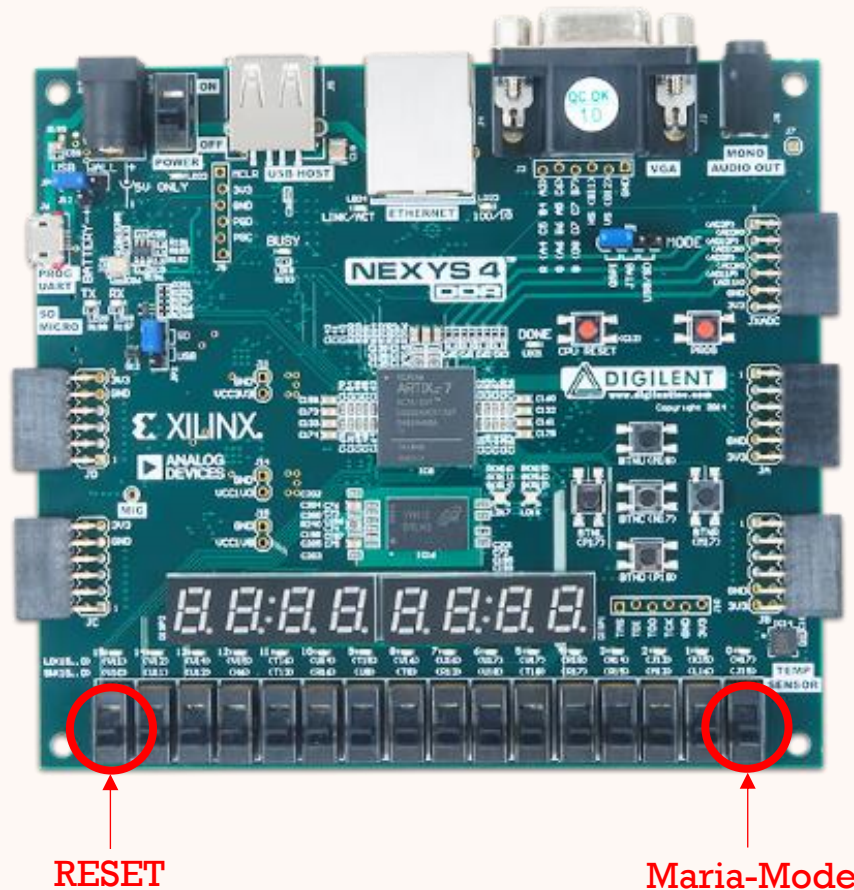
When you press the “down arrow” (pictured) on the keyboard, the *Hero*’s downwards speed increases, up to a maximum speed.

HOWEVER!

If the *Hero* is moving upwards and you press the down arrow, the *Hero*’s upwards speed will decrease. This will occur with subsequent down-presses until the *Hero* is not moving in either direction. The observant reader will notice that this is the same effect that occurs when the *Hero* is moving downwards and the player presses the up arrow!

Controls (cont.)

Below is a continuation of the guide to *PUSH TO P.R.* controls. This page details the controls required reset the game as well as activate “Maria-Mode.”



As aforementioned, *SW15* resets the game and sets the *Hero* to its starting position. Additionally, flipping *SW0* activates “Maria-Mode,” a secret game state that makes the *Hero* unable to lose all its lives, essentially guaranteeing victory! Flip this switch if you’re feeling spineless and unable to cope with the unfairness of life characterized by the ruthless difficulty of this game!

Losing



The wastes are a dangerous place! The *Hero* can only take three hits in such a perilous location before it becomes yet another heap of scrap dotting the landscape. The *Hero's* three lives are displayed at the bottom of the screen. When all three are lost, it's game over...and the reset must be flipped before setting off again.

Winning

PUSH TO P.R. has four unique “stages” that the player must traverse before beating the game. If you manage to reach the end of the wastes with at least one life remaining, you win! Legend has it that a great treasure awaits any *Hero* that makes it that far...

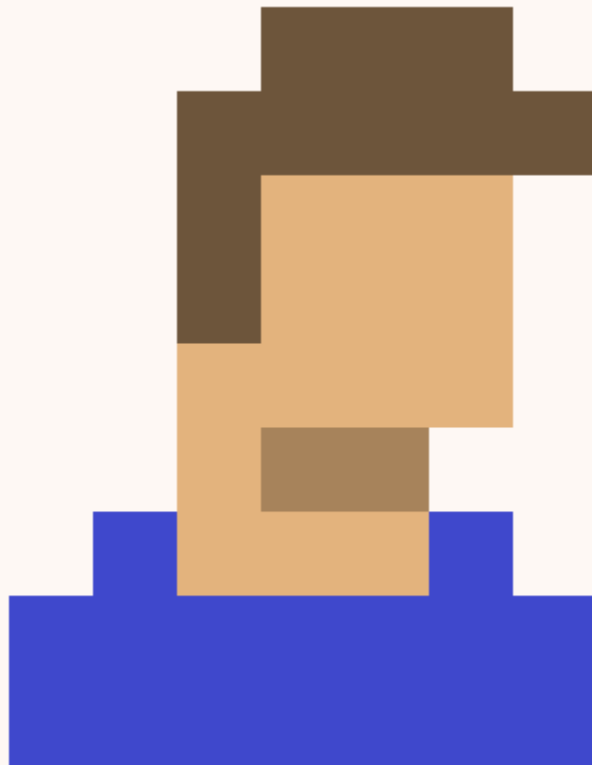
...or maybe not.

About the Author

Brian “Danger Socks” Willis was raised in the town of Snohomish, WA, where he enjoyed spending his time locked away in his cold, dark room playing video games and refusing to make any contact with the outside world lest his lack of social skills lead to a spiral of social anxiety and depression.

These days, you can find Brian locked away in a cold, dark engineering lab programming or writing lab reports refusing to make any contact with fellow students lest his lack of social skills lead to a spiral of social anxiety and depression.

He hopes to finish his Bachelor’s in Electrical Engineering and receive at least a C- in Digital Systems, EE 333, despite his lack of understanding in even the most basic of subjects presented in the course.



Brian Willis, circa 2017

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Warranty active as of June, 2017.

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