



INSTRUCTION MANUAL

*Vircon*32

32-BIT VIRTUAL CONSOLE

Please read this instruction manual carefully before using your Vircon32 console or your game cartridge. Then keep this manual for any future consultations you may have about playing this game.



This seal guarantees that the Vircon32 community has tested this product and that it fulfills the needed requirements to ensure a reliable gaming experience.

Always look for this seal on your products to ensure a complete compatibility with your Vircon32 console and accessories.

EPILEPSY WARNING

READ BEFORE USING YOUR VIRCON32 GAME

A very small proportion of the population may experience epileptic seizures when viewing certain patterns of flashing lights that are common in our everyday environments. These people may experience seizures while watching some video images or playing certain videogames.

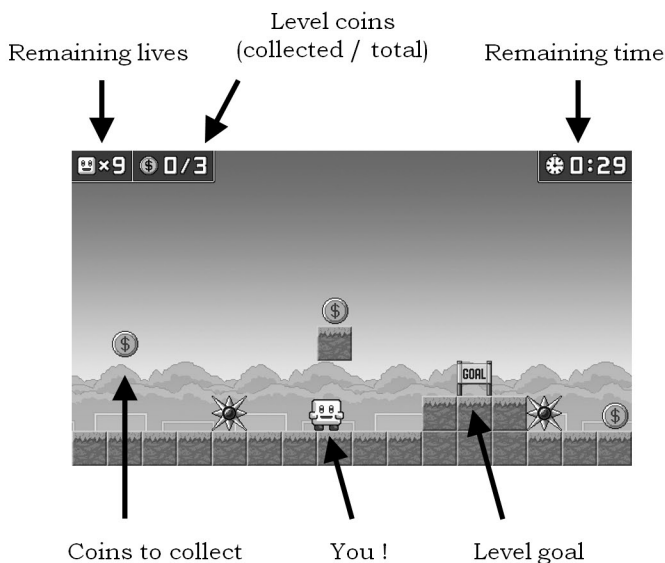
Players who have never had seizures previously might still have an as of yet undetected epileptic condition. Consult your physician before playing videogames if you have an epileptic condition, or if you experience any of these symptoms while playing videogames: altered vision, muscle twitching, involuntary movements, loss of awareness, mental confusion and/or convulsions.

BASIC PLATFORMER

Thank you for choosing Basic Platformer! This manual will teach you everything you need to know to play this game.

The game screen

Here are the basic game elements you will see when playing:

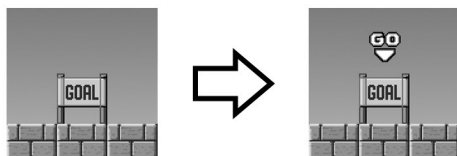


How to play the game

The objective in this game is to clear every level. There are a total of 3 worlds with 10 levels each. To achieve this your character is given 9 lives when starting each world.

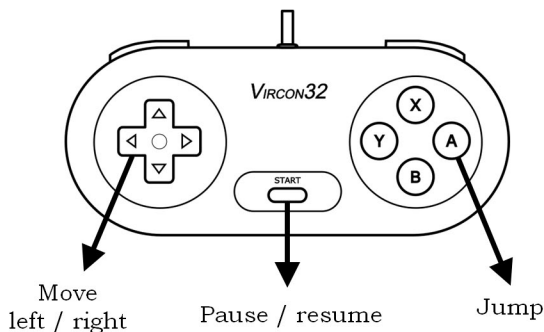
To clear a level you must first collect every coin in that level and then reach the level goal. All of this has to be done without dying, and before the allowed time runs out.

The level goal becomes enabled when you collect the last coin. This is shown in the game when a “GO” sign appears:



Game controls

Basic Platformer is a single player game and it only uses gamepad 1. The controls for gameplay are the following:



Basic game elements



Coins

You will have to collect all of these. Every level has a different number of coins, so be sure to find them all!

The goal

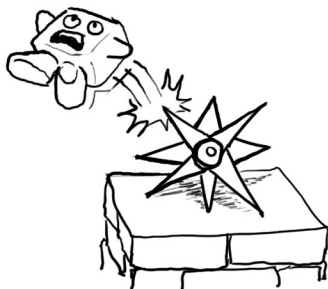
After collecting all coins you need to find the level goal and reach it. Easier said than done...



The clock

Watch out for the allowed time for each level! An alarm will warn you when time is about to run out.

The dangers on the way

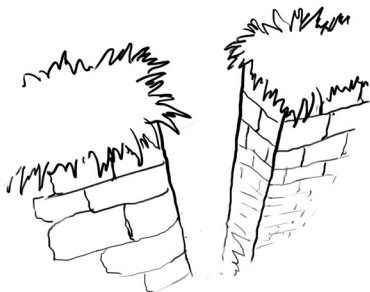
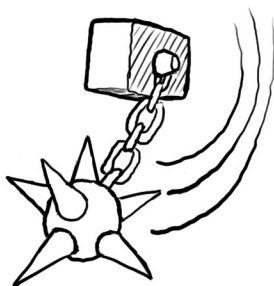


Spikes

They are the first hazard you will find, and are often found in groups. You will have to be careful with your jumps to avoid them.

Morning stars

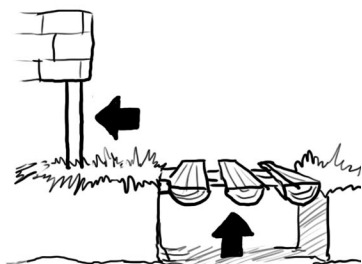
If you thought that regular spikes were dangerous, then think again when you find these rotating spikes!



Bottomless pits

One of the most common elements that can kill you is simply falling into a place where no ground exists. Death is assured!

Moving through the levels

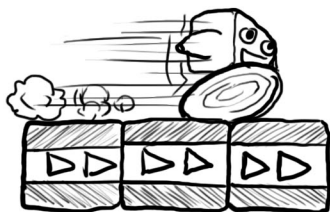


One-ways

There are platforms and doors that will only allow you to go through them in one direction! No going back for you.

Conveyors

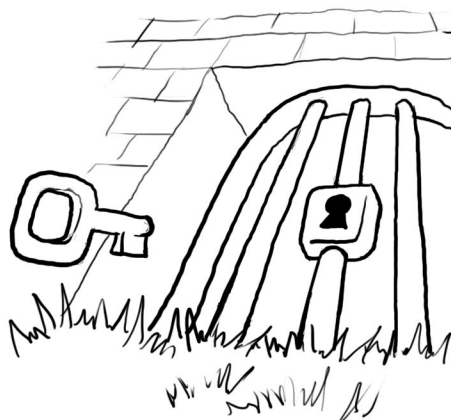
These blocks propel you as shown by their arrows. That will also affect your jumps.



Springs

As soon as your feet touch the top of these blocks, a spring will release and boost you high into the sky!

Puzzle elements



Doors and keys

To go through these locked doors you will need to find a key to open them.

You can carry multiple keys at the same time.

On-Off blocks

These blocks go through a cycle, turning on and off at regular intervals.

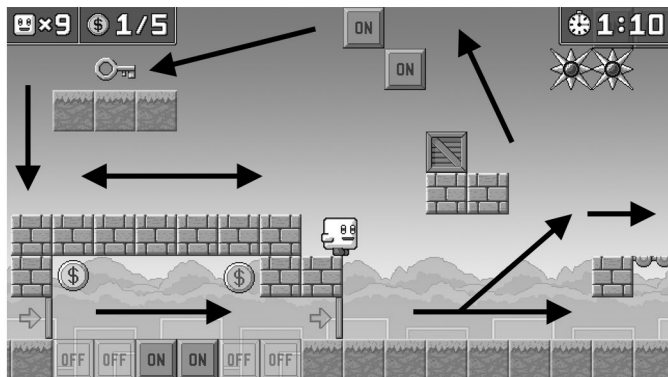
When they are off you can go through them!



More advanced strategies

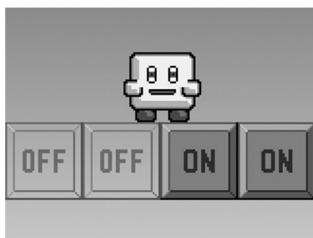
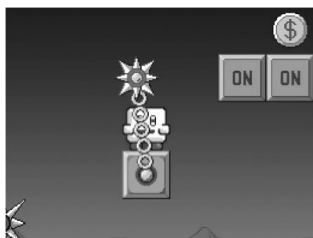
Level routing

Most levels are non linear, and you can find different paths to clear the level. Some paths are faster, others easier... do not be afraid to experiment.



Safe spots

If you are clever, you can carefully observe some of the obstacles and find places where you are never in danger.





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THIS INSTRUCTION MANUAL IS PART OF THE GAME 'BASIC PLATFORMER'
AND SHOULD BE DISTRIBUTED ALONG WITH THE GAME PACKAGE.