



VECRIBBON

THE WINTER DEMO

Guide Liv the ladybird through a musical obstacle course in this 2-level preview of our upcoming full cart release!

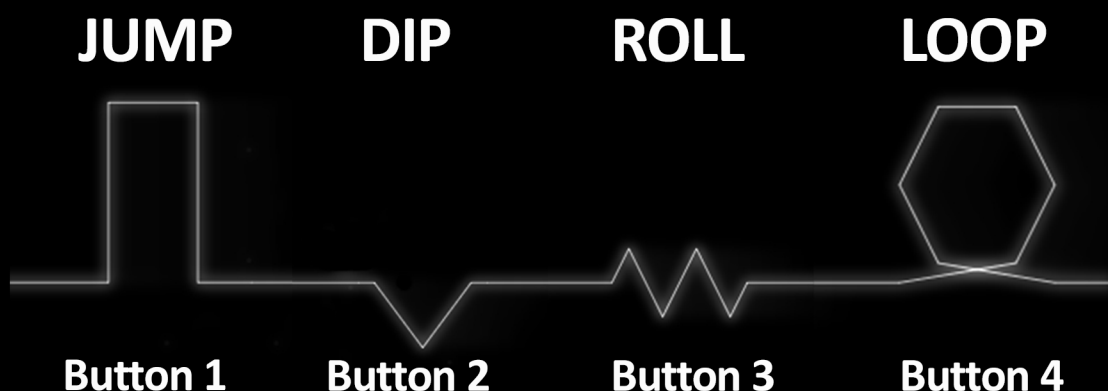
How To Play

From the intro screen, pressing any button will take you to a level select menu. Use left and right to pick a level. This demo features *Snowfall*, a simple level to get you used to the controls, and the much more challenging *Astronoma* for when your skills are sharpened!

On the level select menu, Button 1 toggles Death mode – whether the game ends when Liv runs out of life; more on that later! Button 4 allows you to start the game.

When playing a level, you'll see obstacles scrolling towards Liv. Each obstacle has a particular corresponding button or button combo, which you need to press on the beat of the music.

Here are the four simplest obstacles, and their buttons:



There are a further six “exotic” obstacles which combine the simple movements and require two buttons to be pressed. Don’t worry, they are much rarer!

Here are the exotics:

**JUMP
& ROLL**



Buttons 1 + 3

**JUMP
& DIP**



Buttons 1 + 2

**JUMP
& LOOP**



Buttons 1 + 4

**ROLL
& LOOP**



Buttons 3 + 4

**ROLL
& DIP**



Buttons 2 + 3

**LOOP
& DIP**



Buttons 2 + 4

Liv starts the level at a particular size. If she completes 15 consecutive obstacles successfully, she gets bigger. The heart at the top of the screen tracks Liv’s progress towards a size boost.

However, if she fails an obstacle, progress towards the next size is lost, and Liv also gets smaller! When Liv loses size, she becomes invincible for a short while to allow you to recover your composure.

Be careful – if Liv gets too small, the game will be over, unless you turned off Death mode in the level select menu.



Along the bottom of the screen, you'll see a curved bar which illustrates Liv's progress through the level.

Above that line, the correct button(s) for each obstacle are shown as diamonds when the obstacle is hit.

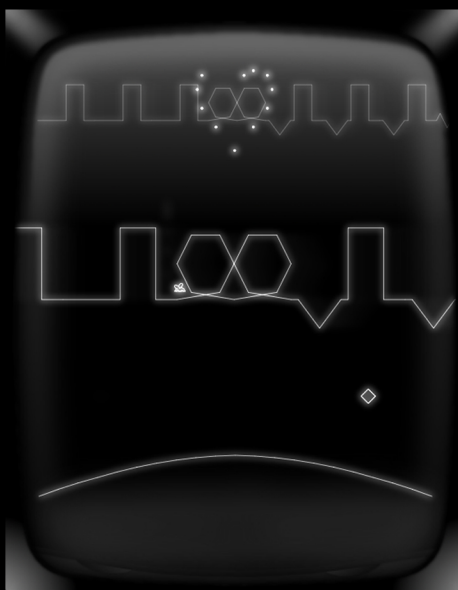
If you leave the game on the scrolling intro, after a while attract mode will start, where Liv will be controlled by an AI. Watching the diamond indicator display in attract mode is a great way to learn the obstacles!

Note that the game allows button presses to be a certain amount either side of the beat. However, if you manage to hit the exact frame the beat's on, you'll get a score boost, so it's worth trying to get locked with with that groove! When you hit a perfect frame, Liv will pulse and you'll see a musical note flash up to let you know.

Playing on Hardware

If playing on hardware, we highly recommend using the Scramble overlay if you have one!

Adjust the screen brightness so that you can see all screen elements during gameplay, including the heart dots and the background parallax scroll:



As we have only a couple of Vectrex to test on, we'd be really grateful to see a vid of a few seconds of gameplay on your hardware, even in attract mode.

ENJOY! :)

