



Look for this seal on all video games you purchase, as its appearance means you are in store for an *ADVENTURE* beyond your *WILDEST DREAMS*. *EXCITEMENT* and *CHALLENGE* not only await you, but a guarantee of craftwork done with the highest passion and a desire for you to be *HAPPY* with your *PURCHASE*.



Thank you for selecting the VIDEGOAME videogame for your enjoyment time.

**Object of the Game/Game Description**  
 One day as PLAYER was enjoying some time with PLAYER'S LOVE, disaster occurred. Bad things happened and PLAYER awoke within a ROOM surrounded by BLOCKS. PLAYER misses PLAYER'S LOVE and must save them.

Please be sure to **READ** this instruction manual to ensure **PROPER** and **FRUITFUL** gametime. Please save this manual for **FUTURE** reference.

Publisher's Note:  
 In the printing of this manual, the page numbers were lost. We offer our deepest apologies.  
 -LP

**1. Precautions**

1. This is a **HIGH PRECISION** game. Do not store it in places susceptible to **HEAT**, **COLD**, or **FLUIDS** which are **DANGEROUS** or **OTHERWISE WET**.
2. Never **TOUCH** the bytes or get them **MOIST**.
3. Do not attempt to **CLEAN VIDEGOAME** with any solution.

**2. Control and Operation**

This is a keyboard:

PASTE IMAGE HERE

- **ARROW KEYS**
  - Moves **PLAYER**.
- **Z KEY**
  - **PLAYER** will move **FASTER**.
- **X KEY**
  - **PLAYER** will move **SLOWER**.
- **C KEY**
  - **PLAYER** will not move even if the **ARROW KEYS** are pressed. (Why would you use this?)
- **SPACE BAR**
  - Enter open **DOORS**.
- **ESCAPE KEY**
  - Return to the **TITLE SCREEN**.
- **ENTER KEY**
  - Select a choice on the **TITLE SCREEN**.

**3. How to Play**

1. Open the **VIDEGOAME** software on your **PERSONAL COMPUTING DEVICE**.
2. Wait for this screen to appear. This is the **TITLE SCREEN**. The title of this game is **VIDEGOAME**.

3. When on the **TITLE SCREEN** select your **GAME MODE**. Use the **ARROW KEYS** to select and confirm with the **ENTER KEY**.

### 3.1. GAME MODES

1. **PLAY** - A regular play of *VIDEGOAME*. When **PLAYER** dies you can continue by pressing the **SPACE BAR** or press the **ESCAPE KEY** to return to the **TITLE SCREEN**. Continuing will reset the current **ROOM**.
2. **JOURNEY** - An easy play of *VIDEGOAME*. When **PLAYER** dies, they will continue the current **ROOM** from the **DOOR** they entered through without the **ROOM** being reset.
3. **LIFE** - When **PLAYER** dies you will be returned to the **TITLE SCREEN**.

### 3.2 Other TITLE SCREEN Choices

1. **THINGS DONE** - Select this to see the **ACHIEVEMENTS** you have accomplished while playing *VIDEGOAME*.
2. **GO DO SOMETHING ELSE** - When you are finished playing *VIDEGOAME* by choice or due to circumstances, please select this to **QUIT VIDEGOAME**. We assume you will then **GO DO SOMETHING ELSE** other than play *VIDEGOAME* which is why we gave it this helpful name.

### 3.3 TITLE SCREEN Bottom Text

1. This text is a helpful reminder of what the **TITLE SCREEN** options mean.
2. Section 3.3 is finished.
3. There is no number 3 of Section 3.3.

### 3.4 PLAYING VIDEGOAME

1. **PLAYER** will always start in the **ROOM** shown below.



2. Find the **KEY** and unlock the door with the same shape!

### 3.5 Types of KEYS

1. There are several different kinds of **KEYS**.



2. **KEYS** open doors with the same **SHAPE** on them.
3. **DOORS** without a **SHAPE** on them are **UNLOCKED**.
4. **PLAYER** will automatically unlock a **DOOR** if **PLAYER** has the right **KEY**.
5. **DOORS** can be opened by pressing the **SPACE BAR**.



### 3.6 Things to Find and Encounter

1. **FOOD**  
**FOOD** is good and yummy.  
It makes **PLAYER** strong. 
2. **DOOF**  
**DOOF** is not yummy.  
**PLAYER** does not like **DOOF**. 
3. **LASERBEAM!**  
A **LASERBEAM!** spells **DOOM** for **PLAYER**. (Not literally.) 
4. **BATS?**  
What are these things?  
Is there some secret in their colors?  
Much like **PLAYER**, **BATS** fear **LASERBEAMS!** 

### 3.7 Other Things?

1. **LAVA**  
Not only extremely **HOT**, **LAVA** will end **PLAYER'S LIFE**. Please be careful. 
2. **VOID**  
A **VOID** will try to suck **PLAYER** inside.  
This will end **PLAYER'S LIFE**. 
3. **PUSHABLE BLOCK**  
**PLAYER** can push these.  
Maybe they have other uses? 
4. **NON-PUSHABLE**  
**PLAYER** cannot push these.  
They probably have no uses. 

### 4. Tips and Tricks

*tbd*

### 5. MEMO

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