

Dethroned



Instruction Manual

Keyboard

- **A** : Move character to left
- **D** : Move character to right
- **W** : Short jump to dodge bullets
- **S** : Jump Down to get down to the lower floor
- **Space** : Long Jump to get to the upper floor
- **K** : Character attack move

Additional Information

- Enemies can only get killed when character attack them with key "K" . The moving turrets can not be killed, you should move carefully around them.
- The main character wont be able to jump when he is on the last floor. Player must play with the others mechanics of the game in order to pass to the next level.
- If you want to climb to the next floor you will need to stay on the blue platforms and press "Space". It is recommended to hold the "Space" key near the blue platforms to make the activation easier.
- You can go down to the lower floor in any moment just by pressing the key "S".
- If you want to pass to the next level it is necessary to reach the stone door placed at all the levels. A crown could be found in a level, when this happens you will need to get that crown in order to pass to the next level.

Phantis Reference

In order to make our hero design we take as reference the amusing *pelotrones* that we can find in the Amstrad game called **Phantis**. Because of that, our hero has a similar spherical appearance that these characters.

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History of Dethroned

Our hero is a king lost in the sensations of comfort and unbreakable power that surge from a magic crown and a throne under his possession. It is said that the one that sits on the throne daily is destined to be blessed and protected by the gods, elevating this person above the rest of living things in this world. The crown allows his bearer to enter into the throne room, anyone knows the place where this room is situated or how the crown opens its gates. Not even the king, who barely leaves the throne, is able to remember or is conscious on how to do it, but the power emanating from the crown is the one that guides the body of the king back to his beloved throne.

One of his monotonous days sitting in the throne, our hero, *King*, since nobody refers him with other name or title, hears some celestial voices challenging him to leave the throne room and to return without the power of the crown. *King*, blind with power decides to accept the challenge.

Here at this point starts our adventure with King, convinced on retrieving his position with or without the crown, and to explore his immense castle in its search at all costs.