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THE CASTAWAY OF VALHALLA

ARCADEVS

Video game manual



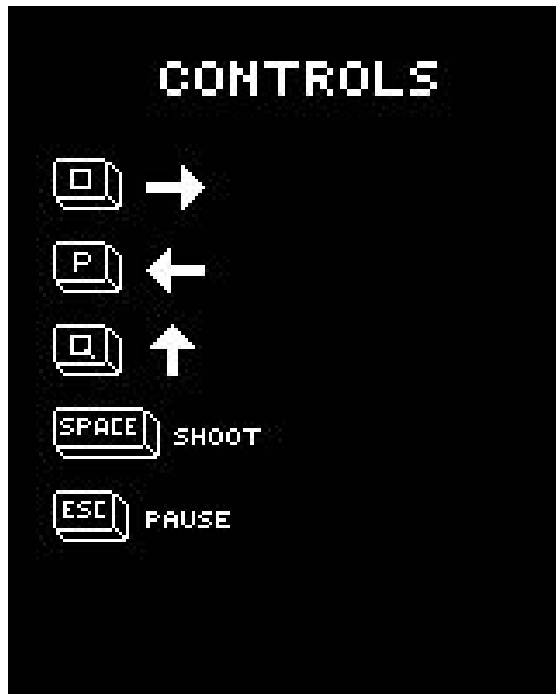
Story

In this video game we will see the story of the soldier Mikingo, who perished in a battle in the ocean. As a good son of Odin, he begins his ascent to Valhalla. In it, he will meet different unforeseen events, which he will have to overcome and even fight against his own past. But, the moment he finds himself at the gates of Valhalla, something unexpected will happen to him ... Due to his war crimes, he will be punished by eternal fire and will try to redeem himself to earn his place in Valhalla.

Operation and use

You will have to overcome each and every one of the levels to go up to the next elements that await you. You will have a bow that will help you in the process and in each level exciting challenges, impossible jumps and even dangerous cliffs await you. In addition, you will find new enemies that you will have to dodge or kill and different keys that will unlock the doors to advance on your way.

Controls



O - Move Right

P - Move Left

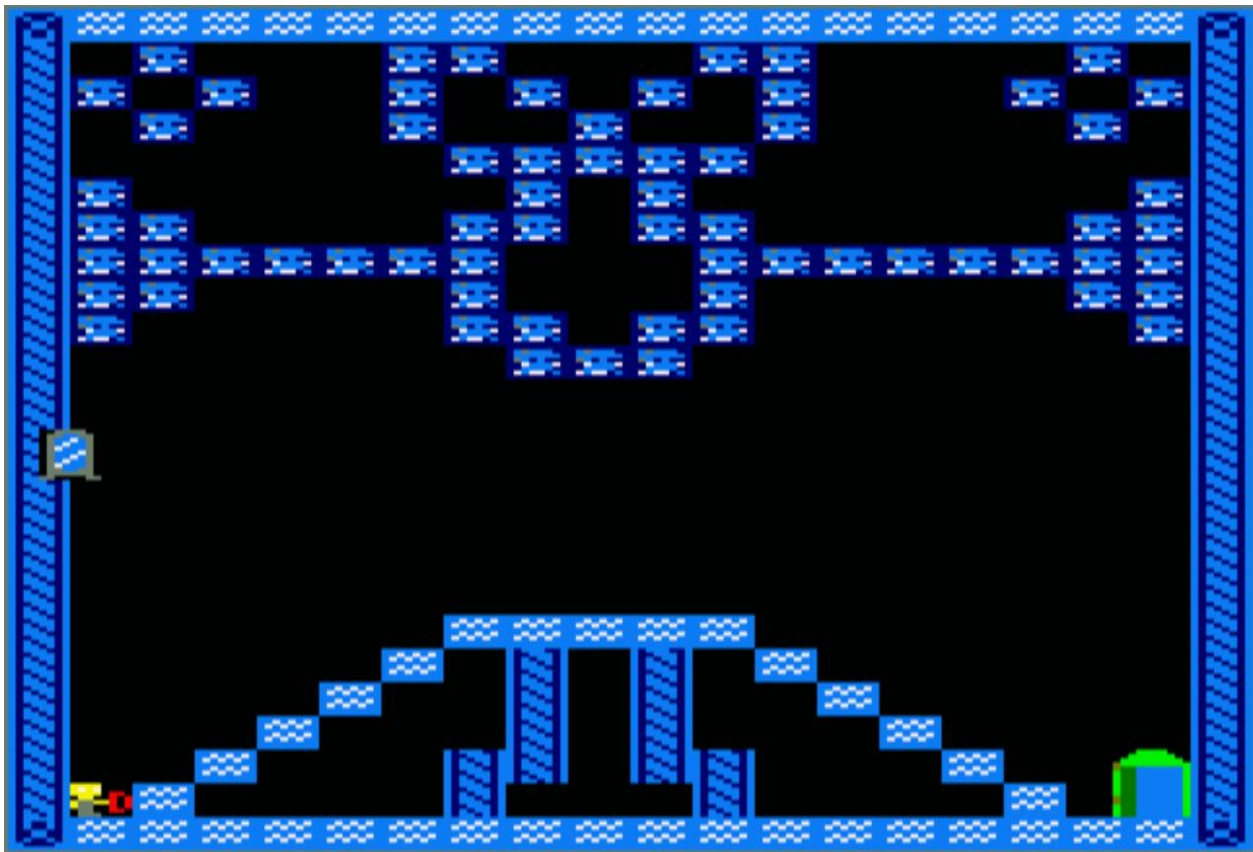
Q - Jump

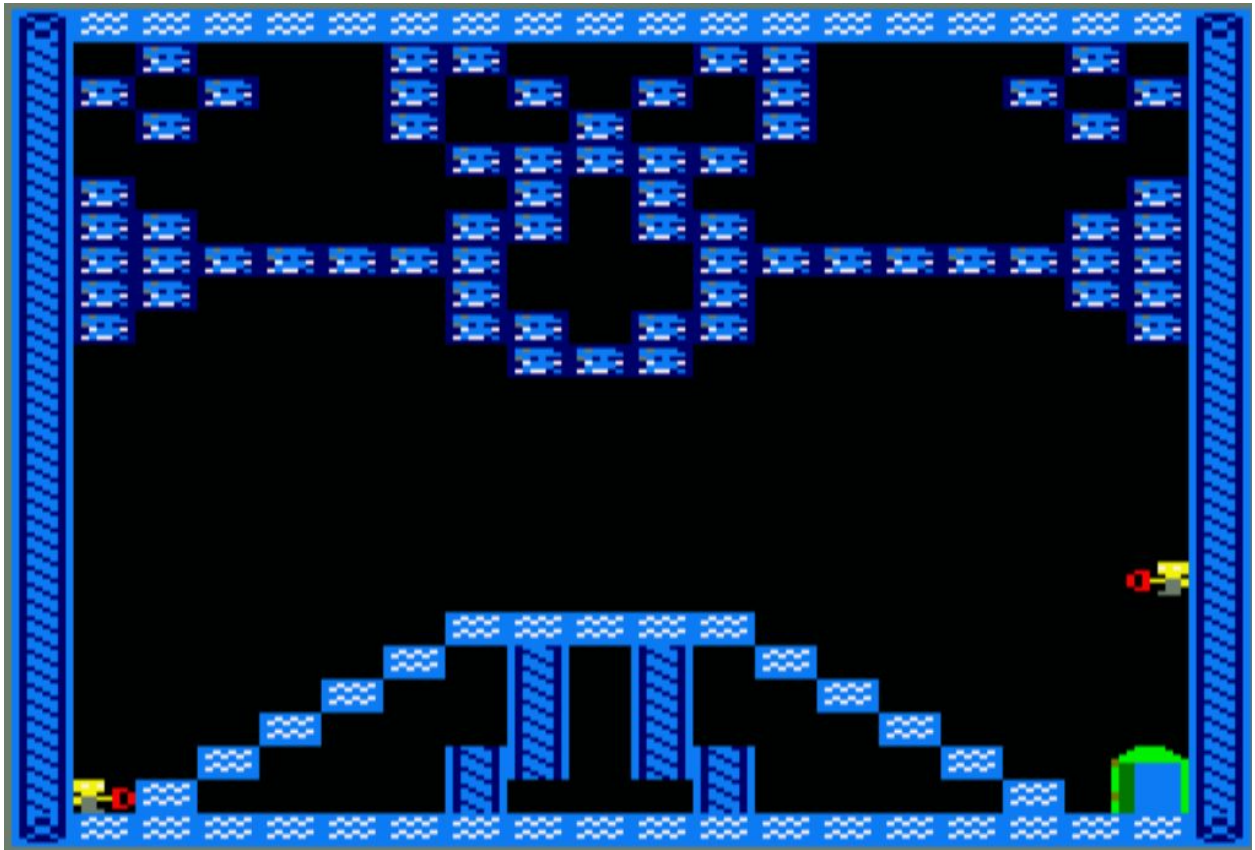
Space - Shoot

Esc - Pause

EasterEgg

In the video game we have made a reference to the video game Prince of Persia / Broderbund (1990). The easter egg is a reference to that game in the fourth level, when the Prince is forced to jump through a magic mirror that tears his soul apart from him, always leaving him with just one full bottle. The soul, depicted as a semi-transparent copy of the Prince, leaves the screen and will appear in two of the last levels. So, in our video game a reference to this moment will appear. In the first level, a magic mirror will appear held on the wall behind the character. If you pass that level without touching the mirror, nothing will happen. But if you shoot him and break the mirror, the soul, depicted as a semi-transparent copy of Mikingo, will appear in a few levels.





Load Screen

We have also a load screen when you run the game with the .cdt so you will see this loading screen designed by us.

