

The Princess a



nd the Portals



Instruction Booklet

Overview

The princess has been kidnapped, and it is your job to save her as an intrepid wizard who apparently only knows one spell - how to make portals! Use your portal projecting prowess to solve puzzles and take out enemies as you work your way up the Spider Queen's castle.

Story

Dark clouds formed above Faedum, a kingdom already reeling from the mysterious disappearance of the heir to the throne, Princess Charlotte, two years prior. Emboldened by her victory over the Dragon King, Draconus, the Spider Queen captured the kingdom's sole remaining hope, Princess Penelope. Knight after knight fell to her immense power, but one brave wizard was willing to do what must be done with the help of their wand and their favorite spell.

Controls

| Button | Use |
|------------|--|
| Up | Jumps |
| Left/Right | Moves the player |
| Crank | Aims portals and operates cranks to raise gates |
| A | Fires an “A”-type portal. Press again to set the portal position. |
| B | Fires a “B”-type portal. Press again to set the portal position. |
| A + B | Removes all portals |
| Down + A/B | Once you have the appropriate power up, this is used to alter the direction of anything entering the portal when it leaves its partner portal. |
| Menu | Press to get access to “Reset Level” and “How to Play” Options |

All About Portals (Part 1)

Aiming

The crank is used to aim portals. The reticle floating around the player indicates where you are aiming.

Creating Portals and Portal Pairs

Portals come in pairs - an "A" and a "B" portal. Anything going into one comes out of its partner the same way it entered (until you earn a nifty upgrade). Only one portal of each type can exist at a time, so you can always fire a new portal to get rid of the old one or press A+B to remove all.

A portal will travel ~100 pixels ($\frac{1}{4}$ of the screen width) before forming. Hitting an obstacle will also lead to the portal being created. If you want to control the position the portal sets at prior to the max 100 pixels, you can press the button you used to fire the portal to force its creation for better control. After you receive an upgrade, portals will travel 210 pixels before forming.

All About Portals (Part 2)

Portal Downtime

Once you exit a portal, both that portal and its partner will become inactive for 1.25 seconds to allow you to move away from it without being instantly transported back.

Reversing Portals

Spoilers: After you beat the first boss, you unlock the ability to reverse the direction of anything entering a Portal. This is done by holding “Down” then pressing the A or B. For instance, if you Hold Down + A then anything entering that A Portal will leave the B portal in the opposite direction. This can be useful for redirecting fireballs and similar objects. Reverse Portals also have inverted coloring to make it easier to remember which ones are this way.

The Shield

Yet more spoilers! After you beat the third boss, you turn your aiming reticle into a handy shield. This will allow you to reflect things like fireballs and lasers back where they came from. Just note, there are limits to the size of the object it can impact.

Additional Gameplay Info

Dying

When you die, you teleport back to the start of the room with all progress retained. Use this to your advantage. You can also make your own checkpoints by leaving portals after a challenging section that you can then warp to from the beginning of the level after dying.



Resetting the Level

Portal physics/math are hard, so it's entirely possible you could wind up in a situation where you either get stuck in a wall or a puzzle gets broken. If this happens, just go to the menu and select "Reset Level" to start over.




Saving/Loading

The game autosaves at each new level, if the device goes to sleep, and if you exit the game. Upon starting the game back up, you will have the option to either start a new game or load your save.




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|--|---|
|  | The Wizard aka Wizzy Fantastico | The Wizard Player Character. They have a wand, cool wizard hat, and a beard. You wish you could be them for reals. They have no idea they share a name with the seminal Fred Savage film of your childhood. |
|  | The Princess aka Penny | Distress meet damsel. She might be captured, but that doesn't mean she isn't strong and capable. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|----------------------|---|
|  | Batmouse | Is it a bat? Is it a mouse? Wait, are those fangs? It's probably best not to touch it |
|  | A-type Portal | A portal created with the "A" button. I got very creative with this design. |
|  | B-type Portal | A portal created with the "B" button. I got even more creative with this design. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|-----------------------|---|
|  | Spikes | A common floor trap. Be sure to watch where you are going. |
|  | Bullet Spawner | Shoots fireballs at you and definitely not bullets because they did not have those in medieval times. |
|  | Blade | Let them eat cake. Then watch out for your head as you travel underneath |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|-------------------------|---|
|  | The Amazing Door | Locked to stop your progress. You should look for a key or other method to open them. The shape probably matters. |
|  | Key | Dreams of becoming a keytar. For now, it will have to settle for opening doors. |
|  | Gate | Needs to be raised to open. Cranks and ropes can raise them. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|-------------------|---|
|  | Crank | Cranked with the crank to open gates. Not just a control gimmick. |
|  | Blood Door | Requires a sacrifice to open. The number on the door tells you how many souls it will require. Try not to think about the ethics of it. |
|  | Filler | Makes hallways smaller so you can't just walk through them. If only you had another way to move. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|----------------------|---|
|  | Rope | Controls some gates. Try to find a way to cut them. |
|  | Target | Can open nearby doors by hitting it with a fireball. |
|  | Falling Spike | Definitely required its own thing and couldn't just be a blade. These will fall at you, but they don't go back up afterwards. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|---------------------|---|
|  | Flames | Keep trespassers out with this handy incendiary device. Just hope they don't have good timing skills to bypass. |
|  | Firewall | It's not here to protect your network. It's here to set you on fire. |
|  | Flying Enemy | What they lack in fangs, they make up for in spiky things and the ability to drop fire on you. |




Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|-----------------------|--|
|  | Mirror | Can be used to redirect sunbeams. The curve on the glass tells you the direction it reflects toward. |
|  | Sunbeam | Great for solving puzzles and killing fanged enemies (and the player for some reason). Looks funny when the color is inverted. |
|  | Pressure Plate | Must be weighed down at times to open their gate. |

Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|--|-----------------------|---|
|  A rectangular platform with a row of five diamond-shaped spikes along its top edge and another row of five diamond-shaped spikes along its bottom edge. | Spike Platform | The latest in deadly transportation. These move in a rectangular pattern and will make sure you never get to your destination. |
|  A pixelated illustration of a vampire bat-like creature with a pale body, dark wings, and a long tail. It has a wide, toothy grin and small horns or ears on its head. | Vladnicula | This vampire is so old it mostly looks like a bat now. It likes to drop spikes on you but weirdly enough doesn't like the same happening to it. |
|  A pixelated illustration of a duck's head wearing a red hat. The duck has a large, prominent beak and a small eye. | Red | This duck's hat attack is as deadly as she is talented at music. |

Characters, Items, Obstacles, and More

| Thingamabob | Name | Description |
|---|-------------------------|---|
|  | Ducks | Don't let the monocle fool you. This duck's quack is nowhere near as viscous as his laser attack. |
|  | Draconus | This mini-dragon takes out its frustrations of not being the size of an entire castle by shooting fireballs at you. |
|  | The Spider Queen | The mastermind behind it all. Part spider, part human, all evil! |

Credits

Art, Writing, and Coding by Terry Kennair

Music Composed by Nicole Harvey

Music Arranged by Jeremy Tellock

Lead Tester Zach Hugethanks

Deputy Tester Shrfsnax

In Memory of Larissa Charnsangavej

Tools

Levels Created in LDtk

Art Designed Using Piskel

ChatGPT Assisted With Coding and Debugging

LDtk.lua library by Nic Magnier (MIT License)

AnimatedSprite.lua by Whitebrim (MIT License)

Metroidvania Tutorial by SquidGodDev was incredibly helpful to get me started

Contact

If you have any questions, comments, or awesome memes, please contact support@pwnedandoperatedstudios.com.

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