

PILLAREACK

Manual Book

[CCC] NEWMAKER Studio 1990

THE WORLD IS BOUND TO CHANGE.

INTRODUCTION

Congratulations on acquiring your copy of PILLARBACK™ for PICO-8 Home Entertainment System™!

This humble manual will serve as your irreplaceable guide on your way to fulfill your destiny in the world of PILLARBACK.

If you like the joy of exploring new worlds with no prior knowledge, our recommendation is for you to only read the BEFORE PLAYING section.

Regardless, the WORLD and WALKTHROUGH sections will be there to help you.

Sincerely,

The NEWMAKER Team

4 INTRODUCTION

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BEFORE PLAYING

BOOTING

Insert the PICO-8 Game MultiCartridge™ containing your copy of PILLARBACK into your PICO-8 Home Entertainment System and press the START/RESET button on the top side of the console as shown on the graphic.



Please make sure to not:

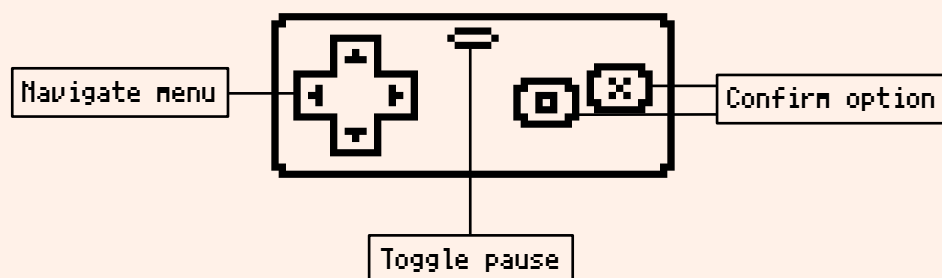
- store the MultiCartridge in extreme conditions;
- immerse the MultiCartridge in water;
- clean the MultiCartridge with water, alcohol or cleaning substances;
- disassemble the MultiCartridge.

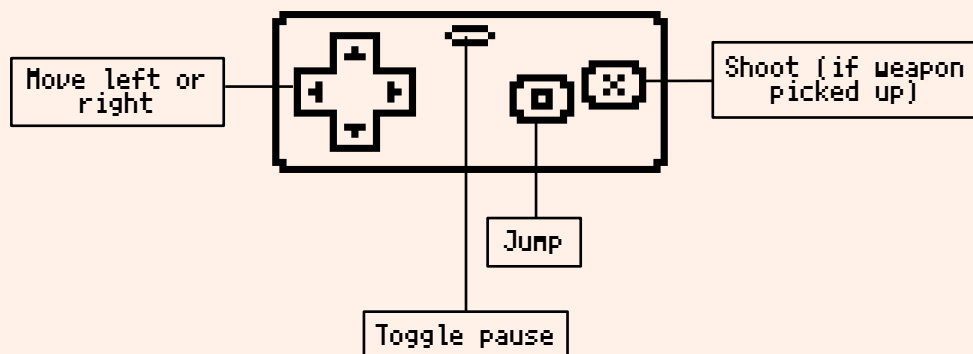
6 BEFORE PLAYING

CONTROLS

Once the start sequence of the console is completed, you will be able to control the game using the PICO-8 Controller™ (make sure it is connected to the console).

Menu control options:



Character control options:

If you want to immerse into the world of PILLARBACK with no prior knowledge, now is the right time to start playing.

If, however, you would like to know more about it, feel free to proceed to the next section.

B THE WORLD

THE WORLD

THE PILLAR

What always was and will always be, the Pillar is everything there is and everything else depends on the Pillar. It is the center of the universe, and the universe itself is woven around it. Having been a host to countless organisms that emerged and perished, the Pillar is a kind of life itself. In truth, life is but a reflection of whatever the Pillar is.

Civilizations that inhabited the Pillar deemed it a mere god, created by a greater power for them to feed on and worship, only to collapse upon themselves again and again.

THE CYCLE

As time is only powerful enough to dent the Pillar's form, the Pillar is in a perpetual process of self-repair. Within this repair lives the constant Change. The Pillar is persistent, and yet it is the cause of transformation for all that inevitably surrounds it. Life that wielded eyes would look away from the Pillar and see different worlds. Life that strayed from the Pillar could feed in these worlds and eventually become the Change itself - denting the Pillar and, consequently, the worlds around it.

10 THE WORLD

THE CANCER

As part of an organism, the Pillar's ousia is prone to error. This is the root cause of Change - and of the Cancer. Unlike Change, the Cancer is not part of the Cycle. Instead, the Cancer overwrites it, feeding upon life born of the Pillar, then the world around the Pillar and, eventually, the Pillar itself. It does not destroy - it uncreates. Almost sentient, the Cancer does not fully drain its host but reduces it to a wound that cannot close, a state of constantness. The Change stops, the world freezes, and the Cancer thrives, eternally replicating into itself.

THE CURRENT

Some of the civilizations that lived on the Pillar tended to metaphorically split it, as their god, into many entities, and in that they were, in a sense, right. When even the Pillar itself seemed to become a fossil, an entity assembled itself from the remnants of its essence. A life unlike what once existed, it is wrought from not only the Pillar's matter, but its power. The power not to create or destroy, but to transform. The Current can battle the Cancer, changing it into something that it could be, the living nature. With this power, The Current is to return the Pillar back to life and restore the Cycle of change.


12 GAME WALKTHROUGH

GAME WALKTHROUGH


LEVEL 1 - THE LIFELESS WORLD



Your journey begins here. Once the Current is assembled, you will be able to control it using your PICO-8 Controller. Use the ARROW PAD to walk left or right, and the CIRCLE button to jump (see CONTROL section for reference).

Holding the jump button results in a higher jump!

Walk in either direction until you find a set of platfrons leading up. Use your walking and jumping abilities to navigate up the structure to collect the .

CHECKPOINTS

The  that you've just collected is a Checkpoint.

Checkpoints also look like  and . When you collect one, your Health will be restored and the Pillar's floor will be raised to your current position.

If the Current dies, your progress will be reverted to when you've collected your last checkpoint and you will be able to try again.

[TO BE CONTINUED]

WILL YOU CHANGE WITH IT?

