

A4A4A4 - My entry for the VVVVVV joke level contest

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1 Introduction

A4A4A4 is a very serious VVVVVV level, that I made for the level contest on the VVVVVV Discord Server. This level is 2 by 2 rooms big, contains two lost crew mates to rescue and one trinket to collect. However this level can not directly be played, but instead needs to be assembled first. It therefor comes with this Description on how to assemble and play the level.

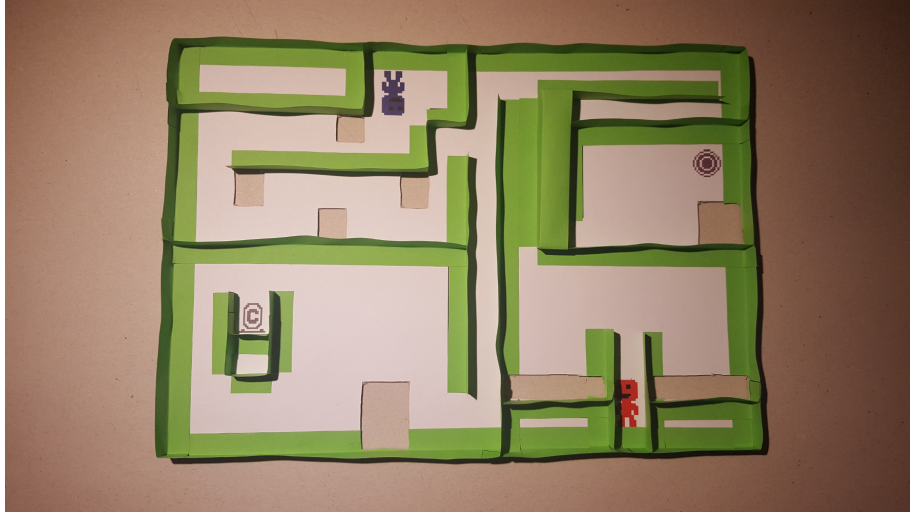


Figure 1: The level fully assembled

2 How to assemble the level

2.1 What you need



Figure 2: All materials needed

To build the level you need the following materials:

- White sheet of DIN A4 Paper
- Sheet of DIN A4 Paper (Any color)
- Piece of cardboard of the same size
- Scissors
- Bladed Cutter
- Glue
- Ruler
- Marble with a diameter between 5 and 10 mm

This list mentions the DIN A4 paper format which this level was designed for. You can however also use any other size, if you do so keep in mind that all sizes in this file assume the use of this size, and you will need to adjust them accordingly if you use a different paper size. You should however keep the same aspect ratio of $\sqrt{2}$.

Also you probably want to be careful on what pad you cut and and glue everything on. Keep in mind that you are responsible for your own safety and that of others. I am not responsible for any damage caused to yourself, other people or objects related to this level.

2.2 Printing and assembling the base

In combination with this file, you should have also gotten the files "Walls.pdf" and "Map.pdf". To start print these files out. Preferably print the map on the white piece of paper and print the walls on the colored piece of paper.

Now you can start by gluing the map to your piece of cardboard. If you choose to use stronger paper you may also skip using cardboard, for normal paper this however is recommended for the stability of your level. Now you should also probably cut out all holes marked in red. All the sizes indicated on the map are a bit smaller so you can cut just a bit around them to not have any red marking remaining at the end. Also for some holes you are going to partially cover them up again when placing in the walls, so you will have to cut them out of the paper again at a later point. This however is easier then fully cutting them out later, since they are easier to reach now and you wont have to cut through the cardboard later while already having the walls in place.

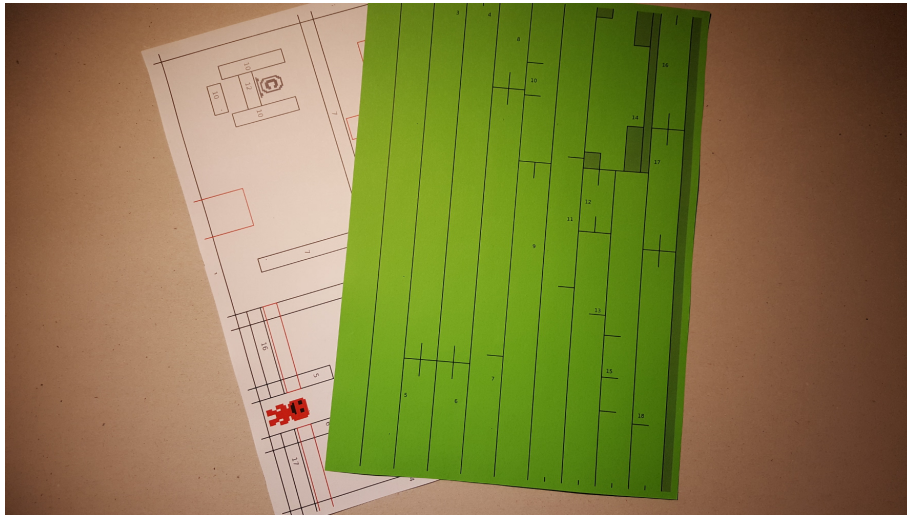


Figure 3: The map and the walls printed out

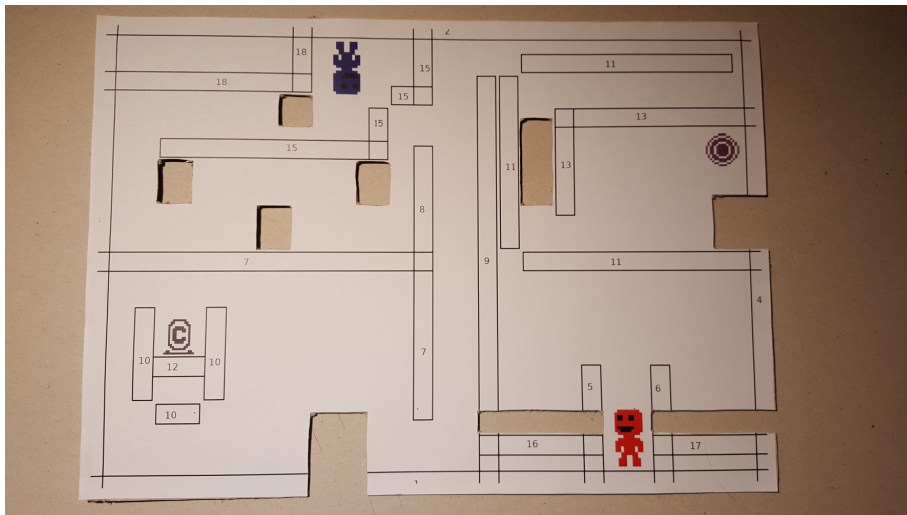


Figure 4: The map on a piece of cardboard with all holes cut out

2.3 Placing in all walls

To start take the paper with the printed out walls and cut them out along the lines. The grey areas mark the parts you don't need if you have to cut through them it doesn't matter. Also as a general note for the assembly at some points measurements may be off by a few millimeters which can also be caused by having other walls placed in slightly incorrectly. This description will assume that you are able to slightly modify the walls if needed e.g. cutting of a few extra millimeters at one end. Also it is recommended to quickly think about how exactly a piece is placed in and holding it there before gluing it in place. You can also place all pieces so that the numbers are on the bottom and won't be visible later.

Start by placing in the bottom and the top wall, aka parts one and two (Figure 6).

When placing in the left and right walls connect them to the top and bottom walls as shown in Figure 7 where one part is folded up and the other one goes on the outside. This sort of connection will be used in a similar way a few other times. I will however assume that you can recognize these situations and act accordingly, this will therefor only be explained once.

Continue by placing in the walls 5 and 6 next to Vermilion (Figure 9).

I think I messed up some measurement for part 7 so you might have to shorten it by a bit it can then be placed in and serve as the boundary of the bottom left room (Figure 10).

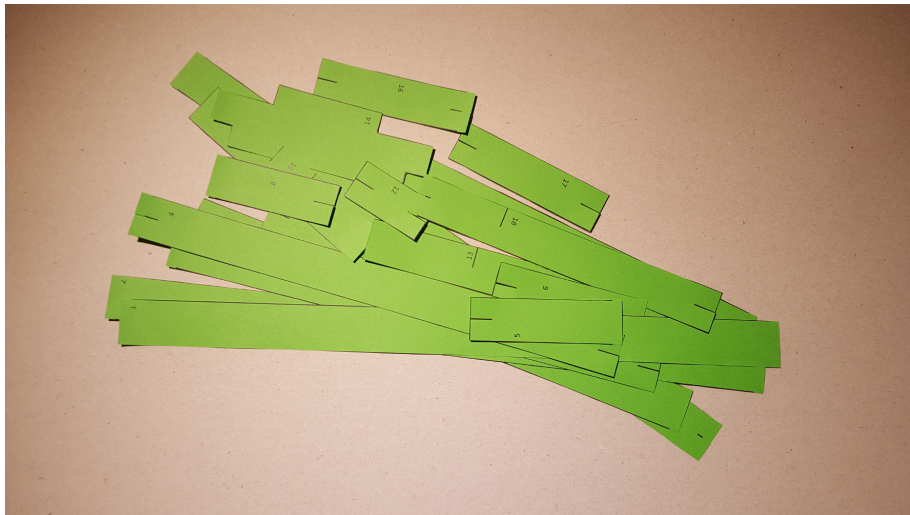


Figure 5: All walls cut out

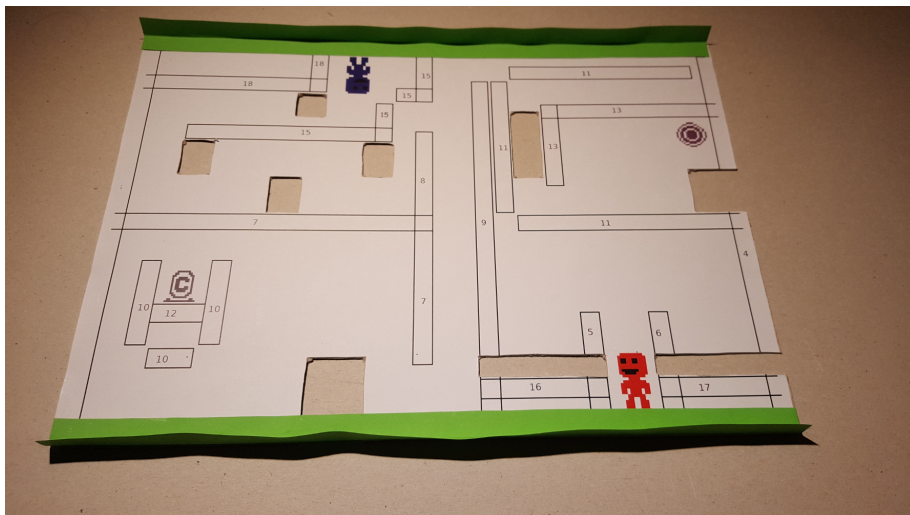


Figure 6: Parts 1 and 2 in place

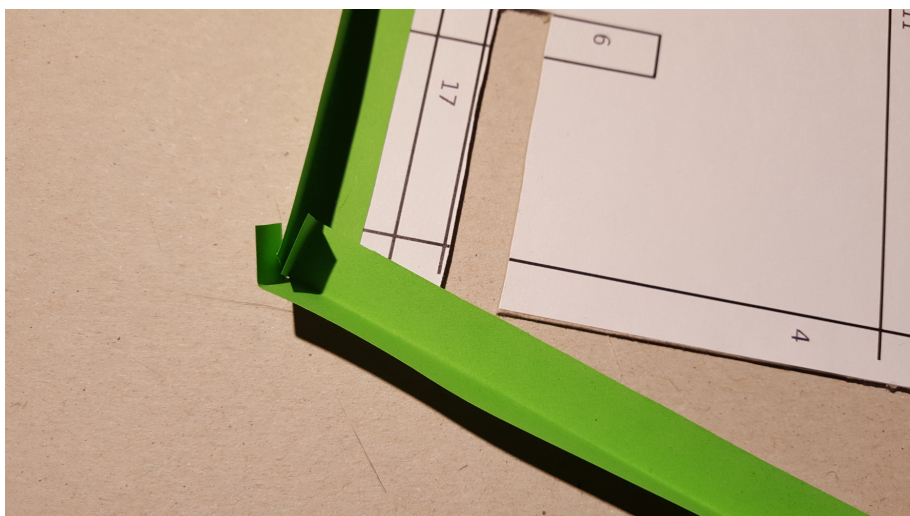


Figure 7: Connection between the right and bottom wall at the corner

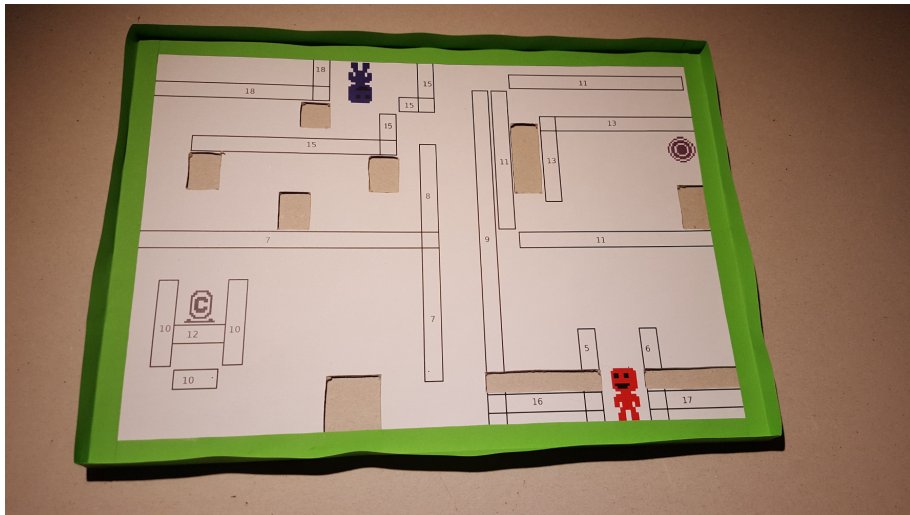


Figure 8: Parts 1 to 4 in place

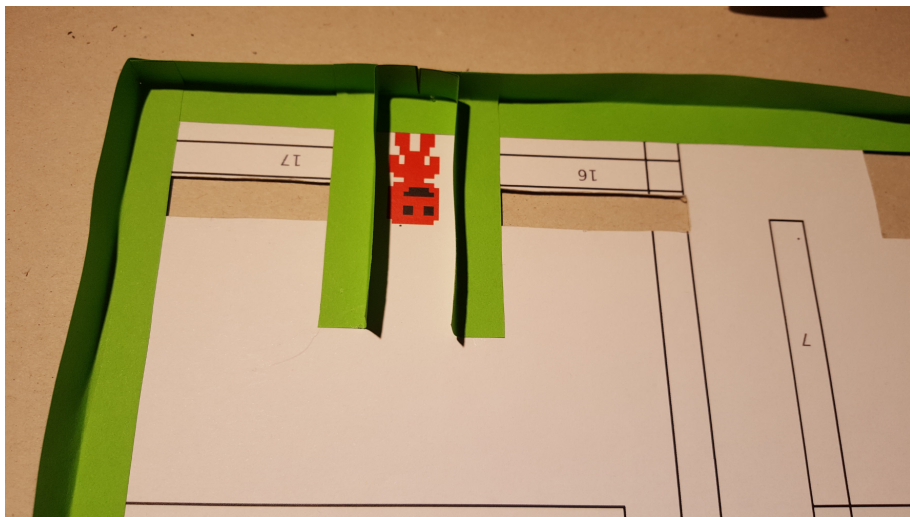


Figure 9: Parts 5 and 6 in place

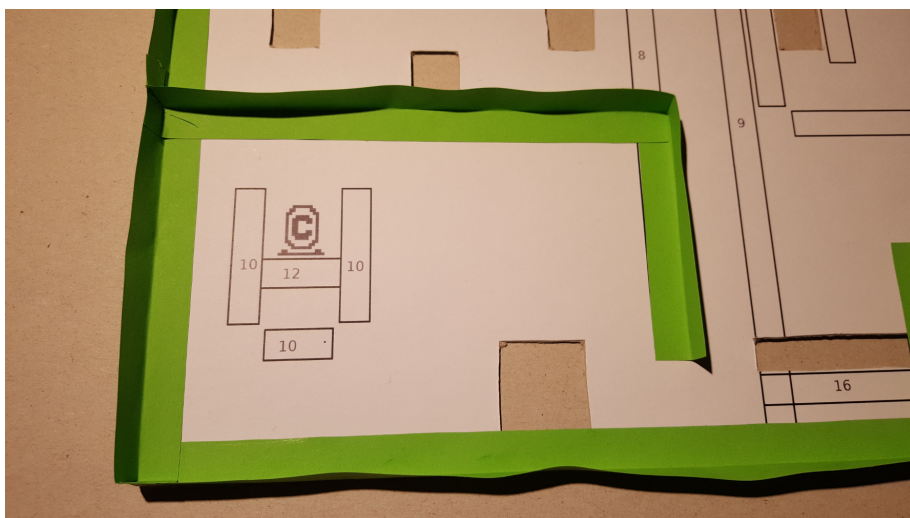


Figure 10: Part 7 in place

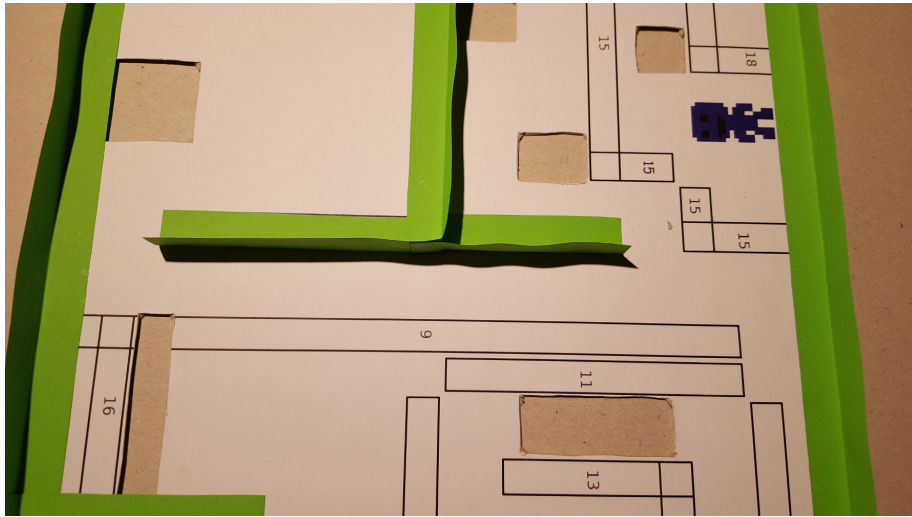


Figure 11: Part 8 in place



Figure 12: Part 9 in place

Use part 8 to extend the wall upwards (Figure 11).

Place in part 9 as shown in Figure 12.

Place in parts 10 and 12 next to the checkpoint (Figure 13).

Parts 11 and 13 are placed in in the top right room (Figure 14).

Place part 14 above the tiles 11 and 13 to make getting to the trinket possible (Figure 15). There is also Figure 16 which shows how Part 14 is folded over 11 and 13, on the example of a white piece of paper.

Part 15 is put in place in the top left room (Figure 17).

Finish the walls in the bottom right room by placing in parts 16 and 17 as shown in Figure 18.

The final part 18 of the walls is placed in the top left room next to Victoria (Figure 19).

Now that you have all walls in place, you will need to cut out the holes again at those parts where you have covered them up partially during this section. Once you have done that you should now have a playable version of this level. It should now look a bit like the one in Figure 1.

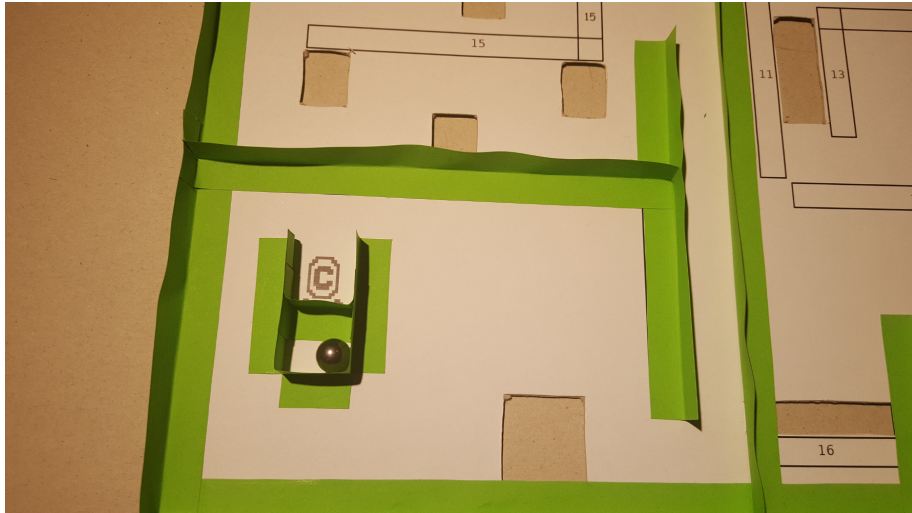


Figure 13: Parts 10 and 12 in place



Figure 14: Parts 11 and 13 in place



Figure 15: Part 14 in place

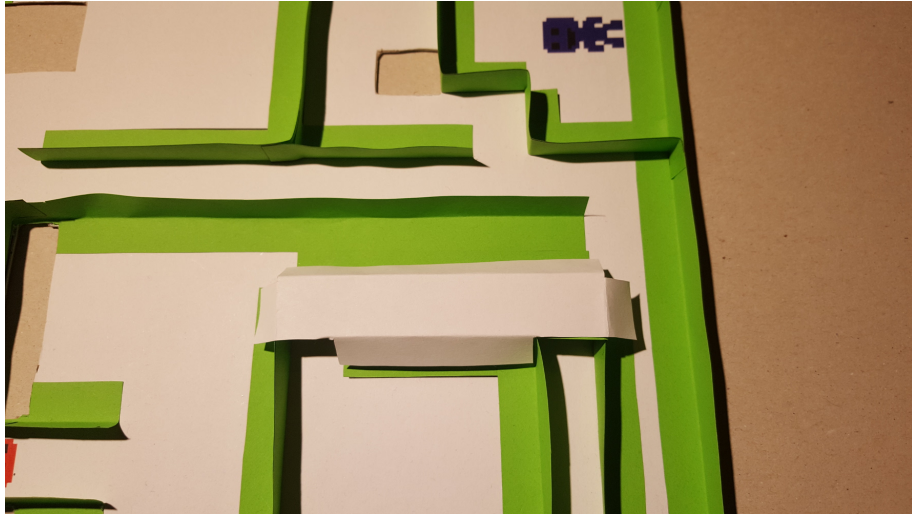


Figure 16: The position of part 14 indicated by a white piece of paper (You can ignore part 15 in the background for this).



Figure 17: Part 15 in place

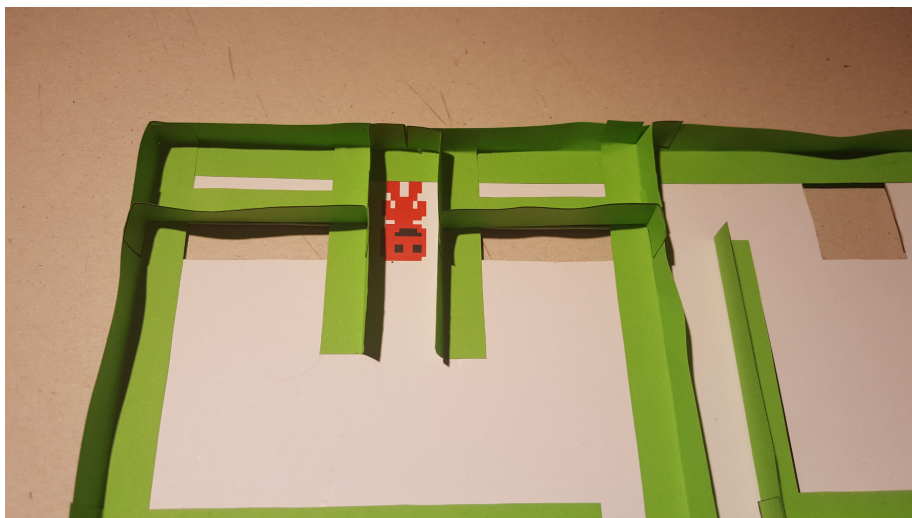


Figure 18: Parts 16 and 17 in place

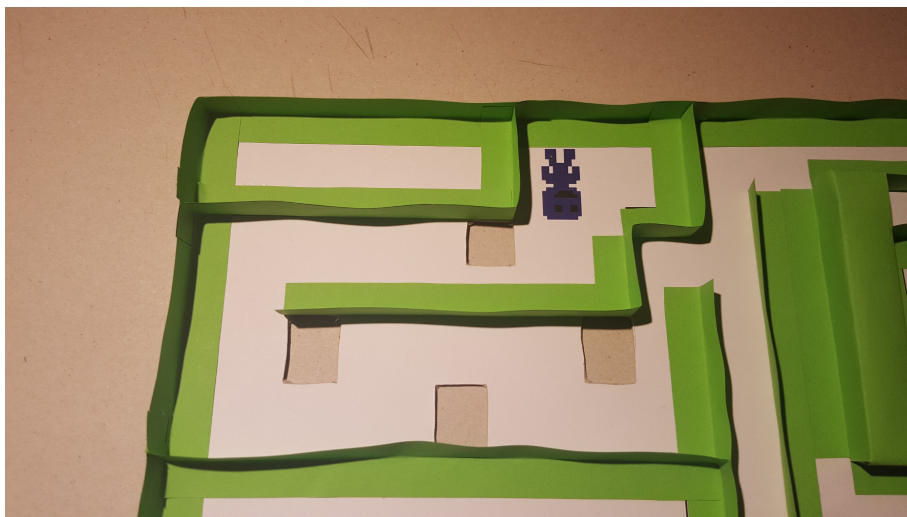


Figure 19: Part 18 in place

3 How to play

3.1 Basic play

To start playing this level place the marble at the checkpoint, you may now only move it by tilting the level. The marble should remain in contact with the level at all times throwing it up and over a wall is not the intended play style for this level. You also shouldn't try to cover up the holes in any way, if the marble is close to prevent it from falling through. If the marble falls out of the level, restart at the checkpoint at the start of the level. Also you do not need to have the marble touching a wall above or below, but you can change the tilt at any point at any time. Allowing for mid air and sideways or diagonal flipping.

Your default goal is to collect both crew mates, and optionally the trinket in this case getting back to the start is not needed and if you fall in a hole on your way back it still count's as having collected them.

If you want this level also comes with a story to it, that can be found in [Section 4](#).

3.2 Other Challenges

Now besides the regular play here are some other things you can try.

No Death Mode (100%) In this mode your goal is to collect both crew mates and the trinket without ever falling in a hole and then getting back to the start point.

One Handed Instead of using both hands to tilt the level try only placing one hand below the level and then try to play the level.

Blind trinket Get from the checkpoint to the trinket without looking at the level while playing. Stop looking at or close your eyes while still at the checkpoint now try to get to the trinket if the marble falls out of the level or you look at the level before having reached the trinket, you have lost this attempt and will have to restart from the checkpoint. Also since the trinket isn't exactly in a corner getting in that corner right next to it also counts as getting the trinket.

Speedrun For any of the ways in which you could play, you can also try to complete that mode as fast as possible. In that case place the marble at the checkpoint, you may now not tilt the level before starting the timer, and you may not stop the timer before having completed that mode. For reference my personal record for playing 100% no death mode is 44 seconds.

4 Story

4.1 Beginning

I'm just happy to see all of you again and am relieved to know that we are all still fine and can go back to exploring again.

We are happy to have you back too. You wanted to be back about 3 or 4 weeks ago already, but you then you weren't and we had heard nothing of you and we were getting worried about you. What even happened?

It's a long story. Basically the teleporter they had stopped working but everyone had left the place, so I was stuck there alone with a broken teleporter and no communication to the outside. But then it turned out there was also someone else stuck there and she managed to get it working again. So that I could then finally leave and now return to you.

That must have been something you have just been through. So what would you say we do know.

Let's just go exploring.

Idea! Now that we are back together, let's do the thing again were we all just enter a few digits of a target code for the ship and then see were we end up.

I'd support that Idea.

Sounds good.

I'll join you with that.

I wouldn't mind, as long as we don't end up in some place full of spikes again.

Okay, then lets do this!

We have 30 hexadecimal digits, meaning everyone can enter five. Vermilion you start, because we are celebrating the fact that you are back with us!

Target Code: 208f7 c255a 44445 afce8 2357b EE^21

And go! Lets see were we end up!

...

ALARM: SPACIAL INCOMPATIBILITY DETECTED

Wait, what?

ALARM: SPACIAL INCOMPATIBILITY DETECTED

This is a completely invalid target code! Vitellary why did you enter a "^" in there?

Maybe I was holding shift for too long and still had it pressed when entering a number.

ALARM: SPACIAL INCOMPATIBILITY DETECTED

That's why you always enter letters in lower case and are also careful to not hit any other key!

Well why can't your shitty system just warn you about stuff like this!

STOP ARGUING! We need to do something about this!

ALARM: SPACIAL INCOMPATIBILITY DETECTED

AAAAAAAAAA! EVACUATE!

I've only been back for an hour and everything turns to shit. Maybe I should leave again too.

ALARM: SPACIAL INCOMPATIBILITY DETECTED

No, don't go! This isn't your fault in any way. This was just a stupid accident that happened and we are solving this together!

ALARM: SPACIAL INCOMPATIBILITY DETECTED

Okay, you three we should probably get off the ship now too, before anything goes completely wrong!

OUR TELEPORTER ISN'T WORKING ANYMORE!

Why did the lights just turn off, I can't see anything anymore!

STABILIZING!

SUCCESSFULLY STABILIZED THE SHIP IN THREE SPACIAL DIMENSIONS!

What does that mean?

At least the lights are back on now.

The teleporter is still not working, but the alarm seems to have stopped.

...

So it seems like we have entered some strange place, where the space is three dimensional instead of our typical 2D space. Fortunately it seems like our ship had some emergency system for something like this and has folded itself into a 3 dimensional ball, for use everything might still look normal in here, however right now this ship is smaller than a trinket.

Excuse me, but how is that supposed to be possible?

Our ship only has 2 dimensions and therefor no size in the new third direction, meaning it can be much more compact than usually. However why do we even have stuff like this for our ship, I mean I wouldn't complain about it now, who knew what would have happened to use without this emergency system, but who plans for stuff like this.

The last time I made some modifications to the ship, I noticed that there were some modules on discount so I grabbed them and added them to our ship. We can now also scare away pigeons in a single button press. Plus we can use the excess heat produced by our computers to brew coffee.

We can scare away pigeons... by pressing a button?

Uhm, yes...

Why did you never tell me? THAT'S THE GREATEST THING EVER!

You can argue about our equipment later. Lets get back to the important topic for now!

What is with Victoria and Vermilion, since they left when the teleporter was still usable? Will they be fine out there?

So that good news is that the gravity in this 3 dimensional world is currently pressing us against a 2 dimensional wall. So from our perspective we will mostly just have to navigate through a 2 dimensional space that we can float around in relatively freely. As long as Victoria and Vermilion are also here we should be able to get to them. Violet, you should then be able to teleport them into our ship when we are next to them.

Okay, lets do this!

Vermilion and Victoria need our help and we will rescue them!

4.2 After rescuing Vermilion and Victoria

Great to have you two back on board are you fine?

Yes, don't feel like anything is wrong.

I think so, but that place was pretty scary.

That definitely was something weird. Everything looked very different compared to were we have been so far.

For sure, I also felt a bit like there was some strange thing in the sky. It had some resemblances with a face, but it could also have been something else.

So do you understand what this place is exactly.

You should probably ask Vitellary instead, he gave us an explanation earlier, he could probably tell you two more then I could right now.

So what are we doing now in this strange place, will we be able to leave it again?

Now that we have rescued you two, Verdigris and Vitellary are checking how we can get our ship out of this place, the easiest. Violet in the meantime still wanted to explore some of it.

So we don't know how we can get out, will we be stuck here forever?

No we wont be stuck here. There shouldn't be any issues in leaving this place, it's only about how exactly we do this, since the ship activated some emergency systems and we have to set all of them back to normal for us to leave. Now excuse me while I read the documentation for our new instant pigeon scaring button.

4.3 Leaving with Vermilion and Victoria rescued and the trinket collected

Good news we a perfectly fine to leave this place at any time now. Anything we still want to do here?

No, think we are fine.

This place is strange and scary can we just leave it.

Exploring was nice, but I'd also be fine with some not exploring right now.

Okay, were leaving then!

ALARM: SPACIAL INCOMPATIBILITY DETECTED

Don't worry, the alarm playing again is normal and should stop in a few seconds.

ALARM: SPACIAL INCOMPATIBILITY DETECTED

Wait for it...

STABILIZING!

SUCCESSFULLY STABILIZED THE SHIP IN TWO SPACIAL DIMENSIONS!

And everything should be normal again.

So I guess that's it, this definitely was an interesting place for the time.

Also Victoria I don't think we had told you this yet, but while exploring we also found a trinket.

Really...

Yeah, we put it to the rest of your collection, you should be able to see it.

That's fantastic, researching an artifact from this place might should be incredibly interesting. Maybe it will help us to better understand what this place was and how it works.

... and she's of to looking at her trinkets.

So what do you think, will be able to learn more and maybe understand what just happened or have Vitellary and Verdigris already figured it all out?

I don't think there is any way we will ever be able to fully understand this. We probably just saw the tiniest

bit of it all. There has to be more to it, it can't have just been about us getting there rescuing you two plus collecting a trinket and leaving again. Because as far as I understand Vitellarys explanation we were incredibly lucky to end up in a place that is almost ideal for us to land in. Like why did we land in such an ideal location, was it intentionally created for us? This can't have just been about our adventure, there probably was way more to it. Probably beyond anything we could ever make sense of.

4.4 Level Complete Screen

You can fill in your statistics below:

A4A4A4 - Level Complete

All Crew Members Rescued!

Trinkets found:

Time:

Total Deaths: