

# VIESSMANN Adventure

Would you like to get to know the Viessmann company and its devices? Welcome to Viessmann Adventure Game - the adventure is waiting!



Please scan the QR code or enter the link below in your browser (mobile or desktop)

<https://vigame.porombka.pl>

# VIESSMANN Adventure

Meet our game characters



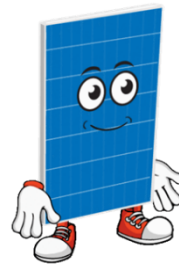
VITODENS



VITOCAL



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VITOVOLT



VITOCCELL

There are also smoking chimneys and a huge toxic furnace that we need to get rid of.



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## The game goal

The goal of the game is to defeat the terrible toxic furnace (the boss) at the end of the game that endangers the world. To do it, we have to collect all green jumping bugs.

We have to collect 6 x . Catch them all and fill all empty slots:



Summarizing, try to:



Avoid or destroy  
smoking chimneys




Collect bags with  
Viessmann badges



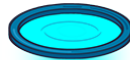
Avoid obstacles

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Each game stage has 1 or 2 badges  to collect. You must collect all of them to open the portal at the end of the last stage. You will face there a huge toxic furnace poisoning the world.



Collect 6 Viessmann  
badges...



...find magic portal  
in the last stage...



...travel to the final stage to  
overcome the toxic furnace.

## HINT



Portal  appears when you are somewhere around the caves.

Press the  or  key to be teleported to the other stage.

Remember: you can always go back to the previous stage and try to find missing badges.



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1

At the beginning choose your player character.



Click „Players“

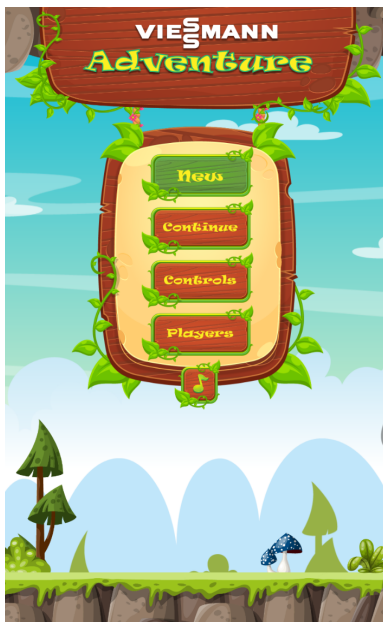


then choose the character

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2

Find out how to control your character in the game.



Click "Controls"  and take a look how to control the player

## HINT



On some surfaces (platforms) we can jump down, to do it, hold one of the

 or  keys and make a jump pressing ,  or .

I recommend you to practice this on static platforms 😊

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Below, some information about buttons in the right upper corner of the screen.



Full screen  
toggle



Collected badges



Sound ON/OFF



End the play  
and go to welcome  
screen

4

Remember, if your character lacks energy, you can find some blue lightning to restore it. You can also try to find and collect red hearts (lives). Try to look for them, they may be somewhere higher...



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Playing in zone 4, try to go back to the beginning - jump high in the sky.  
You will find badges on your way back and a lot more.





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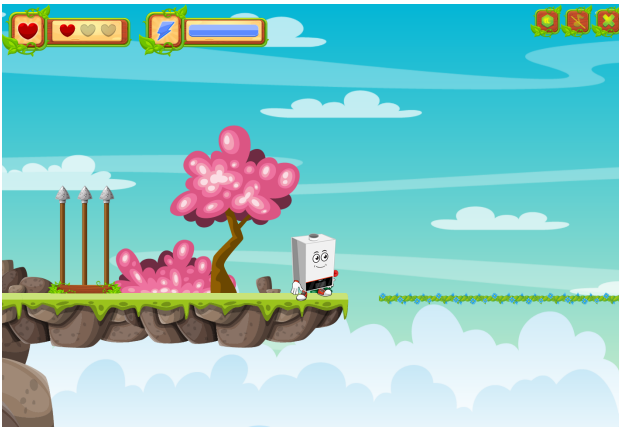
6

Moving platforms, where are they?



## HINT

Pay attention to the lianas - horizontal or vertical, they are always showing the path on which platforms are moving. Sometimes it's worth waiting.



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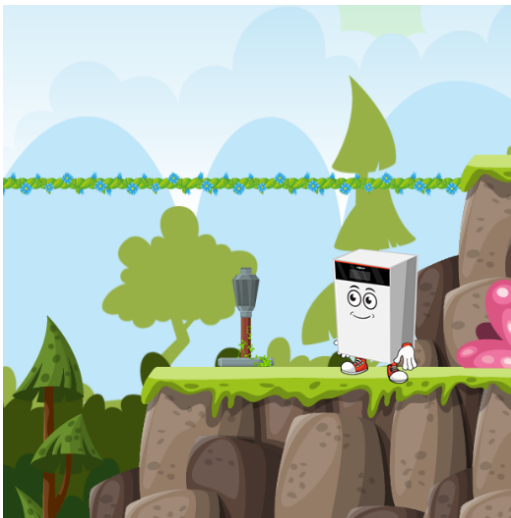
## Glowing Lanterns of Return

In higher zones you will find something new - lanterns which can be turned on by coming close to them. These are the Lanterns of Return. They mark a place where the player will be restored after the lost life, some kind of Check-Point. Lanterns are intentionally hardly visible 😊

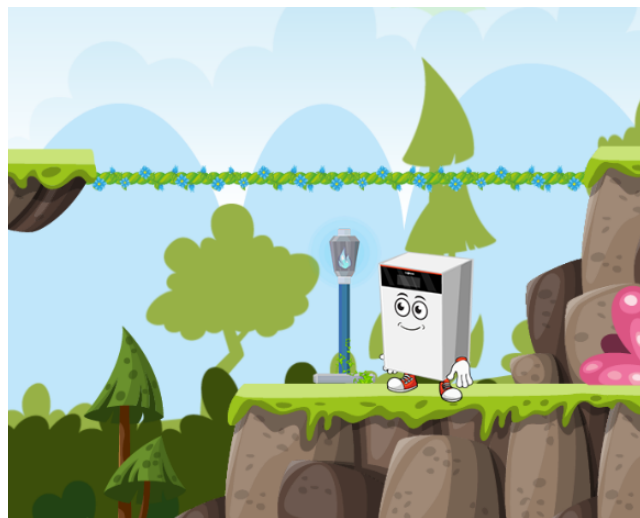
### HINT



In each zone, we can have only one lantern glowing at once. When we turn on one, the previous one is turned off. It's worth remembering that, because after we lose another life, we start gameplay in that place.



Inactive lantern



Active lantern

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How to overcome the toxic furnace?



## HINTS

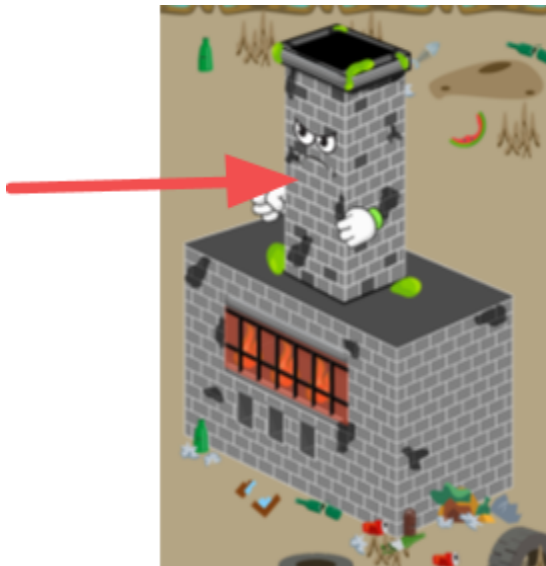
Aim for the chimney where the hands and head are.



Avoid fire projectiles, they take energy very quickly.



Pay attention to the furnace energy bar, try to reduce its energy to zero.



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## From author

My name is Paweł Porombka and I work in Viessmann company over 10 years. I have worked in the Wrocław R&D Center from the very beginning.

Before one of our Hackathons in my mind popped up an idea to create a game to promote our R&D. The project quickly grew to size considerably beyond the design capabilities of the Hackathon, I started improving the game.

Recently, my game has gained a new lease of life. About a year after it was written, our lovely girls from the HR department got interested in it!

A great "thank you" comes to:

Aleksandra Smereka, Katarzyna Szydłowska, Karolina Galik and Katarzyna Markowska.

A special thanks for support comes also to Adrianna Sawczyk.

I really hope you enjoy the game and keep coming back for more. The game is constantly being developed, so far it has 4 zones + boss, but that's not the end.

I keep adding new zones, there will be new levels and much more!

Welcome and let's play!  
Paweł Porombka