

#CPC  
RetroDev  
2016

#CPCRetroDev2016  
Game Creation Contest

Amstrad CPC

A M S T R A D

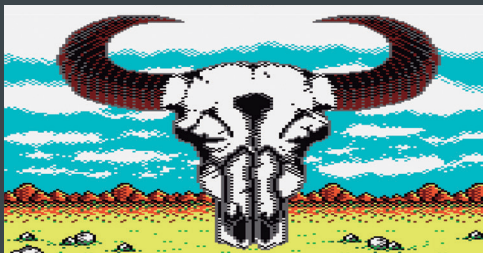


#CPCRetroDev2016  
Game Creation Contest

Universitat d'Alacant  
Universidad de Alicante



ByteRealms



This tape holds the complete collection of all 34 games presented to **#CPCRetroDev 2016**, the 4th edition of the *Retro Game Development Contest of the University of Alicante*. All games included have been developed and tested on Amstrad CPC 464. All games are published in digital format, along with their instructions, history, development details and source code in <http://cpcretrodev.byterealms.com>. There you will also find addresses to contact authors.

On behalf of **ByteRealms®** and the **University of Alicante**, we want to **thank you** for buying this tape. All money got from selling this production directly goes to next contest editions.

By buying physical editions of the games you are contributing to **#CPCRetroDev** and to present and future Amstrad CPC developers. Our deepest and most sincere gratitude to you, for your collaboration. We hope you enjoy present and future games developed for Amstrad CPC.

We also want to **thank** next parties for their invaluable contribution to make **#CPCRetroDev 2016** a successful contest:

Universitat d'Alacant  
Universidad de Alicante



ByteRealms



UNIVERSIDAD DE ALICANTE



Asociación sin ánimo de lucro de Usuarios de PC, Internet, Videjuegos y Arcade



AMSTRAD  
ETERNO

**#CPCRetroDev 2016** had the pleasure to count on **magnificent developers** as special members of the **jury**. This is what they want to say about their experience:



"As successful developers on the Amstrad CPCs, we fully understand the technical constraints of these 80's computers, but it is these very constraints that challenge game developers imagination in the pursuit of fun gameplay, great graphics and memorable audio."  
*Philip & Andrew Oliver, AKA The Oliver Twins.*



"This was an interesting experience for me to see what people could do in a short period and some were surprising in just how much they had achieved."  
*Jon Ritman*



"This year's entries have managed to squeeze every ounce of musical power out of the Amstrad's PSG to amazing results. It's been a pleasure and an honor to review them!"  
*César Astudillo "Gominolas"*



"Participating has been delightful! Very good material. Entries deserve being played without any doubt ;-)"  
*Víctor Ruíz.*

## SIDE A

- [000] (9.05) **Outlaws** / *RetroBytes Productions* {D,G,i}
- [051] (8.98) **Hire Hare** / *CNGSoft* {J,d}
- [099] (8.40) **Virus Dog** / *CPC-Power*
- [158] (7.26) **Dragon Attack** / *Bitplane Technomantes* {I,g}
- [220] (7.09) **Hair Boy** / *Carlos Sevilla* {E}
- [247] (7.01) **The Grenade's Conquest** / *SubXplosion*
- [293] (6.82) **Ice Slicer** / *EgoTrip* {g}
- [340] (6.77) **Pingu Soccer** / *PanZ*
- [374] (6.72) **Amsthrees** / *Glasnost Corp*
- [420] (6.56) **Maze Adventure** / *piteryo*
- [469] (6.12) **El Reino del Color** / *Antonio Corpas* {B}
- [499] (5.81) **Retroboom** / *RetroBoom*
- [529] (5.68) **The Legend of Anubis** / *CoreStudio*

{D} Dinamic Award {G} Gominolas Award {J} Jon Ritman Award  
{d} Dinamic Nominee {g} Gominolas Nominee {j} Jon Ritman Nominee  
{I} Cátedra Santander-UA Inovative Game Development Mention  
{E} Cátedra Santander-UA Engaging Gameplay Mention  
{B} Basic Category Winner

## SIDE B

- [000] (5.35) **TradWorld** / *MAR*
- [028] (5.33) **Firewall Wars** / *Navy Xicken* {d}
- [058] (5.29) **Haciendo Campaña** / *CocoTeam*
- [087] (5.15) **Ring Ring Warrior** / *Aberrantes*
- [111] (5.06) **KillField** / *Paradox*
- [140] (4.83) **Robobitgame** / *Robobit*
- [164] (4.78) **The Great Battles of Magistar** / *sn9495*
- [185] (4.77) **Elliot** / *Approxbit*
- [203] (4.74) **Banana's Recovery** / *BOOMA*
- [227] (4.54) **Harrier Revenge** / *Independiente*
- [256] (4.48) **Project X** / *Poisonous Department*
- [276] (4.45) **464Crusader** / *ISPIRA*
- [299] (4.41) **Fitzroy and the power wells** / *awergh* {j}
- [338] (4.33) **Next Track** / *Async Team*
- [362] (4.26) **Cannibalator** / *trabitboy*
- [376] (4.25) **Sidegun** / *Radical Panda*
- [405] (4.22) **Hero Magic** / *IronDevs*
- [433] (4.06) **The Last Fighter** / *Patatas Asadas*
- [462] (3.92) **GeNe** / *Los Rodriguez*
- [488] (3.87) **Dead Warrior** / *Aberracion Uno*
- [514] (3.52) **Space War** / *Equipo Buclé*

**#CPRetroDev 2016:** Original collection of all 34 games presented to the contest in 2016, produced by **ByteRealms**® and the **University of Alicante**.  
Direction: *Francisco José Gallego Durán (@FrancGallegoR)*. Design: *Stefano Beltrán Borella. Collaborating Parties: Amstrad Eterno (@amstradeterno), Devilish Games (devilishgames.com), Lucera-Project (lucera-project.com), RetroManiac Magazine (retromaniacmagazine.blogspot.com.es), Fase Bonus (fasebonus.net), El Mundo del Spectrum (elmundodelspectrum.com), Cátedra Santander-UA de Transformación Digital (ua.ua.es/dspoc/handler/10045/47890), Cheesetea (cheesetea.com), RetroWorks (retroworks.es) ARCADE (www.arcade.es), Asupiva (asupiva.org), CNGSOFT (cngsoft.org).*  
**Big thanks** to our special jury members *The Oliver Twins, César Astudillo "Gominolas", Jon Ritman and Victor Ruiz*, for contributing to make this edition of the contest become memorable. **Special thanks** to *Cesar Nicolais González* for helping to compress and encode all games in the tape. **Special greetings and our most deepest gratitude to all participants** and all the people that helped, including *José María Velo Escarcena, Feroán Llorens Larjo, Rafael Molina Carmona, Miguel Ángel Lozano, Carlos Villagrá Arnedo, Rosana Satorre Cuervo, María Jesús Castel de Haro and Pablo Avilés*. All assets used to compose this inlay are property of their respective owners. All games included in this cassette are property of their corresponding owners and **#CPRetroDev 2016** organizers have been granted explicit permission to produce and sell it.