

Crimson Knight

- ADVENTURES



NIBBLE
GAMES

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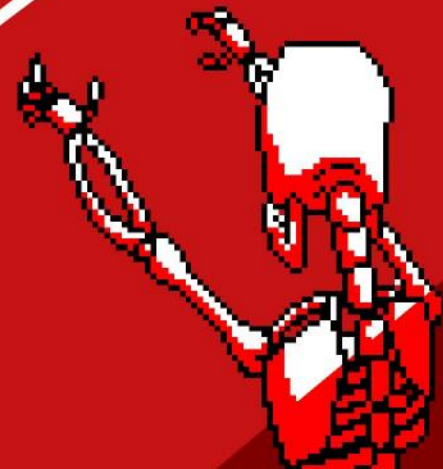
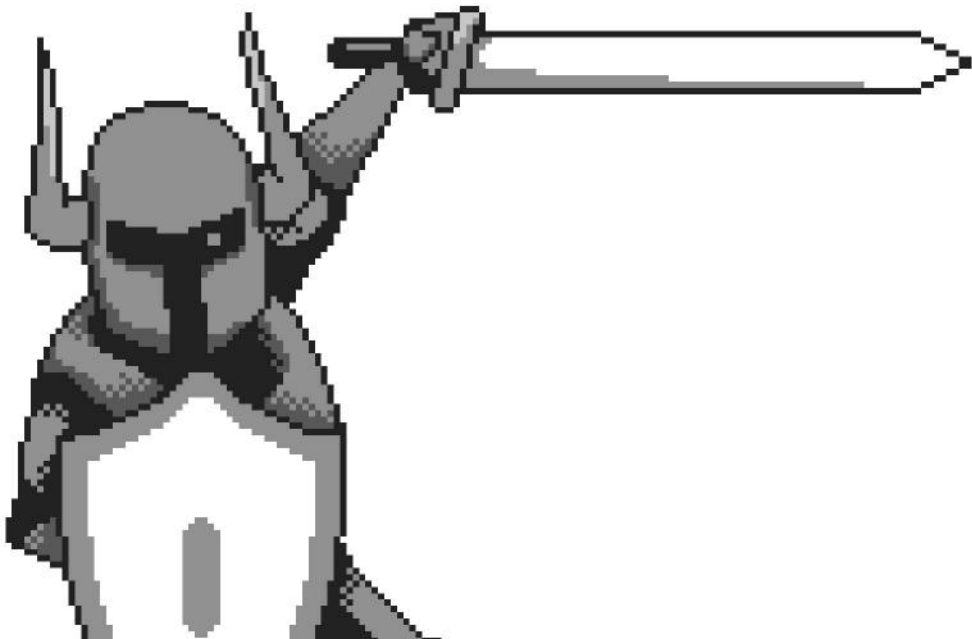


STORY

The Skeleton Castle has been discovered!

You are the Crimson Knight and your mission is to infiltrate in the Skeleton Castle and defeat all the evil inside that has been tormenting this kingdom during all these years.

Help the Crimson Knight in his quest to end all evil!



SETUP

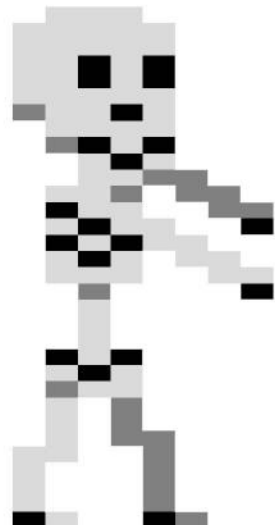
Here you are going to learn three ways to execute and play Crimson Knight Adventures. The three of them needs WINAPE 2.0 BETA 2 wich you can download from: <http://www.winape.net/downloads.jsp> .

The first option es to load the .dsk file (CrimsonKnightAdventures.dsk) - (p. 5)

The second one is to load the .cdt file (CrimsonKnightAdventires.cdt) - (p. 6)

The last option is to compile the game.

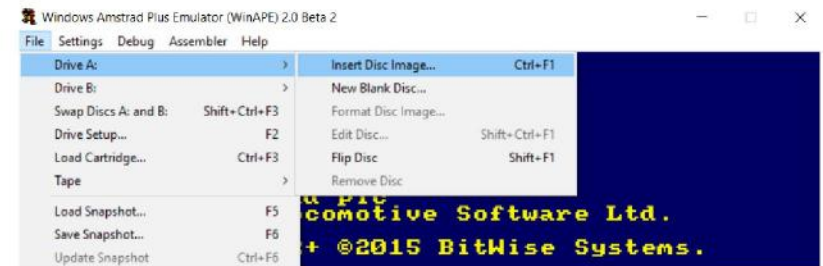
(To do this you will need a LINUX distribution and install CPCtelera) - (p. 7)



SETUP (.dsk)

To play the .dsk file using WinApe follow these steps:

- 1.- Select the option "Insert Disk Image" and select the file CrimsonKnightAdventures.dsk
- 2.- Type : run "cimsonk.bin"



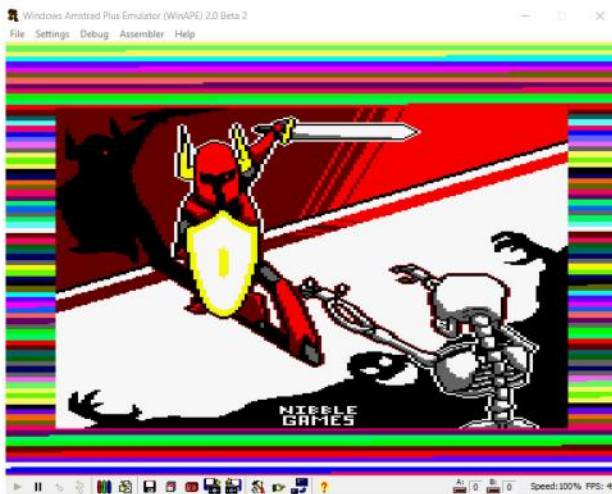
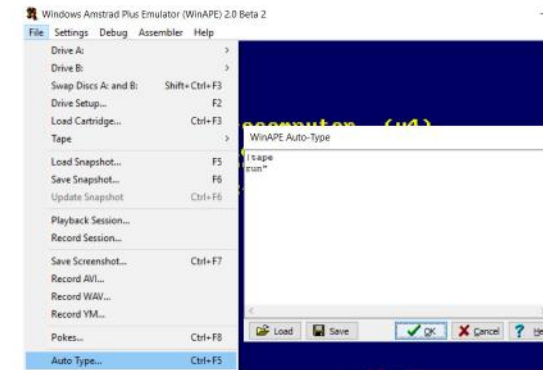
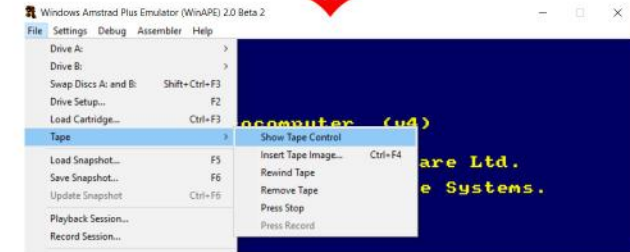
SETUP (.cdt)

To play the game with WinApe using the .cdt, follow the instructions below:

- 1.- Select the option "Insert Tape Image" and select the file crimsonKnight.cdt
- 2.- Then select the option "Show Tape Control" in the same pace as before
- 3.- After that choose the option "Auto Type" (ctr + f5) type the following code and press Ok:

```
| tape  
run"
```

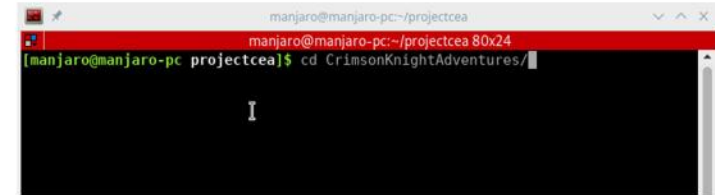
- 4.- Finally press Play in the Tape Control and any key in WinApe



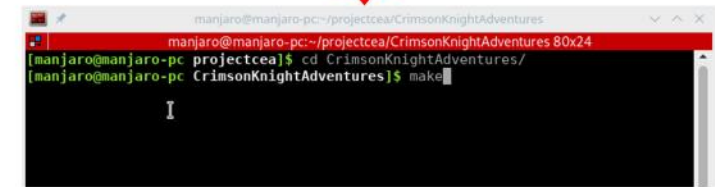
SETUP (compile)

First of all, you have to install Cpctelera from <https://github.com/Ironaldo/cpctelera> and follow the steps on the link 'How to install CPCtelera'. Then, change to the development branch, and follow this steps:

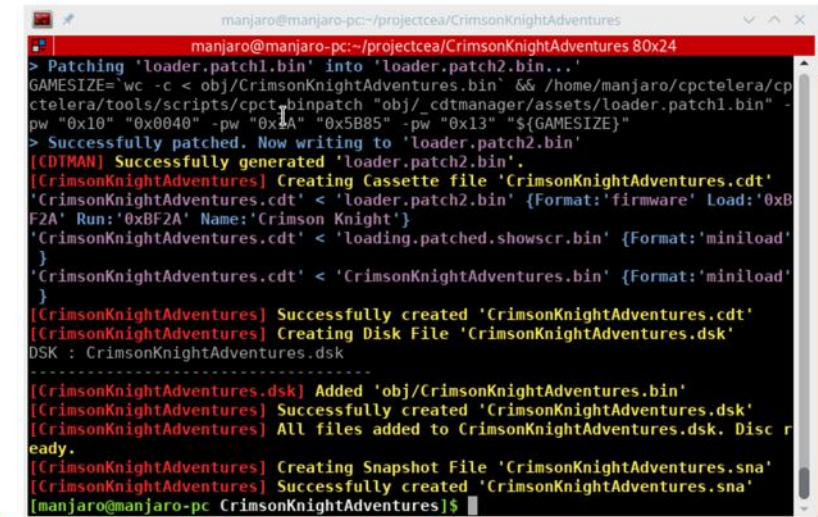
- 1.- Type in the terminal "cpct_winape" to install WinApe if you don't have it already.
- 2.- Go to the folder /CrimsonKnightAdventures/ with the terminal
Ex. If you have the folder on your Desktop, you can type:
`[<yourusername> ~]$ cd Desktop/CrimsonKnightAdventures/`
- 3.- Type "make" on the terminal and press enter. This generates the .dsk and .cdt from the source files.
- 4.- If you want to play it just type "cpct_winape -a" in the terminal



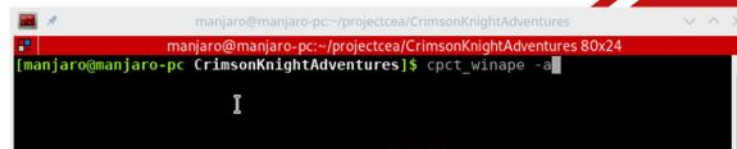
```
manjaro@manjaro-pc~/projectcea
manjaro@manjaro-pc~/projectcea 80x24
[manjaro@manjaro-pc projectcea]$ cd CrimsonKnightAdventures/
```



```
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures 80x24
[manjaro@manjaro-pc projectcea]$ cd CrimsonKnightAdventures/
[manjaro@manjaro-pc CrimsonKnightAdventures]$ make
```



```
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures 80x24
> Patching 'loader.patch1.bin' into 'loader.patch2.bin...'
GAMESIZE='wc -c < obj/CrimsonKnightAdventures.bin' && /home/manjaro/cpctelera/cpctelera/tools/scripts/cpct_binpatch "obj/_cdtmanager/assets/loader.patch1.bin" -pw "0x10" "0x0040" -pw "0xA" "0x5B85" -pw "0x13" "${GAMESIZE}"
> Successfully patched. Now writing to 'loader.patch2.bin'
[CDTMAN] Successfully generated 'loader.patch2.bin'.
[CrimsonKnightAdventures] Creating Cassette file 'CrimsonKnightAdventures.cdt'
[CrimsonKnightAdventures.cdt] < 'loader.patch2.bin' {Format:'firmware' Load:'0xBF2A' Run:'0xBF2A' Name:'Crimson Knight'}
[CrimsonKnightAdventures.cdt] < 'loading.patched.showscr.bin' {Format:'miniload'}
[CrimsonKnightAdventures.cdt] < 'CrimsonKnightAdventures.bin' {Format:'miniload'}
[CrimsonKnightAdventures] Successfully created 'CrimsonKnightAdventures.cdt'
[CrimsonKnightAdventures] Creating Disk File 'CrimsonKnightAdventures.dsk'
DSK : CrimsonKnightAdventures.dsk
-----
[CrimsonKnightAdventures.dsk] Added 'obj/CrimsonKnightAdventures.bin'
[CrimsonKnightAdventures] Successfully created 'CrimsonKnightAdventures.dsk'
[CrimsonKnightAdventures] ALL files added to CrimsonKnightAdventures.dsk. Disc ready.
[CrimsonKnightAdventures] Creating Snapshot File 'CrimsonKnightAdventures.sna'
[CrimsonKnightAdventures] Successfully created 'CrimsonKnightAdventures.sna'
[manjaro@manjaro-pc CrimsonKnightAdventures]$
```



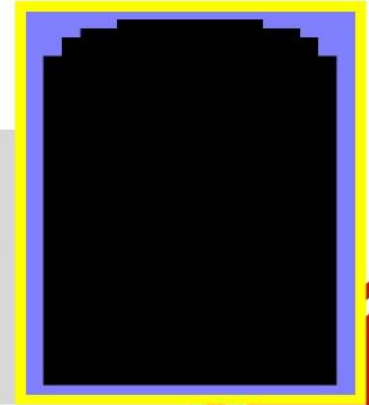
```
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures
manjaro@manjaro-pc~/projectcea/CrimsonKnightAdventures 80x24
[manjaro@manjaro-pc CrimsonKnightAdventures]$ cpct_winape -a
```

OBJECTIVES & GAME ELEMENTS

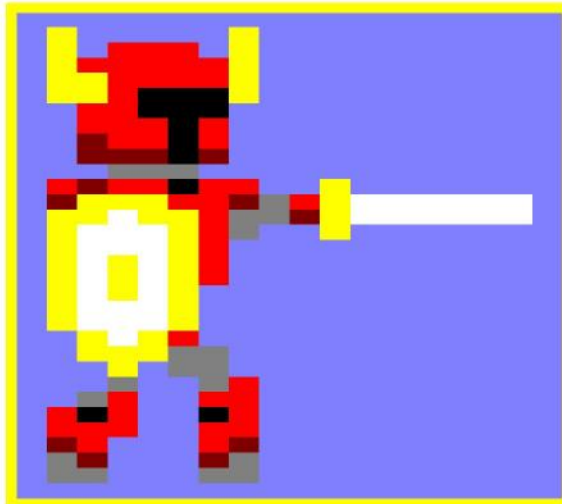
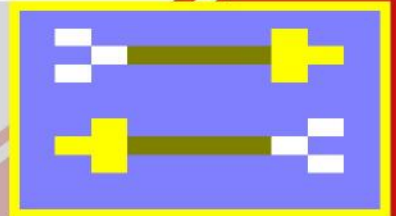
In this game, your objective is to reach the end of the level. Each level is connected through special gates, so when you finish one level you will start at the beginning of the next one. Your objective is to reach the final level and complete it, alive.

However, it won't be easy: groups of enemies will run towards you and will try to stop you, attacking you when they punch you. Also, enemies from far away will shoot sharp arrows at you every once in a while in order to hurt you.

This represents the end of the level. When you see it, run towards it and you will automatically will end the level, then, the next one will load. Who knows how difficult will be the next one!



- This is a projectile. It's a sharp arrow that the enemies prepared in case that some intruder came to surprise them. They will appear from the corner of the map towards you. If they appear on the air: crouch. If instead they are on the ground: jump. Important advice: Don't try to attack them with your sword.



- He is the Crimson Knight, the protagonist of the game, you will be able to move him around the map, jump, crouch and perform attacks with his sword from the ground or in the air.

- This is how the enemies look like. They will move towards you, and if they touch you, they will start to hurt you. You can try to run away from them, but they are very fast, so you will likely have to deal with them with your sword instead.



SCREEN ELEMENTS

GAME SCREEN

The action will take place in this screen, and all the game elements (the hero, the enemies...) will appear and perform their respective actions.



TIME LEFT

These other numbers represent how much time you have left to complete the level. If you run out of time, the game will also be over.

SCORE

These numbers represent your current score. You get score by defeating enemies, so try to get as many score as you can so you can beat your personal record and show it to others!

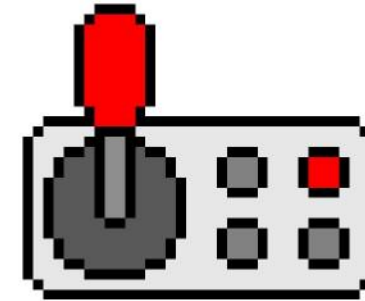
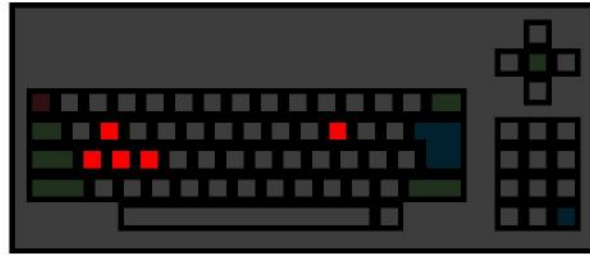
HEALTH BAR

This bar represents the hero's current health. When an enemy attacks him or he is hit by an arrow, his health bar will go down. If your health bar drops to 0, it's game over.

LIVES

These icons represent how many times you can die before the Game Over screen shows up.

HOW TO PLAY



JUMP

Press:
Keyboard 'W' or
Joystick Up to jump.



CROUCH

Press:
Keyboard 'S' or
Joystick Down to crouch.
While crouching, if you
try to move, instead of moving
the character only
faces de direction of the
movement

MOVE

Press:
Keyboard 'D' or
Joystick Right to move
to the right, and press:
Keyboard 'A' or
Joystick Left to move
to the left.



ATTACK

Press:
Keyboard 'P' or
Joystick Fire1 to
attack.
You can also attack
while jumping or
crouching.

CREDITS & REFERENCES



GAME AUTHORS:

- Alejandro Gutiérrez Martínez
- Carlos Soler Mujeriego
- Enrique Vidal Cayuela



USED LIBRARIES:

- CPCtelera by Fran Gallego: <https://github.com/lronaldo/cpctelera>



REFERENCES

While playing the videogame you might see some paintings. But, there is one of them that is a bit different, it seems like a man wearing a blue coat. Indeed, the painting represents the main character of the videogame "Chicago's 30" made by TopoSoft for the Amstrad CPC.

This reference can be found in the levels 5 and 6 of the videogame.

