

77 Attempts

An Amstrad CPC video-game

A Game by: Álvaro Jover, Jordi Amorós and Cristian García

INDEX

1. Introduction	3
2. Load instructions	3
3. Mechanics	4
4. Main menu	7
5. Controls	8
6. References	9
7. Credits	10

1. INTRODUCTION

77 Attempts is a video-game for Amstrad CPC developed for 64K version. It is powered with CPCTelera. It is a platforming video-game based on the original "Super Meat Boy". You reincarnate Alex, a nice creature who has lost his beloved, the queen of gravity. The evil villain **Attempo** has kidnapped her to absorb her powers and reverse the gravity of the planet. **Attempo** is on vacation and is the perfect opportunity for our hero to go and save his beloved. **Attempo's evil henchmen** will try to stop Alex, who will have to be quick to avoid all the traps set by the despicable **Attempo**.

2. LOAD INSTRUCTIONS

Cassette version

Insert the cassette into the internal cassette player and ensure that the cassette is fully rewound.

If using a CPC with disk interface, type |Tape (CPC664, CPC6128 and CPC6128+ have it built in) Then type RUN" and press ENTER (CPC464) or RETURN (CPC6128, CPC464+, CPC6128+)

Disc version

Insert the disc into the drive.

If using a CPC without a built in disc interface (CPC464 or CPC464+), type |DISC and then press ENTER/RETURN

Then type RUN"udesign and press ENTER/RETURN.

3. MECHANICS

77 Attempts counts with a variety of features mainly based on the level design and the controlled hero.

This game has been tested from start to end and every single level can be completed.



As the main title says, the player will have **77 Attempts** to complete the **56 proposed levels**.

MAIN CHARACTERS



Alex: He is the hero we reincarnate to rescue the queen of gravity who has been captured by Attempo. He is very agile jumping.



Queen of gravity: She is the queen of the gravity of Alex's world. She is able to change the gravity at her will. Attempo wants her powers to reverse the world's gravity.

MAIN FEATURES

- **Jump:** Only available for the main hero (the white one). The player will be able to jump the height of two blocks or to perform long jumps while moving (useful to surpass gaps and spikes).
- **Wall jumping:** Only available for the main hero. The player will need to press the jump button when facing a wall while falling.
- **Gravity swap:** Only available for the queen of gravity. The player will change the gravity of the whole moveset of the queen by pressing the Jump control.

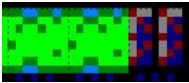
SPECIAL BLOCKS



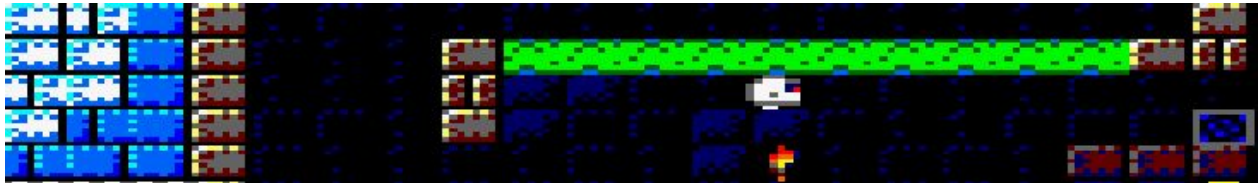
Solid blocks: These blocks are just solid blocks, where the player will be able to walk, jump, wall jump and idle (this one is fun).



Gravity swappers: It allows the player to invert totally the gravity of its actions, meaning that the whole movement of the hero will be inverted. The Queen of Gravity will be able to change the gravity at will without the need of these gravity swappers.



Slime trap: Each hero reacts differently to these slimes traps, it deactivates the jump and gravity swap mechanics while being trapped although moving left and right is possible. It will also allow the hero to hang from it, allowing him to go through gaps and obstacles. The player will be only allowed to jump back to the ground when touching a **solid block**.



Goal: This block indicates the end of the level, as soon as Alex or the Queen touches it, the level will be completed and the character will travel to the next level (or to the end of the game, who knows).



Spikes: This block is kind of self explanatory, however we should say, just in case, that it kills the main character (a lot). So... stay away from it as much as you can.

ENEMIES



Attempo's minions: Attempo's henchmen will roam around the levels trying to look for our heroes. They will even sacrifice themselves in an attempt to stop our hero. Be careful, they will jump and walk to you in a very angry way as soon as they see you.

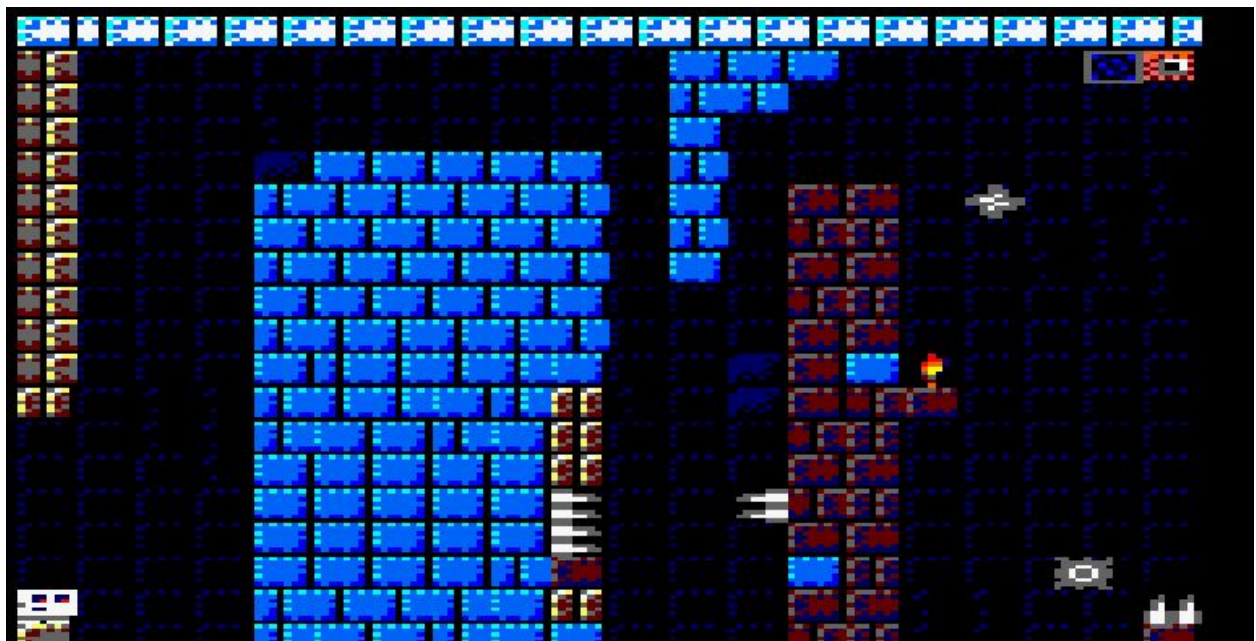


Angry Attempo minion: This is how the minion will look like when he'll see you. Run away from his line of sight if you don't want to get caught. However, they like to jump, maybe you can avoid them just being fast.



Saws: In order to slow down our hero, Attempo has placed saws all over the place, be careful, they are very sharp (and maybe also rusty). These saws can have different movement patterns.

- Left to right
- Right to left
- Up to down
- Down to up
- Static



A few saws moving fiercely.

4. MAIN MENU

When the video-game is open, it will show the next screen:



The main menu shows 3 options:

1. **Start Game:** This will simply start the game from the first level.
2. **Enter Code:** A window will pop up and will let the user input a map number (001 to 056)
3. **Remap Keys:** Will allow the player to change the control keys at will.

5. CONTROLS

The user inputs for the main character are left and right movement and jump. The default keys are:

A: Move left

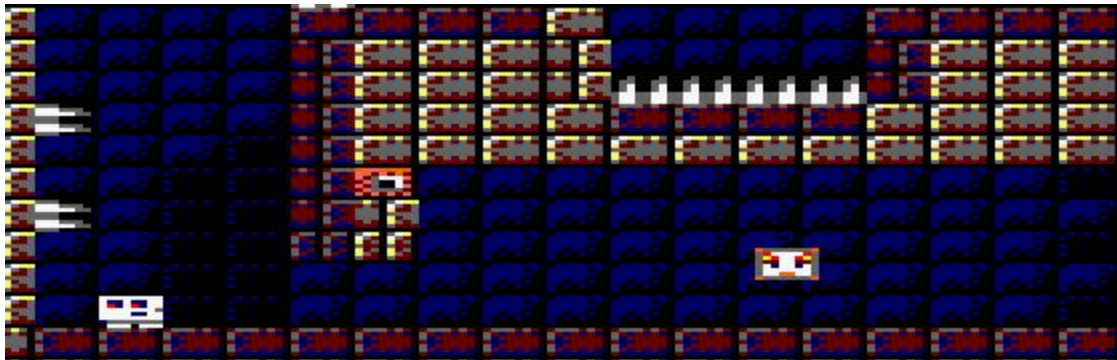
D: Move right

Space: Jump / Swap gravity (axis, so you can hold it to jump continuously)

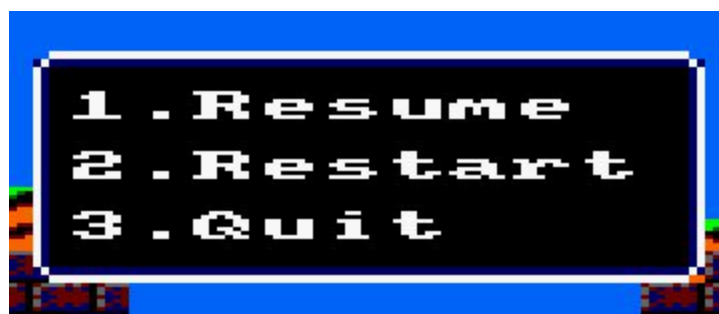
Space + Being in a wall: Wall Jumping

Disclaimer: If you don't like these keys (and prefer the **perfect OPQA**), don't worry, **you can remap them!** Joystick is supported!

If you are in a wall, when you jump, if you press again the control to jump, what you will do is Wall Jumping. This means you can reach places unreachable with just jumps, like this:



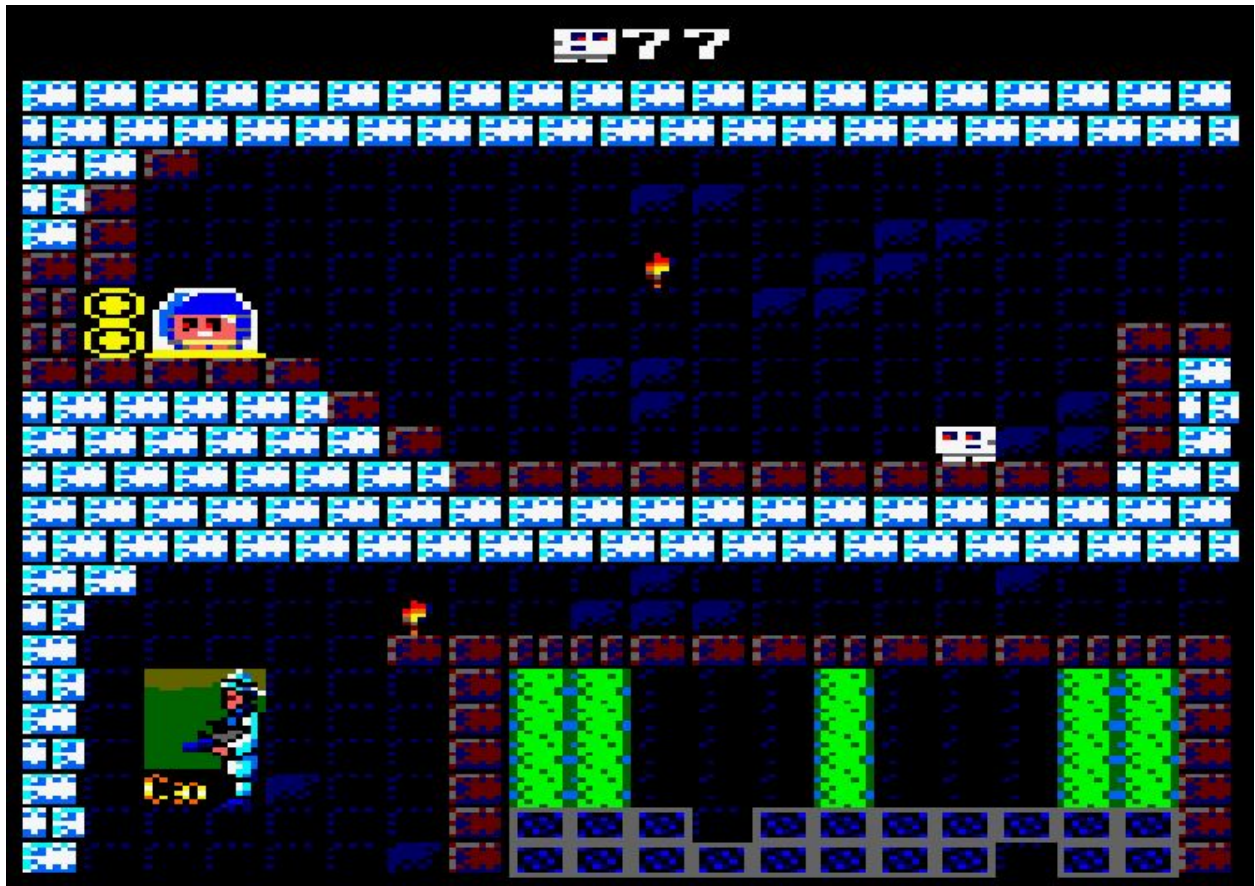
In addition, pressing the **ESC** key while on a level will pop the ingame menu.



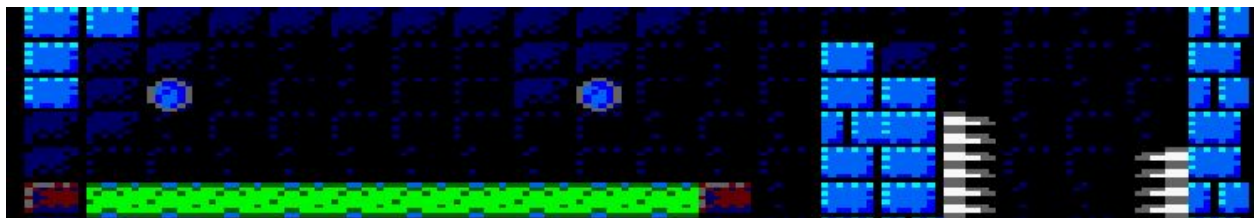
1. **Resume:** Will continue with the level at the point it was paused.
2. **Restart:** This option will start over the current level.
3. **Quit:** Returns to the main menu.

6. REFERENCES

A reference to the video-game **Chicago's 30** is on the last level. Apparently our beloved villain **Attempo** is a huge fan of this game and shows us a cool poster of promotional art of it:



Another reference are these little windows that appear all along the gameplay of **Chicago's 30**, we decided to use it because it fits the style of our game:



7. CREDITS

Code & Gfx Copyright (C) 2018 Álvaro Jover (@vorixo), Jordi Amoros (@byFlowee) and Cristian Garcia (@cgr71ii)

Music Copyright (C) 2018 Alvaro Jover (@vorixo)

OFFICIAL CONTACT

@UnknownDesigns1

SPECIAL THANKS TO

- **Fran Gallego (Ironaldo):** Creator of CPCTelera, a very powerful Amstrad CPC framework, professor and organiser of the CPC Retrodev
- **Rafael Castillo (Azicuetano):** Winner of the 2017 CPC RetroDev. He has been a huge inspiration for all the members of this group.
- **Noisestorm:** Thanks to him to gave us permission to adapt his famous song “Crab Rave” to our game.
- **All the awesome CPC twitter community:** Thanks to all the people who have supported and spread our game, it has been a big emotional support for all the members of the team.