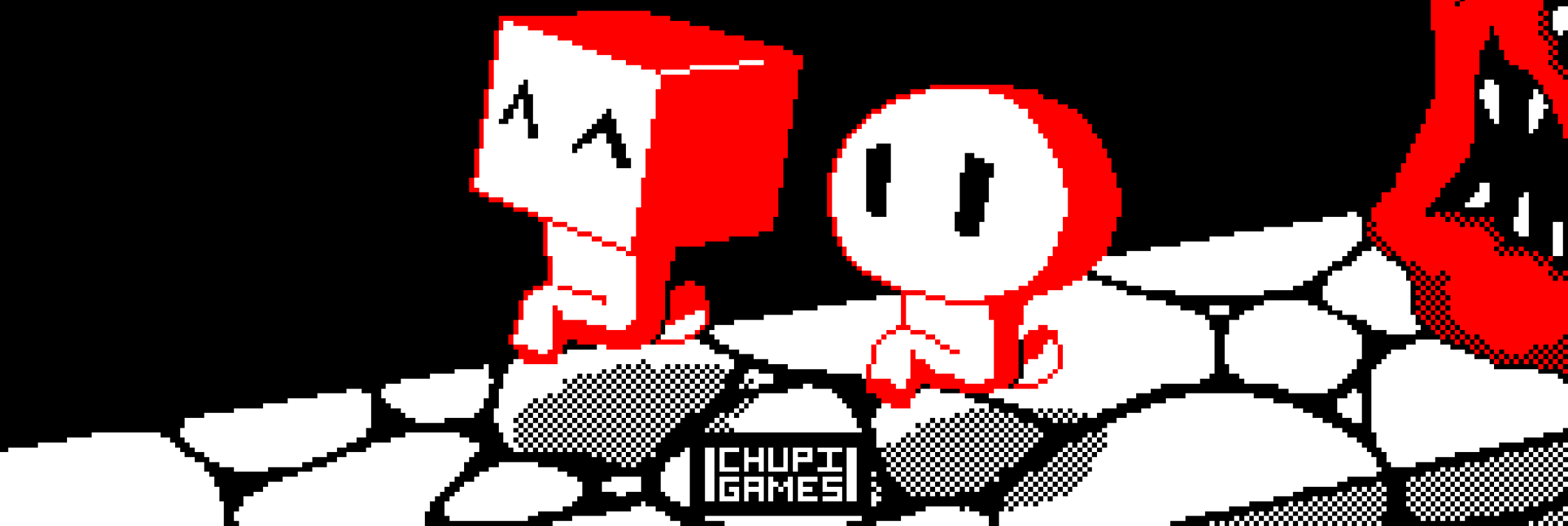


MISSILE INPUT

-Game Manual-



Index

- Introduction (p.3)
- Setup (p.4)
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- Controls (p.9)
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Story

Its a trap!

Jimmy and Timmy found an unexplored cave and decided to go inside to see if there was some kind of treasure.

Unfortunately, the entrance collapsed and they got trapped inside, surrounded by monsters and traps.

Now, help them escape this misterious cave an discover its secrets.



Setup

There are three ways to execute and play Miss Input 2.

All of them are ment to play on WINAPE 2.0 BETA 2 wich can be downloaded from:
<https://www.winape.net/downloads.jsp>

The first option is to load the .dsk file (MissInput2.dsk) - (p.5)

The second one is to load the .cdt file (Missinput2.cdt) - (p.6)

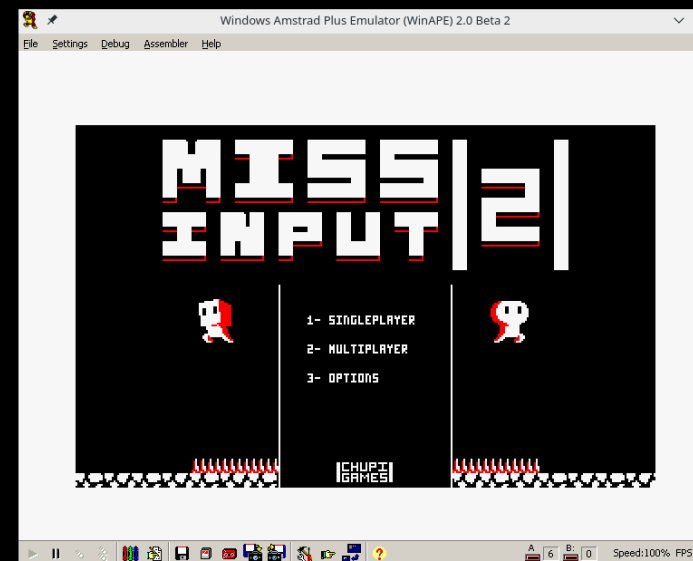
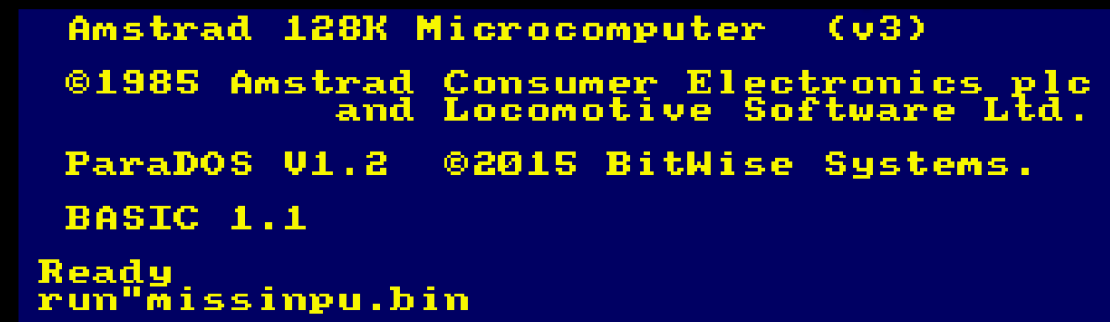
The last option is to compile the game.

(To do this you will need to 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 "MissInput2.dsk"
- 2.- Type: run"missinpu.bin



Setup (cdt)

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

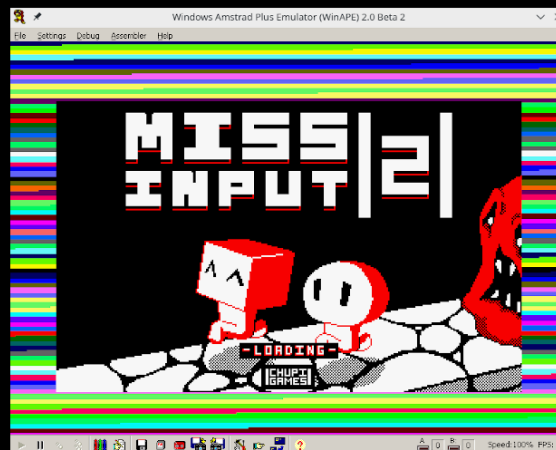
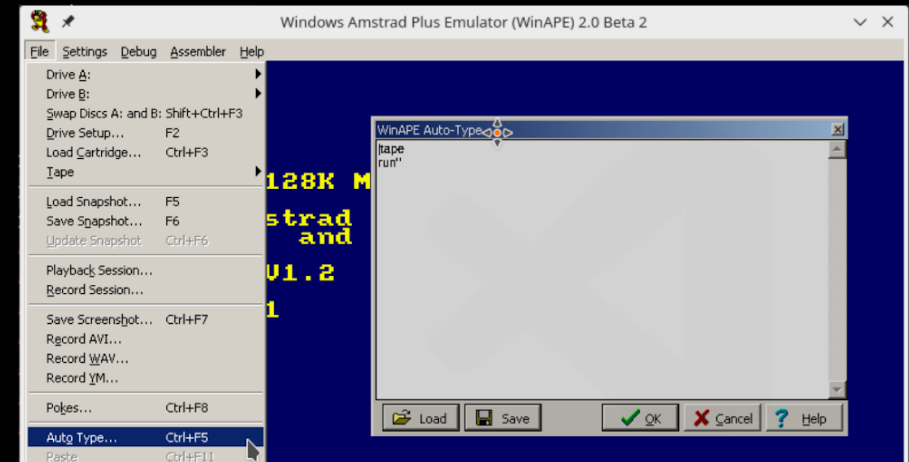
1.- Select the option "insert Tape Image" (Ctrl+F4) and select the file "MissInput2.cdt".

2.- Select the option "Show Tape Control" in the same place as before.

3.- After that, choose the option "Auto Type" (Ctrl+F5), type the following code and press Ok:

```
ltape  
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 dont have it already.

2.- Go to the folder MissInput2/ with the terminal:

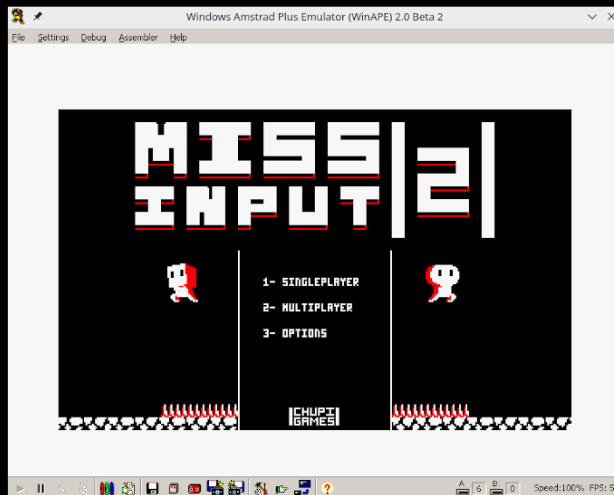
Ex . If you have the folder on your Desktop, you can type:
[<yourusername>~]\$ cd Desktop/MissInput2

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:~/Escritorio/Miss_Input 80x24
[manjaro@manjaro-pc Escritorio]$ cd Miss_Input/
[manjaro@manjaro-pc Miss_Input]$ make
```

```
manjaro@manjaro-pc:~/Escritorio/Miss_Input 80x24
> 'obj/MissInput.bin' End Address : '0x4bb2'
> loader Load Address: '0xBF2A'
> Loader End Address: '0xbffb'
> Patching 'loader.patch1.bin' into 'loader.patch2.bin...'
GAMESSIZE='wc -c < obj/MissInput.bin' && /home/daniel/Escritorio/CPC/cpctelera/cpctelera/tools/scripts/cpct_binpatch "obj/_cdtmanager/assets/loader.patch1.bin" -pw "0x10" "0x0040" -pw "0x1A" "0x34E8" -pw "0x13" "${GAMESSIZE}"
> Successfully patched. Now writing to 'loader.patch2.bin'
[CDTMAN] Successfully generated 'loader.patch2.bin'.
[MissInput] Creating Cassette file 'MissInput.cdt'.
'MissInput.cdt' < 'loader.patch2.bin' {Format:'firmware' Load:'0xBF2A' Run:'0xBF2A' Name:'Miss Input'}
'MissInput.cdt' < 'ImagenCarga.patched.showsr.bin' {Format:'miniload' }
'MissInput.cdt' < 'MissInput.bin' {Format:'miniload' }
[MissInput] Successfully created 'MissInput.cdt'
[MissInput] Creating Disk File 'MissInput.dsk'
DSK : MissInput.dsk
-----
[MissInput.dsk] Added BIN file 'obj/MissInput.bin'
[MissInput] Successfully created 'MissInput.dsk'
[MissInput] All files added to MissInput.dsk. Disc ready.
[MissInput] Creating Snapshot File 'MissInput.sna'
[MissInput] Successfully created 'MissInput.sna'
[manjaro@manjaro-pc Miss_Input]$
```



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

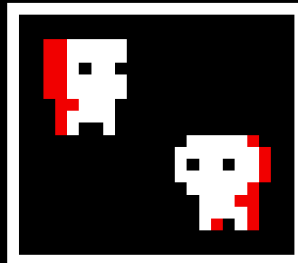
Objectives and Game Elements

In this game your main objective is to reach the end of each level by entering the door that leads to the next one.

But that is not an easy task. Trough the journey you will encounter numerous enemies and traps that will make your life more difficult

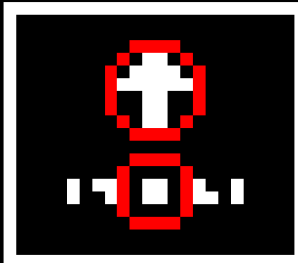
Jimmy and Timmy

They are the main protagonists of this adventure and you will need their jumping skills to succeed.



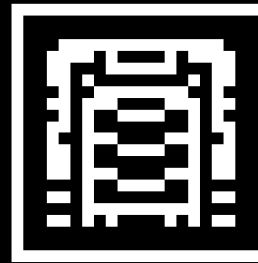
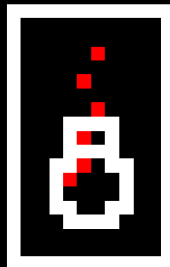
Power Ups

These strange artefacts can grant the player habilities like a second jump mid air or reverse the gravity.



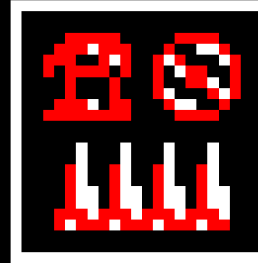
Collectable

This item, when collected, grants 500 points to the first player that grabs it.



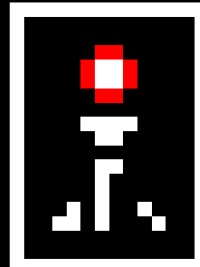
Door (End of the Level)

This represents the end of the level. The first player that enters it gains 1000 points and the second one gains from 750 to 0 depending on how many tries it gets to reach the goal.



Dangers

The caves have many dangers to stop visitors, from spikes to saws.

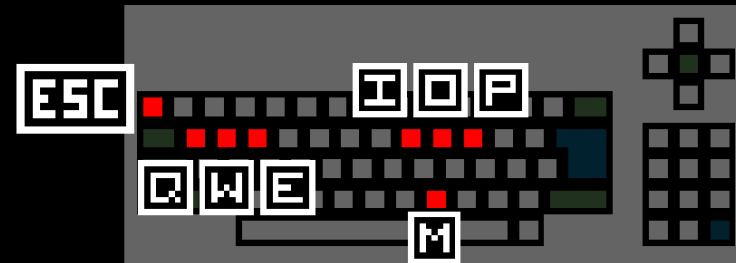


Checkpoint

In the remote event that you die, dont worry, you will respawn in one of these to try again.

How to Play

You can change the player controls in the options menu. But here we are going to explain the controls in the default settings.



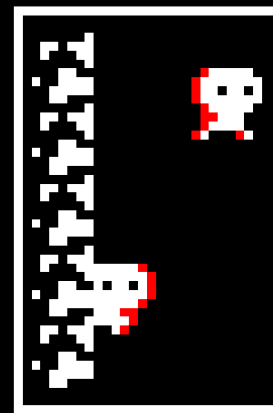
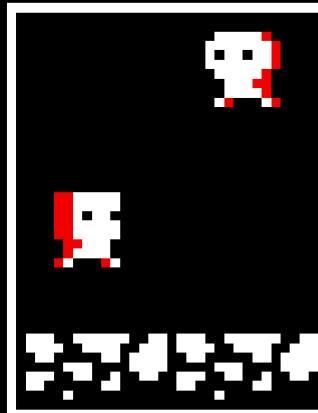
JUMP

By default, press 'Q' for Player 1 or 'I' for player 2 to jump.

The longer you press the jump button, the higher you jump.

Short
Press

Hold
Button



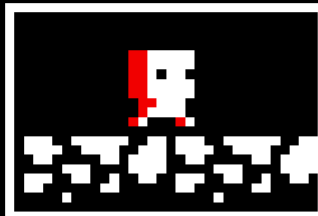
WALL JUMP

Jump into a wall to slide.

Once sliding, perform a jump to do a walljump.

MOVE

Press 'W' or 'E' to move Player 1, or press 'O' or 'P' to move Player 2.



OTHER

- Press 'Esc' to pause the game.
- Press 'M' to mute the music.

Options Menu

This is the Options Menu, here you can change some things to alter the gameplay in some ways.

-CONTROLS:

Here you can change the controls of the Player 1 or the Player 2. The menu controls are unaltered.

-ACCESSIBILITY:

Here you can activate the GodMode if the game is too difficult or if you want to see all the content the game has to offer

You can also change the palette to one that suits you the most.

-OTHER:

Here you can also restore the default values of all the options.



HUD



The HUD shows all the important information about the players. In this case it shows the score of each player, the number of deaths and the skull interface.

SKULL INTERFACE:

The skull interface normally is empty, but if you are playing multiplayer and one of the players reach the goal, it shows 3 white skulls representing the tries the player has to reach the exit before being forced to advance. If it reaches 0 skulls the player will advance to the next level, but without any points.



If the skull interface shows a red skull, it means that you haven't reached any checkpoint in the current level so if you die you will respawn in the last checkpoint visited, normally in a previous level.



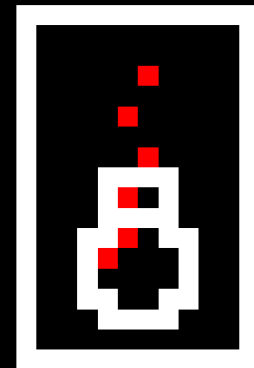
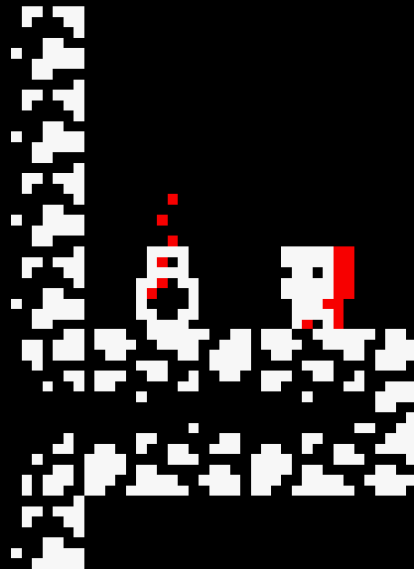
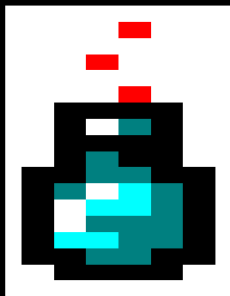
References

For this year, the goal was to include a reference from the game "Prince of Persia / Broderbund (1990)" chosen by us.

In this case, we opted to include the potion jar that granted a health boost in the original game.

We had to adapt the palette and the graphics to make it compatible with our style, but conserving the animations.

Instead of granting a health boost, in this case grants 500 points.



Credits

Daniel Saura Martínez



danieemil@hotmail.com
twitter: @Danielo_SAY

Enrique Vidal Cayuela



enriquevid97@gmail.com
twitter: @Quiquesoyyo

USED LIBRARIES:
CPCtelera by Fran Gallego:
<https://github.com/Ironaldo/cpctelera>