

SLIMY

INSTRUCTION MANUAL

CREATE BY:



BLUE CATS



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1- STORY

In Slimy you became a little drop of slime which is trapped in a sewer pipe. Your objective is to dodge all the different obstacles by jumping them.

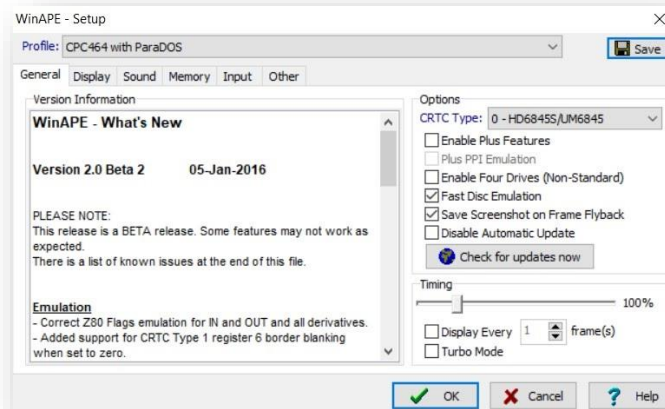
During your journey you will find 3 types of environments with new and more difficult obstacles.

We trust you to avoid the death of our little green hero.

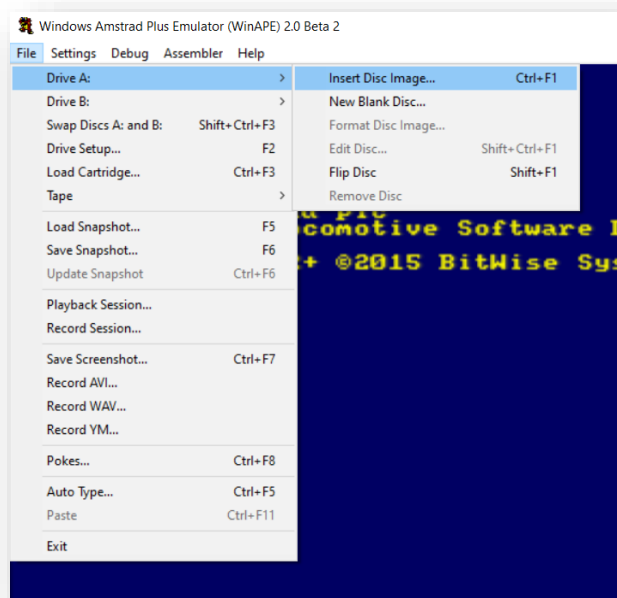
2- LOADING INSTRUCTIONS

WINAPE 2.0

1. Select the “CPC464 with ParaDOS” profile in the WinAPE general settings.

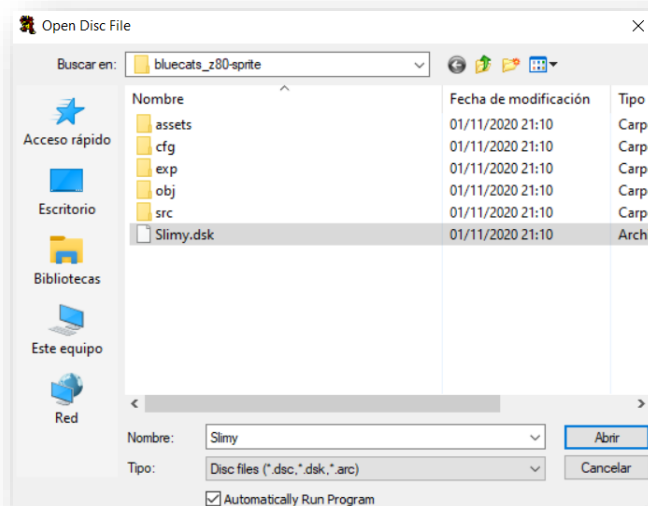


2. Click on ‘Select File’, then on ‘Drive A’ and finally on ‘Insert Disc Image’



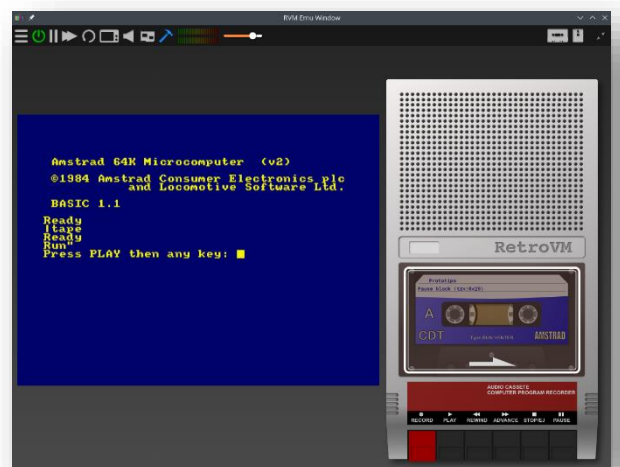
2- LOADING INSTRUCTIONS

3. Select the .dsk file and check 'Automatically Run Program'



RETRO VIRTUAL MACHINE V2.0 BETA 7

1. We'll start by inserting our CDT file. To make it, you have to click in the tape icon in the right upper corner. Then you have to click in the Stop/Eject button to select the CDT file.
2. In the Amstrad command prompt you have to write two commands.
`|tape` (to make Amstrad read from the tape and not from the disk or from another source)
`Run` (to start reading from the tape).
3. You will see the message "Press play and then press any key". At this moment, you have to click the "Play" button in the tape control and then, press any key in the keyboard.



2- LOADING INSTRUCTIONS

REAL AMSTRAD CPC464

Insert the tape in the tape slot and be sure the tape is rewinded to the start. Then, run the command:

Run " (to start reading from the tape)

Once you have runned it, the message 'Press play and then press any key' will show up. Now you have to click the 'Play' button in the tape control and then, press any key in the keyboard.

At this point you should have in your Amstrad CPC a loading screen. Once the game is loaded, just play!

MANUAL COMPILATION INSTRUCTIONS

Slimy has been developed using CPCTelera. The commit version at the moment is 00c3f8e.

You can find the respository in the following link:

<https://github.com/Ironaldo/cpctelera/commit/00c3f8ef844bdcb647618ce9d315b878c27951a3>

To compile the game just open a command shell in the root of the Project and execute: `$ make`

3- HOW TO PLAY

You have to help our little green hero to escape from the sewer pipe to complete Slimy. To reach this, you have to pass through 30 levels by avoiding all the obstacles. Every level lasts approximately 15 seconds.

Our hero is a slime and it has the ability to stick to the roof. You can move while you are jumping, but you can't cancel the jump. Every time you jump, you will keep stuck. Without this ability you would not be able to avoid all the different types of obstacles.

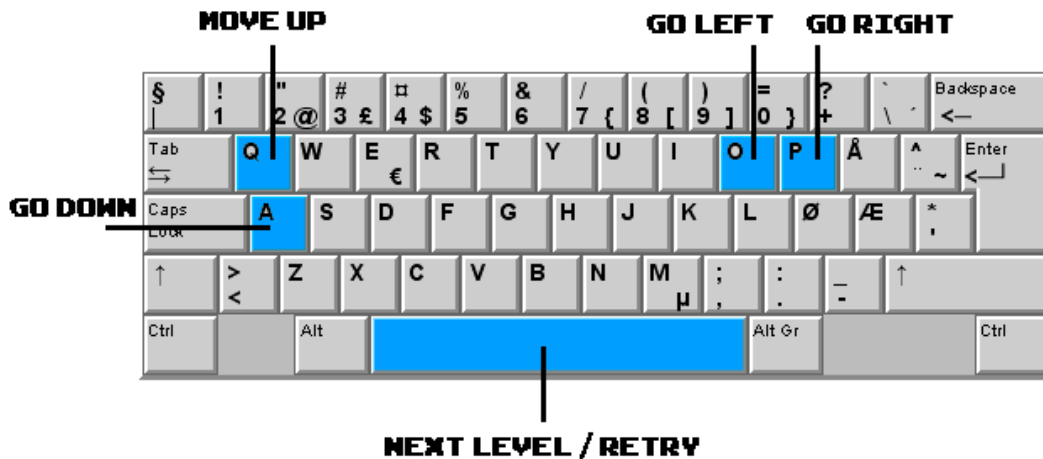
We have 3 different zones of levels, with different obstacles. The first is set in a city, the second in a cemetery and in the third we find the reference to the game ['Prince of Persia'](#) from ['Ubisoft'](#).

In Slimy you will never run out of lives, when you die the level just restarts.



On the left we can find our background of the third level area and on the right we have the title screen of ['Prince of Persia'](#).

4- CONTROLS



"Keyboard Layout Norwegian.png"
"Creative Commons" by Wikipedia licensed under [CC 3.0](https://creativecommons.org/licenses/by/3.0/).

First of all, we have to know that the gravity exist, so when we move up we do it slower than we move down.

We can slide to the left or to the right pressing O or P.

We only can move up or down if we are on the floor or on the roof, is useless press Q or A on the air.

After pressing Q to move up we can move to the right or to the left on the air to avoid the obstacles, also u can do it when move down pressing A but u haven't so much time to move.



5- CREDITS

[Blue Cats Games](#) is a group of three students who are studying the last year of Multimedia Engineering degree.

Slimy is the first game we create for Amstrad CPC. It's made in assembler for the CPC RetroDev game creation contest.

Thanks to:

Fran Gallego for teaching and guide us in this project.

CPCtelera developers and supporters.

The tool Arkos Tracker 1.

Chronos3, user of itch.io, whose design of this [Tiny Slime Character](#) inspired us for our own.

Testers:

Juan, Bea, Helena, Carlos and Pablo.

The members of the team are:

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