

The Abbey Of Crime

64K PLUS

Amstrad GX4000, 6128 PLUS, 464 PLUS

Amstrad 464, 472, 664, 6128

(Schneider, Aiwa, Solavox)



by dragón

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1. What about?

The cartridge version is based on a 80's cracked 64k version from "Dal-ro mi" to ensure compatibility with Nocart. The graphics of the rooms have been moved to the cartridge and the tiles have been replaced by the 128k version. With the space freed up in ram the height map has also been updated to 128k as well as the plants, all the code from disk recordings and the 2 snapshots in RAM been incorporated too, making sure that the game can be played as 128k on only 64k computers/consoles that in their original versions have cropped graphics and fewer rooms in the map.

2. Requirements

- Any Amstrad system with native support for cartridges from the plus range GX4000, 464+, 6128+, and a C4CPC or any other cartridge containing the game.
- Any Amstrad CPC computer, regardless of RAM with the PLAY2CPC cartridge adapter or any equivalent that allows CPR loading.
- A 2-button gamepad.

3. Controls

The game is designed to be played with the 2-button gamepad 1, thus maintaining compatibility with the gx4000 console:

Ingame:

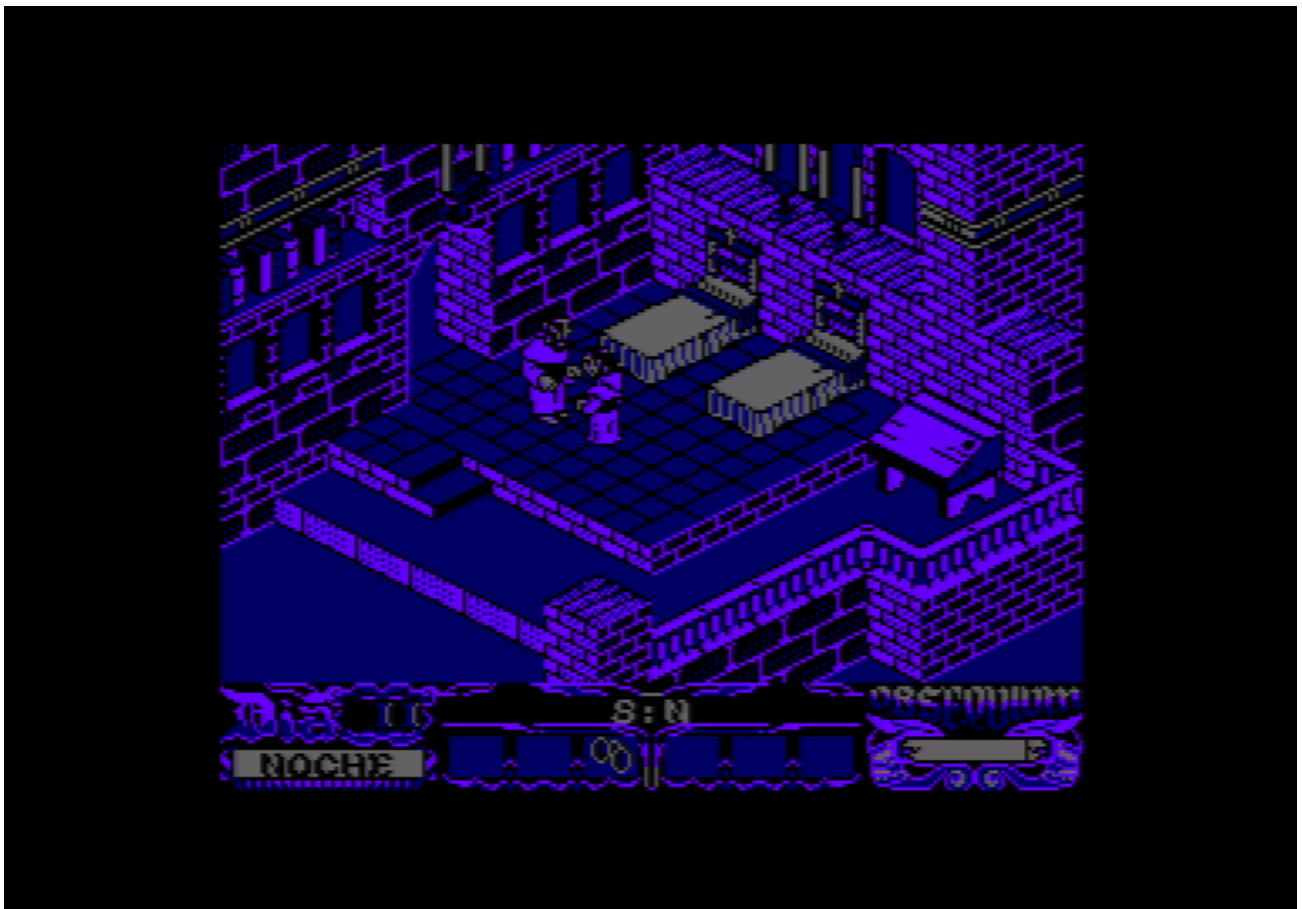
Rotate anticlockwise Move forward Rotate clockwise Call Adso
Drop item Load/Save



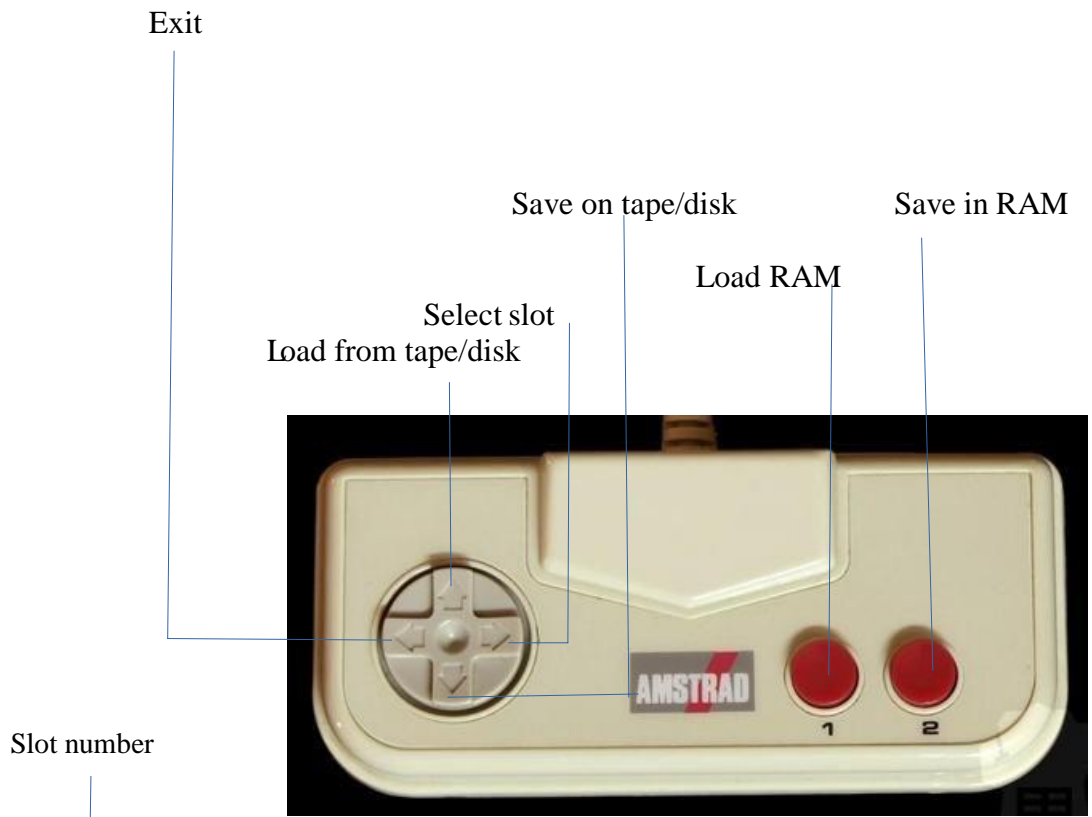
At night:

Sleep

Don't sleep



Loading/Saving



STORAGE

4. Cartridge only

On GX4000 with cartridge only:

- You can only load/save snapshots in RAM.
- All data is lost when you turn off your system.
- There are 2 different slots available to save the game in ram, slot 0 and slot 1. In this case, up and down the pad will do nothing.



5. Disk unit

On a computer with a floppy disk drive unit:



- Slots 0 and 1 work the same as in the GX4000, saved in RAM.
- Save/Load using Slots 0 and 1 with Down and Up loads and saves their corresponding Slots from disk.
- Save/Load using Slots 3-9 directly loads/saves where you are on disk regardless of 0 and 1.
- Each slot stores sectors c0 to c3 starting from track 39 backwards, so you should not use a disc with other things stored as the information could be lost.

6. Tape unit



Pause

- Slots 0 and 1 the same as in the other 2 cases to load/save the game in RAM.
- In the case of recording on tape, the location where you are at that moment will be recorded and loaded on tape regardless of the selected slot.