



# User Manual

# Paulina's Potions

Paulina Calderón is a friendly witch with two passions: Brewing magic potions and Retrocomputing. And she just found out that at a garage sale just around the corner, someone sells the very last CPC 646 that was produced in 1993. Help her to buy this precious antiquity! First, find out where the CPC is sold and how much it costs. Then discover the world around you and collect the diamonds to pay with. Find your way through medieval castles, eerie caves, burning suburbs and heavenly temples. Fight against wild beasts and use them and other ingredients for your magic potions. You will need these to overcome dangers and make your way to new regions of the world. A detailed list of the potions can be found on page 5 or on the help page of the game.

## The Controls

Use a **Joystick** or one of two keyboard options:

Use the **Arrow** keys on a CPC 6128 or an emulator.

On a **CPC 646**, use these four keys like the arrows on a modern keyboard ↗

For select/pick/brew press **Fire1/Space**, for Menu, press **Fire2/Control**



# The Warning

This game uses a technique called color flipping. This technique allows **up to 16 colors in Mode 1**, and colors you might have never seen before on a CPC! The old fashioned way to enjoy it, like the inventors of this technique in the 2000s Demo scene used to do, is on a real color CRT with increased brightness and sunglasses on. **WARNING: If you are sensitive to blinking lights, this might not be for you.** The easier way is to use an emulator like RVM where you can turn "Interlaced blending" to the maximum.

# The Gameplay

Walking around, climbing ladders, falling and jumping works exactly as expected. Falling from very great heights does not hurt you (unless you land on a hazard tile like water, fire or fog).

The **Jumping** mechanism needs a little practice: If you are too close to the obstacle, you bump into it and fall down. If you are too far, you miss it. The jumping direction „drift“ stays (also when falling down again), but only if you don't collide with anything.

**Beasts** are killed by jumping or falling on them: The first contact must be from above. All the beasts are „dropping“ a useful ingredient after being killed.

Some of the **tiles** are solid, some are background - this might seem intuitive, but the difference can be crucial sometimes.

If you are touching an item (ingredient), you can **pick** it up (Space/Fire1) and add it to your **inventory** - it holds up to **12 items**. You will need these items to brew potions. You can also **drop** an item anywhere by selecting it in the inventory menu.

# The Menu

Enter menu with Control/Fire2. Navigate the purple crosshair with keys or joystick. Press Space/Fire1 to select a menu item, brew a potion or drop an ingredient. To quit menu without any of this, just press Control/Fire2 again.



**Angel: Sacrifice life** (sometimes you're stuck and this is the only option)

**Arrow to door: Abort game** and back to start menu

**Question mark: Open Help** screen

**Potion book:** On the left side the symbol of the potion, on the right side the ingredients you need. If you try to brew a potion and some ingredients are missing, they will get crossed out. Browse through book with right/left

**Inventory:** Max. 12 items. *Currently, you possess:* Bat Fang, Glass Marble (selected) and Honey. If you press Space/Fire1 now, you will drop the marble.

Here, the **Active potion** symbol and its **Timer** will appear.

You *currently* have **7 lives** and no **diamonds**.

# The Potions

*What do the symbols mean?*

## Potions which last a certain time (timer bar):



*Walk on Water.* Walk on water without drowning.



*Walk thru Fire.* Walk through fire without burning.



*Walk thru Violet Fog.* Walk through the violet fog without suffocating.



*Shield vs. Beasts.* The Beasts can't harm you.



*Walk thru Walls.* Careful not to get stuck when this effect ends!



*Freeze Time.* Beasts stop moving but they are still lethal. Water, fire and fog, too.



*Extra High Jump.* Reach higher platforms with this boost!

## Potions with immediate action:



*Kill all Beasts.* This Bomb does just that. Careful where their drop lands!



*Collect all Items and diamonds* in this stage without having to touch them.



*Teleport Home.* Magically return to the home stage.



*Random Teleport.* Magically get teleported to a random stage.



*Three random Items* for your inventory. Could be anything...



*One Life Up.* Potion contains mainly vitamins. Maximum is 9 lives.



*Double Diamonds.* Doubles your „money“. Wow, that's cool!



*Remove Hazards.* Water, Fire, Fog and also Diamonds disappear (But they will be back when you return to this stage!)

# The Ingredients

*What are they and where can they be found?*

-  **Turtle Shell** – dropped by Turtle
-  **Magic Feather** – dropped by Bird
-  **Poisonous Fang** – dropped by Bat
-  **Pigmented Wing** – dropped by Butterfly
-  **Spider Corpse** – dropped by Spider
-  **Snail House** – dropped by Snail
-  **Gourmet Cheese** – dropped by Mouse
-  **Healthy Honey** – dropped by Bee
-  **Apple** – found usually on trees
-  **Pear** – found usually on trees
-  **Blue Flower** – found usually on grass
-  **Purple Flower** – found usually on grass
-  **Mushroom** – those are the same as Droid used!
-  **Red Juice** – This might be dragon blood...
-  **Purple Juice** – And this is unicorn blood???
-  **Glass Marble** – transparent but very mighty

# The Beasts

*They might look cute, but brace yourself: Jump on them before they come close to you!*



**Turtle:** Slow but stable. Leaves its shell when killed.



**Bird:** flies high, hard to jump on. Leaves a feather when killed.



**Bat:** Quiet and poisonous. Leaves its fang when killed.



**Butterfly:** Why is this beauty a killer? Leaves a wing when killed.



**Spider:** Can be everywhere. Leaves its body when killed.



**Snail:** Slimey but sneaky. Leaves its house when killed.



**Mouse:** Quick and Squeeky. Leaves cheese when killed.



**Bee:** You're allergic to the sting. Leaves honey when killed.

# The Gestures

The element of potion brewing and also Paulinas last name Calderón are a reference to "Super Cauldron". The quest to buy the last CPC produced commemorates the end of CPCs commercial lifespan.

# The Solutions

There is at least one, maybe multiple ways to get the necessary amount of gems and return to the garage sale.

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# Author and License

Code, graphics and music by Leonard Eröd, (*alias arnOLdE*)

Title screen based on a Dall-E generated image.

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Software used:

- <https://atom.io/> for coding
- <http://www.winape.net> for assembling, testing & debugging
- <https://www.mapeditor.org> Tiled map editor for stage design
- <https://www.gimp.org> for editing the Tiled tileset and the title screen
- <http://www.julien-nevo.com/arkostracker/> for music
- <https://sourceforge.net/projects/javacpc/> for building the cdt file
- <https://www.retrovirtualmachine.org/en/> for testing, screenshots & video

Third party code included: (MIT licensed)

- <http://www.julien-nevo.com/arkostracker/index.php/the-akm-minimalist-player/>