

4 To 4 Back To The Future

TEAM : WWW.CPC-POWER.COM

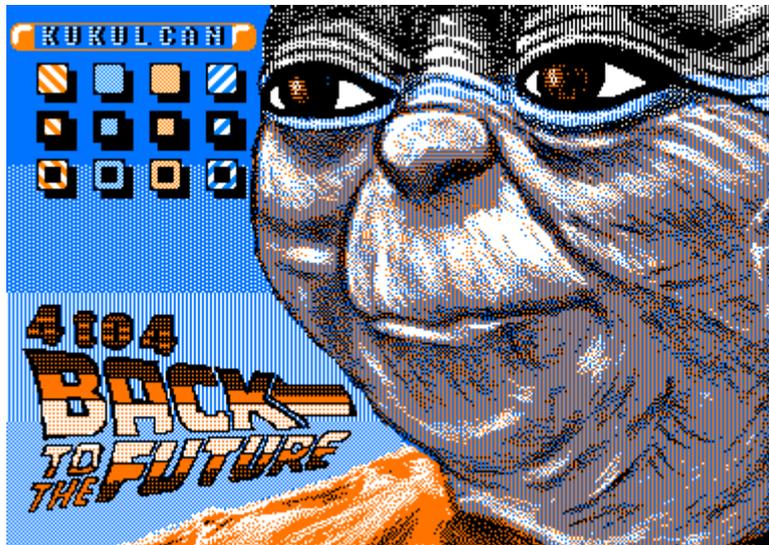


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WARNING

The tape version is only for the contest, no extra load after loading the game for respect the rules of the competition.

Gift : the disc version included extra content (*main menu in vertical overscan, construction kit for creating new pack of 50 levels easily, extra load and full screen picture for ending the game*) in the "extended version" that is not to be considered for the contest. This version is just for the pleasure of the players.



This project uses the MODE 1 screen (4 colors) with Black, White, Blue and Orange only. No I am not kidding the title screen with Yoda really uses only four colours and is really displayed in full screen.

It works fine on all the Amstrad CPC models :

- CPC 464 + disc drive (for the disc version only)
- CPC 472 + disc drive (for the disc version only)
- CPC 664 + tape drive (for the tape version only)
- CPC 6128 + tape drive (for the tape version only)

VERSIONS

* TAPE VERSION (contest version)

To load the game without the disc drive, type RUN""

To load the game on a disk drive, type |TAPE:RUN""

A) The Tittle screen in overscan (full screen)

The way to load the title screen is a little bit different than in the disk version.

B) The game

It works fine with only 64 kb of RAM. No extra load, all in the memory.



C) The game ending

As soon as you finish the 50th level, a little message is displayed with some music, to congratulate you for your great skills.

* DISC VERSION (extended version)

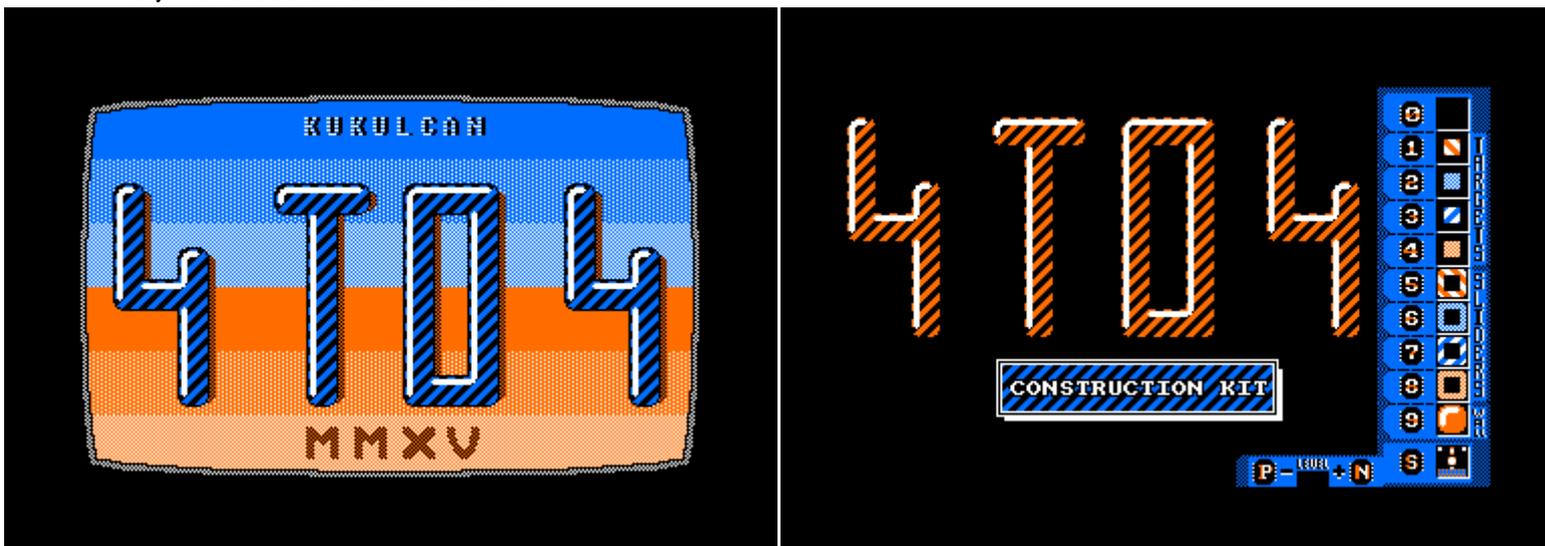
To load the game, type RUN"DISC.BAS"

A) MAIN MENU



You have the choice between the game (key 1) and the construction kit (key 2)

B) CONSTRUCTION KIT



The construction kit allows you to easily make your own levels on your Amstrad CPC computer.

To use it :

Press **P** to get back to the previous level.

Press **N** to get to the next level.

Press **S** to save all the 50 levels (NORMAL.LVL file 9 ko)

Press **0** to delete a block

Press **1** for adding Target A

Press **2** for adding Target B

Press **3** for adding Target C

Press **4** for adding Target D

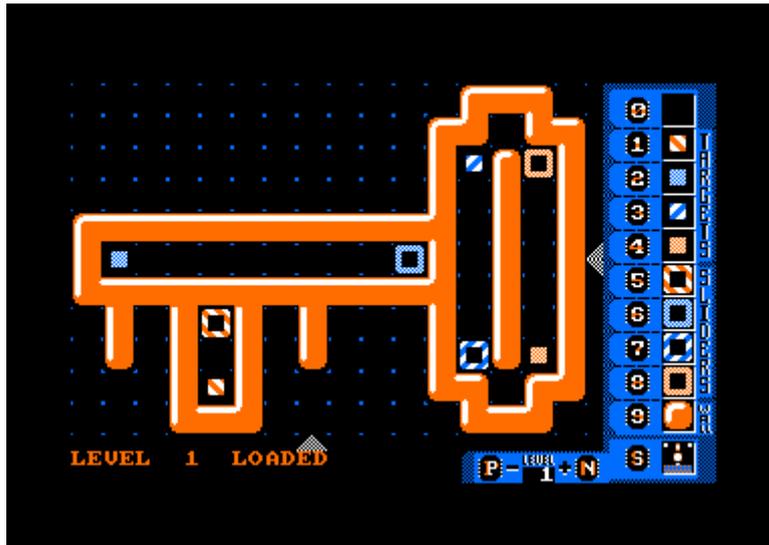
Press **9** to put a wall

Press **5** for adding Slider A

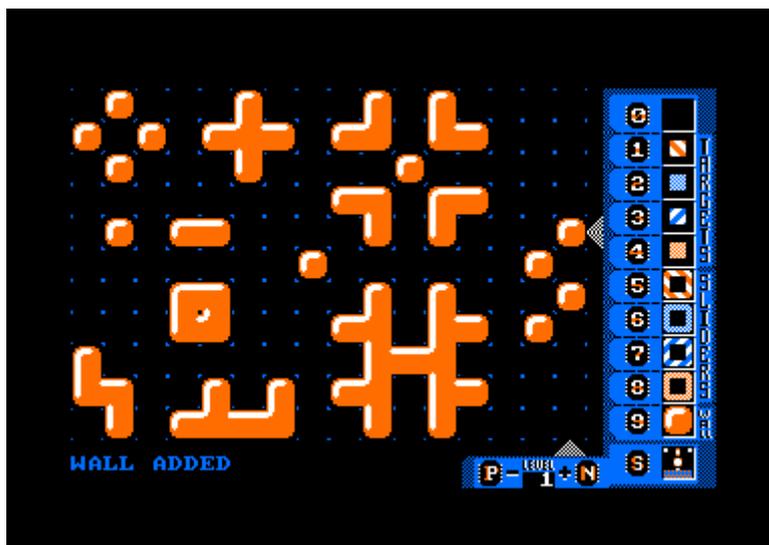
Press **6** for adding Slider B

Press **7** for adding Slider C

Press **8** for adding Slider D



Walls are managed in a specific way. When you add or delete a wall, the other walls beside are automatically modified in order to make a playable area.



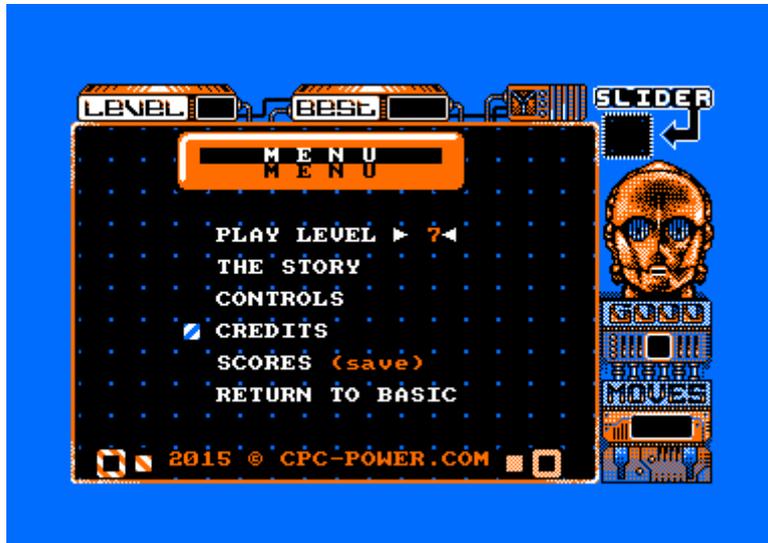
The tiles used are :



when you make a level, every sliders and targets must be placed. Or else, you won't be able to save the pack or get to the next level.

C) The game

The title screen in overscan is the same as in the tape version, but the loader is in assembly code instead of BASIC. It works fine with only 64 Kb. In the menu, the option "SCORES" to save or delete progress is available.

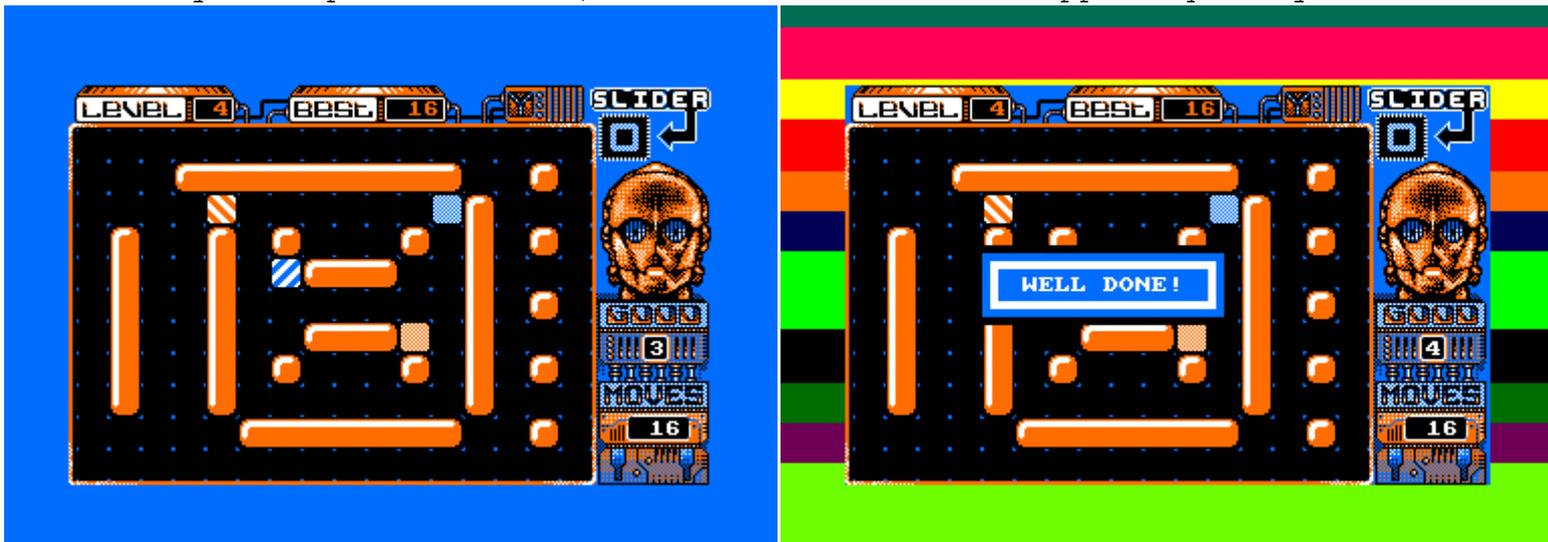


All the information you need, like the story, how to play (the controls) and the credits, are accessible by the menu.

WARNING :

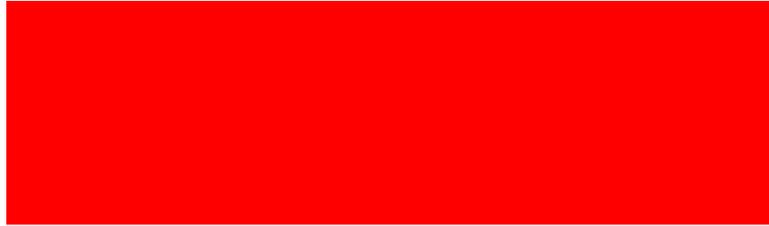
Little effects is adding on the game. But all don't work fine with emulators. For exemple, if you ABORT GAME, the `OUT &BC00,8:OUT &BD00,1` for aspen the screen don't work with WinApe, JavaCPC, WinCPC, Caprice32 (and all the clones based on this emulator)... work fine with the emulator CPCE or a true Amstrad CPC computer.

If you complete a level, rasters in the border appear quickly.



The ending game is not the same than the tape version.

As soon as you finish the 50th level, an end screen is displayed in overscan with some music, to congratulate you for your great skills. But if you try to load the end screen without finishing the game first, you will see the message below.



WARNING
YOU NEED TO FINISH ALL LEVELS - DON'T CHEAT



THE STORY

Marty McFly has a strange dream in which Master Yoda challenges him to meet Wonder Woman.

Marty feels confused about it, but he accepts the challenge.

For that, he will be monitored by the android C-3PO through the 50 puzzle levels to solve.

The challenge is quite simple: for each level, help Marty to get four sliders back to their respective target location.

Your slider once in motion will stop when he meets a wall, the edge of the playing area or another slider.

CONTROLS

* SLIDER

JOYSTICK FIRE or PRESS SPACEBAR : SELECT NEXT SLIDER

PRESS 1 : SELECT SLIDER



PRESS 2 : SELECT SLIDER



PRESS 3 : SELECT SLIDER



PRESS 4 : SELECT SLIDER



* MOVE

JOYSTICK or ARROWS KEYS : MOVE THE SELECTED SLIDER

* IN GAME

PRESS R : RESTART THE LEVEL
PRESS ESC : ABORT THE GAME

* MUSIC

PRESS O or P : MUSIC VOLUME - or +
PRESS I : NEXT MUSIC

C R E D I T S

C R E D I T S

CODING :

KUKULCAN
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GRAPHICS :

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MUSIC/FX :

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Jerres 12
Lone
Maxit
Pacorabanne
Snake PLISSKEN
Tanuki
Xtrabet

TOOLS ON PC :

WinAPE 2.0 Alpha 18 (Richard WILSON)
ManageDsk v0.20 (Ludovic DEPLANQUE)
ConvImgCpc v0.17 (Ludovic DEPLANQUE)
2CDT (Kevin THACKER)

TOOLS ON CPC :

Compression : Zenith II (Xavier NICOLAY)
Painting : The Advanced OCP Art Studio (Rainbird Software)