

# Game manual

## *Use*

To start playing the game first you have to load it. For this we have 2 forms, cassette or tape (dsk file), which we will explain below:

**1.** If you want to run the game on the Amstrad machine through the cassette, first open the cassette door by pressing the [STOP / EJECT] button. Insert the cassette with the 'SIDE 1' side facing up. Close the door until it fits. Press the [REW] button to rewind the tape to the beginning (if it is not already rewound). When the tape stops, press the [STOP / EJECT] button. Set the counter to 000 by pressing [START]. Now press the [CTRL] key and before releasing it, press the small [ENTER] key on the lower right corner of the numeric keypad. The screen responds as follows: 'RUN' Press PLAY and then any key: 'This last message indicates that you must press the [PLAY] button and **select any key on the keyboard, any key except the following: MAYS , FIXED MAYS, CTRL, ESC** '.

Once this is done, the tape starts to move. After a few seconds, the following message appears on the screen: 'Loading WELCOME 1 Block 1'. The charging process lasts a couple of minutes. During this time the block number changes. Program execution begins when the tape is stopped.

**2.** On the other hand, you can run of the **WinApe tool (look in the operating section)**. To load the game at first, we are in the option 'File -> Unit A -> Insert disk image -> Select the .dsk file'. After this, we type the command 'cat' and then execute the command 'execute' **ACRETURN.BIN** ". In this way, we will have finished the start of the game.

## *Functioning*

The game consists of overcoming a series of levels that correspond to the floors of the bank building. To be able to overcome the levels you have to take the key and open the correct door without being detected before the guards. You will also have a time of 90 seconds to pass the level or you will go back one level. With all this, I encourage the adventure **YOU CAN!**

The game is stable with the version of **WinAPe 2.0b2**. On the other hand, the game uses a framework called CPCTelera. The stable version with which the game can work is the developer with commit: 'CDTMAN: Additional help for the inclusion of basic files'. With the following commitment number: e2c6822b09bf13a2f40862154c1d3317ab319bb9.

# **Keys**

The game starts from a default key configuration. This corresponds to:

- W = Top
- A = Left
- D = Right
- S = Down

This configuration can be changed in taste.

## ***History of the game***

The story begins in the city of Chicago in the 30s. Our protagonist, named Bob, disembarks in this city with a purpose in mind. Said purpose consists of assaulting one of the banks of said city. But our protagonist interpreter encounters a series of obstacles with which they have not thought. Among these obstacles are the famous Chicago mafia band called Talpa Software. A band led by the evil Roberto, who knew about Bob's plans and would wait for him in one of the bank's floors to face him face to face.