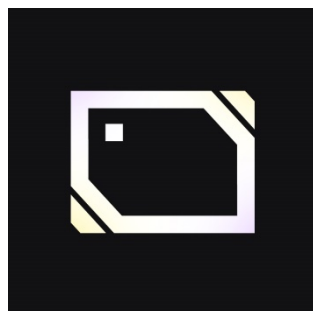


GAME MANUAL

Team Dead Pixel



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CARGA

Amstrad CPC 464/464 plus

Insert the tape into the cassette unit and check that it is fully rewound.

Then, type RUN " and press ENTER / RETURN to execute the reading.

Follow the instructions that appear on the screen.

WINAPE with profile of Amstrad CPC 464/464

Insert the virtual tape (.cdt file) into the cassette unit offered by the emulator.

Then, type | TAPE and then RUN. " Then, press ENTER / RETURN to execute the reading.

From there, the emulator is responsible for loading the tape and running the game

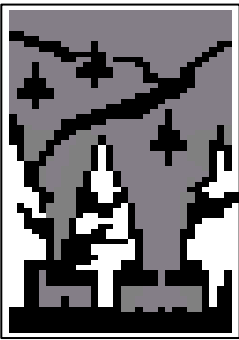
HISTORY

The color of the world has disappeared. Or, rather, it has been stolen.

Your mission is clear: **bring back color**.

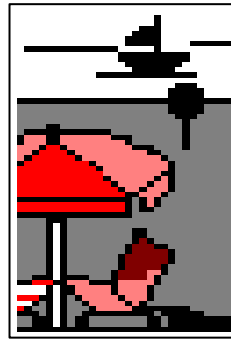
Ascend through different areas plagued by enemies: The Eyes. Each zone completed will allow you to recover a colour from the **RGB**. Get them all and finish with the plague of Eyes.

Forest



Ascends through the forest to recover the **red** color.

Avoid obstacles and kill the **Watchful Eyes**. You will not have problems if they do not detect you.



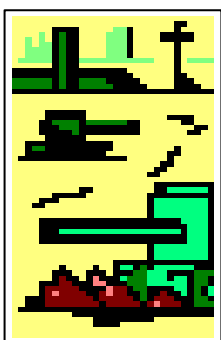
Beach

Returns the **green** color to the world.

Dodge the bullets from the **Turret Eyes** or attack them, they will react.

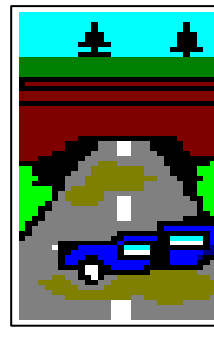
Use the **RGB Shot** that some enemies leave when they die to do more damage.

Military Base



Complete the RGB with the **blue** color.

Try to advance without being reached by a **Guardian Eye** if you want to get it, because you can not kill them.



Road

You have returned the colors to the world, put an end to the plague of The Eyes once and for all.

But hurry, if you take a long time to ascend you will be attacked by the **Lightning Eyes** in the back.

CONTROLS

Move

- W Up
- A Left
- S Down
- D Right

Shoot

- I Up
- J Left
- K Down
- L Right



Start Game

Reset Game