

THE LAST DEBT

GAME MANUAL
ENGLISH

RETROJAN GAMES

THE LAST DEBT

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1. STORY

In the year 2066, there's an outbreak of diseases wreaking havoc our planet. A "savior" emerged: *GenTech*, a biotechnology company that offers organ transplants... to a price. Those who doesn't comply with the payment, are killed, by the butchers.

2. LOADING THE GAME

Disk(.dsk): Write **RUN** and press **RETURN**. Then, press **PLAY** on the cassette.

Cassette(.cdt): Write **ITAPE**, followed by **RUN** and press **RETURN**. Then, press **PLAY** on the cassette. From Winape, write **ITAPE**, followed by **RUN**, then go to **File -> Tape -> Insert Tape Image..** and choose the .cdt file of the game, then press any key and go again to **File -> Tape -> Press Play**. Finally wait until the game loads.

3. YOUR MISSION

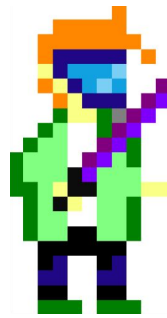
You're a father whose daughter was killed by those monsters and you want revenge, so you sneaked your way into the building's company and planned to kill every one of them.

3.1 WEAPONS

You decided to carry an ultra-precise rifle with a 20-round capacity and a sword, just in case.



[GUN]



[SWORD]

3.2 CONTROLS

You can teleport to certain places, that will be explained later. To move your hero, you can use either the joystick or keyboard.

- **Move right:** Key D or Joystick right
- **Move left:** Key A or Joystick left
- **Teleport upstairs:** Key W or Joystick up
- **Teleport downstairs:** Key S or Joystick down
- **Run to the left:** Shift + Key A or Shift + Joystick left

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- **Run to the right:** Shift + Key D or Shift + Joystick right

If you want to avoid bullets from the enemies, you will be able to crouch, but remember, this won't save you every time.

- **Crouch:** Key C

If you want action, you can shoot or attack with your weapon.

- **Attack or shoot:** Key Space

You choose with which weapon to attack:

- **Change weapon:** Key X

4. GAME HUD



In the hud, you can see your lives left, shield and your ammo, respectively.

You're up to only to 5 lives, 1 shield and 20 bullets at the time, so manage it wisely.

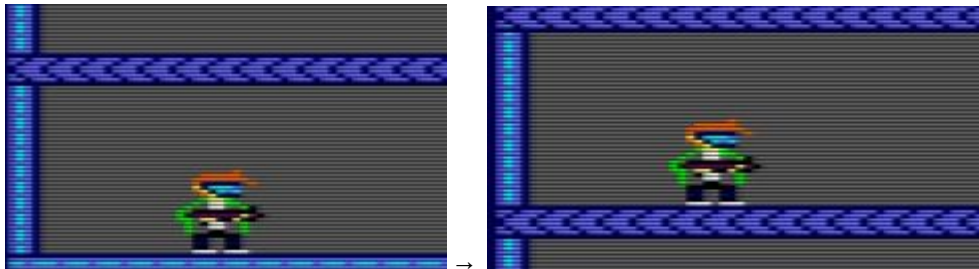
5. PAUSE MODE

You can pause your game anytime by pressing Key ESC, this will let you continue your game or exit the menu.



6. SCENARIO

The building is a bit tricky, there are some places where you can teleport.



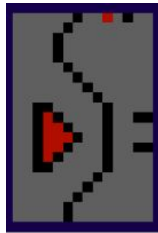
And others that you won't be able to teleport either upstairs or downstairs:



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So, you will need to think a little bit to manage to get to the enemies and the door.

Your mission is to kill everybody, so you can't go to the next floor. The door will be locked:



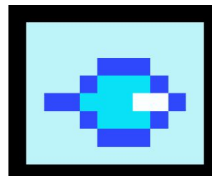
And will be unlocked if you do your job:



6.1 OBJECTS

Throughout your journey, you will find some objects spread on the map. There's 3 type of objects:

- **Ammo:** It will recharge 5 bullets to your gun.

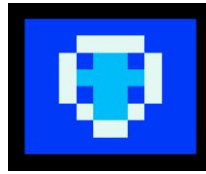


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- **Health packs:** You will have 1 life more.

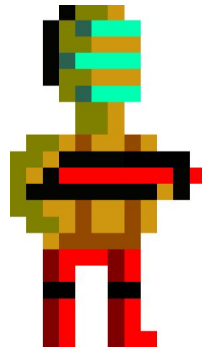


- **Shields:** You will have 1 shield and you will be able to reflect one enemy bullet.



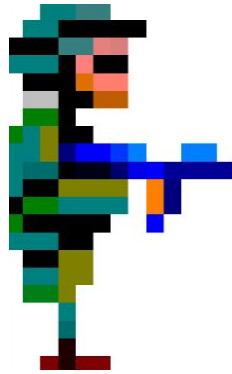
6.2. YOUR ENEMIES

Cyborgs: There's some crazy robots made by the company, that patrols the entire building.

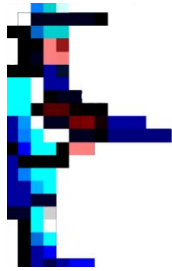


Butchers: You will find some employees of the company, they're more powerful than the cyborg and smarter.

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Bosses: They're bigger, stronger and faster, will be difficult to kill them.



As you get to other Floors, you will notice that the skills of the enemies change, some move faster, shoot faster or even worse, will shoot two bullets at the same time. Careful.

6.3 REFERENCE TO CHICAGO'S 30

We included the sprites of the enemies and boss of the Chicago's 30 in our game and used them to create our enemies.