Harvest Day

User Manual

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Install CPCtelera, made by ronaldo, through this link: http://lronaldo.github.io/cpctelera/files/readme-txt.html#Installing_CPCtelera

Follow all the steps indicated to install CPCtelera, and then change the actual branch to "development" by typing on console: "git checkout development"

Also you'll need to download and install Amstrad emulator [WinAPE 2.0 Beta 2](#), you can download and install winape as a tool of CPCtelera by typing the command "cpct_winape -a" on console, this will show you below an option to install winape through Wine that will install winape automatically.

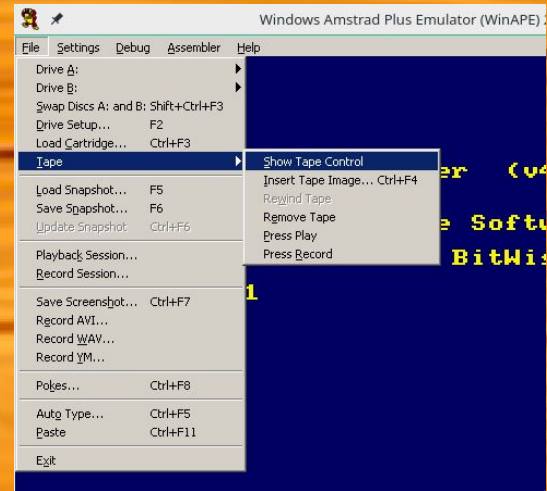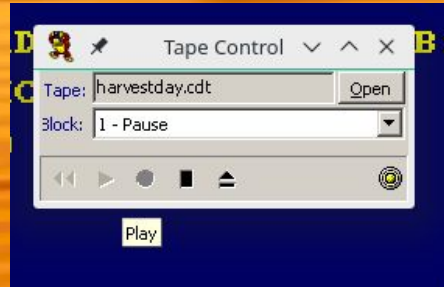Finally, we'll get the CDT that will be along this manual.
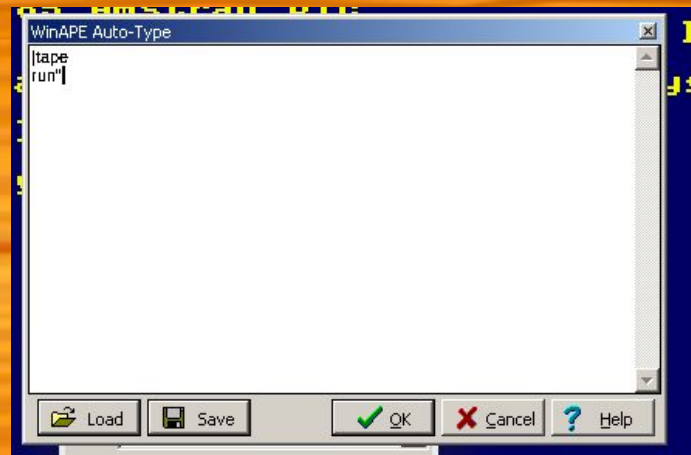
Open WinApe.

Go to File/Tape/Show tape control.

Click in open and select harvestday.cdt.

Press play.

Windows Amstrad Plus Emulator (WinAPE)

File Settings Debug Assembler Help

Drive A: ►
Drive B: ►
Swap Discs A: and B: Shift+Ctrl+F3
Drive Setup...   F2
Load Cartridge...   Ctrl+F3
Tape   ►   Show Tape Control
Load Snapshot...   F5   Insert Tape Image... Ctrl+F4
Save Snapshot...   F6   Rewind Tape
Update Snapshot   Ctrl+F6   Remove Tape
Playback Session...   Press Play
Record Session...   Press Record
Save Screenshot...   Ctrl+F7
Record AVI...
Record WAV...
Record YM...
Pokes...   Ctrl+F8
Auto Type...   Ctrl+F5
Paste   Ctrl+F11
Exit

Tape Control

Tape: harvestday.cdt   Open
Block: 1 - Pause

Play

Go to File/auto type. In the
opened window write:

1. |tape   (| = AltGr + 1 in keyboard)

2. run"

WinAPE Auto-Type

|tape
run"|

Load   Save   ✓ OK   ✗ Cancel   ? Help

Press Enter and then any key and the game will start loading.

```
Ready
|tape
Ready
run"
Press PLAY then any key:
Loading GAME block 2
```

Tape Control

Tape: harvestday.cdt   Open

Block: 5 - Turbo Data

Run DSK in WinApe

Run WinApe and go to
File/Drive A:
Insert Disc Image...

File	Settings	Debug	Assembler	Help

Drive A: ▶ | Insert Disc Image...   Ctrl+F1
Drive B: ▶ | New Blank Disc...
Swap Discs A: and B: Shift+Ctrl+F3 | Format Disc Image...
Drive Setup...   F2 | Edit Disc...   Shift+Ctrl+F1
Load Cartridge...   Ctrl+F3 | Flip Disc   Shift+F1
Tape ▶ | Remove Disc

Load Snapshot...   F5
Save Snapshot...   F6
Update Snapshot   Ctrl+F6

Playback Session...
Record Session...

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BASIC 1.1

Ready
run"harvestd.bin"

Select the file harvestday.dsk and
click open. Write run"harvestd.bin"
and press Enter

Menu keys:

Change option - W / S - JoyUp / JoyDown

Select option - Enter / Space / Fire1

In-Game Control Keys:

Movement

W
A S D

Create/Destroy Hay

Space Bar   Fire 1

Toggle Music

M

Pause Menu

Esc

In Harvest Day, you are an old man that after a hard life of work decide to retire and start a farm to have a quiet life. After months of effort, the harvest season start and you have to harvest your crops.

But there is one problem, you forgot to close the animal's fence and they are running, out of control. Your mission is to pick up all the food avoiding the animals, if they touch you, you will lose the game.

GLOSSARY

Food

Lettuce and tomato: They are the simplest types of collectable. They don't move, they just wait for you to pick them up.

Egg: The eggs will move in the same direction until they collide with anything and change his movement to another direction, bouncing around the map.

Carrot: Is the hardest type of collectable because they try to run away avoiding you at all costs.

Enemies

Cow: will chase the farmer destroying the hay that is in his way one by one. If the cow gets to the farmer it will eat him alive!

Chicken: The chicken moves like the egg, bouncing when it collide with anything. The difference is that eggs collide with food and chickens can walk over food.
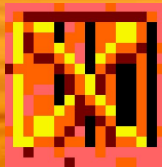
Fox: This enemy will chase the farmer just like the cow with the difference that the fox will be able to destroy a row of hay at once.

Obstacles

Hay: Can be put by the player or be part of the map. It can contain any kind of food, so it has 5 differents sprites. It can be destroyed by some types of enemies and the player.

Box: It takes up 4 positions of the map and form part of it, so neither the player or the enemies can destroy it.

Reference to Chicago's 30

In some levels of the game you can find some boxes, it can be seen in the level 5 for the first time. The sprite for those boxes is original of the game Chicago's 30 by Topo Soft. Chicago's 30 is a shooter with side scroll released in 1988 for Atari ST, Spectrum, Amstrad CPC, C64 and MSX.