THE ROOKIE THIEF

CPZenon Games - Yolanda Cruz Girona & Antonio Ríos Vila
@zenon_cp

GAME INSTRUCTIONS

Alright mate, we think that your thief instruction is done. It is time that you show us what are you made of.

Today we will concede you your first mission. If you fulfil it and they do not hunt you, you will make part of our band. Interesting, truth?

However, you do not think that you go it to have easy. They have not explained you which is are your objective? Neither at all less than the Millonetis. Yes, this family of rich people that have filled his pockets by the expense of the work and effort of our village, while it dies of hunger daily. I think that it has arrived the hour to give some justice. This house is going to be full of policemen, you will have to take care of yourself. They are very instrumented, but slower that you. Take the advantage of this. If fight comes, use your fists. Try to steal them the maximum money possible, but do not precipitate and put your life in risk.

Remember, this is your first and only opportunity. Do not disappoint us.

LOADING INSTRUCTIONS

CASSETTE

Amstrad CPC 464/464 plus

Insert the tape and check i that it is rewinded to the start. Then, type RUN" and play the cassette in order to start the reading. Once done, follow the instructions on the screen.

WINAPE con perfil de Amstrad CPC 464/464 plus

Insert your CDT file in the tape control. Then, type |TAPE and later RUN". After this steps, pres INTRO/RETURN to start the reading. Once done this step, wait to the emulator to load the tape.

DISK

If you have an external drive DDI-1, make sure to first turn on this unit and then the Amstrad CPC. Insert the disc into the drive, type |DISC and then press ENTER/RETURN.Then type RUN"project and press ENTER/RETURN.

(The symbol | is obtained holding down the key SHIFT and pressing @)

MANUAL COMPILATION

This game has been developed with the development version of **CPCTelera**. The commit version we have used is: f8a0780

Once installed the software, execute de Makefile that is in the project folder and then execute cpct_winape -a to load the dsk file into your WinApe Emulator.

HOW TO PLAY

The aim of your hit is simple: steal all the money you can get can of the Millonetis.

For this, will have to sail by the house, which is extensive and possesses a large number of rooms. Besides, all the rooms will have of two flats.

The objects that you will finde are the following:

- ¡Your objective! ¡Intenta conseguir la mayor cantidad posible de estos objetos!

- These doors allow you to traverse the house and flee the guards. Some of them are unlocked, but others will require a key to get through them.

There is an special door to get yourself out of the house. But don't come with your pockets empty!

Then you will have the guards:

They will be behaving in two ways:

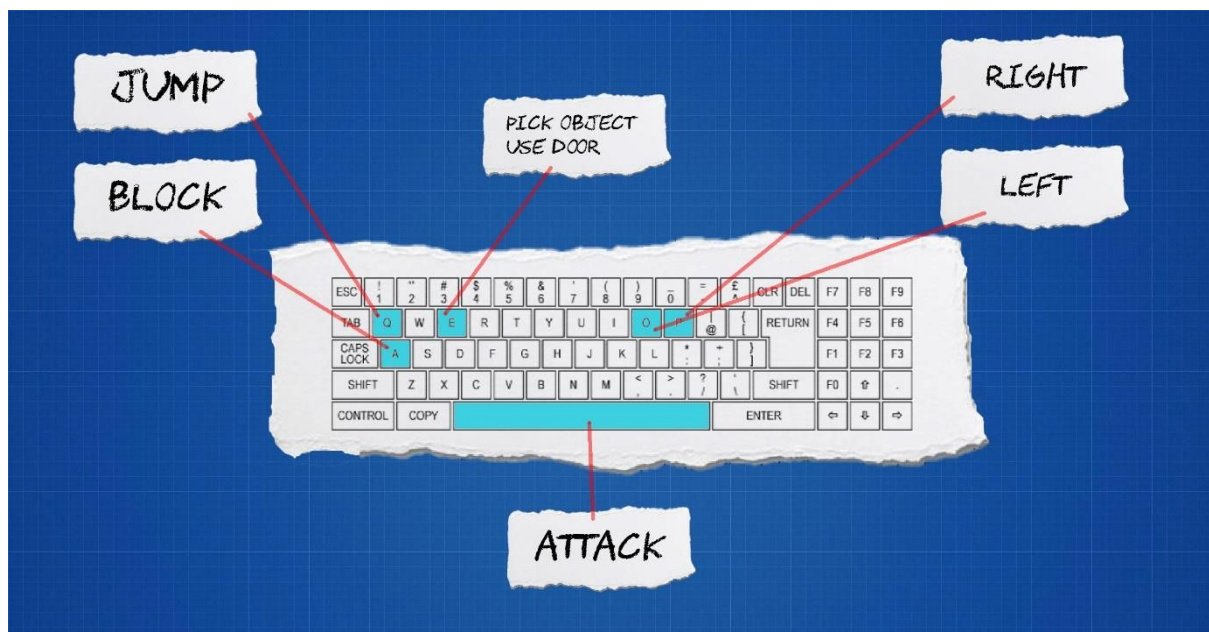- Some of them don't have many ideas, so they will rush you when they see you.

- Others are clever. They will measure the time to get you and hit hard on your body, be careful with them.

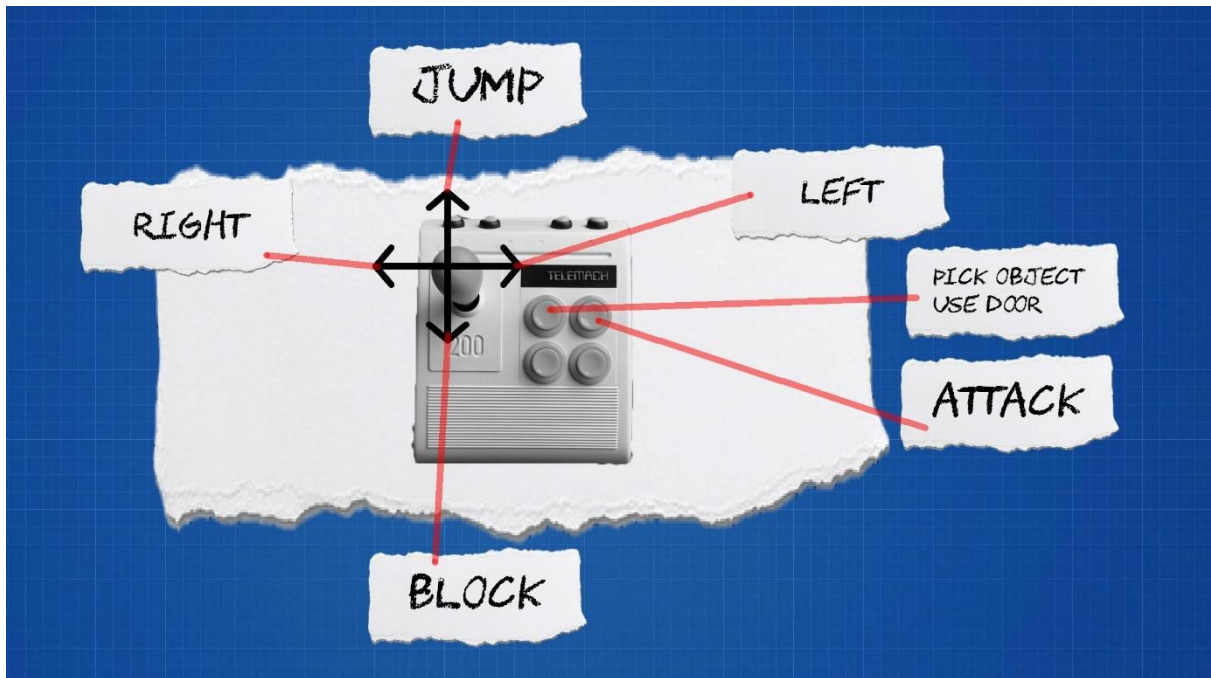You can block the guards attacks. But be careful! This blocks are limited.

CONTROLES

Take a look at this, it's your bible and you will need it for sure

Keyboard:

Jostick Controller with two buttons:

If you don't have two buttons, use the keyboard controls.

CREDITS

Game development & Programming: Yolanda Cruz Girona y Antonio Ríos Vila

2D Art: Yolanda Cruz Girona

Sound Effects and Music Production: Antonio Ríos Vila
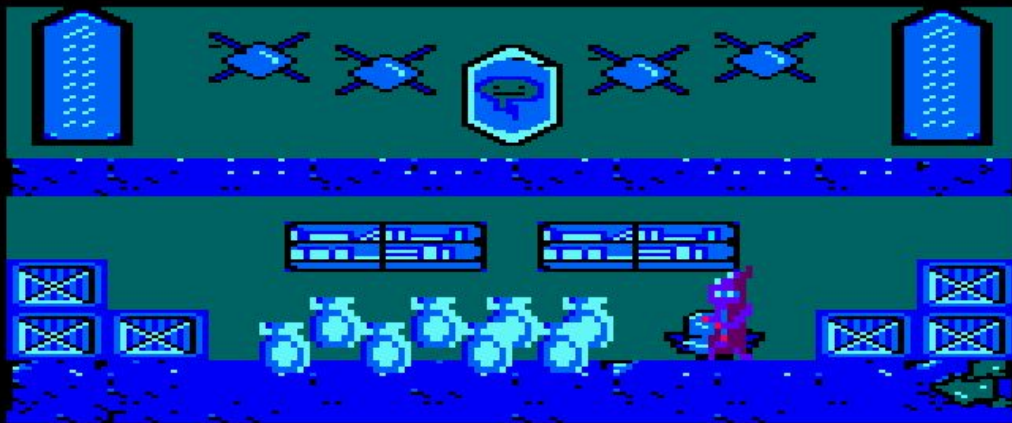
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This game has been developed with **CPCTelera**

REFERENCE TO CHICAGO'S 30:

This reference is settled into the last room, the boxes where the mafia was hidden to shoot you are the same as in our game (except the color):

Cash:0 3