SHADOW SOUL

FOREVER ALONE GAMES

AMSTRAD
CPC 464

1.   INTRODUCTION

When your heart stops beating, it means you're dead. When your body rotten underground and nobody remembers you, you know you've stopped to exist.

But before all of this, you name was chanted thoughout the Keystroke kingdom, where your achievements impressed all the passing kings you served. But nothing of this remains.

Nothing remains from that era, where decline and corruption reached and horror came alive. King Nargal XVII, actual King of this dark nation, has decided to steal what remained from the commoners: The Heart of the forest. A mystical gem within is stored the vital power of the nature.

This steal has turned the old fertile soil into a sterile land where plants are only found in the faraway borders of the country. This has awakened ancient magic, powers that have brought your soul from hell for you to fight once more for the kingdom you sweared fidelity.

Go, shadow soul, because only you can return Keystroke to how it really was.

2.   GAME LOAD

CASSETE VERSION

- Amstrad CPC 464/464+

    1. Insert the rewinded cassete
    2. Write the command RUN"
    3. Press INTRO/RETURN

- <u>Amstrad CPC 664/6128/6128+</u>

    1. Connect the cassete writer to the machine
    2. Insert the rewinded cassete
    3. Write the command |TAPE
    4. Press INTRO/RETURN
    5. Write the command RUN"
    6. Press INTRO/RETURN

DISC VERSION

- <u>Amstrad CPC 464/464+</u>

    1. Insert the disc into the external DDI-1 disc unit
    2. Write the command |DISC
    3. Press INTRO/RETURN
    4. Write the command RUN"
    5. Press INTRO/RETURN

- <u>Amstrad CPC 664/6128/6128+</u>

    1. Insert the rewinded cassete
    2. Write the command RUN"
    3. Press INTRO/RETURN

3.   HOW TO PLAY

Incorporeal entity unable to grab a single weapon, your only way to move on through your journey is your spectral agility. Jump, grab on the walls and fly over the air, that are you only abilities to achieve your goal.

Foes you will find on your path will try to kill you, helped by spikes and fireballs to make your soul retreat… but of course, what's dead cannot die, so it would only slow you down and make you retreat a few steps from your path.

Dodge them in the sky, keep moving, take a moment to think what your next move will be or try to beat this journey as fast as you can.

Although 54 levels, you will travel through deserts, mountains and forests to complete this odyssey. Only you hard work will make you complete this mission.

4.   CONTROLS

BASIC CONTROLS

-   <A, D> to move left or right
-   <SPACE> to jump
-   <P> to pause
-   <Q> to resume
-   <M> to mute music
-   <U> to unmute music
-   <N> to advance one level

SPECIAL MOVES
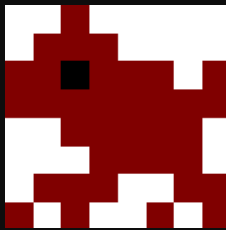
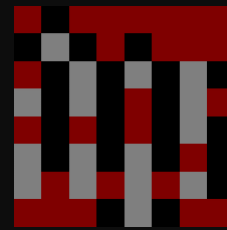-   <A, D> to a wall: grab (stone or ice walls only)

- <A, D> in the air: move during the jump
- <SPACE> grabbed: wall jump
- <SHIFT> in the air: Dash in the air.

5. ENEMIES

Through your adventure, you will find all kind of dangers. Here you can catch a glimpse to some of them:

Blood Spirit

Spikes

6. ASTRO MARINE CORPS

Nuestra referencia a Astro Marine Corps hace referencia a las letras que muestra el juego al ser comido el personaje por una planta carnívora.

Version de Commodore 64

A.M.C: Astro Marine Corps, is an action videogame developed in 1989 by Creepsoft and published by Dinamic Software. It was released for Amiga, Atari ST, Commodore 64, ZX Spectrum, MSX and Amstrad CPC. Programed by Pablo Ariza with music from José A. Martín

7. CREDITS

ForeverAloneGames is part of the Ingenieria Multimedia ABP group Crunch Studio. This division members are:

Programming & game engine	JUAN RUBIO NAVARRO
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8. SPECIAL THANKS

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❖ To this year judges:
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   o Carlos Abril
   o Pablo Ariza
   o Arcade Vintage
   o Amstrad Eterno
   o El Mundo del Spectrum
   o Cepeceros Podcast
   o Juanje Juega
   o Lucera Project
   o Jesús Relinque Pérez "Pedja"
   o José Manuel Fernández "Spidey"
   o Red de Excelencia de I+D+i y Ciencia en Videojuegos (RiDiVi)
   o Xyphoe Gaming Videos
   o Chris Weatherley "Novabug"

For playing the game and not dying in the attempt.

❖ To all our followers on social media, that provided us feedback and made us feel like we were not making this game for nothing.

❖ And for you Reading this, maybe by interest, maybe because you're gonna play the game or whatever reason you are here reading this, thanks for getting to the very end of this boring text

THANK YOU ALL!