

DISC RESPECT

USER MANUAL



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2019

INDEX

	Page
1. History & Lore of the game	3
2. Rules of the tournament	3
3. Controls	4
4. How to run	4

1. History & Lore of the game

In a world, where the most well known sport is a mix between tennis and pong played with a frisbee, you are the chosen one to participate in the biggest tournament in the world, representing Spain. Will you be able to defeat your rivals in a 1vs1 match in order to become the champion?

2. Rules of the Tournament

When you enter the tournament, your objective is to throw the disc in order to reach the other side of the field, without being grabbed by the opponent. You will be able to throw straight or to the sides, making the disc bounce off the walls. The matches will be 1 on 1 and they will have a point limit. If you score 3 points, you will win that match and get to the next round, playing against a more difficult rival. You will have to win quarterfinals, semifinals and finals if you want to rise as the champion, but if you lose any match, you will be eliminated of the tournament and you will have to make your climb to the glory again.

Good luck!



3. Controls

Main menu:

Enter: Start the game

How To play:

Q: Move UP

A: Move DOWN

O: Move LEFT

P: Move RIGHT

Space: Throw Disc

Depending on your movement, you will be able to throw the disc to different directions:

Standing still/Q or A + Space: Throw STRAIGHT

O + Space: Throw LEFT

P + Space: Throw Right

Play with these options in order to defeat you rivals!

4. How to run

You have multiple ways to run our game. First you can run it on multiple emulators available in your computer, such as Winape or RetroVirtualMachine. In order to do so, you need to have installed the version of CPCtelera refered to the commit of 24th October in the development branch.

To launch it there, you have to get to the folder of the game and then type "cpct_winape -as" or "cpct_rvm -ac".

If you are a lucky user and have an Amstrad CPC of your own, you have to follow these steps: You have to plug in a mobile device with a copy of the game in .wav format, converted previously from the .cdt. Now you have to type run", then press the enter key twice and play the .wav from your phone. That will load the game into the tape and launch after a few minutes.