

# SHINORI

GAME  
INSTRUCTIONS



# introduction

Hi. We are Infinity Entertainment. Our team consists of three people. We want to learn and discover what we are able to do. We are from the fourth multimedia engineering degree course. This year, we face a great challenge, we have to program a game created with assembly language.

In this manual, we will explain everything you need to know to play our game.

With our story, we want to get you into the game. You will know what the goal is and what you should do to win.

You will also know what the basic controls are. How are you going to play if you don't know which keys you have to press?

But before to start, we will explain how you have to load the game.

# loading instructions

## cassete

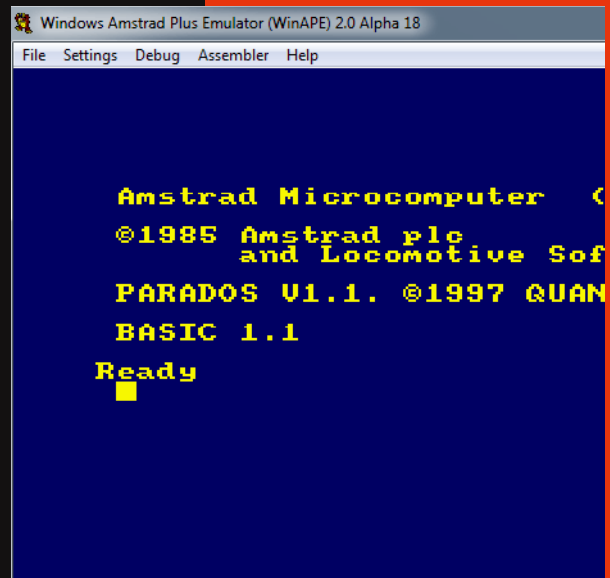
### AMSTRAD CPC 464/464 PLUS

1. Insert the tape into the cassette unit. Check that it is completely rewound.
2. If the tape is set at the beginning, write "RUN" with the machine keyboard and press ENTER key.
3. Press PLAY key and then any other key. When you do this, the tape will start to run. Then, a message will appear on the screen indicating that the game is loading.
4. After following all these instructions and after the game has loaded, you will be ready to play.



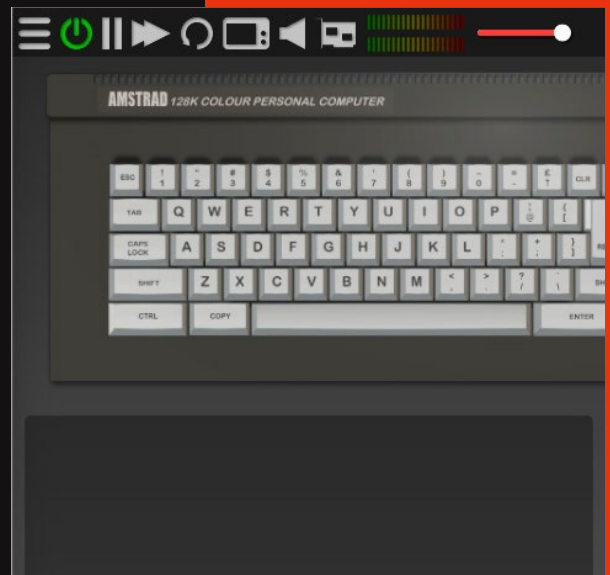
### WINAPE EMULATOR

1. Press "Tape control" button of the Winape interface.
2. Select CDT extension game file and press "open".
3. Write |TAPE and press ENTER.
4. Then, write "RUN" and press ENTER again.
5. Press PLAY key and then any other key. When you do this, the tape will start to run. Then, a message will appear on the screen indicating that the game is loading.
6. After following all these instructions and after the game has loaded, you will be ready to play.



### RVM EMULATOR

1. Press button to make appear the cassette menu.
2. Press STOP/EJ to open the file selector.
3. Select CDT extension game file.
4. In the RVM screen, write the instruction |TAPE and press ENTER.
5. Then, write "RUN" and press ENTER again.
6. Press PLAY key and then any other key. When you do this, the tape will start to run. Then, a message will appear on the screen indicating that the game is loading.
7. After following all these instructions and after the game has loaded, you will be ready to play.



## disc

### WINAPE EMULATOR

1. Check you have got a DDI-1 external disc unit and Amstrad CPC.
2. Insert DSK extension game file on the disc unit.
3. Write |DISC and press ENTER.
4. Then, write RUN"disc and press ENTER again.



## story

These are dark times for ninjas, a terrible curse has invaded the capital and citizens have turned into horrible evil monsters. A soldier of the surviving emperor of the so-called Crimson Night, where everyone was infested by a dark fog, has returned to fulfill a promise he made to his emperor: save the kingdom and rescue his daughter.

To do this, you must enter the depths of the castle and destroy the evil that ravages the kingdom concentrated in a jewel located on top of the castle.

# how to play

After reading the story you will know that the objective of the game is: to climb to the top of the tower and get a jewel.

The tower is divided 6 floors. Each floor is a different level. The difficulty will increase with each one. Maybe you will find enemies along the way. They will not kill you. Its main objective is to disturb.



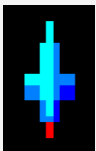
## ONI

You will see it move up and down. This way, it can disturb you when you want to go through a platform



## ODOKURO

You will see it move from side to side. In this way, or you dodge or you don't pass.



They will push you. But be careful! Many levels have traps and if you fall into them, you will lose a life.

Sometimes, there are also holes. If you fall for them, you will level down. Dodging the traps and not falling through the holes will depend on your ability.

However, you can defend yourself. In each level, you can throw three shuriken. You are a ninja, right? You will have three again each time you change the level.

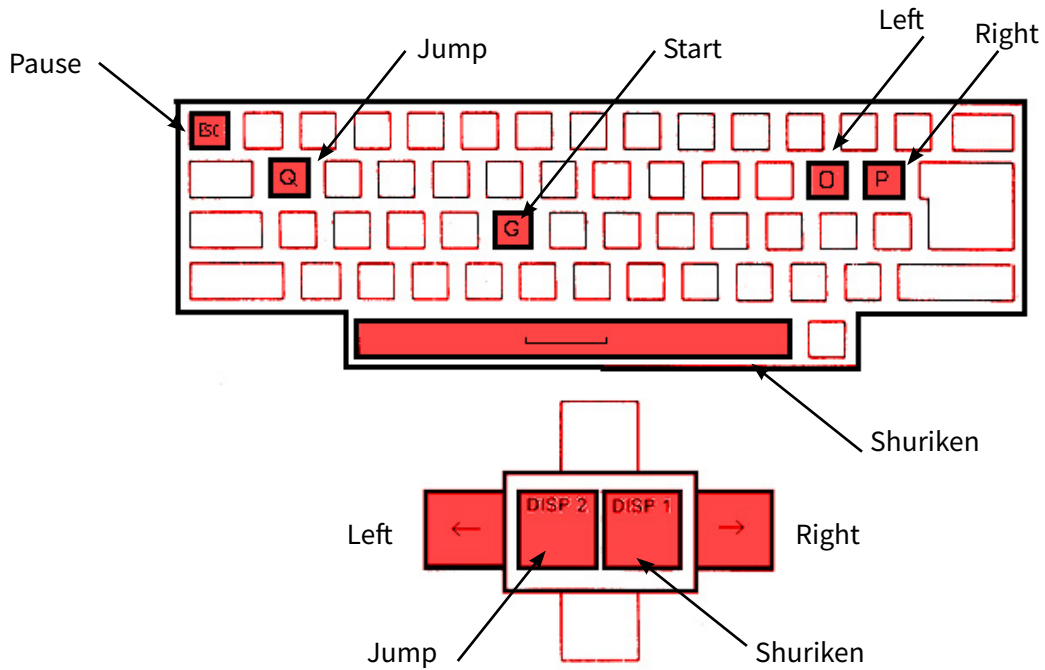
## easter egg

As we said before, when you touch a trap, you lose a life. Losing a life means losing an opportunity. So when you hurt yourself, you return to the first level. At that moment, you will be able to realize that to the right of the hud, it will appear the messages "Down you go! Hhhmmm! "

These messages represent the easter egg of the game Astro Marine Corps. What happens when a game floor eats you and you die.



# control scheme



## credits

**Senior programmer:** Rubén Rubio

**Junior programmer:** Jesús Mas & Judith Mula

**2D Art:** Jesús Mas & Judith Mula

**Music and sound effects:** Jesús Mas

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