

# GAME MANUAL

JACKSTRAD

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## 1. PLOT

Once upon a time in a world far, far away.... there was a very dangerous assassin called Jackstrad. He committed 313 murders but finally he was jailed in a dungeon. During 10 years he prepared his revenge. Now, he has managed to escape from his cell. Will he be able to escape from the dungeon with his powers?

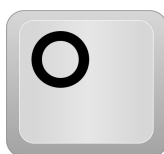
## 2. OBJECTIVE

Jackstrad has to collect FOUR keys each level. In each room there will be some enemies that will prevent you from getting the keys. Once he has all the keys, he goes to the next level automatically, and in the final level, when he collects all the items, he escapes from the prison and the game finishes.

## 3. CONTROLS



MOVE UP



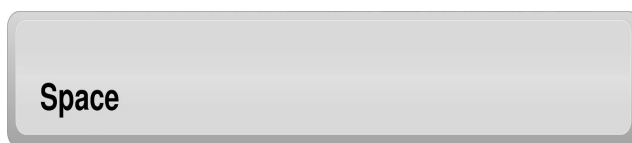
MOVE LEFT



MOVE RIGHT



MOVE DOWN



SHOOT

You have to know that the direction of the shot is the same of the one that Jackstrad is looking.

**Also you can use a JOYSTICK to move and the first fire button to shoot.**

## 4. ENEMIES

Jackstrad has three types of enemies and one more special enemy that it's described in the **Gesture** section. The differences between the enemies is the movement and the type the shot:

- **Enemy that can move and shot:** This enemy can move following a patrol and shoots at some time. The shot goes to the direction of Jackstrad.



- **Enemy that cannot move and shoot in four directions:** This enemy cannot move and he shoots in one direction each time, for example: left-up-right-down, etc.



- **Enemy that cannot move and only can shoot in a direction:** This enemy cannot move and he shoots in a direction every time.



## 5. OBJECTS THAT CAN BE COLLECTED



**HEARTHS:** You can take this hearths to gain a life of a maximum of 6.



**KEYS:** You must take four of this to be able to go to the next level.

## 6. GESTURE

In memory of the 30th anniversary of the launch date of the Amstrad VideoGame “Astro Marine Corps”, one of the enemies is common to one that appears in level 0 of Jackstrad. This enemy is a carnivorous plant which is always at the same position but if Jackstrad crash with it, he dies. The particularity is that this event ends (as happens in Astro Marine Corps) with the onomatopoeias “Gronf Gronf” and “MMMMHHHH!!”.



*Carnivorous plant message in Astro Marine Corps when the main character dies.*



*Carnivorous plant message in Jackstrad when Jackstrad dies.*

## 7. MENTIONS

In this section we are going to describe external sources that we have used to develop our videogame:

- **Music:** We are thankful to McKlain for letting us use his production in our game which name is "Naufragos en un mar de estrellas". He has granted us permission to use and adapt it. Originally, we found this track on his official website which url is the following:  
<https://mcklain.bandcamp.com/album/basic-11-ready-a-chiptune-compilation>
- **Cpctelera:** This is a free game development framework that includes a low-level game library for assembler and C with the aim of creating games on Amstrad CPC. This tool is optimized and easy to use due to the quantity of functionalities that it has, making easier programming in assembler in this case. The cpctelera's authors has distributed this engine under LGPL v3 License.