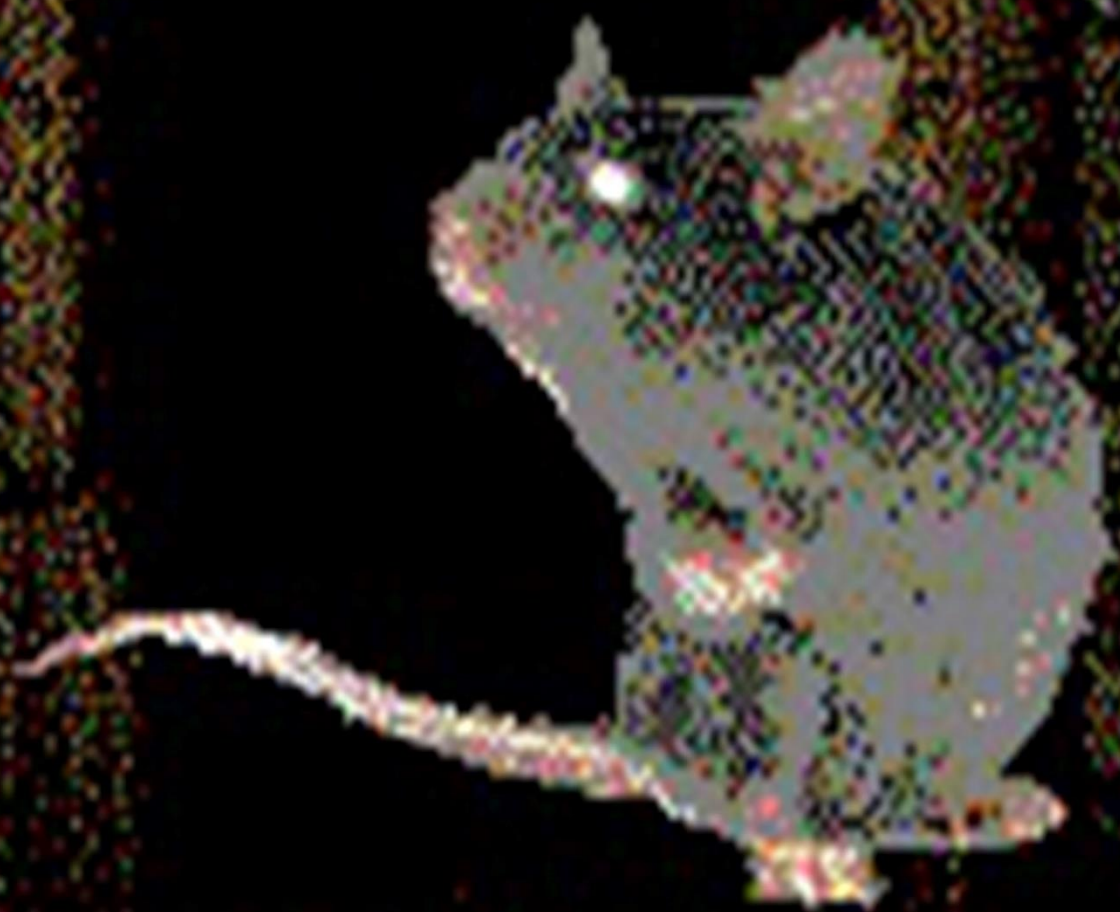# Ratones y Mazmorras

STORY

You are Alfred, a magician, you do magical things, like magic.

One day, in your favorite dungeon, a ghost known as Goshy casted a spell on you, that magically magical spell transformed you into a mouse that could not use magic.

To be the wizard you were before, you have to run away from the dungeon, which is inhabited by a host of ghosts.

Will the wizard Alfred get rid of his magically magical spell and become a magician who does magical magic again?

THE SCAPE

To escape the dungeon, and return to your normal self, you will have to move through the rooms of the dungeon, these rooms will not have beds to take a nap and rest, they will always be full of alleys, doors and ghosts.

As you approach the surface the paths will be more convoluted and the ghosts more intelligent, so, you will have to improve your reflexes and abilities to escape.

All the rooms will be sealed by a golden door, and the key to that door will be somewhere in the room, you must pick it up and open the door to move to the next room.

MAP OBJECTS

Golden keys and doors:

the golden doors are the ones you need to open in order to go to the next room and they work a bit different from the rest. There will only be one golden door, in each room but there may be several keys, to open the golden door you will have to collect all the golden keys.
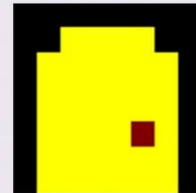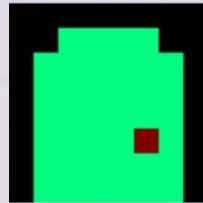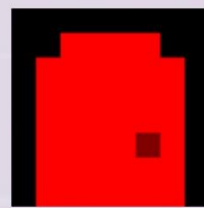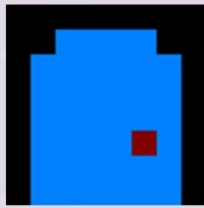
Flying keys:

these keys have been possessed by some fearful spirit they will count as olden keys therefore you must get them to continue but the spirits sure are fearful they will run away from you so, you will have to be smarter than them.

Color Keys and Doors:

there may be more than one key or door of the same color in a level. However, with only one key you will be able to open all the doors.

Rings:

some day in the dungeon, a grey wizard scared every one in the dungeon with his shouting, he was constantly talking to his friends about a ring, since that day no one in the dungeon would dare to touch a ring. Therefore, no enemies or flying keys can go through them but you are not supposed to know about that story so go through them as much as you want.
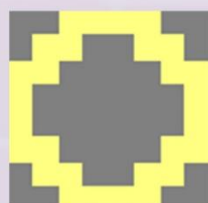
ENEMIES

Reshi:

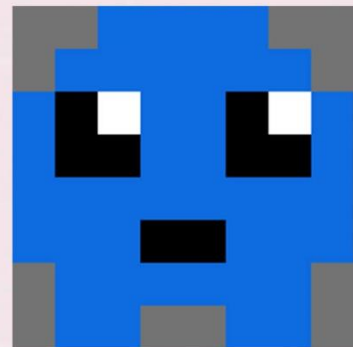he is dumb but at least he is happy. He is highly unpredictable he will take seemingly random paths.
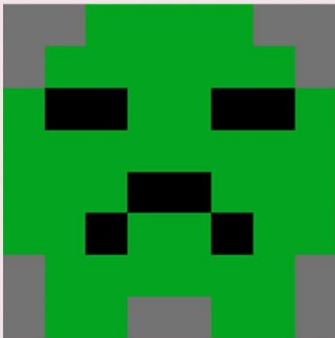
Greeshi:

he doesn't like the light, therefore he can only patrol the few places he knows well.

Blueshi:

he may seem super cute, but he is the most dangerous, he likes to look for new friends (who usually end up dead).

EASTER EGG

When an enemy manages to hunt you, by killing you, it makes a familiar sound: "Gronf Gronf, hmmmm" is the same sound that the astromarine corps plant makes when the player eats
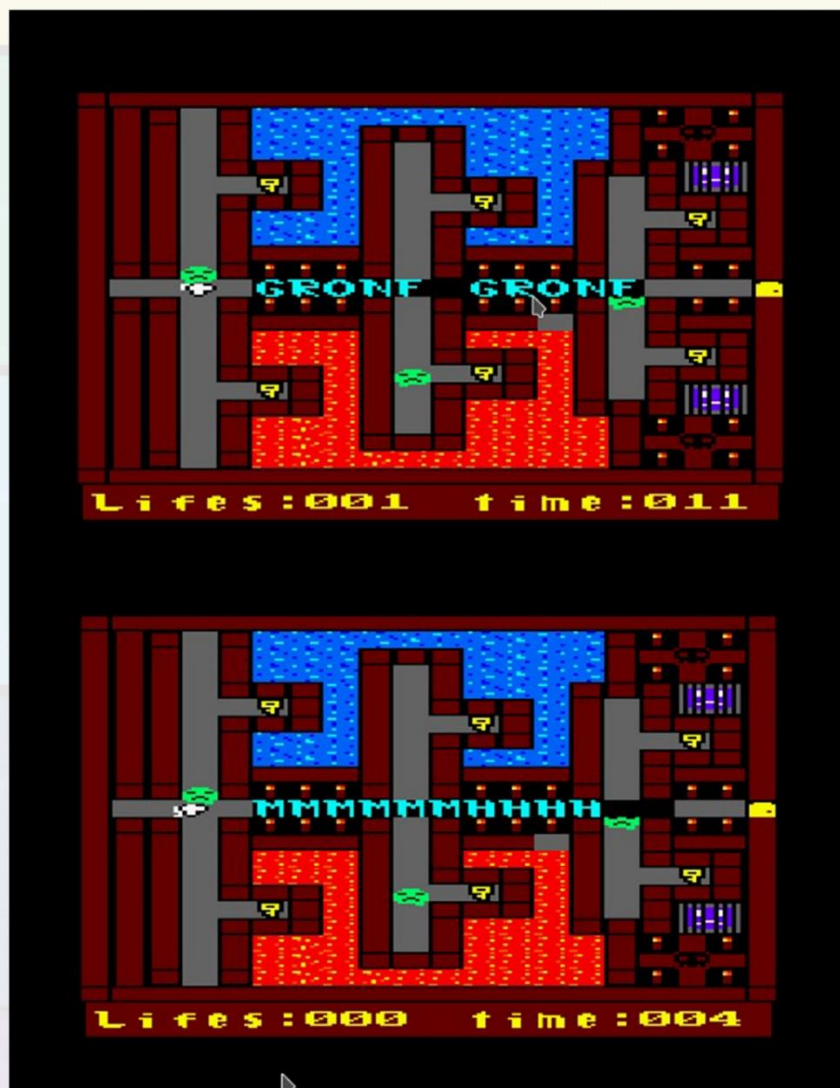
GAME MODES

It was easy for Alfred to scape.
Muahaha! You haven't scaped yet,
you haven't been fast enough.

The fast mode is waiting for you.
The same game, but twice as fast,
let's see if you can scape now.

```
hm, you liked the
challenge, try fast
mode, if you dare


PRESS
   F            Fast mode
   N            Normal mode



(hacks enabled)
now, you can press N
to avoid a level
```
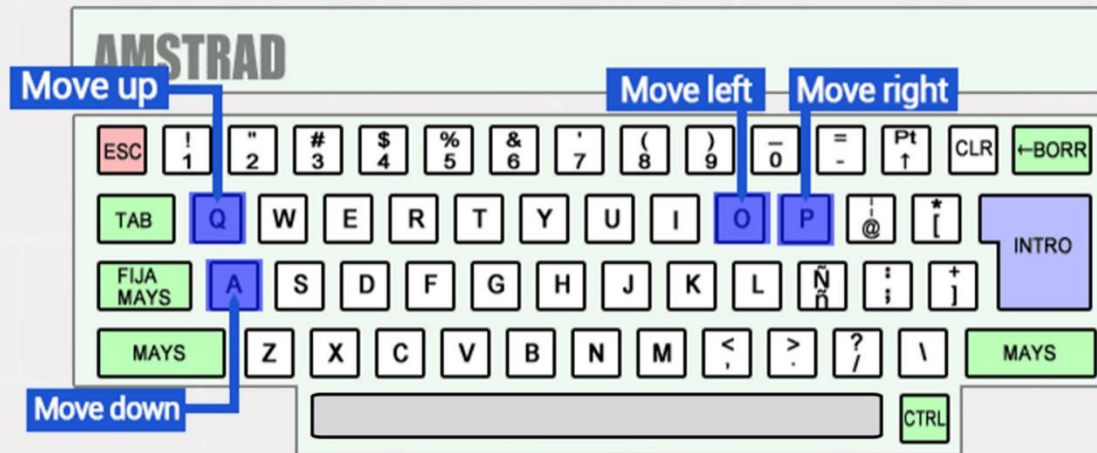
CONTROLS

Controls:

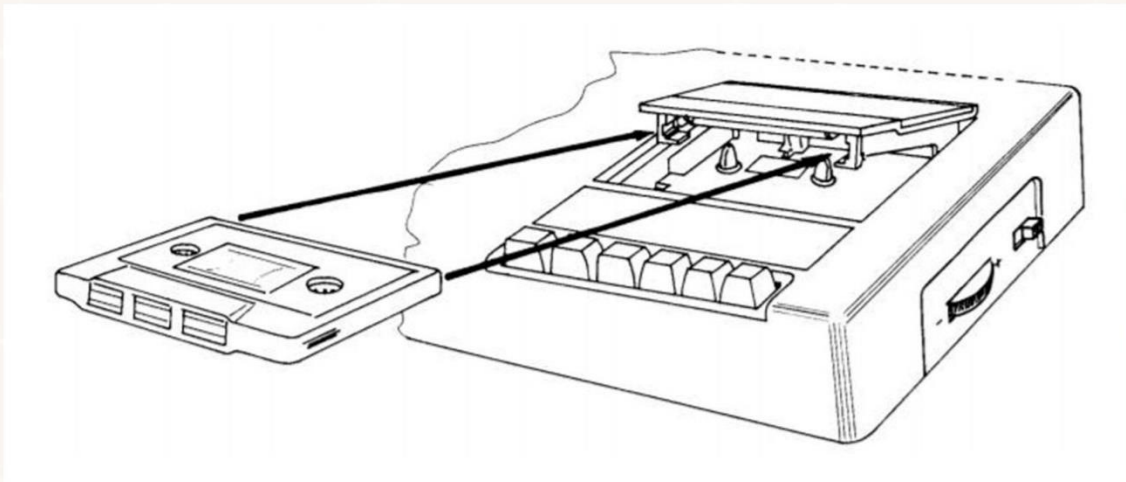Q: move up
A: move down
O: move left
P: move right

Extras:

It has joystick and arrows support

Use m/u to mute/unmute music

LOAD THE GAME

First of all, insert the cassette on the Amstrad cassette platyer.

Please check that it is full rewined. Then type RUN" and press ENTER/RETURN. Finally, follow the steps shown in screen.

CREDITS

Programming:

Javier Izquierdo Vicedo
José Navarro Pastor
Antonio David Ortiz Peral

Music:

Javier Izquierdo Vicedo

Graphics and level design:

Javier Izquierdo Vicedo
José Navarro Pastor
Antonio David Ortiz Peral

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