

Hey Sailor!

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INTRODUCTION

Hey Sailor! is a video-game for Amstrad CPC 464 powered with CPCTelera. It is a video-game based on the original “Bosconian”.

You will meet Ronaldo, he was an honest man, a fisherman who was used to work hard every day to feed his poor family, but every night, to run away from reality, he devoured books about the adventures of pirates. So many stories he read, that his mind just went upset. He ended up becoming Captain Rumaldo, the worst pirate you've ever heard of, and you'll have to help him clean the seven seas of sailors.



LOADING INSTRUCTIONS

CASSETTE

Insert the rewinded tape. Then, type RUN” and play the cassette to start the reading. After that, just follow the instructions on the screen.

DISC

Insert the disc into the drive. If using a CPC version without a built in disc, type IDISC and press Enter/RETURN. Finally, type RUN” and press ENTER/RETURN

CPCTelera 1.5/dev

We have used CPCTelera 1.5/dev to develop our “Hey Sailor!”. If you want to emulate it, try with these instructions:

- **Clone cpctelera repository:** `git clone https://github.com/Ironaldo/cpctelera`
- **Enter the repository:** `cd cpctelera`
- **Enter the development branch:** `git checkout development`
- **Install cpctelera and follow instructions on screen:** `./setup.sh`

HOW TO PLAY

The aim of the game: Destroy.

As a good pirate that you are, you will have to kill all the enemies to go to the next level.

MECHANICS

Movement: At the beginning of the project, the player and the enemies were able to move in 8 directions, nevertheless, to add some difficulty, we decided to restrict it to 4.

The player was also able to stop moving and resume when he wanted. We decided that a ship cannot brake suddenly, so, when the player start moving, he will never stop.

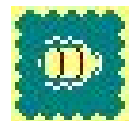
Shoot: As the player, the bullet will have 4 directions. The player can shoot pressing the *Space* key, or the *shoot button* on the joystick, and his bullet will go in the direction the player is facing

Otherwise, the shooter sailors will have an advantage here, since they can shoot in 8 directions, and will shoot a bullet to an approximate you will be.

Enemies

Sailors

Normal Sailors: This is a basic enemy, he will just follow you wherever you are. If he impacts you, you both will die



Shooter Sailors: This is an improved version of the Basic Sailor. Like the basic one, he will also follow you, but, he also has the ability to shoot you.



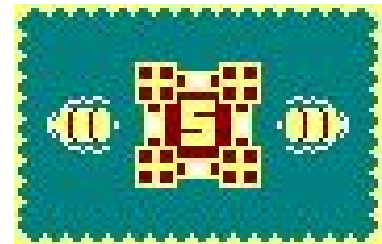
(Beware!! They have more aim than it seems!)

Forts

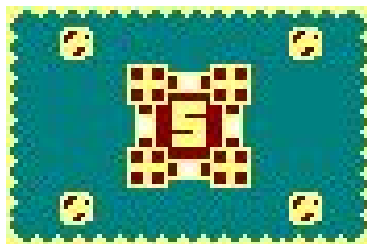
Sailors think they are safe on their islands.. Let's show them how wrong they are!

There are three type of forts, all of them have a number which will show you the amount of health. They will be destroyed when they reach 0!

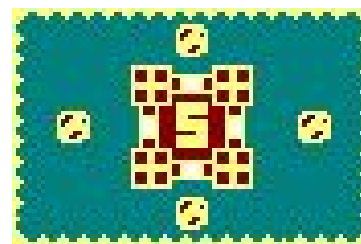
Spawn Fort: This type of fort will spawn basic sailors when you get close enough to them



Shooter Fort: As the name implies, this fort will shoot us. It will alternate on two ways of shooting

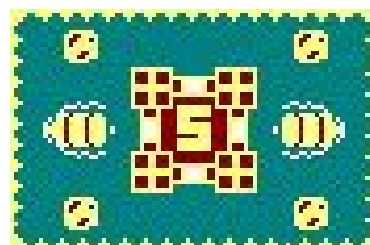


Way 1



Way 2

Combo Fort: This fort is the stronger one, It is a combination of the two seen above. It will shoot us while spawning enemies.



HUD:

On the top of the screen, we can see the HUD of the game, it contains the **lives** you got, an animated sprite of our main **character** Rumaldo, and the **stage** you are

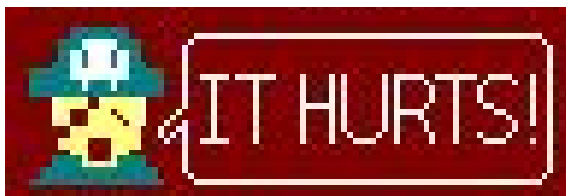
Lives:

Three bottles of rum will show you the amount of health you still have, each time you get hit, one of them will get empty.



Rumaldo

Obviously Rumaldo is manning his ship, but we can see him on the top of the screen, he will make a face of pain when he get hit, and he will also mock his enemies when he destroys them:



Stage

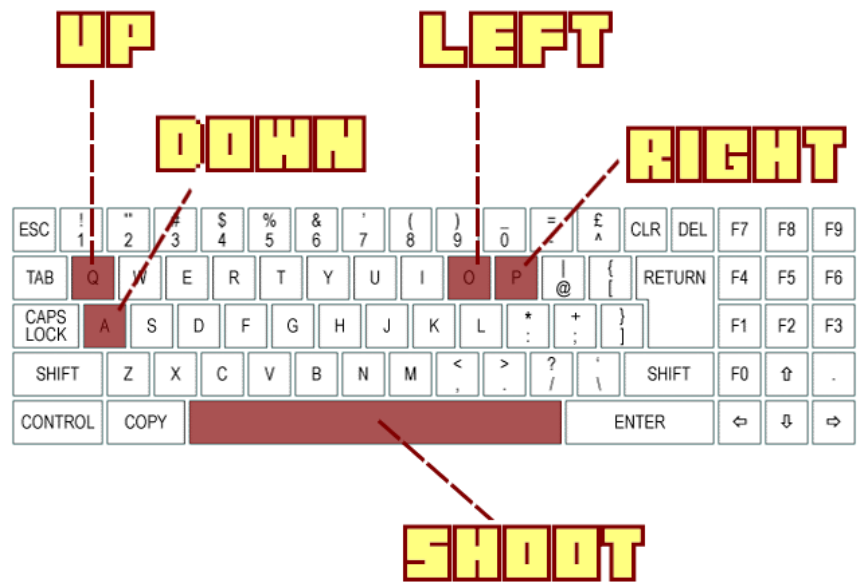
Finally, we can see the stage we are, let's see how far you can reach..



CONTROLS

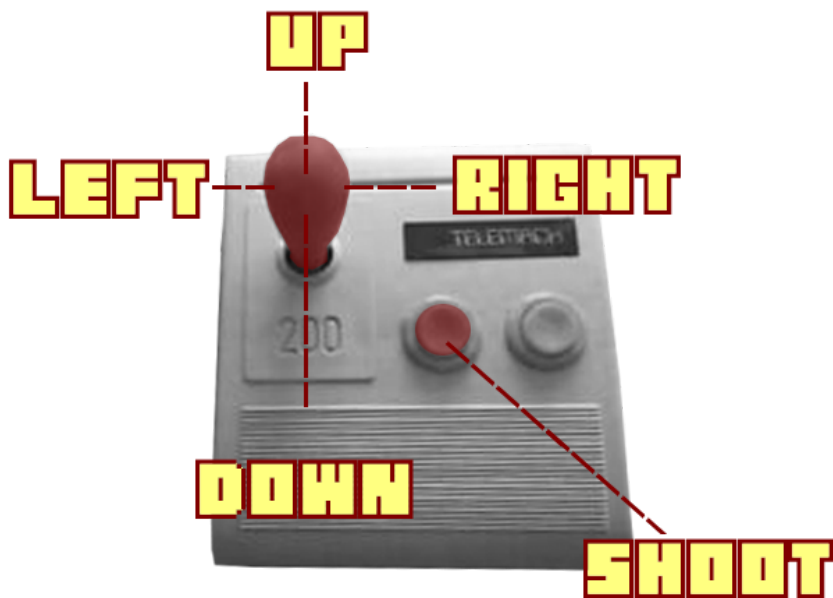
You will probably need this to play.

Keyboard



Joystick Controller & Buttons

(If your joystick doesn't have buttons, you can always use the Space on you keyboard)

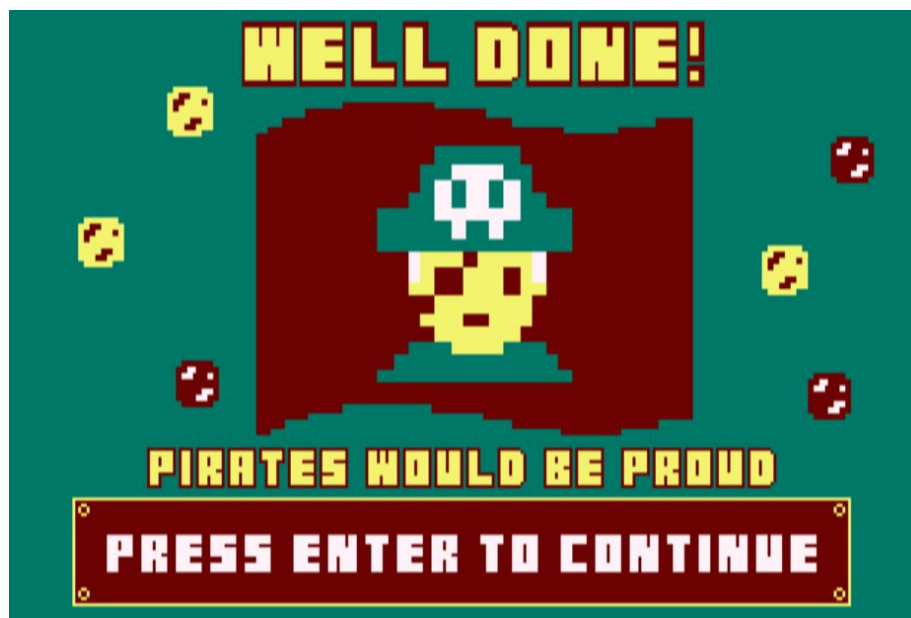


MAIN MENU

At the start of the game, this screen will be the first you see. With just pressing Enter/Return, you will start a new game.



After a level is completed, this screen will be shown:

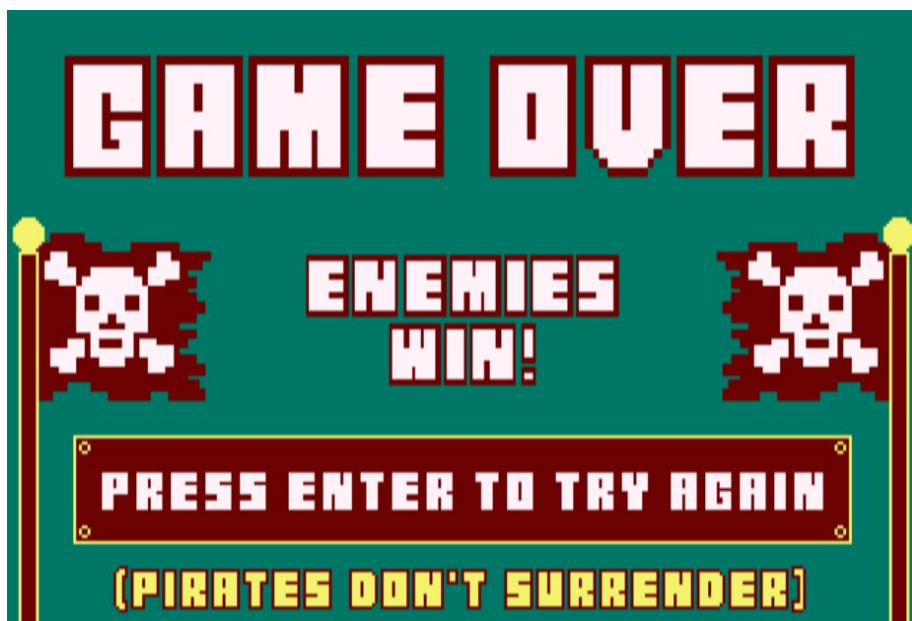


Hey Sailor!

When you complete all the levels (try it if you dare), this is the screen you will see, matching an amazing celebration music:

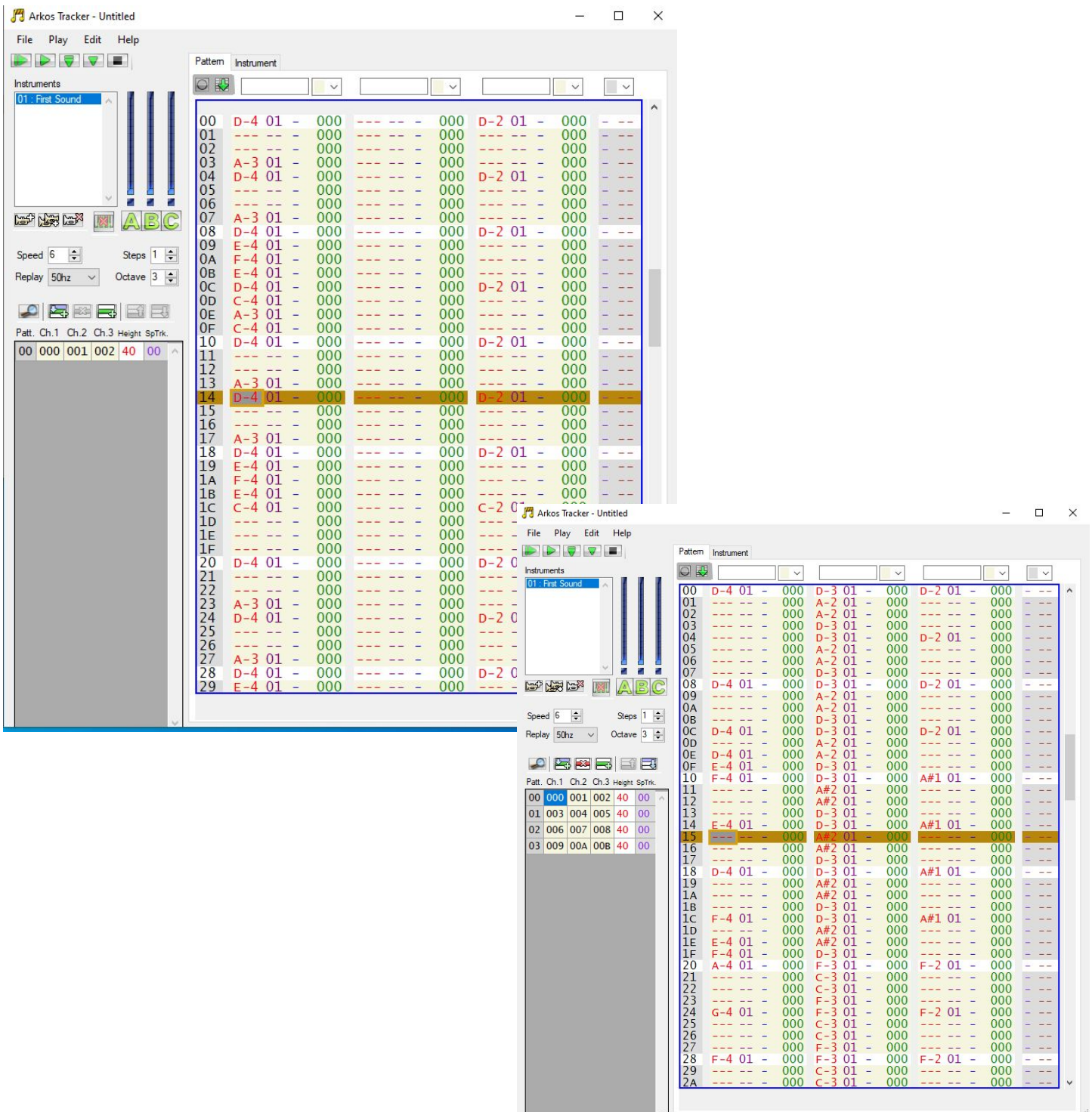


On the other side, if you lose all your lives, this screen will be shown:



MUSIC

To make our music, we have used the **Arkos Tracker 1**, because CPCTelera uses **Arkos Player 1**, which has been very useful



REFERENCES

The references to the videogame astro marine corps are two. Both of them are visibles during the gameplay.

The first one can be seen when Rumaldo destroys an enemy, he says “Down you go”, referencing the carnivorous plant’s phrase.



The other reference can be seen when you complete the second level, Rumaldo will regenerate a life having a drink of rum while he says “GNOF GNOF HMMMM”



CREDITS

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Special thanks to:

- **Fran Gallego** (Ironaldo): Creator of CPCTelera, our professor and organizer of the CPCRetrodev.
- **Jose Sala** (@JSala17): Music student who has helped us very much to find the ideal music for our game