-INSTRUCTION MANUAL-

CREATE BY:

PEANUT GAMES

0. INDEX

1. STORY

In 2030, a lethal pink substance unknew for the humans has recovered the Earth. It has adhered to all the buildings and the lifeless elements. The allergic response has caused the human extinction.

Our game takes place after this fact, a small dinosaur has escaped from a experimental lab and It is trying to escape from the strange mountains witch don't let him seeing the sun.

It has to run away from the wild animals that have now conquered the planet. The strength of his tongue caused by the scientific experiments and his chameleon genes will help him to escape.

We trust you to avoid the complete dinosaur extinction.

2. LOADING INSTRUCTIONS

WinAPE 2.0 Beta 2

First of all, you have to make sure that you have selected the "CPC464 with ParaDOS" profile in the WinAPE general settings.

After that, to load our game tape in WinAPE 2.0 you have to insert your cdt file by clicking into File/Tape/Show Tape Control. Then you click open and search for your CDT file.

Now in the Amstrad command prompt you have to write two commands.
|tape (to make Amtrad read from the tape and not from the disk or from another source)
Run" (to start reading from the tape)
If you find it difficult to type that special chars into the Amstrad command prompt, you can use the "Auto Type" option by right clicking into the screen/File/Auto type.After that, you will see the message "Press play and then press any key". At this moment, you have to click the "Play" button in the tape control and then, press any key in the keyboard. After that you will see the loading screen.

2. LOADING INSTRUCTIONS

Retro Virtual Machine v2.0 beta 7

The procedure is very similar to WinAPE. We'll start by inserting our CDT file. To make it, you have to click in the tape icon in the right upper corner. The you have to click in the Stop/Eject button to select the CDT file.

Now in the Amstrad command prompt you have to write two commands.
|tape (to make Amtrad read from the tape and not from the disk or from another source)
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After that, you will see the message "Press play and then press any key". At this moment, you have to click the "Play" button in the tape control and then, press any key in the keyboard. After that you will see the loading screen.
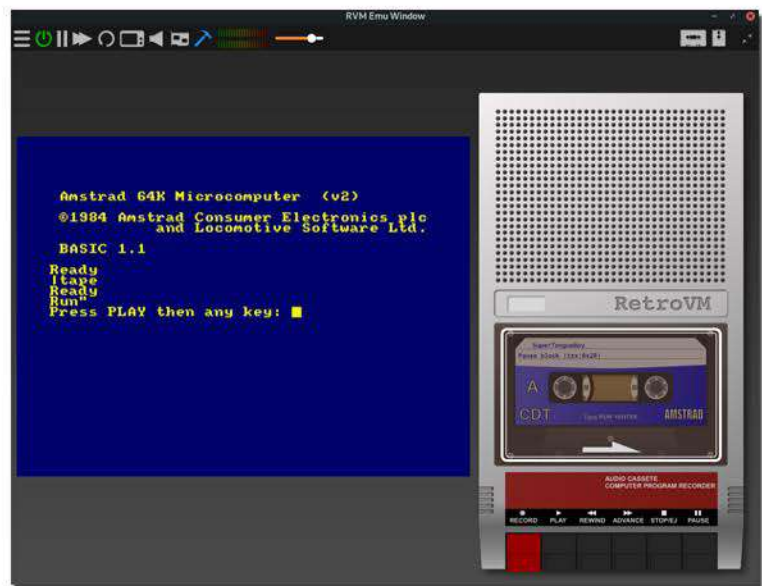
Real Amstrad CPC646

To load your tape in a real Amstrad, you have to insert your tape in the tape slot. Make sure the tape is rewind. After that, you have to run in the command prompt:

Run" (to start reading from the tape)

After that, you will see the message "Press play and then press any key". At this moment, you have to click the "Play" button in the tape control and then, press any key in the keyboard. After that you will see the loading screen.

2. LOADING INSTRUCTIONS

Compilation instructions:

This game has been developed using CPCtelera 1.5 from the Development branch, commit 2cff69f. It's fully recommended to compile it using the same version. Using a different version may end having unexpected behaviour or even not compiling at all.

You can find the repository in the following link
https://github.com/lronaldo/cpctelera/tree/development.

To compile the game you just have to open a command shell in the root of the project and execute:

$ make

3. HOW TO PLAY

You have to help the dinosaur to escape from the civilization to complete **Super Tongue Dino**. For this, you have to pass the levels reaching the door in each one.

With your tongue power, you can jump in the walls that you are licking. This will allow you to perform a lot of jumps and stunts on the walls. However, the spikes at some levels will force the player to calculate and perform accurate jumps.

While you are jumping, you will try avoid the animals. Some of them like a **bird** or a **slug** are going to get in your way to chasing or bothering you. The bird are going to bounce against the walls and can change its course, and the slug can swap its own gravity. But with the invisibility power you will be able to mislead the enemies that are following you. Nevertheless, you can only use it once in each level.
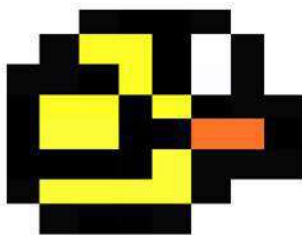
BIRD
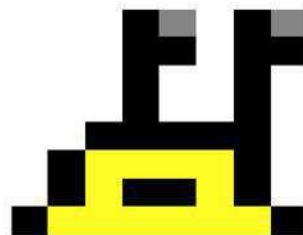
SLUG

In the game you will never run out of lives, when you die the level will restart. But you have a **death counter** that is shown in the end of the game and in the pause screen. If you want to reset the game you just have to go back to the main menu

When you die at levels 10, 15 and 20 you will see how a plant eats the dinosaur. This is a reference to the game **"Astro Marine Corps"** of **"Creep Soft"**.

4. CONTROLS

PAUSE
JUMP
INVISIBILITY
MOVE LEFT
MOVE RIGHT
MUTE
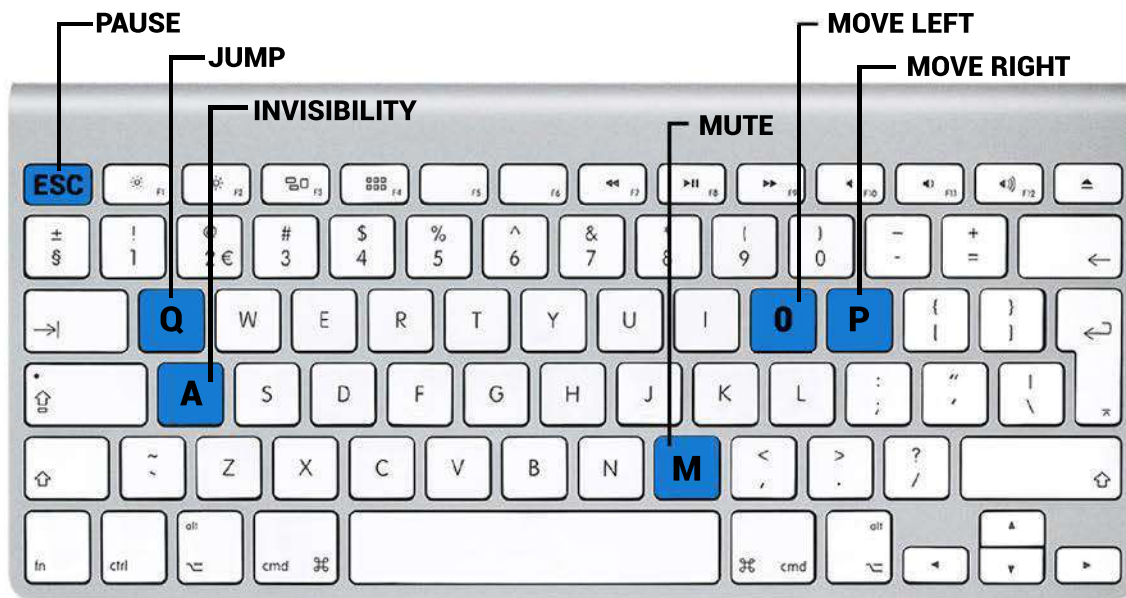
You can press "M" to silence the sound of the game, although it's very cool and we don't recommend it ;)

¡You can use **JOYSTICKS**!

TIPS CONTROLS:

1 First of all, we have to place ourselves in a gravity system (like the earth). This is important to know when we can jump and when we cannot jump:

- For this reason, if we are **on the "ground"** we can jump **only pressing** the **"Q"** key (vertical jump).
- For the other way, if we want to make a **horizontal jump**, we have to collision with a vertical platform at the same time we are jumping, so we need to **press two keys**, **"Q"** and **"O or P"**, It depends on where we want to jump. (same playability as "Super meat Boy").

4. CONTROLS

TIPS CONTROLS:

2 After performing a horizontal jump, there are two options:

- **Continue pressing the key of movement** ("O or P"), so the hero will collide again with the same platform.
- Or, **immediately after** jumping, you can **press the other movement key** ("O or P") to move in the opposite direction. (better when you slide).
  Try to dominate the perfect jump!

3 If you are **colliding** horizontally holding the key "O or P", the hero is going to slip and descend slower.

4 About **invisibility**, is important to know that the difficulty of the game increases and the "intelligence" of the enemies too. this is the reason why after the level 38 you are going to need this ability to go unnoticed with enemies.
Remember, you can only use it one time each level.

3. CREDITS

PeanutGames is a group of three students who are studing the fourth year of Multimedia Engineering degree.
Super Tongue Dino is our first game created for Amstrad CPC. It's made for the CPCRetroDev game creation contest.

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Testers:
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Tomás for getting stuck in it
Roque for discovering new ways to die

The members of the team are:
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and Jose Valdés Sirvent.**