AMSTRAD CPC - ES

THE MASTERS

Created by S. I. L. O. Industries

AMSTRAD
CPC 464

Bike Masters

Players Guide

A simple handbook on how to become
a better bike driver.

Game by S.I.L.O. Industries

Bike Masters

Bike Masters is the most advanced bike - racing simulator on the market. Race as one of the fastest riders on the world competing for the glory. at the skirts of Mount Fuji.

Conquest six different cups scaling up in difficulty as you progress. Avoid potholes, speed bumps, speed up with turbos and avoid falling prey to the plant that lives within the puddles.

Are you prepared for what it takes to be a pro racer? Do your best on Bike Masters. This new game for Amstrad CPC will leave your mouth wide open.

How to play

Casette

Introduce the casette into the player making sure that it is rewinded to the start. On the computer type RUN" and follow the instructions on the screen.

Disk

Turn the DDI-1 drive on before starting the Amstrad CPC computer. Insert the disc into the drive and type |DISC. Press ENTER/RETURN afterwards. Type RUN" and the name of the project pressing ENTER/RETURN to execute it.

Manual compilation

Bike Masters is powered by CPCTelera. The commit version at the moment is aa8b7232cc[1]. Once installed 'make' the project folder and execute it with winape (cpct_winape -as) or retro virtual machine (cpct_rvm -as).

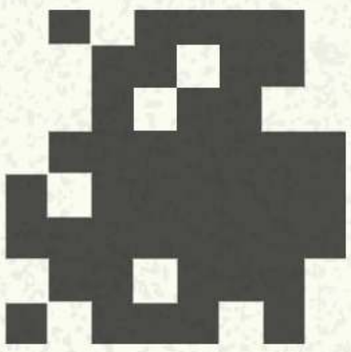
1. https://github.com/lronaldo/cpctelera/commit/aa8b7232cc00811f98efa7b686a4e1c00bfd7be4

How to play

Your objective as a driver is to get to the finish line first. To do so you will have to avoid certain obstacles spread along the track. Keep an eye for:

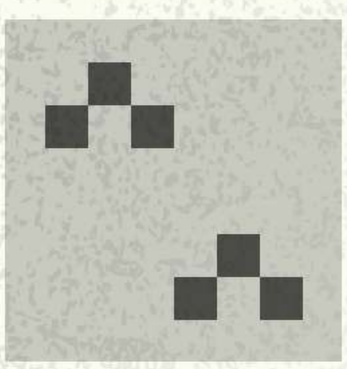
Speed reducers

Puddles



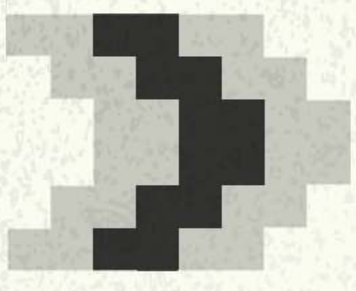
These puddles will be a bother, but they will not be deadly. Try to avoid them as much as possible as they will slow you down significantly.

Sand



Similar to a puddle, sand will slow you down. These tend to come in larger groups and may force you to change lines.

Speed boosters



Driving on these will release a burst of power onto your wheels and increase your speed. This will only work while you are at max speed.

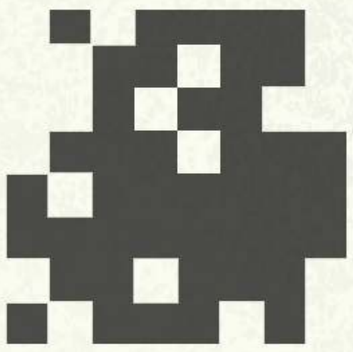
How to play

Fall hazards

Speed bumps

Inofessive when surpased doing a wheelie, almost mortal when not. Be aware of these as they will make you fall down and lose some precious seconds.

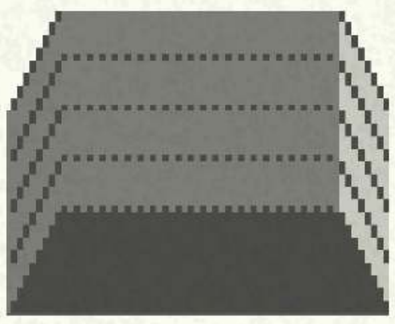
It



Nobody knows how It got there, but It hunts drivers. Beware of small shines on the water. Do a wheelie to avoid being eaten.

Slopes and jumps

Large platform



These platforms will slow a small quantity while going up. If on max speed you will drop on the second tile, otherwise you will not jump.

Jump

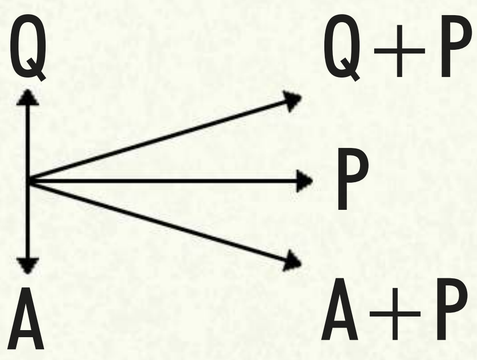
This small jump has the same properties as the platform, but you will not have the chance to speed up to catch a jump, so make sure to get to it with enough speed!

Keyboard and Joystick controls

Keyboard

Movement

Keyboard key(s)



To control the bike you have a set of keys. *P* to throttle the gas and Q & *A* to modify the handlebar and change lines.

If you press a combination of the throttel and the handlebar you will moving accordingly without resulting in any speed penalty .

Wheelie

(0) KEY

When pressing O you will see that the racer will begin to do a wheelie. Remember that this will prevent you from falling when driving on speed bumps or It.

Joystick

FIRE 1/UP < FIRE 1 > FIRE 1/DOWN

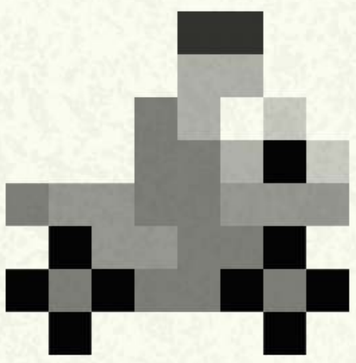
FIRE 1 - THROTTLE

FIRE 2 - WHEELIE

Use the *FIRE 1* to control the gas. Release it to slow down. Change lines with *UP / DOWN* and use a combination of throttle and changing lines to move while you speed.

Artificial Intelligence

Yellow Bike Racer

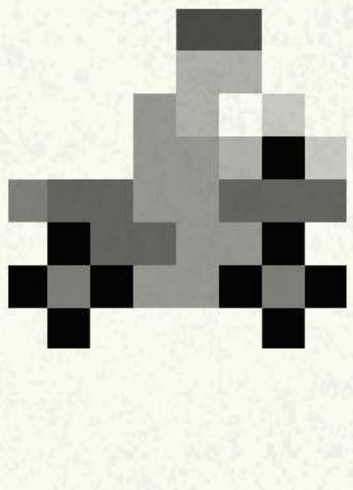


Yellow Bike Racer is the least proficent AI. Capable of avoiding obstacles and speed bumps as long as his reflexes allow it.

Green bike Racer

Green Bike Racer can avoid obstacles and speed bumps, has better reflexes and can also look for turbos to increase his speed.

Red Bike Racer



Red Bike Racer is the better of the three. He has more experience driving and thus will avoid most of the obstacles and wheelie accross most of the speed bumps. He will also go chasing after the turbos.

Menus

Main menu

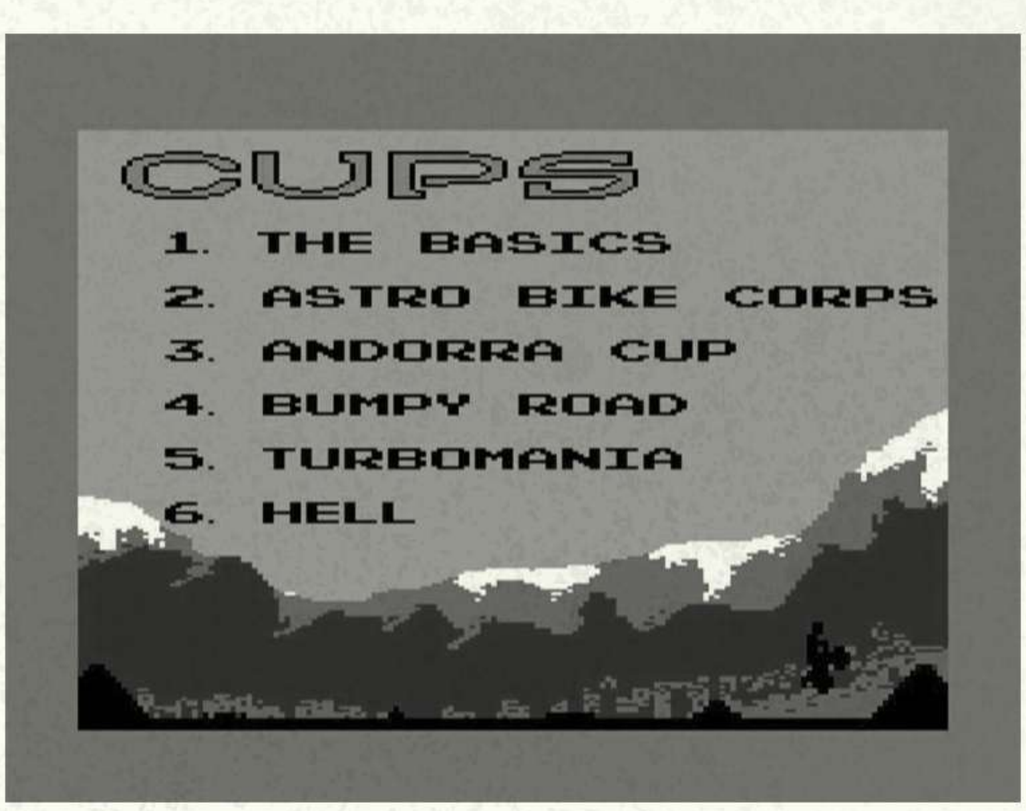
This is the main menu of the game. This is where you can select whether you want to race in the rally or select tracks individually.

You can also check the controls.

Control menu

This is the controls section, where you can see how to control the bike.

Cup selection



This is the cup menu. Choose one of the 6 different cups to battle your rivals.

Credits & screen captures

Credits

2D ART

BG, MANUAL & MENUS - EDUARDO GÓMEZ MARTÍNEZ

SPRITES - ALBERTO BENAVENT RAMON
JOSE VICENTE TOMÁS PÉREZ

MUSIC

MAIN MENU, END MENU AND SFX - ALBERTO BENAVENT RAMÓN

CODING

AI LOGIC - JOSÉ VICENTE TOMÁS PÉREZ

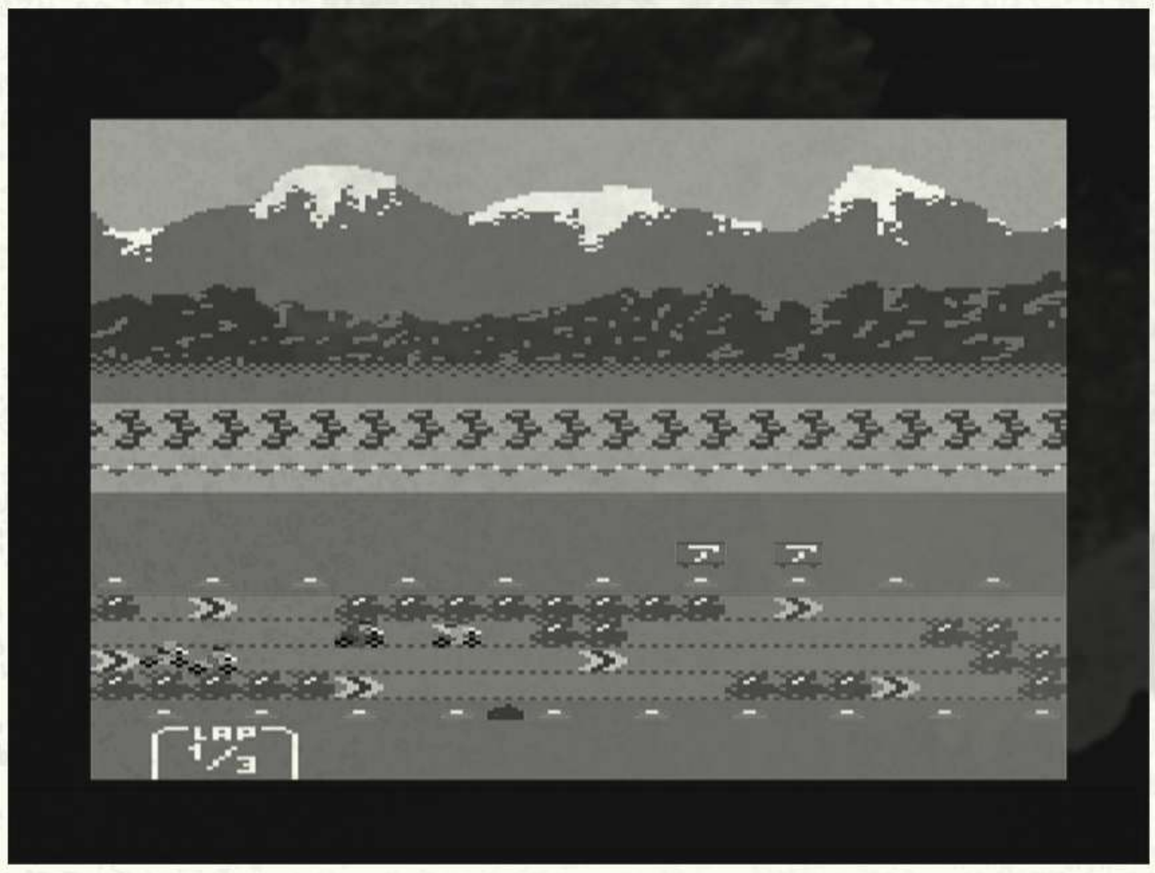
MENUS - EDUARDO GÓMEZ MARTÍNEZ

MUSIC & SFX IMPLEMENTATION - ALBERTO BENAVENT RAMÓN

PHYSICS - EDUARDO GÓMEZ MARTÍNEZ
JOSÉ VICENTE TOMÁS PÉREZ

RACE CYCLE - JOSÉ VICENTE TOMÁS PEREZ

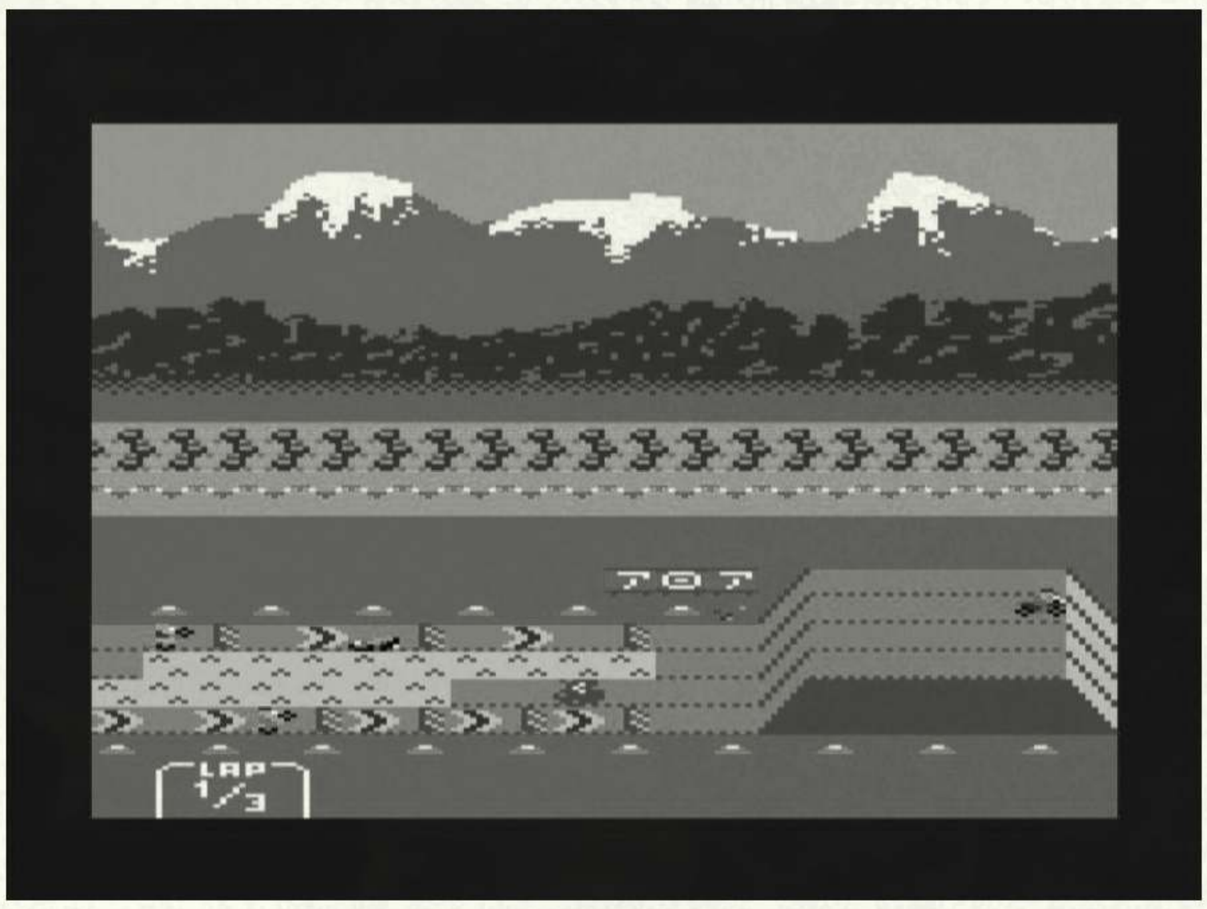
SCROLL - ALBERTO BENAVENT RAMÓN



A S.I.L.O. Industries Game

Credits & screen captures

Screen captures



Gesture to Astro Marine Corps

As a reference to Astro Marine Corps some of the tiles, the puddles with an extra sign so-called It in this manual, are home for the carnivorous plant from the game.

Those can be avoided via wheelie, or simply by not stepping on them.

The plant will do its famous *'GRONF!!'* as it eats the player until it gets released from its mouth.