LA YEMA PRODUCTIONS 2020

INTRODUCTION

It's been 31 years since Arnold Weinstock introduced the AMSTRON program on the 08Z chip. It has always been believed that this chip was 8 kB of RAM memory without addressing and useless. That chip carried a latent program that was executed on October 21, 2015, making all AMSTRAD that executed it come to life.

Now AMSTRON has taken control of your CPC, fighting a life and death battle between the Z80 and the 08Z. Take control of your fastest bits through the tracks on your board and get to take control of your AMSTRAD.
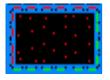
HOW TO PLAY

AMSTRON has two games mode:

- CARRERA MODE: In this mode, you must go through the entire motherboard, divided into 9 arenas, until you defeat the 08Z chip and thus regain control of your AMSTRAD. The objective is not to collide with your wake and that of your enemy and fall into the memory areas of the dreaded Firmaware.

- VERSUS: Choose arena and play against another person in this exciting mode. Which player will dominate the AMSTRAD?

ENEMIES

There are three different kind of enemies, each one with his own behaviour. Take into account that their behaviour and abilities can change along the game.

08Z Bit

Firmware Memory Zone

08Z Robot

CONTROLS

AMSTRON can be played using keyboard.

Keyboard can be redefined selecting Keyboard option on the game

menu.

Default keys are:

PLAYER 1:

- CURSOR-LEFT: Left
- CURSOR-RIGHT: Right

PLAYER 2:

- O: Left
- P: Right

CREDITS

FRANCISCO LUIS FERNÁNDEZ SORIANO

DANIEL NEVADO VILLAR

FRANCISCO JORGE MORA GARCIA