



SETBACK

USER MANUAL

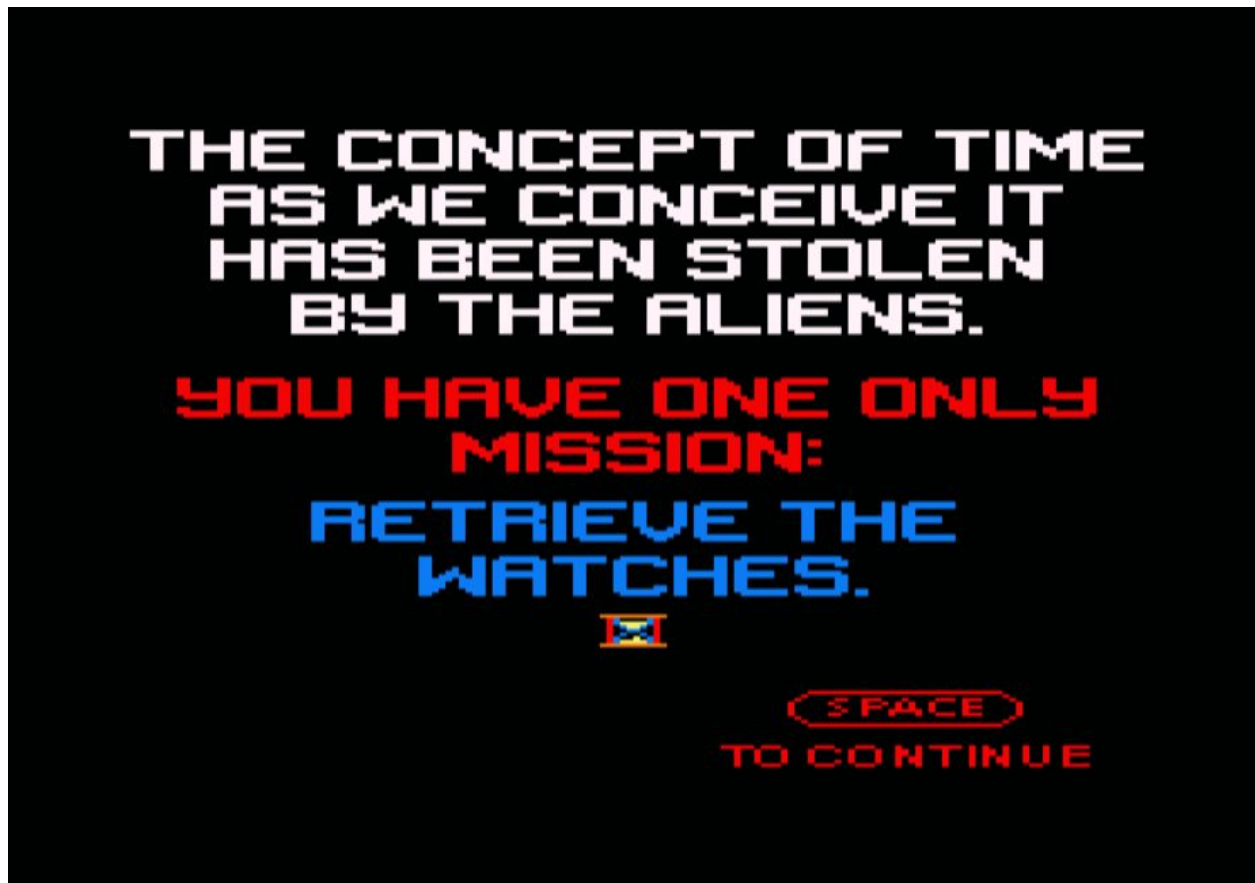
By TCore, 2020

INTRODUCTION

Setback is a video game originally developed for Amstrad CPC 464. This project is inspired basically in the videogame Mario Bros, developed by Nintendo (1983). On the other hand we vary the history a little, besides we decided to delete the possibility of attacking, the rest of the game consists of jumping between platforms and dodge traps or enemies. This game has been developed for CPC RetroDev 2020.

PLOT

The planet earth has been attacked by aliens, who have stolen the concept of time and encapsulated it in hourglasses. The only hope of mankind is our protagonist, the astronaut, whose mission will be to recover those clocks to return time to the planet. To do this, he will infiltrate the alien starship avoiding gas leaks and the aliens themselves.



Screenshot of story summary in-game

MECHANICS

The player has to overcome all the levels of the game by collecting the clocks that appear in each of them. To do this, he must move and jump between platforms, and avoid falling into traps or being hunted by different enemy types.

When the player touches an obstacle, he automatically restarts the level. If the player gets the obstacle, he goes to the next level.

We can find the following obstacles on the map:

- **Gas leaks (Fire):** is a static trap, so it doesn't move.
- **Orange alien:** This alien performs a horizontal patrol movement quickly.
- **Blue alien:** This alien performs a vertical patrol movement slowly.
- **Red alien:** It makes the same movement as the blue one but moves faster.

KEYS

The player must use the keyboard to move through the menu, either the start menu or the pause menu.

In the initial menu, the option to advance in the game will always be the **Space key**, except at the beginning of the game, where you can press the **C key** to see the credits.

In the game, it is possible to press the **Escape key** to go to the pause menu, and within it, the player can press the **Space key** to continue and the **E key** to return to the start menu.

To control the main character and to advance, we have two game modes: with keyboard and with controller.

- Keyboard:
 - **Q:** Jump
 - **P:** Move right
 - **O:** Move left
- Controller:
 - **Fire1:** Jump
 - **Joystick Right:** Move right
 - **Joystick Left:** Move left

WINK

We will see our wink in the same hourglasses which are a direct reference to the one that appears in several scenes of the game Prince of Persia developed by Brøderbund Software (1989)



Screenshot of Prince of Persia game developed by Brøderbund Software (1989)



Screenshots of our hourglass in Setback. (CC) BY-NC-SA

CREDITS

SETBACK has been developed entirely by TCore team (@TCore14). Source code, level design, sprites and music run by our own. TCore are formed by:

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