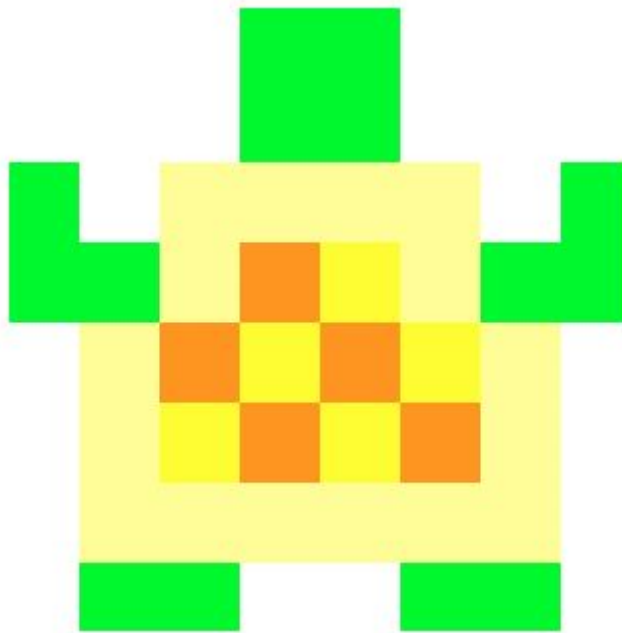


# WATER TURTLE



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## HISTORY

Tortu is a pacific creature that lives in the ocean, but everything changes when the life of her babies are in danger. Use all your ability and wit to help Tortu find her eggs and beat the evil octopus.

## USE

To run our game it's necessary to introduce in the Z80 our disk. Go to **File>Drive A>Insert this Image...** After that a pop up will appear, you have to choose "**plman.dsk**" and Open it. Finally in the console type **run "plman.bin"**, and the game will be launched.

## FUNCTIONING

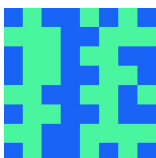
To win the game, Tortu must collect all the stolen and scattered eggs around the depths of the ocean. The game is composed of 21 levels, in which you will have to recover all 630 Tortu's eggs. It won't be an easy task, as there will be some obstacles that may stop us from collecting the 30 eggs of each level:



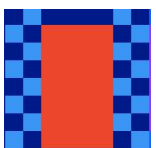
**Octopus:** If tortu crosses paths with this enemy, she will be helpless. She will lose one life and the level will restart



**Anemone:** These ocean creatures don't take sides on the sea quarrels, but you must be careful with the bullets they shoot.... They are fatal!!

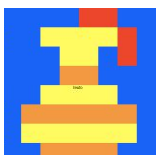


**Slippery Seaweeds:** They are harmless, but if you get entangled in one of them, you may end up in unwanted places.

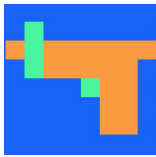


**Door:** It would stop us from passing by.... we are sure you will find a way to open it.

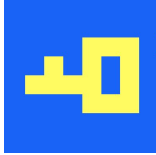
Not everything we encounter in our adventure will stop us from achieving our goal. Tortu will find some objects that will help her through her journey:



**Power Up:** Potion that will add one life to the scoreboard.



**Gun:** It will allow us to defeat one octopus... as long as you have good aiming.



**Key:** Opens the doors that Tortu will find in the level.



**Eggs:** And last but not least, Tortu's eggs. Her most valuable treasure!!

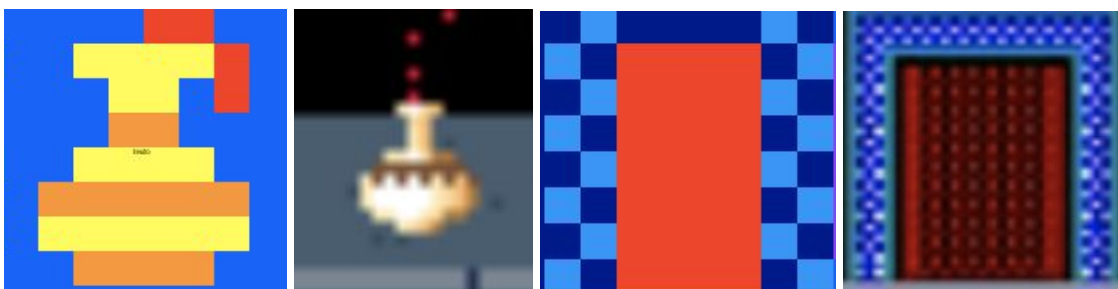
Everytime Toru loses one life, the level she will be restarted. She won't lose her progress: all eggs, keys and guns she collected in that level will stay until you finish the level. However, if Tortus advances to the next level, these values will be reseted, they are not accumulative.

### KEYS

- [O] Left
- [P] Right
- [Q] Up
- [A] Down
- [Space] If you have a gun, you can shoot once in the direction Tortu is pointing
- [Esc] Restart the game, go back to menu

### PRINCE OF PERSIA'S REFERENCE

We wanted to pay tribute to this referent game in the Z80's community with our sprites. Our door sprite pays tribute to the doors used in *Prince of Persia*. In the same way, if Tortu wants to get an extra life, she will need to drink a life potion. Here we are referencing the potion of *Prince of Persia's* game that accomplishes the same function.



*Sprites of our game compared to the original game*