



Liam's Awakening

By SoftBytes

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Intro

You just landed on *COH4-R14*, the base of the Metal Legion, an army of rebel robots that wants to destroy humanity.

Your objective is to get their supply of *HyperAdrenaline*, a powerful energy crystal capable of giving power to entire fleets all by itself.



Setup

To play Liam's Awakening you first need to install *Winape 2.0 Beta 2* that can be downloaded from:

<http://www.winape.net/downloads.jsp>

Also you can use *Retro Virtual Machine*

<https://www.retrovirtualmachine.org>

The first option is to load *.dsk* file (Softbytes.dsk) (p.5)

The second one is to load *.cdf* file
(Softbytes.cdf) (p.6)

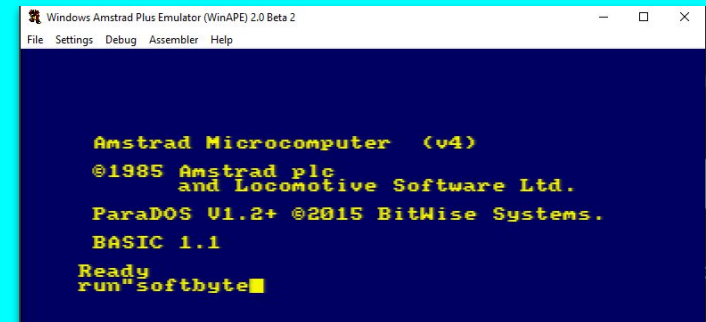
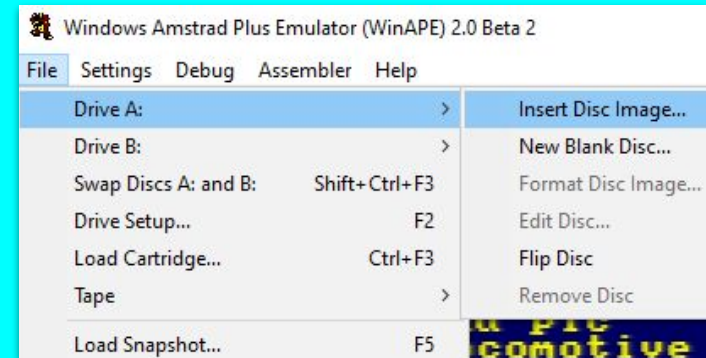
The last option is to compile the game, which a *Linux* distribution and *CPCtelera* are required (p.7)



Setup (.dsk)

To play the game with the .dsk file you need to follow these steps:

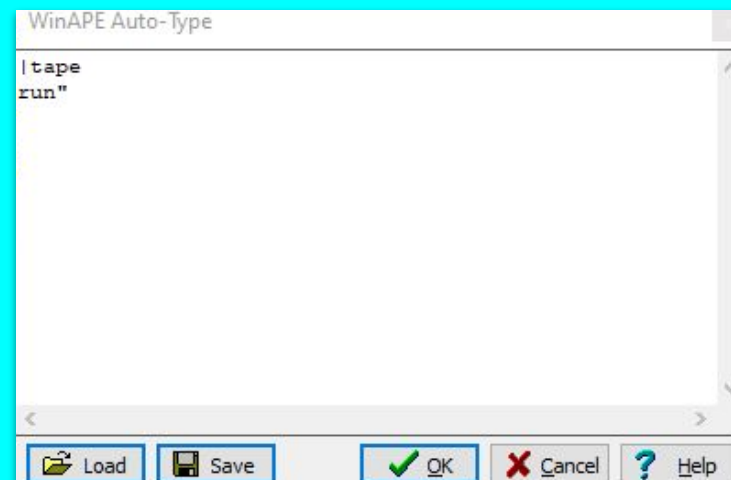
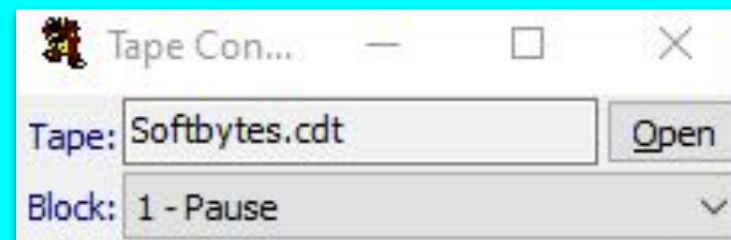
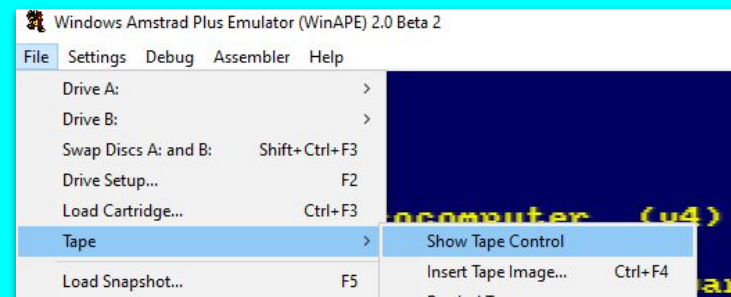
- Select the option **"Insert Disk Image"** and select the file **Softbytes.dsk**
- Type: **run"softbyte**



Setup (.cdt)

To play the game with the *.cdt* file you need to follow these steps

- Select **Show Tape Control**
- In the Tape press select **Open** and select the file **softbytes.cdt**
- Select the option **"Auto Type"** (**Ctrl+f5**) and type the following code and press **Ok**:
 - `!tape`
 - `run"`



Setup (compile)

First of all you need to have installed CPCTelera from <https://github.com/lronaldo/cpctelera>
Branch: development

Commit: 192995f4c8619c6bfde3e9b566e504555a4136be

If you don't have it, you can see [How to install CPCTelera](#). Then, change to the development branch and follow these steps:

- Type in the terminal "cpct_winape"/"cpct_rvm" to install
- WinApe/rvm if you don't have it already
- Go to folder /Softbytes/ with the terminal
- Type "make" on the terminal
- Type "cpct_winape -a" "cpct_rvm -a" in the terminal to play

```
Softbytes : bash — Konsole
s  Preferencias  Ayuda
tform softbytes_z80]$ cd Softbytes/
tform Softbytes]$ make
```

```
> Patching 'loader.patch1.bin' into 'loader.patch2.bin...'
GAMESIZE='wc -c < obj/Softbytes.bin' && /home/dedado/Escritorio/CPCTelera/cpctelera/
s/scripts/cpct_binpatch "obj/_cdtmanager/assets/loader.patch1.bin" -pw "0x10" "0x004
"0x5C02" -pw "0x13" "${GAMESIZE}"
> Successfully patched. Now writing to 'loader.patch2.bin'
[CDTMAN] Successfully generated 'loader.patch2.bin'.
[Softbytes] Creating Cassette file 'Softbytes.cdt'
'Softbytes.cdt' < 'loader.patch2.bin' {Format:'firmware' Load:'0xBF2A' Run:'0xBF2A'
akening')}
'Softbytes.cdt' < 'loading_screen.patched.showscr.bin' {Format:'miniload' }
'Softbytes.cdt' < 'Softbytes.bin' {Format:'miniload' }
[Softbytes] Successfully created 'Softbytes.cdt'
[Softbytes] Creating Disk File 'Softbytes.dsk'
Removed preexisting Softbytes.dsk to generate a new one
DSK : Softbytes.dsk
-----
[Softbytes.dsk] Added BIN file 'obj/Softbytes.bin'
[Softbytes] Successfully created 'Softbytes.dsk'
[Softbytes] All files added to Softbytes.dsk. Disc ready.
[Softbytes] Creating Snapshot File 'Softbytes.sna'
[Softbytes] Successfully created 'Softbytes.sna'
dedado@david-vmmarexvrtualplatform_Softbytes:~$ cpct_winape -a
```

Objectives

In Liam's Awakening, the objective is to get the *HyperAdrenaline* of each level. In order to do it you have to go forward in all of the different maps of each level, fighting with the enemies and reaching the exit.

To achieve this objective you have hacked the Artificial Intelligence of the robots in the facility. Because of that the enemies will not be very smart in the beginning, but as the game goes on their intelligence will increase.

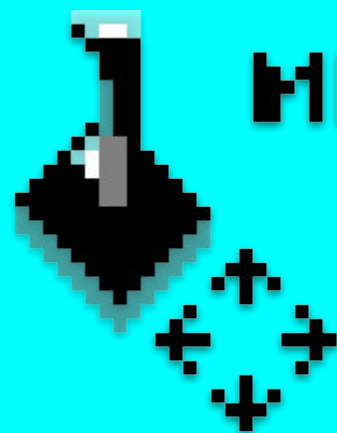
You are equipped with a last generation plasma gun which has tremendous power.



How to play

In Liam's Awakening you can move with *DPQA* and with the *Joystick*.

To shoot you can press the space and *Fire1* or *Fire2*



MOVE 
 


SHOOT



Game Elements

Liam - Main character

Liam is an Interspace Defense Command official, who has fought many battles.

She's capable of doing anything in order to complete her mission to protect humanity.

She can move and shoot



Robots - Main enemies

The robots serve the Metal Legion and their mission is to protect the facility.

At first they won't be so smart 'cause of the hack your team launched, but they will be nullifying it as you progress through the game.

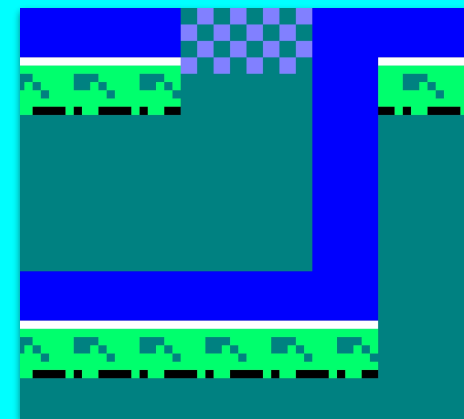


Game Elements

Map exit

Most maps have an exit that takes the player to the next one.

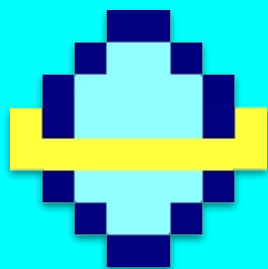
Except for the final maps of each level, which will require you to get the HyperAdrenaline in order to advance.



The HyperAdrenaline

This item can be found at the end of each level and once you get it you'll proceed to the next level.

It's a powerful energy crystal and also the most important energy resource of the Metal Legion in their fight against humanity.



The enemies

Sword enemies

These robots carry a sword and they move from side to side without being capable of perceive the player because of the hack



Shield enemies

These robots carry two anti-energy shield able to repel any shoot, one in the back and one in their arms but they can only move from side to side without being capable of perceive the player because of the hack.



Unhacked enemies

These enemies are mostly free of the hack and are able to perceive Liam and attack her. But they are limited in some ways because of the remaining of the hack.



Gun enemies

These robots carry a plasma gun and because of the hack they are only able to shoot in one direction.



Upgraded enemies

This enemies are a more tough version of the sword and gun enemies because of the armor that they wear. They are also weakened by the hack but their AI may be reactivated when they suffer damage.



Easter Egg

In Liam's Awakening, there is a secret ending that you can get if you complete the game without getting a game over through all the levels.

It unveils the fate of Liam and the future of the story that we have started in this game.

Also, if you obtain the secret ending, please post a tweet with a screenshot and mention us so we reference you in our next project.

Good luck!



Credits & Reference

Game Authors

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Reference

As you sneak in the facility you will find a sand watch guarded by the robots. If you get it you will see a story log referencing the sand watch that Jaffar gave to the princess in the game "Prince of Persia 1989"

Used Libraries

CPCtelera by Fran Gallego:

<https://github.com/lronaldo/cpctelera>

