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Welcome to Poisoned Escape

A few weeks ago, me and my friends were on an expedition, we used to go climbing, or go through a route, visiting a lot of cities or villages in the middle of nowhere.

This time we want something different, to explore a cave. We wanted to know what it feels like to be exploring a place where you don't know where to go, only with a rope marking the path we had taken by the time we returned and a few flashlights to clear the way for our eyes.

Of course, something happened. There was a rock fall and sealed the way back, the flashlights turned off and our fear grew exponentially.

We didn't know who made a mistake, who took the wrong direction or who didn't take enough food for the trip, probably the cave wasn't stable before we went inside, it was just a matter of time. But, in the middle of nowhere, we feel something strange, like if someone was watching us from the depths of the cave, we were terrified.

The air was different and, in a moment, something jumped in front of us, an entity, his color was red, he gave off a trail of light and red bubbles that illuminated what was around him.

We screamed at the same moment it appeared, so loud that the entity got scared too and hit a boat backwards, but it didn't run off, and when we all calmed down, we realized that the entity was our only salvation.

The entity did not belong to any genre, so we called it Athe, and it seemed that he/she liked that name because when we called that way, Athe illuminated the room a little more.

Athe showed us the first cavern, we understood that if we want to get out of the cave, we must follow Athe, step by step, avoiding all the risk and trying to survive this doomed journey.

Gameplay

Gameplay of the game is based on reaching the exit of a cavern, you must dodge the enemies, avoid touching anything that is not a wall and above all, the purple poison that prevails in the deepest levels of the cave.

If you reach the way out, you enter the next cavern, the more you survived, more complicated will be, probably you'll never reach the exit of the cave, but you must try, every cavern has it's trick to surpass the drawbacks, and when you found it, you will be very pleased.

Game Controls

A – Left   *D – Right*   *Space – Jump*   *M - Un/mute*   *P - In/out Pause*

Easter Egg

This year, the easter egg requested by the 'VIII International Retro Game Creation Competition' must be about the game 'Prince of Persia', something related to the game, his history, his gameplay, anything you can identify with the game.

We wanted something minimalist, so we came up with the following: in the original video game, Dastan (the name that the character receives on the film "The prince of Persia: The sands of time"), found a sword lying next to a skeleton and with this sword he defeats all the enemies and saves the princess.

We think, what would happen if Dastan finds the sword, explores the caves in search of a way out, but gets trapped in them, never finding the way out.

In this case, he would perish in one of the caves and never rescue the princess from the evil Jaffar.

That is what we want to convey with the easter egg, a "mockery" of the fact that a single man cannot defeat so many enemies and escape from the castle catacombs with the ease that the original does.

If you want to reach this secret cave on level 9, you will find a second exit, but it won't be indicated as such. It will lead you to this secret passage.
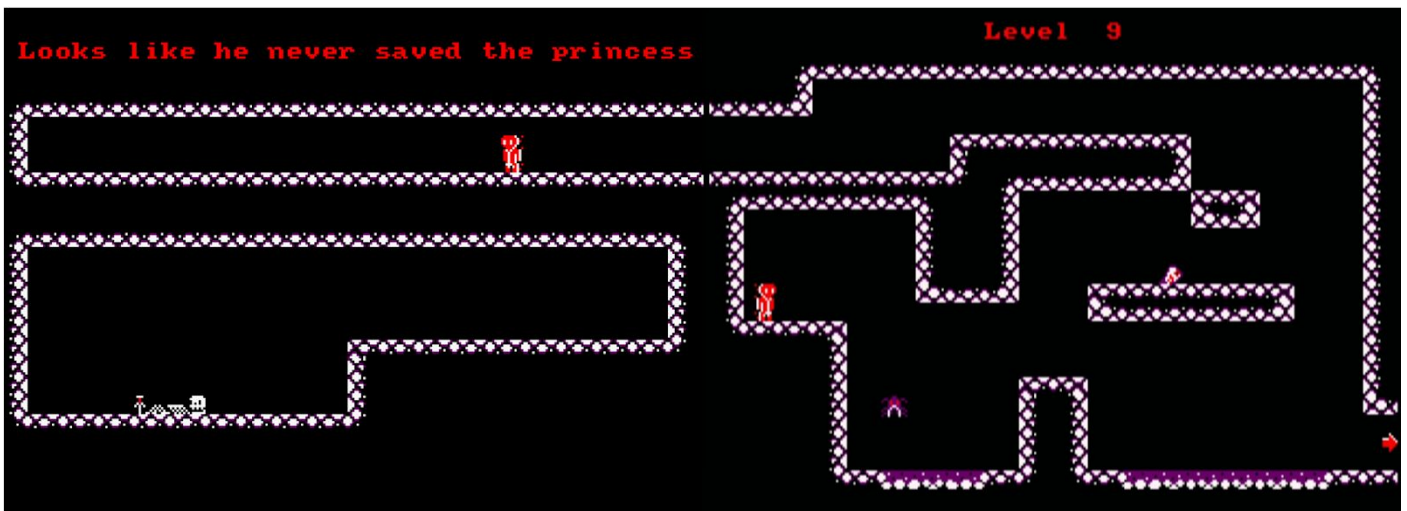
How to build the game

In order to play our game, we have provided .cdt, .dsk versions to use directly. But if you are interested in creating them by building our project, here are the software requirements:

First of all, CPCtelera low-level library is required to build the project. In this case, we used version 1.5 that is indicated in the following lines with the hash of the exact version. In order to install this software, another previous ones are necessary and indicated in the following link:

https://lronaldo.github.io/cpctelera/files/readme-txt.html

The version was downloaded from the branch 'development' of the repository of CPCtelera which is https://github.com/lronaldo/cpctelera, and the exact commit we used was the following one:

9a63143e78cc70b1bf1f666bfdd4195c2200d104

Once you have the same version of CPCtelera, you have to change the directory to the project one named ProjectAtheliere and use the make tool writing *$make.* This will create all the files you need to run the game, the cdt, dsk and a snapshot to load on the following emulators: Winape and Retro Virtual Machine.

CPCTelera allows you to download both emulators by running the next command on the terminal, also, if the emulators are already installed, will let you run the game from the main project folder, loading the 'cdt' (cassette) on RVM with this: *cpct_rvm -ac*, and running a snapshot on both emulators by: *cpct_rvm* / *_winape -as*.