

INTERSPACE

HARDBYTES

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Story

After successfully stealing a good chunk of Hyperadrenaline from the rebel robots at COH4-R14, you have to return it to Earth so the military can use it against them and humanity can tip the scale of this war.

It won't be easy, the bots have sent their biologically bred hunters to chase you down, and wipe you out of this universe.

You must escape and return with the Hyperadrenaline to Earth. Commander Liam, the destiny of the human race rest on your shoulders

YOU TOOK THEIR
HIPERADRENALINE



THE FUTURE OF THE
HUMAN RACE
LAYS ON YOUR HANDS



NOW YOU MUST
BRING IT HOME



Let's Play

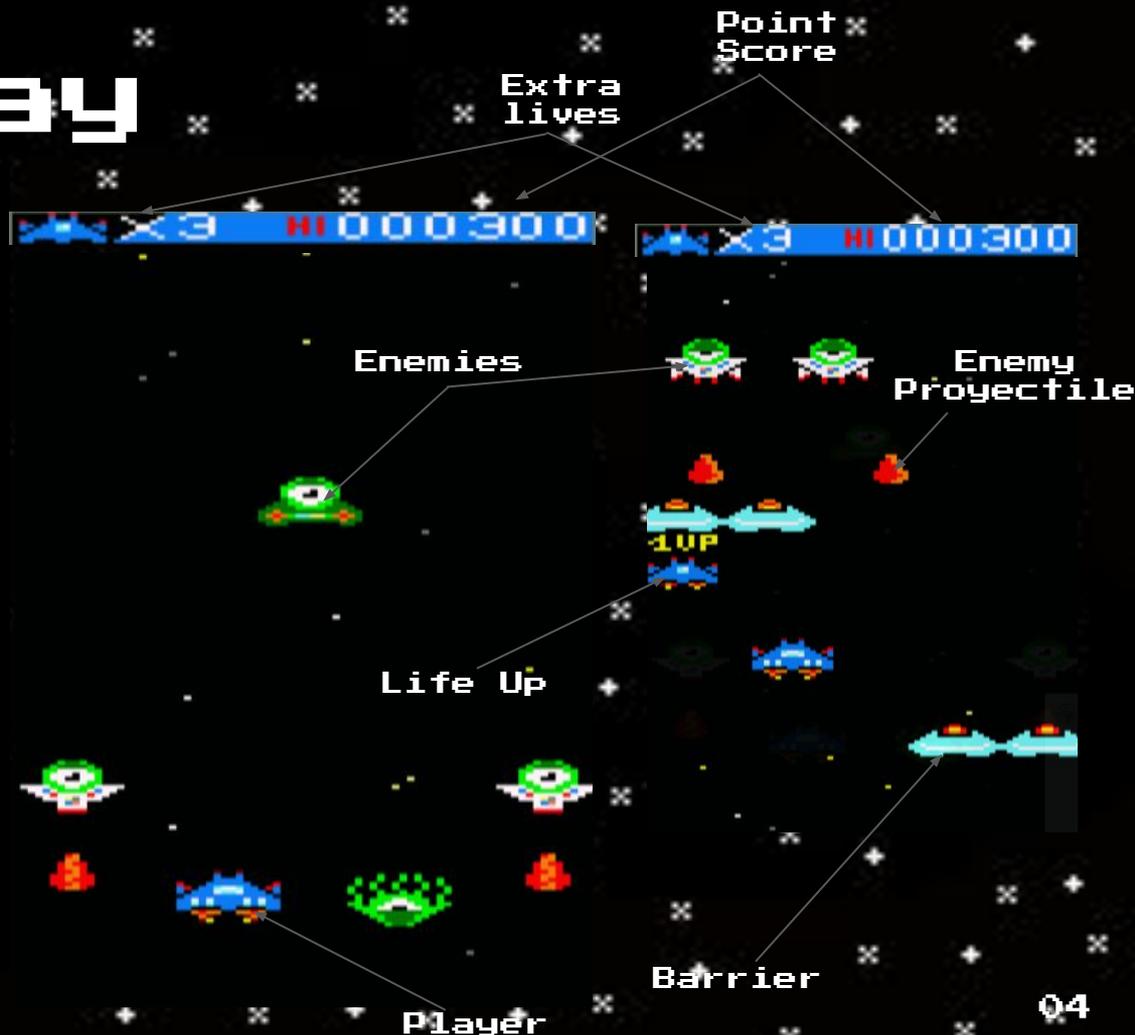
To return to Earth with the stolen Hyperadrenaline, you'll have to survive to waves of enemy aliens.

You have to carve a path shooting and destroying as many as you can, while avoiding crashing into them or their projectiles.

You will find various Power Ups to help you in your task.

If you want to escape you'll have to complete all the levels

Try and continue trying until you make it. And when you achieve it try again and see if you can improve your score



Controls

There are two main key movement configurations: Mode WASD and Mode OPQA. You can change between them by pressing [C], in the Controls Menu or the Main Menu. You can also move with your joystick.

You may shoot by pressing [Space], or [Fire 1] in your joystick.

The joystick movement and shooting options are always available, without mattering the selected movement mode

MODE
WASD



MODE
OPQA



Always Active

SHOOT



Enemies



Larvae

The cannon fodder of the aliens army. Slow and squishy. Easy target practice.



Speeder

The arrow head of the army. Sturdier and quicker. It will try to crash against you.



Zig-Zagger

Be careful with its movement. Really sturdy but not so quick.



Shooty

Its mechanical body makes him really sturdy. It can also shoot energy beams, so be careful!



Patroller

The mature version of Shooty. Hungry for battle, he will never leave. If you want peace take him out!



Stalker

The mature version of Speeder. He is not only quick, but also sturdy and more intelligent.



Barrier

Machines made in COH4-R14. Don't think your blasters will destroy it.



Crawler

The elite of the elite. Really sturdy, able to use more complex movement patterns. Some have blasters equipped, so keep your eyes opened!



Core

One of the brains of the swarm. Ridiculously strong, and always surrounded by enemies. Take him out and the swarm will fall with him.



Powercell

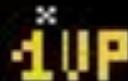
The aliens are trying to nuke you! Quick, take it to the ship so that we can disable it. We can use the spare energy to blow the aliens to pieces.

Power Ups



Shoot Up

The extra energy we obtain can be redirected to our blasters. It will make our escape easier. If we can't improve our blasters further, we can store the energy and sell it ... if we make it out alive



Life Up

The tech of these aliens is crazy! They have developed a pocket time machine! If it comes to the worst we can use it and cross our fingers ...



Kaboom Up

The aliens are made mostly of organic tissue, we can use our wave transmitter to overheat them. But we would need a crazy ton of energy for that, I wonder where we could find it ...



Points Up

The Hyperadrenaline is the most scarce resource of the universe. It's made from crystalised minerals combined with a crap ton of different organic tissues. I don't know how but this things are able to synthesize it! We already have a big chunk that we stole from them, but a bit more won't hurt anyone



Setting Up The Game

There are three ways to execute and play *HyperSpace*. Unless you have a real Amstrad CPC (and a cassette with our game) you'll require the preinstallation of an emulator such as *WINAPE* or *Retro Virtual Machine*. You can download them at the following sites:

<http://www.winape.net/downloads.jsp> | <https://www.retrovirtualmachine.org>

The first way is loading and using the file "*hyperspace.cdt*"

The second way consist in doing a similar process but with the file "*hyperspace.dsk*"

The last way requires the installation of [CPCTelera](#) and the use of a *Linux* operating system. This option consist of manually compiling the archives. Note: Using the version of CPCTelera downloaded from the commit at GitHub, with hash : 00c3f8ef844bdcb647618ce9d315b878c27951a3



hyperspace.cdt

1st. Open *WINAPE*.

2nd. Select "*Insert Tape Image*" or [Ctrl + F4] .

File -> Tape -> Insert Tape Image

3rd. Select *hyperspace.cdt*.

4th. Select "*Show Tape Control*".

File -> Tape -> Show Tape Control

5th. Select "*Auto Type*" or [Ctrl + F5].

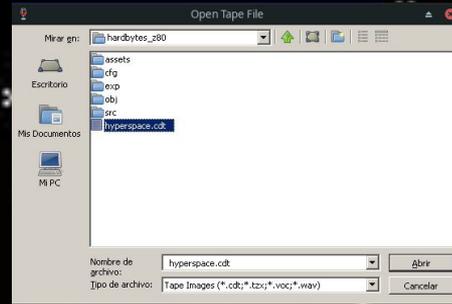
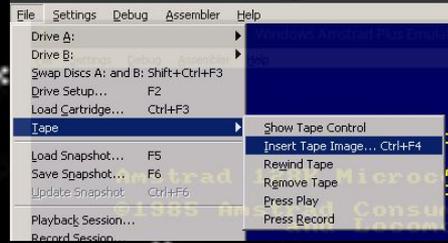
6th. Type the following code and press *OK*:

ltape

run"

7th. Press *Enter* in *WINAPE*, play in "*Show Tape Control*" and any key in *WINAPE* again.

hyperspace.cdt



hyperspace.dsk

1st. Open *WINAPE*.

2nd. Select "Insert Disk Image" or [Ctrl + F1]//[Ctrl + F2].

File -> *Drive A* // *Drive B*-> *Insert Tape Image*

3rd. Select *hyperspace.dsk*

4th. Type

run"hyperspa.bin

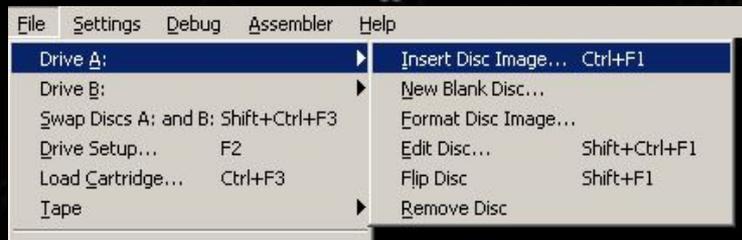
Amstrad 128K Microcomputer (v3)

©1985 Amstrad Consumer Electronics plc
and Locomotive Software Ltd.

ParaDOS V1.2 ©2015 BitWise Systems.

BASIC 1.1

Ready
run"hyperspa.bin



Compile

1st. Clone CPCTelera's Git repository.

2nd. Install CPCTelera from the development branch.

3rd. Type `cpct_winape` to install *WINAPE*. NOTE: `cpct_rvm` to install *RETRO VIRTUAL MACHINE* if you prefer it

4th. Go to folder of the game and type `./setup.sh` to prepare folders

5th. Type `make`. If you want to generate the `.dsk`, `cdt` and `.sna`

6th. Type `cpct_winape -as` to play. NOTE: If you want to use *RETRO VIRTUAL MACHINE* type `cpct_rvm -as`



Amstrad 128K Microcomputer (v3)
©1985 Amstrad Consumer Electronics plc
and Locomotive Software Ltd.
ParDOS V1.2 ©2015 BitWise Systems.
BASIC 1.1
Ready
run"hyperspa.bin

Easter Egg

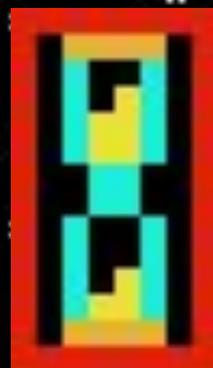
This is our reference to "Prince of Persia", we have made our own hourglass, from its iconic opening.

The nation of Persia has been waiting for a lot of years the discovery of some really important relics of its history.

When they finally discovered them, the cargo ship that was transporting them was assaulted by the bots, and their relics were stolen.

Maybe we could find some of them in our way back to Earth. And who knows .x. maybe, we could get some extra pay along the way, if we manage to return the artifacts.

Screenshots from "Prince of Persia" from Broderbund



Credits

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