



A game by Norman
For the CPCRetroDev 2020 contest

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Fips' Tale – Manual

1. Loading the game

Cassette version

On a CPC464, put the cassette into the player and type run" , then press Enter. After that press Play on the cassette player (make sure the cassette is fully rewound).

On other CPC models, you'll have to enter |tape first.

Disc version

Insert the disc into the drive.

Now type run"fipstale and press Enter.

On CPC464 and CPC464+ without a built in disc drive, first enter |disc and press Enter.

2. Story

This game is about Fips, the knight, on the quest of saving a princess. Although he's a bit clumsy he can still deal a blow or two.

The figure „Fips“ is derivated from a poem of the German comedian [Heinz Erhardt](#) called „Ritter Fips“ (literal: „The Knight Fips“, German source [here](#)) which tells the funny story of an unfortunate fictional knight in a lighthearted manner.

3. The main menu

Press fire on the joystick to start, or the matching number on the keyboard to select a menu entry.

4. How to play

You can run and jump your way through the levels.

While doing that, you'll find coins along the way.

You'll also come across keys in four different colors which can be collected and la-

ter used on locks of the same color (stand in front of the lock and press the „Use“ key). These locks will extend nearby bridges that will allow you to cross chasms that you couldn't previously cross.

On your way you'll encounter enemies that you fight with. You can attack them, defend yourself when they attack you and step forwards and backwards while in a fight. But beware, they'll do the same, and they get increasingly stronger over the levels. Once they've spotted you, they'll try to follow you.

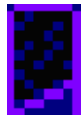
Hint: There are various strategies for fighting enemies.

Try pushing them towards a ledge to make them fall off. They'll try to avoid falling down, but then it's easier for you to strike them.

Pushing them towards walls has the same effect.

Keeping them in motion also helps. Go back, let them run into your sword, push them forward, etc.

To finish a level you have to reach a little passage which will lead you to the next level after you collected all coins.



If you get stuck, you can pause the game and then press Escape to go back to the menu and restart the level (well, there's also another possibility to do that...)

5. Controls

These are the default controls:

Key	Action (normal)	Action (in fight)
Joystick Up	Jump	Attack / Stab
Joystick Down	-	Defend / Block
Joystick Left	Walk left	Step left
Joystick Right	Walk right	Step right
Joystick Fire	Use key on a lock	-
P	Pause	-
Esc	Back to menu (when game is paused)	-

You can redefine keys in the menu.

6. The game HUD



Top left: Level number.

Top mid: Accumulated score points.

Top right: Number of collected coins.

Bottom left: Health meter.

Bottom mid: Your key inventory (four slots, one for each color).

7. Gesture to Prince of Persia

Anyone who has played Prince of Persia will immediately recognize it: The fencing, or sword fighting, is a significant part of the gameplay in Fips' Tale and is a homage to the original game by Jordan Mechner. Of course it's not quite the same and the AI is different, but it still comes quite close.

