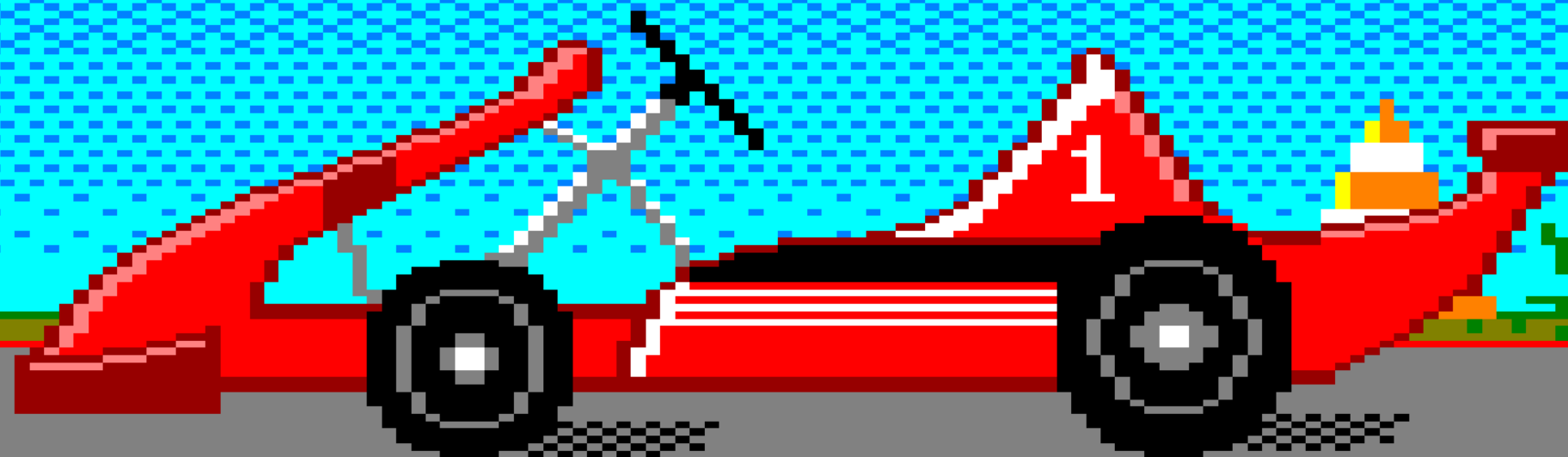


Warting Garden



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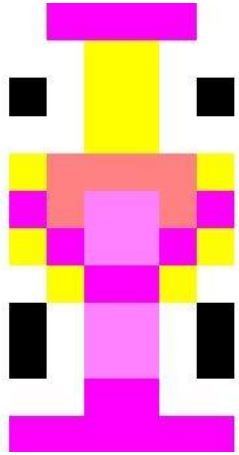
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1. WHAT IS IT ABOUT?

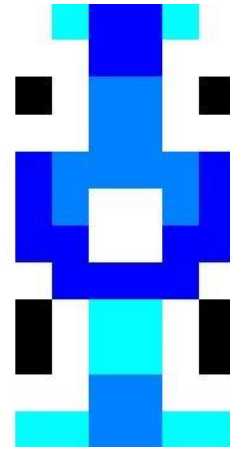
- Karting Garden consists of driving the user's kart in the best possible way to be able to beat the rival on each circuit.
- Each round or circuit has a total number of 5 laps in order to finish the race. There are 10 rounds/circuits.
- As the rounds go by, new challenges appear to overcome that can be seen in the different shapes of the circuit, which increases the difficulty.
- The game will end once the user passes all the circuits (winning the rival) or losing.



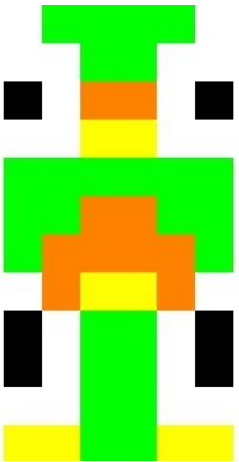
There are 4 different racing drivers represented by 4 different main colors, so we have:



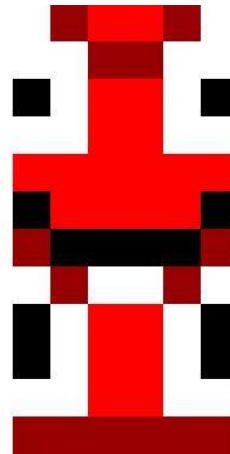
“Pink” as the user’s driver



“Blue” as the easy enemy driver



“Green” as the normal enemy driver



“Red” as the difficult enemy driver

2. LOADING INSTRUCTIONS

- **.dsk File (using WinApe):**
 1. Select “File” → “Drive A” → “Insert Disk Image”
 2. Select KartingGarden.dsk
 3. Type “run
- **.cdt File (using WinApe):**
 1. Select “File” → “Tape” → “Insert Tape Image” or Ctrl+F4
 2. Select KartingGarden.cdt
 3. Select “File” → “Tape” → “Show Tape Control”
 4. Select “File” → “Auto Type” or Ctrl+F5
 5. Type “|tape” → “run”
 6. Press Play in the tape control and any key in WinApe

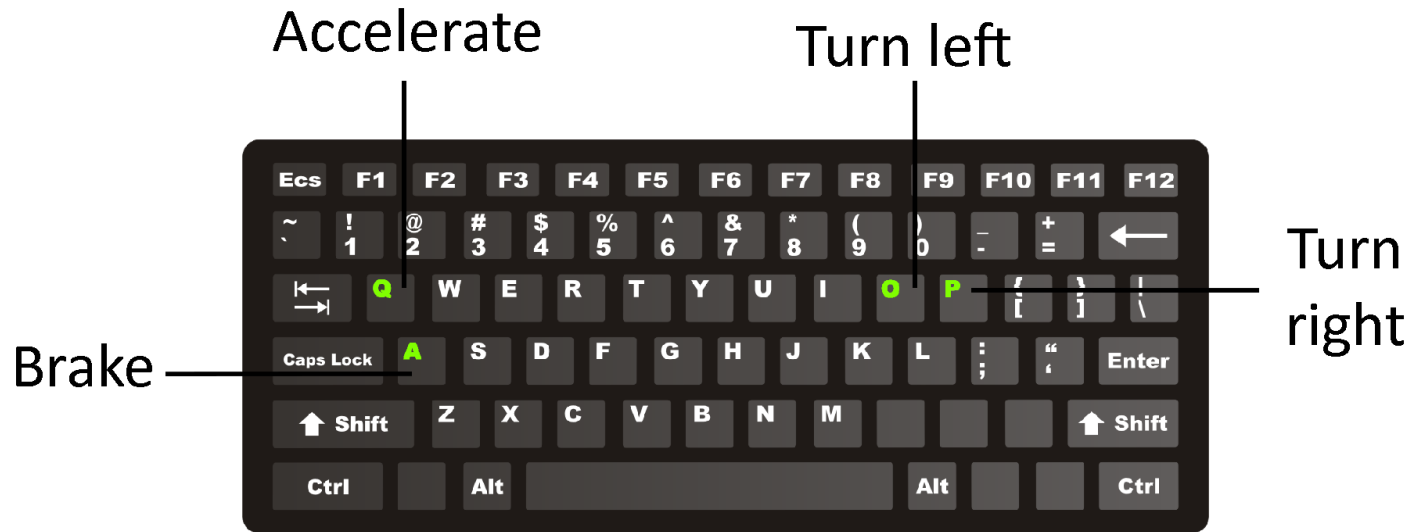
(There are 2 .cdts, the first one is the normal game, the second one is the **cheat version** game in which you can skip all the rounds you want in case you don't pass a round → **Press N**)

(With the .cdt File you can see our **loading screen**)

- **Compile (using CPCTelera and WinApe):**

1. Install CPCTelera if you don't have it already: <https://github.com/Ironaldo/cpctelera>
2. Change to the development branch (192995f commit)
3. Install WinApe (if you don't have it already) typing "cpct_winape"
4. Go to the Karting Garden folder (wherever you have it)
5. Type "make" and press Enter.
6. To play, type "cpct_winape -a"

3. CONTROLS



Or Joystick!



4. CREDITS & REFERENCES

- **Game authors:**



Adrián Mulero Alarcón

Julia Lozano González

Nuria Carmona Guijosa.

- **Reference - Prince Of Persia by Broderbound (1990):**
Round 3 has Jaffar as the enemy racer and the Round's number sign decorated with one of Prince Of Persia's wall pattern.

