#CPCRetroDev 2020 contest

Prince Dastan – Sokoban Within

Manual

Euphoria Design

03/11/2020

This little game is dedicated to all the Amstrad CPC sceners out there with a special thought to Ultrasyd/Brainstorm who recently passed away!

1 INTRODUCTION

The Grand Vizier Narseh rules with the iron fist of tyranny in the Sultan's absence, The Sultan's beautiful young daughter is the single obstacle that remains between Narseh and the throne...

Marry Narseh or die within the day. All the princess's hopes now rest on Dastan, the brave youth she loves. Sadly, she does not know that he is already a prisoner in Narseh's dungeon...

Are you Prince Dastan?

2 DESCRIPTION OF THE GAME

To rescue the princess, you have to escape from several mazes in Narseh's dungeon. Each room contains one or more crates that need to be moved and positioned to specific targets. Once all crates are positioned to their targets, you can escape the room and move to the next one until you find the princess.

The game uses the full size of your screen. While the main game takes place in the main window, there is some additional information displayed at the bottom of the screen. More specifically:

- The time spent to solve the currently displayed level.
- The number of steps Prince took in the currently displayed level.

- The number of times Prince pushed a crate in the currently displayed level.

While your primary goal is to escape the maze and move to the next one, you can also optimize one or more of the aforementioned values.

Once a level is completed successfully, a code is provided which can be used later to access the next level via the Code option in the start menu. This feature allows you to access the last level reached, without having to play again the previously completed levels.

3 LOAD GAME

This game uses only 64Kb of memory and runs on all Amstrad CPC computers, including the Plus range.

3.1 CASSETTE VERSION

Transfer the `.wav` file to a real tape.

3.1.1 Amstrad CPC 464/ 464 Plus

Insert the cassette into the cassette unit and rewind it. Type RUN" and press ENTER or RETURN to load the game.

3.1.2 Amstrad CPC 664/ 6128/ 6128 Plus

Connect an appropriate cassette recorder to your CPC. Insert the cassette into the cassette unit and rewind it. Type |TAPE and press ENTER or RETURN. Then type RUN" and press ENTER or RETURN. Press PLAY in the cassette unit and hit ANY key to load the game.

3.2 DISC VERSION

Transfer the .dsk file to a real disc.

3.2.1 Amstrad CPC 464/ 464 Plus

Connect your external disc drive to your CPC. Insert the disk into the disk drive, type |DISC and then press ENTER or RETURN. Type RUN"SOKOBAN and press ENTER or RETURN again.

3.2.2 Amstrad CPC 464/ 464 Plus

Insert the disk into the drive. Type RUN"Sokoban and then press ENTER or RETURN.

3.3 IMAGE FILES

The .cdt and .dsk image files can be used on an emulator.

3.3.1 .CDT file

Insert the tape image file in the virtual cassette unit, type |TAPE and then press ENTER or RETURN. Then type RUN" and press ENTER or RETURN again.

3.3.2 .DSK File

- The .dsk file can be copied to a disc to be used on a real machine or emulator. Insert the disk into the disk drive, type RUN"SOKOBAN and then press ENTER or RETURN

4 CONTROLS

This section describes the controls available within the various screens of the game.
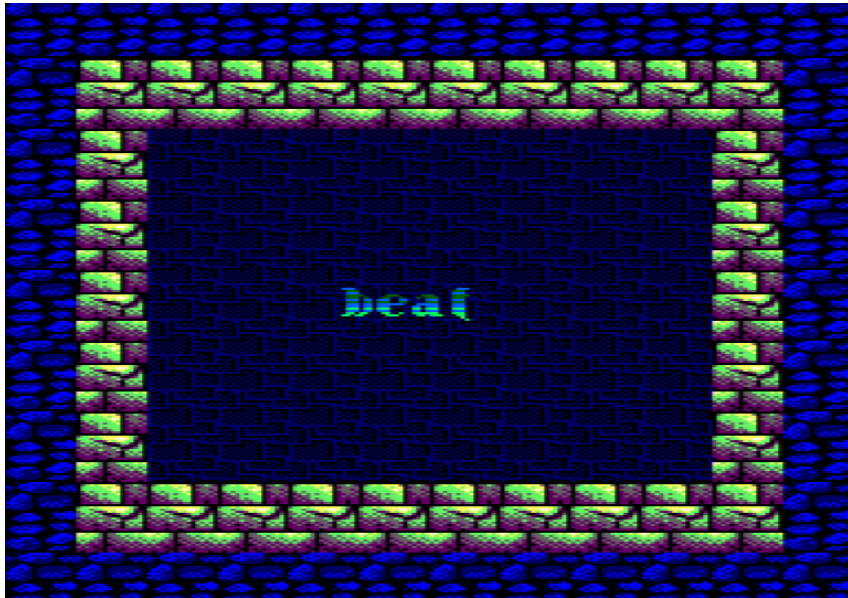
4.1 MAIN MENU

Use the dedicated key or JOYSTICK or CURSOR keys & SPACE to select one of the following options:

- PLAY, to play the game. (P)
- HELP, to launch the help page. (H)
- CODE, to type a level code. (K)
- CREDITS, to see the credits of this little game. (C)

4.1.1 CODE MENU

Each level can be accessed by using a 4-character code provided upon the level's completion.

- Use JOYSTICK or CURSOR UP/ DOWN keys to select the desired character.
- Use FIRE or SPACE to validate your character selection.
- Once the last character is validated, the selected level is automatically launched.
- If the code is invalid, the user is requested to re-select the code.

- Use ESC to go back to the main menu.

4.1.2 HELP MENU

This page provides information related to the controls of the game in general.

- Press ESC or SPACE to go back to the main menu.

This screen displays the team behind this game.

- Press ESC or SPACE to go back to the main menu.

- Use the JOYSTICK or CURSOR keys to control the character.
- Press P to pause game at anytime.
- Press R to restart the level.
- Press M to (de)activate the sounds effects.
- Press ESC to go back to the main menu.

4.3 END OF LEVEL & PAUSE MENUS

- Press ESC to leave the current game session and go back to the main menu.
- Press SPACE or FIRE to continue the game.

5 CREDITS AND TOOLING

- Code: Romain Giot (Krusty)

  - rasm (https://github.com/EdouardBERGE/rasm) is used to assemble the game and generate the dsk. Its embeding of apultra (https://github.com/emmanuel-marty/apultra) allows to feed 179 levels.
  - playtzx and ffmpeg are used to generate the wav.
  - image magick and cpclib (https://github.com/cpcsdk/rust.cpclib) are used to make the image conversions.

- Visuals: Dimitris Fragkos (Voxy)

  - The Advanced OCP Art Studio by Rainbird Software.
  - ImpDraw by Impact.
  - Adobe Photoshop

- Audio: Gilles Rimauro (Zik)

  - Arkos Tracker 2 (http://www.julien-nevo.com/arkostracker/) is used to write the musics and sound effects. Its players are modified to better fit the mood of the game.

- Levels: Aymeric du Peloux and Hirohiko Nakamiya (resources found in http://www.sourcecode.se/sokoban/levels)

- The festival solver (https://festival-solver.site/) is used to (a) check the levels have at least one solution, (b) order the levels by difficulty
- some python scripts serve to convert the level ressources to some asm macros.

To build the game yourself, you need a rust compiler, a c compiler, a python interpreter and make. ffmpeg is required to generate the wav version. Compilation may not work on other operating systems than Linux. Just go to the sources folder in your terminal and type make all to build the tools needed for the project construction and generate the various artifacts.

To send a .sna to your M4 board, type make test CPCIP=<your_ip>.

6 REFERENCES TO PRINCE OF PERSIA

Several references has been adapted from Prince of Persia.

- The idea of the synopsis.
- The design of the loading screen.
- The musical theme of the menu as well as the level—ending sound effect.
- The torches in the menu.
- The title of this game, as Dastan is the name of Prince of Persia.

7 LICENCE

Sokoban Within is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

Sokoban Within is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with Sokoban Within. If not, see https://www.gnu.org/licenses/