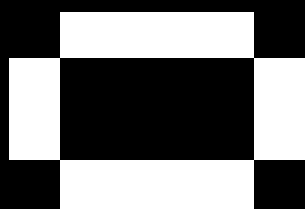


GAME MANUAL

SHOOT
TO
SWIM



SETUP

There are multiple ways to execute shoot to move.

The first one is using the .dsk file in winape:

1. Select "Insert Disk Image"
2. Write run" shootTom.bin

The second one is using the .cdt file:

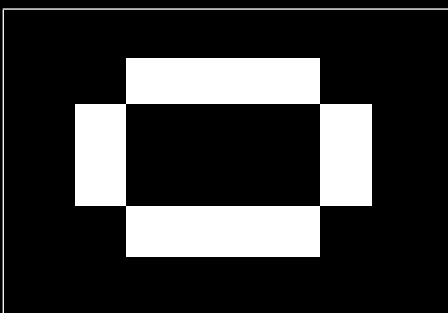
1. Select Insert Tape Image
2. Select the option Show Tape Control
3. Choose the option Auto Type (Ctrl + F5)
4. Type: |tape
run"
then press Ok
5. Press play in the tape control

The third one is compiling the project. First you will have to install cpctelera using the development branch

Once it is installed just go to the project source folder using the terminal and type make. This will generate

STORY

You are a rectangle. You love green and hate the color red because red killed your family or something.



CONTROLS

In this game you move in the opposite direction of where you shoot, so use A to shoot left and move right, D to shoot right and move left, and S to shoot down and move up

In multiplayer mode the second player uses the ARROWS to move

To move in the menu use the arrows UP and DOWN

To select in the menu press F

To restart a level press F

You can always go back to the main menu pressing ESC

CLASSIC MODE

This game mode is simple, you just have to move to the green square.

Be careful because if you touch anything red you will instantly die.

After you have completed the 7 levels in the game it will send you back to the start menu.

MULTIPLAYER MODE

You can select one of three levels by pressing 1, 2 or 3 after selecting multiplayer in the main menu.

In this game mode you are either the green or the yellow rectangle and you should shoot the other player.

KNOWN BUGS

Sometimes (1 in every 30) the entity with the green rectangle disappears, if that happens, just press f to restart the level