

DR. ROLAND

An Amstrad CPC videogame developed by Glasnost Corp.



INSTRUCTION MANUAL

THE GAME

The patient is suffering a terrible virus infection, and your role as Dr.Roland is to get rid of those ugly and funky viruses, throwing them colored vitamin capsules.

If four elements of the same color, counting on virus and capsules, get together, all of them will disappear.

Single Player mode

Get rid of the viruses along 21 challenging levels, to eliminate completely the infection. Each level will have its own particularity, special scenario, speed, hazards...

Versus mode

For a never ending fun, gather with a friend and fight against each other to be the best doctor in town, but beware, if one of you eliminate two or more viruses in a row, one random virus will appear in the opponent's board.

LOADING INSTRUCTIONS

TAPE

Insert the tape into the cassette unit, type RUN" and press ENTER/RETURN.

Disc

Insert the disk into the disk drive, type RUN"loader and press INTRO/RETURN.

TIPS

Dr.Roland is a Tetris like game, in which you will have to gather elements of the same color to make them disappear.

- Beware of the location of the viruses, the remainings of the capsules, may generate problems in latter phases of the round.
- In some levels some hazards will appear surprisingly, hurry up before it gets too tough.
- If things get too fast, do not accelerate the fall of capsules, because the factor that defines an increment on the falling speed, is the number of capsules thrown, not the time.
- Don't forget that you can turn on/off the music pressing "M"
- Some rumors say that the programmer has left a back door in the code.

Controls

Both modes can be played with joystick/gamepad, and the menus are also ready to be managed with joystick, making this possible to play Dr.Roland on a GX4000.

Single player mode

LEFT	O
RIGHT	P
UP/TURN	Q
DOWN	A
FIRE	SPACE
PAUSE	H
QUIT	ESC
MUSIC ON/OFF	M

Versus mode

In order of making possible to play versus mode on just one keyboard, the setup of the player 1 keys change.

	PLAYER 1	PLAYER 2
LEFT	J	A
RIGHT	L	D
UP/TURN	I	W
DOWN	K	S
FIRE	U	Q
PAUSE	H	
QUIT	ESC	
MUSIC ON/OFF	M	

BACKGROUND

Dr.Roland is the free adaptation of one of the all-time classics of Nintendo NES, Dr. Mario.

The idea of making Dr.Roland came in 2018 when I acquired a NES classic mini, and had the opportunity to try some of the all-time Nintendo classics for the first time, because, as a child, I never had a NES.

After a few sessions playing Dr.Mario, I began to think about how hard would it be to implement that kind of game in my favorite videogames machine, the AMSTRAD CPC, and here is the result of that work.

In order to keep the original flavor, but give it some personality, I decided to maintain the basic mechanics of the original game, but including some new features as the password level access, the hazards, scenarios, etc...

The game took me three months and was almost finished by the CPCRetroDev of 2019, but a couple of nasty bugs found in the last moment, prevented me to send it to the contest.

At the beginning of 2020 the bugs were found and fixed thanks to WinCPCTelera, and the development stopped.

But, a couple of months ago, I decided to present the game to this years CPCRetroDev contest, and add more features as integrating Arkos Tracker 2, etc... to make the extra time been worth it.

I hope you have as much fun playing, as I had making it.

TECHNICAL DETAILS OF INTEREST

- Due to lack of memory, it was necessary to compress the biggest graphics, and to implement a method that can decompress a graphic and paint it on the screen, in just one shot.
This decompress and paint method is not very fast, but is feasible for static graphics that are just painted once in the background.
- In order to make both players play with the same capsules in vs mode, at the beginning of each round a list of 128 random capsules is defined.
If the top of the list is reached, the capsules continue at the beginning.
- Due to the high number of messages to show, it was necessary to implement a rudimentary windows and messages system.
- There are four popular tunes that can be played randomly on each level.
- The game does not make use of a doble screen buffer or vertical sync.

TECNOLOGIES USED

- Visual Studio Code as main editor
- Visual Studio 2019 to execute WinCPCTelera and catch a couple of difficult bugs
- Gimp
- Arkos Tracker 2
- Excel to implement tools to build scenarios and encode pixels
- Winape as main emulator and main debug tool
- Retro Virtual Machine 2 as support emulator

CREDITS

- Code: John Lobo.
- Graphics: John Lobo
- Sound: John Lobo.
- Music: Public domain popular dances
 - o Ladioska (<https://www.mutopiaproject.org/cgi-bin/piece-info.cgi?id=678>)
 - o La native (<https://www.mutopiaproject.org/cgi-bin/piece-info.cgi?id=679>)
 - o Les graces (<https://www.mutopiaproject.org/cgi-bin/piece-info.cgi?id=680>)
 - o Farnham's Waltz (<https://www.mutopiaproject.org/cgi-bin/piece-info.cgi?id=682>)
- Tested by Martín and Diego.

Thanks

My sincere thanks to all these people

- To Nintendo for making fantastic games along 40 years, in this case, specially Dr.Mario the inspiration for Dr.Roland.
- To Fran Gallego, CPCTelera is the reason why I am being able of making games for the Amstrad CPC.
- To Julian Nevo for making Arkos Tracker 1 and 2. Me, making sound is possible thanks to it.
- To Norman, his post on CPCWiki (<https://www.cpcwiki.eu/forum/programming/using-arkos-tracker-2-together-with-cpctele>) was an unvaluable help to integrate Arkos Tracker 2 in the game.
- To Arnaud for his help on the cpcwiki forum and the development of WinCPCetelera a port to CPCTelera to Visual Studio, that allowed me to catch a couple of very sneaky bugs, back in 2019.
- To Rafael Castillo (@Azicuetano) and Toní Ramírez, because Baba's Palace and Space moves have been a great source of inspiration, and maybe one or two lines of code... 😊

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