






## User Manual

### Story

You need to adventure through the depths of the woods to make it safe back home, but it seems something out of this planet  is stalking you. Luckily as long as you have **fuel in your lamp** and you **keep running** nothing bad will happen to you. Just dont trip with the logs  and keep **collecting fuel**  if you value your life!

### Running the game

#### Running the game in a real Amstrad CPC

Insert the cassette in the device and proceed to type RUN", press play and then any key.

#### Using an emulator

You can play the game using any AmstradCPC emulator such as Retro Virtual Machine. Load the CDT file into the emulator (File>Tape>Insert), then type RUN" and press enter.

You may also use the .DSK (Select File>Drive A>Insert Disk image)

## Controls & Gameplay

In order to get safely to home you may want to know how to get into the woods and move through them

- Q: Run up
- A: Run down
- P: Run forward
- O: Decelerate

**Into the Darkness also supports Joystick controls**

While playing Into the Darkness, your goal is to collect fuel cans while dodging the logs so the monster doesn't catch you.

You will win after collecting 10 cans.

## Gesture

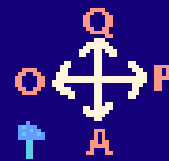
The fuel cans have a lovely rainbow logo in them in reference to **Rainbow Island**

## Authors

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Both of us are students of Multimedia Engineering, of the PBL (project based learning) "Popcorn Games", in which we will develop a 3D game on C from scratch in the course 2021/2022

# INTO THE DARKNESS



**RUN! DODGE**



**COLLECT FUEL**



**PRESS SPACE  
TO START**

## COLLECT FUEL

