

COSMIO CARTON

User Manual







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1. INTRODUCTION

Cosmic Gatlin is an Amstrad CPC game, made only by two people.

In Cosmic Gatlin', your purpose is to survive as long as you can. The more you stay the more score you will achieve and new types of enemies and power-ups you will discover. Also you can get more score by killing enemies with your rainbow gun.

2. SYSTEM REQUIREMENTS

You can play Cosmic Gatlin on almost every PC, the only thing you need is an emulator of Amstrad CPC like WinApe or RetroVirtualMachine (RVM).

If you have an Amstrad CPC, you have to make sure that it is a CPC 464 or above.



3. LOAD INSTRUCTIONS

WinAPE:

If you already installed the last version of WinAPE and the .sna of the game, it is a very simple task:

1. Execute WinAPE.
2. Load the snapshot:
 - Press F5 and select the snapshot.
 - Or go to File > Load Snapshot > Select the snapshot.
3. Enjoy the game. 😊

Amstrad CPC 464:

1. Insert the cassette.
2. Type RUN" and press ENTER.
3. Press PLAY at the cassette unit.
4. Press any key.
5. Wait until the game has fully loaded.

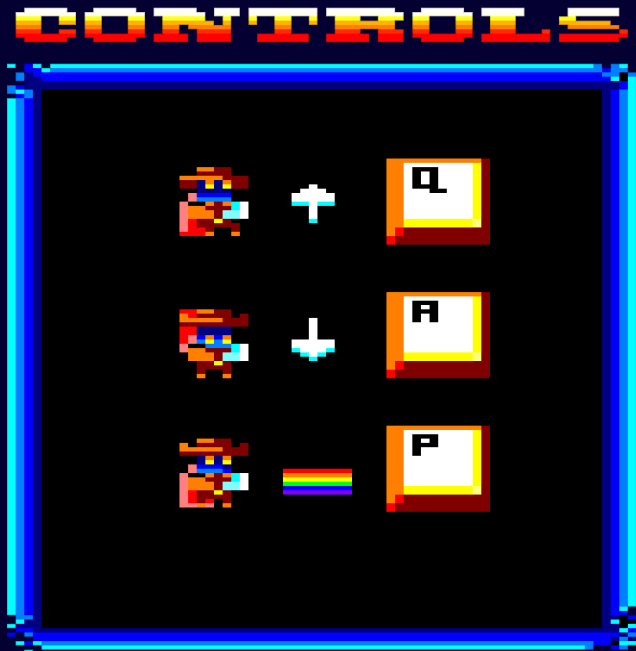


4. HOW TO PLAY

Controls

These are the controls of our game :

- Q: Go up (Jump)
- A: Go down (Fall)
- P: Shoot rainbows
- C: Insert credit (Menu only)
- Space: Start playing (Menu only)





Enemies

These are the enemies of our game :

- Non-special enemies:
 - Robot
 - Drone
 - Octo



- Special enemies:
 - Knight: Blocks bullets.
 - Rocket: Faster than light
 - Beast: Bullets go through it
 - Ffirehs: The main enemy of the Sheriff





Power-Ups

There are two types of power up:

- x2 (Double score)
- Gatlin' (Increased rate of fire)





CREDITS

Main Programmer

Javier Botella Martínez

Graphics & Music Artist

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