

GET OUT OF MY STORE!

USER MANUAL



Welcome to Get Out Of My Store! user manual. Get Out Of My Store! is an Amstrad CPC action game in which your main objective is to protect your life and goods from the evil creatures of the night. In order to do that, our main character, Larry, has to shoot them out of his store. A fellow defender of the Second Amendment!

GAME SYSTEM

Get Out Of My Store! has 20 levels, labeled as “nights”. Each night, you have to encounter some evil creatures. These evil creatures are zombies, ghosts, spiders, UFOs, bats, evil pumpkins and skulls. Each enemy has a unique movement and strategy to defeat. Encounter new enemies the further you get, improve your abilities, and find new strategies to beat all nights!

In addition, Get Out Of My Store! has a door mechanic. Depending on the night, some doors will open and some others will close. This mechanic changes radically the way you have to play that night, because it’s not the same having to deal with only one door instead of taking care of six doors, each night with a different layout specially made (with lots of love) for the combination of enemies and strategies you will need each night.

CONTROLS

In this game, you mainly play on the keyboard where your controls are:

- O or ARROW LEFT: move left
- P or ARROW RIGHT: move right
- Q or ARROW UP: move up
- A or ARROW DOWN: move down
- Space: Fire

On the other hand, you can also play with a joystick! In order to play with a joystick, you must use the stick to move through the map and the button 1 to fire.

If you keep the fire button pressed while moving, you will keep firing in that direction while moving around just a bit slower. This mechanic helps you aim a lot better.

USER INTERFACE

LIFES

In the top-left corner of the screen, you can see six hearts. That represents your health. Whenever you make contact with an enemy, you lose one of them. If you lose all the hearts, you lose. Also, you can win hearts if you kill the rainbow zombie.



SCORE

In the top-right corner, you have the score. This score is an indication of your progress on your monster killing rampage . Better yourself by beating your best score!



FOOD

In the center of the screen, you can see a huge pile of burgers. That is the food, your precious goods, your other health system. You must protect this food from the zombies, who will try to eat it. If the zombies eat all the burgers, you lose. The amount of food left is represented by that green rectangle that is located above. Take great care of it because the more you have, the more points you'll get when you finish the game.



MAIN CHARACTER

Larry is the main and playable character of this story. He is a shop owner who is attacked by some evil creatures. His main objective is to protect the goods of the store and to survive through the nights.



ENEMIES

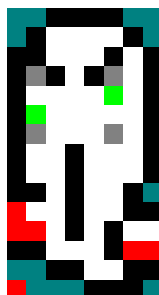
ZOMBIE

This enemy won't go after you. Instead, it will go after the food, so be careful! Also there's a probability of 1 out of 4 to spawn a rainbow zombie that will heal you when killed.



GHOST

This spooky enemy will chase you all night long, so try to kill him before it haunts you.



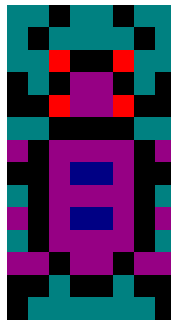
UFO

This type of enemy moves and bounces in only one direction and won't chase you. Easy peasy, right?



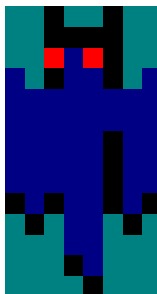
SPIDER

They like to crawl on walls, and every once in a while, they will jump at high speed to the parallel wall. Go get 'em tiger!



BAT

This enemy flies diagonally at a high speed and bounces on the walls. Be careful.



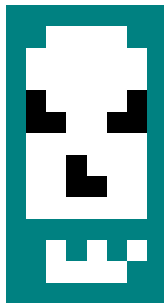
PUMPKIN

This scary creature will seek you, and then, chase you at very high speed until it explodes. Scary, isn't it?



SKELETON

This spooky creature moves in bursts of speed through the map, but only orthogonally! So be careful with its erratic movement and find its blind spots.



ALLIES

BURGER

Sometimes, you will see a burger that moves around the room. Be sure to catch it if you are running out of food! But be quick, she will explode shortly after!

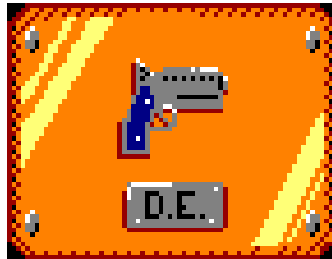


WEAPONS

Larry has many weapons to use against his invaders, as you make progress, you will unlock better weapons. This weapons are:

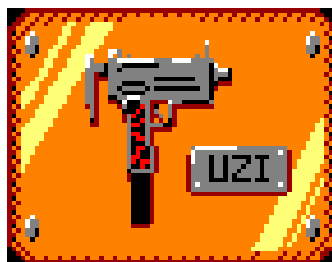
DESERT EAGLE (D.E)

The first and simplest weapon. Has a low rate of fire.



UZI

The second weapon. It spits bullets faster, knock yourself out!



AR15

The third and last weapon. It has a special feature: its bullets can go through enemies, so you can kill two birds with one shot... quite literally. Go nuts on those zombies!

