CLOUD SAILOR

AMSTRAD CPC Game | USER MANUAL

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Introduction

Cloud Sailor is an Amstrad CPC runner/jumper videogame in which the platforms and enemies are randomly generated in each level. Your purpose is to beat 5 levels of nightmares by defeating a specific number of enemies on each level.

Install instructions

Using WinAPE:

- Execute WinAPE.
- Load the snapshot "cloudsailor.sna".

Using Amstrad CPC 464:

- Insert the cassette.
- Type RUN" and press ENTER.
- Follow the instructions.

Manual compilation & execution:

- Install CPCTelera.
- Open a terminal in the source folder of the project.
- Type: make && cpct_winape -as.

How To Play

There are <u>four controls</u> for Cloud Sailor:

- O: Move left.
- P: Move right.
- Q: Jump.
- SPACE: Hit.

Jumping and hitting are essential. You need to survive long enough to complete the objective on each level.

Important to remember that you can't move if you're hitting! But you have extended range so take advantage of it!

Levels and Enemies

Cloud Sailor is based around a nightmare theme. That meaning that there are different stages during the nightmare (levels in our case). There are 5 levels, going from 4 AM to 8 AM and on every level a different colour palette is used to symbolize the phases of the night/morning.

Level 2 – 5 AM

On each level you have to kill a specific number of a specific enemy to advance. Every time you kill that specific enemy a little star will appear on top of the screen. Can you guess which ones you have to kill to complete your objective?


Level 1 – Hint

There are 4 different types of enemies, each one introduced in posterior levels as we advance. As for the last level, you can meet every single enemy in the game! Each enemy has a different movement and might damage you more than others!

Rainbow Island Gesture

Our gesture to the Rainbow Islands videogame can be seen throughout the whole game embedded in one of its core mechanics, hitting:
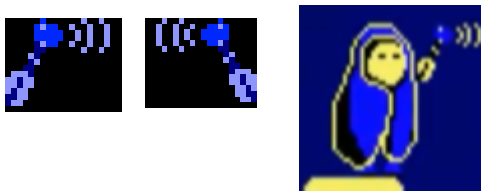
Our protagonist utilizes a scepter to hit all the enemies in the game.

Which is the same scepter the protagonist uses in Rainbow Islands to unify all the rainbow gemstones.

<u>Credits</u>

Cloud Sailor has been developed by JJGames, a group of computer engineering students at the University of Alicante:

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