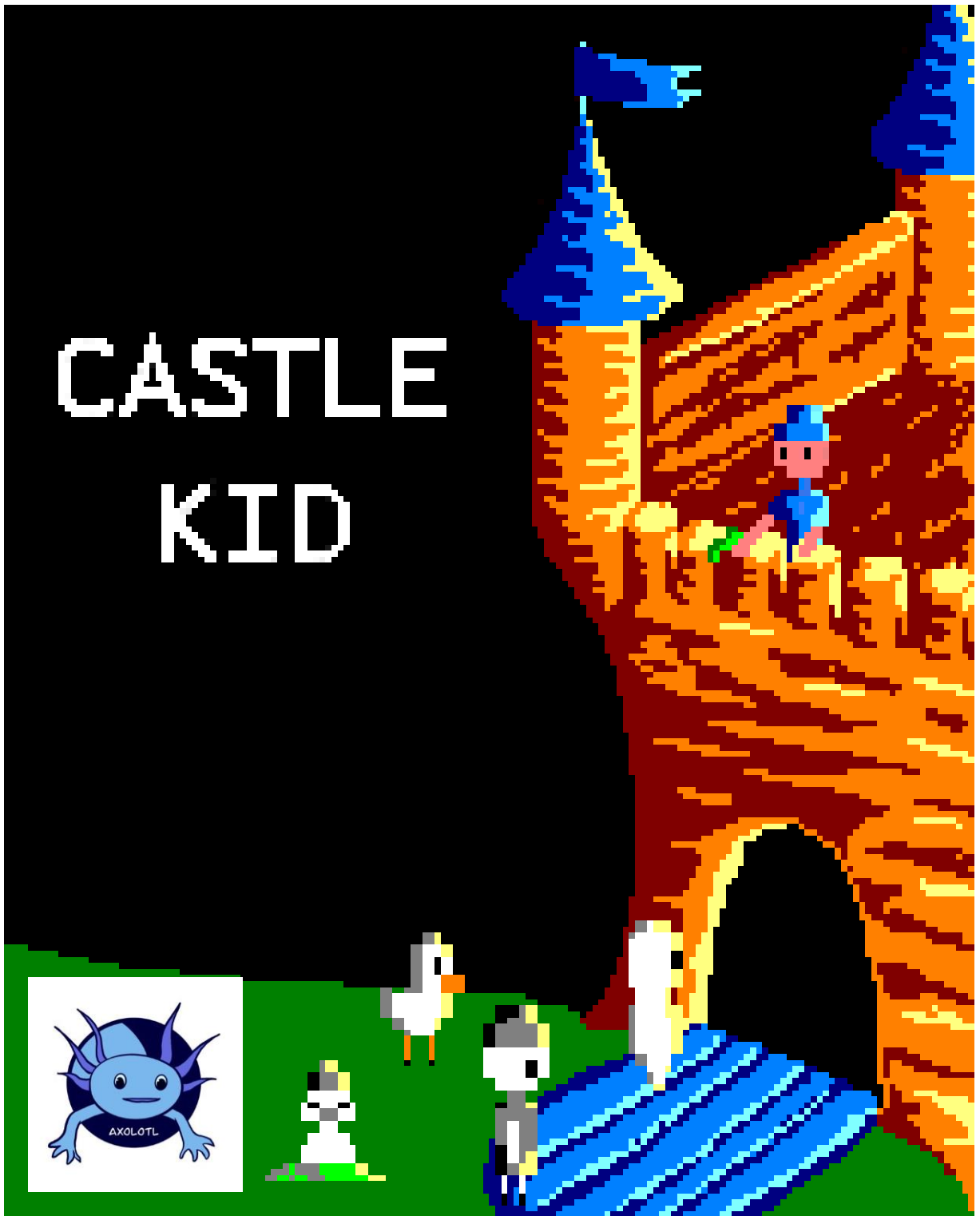


CASTLE KID



USER MANUAL

Index

History.....	2
Game concept	2
AI design.....	2
How to run the game	3
Controls	4
Gesture	4
Credits	5

History

In a world of madness and chaos, a child owns the final castle in the whole world inherited from his father. That castle has always belonged to his family, and now he has to defend it from the invaders now that his dad cannot do it.

A lot of common animals like ducks, moles and crabs have been cursed and abducted by the final boss to help him conquer the last castle. Besides, the boss brings his own army, full of zombies, skeletons and ghosts.

Will the kid defend the family castle by himself?

Game concept

Castle Kid is a game about shooting and defeating enemies. It has 9 rounds and you must kill all enemies to complete the round. Each 1 or 2 rounds, a new enemy is added to the pool of monsters and the difficulty of the challenge grows up as the rounds increase.

In order to win the game, you must survive through all levels and defeat all enemies, including the final boss in the last round, which is more powerful and has more lives than the common enemies.

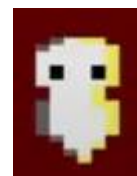
AI design

We have created one AI per enemy and we are going to describe it down here:

- **Zombie:** The enemy zombie has two AIs: the first one moves vertically and the second one moves horizontally. The zombie who moves up and down cannot move left and right and vice versa.



- **Ghost:** The ghost moves following the position of the player on screen. It will move towards you but slower than you.



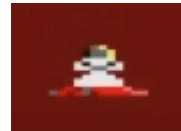
- **Duck:** The duck has an AI that selects random moves each a definite time. It is done to simulate desorientation on the duck.



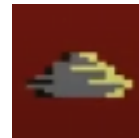
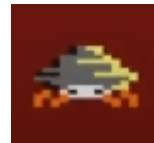
- Cannon: the canon moves up and down and changes its direction if he sees you on the X axis. Besides, it shoots a bullet towards you vertically.



- Mole: the mole sees you and decides to go where you were at, but under the ground and dodging the bullets. Once he reaches the position he saw, he comes out of the ground and becomes vulnerable. If he doesn't die, he repeats the same behavior explained before.



- Crab: The crab follows the same behavior as the ghost, following the player but he can hide inside his shell if you shoot him from a long distance. If you shoot close to him, he doesn't have time to hide and dies.



How to run the game

You can run the game with 3 different ways:

- **Loading a .dks File (using WinApe)**
 1. Select "File" → "Drive A" → "Insert Disk Image"
 2. Select *castlekid.dsk*
 3. Type run"
- **Loading a .cdt File (using WinApe)**
 1. Select "File" → "Tape" → "Insert Disk Image" or Ctrl + F4
 2. Select *castlekid.cdt*
 3. Select "File" → "Tape" → "Show Tape Control"
 4. Select "File" → "Auto Type" or Ctrl + F5
 5. Type "|tape" → run"
 6. Press Play in the tape control and any key in WinApe

(using the .cdt you will see our **loading screen**)

- **Compile with CPCTelera and running with WinApe or RVM (Retro Virtual Machine)**
 1. Install CPCTelera if you don't have it already installed: <https://github.com/Ironaldo/cpctelera>
 2. Change to development branch
 3. Install WinApe if you don't have it already installed by typing "cpct_winape"
 4. Go to the Castle Kid folder wherever you have it
 5. Type "make" and press Enter
 6. To run it with WinApe, type "cpct_winape -as" to run the snapshot of the game. You can do it as well in RVM by typing "cpct_rvm -as". In case you want to see the loading screen, just type "cpct_rvm -ac".

Controls

By default, the controls are:

- Player 1:
 - Q: moves up
 - A: moves down
 - O: moves left
 - P: moves right
 - Space: shoots
- Player 2:
 - Right arrow: moves right
 - Left arrow: moves left
 - Up arrow: moves up
 - Down arrow: moves down
 - Enter: shoots

However, you can choose your own controls with the third option in the main menu. It shows what move its going to record and you press the key in order to match the movement with the key. It starts with player 1 and then, with player 2.

Gesture

In this edition of the #CPCRetroDev2021, we needed to include a gesture to the game Rainbow Islands.



We had to include something related to rainbows and we decided that some enemies can drop a rainbow on the floor and if you pick it up, it will shoot one bullet on each direction: one to the left, one to the right, one right up and other one right down. You can check the gesture in the following video: <https://www.youtube.com/watch?v=OsrS5x4eJyA&t=1s>

Credits

None of this work would have been possible without the help of our professor [Francisco Gallego](#).

This game has been made by [Axolotl](#):



Which is composed by:

- [Raquel García Guillem](#)
- [Gaspar Mora Rico](#)
- [Diego Valero Bueno](#)

With the collaboration of:

- [Guillermo Moñino Cánovas](#)