



EXODUS

ESKPE

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# ESKPE

**USER MANUAL**

BY EXODUS STUDIOS

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# EXODUS ESKPE

Eskpe is a retro action-survival video game with which you can control a character who must escape the dangers that are in his way. Among the dangers of the game, you will meet enemies who can kill you. There are also objects with which you will have to be careful, and others that will give you points. You must be careful because if you want to get the maximum score you cannot die even once, if you die, your points will be reset to zero.

Can you get out of this dangerous world?

This video game is programmed in **assembly Z80** with [CPCTelera](#).

## How to play

### Controls

Press **any key** to begin the game. To move:

- **O**: to move left
- **P**: to move right
- **Q**: to move up
- **A**: to move down

### Instructions to run the game

#### Amstrad cpc 464:

- Insert the cassette into the machine
- Type "run" on the screen and hit enter
- Press the play button
- Press any key

**Note:** the game will take a few minutes to load so we will have to wait

#### Emulator winape/retro virtual machine:

Load the file **ExodusEskpe.cdt** in your emulator, then type RUN" and press ENTER.

If you have VSCode you can open it from the terminal in the Eskpe directory (linux command: code.).

Then you can do **<ctrl + shift + m>** to compile and finally **<ctrl + shift + r>** to execute it. You must have cpctelera installed. If it doesn't work for you, you can write **<make>** and then **<cpct\_rvm -as>** for rvm or if you have winape **<cpct\_winape -as>**.





Map of level 8 in which we can find the rainbow



Last level

## Gesture



The gesture to the Rainbow Islands is in our game in the form of a rainbow with which you can get more points than normal, it is a more complicated and rare bonus to get.

## Enemies

Captures of enemies



Jellyfish



Witch

## Objects



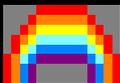
Blue coin. Gives the player 100 points.



Pink Coin. Gives the player 500 points.



Spikes. They kill the player



Rainbow. Gives the player 1000 points.

## About us

We are a group of students from the [University of Alicante](#) who have developed a video game in assembler z80. It was our first approach to the world of retro video game development.

## Authors

- Carlos Villena. Main developer, gameplay programmer, level designer and tester.
- Xavier Bonilla. Graphic designer, programmer.
- Antonio Muñoz. Music/SFX, gameplay programmer.

## Licenses

In the development of the game we have used the following software:

[Visual Studio Code](#) -> Source code editor

[Arkos tracker 1](#) -> Music and sfx

[CPCTelera](#) -> An integrated development framework for creating Amstrad CPC games

[Tiled](#) -> 2D level editor

[Photoshop](#) -> Image editor used for retouching photos and graphics

## Contact information

You can contact with us through:

Email: [exodusstudios2122@gmail.com](mailto:exodusstudios2122@gmail.com)

Twitter: [@ExodusStudios1](https://twitter.com/ExodusStudios1)