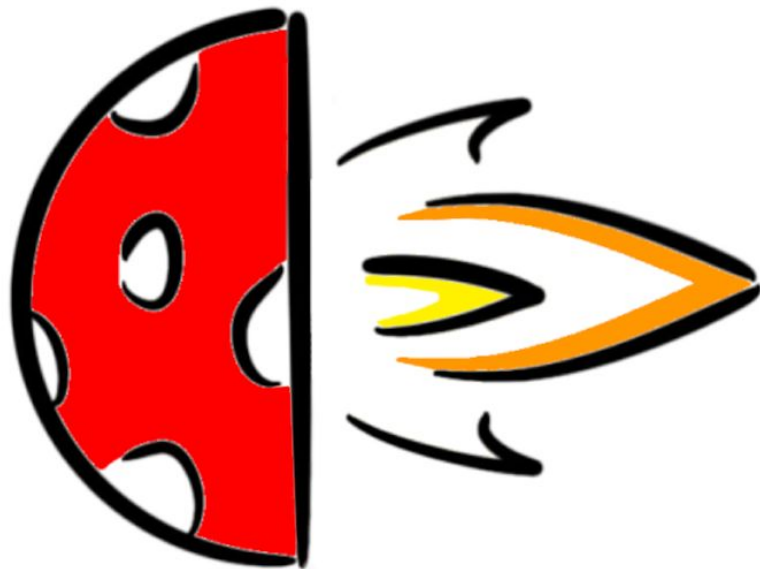


THE LAST FUNGUS



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OCACHO
Games Studio



STORY

The woods have been infected! We need a hero!

As the **last uncorrupted fungus** on earth, you will have to face different types of threatening corrupted fungus. **Controlling your bullets** will be an ace up the sleeve...

Will you be able to defend your own woods from the threats of ***Mr. Boletus***?

Be the fungus you always wanted to be!



SETUP

In order to play The Last Fungus, there are three ways available, in case you don't have the real Amstrad to play it.

For all of these, you will need an emulator, [RVM](#) or [WINAPE 2.0 BETA 2](#) are good options, it's up to you.

🍄 The first option is to load the .cdt file (TheLastFungus.cdt) - (p.x)

🍄 The second one is to load the .dsk file (TheLastFungus.dsk) - (p.x)

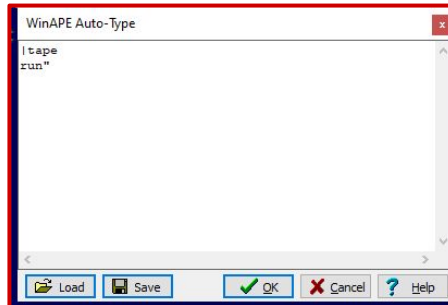
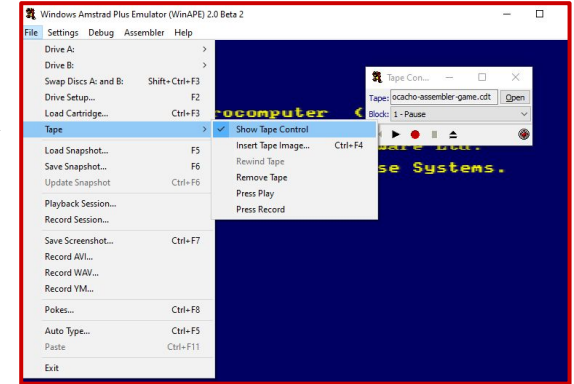
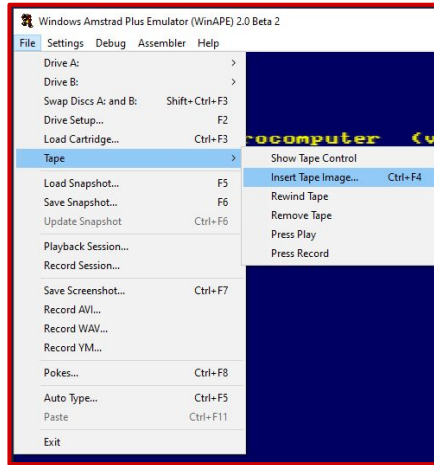
🍄 The third option is for the braves. In this case you need to compile the game using a LINUX distribution and installing CPCtelera - (p.x)

For all the setup examples using an emulator we will use WINAPE.

SETUP (.cdt)

Using .cdt file, follow these instructions:

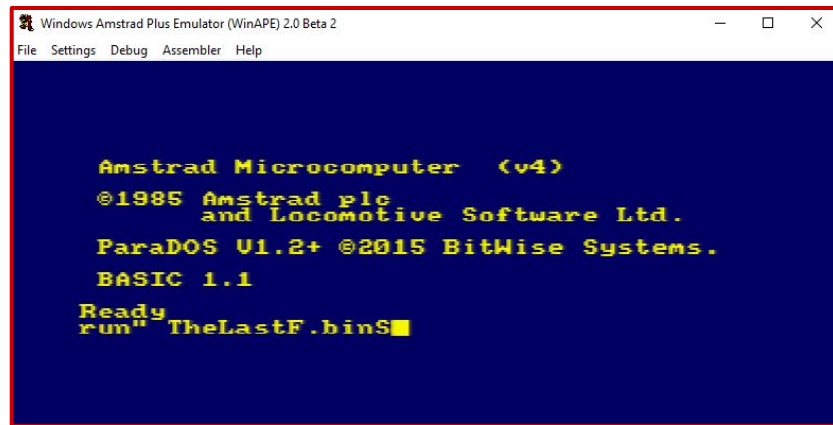
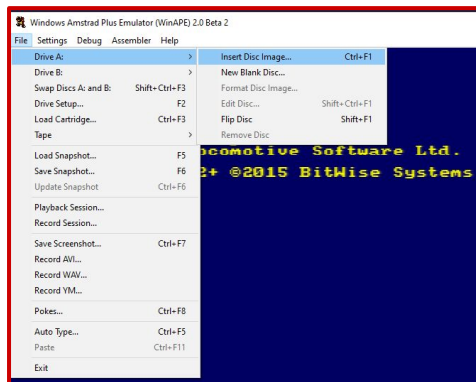
1. Open winape and select File > Tape > “Insert Tape Image”
2. Select then the file TheLastFungus.cdt
3. Now, select File > Tape > “Show Tape Control”
4. Select the option File > “Auto Type” and type the image code and press OK
5. Press Enter
6. Finally, press “Play” in the Tape Control and any key in Winape



SETUP (.dsk)

Using .dsk file, follow these instructions:

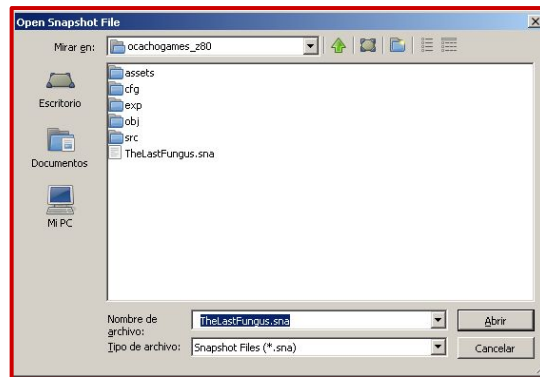
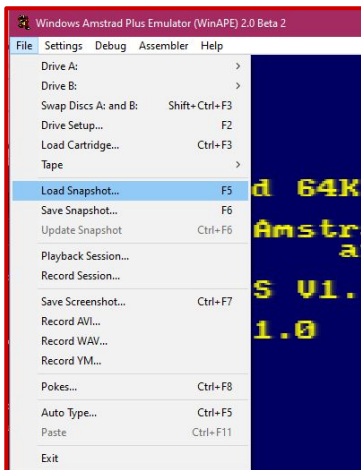
1. Select File > Drive A: > “Insert Disc Image” and select the file TheLastFungus.dsk
2. Finally, type: run” TheLastF.bin



SETUP (.sna)

Using .dsk file, follow these instructions:

1. Select File > Load Snapshot > select the file TheLastFungus.sna



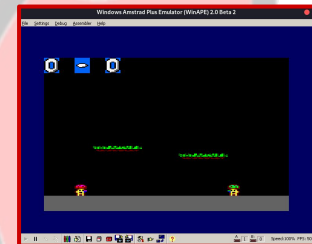
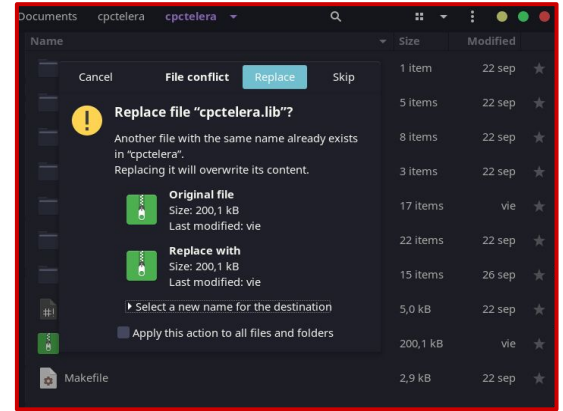
SETUP (compile)

To begin with, you have to install [CPCtelera](#) and follow the documentation about “How to install CPCtelera”




Then, you **must** change to the development branch, and follow the next instructions:

1. In case you don't have it, type in the terminal: `cpct_winape` to install WinApe.
2. Now, download the itch.io's zip with the code of the game.
3. The game's folder should contain a file called “cpctelera.lib”. You will need to copy this file into your cpctelera's folder > cpctelera and replace the old one in order to compile correctly.
4. Finally, go to the game's folder with the terminal and type: `./run.sh` to play the game using Winape. In case you want to play the game using RVM type: `./run_rvm.sh`

Advise: `./run.sh` and `./run_rvm` are bash scripts. In order to execute them you should use `sudo chmod 777` or something similar.



OBJECTIVES & GAME ELEMENTS

-  Your objective is becoming the Last Fungus and save your woods. To reach this, you will need to face 4 different enemies and beat them in a best of five.
-  Once you beat one enemy, the next one will be in front of you in a new level, with different platforms and a different behaviour, interesting, right?
-  In case you die, you will have to face again all the enemies. You should beat all of them in a row to win the game, will you be ready?

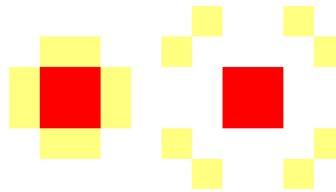
This is Champi, the main character of the game. He is the hope of his people. He needs to protect the woods against the corrupted fungus. Long live Champi!



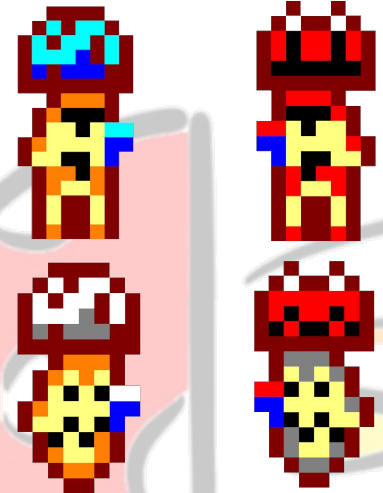
This is your turret mode. This happens once you shoot your bullet, you can't move! only control your bullet. So, in case you want to shoot, put yourself in a safe place!



This is a bullet. They can be controlled by the players and the enemies. Stop them, increase their velocity... They are MAGIC!







These are the enemies. They would do everything to try to kill you. Be careful! You should always keep an eye on their bullets!





CONTROLS








Player 1 - Single / Multiplayer Not shooting

-  **A:** Move the player to the **left**
-  **D:** Move the player to the **right**
-  **W:** Press to **Jump**
-  **V:** Press to **Shoot**





Player 1 - Single/Multiplayer Shooting

-  **A:** boost/stop **bullet's velocity**
-  **D:** boost/stop **bullet's velocity**

Player 2 - Multiplayer Not shooting

-  : Move the player to the **left**
-  : Move the player to the **right**
-  : Press to **Jump**
-  **Return:** Press to **Shoot**





Player 2 - Multiplayer Shooting

-  : boost/stop **bullet's velocity**
-  : boost/stop **bullet's velocity**



Joystick available


This game can be played with joysticks, one for player.


Joystick - Not shooting

-  **Left:** Move the player to the **left**
-  **Right:** Move the player to the **right**
-  **Up:** Press to **Jump**
-  **Fire:** Press to **Shoot**

Joystick - Shooting

-  **Left:** boost/stop **bullet's velocity**
-  **Right:** boost/stop **bullet's velocity**

 The joysticks controls are the same for both players.

 Joystick 1 for **player 1** and Joystick 2 for **player 2** in **multiplayer mode**.

 Joysticks controls are the same for both players.

GESTURE

Maybe you have seen a rainbow when the player 1 or player 2 dies. Indeed, that is a reference of the Amstrad game *"Rainbow Island"*. Pretty cool, right?

Player 1



Player 2



ABOUT US



DAVID MARTINEZ GARCIA

ECS & Multiplayer & Sound



ANTONIO JOSE FERNANDEZ BELLIURE

AI & Art



MIGUEL PEREZ TARRUELLA

Render & Art

