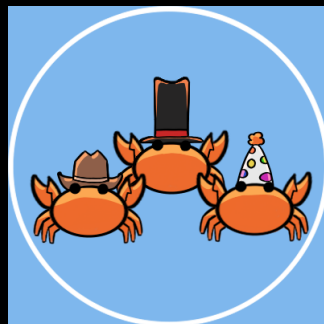


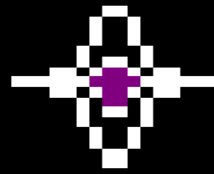
WIZARD DASH



Amstrad CPC Game 1 User Manual

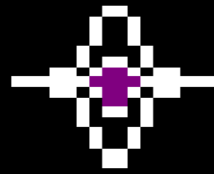


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History

The protagonist of our story is a little wizard, whose homeland has been corrupted by a strange force. With his ability to propel himself, our little mage has to avoid corruption and restore his homeland.

The game

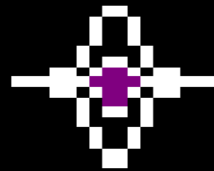
- Levels
 - There are 7 playable levels in total, each one with its difficulty and its set of enemies. You need to reach the star of the level without dying to progress to the next level.
- Enemies
 - We have 2 enemies: corrupted ghosts and spiders, which can move horizontally or vertically and corrupt you instantly if they touch you.
- Tiles
 - Every tile in the game isn't harmful, excepting the red/orange tiles (corruption tiles), these corrupt and kill you

Controls

Our little mage can propel himself in different directions:

Q -> up

A -> down



O -> left
P -> right

You can move using a joystick if you want.
Our little mage can't walk with his small legs, but he can dash. That means you can't change direction in mid-air.
And you can restart the level with R

How to load the game

You have 3 ways of loading the game:
Emulating it

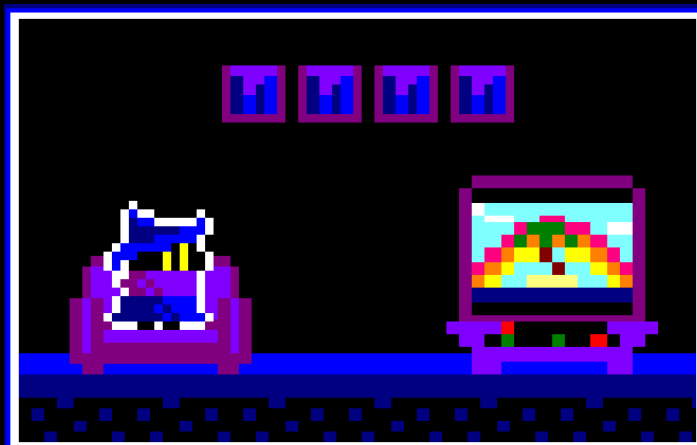
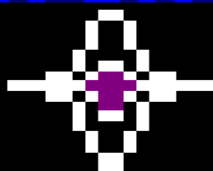
1. Opening the .dks with retro virtual machine
2. Opening the .cdt with WinApe

With an Amstrad

1. Load the cassette, type RUN" and press enter/return

Gesture

The game has to reference in some way to the game Rainbow Islands by Ocean as a rule for the CPC RetroDev of this year.
You can find the rainbow and star in the goal animation after completing a level, and as an extra gesture there is an amstrad that is playing a game with an island and rainbow on the first level, the house of the little mage.



Credits

Developed by CrabParty:

- Elena López (AneleSplats in itch.io) | Graphics, Music & Gameplay
- Iván Tortosa (Pluvs in itch.io, @IvanTortosaBerl on Twitter) | Gameplay & Level Design
- Antonio Gosálvez (Balgro in itch.io) | Main Programmer & Debugger