

# SHOVEL ADVENTURE

*Powered by Mojon Twins' PSTCRA MK1 Engine*

## INSTRUCTIONS MANUAL



A new Amstrad CPC 464 videogame  
made for the CPCRetroDev 2021  
by the Pat Morita Team



## STORY

You are Johnny Palas, the legendary archeologist of Utrera. After your hardest researching job, you finally have found the mystery of the mysteries of ancient Egypt: the secret entrance to the Pharaoh Lholha Flowers' chamber.

To get to the entrance, you have to enter in the big pyramid and found all the gems before the time is over. Only when you unearth all the gems, you can take the Ankh and the next chamber will be open.

40 chambers are waiting for you and your shovel before getting to the secret entrance... Are you ready to accept this challenge?

## GOAL

Our mission is to found all the gems hidden in the chamber, take the Ankh (key of life) and run away to the exit. Simple.





## HOW TO PLAY

Use your shovel to unearth the gems by standing in front of the mounds of earth.

You also can dig up holes where *some* enemies may fall down. Then you can bury them and get some extra points for your score. But be careful, you can fall into the holes too!

When you get all the gems in the chamber, a key of life will appear. Take it and go to the exit to finish the stage.

## CONTROL

You can use keyboard or joystick to play the game. Control Johnny with the joystick and use the shovel with the fire button.

Key	Action
O	Up
P	Down
Q	Left
A	Right
Space Bar	Dig up / Bury





## ENEMIES

There are 3 types of enemies inside the pyramid:



**Mummies:** these creepy guys will follow you everywhere. Luckily, you can dig up holes and bury them. But another mummy will replace them soon, so do not rest and keep digging!



**Cobras:** the King of snakes is watching the treasures of the pyramid. They will bite you as soon as you approach them. Cobras are very agile and will not fall into the holes. Just avoid them!



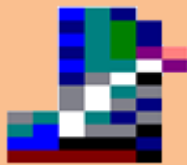
**Khepri beetle:** this bug is small but dangerous. Despite they cannot kill you, their bites will make you dizzy and you will lose control for a few seconds.



## POWER-UPS

Some mounds of earth may hide objects instead of gems, they will give you special powers for a limited time.

### *Power-ups list*



**Super boots:** give super speed to our hero for 10 seconds.



**Clock:** pause the time and all enemies for 10 seconds. Enemies cannot kill you during this period.



**Super shovel:** reduce the duration for digging or burying. The effect lasts 10 seconds.



**Rainbow power:** gives immunity to our hero for 10 seconds.



## **BONUS STAGES**

Some chambers have not enemies at all. These are bonus stages where you have to get a lot of gems to increase your score. The time is shorter the other chambers so hurry up!

## **SCORES AND EXTRA LIVES**

You get **1 extra life every 5000 points**. There are different ways to obtain points in game:

- 50 points / gem
- 25 points if enemy fall into holes
- 200 points per buried enemy
- 10 points per second (Time bonus)

## **LOADING INSTRUCTIONS**

Insert the cassette into the cassette player. Type **RUN** and press **ENTER** twice. Press **PLAY**.





## **CREDITS AND TOOLS**

Original concept & Graphics: Igor Errazking

Music & SFX: McKlain

Code: A. Pérez

Testing: Perretes Group, Carlos Perezgrin, Anjuel

Trailer: Javier Fopiani

Used tools:

- Pstcra by Mojon Twins
- Arkos Tracker & Player
- Aseprite
- Mappy

**Special thanks to Nathan  
for being always there and for  
their wonderful engines, tools  
and libraries.**

