

Viking Hangover

Video game manual



Computos Games

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Introduction

Welcome Vikings!

I introduce myself, my name is Viking V., as you can see I am a real Viking, with horns included. I need your help to avoid being tempted to try one of the wonderful shots that will be presented to us throughout our adventure.

Will you help me stay healthy and drink only water?

I hope so, or else my skjaldmö (my wife) won't let me come back to home.



Requirements

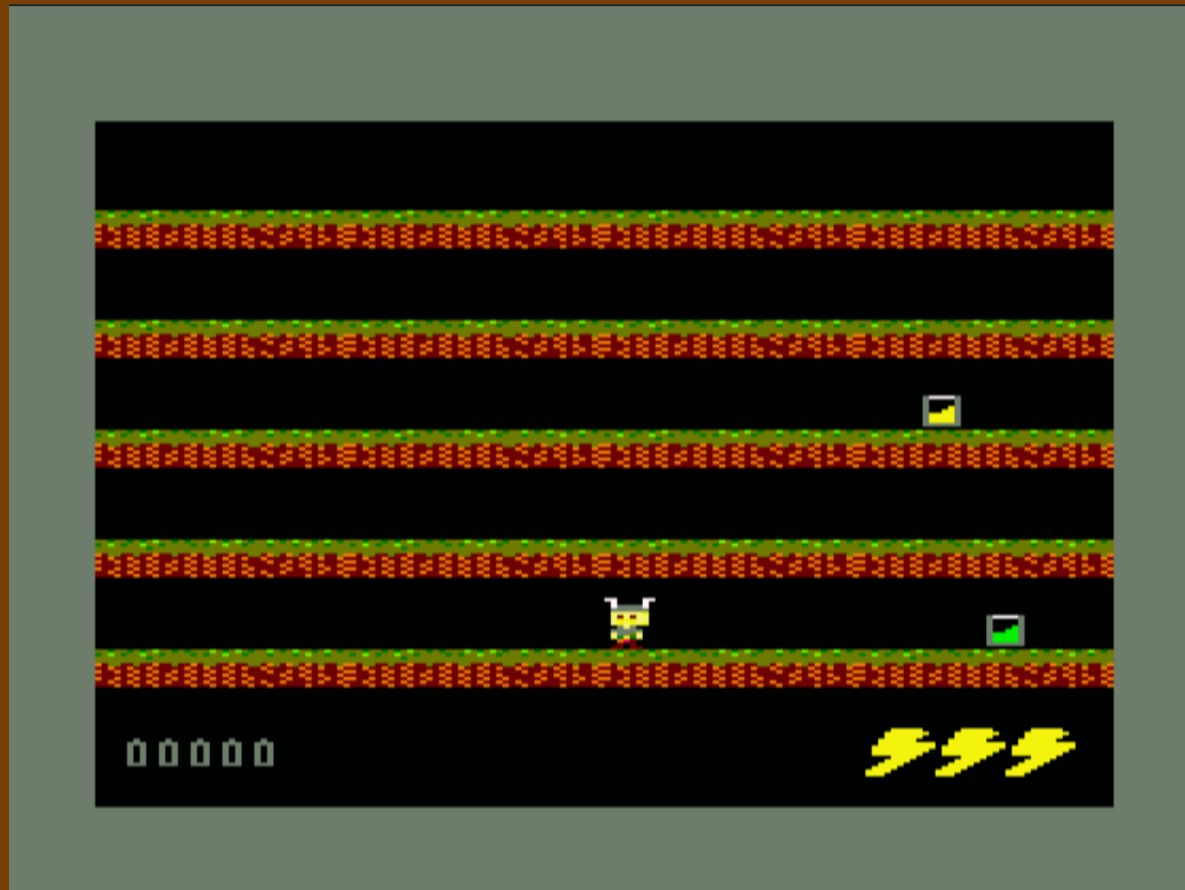
- ❖ To avoid a hangover you will need an Amstrad CPC computer.
- ❖ If you do not have this incredible computer, do not get into alcohol, here is the solution:
<http://www.winape.net/downloads.jsp>
- ❖ A lot of ATTITUDE to get the bottles.



Game

We are in the first lane, but we have another 4 lanes to move around.

❖ Screen:



❖ Life:

We will start the game with 3 rays.

Every time a shot touches us, we will lose a ray, so it will no longer have color.

If you lose one life, while you blink you can't take another.



❖ Punctuation:

In this game we will not have a score as such, but we will have 5 empty bottles.

As we collect bottles, they will be refilled.



❖ Controls:

- Movement to the left → O
- Movement to the right → P
- Upward movement → Q
- Downward movement → A
- To pause the game → ESC



Technical support

❖ Any query through our Twitter: [@computos_games](https://twitter.com/computos_games)



Credits

Computos Games

❖ Programming:

- Adriana Morejón Jiménez
- Ahmed Begga Hachlafi
- Érika Moreno Puig

❖ Game design:

- Adriana Morejón Jiménez
- Ahmed Begga Hachlafi
- Érika Moreno Puig

❖ Artist:

- Érika Moreno Puig
- Adriana Morejón Jiménez

❖ Music:

- Érika Moreno Puig

❖ Special mention to:

- Francisco Gallego Durán (our teacher)

