



Cyber ApeS



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About the game

"The Capture" is a game developed by Cyb3r Ape with an adventure based dynamic.

You will be controlling Felix through different levels with one objective in mind, getting back Mary.

History

The civilization has been taken over by the technology we've built, and your partner and you are running away. That is until a cyber ape kidnapped your companion and changed your plans of hiding.

Armed with a handgun, you take control of Felix in the chase through the forest to get to Mary, your partner.



In this area you will find mines and fences that you must destroy or avoid.

The trail will lead you to an old factory that is being taken over by the machines.

The more you go in, the more of them there are. Most of these machines are crafted with heavy armour plates, rendering your gun useless.



In this area you will encounter three new enemies. The sentinel turret, the arachnoid and the rotatory. All of them will make you think twice about the route you've taken.

Lastly, you will find the Central Hub, a place filled with machine activity and where Mary has been taken. You must find the way to get her!



The cyborg and the cyborg chamber are introduced in this area, facing you with a new type of danger. You can destroy them both. After all of this, you will find her, but it won't be easy take her out of there, survive the waves of enemies and destroyed them all to free her up.



Controls

Your character is controlled by the following actions.

Key pressed	Action
Q	up
A	down
O	left
P	right
SPACE	shoot

Mechanics

There are a variety of enemies and elements in the game for you to interact with.

Basic mechanics include shooting down enemies or objects around the map or being shot by them. Some of the entities won't be affected by your attacks as a way to have a constant sense of danger.

More advanced mechanics are implemented by the use of entity spawners, such as the Cyborg Chamber, or the objective doors, an objective must be completed to be opened.

The objectives are easy to spot around the map but difficult to complete.

Game can be set on easy, medium or hard, giving you 6, 3 or 1 life, respectively.

How to get started

Using an Amstrad

1. Start the machine.
2. Insert the cassette.
3. Type RUN" and then [ENTER].
4. Start playing the cassette.

Using an emulator

use, WinApe or RetroVirtualMachine. In both cases, the process is almost the same:

1. Load the file (thecapeture.cdt for WinApe and thecapeture.dsk for RVM)
2. Type RUN" and then [ENTER].

Gesture

The second level through the factory, the fifth level overall, there is a corridor leading to a rainbow door. This will load a secret level with

rainbows that has been used for testing purposes.



When you finish this rainbow level, it will take you back to the fifth one.

Credits

Resources used

- [Piskel](#) | Pixelart image editor
- [Visual Studio Code](#) | Code editor
- [Arkos Tracker](#) | Sound player
- [Fl studio](#) | Music composer
- [CPCtelera](#) | Framework for creating Amstrad CPC games and content
- [Tiled](#) | 2D level editor

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