ART WAR!

by Sakis Kaffesakis 2021 – Music by Manossg

ART WAR is a simple text adventure game.

Load the dsk file and then type
Type < run"loader.bas" >

(If you type <run"Artwar.bas" you will miss the Intro).

In this game, you have to make the correct choices in order to finish the game.

Available in Greek, English, French and Spanish.
464 version also available (no colour/FILL)

STORY

Year 1990.

The world is divided into two main camps:
The ASU (Amstrad Socialist Union) and the NGPA (New Generation Platforms Alliancy).
There is a cold war between them, as NGPA wants to suppress and occupy the ASU countries.
In this context, the invaluable painting <Amstradian Excellence> from the famous painter Pablo di Casso was stolen from the ASU central museum by the NGPA secret forces.
The NGPA now exposes the painting in their museum, as loot.
Your mission is to go to the NGPA museum, retrieve the painting and return safely to the ASU capital.

INSTRUCTIONS/KEYS
To play this game, you only have to use the numbers (0-7).
Please keep in mind the following:
When you choose an object to carry, the previous held object returns to its initial place.
Sometimes you have to select the option <Use an object> to use the object you are carrying.
But, some other times, it is important to carry a specific object when you make a specific choice.

If you find the game difficult, you can load the dsk file and then type run"SOLUTION.BAS".

The correct steps to finish the game will be showed one by one, so there is no possibility to see all the solutions altogether while you don't want to.

All pictures in BASIC are almost completely drawn using PLOT/DRAW/FILL commands.

Arkos Tracker is used for music, by MANOSSG. SFX from ARKOS TRACKER.

Special thx to :

Manossg for his wonderful music, testing, editing, proofreading, ideas!

Roberto Carangelo for French translation!

MiguelSky for Spanish translation!

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Frederic Bezies for testing French translation!

Eleni and Phanee for French and English trailer!

CPCWIKI and IAMRETRO.GR forum members for their support and advice!

Runs better in Winape emulator (Winape 2.0 beta 2)

Hope you enjoy! Many thx for your interest!

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In the next pages, you will see info about the pictures of the game.

We believe that learning the history of making a game is important too, so please take a look at the following pages. Most pictures of the game are pictures of my own collection, as a tourist :-D.

PICTURES

PICTURES IN BASIC: First of all, I am too bad at drawing pictures, so I had to look at a picture and try to transform each line in pixel for PLOT/DRAW commands. So, I have to mention that for drawing the guns, I found these 2 pictures on google that I tried to <copy>:
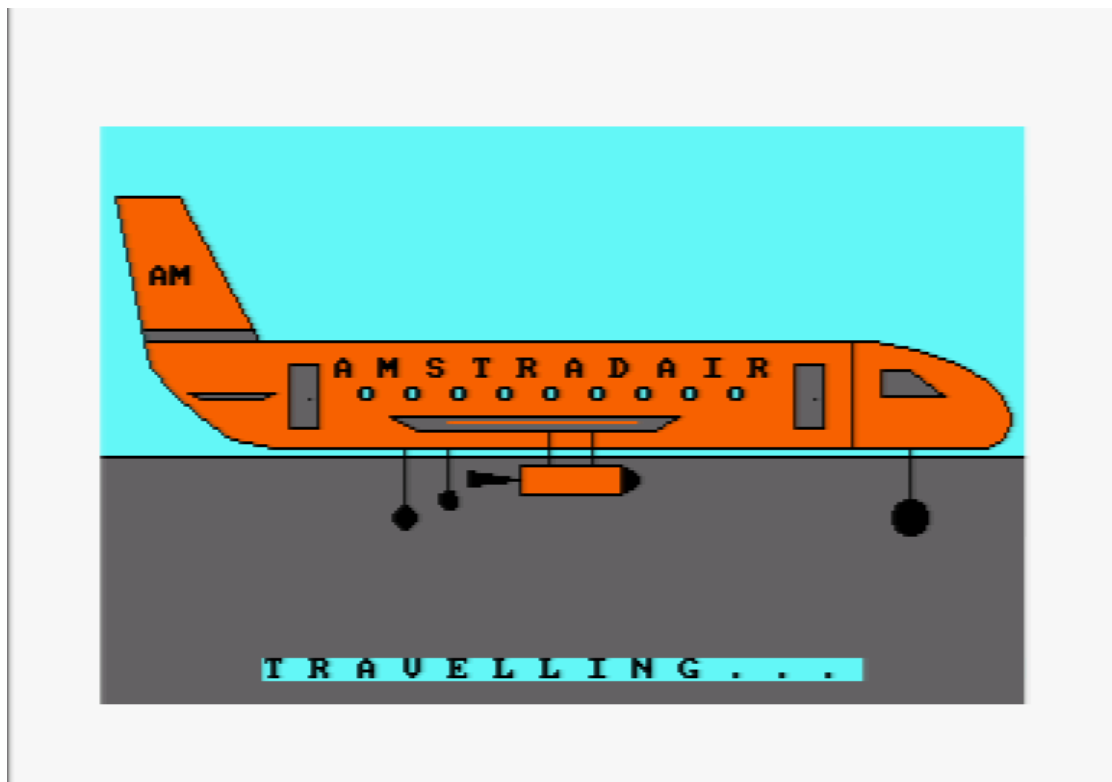
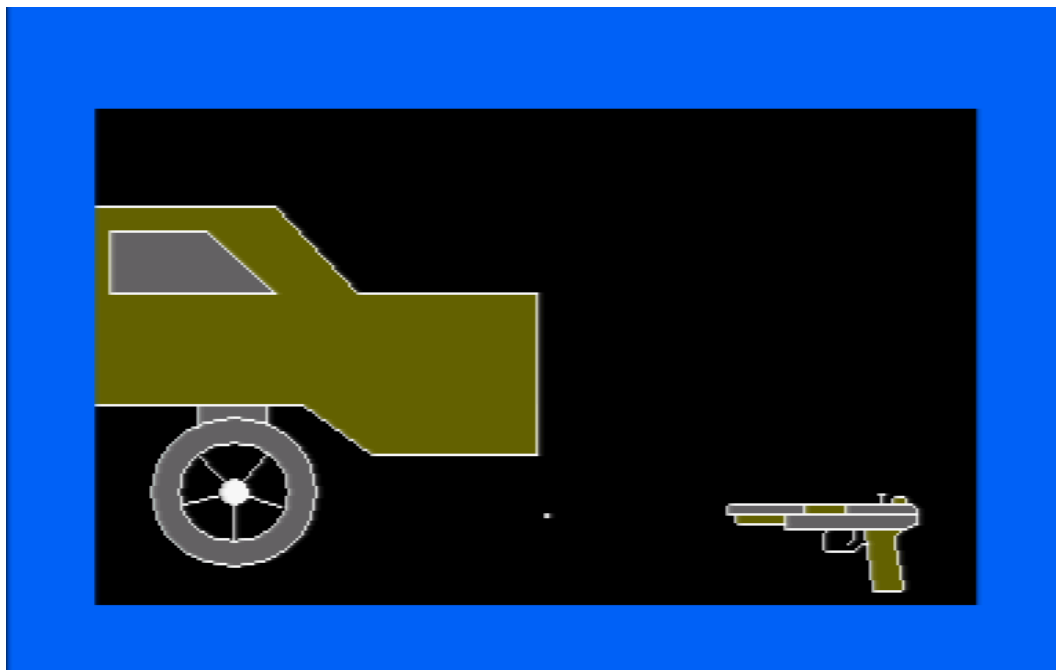**PHOTO OF G3A3, most used weapon in the Greek Army.**
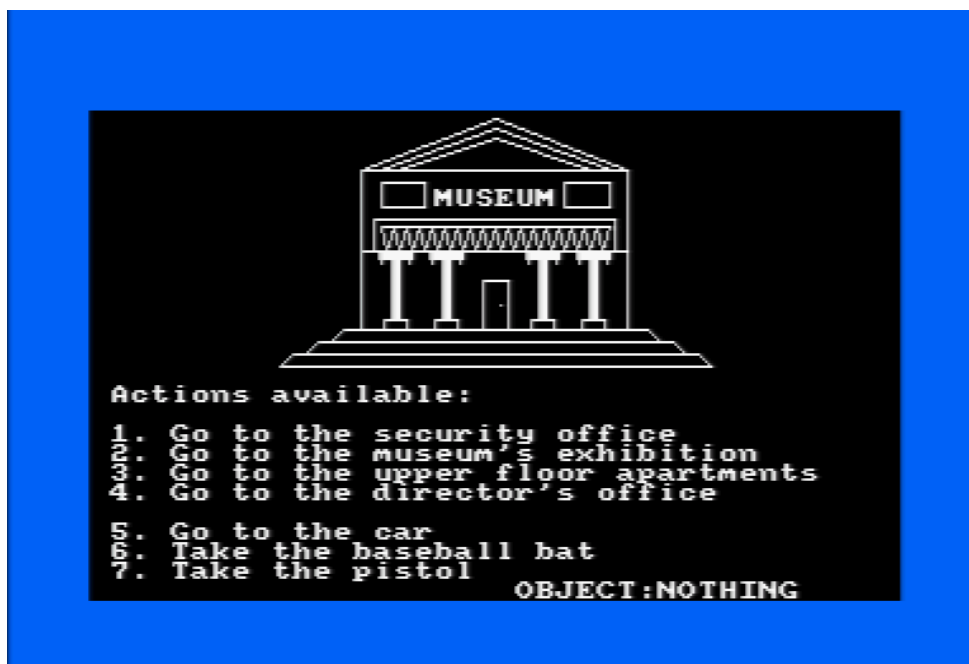

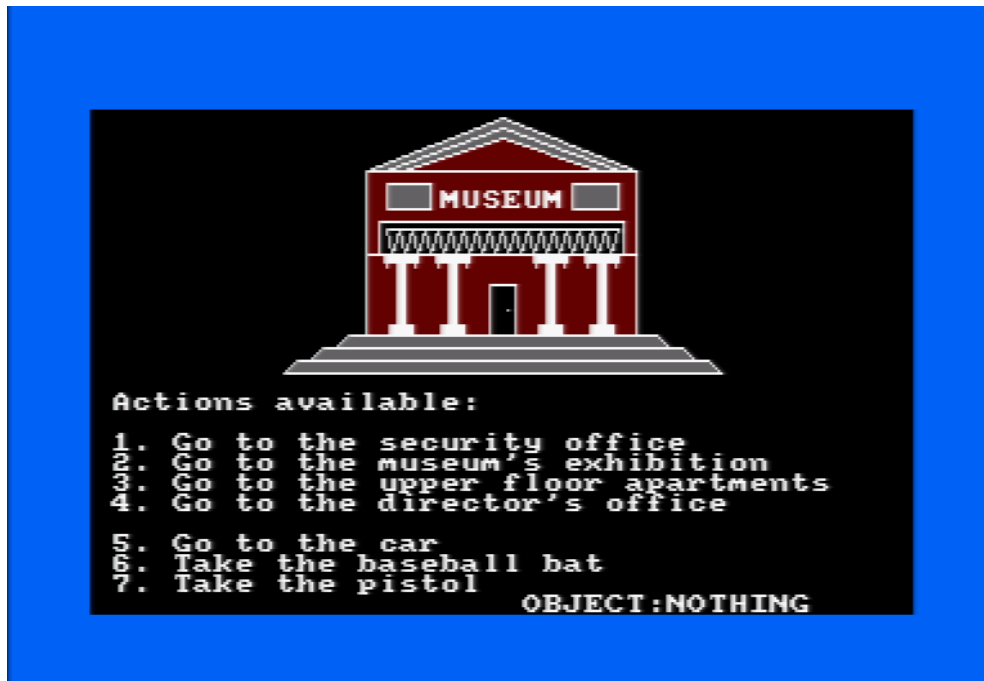**PHOTO OF Tokarev Pistol**

Then, after much trying with the pixels using PLOT/DRAW, I managed to make the aircraft:

Using the same code of the pistol, I added a car for the next photo:

The museum was also made using PLOT/DRAW/FILL commands.

In following pages you can see the original photos and the conversion for Amstrad.
I used ConvIMGcpc for converting these photos to CPC, and manage DSK for importing them into DSK.

PHOTO 1: VERSAILLES PALACE, FRANCE
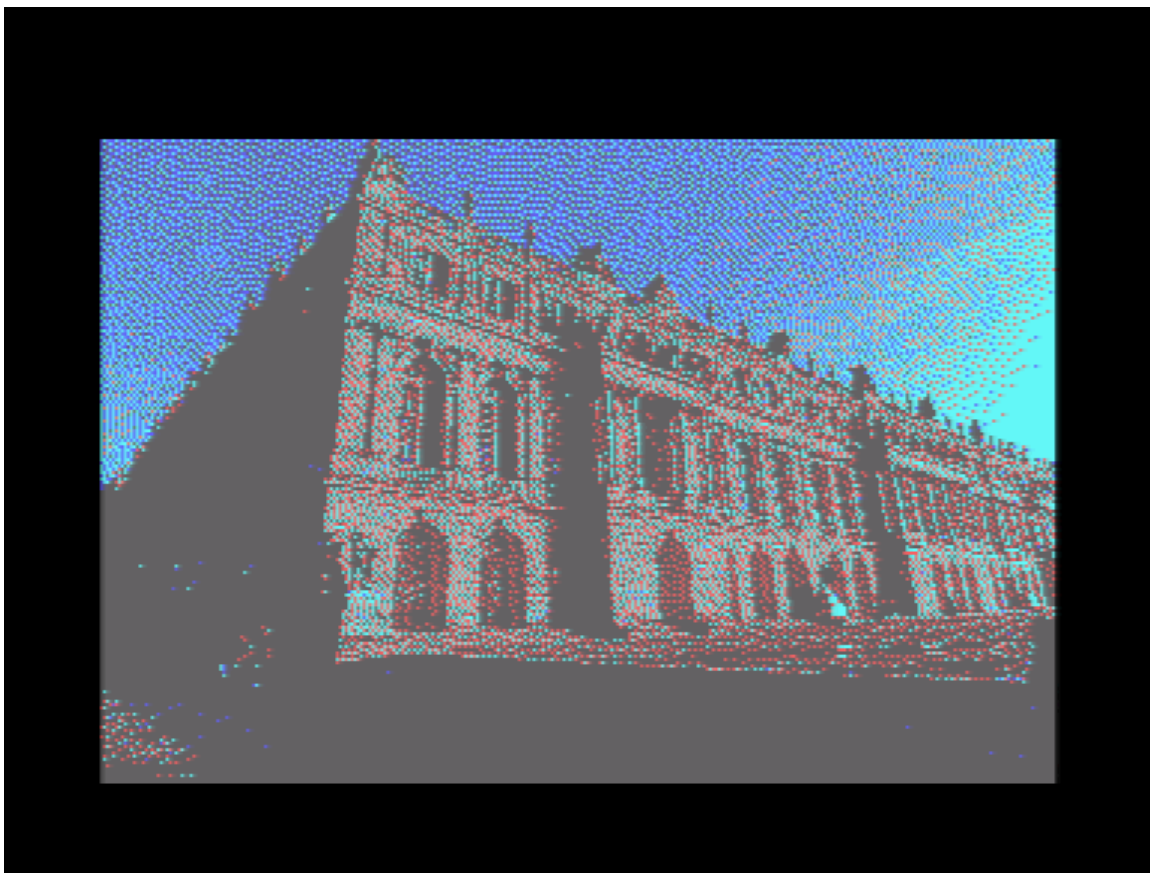

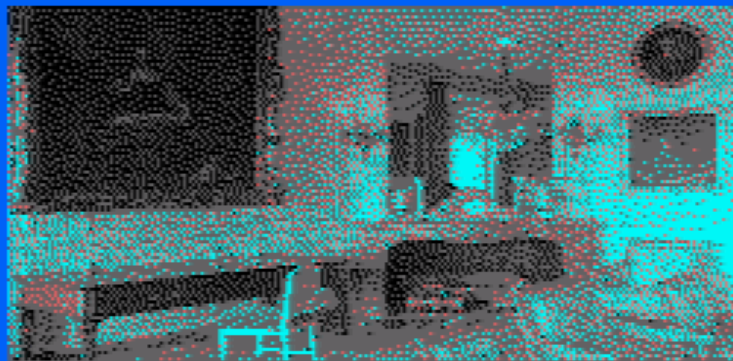PHOTO 1: VERSAILLES PALACE, FRANCE

PHOTO 2: VERSAILLES PALACE, FRANCE

What will you do?

1. Take the fake passports
2. Attack the nearby armed guard
3. Take the money
4. Use object carried
0. Exit room

OBJECT:NOTHING

PHOTO 3: AMSTRAD CPC PHOTO FROM WIKIPEDIA

The first result was not so good, as for the Amstrad screen display, as you see below:

I fixed it using PLOT/DRAW/FILL commands. The result is below:
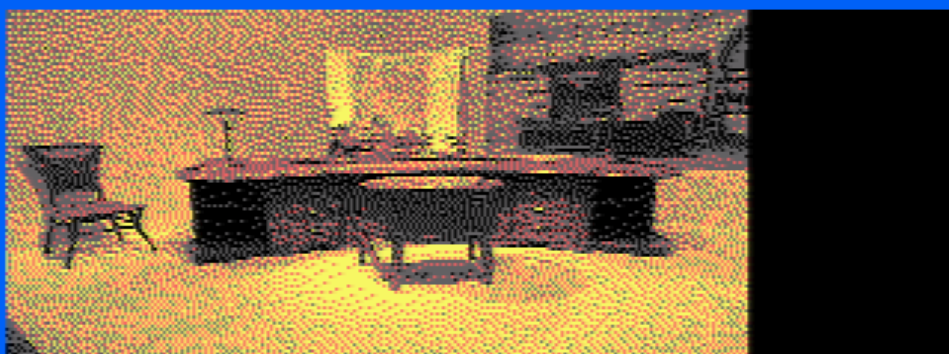
PHOTO 4: ARKADI MONASTERY, RETHYMNO, CRETE

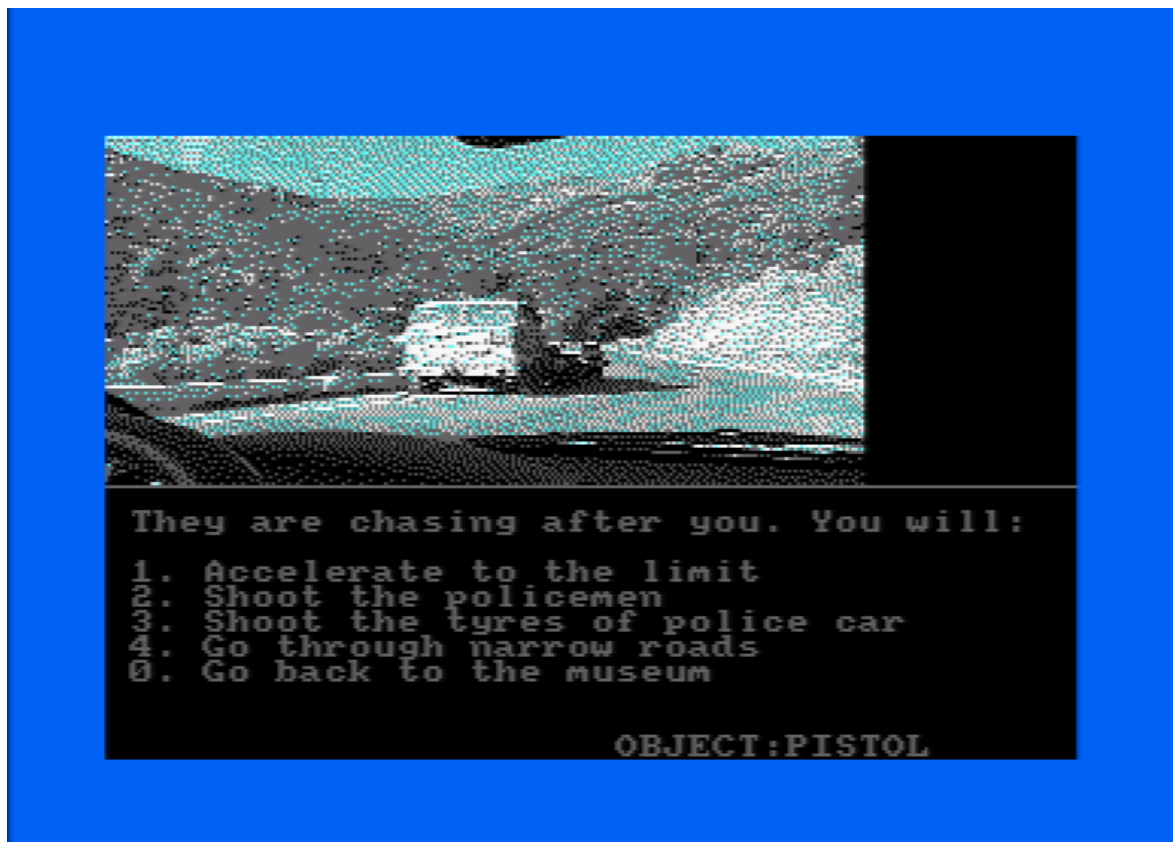**PHOTO 5: ORCE MUSEUM, PARIS, FRANCE**

What will you do?

1. Attack the sleepy officer
2. Press a red button near the officer
3. Search the drawers
4. Use object carried
0. Exit room

OBJECT:NOTHING

PHOTO 6: SOMEWHERE IN CRETE

They are chasing after you. You will:

1. Accelerate to the limit
2. Shoot the policemen
3. Shoot the tyres of police car
4. Go through narrow roads
0. Go back to the museum

OBJECT:PISTOL

PHOTO 7: AEROFLOT PHOTO FROM AIRLINERS.NET

PHOTO 8: MY ORIGINAL PHOTO WORKING AT HERAKLION AIRPORT

EDITED THE NAME USING SIMPLE PAINTING WINDOWS TOOLS

You arrived back to the ASU airport!

The invaluable Amstrad painting was placed again in the Amstrad museum, where thousands of people arrive daily to admire it.
You are now an Amstrad hero in the Amstrad Socialist Union, as all the people respect you!
GAME OVER