INSTRUCTIONS MANUAL



A new Amstrad CPC videogame made for the CPC Retrodev 2022 by the Pat Morita Team

STORY

The "Black Pingus", a gang of thugs, are terrorizing the lands of Pinwiland with the help of other evil associates. As part of her evil plans, Pinwi's girlfriend, Ninwina, has been kidnapped and hidden somewhere in the country.

Pinwi is an expert snowball thrower and is willing to fight to get his love back, are you going to help him?

GOAL

Find your girlfriend by cleaning all stages around Pinwiland. The place is full of enemies and you should defeat them and fight against the three bosses of the gang. At the end of your path, your love is waiting for you.

HOW TO PLAY

Pinwi can move horizontally and shoot snowballs to all directions. Shoot enemies and get the trophies to get extra bonuses. When you manage to completely eliminate the wave of enemies, you will go to the next level.

CONTROL

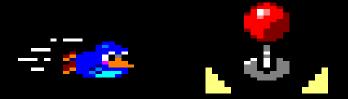
You can use keyboard or joystick to play the game. Control Pinwi with the joystick and shoot snowballs with the fire button.

Key	Action
О	Up
Р	Down
Q	Left
А	Right
Space Bar	Shoot

Shooting: The snowballs will be thrown in the direction that we are pressing. There are 5 possible directions: left, up, right and their diagonals.



Slide and Dodge: By pressing the lower diagonals (down-left and down-right) the player will be able to slide sideways and dodge enemy shots in the meantime. During the slide you will not be able to shoot. Use it wisely.



TROPHIES

Each area has a type of trophy that you can collect or shoot to. If you finish a stage and do not miss any trophy, you obtain a special bonus.



Special trophy: Some baddies may leave an envelope with their salary as a hired thug. It gives us extra points and should not be missed to obtain the "Perfect" bonus.

SCORE AND EXTRA LIFES

You get **1 extra life every 6000 points**. There are different ways to obtain points in this game:

- Killing enemies
- Getting trophies
- "Perfect" bonus
- Getting envelopes
- Bonus stages
- Resting lives at end of game (Superbonus)

HUD



LOADING INSTRUCTIONS

Insert the cassette into the cassette player.

Type RUN" and press ENTER twice.

Press PLAY on the cassette player.

CREDITS AND TOOLS

Graphics: Jarlaxe

Code, Music & SFX: A. Pérez

Testing: Hicks, Perretes Group, Anjuel

Used tools:

- Pstcra framework by Mojon Twins
- WYZ Tracker & Player
- WyzFx2Asm by Sergio thEpOpE
- Mappy
- Photoshop

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