USER'S MANUAL

A game developed by Cabbage Corp.

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INTRODUCTION

Abyssal is an Amstrad CPC game, made by 3 students of the Universidad de Alicante (UA).

In this game, your goal is to get the maximum points by killing abyssal enemies, while you survive until you fight the final boss. Whenever you kill an enemy, points will be granted to you, but if you are killed, you will have the option to restart the level where you were, but you will lose all the points you had (you can continue enjoying the game, but in order to get the best score possible, you will have to avoid dying). Also, the enemies will despawn after a certain amount of time, so be quick or you won't be able to get those precious points!

STORY

You are Johnny Deep, a well known treasure hunter, who one day received a strange letter from an unknown source. The letter contained a map with a coordinate in the middle of the Pacific Ocean and some notes where it stated that the biggest treasure known until now was in an abyssal trench, waiting until someone would find it.

With no hesitation, you bought a bathyscaphe and started the journey: that treasure must be yours! But what you didn't know was that you weren't the only one who received the letter. The treasure location was sent to the biggest treasure hunters of the entire globe, so you will have to ensure you're the first one to find the treasure. In the gameplay, you will be able to encounter one of these treasure hunters, Larcenas, but he won't be too well equipped for the adventure…

As long as you go deeper in the trench, you will encounter abyssal monsters, who will try to kill you, as you entered their domains. You'll have to survive waves of creatures in order to go deeper into the trench, but that will mean you will come across deadlier monsters (some of theme will be mechanized too!).

Will you be able to survive 90 waves of sea creatures? Will you have the guts to fight the 3 bosses that are looking for to make you pay for entering their domains? Will you reach the bottom of the abyssal trench and get the treasure? There's only one way to know the answer for those questions, so we hope you brought your life jacket with yourself…

HOW TO PLAY

Your bathyscaphe is well equipped with a laser gun, that you will need to kill the sea creatures that you will encounter.

The bathyscaphe works with energy, and when you received damage, you will lose energy. But don't worry, you can repair your bathyscaphe. The only problem is that, as you didn't want to split the treasure with your crew, you are the only one in the bathyscaphe, so when you try to repair it, you cannot shoot, so if you want to recover energy, you will have to stop shooting.

You will have a second ability as well, that will consist of an energy pulse that will destroy all the bullets, but you will have to use some energy to deploy the pulse, so think it twice before you use the pulse when you don't really need it.

When you clean a wave, or when the enemies of the wave despawn, the next wave will start, so you will have to decide if you want to go for the maximum points and kill everyone, or if you want to recover some energy to be more prepared for the next wave, so you will stop shooting and start avoiding bullets until the enemies despawn.

CONTROLS

You can either play with the keyboard or the joystick. If you chose to control the bathyscaphe with the joystick, you will be able to use the normal shot with the fire button, but for using the pulse you will have to use the keyboard due to the limitations of the joystick.

| KEY	ACTION
Q	Go Up
A	Go Down
O	Go Left
P	Go Right
Space Bar	Shot
Shift	Energy Pulse

ENENIES

There are a total of 8 different enemies, 3 bosses and then some obstacles.

Obstacles

Not everything in this life will be solved by force. Sometimes you will have just to avoid the problems to survive. This is the case of some special stages, where no enemy will spawn, and there would be obstacles that you will have to avoid. These obstacles are the float, a dirty wheel (trash that people leave in the ocean) some mines and a well known treasure hunter who wasn't prepare for the adventure...
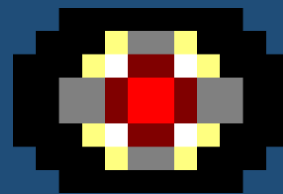
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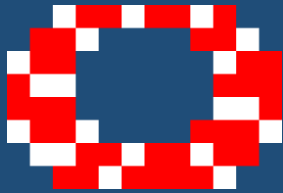
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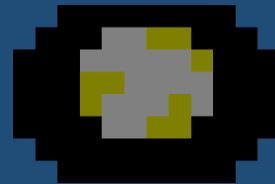
Larcenas

Mine

Normal enemies

This type of enemies will go up and down through the screen, shooting the player periodically. Also, they like to be together, appearing in groups that can even be composed of different types of enemies.

The **puffer fish** shot a single bullet, and has little life. Although one single puffer fish doesn't suppose a big issue, whenever they spawn in groups, a rain of shots will overwhelm you!
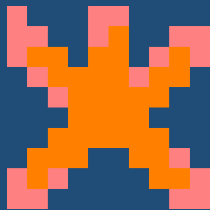
The **starfish** will shot an arc-like shot, made of 4 bullets, and has medium life. Keep yourself out of its range if you don't want to be in the middle of the arc!

The **nautilus** will shot an arrow-like shot, made of 3 bullets, and has bigger life, as it has a shell that will make it more difficult to kill.

Dashing enemies

This type of enemies will go up and down through the screen, but making a dashing movement. The speed of the creature will increase and decrease, and also the direction of the movement will be pseudo-randomized, so try to anticipate its movement in order to kill it!

The **eel** will move doing dashes, but watch out! Whenever it stops, it will shoot you.
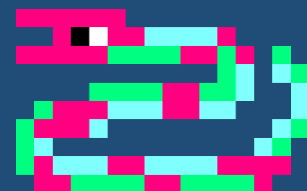
The **mecha-eel** is a deadlier, mechanized version of the eel!

Teleporting enemies

This type of enemies will teleport throughout the screen while they shoot you. So keep an eye on those enemies, as they can spawn where you least expected and surprise you, but not in a good way…

Jellyfish are difficult to sight, so you will have to focus to track them. Don't let them sting you!

The depth fish will be disappearing little by little, until it will be visible in another position, ready to kill you!

Special enemies

The **mecha-chalot** is a mechanized cachalot that will stay still, while it will shoot you following torpedoes. Keep moving to trick the torpedoes, or you will be an easy target!
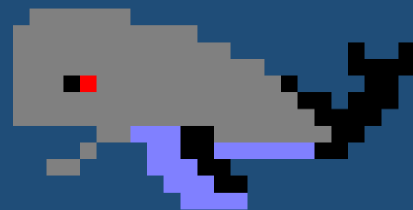
Bosses

The **octopus** will move in an elliptical path, stopping periodically to shoot you an arc-like shoot. You will have to shoot him until he loses all his tentacles. But it won't be as easy as it seems, because whenever he loses a tentacle, it will remain floating for a time, until it disappears, blocking your shoots.
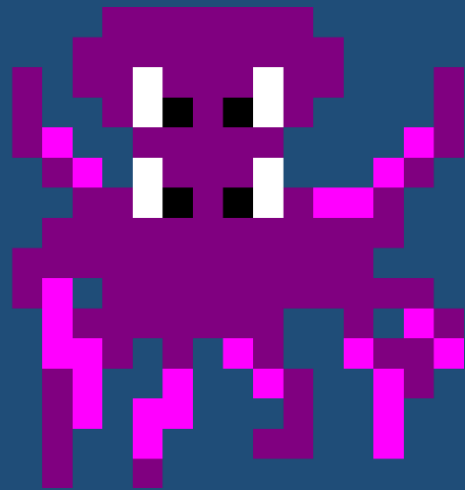
Kr-4b is the result of an experiment that went wrong, resulting in an aggressive cyborg crab who won't stop following you! It will go up and down, while he shoots you an arrow-like shot with its regular claw, but once he gets right in front of you, he will open his mechanized claw to shoot you a big energy ball. So, don't stay still too much, or you won't be able to survive the rage of its mechanized claw!

The **mecha-kraken** is the protector of the treasure. No one knows where it came from or who made it, but it doesn't matter: the only thing you need to know is that he won't go easy on you! He has never left a survivor when he attacks, so the only things known about him are what people tell. Some say that he shoots energy balls, other say that he throws his mechanized tentacle ends at the ships, destroying them in seconds... You will have to uncover the mystery of the mecha-kraken if you want to get your hands in that precious treasure, but be very careful, as stories say that the kraken seems to always recover, and in a much stronger form, whenever he seems to be defeated...

SCORE AND POINTS

Every time you kill an enemy, you get 50 points. And when you finish a level, you are rewarded with 1000 points.

MISCELANEUS

6 original songs have been composed for the soundtrack of the game. Those songs are the one of the menu screen, the first level, the second level, the third level, the death screen and the victory screen.

LOADING INSTRUCTIONS

- WinAPE

If you already own the las version of WinAPE and downloaded the .sna of the game, then you have to follow these steps:

- o Execute WinAPE
- o Load the snapshot, either by pressing F5 and selecting the snapshot or by going to File > Load Snapshot, and then selecting the snapshot.

- Amstrad CPC 464

If you want to play directly with the original Amstrad, those are the steps you should follow:

- o Insert the cassette
- o Type RUN" (it's important that you don't forgot the " character) and then press ENTER
- o Press the PLAY key of the console
- o Press any key
- o Wait until the game is fully loaded

SYSTEM REQUIREMENTS

Abyssal can be played in every PC that can handle an Amstrad CPC emulator. In this case, we recommend you the one we used, WinApe, as we didn't encounter any issue when playing our game in this platform. Other emulator that can be used is RetroVirtualMachine (RVM).

There is also the possibility to play Abyssal in the original Amstrad CPC, but you must have an Amstrad CPC 464 or above versions.

CREDITS AND TOOLS

- Code: Alberto Rius Poveda, Alfonso Ruiz Martínez, Eliseo Fuentes Martínez
- Game Engine: Alberto Rius Poveda
- Music: Eliseo Fuentes Martínez
- Graphics: Alfonso Ruiz Martínez
- Used tools:
    - Visual Studio Code
    - WinAPE
    - Arkos Tracker
    - Gimp

Special thanks to Jason, José Miguel and Sergi who helped us in the testing and gave us ideas for the game.