



# USER MANUAL

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# 1. Story & Game system

We are in a far away kingdom of all evil here you can only breathe goodness and joy all thanks to the new king and his royal postmen. But all this one day ended, the demons that were once banished by the heroes have managed to escape to bring evil to the kingdom once again taking control of the enchanted forest.

In this history we will put ourselves in the shoes of “Fhosty” the best royal postman in the service of the king who has the mission of reporting the demons of the forest and defeating them so that they return to the underworld.

For this mission the king gave our protagonist the sword of the last hero with which he will kill the demons, but that will only be with your help.

How will “Fhosty” be able to fight against all the demons ?

“Fhosty” will be trapped in the enchanted forest, the player will have to dodge and kill the demons that are chasing him and those who follow his paths invaded by guilt. The player will have three lives which are his precious letters which he cannot lose because he will fight eternally against the same demons.

To kill the enemies we have the sword of the last hero, the player will have to use it in the direction in which the enemies will attack him. Every time a demon attacks the player, it will remove

one of the letters, when the letters reach 0, it will repeat the fight with the same enemies.

Every time the player kills the enemies, more demons will come out to devour him, but the player will have the maximum life again, that is, he will have the three letters again.

## 2. Load Instructions.

To compile the game you can use WinAPE:

1. Install WinAPE and execute.
2. Load the .sna file of the project.
3. Start the game.

We also compile the game in a real Amstrad CPC 464:

1. Insert cassette
2. Type run” and press Enter.
3. Press play.
4. Press any key of the keyboard.
5. Wait to load the game.

## 3. Controls.

To move with the player it will be with the following keys on the keyboard:

1. A to move left.
2. D to move right.

3. W to move up
4. S to move down

We will also have the controls to be able to attack the enemies:

1. Arrow left to attack left.
2. Arrow right to attack right.
3. Arrow up to attack up.
4. Arrow down to attack down.

## 4. Enemies.

We have two types of enemies:

1. Enemy type 1: As the main enemy we have a demon with a mask that follows a certain pattern along the screen, this enemy doesn't attack the player because he is so guilty that he can only follow a pattern but he will hurt us if we cross his path.
2. Enemy type 2: The second enemy is more difficult. That's why it appears when you kill some low level demons, this enemy follows a pattern but when the player gets to a distance from the enemy it starts chasing the player to take as much life as possible.

