

COIN JUMP

Controls

- O: Move left
- P: Move right
- Q: Jump

Shortcuts/tricks

- E: Automatic level pass (preferable to use only if you are stuck in a level)

How to play

Playing **Coin Jump** is very simple: **you have to jump**. With the character's controls you will have to overcome **the obstacles (spikes, platforms, walls...)** that you find in each level and move on to the next.

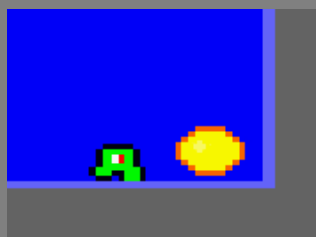
Objectives

The main objective of the game is to **get the coin**. With this, you will go to the next level, where there will be another coin. The game will **end** when you get the **coin from the last level**.

Gesture

The game includes a gesture to Lárcenas Legacy.

In Larcenas Legacy Lárcenas has to do some illegal things in order to get rich and in Coin Jump you Qial has to collect the coins for that same purpose.



License

Authors: Senén Martínez Acame and Sergio Tortajada Santonja. Both the game and all the source code is protected under the **GNU license**. For more information, consult their website: <https://www.gnu.org/licenses/>

Used software

- GIMP
- Arkos Traker 1
- CPCtelera
- Visual Studio Code
- Git Hub

Thanks

Thanks to the following groups and/or people who have contributed ideas for the levels and that have been included in the first version of the game: **@MT_Studios-UA** (Twitter), **@rnd_project22** (Twitter), **@Ianixaa** (Twitter), **@spicyboatstudio** (Twitter), **@tomateixon** (Instagram) and **@eduhina** (Twitter). If your level isn't in the game, don't worry, we'll eventually add them in **future versions** of the game. Those of you who want to **contribute level ideas** to the game, or want to **appear in Coin Jump**, draw us your levels and post them on Twitter mentioning us.

Contact

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