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ABOUT THE GAME

Dive into the depths of a new underwater world full of beauty and danger. Try to survive while a new mechanized species of sharks try to destroy your beloved submarine aka *submaca.*

S.H.A.R.K is an arcade horizontal scrolling shooter game inspired by the game of the 80's *"Harrier Attack"*.

You will play as *Submaca, a fully* equipped submarine designed by the most brilliant minds of our time, you need to stay alive so you can explore all the beauty of the ocean.

OBJECTIVE

The objective of the game is to survive all the hordes of enemies until you reach the end of the game. There are different enemies and levels you will need to face in order to survive. The real challenge is to survive all the levels without dying, so good luck!

WARNING: Only an experienced player will be able to beat the three levels in this game. If you are not an experienced player, this game might be frustrating for you. It is designed to be a challenging experience and to push your skills to the limit. Do you think you can beat all three levels? We think otherwise ;)

CONTROLS

You can move submaca horizontally and shoot in your game with these controls:

- Q - Up
- A - Down
- Space - Shoot

The common Amstrad joystick is also supported in our game.

INSTALL INSTRUCTIONS

You can run our game in two different ways:

- Amstrad CPC - Just insert the cassette and then type RUN" and press ENTER, any key and wait until the game is loaded.
- Emulator - we recommend you to try with Winape or Retro Virtual Machine (RVM), download the cdt file, load it in the emulator, type RUN" and press ENTER.

GESTURE

As we are taking part in the CPCRetroDev contest this year, we are celebrating its 10th anniversary, so we have included a reference to the winner of the first edition Lárcenas Legacy. We recommend you to stop reading right now if you want to find the reference by yourself in the game.

In our game the reference is the design of the most powerful enemy, another submarine with the face of the judge of Lárcenas Legacy printed in it.

AUTHORS

This game was developed by the QWERTY_DEVELOP team. This game was our first game for the Amstrad CPC computer.

- Adrián Carbonell Sánchez
- Daniel Martí Santos
- Jaime de Lacy Orellana-Pizarro