USER MANUAL

ZOMBIE DISCO

An AmstradCPC game made by PandemixStudio

to participate in the CPC Retrodev 2022

DESCRIPTION

This game was made to participate in the CPC Retrodev 2022, and it is our first game for the Amstrad CPC computer.

You play as Disco Mike, who was having fun in the best disco of the city, when suddenly some zombies joined the party! Disco Mike won't let anyone ruin his night, even if they are zombies, so grab your vinyls, step on the dance floor and show them the moves.

To progress in the game, you will have to defeat rounds of dancing zombies by throwing vinyls at them, once you finish them all, you will step on to the next level.

HOW TO PLAY

This is an Amstrad CPC videogame. You can play it in a real CPC computer or using an emulator. We recommend Retro Virtual Machine (RVM) and Winape. Download the CDT file and run it to play.

OBJECTIVES

Your main objective in the game is to survive the highest number of rounds while you kill every zombie that gets in your way. Each time you kill a zombie, your score will be increased so try and get to the highest round.

CONTROLS

You can move Disco Mike all over the dance floor and you can also throw vinyls at the zombies using your keayboard ori f you want, you can also play with the joystick.

KEYBOARD CONTROLS

- O: Left
- P: Right
- Q: Up
- A: Down
- Space: Throw vinyl

JOYSTICK CONTROLS

- Left
- Right
- Up
- Down
- Fire 1: Throw vinyl

SCORE

Each time you kill a zombie your score will increase, and every time you end a game it will be displayed in the game over screen.

AUTHORS AND LICENSES

This game was made by the PandemixStudio team:

- Ángel Robles González
- Christian José Mira Castelló
- David Costa Blanco

To make this game possible we used the following software:

- **Visual Studio Code** | Text editor for coding
- **CPCTelera** | Amstrad CPC game engine for C and assembly developments
- **Arkos Tracker** | Music and VFX composing tool
- **Tiled** | 2D level editor
- **GIMP** | Sprite design

INSTALL INSTRUCTIONS

How to run the game in a real Amstrad CPC
Load the cassette into the device, then type
RUN"[ENTER] press play, then any key.
How to run the game using an emulator
You can play the game using any AmstradCPC emulator
(**WinAPE**, **RetroVirtualMachine**...). Load the file
ZombieDisco.cdt into the emulator, then type **RUN"** and
press **ENTER**.

GESTURES

As CPCRetroDev 2022 was celebrating it's 10th
anniversary, we included a little easter egg as a reference
to Lárcena`s Legacy in the game. One of the enemies is
very similar to the **promotor**, a character of the game.