Manual

Trick or treat



Amstrad CPC 464 Trick or Treat

Introduction

A little kid goes to pick candies on Halloween night, in the middle of the night he realises that he has lost around the neighbourhood. This little kid, dressed up as a dinosaur, will try to find the doors to escape the attack of the feared Jack-o'-lantern, the famous ghost that always appears in the pumpkins. But to be able to open these, he must collect all the candies around him, either wise the door will never open.

Little Kid

Our main character will try to escape from this nightmare using his incredible mobility.

Controls are:

Q: Jump

O: Left

P: Right



Candy:

Pick the candy to open the door, either wise our little and brave main character won't be able to escape (:).

Doors:



Try to unlock the door grabbing all the candies, once you have done it, the door will open for you.

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Jack-o'-lantern:



Fear him, cause he is the only one who has been able to trick the devil, if he gets to touch you, the level will restart, no matter how close to your dreamed door you are.

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