

User Manual

Eric Ayllón Palazón, Vicent Baeza Esteve, and Clara Gonzalez Sanchez

Universidad de Alicante, España
eap56,vbe5,cgsg4@alu.ua.es

1 How to switch on the CPC 464

In order to switch on the Amstrad CPC 464 the only step is to activate the power switch on the right side of the machine. The user might want to have the machine connected to a monitor in order to see the feedback of the machine and use it comfortably.

2 How to load the game

In order to load the game it is recommended to start with the machine powered down and then switching it on. This is recommended to ensure the machine is on a stable state. Once the machine is powered on, the next step is to type *run* and then press enter and then pressing any key; by doing so the machine starts reading the external media for a block of data to load. Insert the cassette that contains the game, close the lid and press the **play** button of the cassette reader. The machine will start reading the contents of the cassette and load the game when it finds it.

If you do not have an Amstrad CPC 464, an emulator is available on the [cpctelera](#) repository. This repository not only provides an emulator (the `cpct_rvm` command) but also a complete set of tools to ease the development of software for the Amstrad CPC 464 machine and others down the same line. In order to load the game on the emulator you need the cassette file (`TLB.cdt`). Run the emulator with the command `"cpct_rvm TLB.cdt"` and the game will automatically load.

3 How to play the game

The game controls are the following:

- For keyboard:
 - 1 (on menu): See credits
 - O: Move Left
 - P: Move Right
 - Q: Move Up
 - A: Move Down
 - Space: Shoot/Accept
- For joystick:

- Left: Move Left
- Right: Move Right
- Up: Move Up
- Down: Move Down
- Button: Shoot

4 How to beat the game

The objective of the player is to help Zmira brew a potion, however, the hold-placers stole some ingredients and are not willing to let you finish the brew. Survive and protect Zmira on all the levels in order to win the game. To do so, shoot the holdplacers and kill them before they get kill you. They take more than one hit though.

4.1 How NOT to beat the game

If either Zmira or the player dies, the game will end and a bad ending will trigger depending on who died.