MISS INPUT



INDEX

- Introduction (p. 3)
- Setup (p. 4)
- Objectives & Game Elements (p. 8)
- How to Play (p. 9)
- Power Ups (p.10)
- Enemies & Traps (p. 11)
- Credits & References (p. 12)



STORY

Watch Out!

One day Jonny goes climbing to a mountain,
in the middle of the climbing there is an earthquake
that opens a gap in the mountain.
Due to the great tremors Jonny falls through the gap
to the dark interior of the mountain

Jonny wakes up in a dark cave...
full of dangers...
and with a light at the end.

SETUP

There are three ways to execute and play Miss Input.
All of them are ment to play on WINAPE 2.0 BETA 2 wich you can download from:
http://www.winape.net/downloads.jsp .

The first option es to load the .dsk file (MissInput.dsk) - (p. 5)

The second one is to load the .cdt file (MissIntput.cdt) - (p. 6)

The last option is to compile the game.
(To do this you will need a LINUX distribution and install CPCtelera) - (p. 7)

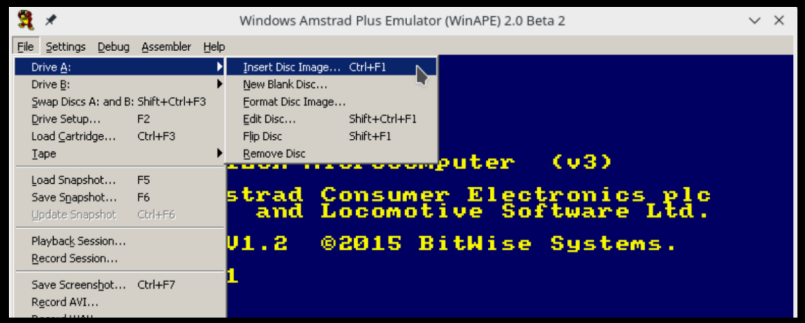


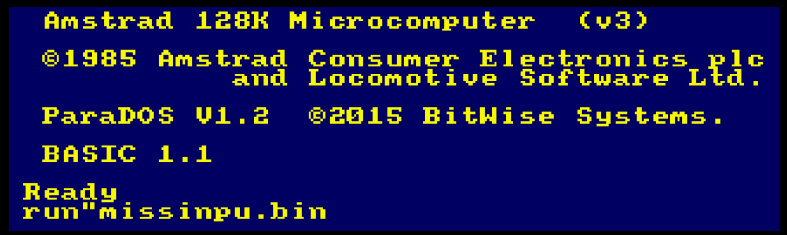
SETUP (.dsk)

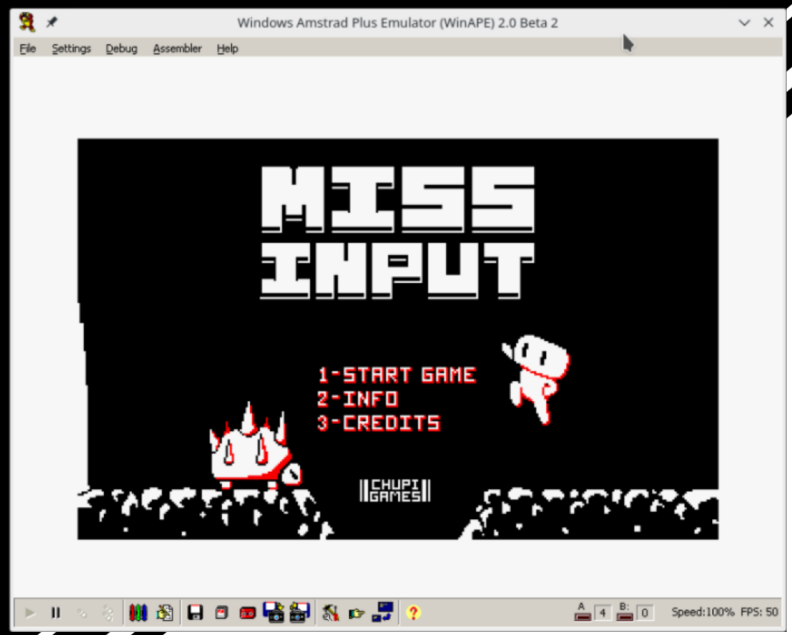
To play the .dsk file using WinApe follow these steps:

1.- Select the option “Insert Disk Image” and select the file MissInput.dsk

2.- Type : run “missinpu.bin







SETUP (.cdt)

To play the game with WinApe using the .cdt, follow the instructions below:

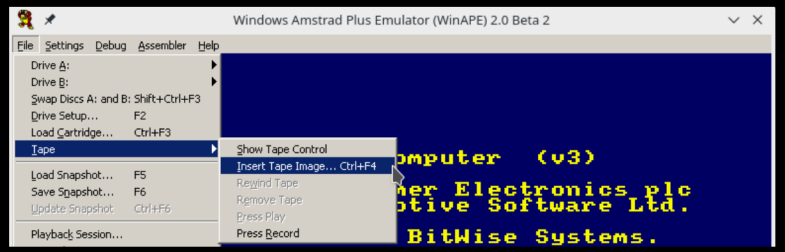
1.- Select the option “Insert Tape Image” (Ctrl + F4) and select the file MissInput.cdt

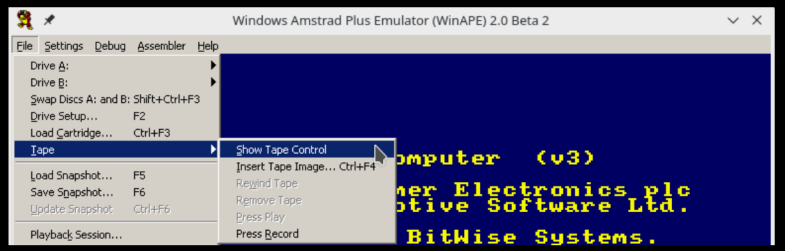
2.- Then select the option “Show Tape Control” in the same place as before

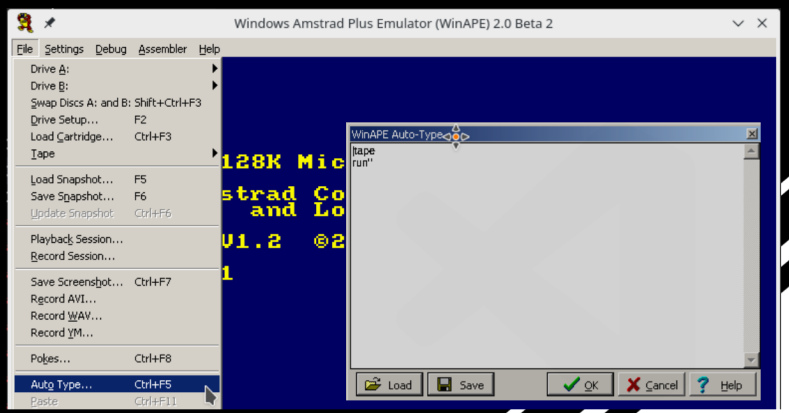
3.- After that choose the option “Auto Type” (Ctrl + f5)
type the following code and press Ok:

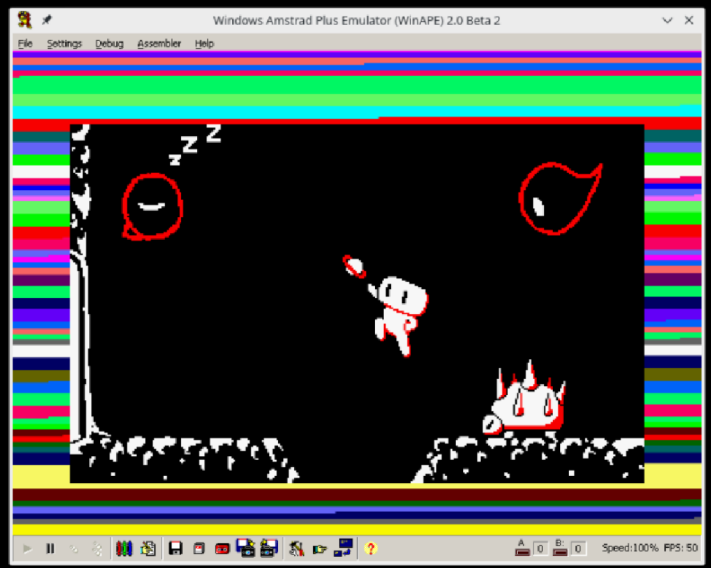
|tape
run”

4.- Finally press Play in the Tape Control and any key in WinApe











SETUP (compile)

First of all, you have to install Cpctelera from https://github.com/lronaldo/cpctelera
and follow the steps on the link 'How to install CPCtelera'.
Then, change to the development branch, and follow this steps:

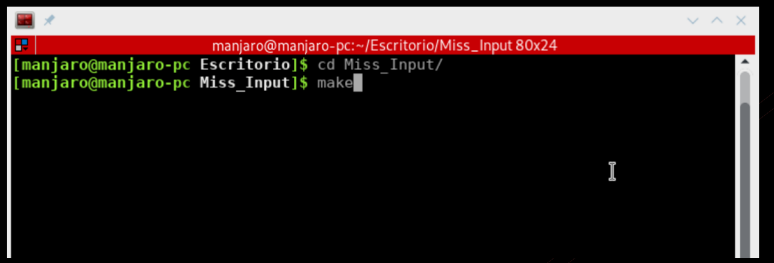
1.- Type in the terminal “cpct_winape” to install WinApe if you don’t have it already.

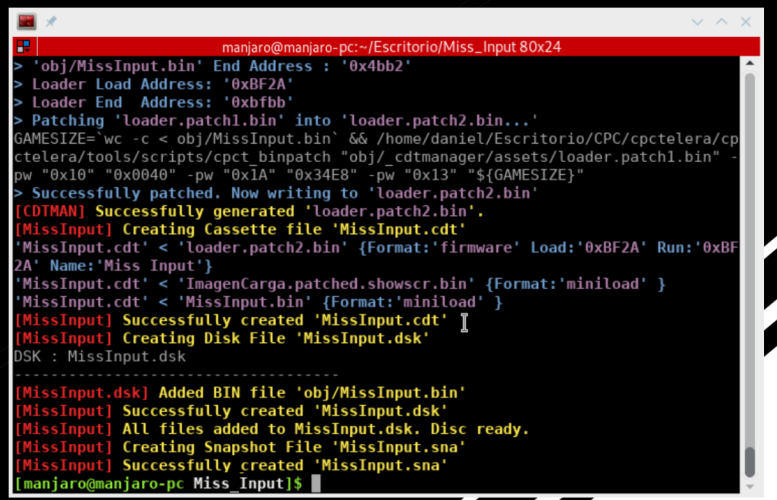
2.- Go to the folder /Miss_Input/ with the terminal

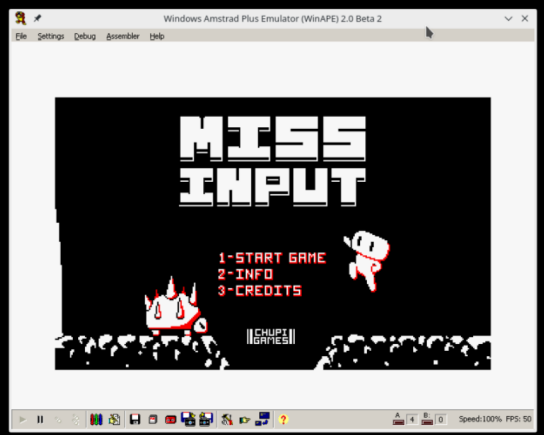
Ex. If you have the folder on your Desktop, you can type:
[<yourusername> ~]$ cd Desktop/Miss_Input/

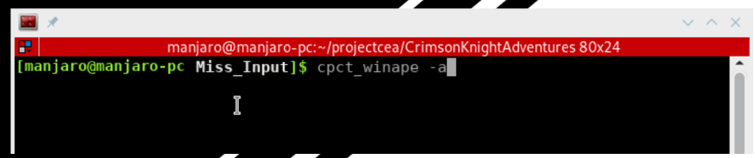
3.- Type “make” on the terminal and press enter. This generates the .dsk and .cdt from the source files.

4.- If you want to play it just type “cpct_winape -a” in the terminal







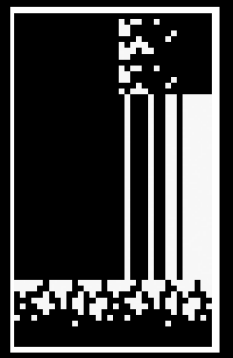


OBJECTIVES & GAME ELEMENTS

In this game, your objective is to reach the light at the end of each level. You must complete every level to exit the cave you fell into.

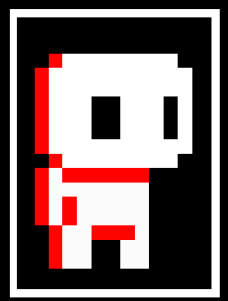
But you are not alone, for some reason there are many monsters roaming around and traps that will make your life more difficult.

Don’t worry, with your jumping skills and agility nothing is impossible!



- The Light (End of the level).

  This light represents the entrance of the next level.



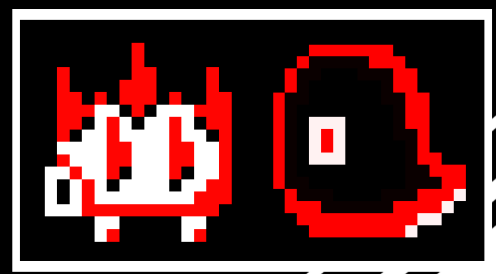
- Jonny (The Player).

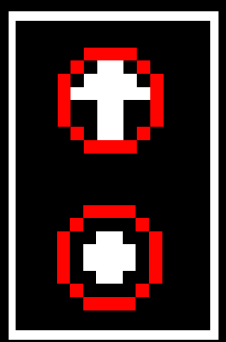
Jonny loves senderism and climbing, that’s the reason why he is in trouble, he has bad luck.

He also can run and jump.

- The Enemies.

These are the enemies that populate the caves,be careful not to get in their way or you will regret it later.



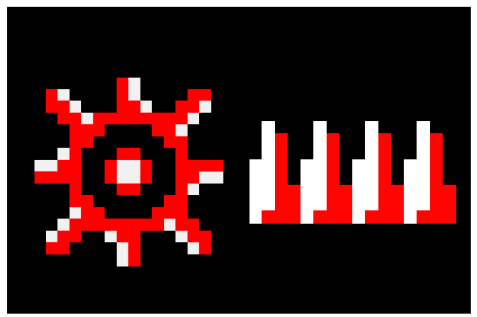


- Power Ups.

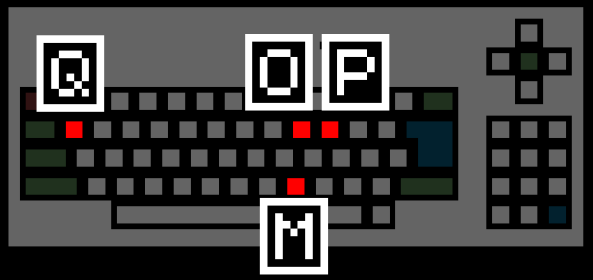
These items will give you new abilities to be able to reach the exit.

- The traps

Beware of the traps,
they’re everywhere,
falling in one of these will surely kill you.



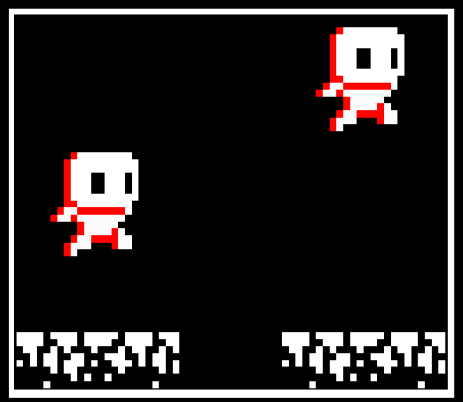
HOW TO PLAY



JUMP

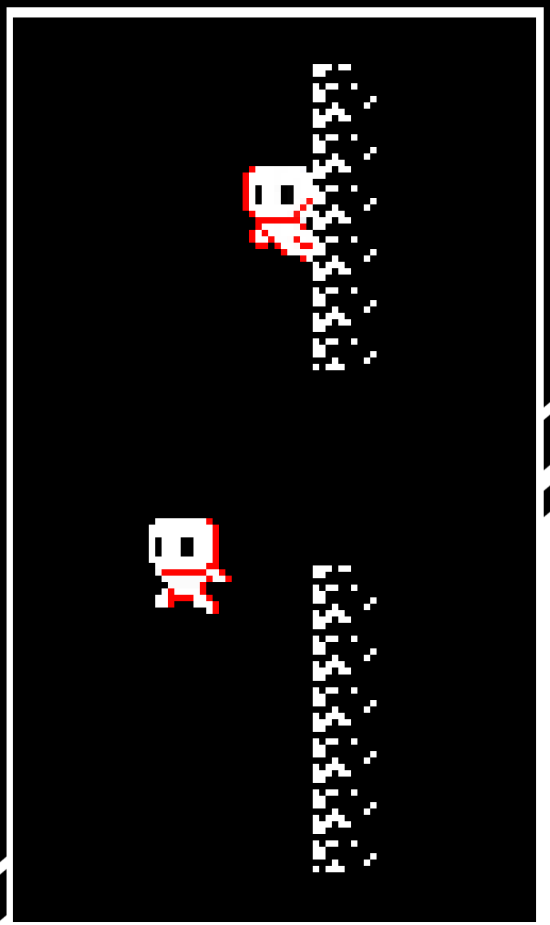
Press Keyboard ‘Q’
to jump.

The longer you press the jump button the higher you jump.



WALL JUMP

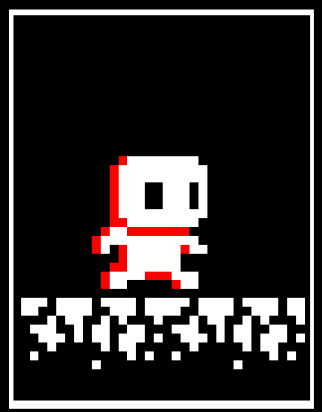
Jump into a wall to slide,once sliding press Keyboard ‘Q’ to do a Wall Jump



MOVE

Press Keyboard ‘P’
to move to the right

Press Keyboard ‘O’
to move to the left.



MUTE AUDIO

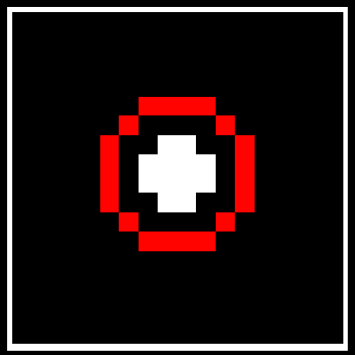
Press Keyboard ‘M’
to mute the audio
and effects.

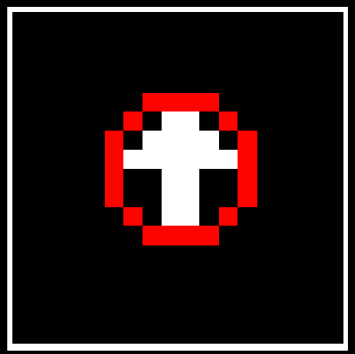
POWER UPS

POWER UP: DOUBLE JUMP

This power up gives you the ability to jump once in middle air. If you land on the floor you'll loose this ability.

(It dissapears once picked)





POWER UP: GRAVITY UP

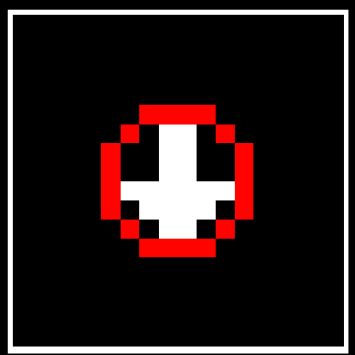
By just picking it, this item will make you fall upwards.

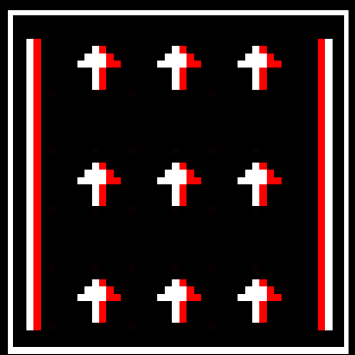
(It dissapears once picked)

POWER UP: GRAVITY DOWN

Catch it and restore the gravity to fall down again.

(It dissapears once picked)





GRAVITY ZONE:

When you enter in this zone it'll set your gravity to the direction of the arrows inside.

ENEMIES & TRAPS

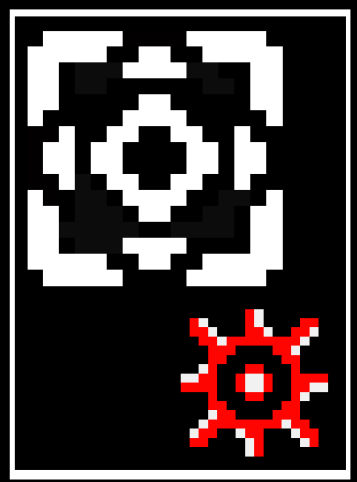
BILLY

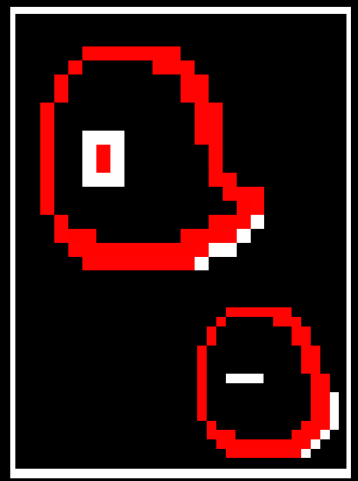
This turtle-like enemy will move horizontally from right to left bouncing on each end and turning back on the opposite direction.



SAW MACHINE

This machine will periodically shoot a spiked wheel in a straight line that will kill you once it hits you.

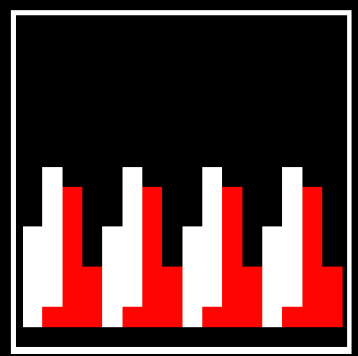




GHOST EYE

This sleeping ghost will remain still while he sleeps, but once you aproach closer enough it will wake up and it'll follow you at every time, even crossing through walls.

When the ghost is near your character, it will go slower, however if it gets too far it'll fastly run after you.



SPIKES:

This is the most common trap in every dungeon, but be careful, they do their job very well.

CREDITS & REFERENCES

GAME AUTHORS:

- Daniel Saura Martínez
- Enrique Vidal Cayuela

chupifluxigames@gmail.com



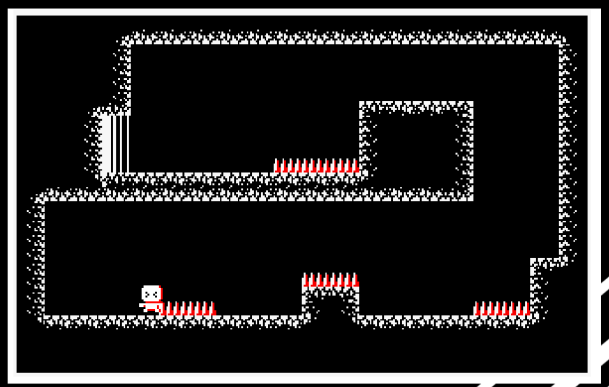
danieemil@hotmail.com



quiquesoyyo@gmail.com

REFERENCES

While playing the game, if you fail 10 times in the same level, some text will pop up. This is a reference to the look of the text that appears when you loose a life while been eaten by a plant in the game “Astro Marine Corps” by Creep Soft.



USED LIBRARIES:

CPCtelera by Fran Gallego:
https://github.com/Ironaldo/cpctelera

