



# PLAYER'S HANDBOOK

ARQstrad ■



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## Game plot

You are on a lunar exploration mission. Your ship has crashed on the surface and somehow you survived. You have landed in an unexplored area of the moon and you realise that you are not alone. Aliens of all kinds have been scrapping the remains of your ship and introducing them into cave systems that seem to be their lair. Make your way with your blaster to retrieve all the pieces and rebuild your ship before you run out of oxygen or get murdered. Good luck!

## Controls



Figure 1. Controls screen.

Additionally, you can use **escape key** to go back to the main menu.

# Mechanics

## Oxygen

In MoonBreak you have to watch out. You will have an **oxygen meter** that will decrease over time. If you run out of oxygen, you will die!

To **refill** the oxygen tank, you have to step on the **O<sub>2</sub> platforms**.



Figure 2. O<sub>2</sub> platform.

The oxygen tank has four states:

Tank at full capacity



Tank with a good oxygen level



Tank with a low oxygen level



Danger! Tank about to run out of oxygen



## Ship pieces

In order to progress in the game, you will have to **find and collect pieces** from the spaceship. **In each level there are two hidden pieces**, when you collect them a door will open at the beginning of the level and you will be able to advance to the next level.

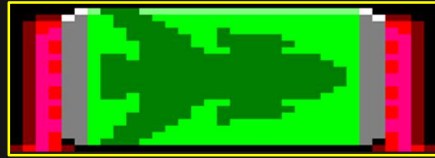


Figure 3. The pieces collected tracker in the HUD at the beginning of the game.

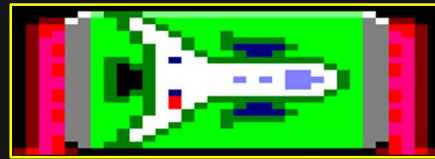


Figure 4. The pieces collected tracker in the HUD at the end of the game.

## Player energy

Your space suit protects you and keeps you alive. On the HUD there is an indicator of how much energy the space suit has left. Every time you receive a hit, an energy cell will be damaged. If you run out of energy, you will die.



Figure 5. Energy tracker initial state.



Figure 6. Energy tracker with some energy cells damaged.

# How to play

## RVM

Download Retro-Virtual Machine ( <https://www.retrovirtualmachine.org/> ) and follow these steps:

1. If you have already used RVM to emulate an Amstrad CPC 464, go to step 3.
2. Open the menu on the top left, and click "Create machine..."



3. In the context menu select "Amstrad CPC", then select "Amstrad CPC 464" and then select the version that best suits you. Then save the machine to your computer.
4. Select and open your Amstrad machine (which will be located on the left in the RVM window) or load a machine from the menu and open it.

5. Turn on the Amstrad machine with this button:



6. Write exactly this: (run") without the parenthesis and press enter twice

7. Open the tape menu with this button:



8. Press the stop/eject button at the bottom of the tape control:




9. Then select and open the .cdt game file

10. And in the last step press the play button at the bottom of the tape control:



## Winape

Download Winape Emulator ( <http://www.winape.net/> ) and follow these steps:

1. Open Winape and write exactly this: {run"} without the parenthesis and press enter twice.
2. Select "file" in the context menu, hover the text "Tape" and select "Show tape control".
3. Select open and select and open the .cdt game file.
4. And in the last step press the play icon in the tape control: 

## Compilation

Version of CPCtelera with which the game has been compiled:

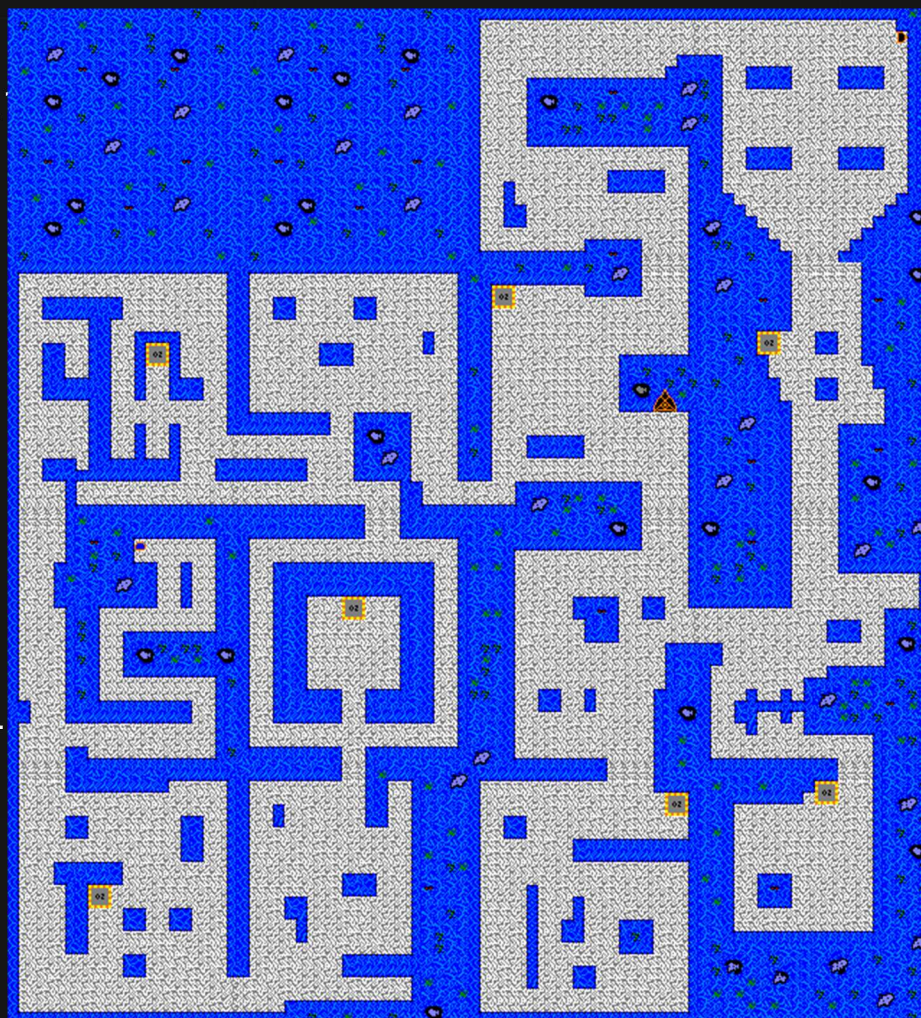
- Commit (**192995f4c8619c6bfde3e9b566e504555a4136be**)

If you want to compile the game yourself, open a terminal in the MoonBreak folder and run the "make" command. You can use the "make clean" command to clean the compilation objects.



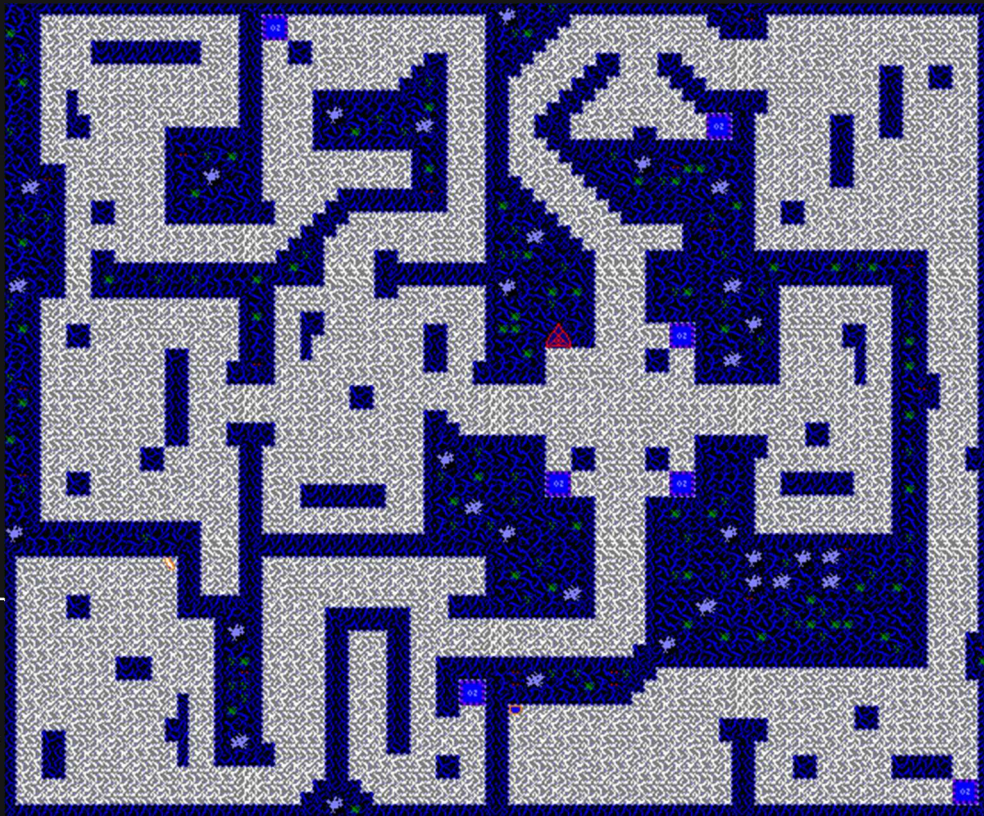
# World maps

## Level 1

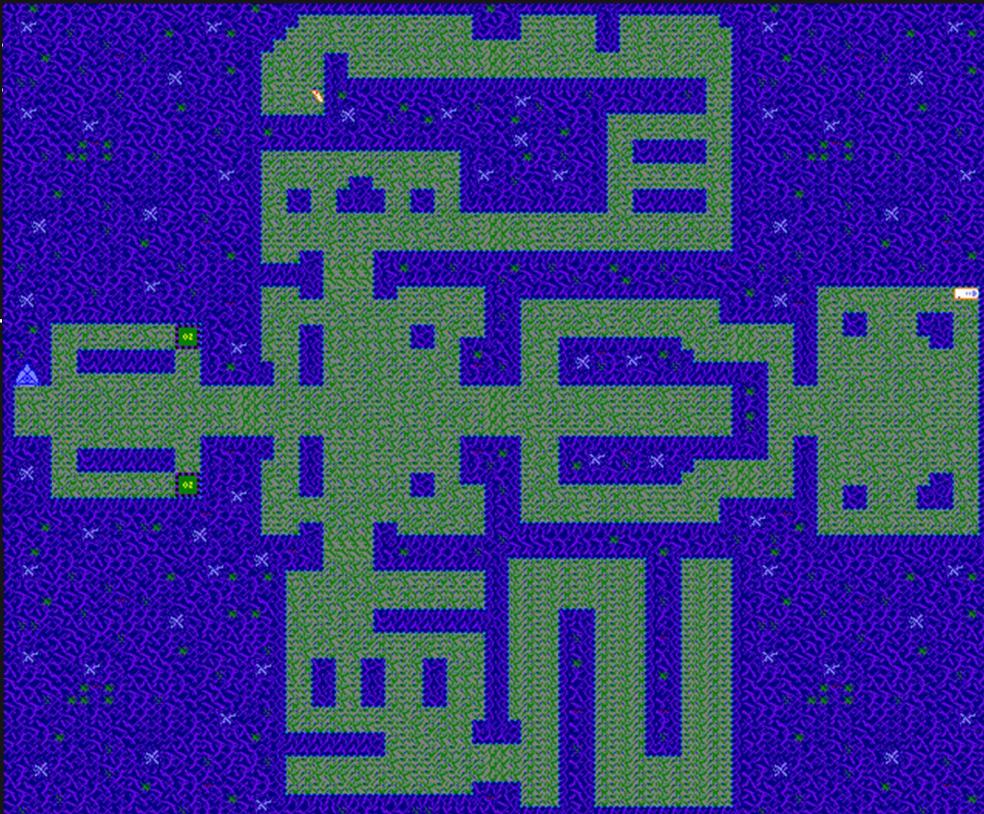




## Level 2



## Level 3-



# Credits

The game is completely made from scratch using the CPCtelera ( <https://github.com/Ironaldo/cpctelera> ) library and Z80 assembly.

Authors are:

## **Enrique Antonio Cores Rodríguez**

- Twitter: @QuiqueCores
- Email: encorod@gmail.com

## **Ricardo Antonio Ruíz Falcó**

- Twitter: @R1ckymãñ
- Email: ricky.rfr@gmail.com

## **Alejandro Vicente Rodríguez Segado**

- Twitter: @VicenteSegado
- Email: alejandrors13091993@gmail.com