Rolla Blaze's Manual

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Plot

In the fourth moon of a planet called Phantis, there's peculiar a rat race living on its underground tunnels. These rats have an special attraction to a cheese that only can be found in this moon, but there's only one way to get it. The rats organize a tournament where they have to compete to each other in a obstacle race, the one that avoids more, will get the cheese as reward.

User instructions

If you want to play the game on your system, you'll have to follow the next steps

1. Download and install CPCTelera

You can find all the instructions [here](#)

Note: If you don't have WinAPe installed, CPCTelera will do and configure it for you, if you want to install it by your own, you can download it from its [website](#)

2. Compile and play
On the game folder, where is located "Makefile":
- Create two folders, named "sprites" and then, inside the src folder "music"
- Open a terminal and write: make
- When it finishes, write: cpct_winape -a

If you have your own Amstrad CPC464, you can play our game by loading it from a casette. When you set it, press ctrl, then intro and press the play button.

The game

The purpose of the game is to get as far as you can avoiding the obstacles coming to you and getting extra lifes.

You can earn points by avoiding obstacles, also the more time you're alive the more hard will be the game by leveling up reaching the checkpoints.

Main menu

1. Keyboard

You can redefine the keys using wich you want, sprites will appear to know what control are you redefining.

2. Joystick

If you prefer to use a joystick controller, you will have to press this option, the game will be automatically configured for its use.

3. Music

Turns on / off the music.

4. Language

You can switch between english and spanish language.

5. Play

Starts the game, if you didn't use the first or the second option, the game will load the default controls:

- A: Move left
- W: Move up
- S: Move down
- D: Move right
- P: Pause the game

In the game

There's 6 types of obstacles

- TNT: Explodes and kills you

- Wall: Pushes you to the spikes

- Fan: Pushes you to down or up depending on its location

- Extra life: Gives an extra life

- Spring: Makes pushes you to the spikes, but much more than the wall

- Checkpoint: Increases the level

When you die you have a time being invincible till you press any key, this allows you to avoid an unforunate obstacle spawn.

Game Over screen

Here's where you get when you die, you can see how many obstacles you avoided and you'll can go back to the main menu or try again to break your last record. Your option will be elected when you press the enter key.

- The controls for this screen are:

- Left arrow: Switch to the left option.

- Right arrow: Switch to the right option.

- Enter: Elects the option.

Reference to Phantis

On the Game Over screen the arrow selection is a shot from the Serena's space ship.