

MISS INPUT



|| CHUPI ||
|| GAMES ||

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.

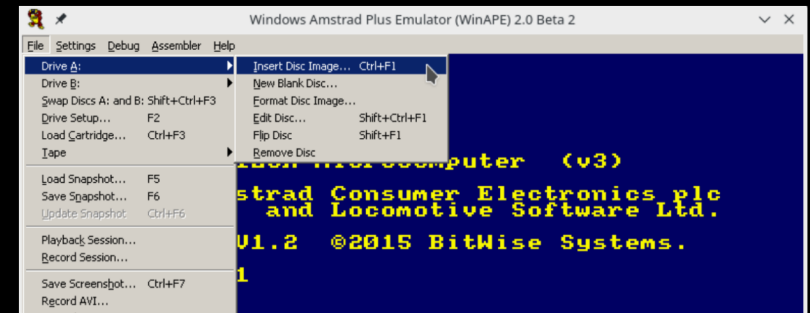
(To do this you will need a LINUX distribution and install CPCtelera) - (p. 7)



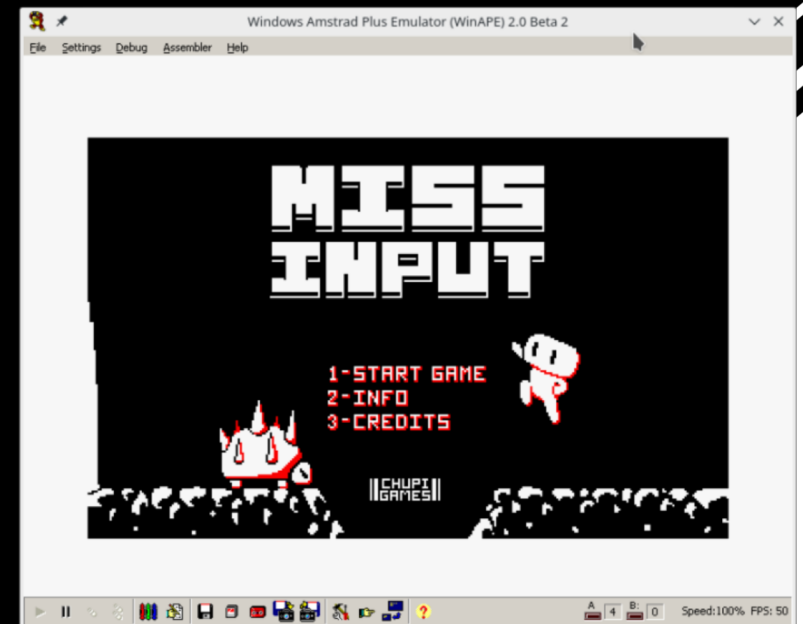
SETUP (.dsk)

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



```
Amstrad 128K Microcomputer (v3)
©1985 Amstrad Consumer Electronics plc
and Locomotive Software Ltd.
ParaDOS V1.2 ©2015 BitWise Systems.
BASIC 1.1
Ready
run"missinpu.bin
```



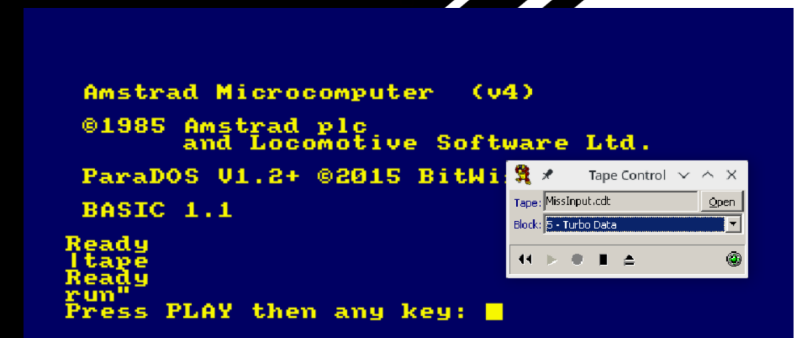
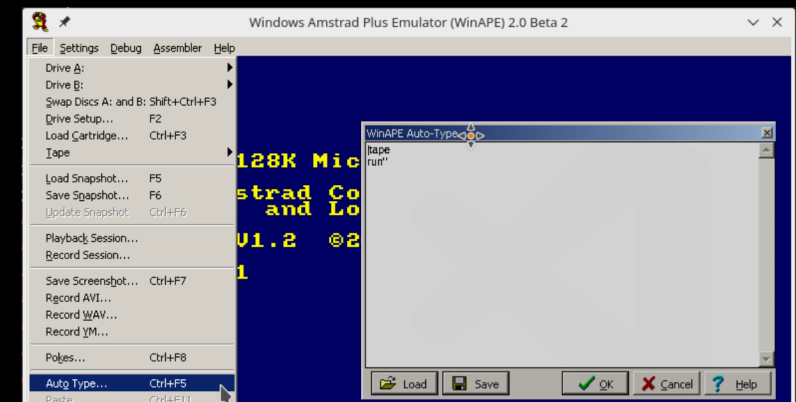
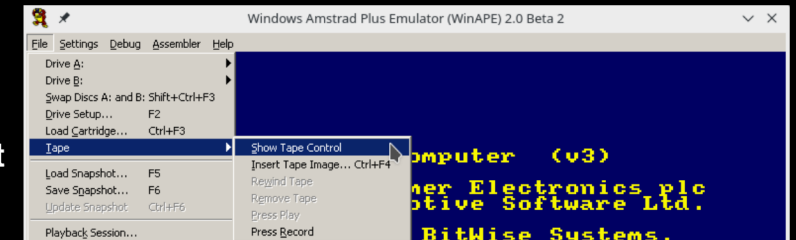
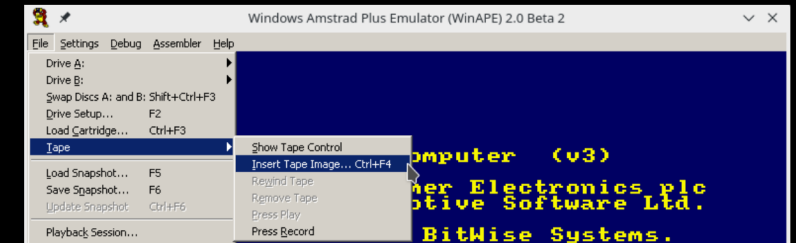
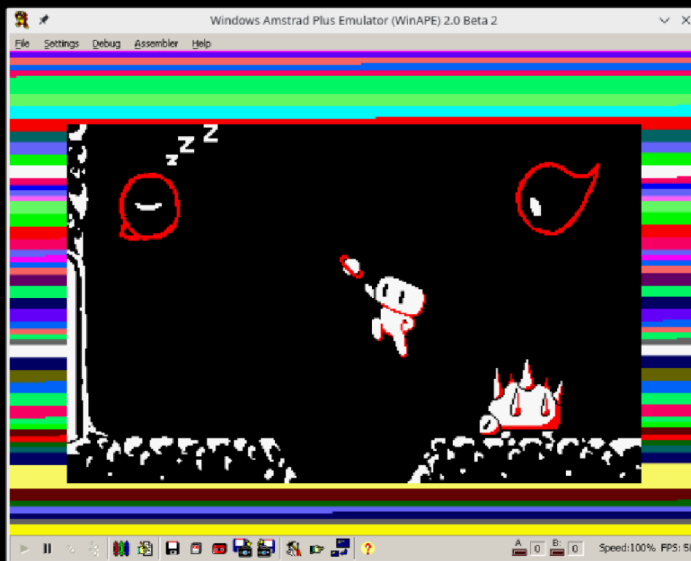
SETUP (.cdt)

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



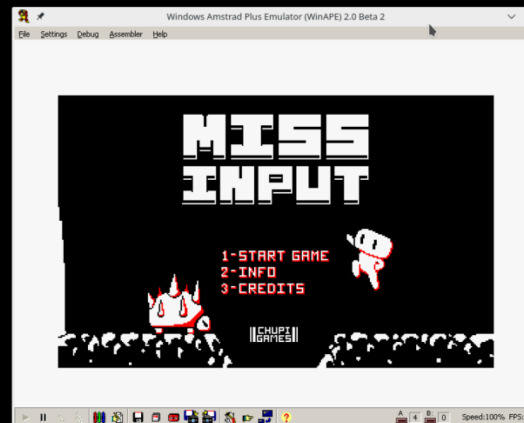
SETUP (compile)

First of all, you have to install Cpctelera from <https://github.com/Ironaldo/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

```
manjaro@manjaro-pc:~/Escritorio/Miss_Input 80x24
[manjaro@manjaro-pc Escritorio]$ cd Miss_Input/
[manjaro@manjaro-pc Miss_Input]$ make
```

```
manjaro@manjaro-pc:~/Escritorio/Miss_Input 80x24
> 'obj/MissInput.bin' End Address : '0x4bb2'
> Loader Load Address: '0xBF2A'
> Loader End Address: '0xbfbf'
> Patching 'loader.patch1.bin' into 'loader.patch2.bin...'
GAMESIZE=`wc -c < obj/MissInput.bin` && /home/daniel/Escritorio/CPC/cpctelera/cpctelera/tools/scripts/cpct_binpatch "obj/_cdtmanager/assets/loader.patch1.bin" -pw "0x10" "0x0040" -pw "0x1A" "0x34E8" -pw "0x13" "${GAMESIZE}"
> Successfully patched. Now writing to 'loader.patch2.bin'
[CDTMAN] Successfully generated 'loader.patch2.bin'.
[MissInput] Creating Cassette file 'MissInput.cdt'
'MissInput.cdt' < 'loader.patch2.bin' {Format:'firmware' Load:'0xBF2A' Run:'0xBF2A' Name:'Miss Input'}
'MissInput.cdt' < 'ImagenCarga.patched.showscri.bin' {Format:'miniload' }
'MissInput.cdt' < 'MissInput.bin' {Format:'miniload' }
[MissInput] Successfully created 'MissInput.cdt'
[MissInput] Creating Disk File 'MissInput.dsk'
DSK : MissInput.dsk
-----
[MissInput.dsk] Added BIN file 'obj/MissInput.bin'
[MissInput] Successfully created 'MissInput.dsk'
[MissInput] All files added to MissInput.dsk. Disc ready.
[MissInput] Creating Snapshot File 'MissInput.sna'
[MissInput] Successfully created 'MissInput.sna'
[manjaro@manjaro-pc Miss_Input]$
```



```
manjaro@manjaro-pc:~/projectcea/CrimsonKnightAdventures 80x24
[manjaro@manjaro-pc Miss_Input]$ cpct_winape -a
```

OBJECTIVES & GAME ELEMENTS

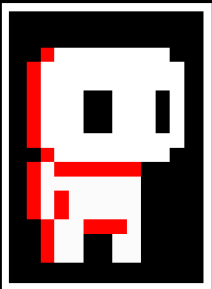
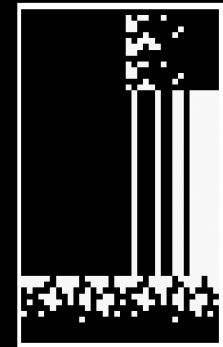
In this game, your objective is to reach the light at the end of each level. You must complete every level to exit the cave you fell into.

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.



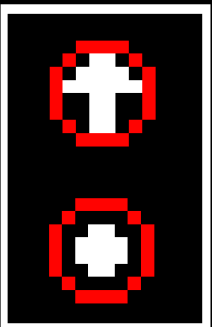
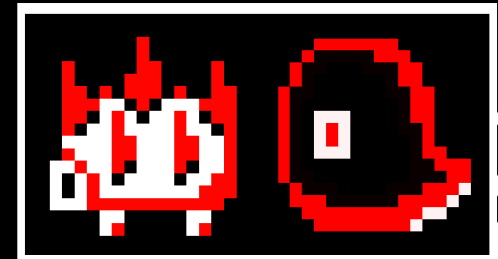
- Jonny (The Player).

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.

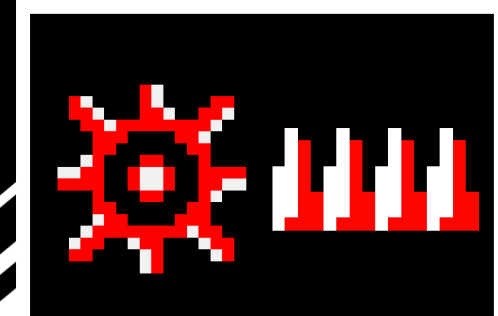


- Power Ups.

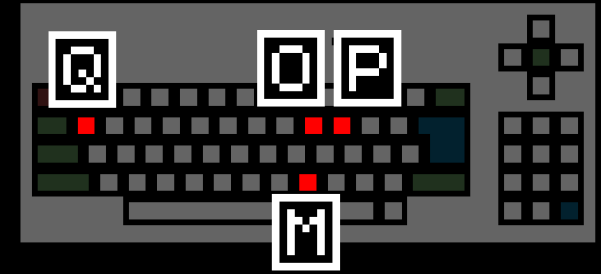
These items will give you new abilities to be able to reach the exit.

- The traps

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



HOW TO PLAY

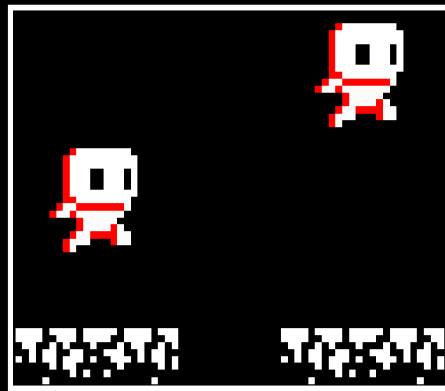


JUMP

Press Keyboard 'Q' to jump.

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

Short Press



Hold Button

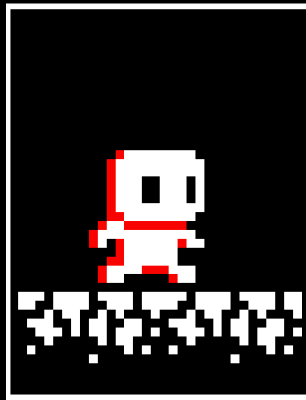
WALL JUMP

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

MOVE

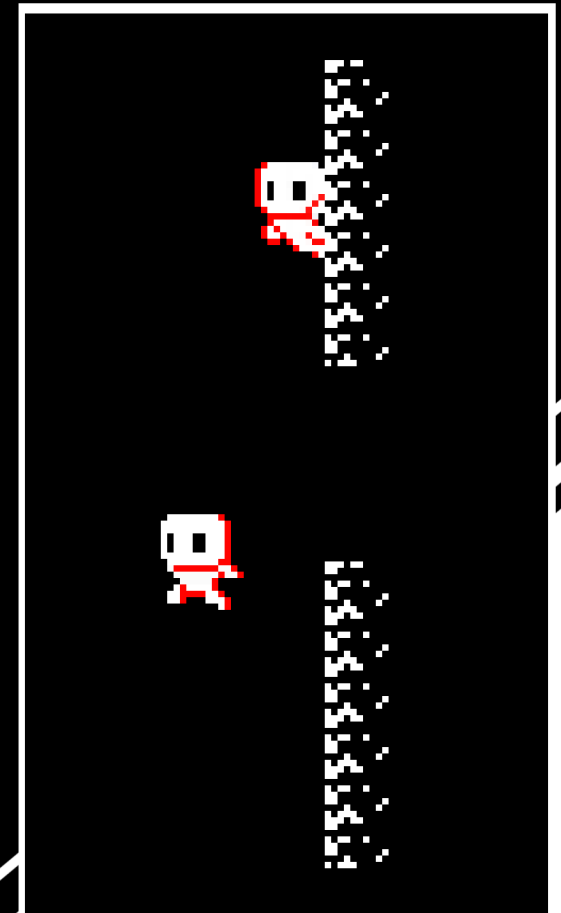
Press Keyboard 'P' to move to the right

Press Keyboard 'O' to move to the left.



MUTE AUDIO

Press Keyboard 'M' to mute the audio and effects.

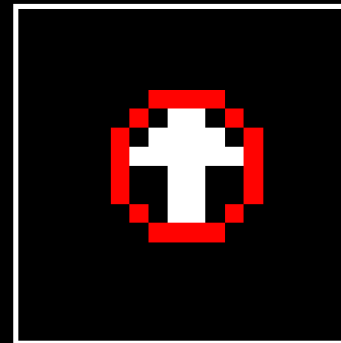
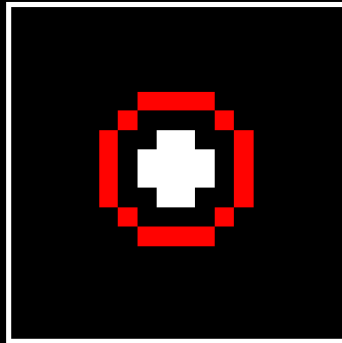


POWER UPS

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 lose this ability.

(It disappears once picked)



POWER UP: GRAVITY UP

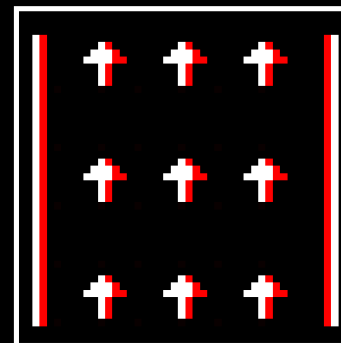
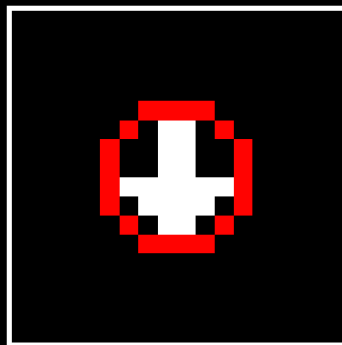
By just picking it, this item will make you fall upwards.

(It disappears once picked)

POWER UP: GRAVITY DOWN

Catch it and restore the gravity to fall down again.

(It disappears once picked)



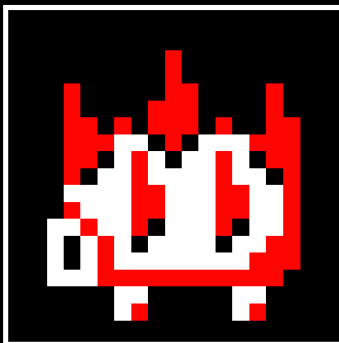
GRAVITY ZONE:

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

ENEMIES & TRAPS

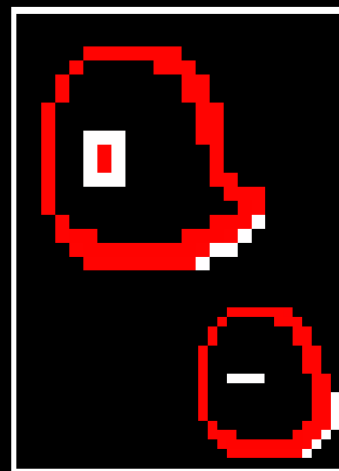
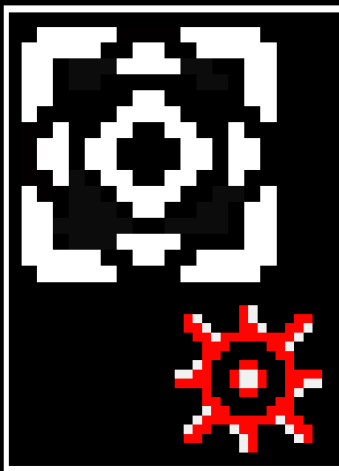
BILLY

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



SAW MACHINE

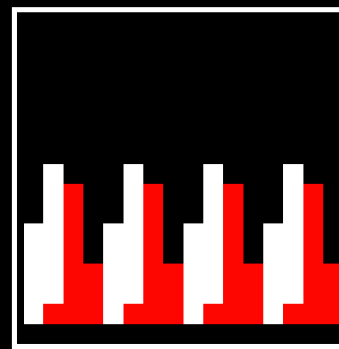
This machine will periodically shoot a spiked wheel in a straight line that will kill you once it hits you.



GHOST EYE

This sleeping ghost will remain still while he sleeps, but once you approach 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

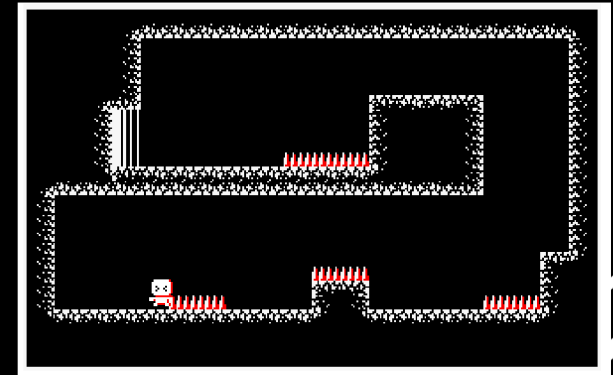
GAME AUTHORS:

- Daniel Saura Martínez
- Enrique Vidal Cayuela



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>

