

# Resignation Quest

"Hell is office people"

A creation of @SofasProhibidos studios

## Game manual

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# 1. Introduction

Another monday in 1984, **6:30AM**, you wake up with the sound of Time After Time in your alarm clock. After splitting all the coffee through the kitchen floor you take your Chevrolet Chevette and try to reach your job, again as every morning, the usual **8:00AM** traffic jam in Brentwood (Essex, England). However, today is not a normal day, today you have to assist to the global release of the Amstrad CPC, the computer you have been working hard on during the last few months. **8:25AM**, finally you can park, two miles away from Amstrad Headquarters. **8:55AM**, you finally reached your office, but running those two miles has not been worth at all, your chief is waiting furiously for you in his office, after the release you will be fired.

55 minutes of delay have been enough to forget months of hard working and hundreds of extra hours. This is the end, your resignation letter will be signed with the fury of your kicks.

## 2. Loading instructions

### 2.1. Amstrad CPC 464/464 PLUS

Cassette version:

Insert the fully rewound tape in the cassette slot then type RUN" and press INTRO/RETURN.

Disk version:

First, turn on your disk drive, and then your Amstrad CPC. Insert the disk, type |DISC and press INTRO/RETURN. Last step, type RUN"disc and press INTRO/RETURN.

### 2.2. Amstrad CPC 664/6128/6128 PLUS

Cassette version:

Connect a cassette recorder and insert the rewound tape. Type |TAPE and press INTRO/RETURN. Last step, type RUN" and press INTRO/RETURN again.

Disk version:

Insert the disk, type RUN"disc and press INTRO/RETURN.

## 3. Game instructions

Your goal in the game is defeating the most enemies as you can meanwhile trying to recollect different items that will enhance your stats and complete level after level.

### 3.1. Character stats

All the characters in the game, that is, the player, like the enemies, have 4 stats:

- Attack: How much damage the character causes in each hit.
- Defense: How strong can be the biggest attack you can endure without your health being decreased.
- Health: How much live you have left. When reaches 0 the character dies.
- Speed: How many movements the character can do in each turn.

### 3.2. Objects

In most levels you will find pickable objects. However, this objects can only be collected by the player, enemies stats are unalterable. The pickable objects are:



Pencil: Will increase by 1 your attack.



Tie: Will increase by 1 your defense.



Resignation letter: Will heal 1 point of health.



Envelope: Will increase by 1 your health capacity (however will not restore your previous damage).



Coffee ("the more sugar, the sweeter"): Will increase by 1 your speed.

There is another object in the game, however, this is not collectable:



Elevators: Allow you to move to the next level.

### 3.3. Enemies

Each type of enemy has its own stats and they present different behaviours.



This is John. In fact, he is the only one in the office that has been always kind to you. He is tired of this job as you so he will not do anything, just keep looking at your revenge. He also wants to see the office burning in flames.



This are the managerials. Since they are the chief's favourites they do nearly anything in the office. In fact they are so lazy that he has no extra abilities and his behaviour only consists on trying to catch you when they see you (in a range of 4 cells around them).



This is the security staff. They are that kind of people who wake up at 5:00AM in order to go to the gym. Their daily exercise routine gives them +1 speed. They will follow you trying to beat you when they sees you (in a range of 4 cells around them).



This is clients attention personal. They have been working for an average of 20 years here, that has made them grumpy and hateful with everybody. This experience also gives them +2 extra health points. They will try to block objects so you cannot pick them up. But be cautious, if you move to a cell where they can attack you in one movement they will do it.









This are front-end developers. They always try to look trendy, so now they are showing an "afro" style. However, they uses this to look friendly despite their extremely aggressive behaviour, that gives them +1 attack. They will pursue you trying to hit you when they sees you (in a range of 4 cells around them).



This are back-end developer. They are usually hippie programers who have still not realized that 1960's already passed and they are not capable to assume that John Lennon has already been dead for 4 years. Thanks to their negation of the reality they have +1 defense. Their behaviour is the same as clients attention personal, try to block the objects and attack you if possible.

In the following table you will find all the enemies characteristics summarized:

Enemy	Health	Defens e	Attack	Speed	Behaviour
 John	2	1	1	1	Standby.
 Managerials	2	1	1	1	When sees you, pursue you.
 Security staff	2	1	1	2	When sees you, pursue you.
 Clients attention personal	4	1	1	1	Blocking the object, if he can, attack.
 Front-End programmers	2	1	2	1	When sees you, pursue you.
 Back-End programmers	2	2	1	1	Blocking the object, if he can, attack.

### 3.4. Game controls

- Use Q/A to move UP/DOWN.
- Use O/P to move LEFT/RIGHT.
- Use SPACE to wait a turn.



# 4. Credits

## 4.1. Authors

Don't hesitate on tagging us in your tweets about this game through the official Twitter of our team: **@SofasProhibidos**

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