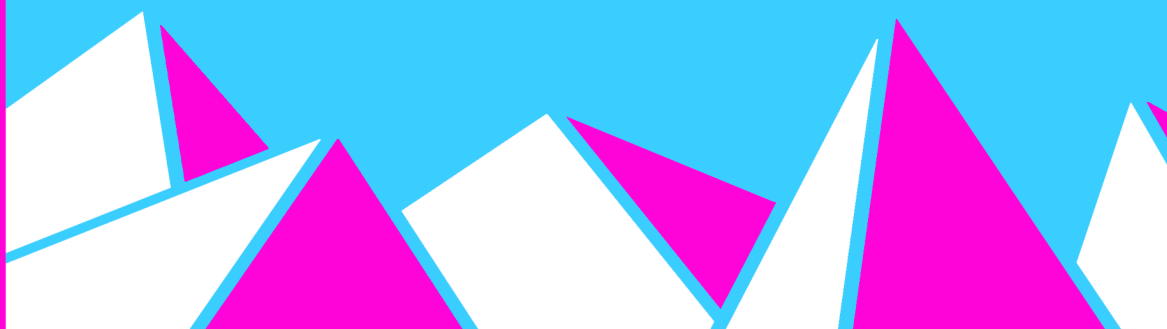


The logo features the word "RETRO" in a blue, pixelated font at the top. Below it, "TENNIS" is written in large, white, 3D block letters with a pink shadow, set against a pink trapezoidal background. At the bottom, the word "WAVE" is written in a stylized, pink, wavy font. The entire logo is centered on a light blue background.

RETRO  
TENNIS  
WAVE

A game by  
Bamboo Studio



# INTRODUCTION

In a dystopic future, the government of the galaxy is going to organise a tennis tournament, in which all planets under the human dominion will take part.

The winner of this competition will rule the world, while the losers...

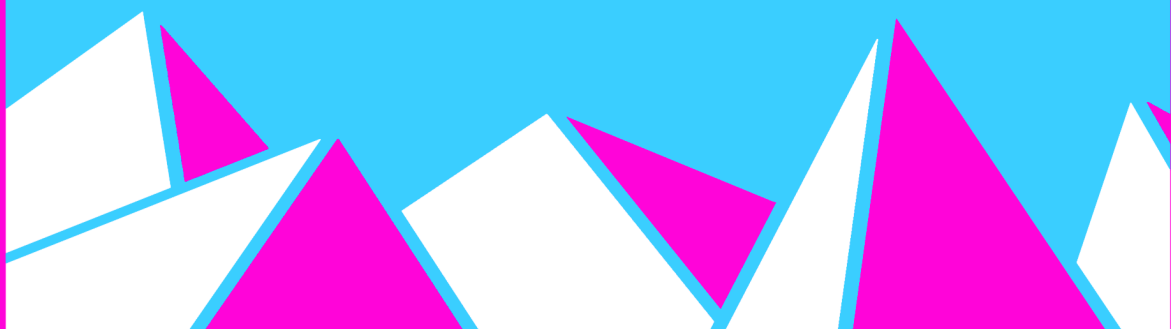
You are not going to lose, aren't you?



# THE GAME

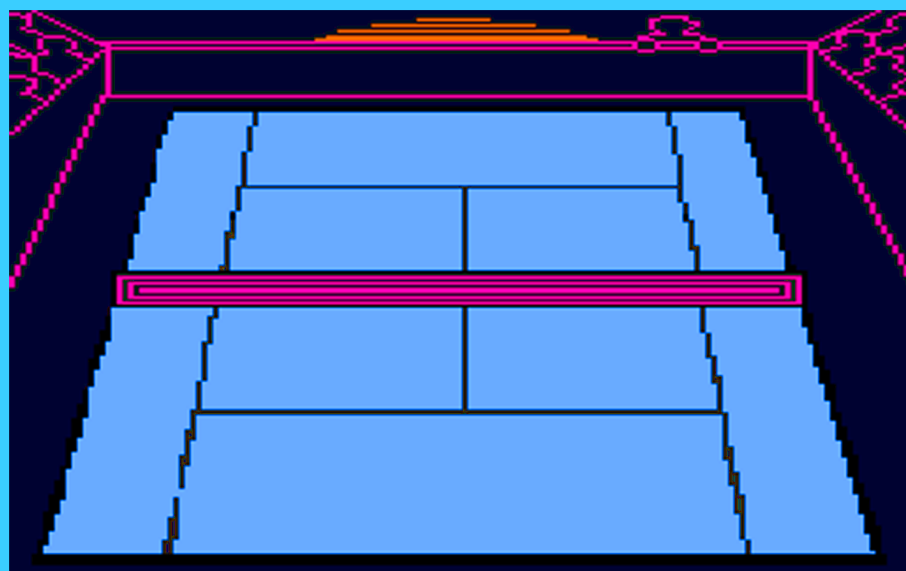
You play as Waldo,  
the player chosen by  
the United States of  
Pangea to take part  
in the tournament.

The destiny and  
future of the planet  
is in your hands,  
however, will you be  
able to fight for it?



# Elements

## The court



It is the place  
where the matches  
are played.

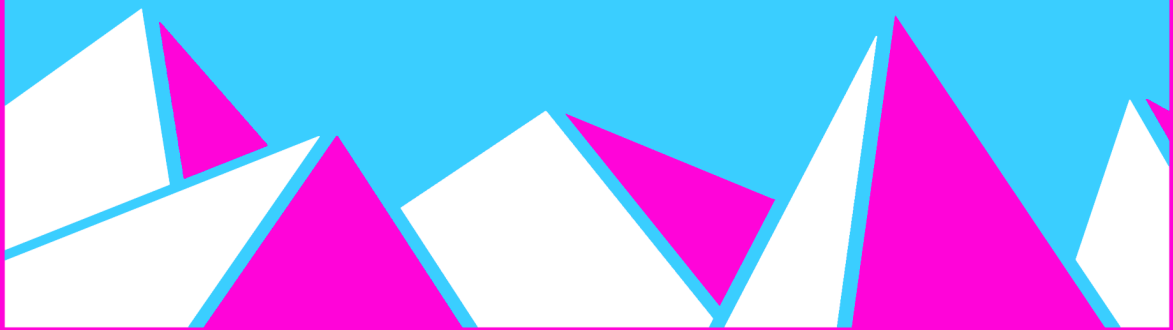
# Elements



The ball



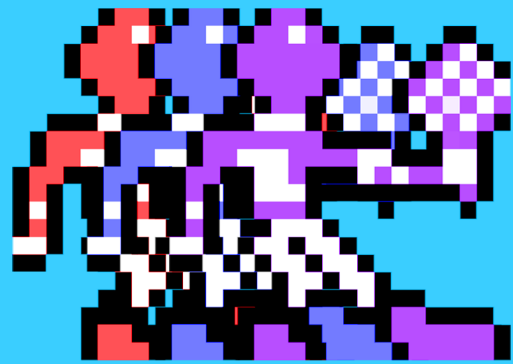
You should take  
care of the ball  
and its 2  
bounces.



# Elements



The player



The enemies

Not only do each of them come from a different planet but also have the same objective.



# Elements

## Loading Screen



## Main menu

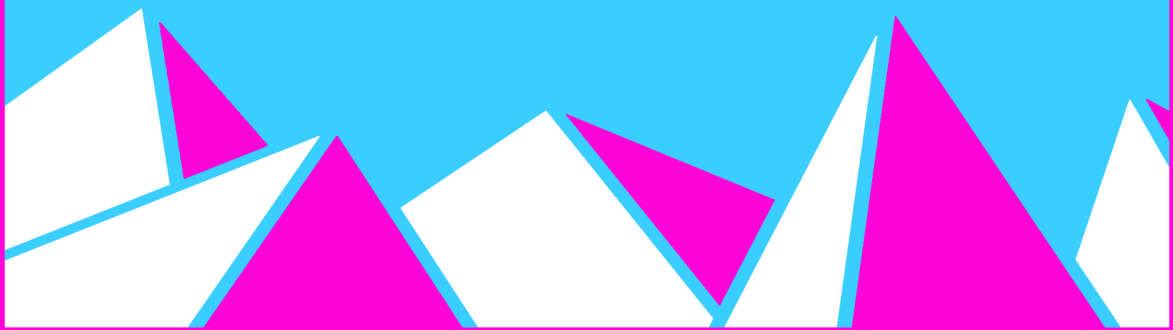


# Easter Egg



HHHH...  
GOWRY  
YU GO!

Whenever the player  
is defeated, this  
word bubble will  
appear in order to  
honor  
Astro Marine Corps.





# HOW TO PLAY

You will take part in a galactic tennis tournament.

In order to win the competition and therefore save your planet, you will have to face several enemies from other planets in different matches.

Every enemy will have it's own skill and difficulty.



# REQUIREMENTS

You'll need  
Cpctelera 1.4.2 in  
order to run the  
game.

## Download and installation

```
> git clone  
https://github.com/Ironaldo/cpctelera  
> cd cpctelera/  
> ./setup.sh
```

## To run the game

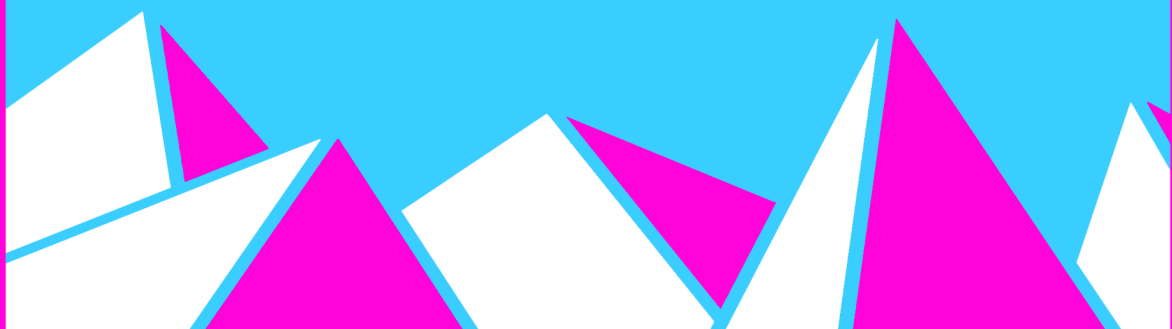
```
> cd Game  
> make clean && make && cpct_winape -as
```



# TIPS

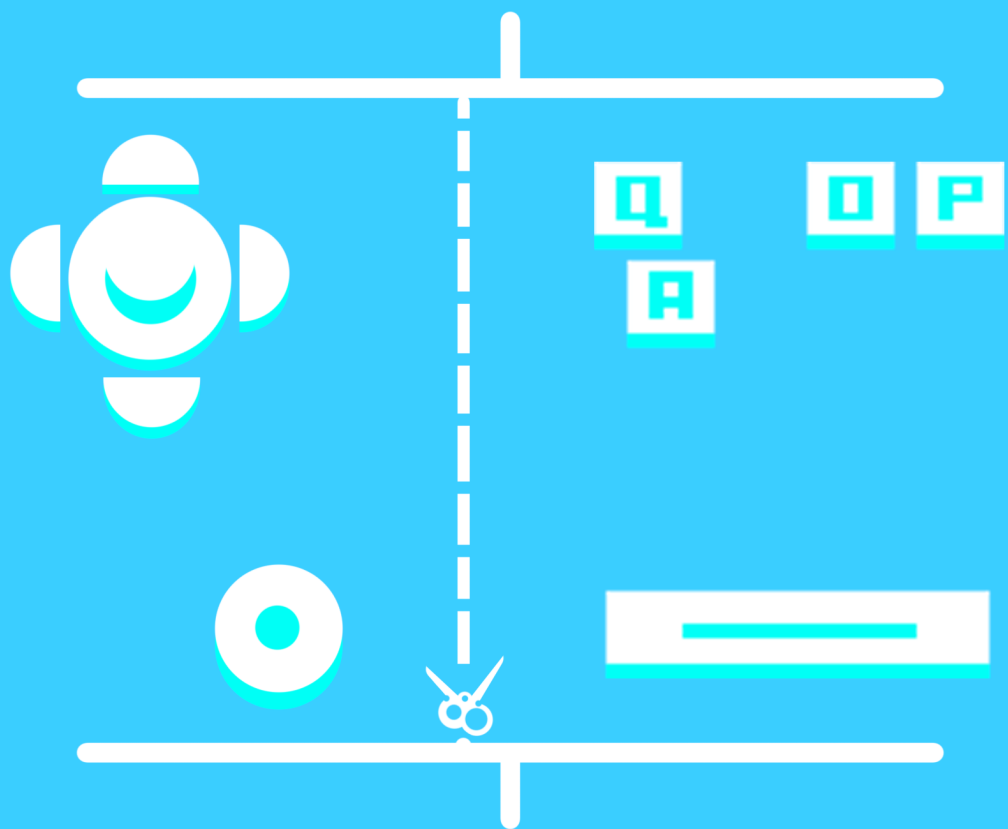
In order to defeat your enemies, you need to move and shoot the ball in the right direction.

Be careful and don't trust your skills too much, because you can't predict how the ball will bounce.

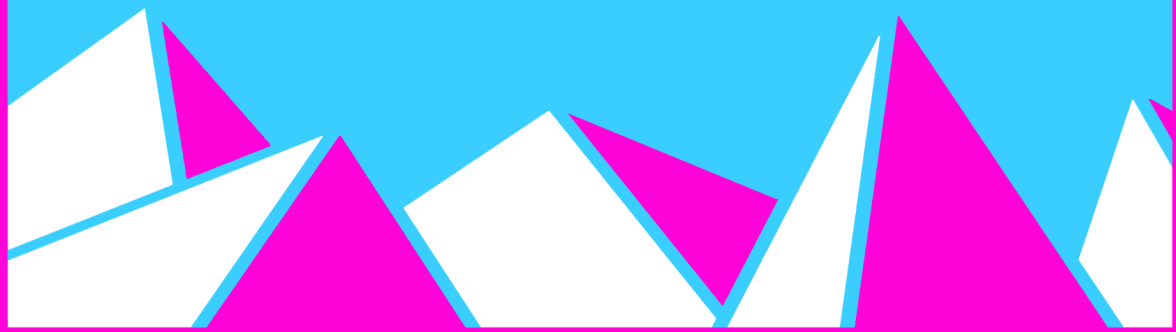


# CONTROLS

MOVE



SHOOT



# CREDITS

(Mario Camara)  
Santacreu)

(Javier Martinez)  
Segura)

(Moises Rodriguez)  
Fortea)

All the sprites, background  
images and sounds included  
in this game were made by  
Bamboo Studio members.

