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University of Alicante

Academic year 2021/2022

INDEX

How to run the game

There's three ways of executing the game:
The first one is by using the .cdt file (JumpManiac.cdt), using WinApe, you will have to follow the next steps:

1. Click on *"File -> Tape -> Insert Tape Image"* (select the .cdt)
2. Click on *"File -> Tape -> Show Tape Control"*
3. Write on the BASIC interpreter "|tape". (to write "|" symbol SHIFT + [key)
4. Then write "run" "
5. Lastly, press *Play* on the Tape Control opened on step 2 and type any key on winape.

The second one is by using the .dsk file (JumpManiac.dsk), using WinApe, you will have to follow the next steps:

1. Click on *"File -> Drive A -> Insert Disk Image"* (select the .dsk)
2. Type *run "JumpManiac.dsk*

The last option is to compile the game using the game files attached following the next steps:

1. Install CPCtelera if you haven't done it yet (cpctelera)
2. Go to the folder JumpManiac.
3. Open a console and type *"make && cpct_rvm -as"* (If it's the first time you open RetroVirtual Machine, you will have to follow the steps to install it)

Story

The game is set inside a house, where an old woman anxious to get out is looking for the keys to achieve her goal. Her mental state has caused the house to be disfigured, with enemies and traps that will make the search for all the keys a living hell.
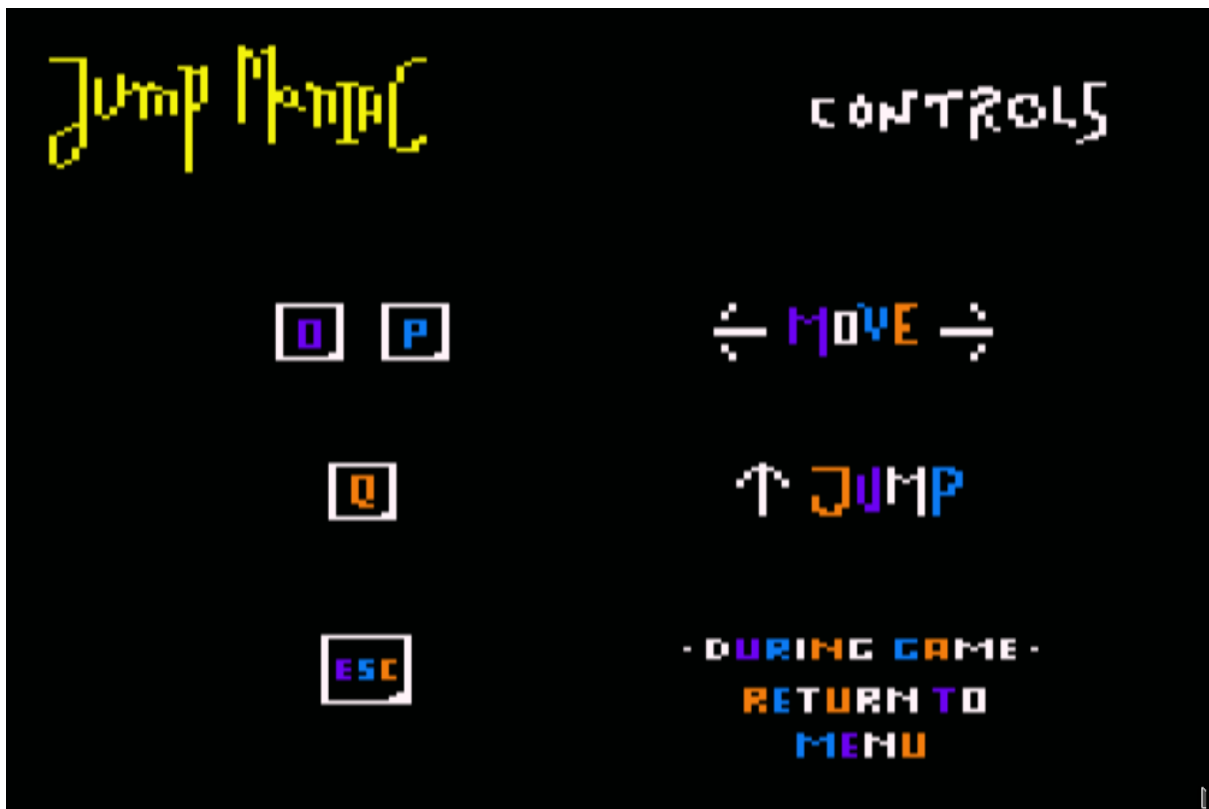
Gameplay and controls

The gameplay is based on trying to find the 3 keys to get out of the house. To make this possible, you will have to go through the rooms in search of the keys and find the exit door.

We are using the classic Amstrad controls:

- **O** → Move left
- **P** → Move right
- **Q** → Jump
- **ESC** → Return to the menu

You can also look at the controls in the "Controls Section" of the menu:
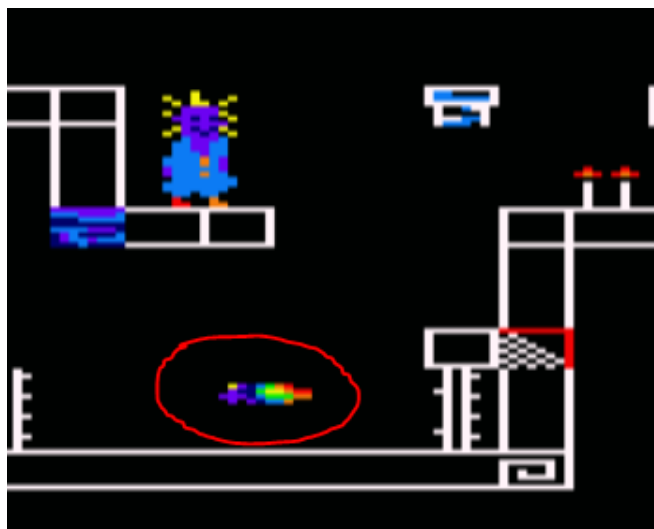
Winks to Rainbow Islands

Multiple winks can be found throughout the gameplay, we will list them in case you haven't noticed:

- As we said in the game story, the old woman is not in her best mental state, and this behaviour is usually represented by watching multiple colors and disfiguring the reality. That's what you can find in most levels, multicolor blocks that represent the rainbow color palette.

Example of a map with blocks creating a rainbow

- Enemies sprites have the rainbow color scheme.

- The endgame screen structure is a tribute to Rainbow Islands cover page. At least we tried to

Comparison between Rainbow Islands load screen and Jump Maniac endgame screen

- And last but not least, a little wink in our menu music where you will hear the melody of Rainbow Islands, composed by Steve Turner, in the background. Both melodies are inspired by the original "Over the rainbow" song composed by Yip Harburg in 1939 for the "Wizard of Oz" film. Yip won the best original song Oscar award.
The wink can be heard at 1:50 min.

Rainbow Islands melody transcription

Here you have the game music in case you want to hear it.

https://www.youtube.com/watch?v=rH7xf8xKGkc

Screenshots

Trailer

https://youtu.be/rrZ7KedUaQQ
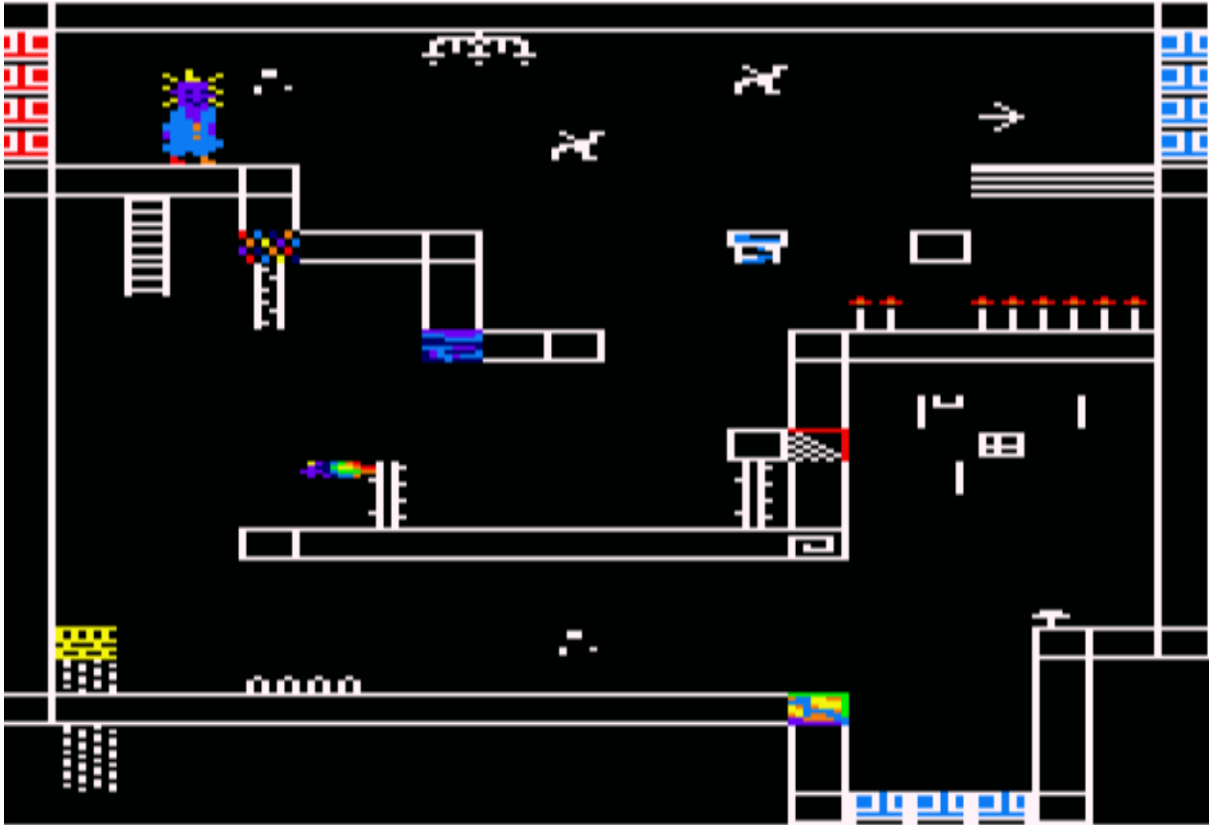
Credits

Game Developers:
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CPCtelera by Fran Gallego