# Game Manual:

# COWNIGHT



BY:



AMISTRADGAMES

# STORY

A little girl was playing in the darkness of the night, by the light of the moon and the stars, when suddenly an unknown light that shined like the rainbow tried to abduct her.

But her friends the cows where there to sacrifice for her. And that's how her story starts...

# HOW TO PLAY

Press **space bar** to start the game, then wait a few seconds for the controls to show, then press:

- O: to move left.
- P: to move right.
- Q: to unhide
- A: to hide



The score will go up by suriviving the rainbows that the ovni shoots. You must run or hide behind a cow. You can only hide yourself by being above a cow.

# TEAM

- Ana Maria Moreno | Level Design, Gameplay & Music
- Sara Sanchez | Graphics, Art
- Luis Alba | AI Programmer, Gameplay

# SOFTWARE:

- CPCTelera | Amstrad CPC game engine for C and assembly developments
- Visual Studio Code | Text Editor
- GitHub | Version controller
- Tiled | 2D level editor
- Pixilart | Pixel art drawing tools
- Arkos Tracker | Music and VFX compossing tool

# GESTURE:

As we are taking part in the CPCRetroDev contest this

The game have to reference in someway to the game **Rainbow Islands** by **Ocean** as a rule for the CPCRetroDev of this year.

# INSTALATION:

In the original AmstradCPC you just have to insert the cassette and then type RUN" and press ENTER. Then press any key and wait to the game to be loaded.

If you don't own one, you can try them by downlading a AmstradCPC emulator like **Winape** or **RetroVirtualMachine** and then load the file "cownight.cdt" into the emulator, then type **RUN"** and press ENTER.



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